XMP Converter v2.15 — User Guide

Complete reference to every panel, control, and indicator.

XMP Converter is a single-file, offline tool (§4.1–§4.3) that interprets Camera Raw / Lightroom .xmp presets and reproduces them as a live preview, matching JPEGs, and a 33-point .cube LUT. The engine is wrapped in the LumaticXMP namespace (§2.4). It runs entirely in the browser with no internet connection.

The Header Bar

A fixed 50px black bar (§1.1) holds the controls, left to right: colour swatches, the loaded filename, then the action buttons. The thin border along the bottom signals tool state (§1.3):

- BLUE — READY: tool loaded, shown briefly at startup before the default image appears.
- MAGENTA — LIVE: an image is loaded and adjustments are active.
- GREEN — EXPORTED: a save has completed successfully.

Because the default test pattern loads automatically at startup, the blue READY state is visible only momentarily before the border turns magenta.

Colour Swatches

Three squares — black, middle grey, white — set the viewport background so you can judge tones against a neutral field. They change the centre viewport only, not the sidebars (§1.2). Middle grey #7F7F7F is the default.

Toolbar Buttons

Control	Function
LOAD [L]	Open the image picker. Accepts JPEG, PNG, WebP.
ZEBRA	Toggle the diagnostic overlay: magenta marks near-white pixels, lime green marks near-black (§1.5).
SOURCE	Hold to view the unprocessed image; release to return to the preview.
UNDO [U]	Step back through edit history (up to 20 steps, §2.8).
REDO [Y]	Step forward again.
RESET ALL	Reset all sliders and clear the active preset selection in one action.
START OVER	Clear the image and all presets. Asks for confirmation first.
LEDGER	Download the session record as a .csv (§3.3).
SAVE [E]	Save the active preset as 3 JPEGs + LUT.

Left Panel — Asset Management

Image and XMP Drop Zones

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The image zone accepts JPEG, PNG, and WebP; the XMP zone accepts one or more .xmp files. You can also drag files anywhere onto the window — images and presets route automatically by extension (§3.6). Dropping a folder shows a notice asking you to select the files directly, because folder reading is unreliable across browsers (§3.5).

Preset Stack

Every loaded preset appears here with a B&W; or COLOUR tag. Click one to make it active and preview it. The ✕ on each row removes that preset; CLEAR ALL empties the stack. The count above the list shows how many presets are loaded.

Luminance Histogram

A live luminance histogram of the current preview, computed with the standard weighting (0.299R + 0.587G + 0.114B). The BASELINE line below it reports the image's mean luminance, calculated off the main thread at load (§2.5).

Active Preset Info

Lists what the active preset contains: type, whether the gray mixer and HSL mixer are present, whether a custom tone curve is active, and any tonal offsets the preset itself carries (exposure, contrast, and so on).

Right Panel — Adjustments and Save

Effect Strength

Slider	Range	Effect
STRENGTH	0–100%	Blends the full preset result against the original. 0% shows the original; 100% applies the preset fully.

Tonal Offset

These add to whatever the preset already does — they are your manual corrections on top of the look.

Slider	Range	Effect
EXPOSURE	–2.0 to +2.0	Overall brightness in stops.
CONTRAST	–100 to +100	Expands or compresses tones around mid-grey.
HIGHLIGHTS	–100 to +100	Recovers or lifts the brighter tones.
SHADOWS	–100 to +100	Opens or deepens the darker tones.

Save Output

Enter a SAVE FILENAME PREFIX, then choose a save button:

- SAVE ACTIVE — 3 JPEGs + LUT: full-resolution, 1200px, and 200px JPEGs plus the LUT.
- SAVE ACTIVE LUT — ONLY: the .cube for the active preset only.
- SAVE ALL — LUTs ONLY: a .cube for every preset in the stack.

> **■ SPATIAL EFFECTS NOT IN LUT**

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> A .cube LUT encodes colour only. Any position-dependent effect is excluded by design (§2.7). This tool's presets are colour transforms, so the LUT is a faithful match, but keep this rule in mind when combining LUTs with spatial effects elsewhere.

Split-toning and colour-grade wheels in a preset are reported in the status bar but not applied; the preview reflects the tonal and mixer transforms only.

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