ACO ASE Converter v2.2

Tooltip Library

Every interactive control has one standard tooltip and one progressive tooltip. The standard text appears on the first visit; a later hover or focus visit gives the technical detail. Runtime text and this reference share the same registry.

Control	Standard tooltip	Progressive tooltip
BLACK BACKGROUND	Set the preview surround to black.	Apply #000000 to the viewport only; leave both sidebars unchanged.
MIDDLE GREY BACKGROUND	Set the preview surround to middle grey.	Apply #7F7F7F to the viewport only; leave both sidebars unchanged.
WHITE BACKGROUND	Set the preview surround to white.	Apply #FFFFFF to the viewport only; leave both sidebars unchanged.
LOAD [L]	Load swatch files and one preview image.	Route .aco and .ase to the stack, and .jpg, .jpeg, .png and .webp to the image loader; cap each batch at 100 files.
ZEBRA	Show magenta highlights and lime-green shadows.	Mark any RGB channel above 252 and pixels with all channels below 3; exclude these markers from saved LUTs and CSV.
SOURCE	Compare the ungraded source with the palette preview.	Toggle the source view without removing the active preset or changing saved transforms; keep diagnostics enabled.
UNDO [U]	Restore the previous edit settings.	Restore scalar state and the stable active preset ID from at most 20 snapshots; do not recreate removed presets or reverse renames.
REDO [Y]	Restore the next undone edit settings.	Persist the restored state and record REDO in the ledger; a new edit removes the redo branch.
RESET ALL	Return preview adjustments to their defaults.	Deselect the active preset and reset tone, blend, strength, SOURCE and ZEBRA in one history commit; retain stack and image.
START OVER	Clear presets and restore the default test card.	Cancel pending loads and saves after confirmation, reset settings and prefix, and clear history when the embedded PNG loads.
LEDGER	Save the session history as CSV.	Write provenance comments and Timestamp,State columns; retain at most 1,000 timestamped full JSON states in browser storage or memory.
SAVE [E]	Save the active preset in the selected format.	Use SAVE FORMAT to choose gradient CSV, source-order CSV, individual .cube or ZIP; SOURCE and ZEBRA never affect saved data.
LOAD IMAGE	Replace the preview image.	Accept JPEG, PNG and WebP up to 25 MB and 24 megapixels; retain an immutable preview no larger than 1,200 pixels on its longest side.
TEST CARD	Restore the embedded standard test card.	Load the approved 800 x 622 PNG from the embedded base64 constant; retain presets and clear edit history for the new source image.
ACO RGB ENCODING	Choose how future ACO RGB files are decoded.	Default to unsigned 16-bit channels divided by 257; choose explicit non-standard 8-bit compatibility only for exporters storing 0-255 in those slots.

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Control	Standard tooltip	Progressive tooltip
STACK NAME	Set the prefix used for palette and batch saves.	Store a maximum 200-character prefix independently of imported preset names; sanitise only the resulting filename.
PRESET STACK DROP TARGET	Drop ACO or ASE files into the preset stack.	Validate complete binary structure before adding each file; sort generated gradients dark to light without altering source colour order.
LOAD INTO STACK	Add ACO or ASE files to the preset stack.	Accept up to 100 files, 10 MB per asset and 30 MB per asset batch, with at most 1,000 loaded presets.
CLEAR STACK	Remove every loaded preset after confirmation.	Cancel pending preset and folder loads and saves; keep the preview image and scalar history, remapping deleted selections to none.
RENAME FIELD	Enter a replacement name for the active preset.	Prefill the active name and accept up to 200 characters; store names as text, never HTML.
RENAME	Apply the replacement name to the active preset.	Commit one history entry without changing colours, source order or stack position; Enter in the name field applies the same action.
PRESET ROW	Select or deselect a palette for the preview.	Use Space or Enter on the row, or its labelled checkbox; retain keyboard focus after redraw and allow only one active preset.
PRESET CHECKBOX	Apply or remove this palette from the preview.	Apply radio-style selection through checkbox semantics; unchecking the active item returns to the ungraded image.
PRESET DELETE	Remove this preset after confirmation.	Delete only this stable-ID asset, preserve the remaining selection and move focus to a surviving row when necessary.
TONE MODE	Choose five, three or two gradient points.	Sample the luminance-ordered palette at 0/25/50/75/100%, 0/50/100% or 0/100%; retain floating-point samples until output quantisation.
BLEND MODE	Choose how the gradient combines with the source.	Apply NORMAL, MULTIPLY, SCREEN, OVERLAY or W3C SOFT LIGHT channel by channel; default strength to 100% for NORMAL and 50% otherwise.
STRENGTH	Adjust how much of the chosen blend is applied.	Mix source and blended colour over 0-100%; redraw while moving and commit one scalar history entry when the slider is released.
SAVE FORMAT	Choose the output saved by the active and all buttons.	Select colour-only gradient CSV, original source-order RGB CSV, 33-point .cube, or one offline ZIP containing at most 100 LUTs.
SAVE ACTIVE	Save the selected palette in the chosen format.	Snapshot its colours and transform settings before saving; generated CSV has 2/3/5 stops and source CSV retains the loaded palette order.
SAVE ALL	Save every loaded palette in the chosen format.	Snapshot the stack and settings; use one CSV or ZIP download, or space separate LUT requests by 350 ms and allow multiple browser downloads.
CANCEL SAVE	Stop a running LUT save.	Cancel at the next yield point; discard an unfinished ZIP, but keep any individual downloads already requested.
OK	Close the folder-loading warning.	Keep Tab focus inside the warning until OK or Escape closes it, then restore the previously focused control.

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