LUMATIC LAB / SOFTWARE DOCUMENTATION

VERSION & CHANGE RECORD

Documented feature set and agreed development changes for v2.6.1.

DOCUMENT: 06 / VERSION RECORD
APPLICATION: Lumatic Lab B&W Lite
VERSION: 2.6.1
FORMAT: A4 portrait
LANGUAGE: British English

DOCUMENT CONTROL

This guide describes the supplied B&W Lite v2.6.1 HTML application. Interface labels and behaviour are based on inspection of that build. It is not a promise that every browser or computer will behave identically.

A practical reference for photographers working with monochrome conversion, creative toning and 3D LUT export.

1. Current documented build

This documentation set describes Lumatic Lab B&W Lite v2.6.1, using the supplied HTML file as the authoritative reference.

Area	v2.6.1 documented behaviour
Image handling	Single-image workflow; JPEG, PNG and WebP; 20 MB and 24 MP limits.
Starting points	Six mood presets, six channel presets and channel randomisation.
Core conversion	Channel mix, brightness and contrast controls.
Toning	None, Sepia, Cyanotype, Selenium, Platinum and Gold.
Advanced Editing	Three-control tonal curve, split toning and five-band tonal-zone analysis.
User Presets	Save, load, replace and delete locally stored editing settings.
LUT Stack	Multiple 3D .cube LUTs can be loaded; one selected LUT is applied.
LUT export	B&W Conversion and Complete Look exports; both 33^3.
Image export	PNG at native source dimensions.
Local recovery	Opt-in local session recovery; off by default.
Documentation warning	Prominent statement of 3D LUT spatial and image-specific limitations.

2. Agreed development direction

- Preserve the established single-image workflow and familiar core controls.
- Enforce a maximum LUT edge length of 33 in every loading and recovery path.
- Keep the application standalone and offline-capable.
- Use a small number of collapsible working areas to avoid overcrowding the interface.
- Prioritise accuracy of the exported global look over convenience of implementation.
- Make the limitations of conventional 3D LUT export prominent in the interface and documentation.

3. Development changes reflected in this build

- Added the collapsible ADVANCED EDITING area containing the tonal curve, split toning and tonal-zone analysis.
- Added USER PRESETS for locally stored editing settings.
- Added a distinct COMPLETE LOOK LUT EXPORT option alongside B&W Conversion LUT export.
- Both LUT export types generate 33 × 33 × 33 3D .cube files.
- Moved the prominent 3D LUT limitation warning to the left-hand panel in v2.6.1 to improve balance in the Save area.
- Retained single-image processing and the maximum 33^3 LUT constraint.

4. Verification status

The application source was inspected to establish the documented interface, limits and processing logic. The documentation describes the behaviour present in the supplied v2.6.1 file. This documentation exercise does not constitute a full cross-browser functional test, independent colourimetric validation or certification of LUT equivalence in third-party software.

RELEASE NOTE

Before using Complete Look LUTs in a critical production workflow, validate the exported file in the intended destination application. A 3D LUT reproduces global RGB transformations only; it cannot encode spatial or image-specific effects.

5. Document set

This release documentation is supplied as six separate A4 portrait PDFs: Quick Start Guide; Complete User Guide; LUT Compatibility and Export Guide; Advanced Editing Guide; Technical Reference and Troubleshooting; and Version and Change Record.