

LOOPDECK

DEFAULT LAYOUTS
ADOBE PREMIERE PRO



LOUPEDECK+ AND PREMIERE PRO

CONNECTING AND SETTING UP LOUPEDECK+

How to Set up your Loupedeck+:

1. Download & install the latest Loupedeck software. from www.loupedeck.com/get-started
2. Connect the USB cable to your computer's USB port

How to Set up your Loupedeck+ with Adobe Premiere Pro:

Windows:

1. While Loupedeck software is running, open Adobe Premiere Pro
2. Go to Edit -> Preferences -> Control surface -> Push "Add"
3. Select "Loupedeck 2" and accept

macOS:

1. While Loupedeck software is running, open Adobe Premiere Pro
2. Go to Premiere Pro -> Edit -> Preferences -> Control surface -> Push "Add"
3. Select "Loupedeck 2" and accept

WORKING WITH LOUPEDECK+

Loupedeck+ has basic commands such as, exposure and contrast on the default layer. Pressing FN and using the same dials and buttons will create a second layer, called the FN layer.

Loupedeck+ also has a "Custom Mode" which can be activated by pressing the "Custom Mode" button (LED will be lit when Custom Mode is activated).

This will open all the dials for extra customization as a third layer. When "Custom Mode" is enabled by pressing FN, you will have an alternative "Custom Mode" with FN, which makes four different layers of possibilities to master Premiere Pro!

When using "Custom Mode", all functions on buttons D1 and D2 dials are the same as in the default layer. When "Custom Mode" with FN is activated, all of the functions on buttons D1 and D2 dials are the same as in the FN layer.

Color explanations:



