LUMATIC LAB // XMP CONVERTER V2.16

Documentation Addendum — v2.16

Applies to: the v2.15 Quick Start, User, Technical, and Tooltip guides.

Version 2.16 makes two small additions to the tool. The existing v2.15 guides remain accurate; the points below extend them. Update the version number on the guides to v2.16 at your next reprint.

1. Rename a preset in the stack

You can now rename any preset in the Preset Stack. Double-click a preset's name to turn it into an editable field, type the new name, and press Enter (or click away) to confirm; press Escape to cancel. The new name updates everywhere it appears — the stack list and the Active Preset Info panel.

If you rename the preset that is currently selected, and you have not typed your own SAVE filename prefix, the prefix updates to match the new name. A prefix you typed yourself is left untouched.

For users: renaming is purely a label change — it does not alter the look itself, only what the preset is called. If you rename something by mistake, just double-click and rename it again; Undo does not reverse a rename.

2. “SAVE ALL — LUTs ONLY” filenames are now distinct

Previously, when you set a SAVE filename prefix and then used SAVE ALL — LUTs ONLY, every exported LUT shared that prefix and differed only by a trailing number, so the files were hard to tell apart. From v2.16 each LUT is named by joining the prefix and the preset's own name, followed by its position in the stack: prefix-presetname-N. For example, with the prefix “MyLook” a batch produces MyLook-Classic_Neg-1_33.cube, MyLook-Nostalgic_Neg-2_33.cube, and so on.

If the prefix field is empty, the preset name and index are used on their own (presetname-N). Preset names are cleaned up for use in filenames — spaces become underscores and unusual characters are dropped — and the _33.cube ending (which records the 33-point LUT size) is still added automatically.

For users: a batch of LUTs now arrives in your Downloads folder with names you can actually read, so you no longer have to open each one to tell which preset it came from.

Unchanged — still correct in the v2.15 guides

Everything else in the existing guides remains accurate, including: the WYSIWYG guarantee between the canvas preview and the baked LUT; that camera-profile presets using Adobe’s RGBTable format are rejected with a clear message rather than baked into a misleading LUT; the dual preview / full-resolution buffers; the colour-only .cube export (spatial effects cannot be represented in a LUT); the © Lumatic Lab provenance stamp written into every exported .cube; the 20-step undo limit; and the 1,000-entry Ledger cap.

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In short: this addendum adds preset renaming and gives each LUT in a batch export a distinct, descriptive filename. No other part of the documentation needs revision for v2.16.

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