XMP Converter v2.15 — Tooltip Library

Standard and progressive tooltip text for every control.

Two tiers per control: the standard tooltip (first hover, plain English) and the progressive tooltip (second hover, technical detail). Tooltips start with a verb, never with “This” or “The”.

Toolbar

Control	Standard tooltip	Progressive tooltip
LOAD [L]	Load an image to preview presets on.	Opens a picker for JPEG, PNG, or WebP; routes through the same pipeline as drag-and-drop (§3.6). Shortcut: L.
ZEBRA	Mark the brightest and darkest pixels.	Overlays magenta where all channels exceed 252 and lime green where all fall below 3 (§1.5). Preview only.
SOURCE	Hold to compare against the original.	Repaints the unprocessed preview buffer while held; releases back to the rendered preview (§2.6).
UNDO [U]	Step back one change.	Restores the previous JSON edit-state snapshot; up to 20 are kept, oldest discarded first (§2.8). Shortcut: U.
REDO [Y]	Step forward one change.	Re-applies the next snapshot in history if you have stepped back. Shortcut: Y.
RESET ALL	Reset sliders and clear the active preset.	Composite reset; commits one history entry after all sub-resets complete (§6.4).
START OVER	Clear everything and begin again.	Confirms first, then discards image, presets, and history; returns the header to READY (§5.4).
LEDGER	Download the session record.	Writes a two-column .csv (ISO-8601 timestamp, JSON state); shows LEDGER IS EMPTY if nothing logged (§3.3).
SAVE [E]	Save the active preset as JPEGs and a LUT.	Renders from the full-resolution buffer; writes three JPEGs and the 33-point .cube. Shortcut: E.

Background Swatches

Control	Standard tooltip	Progressive tooltip
Black swatch	Set the viewport background to black.	Applies #000000 to the centre viewport only; sidebars stay #222222 (§1.2).

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Control	Standard tooltip	Progressive tooltip
Grey swatch	Set the viewport background to middle grey.	Applies #7F7F7F, the default, the exact midpoint of black and white (§1.2).
White swatch	Set the viewport background to white.	Applies #FFFFFF to the viewport for judging against a bright field.

Sliders

Control	Standard tooltip	Progressive tooltip
STRENGTH	Blend the preset against the original.	Mixes processed and reference pixels by sqrt(strength/100); 0% is the original, 100% full preset.
EXPOSURE	Brighten or darken overall.	Adds to the preset exposure; applied as a power-of-two multiply in linear-ish space, range ±2 stops.
CONTRAST	Increase or reduce contrast.	Scales tones around 0.5 by (1 + contrast/100); combines additively with the preset contrast.
HIGHLIGHTS	Recover or lift bright tones.	Weights an offset toward values above 0.5 with a squared falloff; range –100 to +100.
SHADOWS	Open or deepen dark tones.	Weights an offset toward values below 0.5 with a squared falloff; range –100 to +100.

Save Controls

Control	Standard tooltip	Progressive tooltip
SAVE FILENAME PREFIX	Name the saved files.	Prepended to every output name; auto-filled from image or preset name until you edit it.
SAVE ACTIVE — 3 JPEGs + LUT	Save JPEGs and a LUT for the active preset.	Renders full resolution, then writes ORIG (95%), SOCIAL 1200px (95%), ARCH 200px (92%), and prefix_33.cube.
SAVE ACTIVE LUT — ONLY	Save just the LUT for the active preset.	Bakes prefix_33.cube via the colour-only path (§2.7) with the provenance stamp (§2.9); no JPEGs.
SAVE ALL — LUTs ONLY	Save a LUT for every preset.	Iterates the stack, baking one stamped 33-point .cube per preset.

Preset Stack

Control	Standard tooltip	Progressive tooltip
Preset row	Select this preset to preview it.	Sets the active index, repaints the preview, and records a history entry; tag shows B&W; or COLOUR.

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Control	Standard tooltip	Progressive tooltip
✕ remove	Remove this preset from the stack.	Splices the preset out and re-indexes the active selection.
CLEAR ALL	Empty the preset stack.	Removes every preset and clears the active selection; commits one history entry.

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