BASIC LAYER



FN LAYER



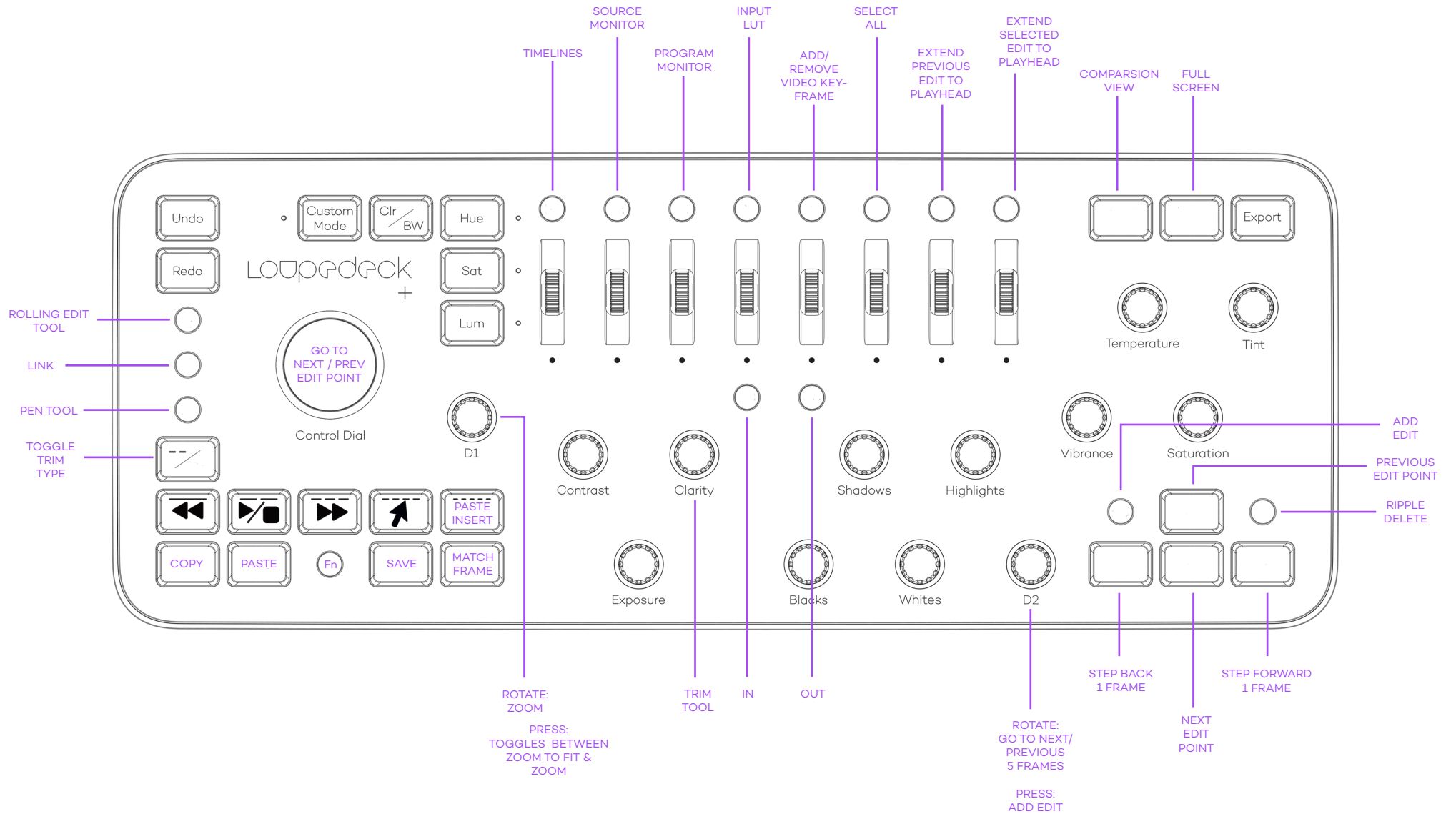
CUSTOM MODE LAYER



CUSTOM MODE FN LAYER

