# XMP Converter v2.15 — Quick Start Guide

From preset to baked LUT in five steps.

XMP Converter reads Lightroom and Camera Raw .xmp presets, previews them live on an image, and saves matching JPEGs and a 33-point .cube LUT. The tool opens with a built-in colour-wheel test pattern already loaded, so you can try a preset immediately without loading your own image first.

## Step 1 — Load an Image (optional)

The default test pattern loads automatically at startup. To use your own photo, click LOAD [L] in the toolbar, or drag a JPEG, PNG, or WebP onto the window. The header border turns magenta to show an image is live.

> **TIP**
>
> Press the L key anywhere (outside a text field) to open the image picker. You can also drag an image straight onto the centre viewport.

## Step 2 — Load XMP Presets

Drag one or more .xmp files onto the window, or click the DROP OR CLICK TO LOAD XMP FILES zone on the left. Each valid preset appears in the PRESET STACK tagged B&W; or COLOUR. Malformed or unsupported presets are rejected with a status message and are not added (see §8.1–§8.2).

> **■ RGBTABLE UNSUPPORTED**
>
> Presets that store their look in Adobe's proprietary crs:RGBTable colour table are rejected on purpose. The tool cannot decode that table, and baking a LUT without it would silently drop the main part of the look. This is deliberate per §2.7.

## Step 3 — Select and Preview

Click a preset in the PRESET STACK to make it active. The viewport updates instantly. Adjust STRENGTH and the TONAL OFFSET sliders (EXPOSURE, CONTRAST, HIGHLIGHTS, SHADOWS) to taste. Hold SOURCE to peek at the untouched image; toggle ZEBRA to mark blown highlights (magenta) and crushed shadows (lime green).

> **TIP**
>
> UNDO [U] and REDO [Y] step through your slider and preset changes — up to 20 steps. The history clears when you load a new image.

## Step 4 — Name the Output

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Type a SAVE FILENAME PREFIX in the right panel. The tool suggests one from the image or preset name; overwrite it if you like. All saved files use this prefix.

## Step 5 — Save

Choose how much to write:

- SAVE ACTIVE — 3 JPEGs + LUT: writes a full-resolution JPEG, a 1200px social JPEG, a 200px thumbnail, and the 33-point LUT for the active preset.
- SAVE ACTIVE LUT — ONLY: writes just the .cube for the active preset, no JPEGs.
- SAVE ALL — LUTs ONLY: writes one .cube for every preset in the stack.

Files route to your browser's Downloads folder. The header border turns green when a save completes.

| Saved file | Specification |
|---|---|
| prefix_ORIG.jpg | Native resolution, JPEG quality 95% |
| prefix_SOCIAL.jpg | Long edge 1200px, JPEG quality 95% |
| prefix_ARCH.jpg | Long edge 200px, JPEG quality 92% |
| prefix_33.cube | $33^3$ lattice LUT, colour-only, provenance-stamped |

> **TIP**
>
> Press the E key to trigger SAVE ACTIVE without reaching for the mouse.

*Click LEDGER at any time to download a .csv record of your session (timestamp and edit state per change).*

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