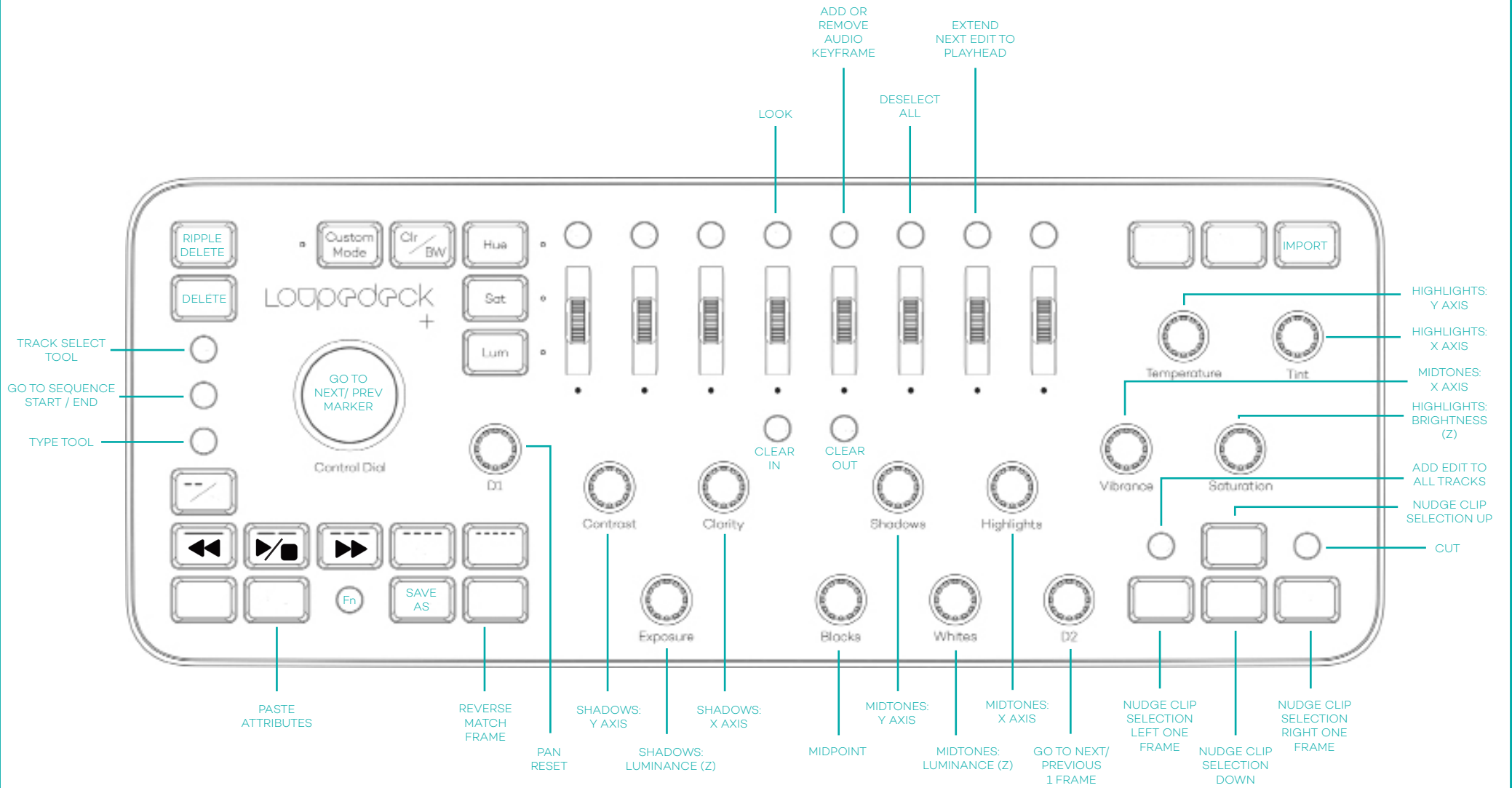
BASIC LAYER

FACTORY DEFAULT FUNCTIONS



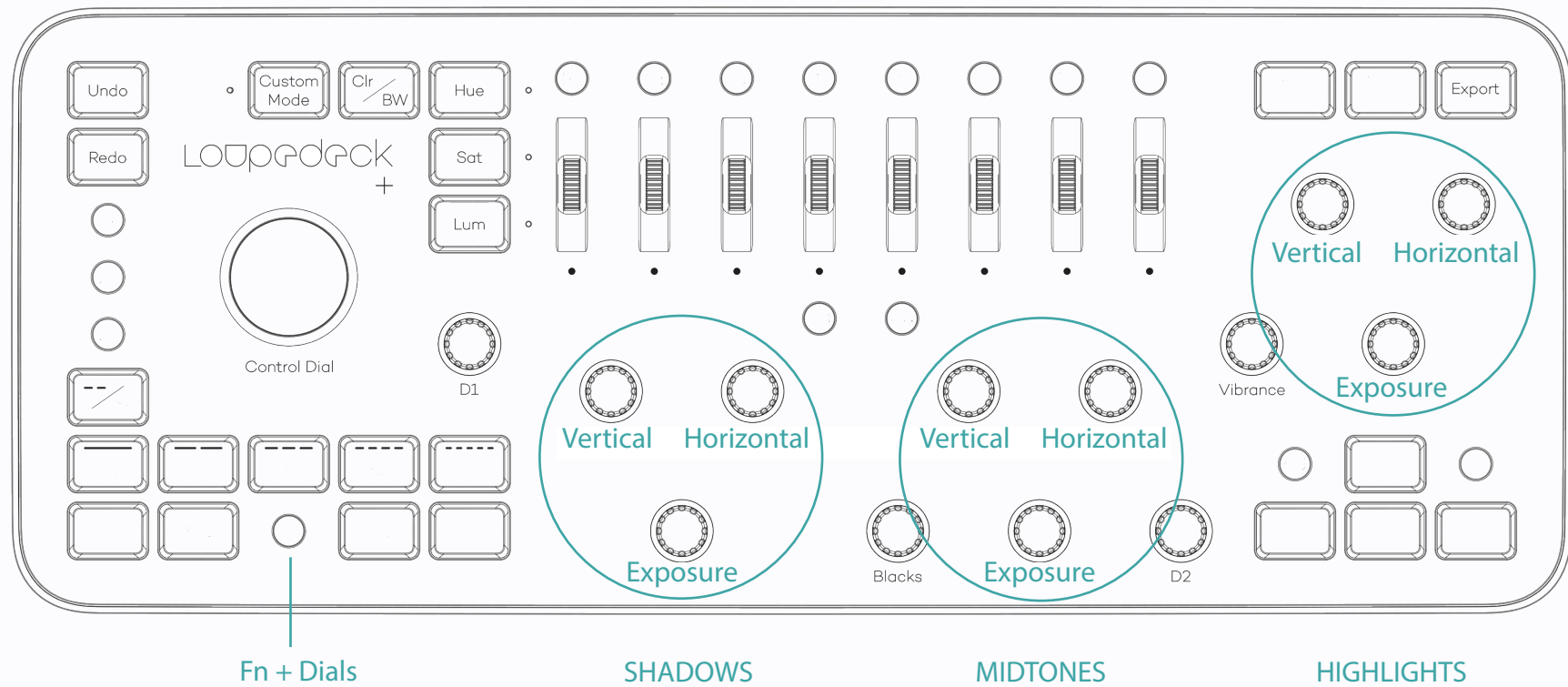
FN LAYER

FACTORY DEFAULT FUNCTIONS



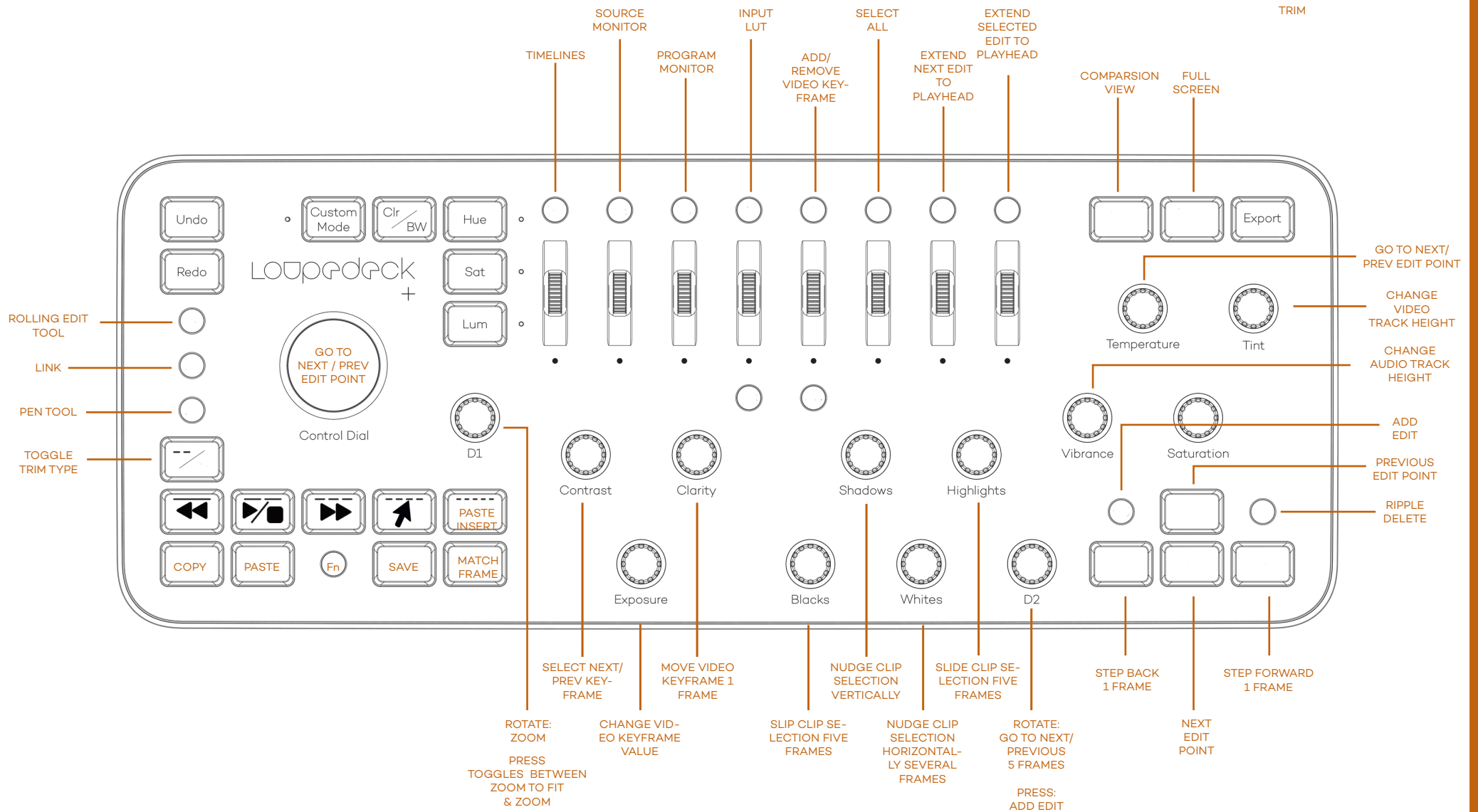
FN LAYER for PREMIERE COLOR WHEELS (SIMPLIFIED VIEW)

FACTORY DEFAULT FUNCTIONS



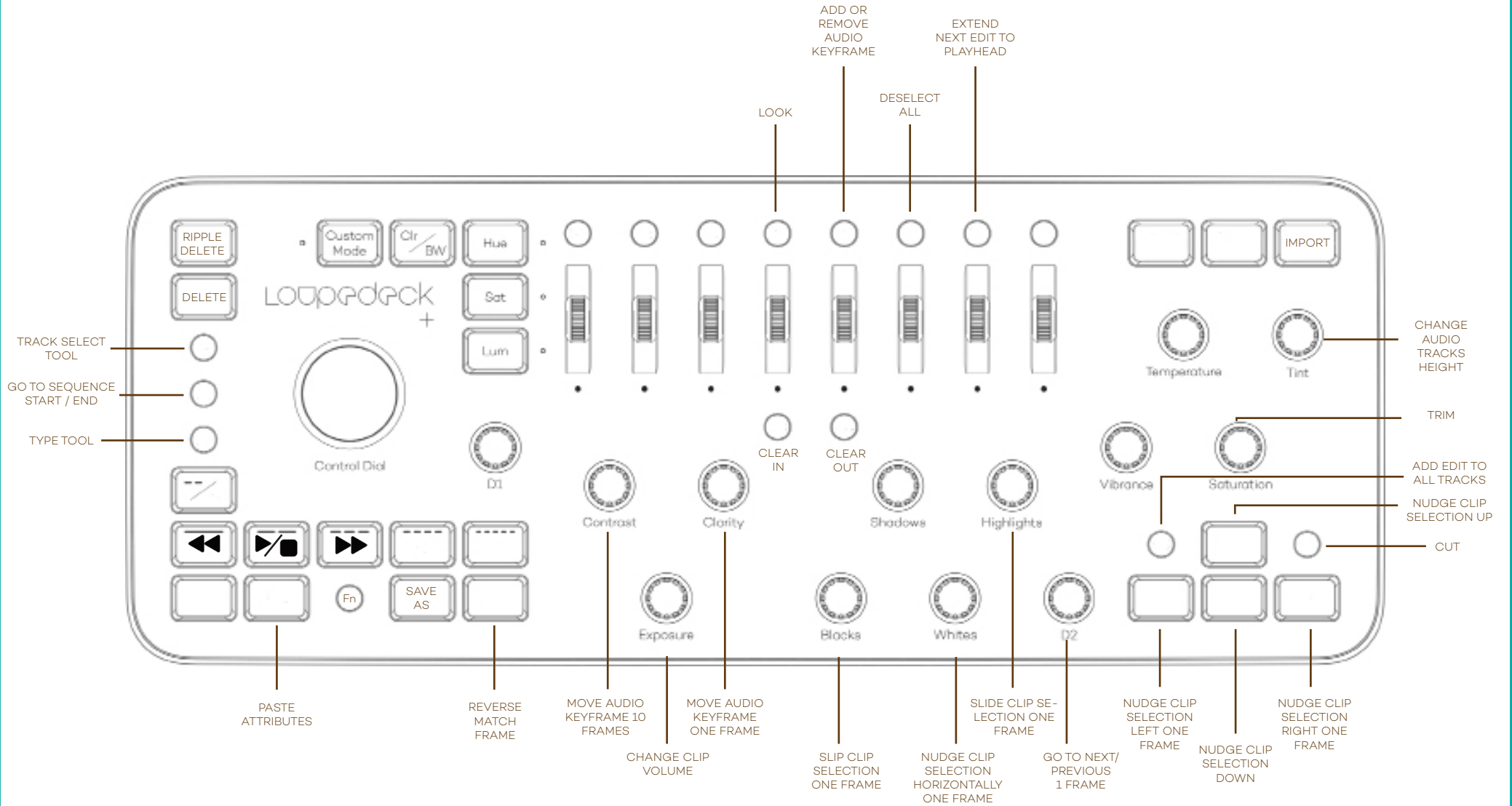
CUSTOM MODE LAYER

FACTORY DEFAULT FUNCTIONS

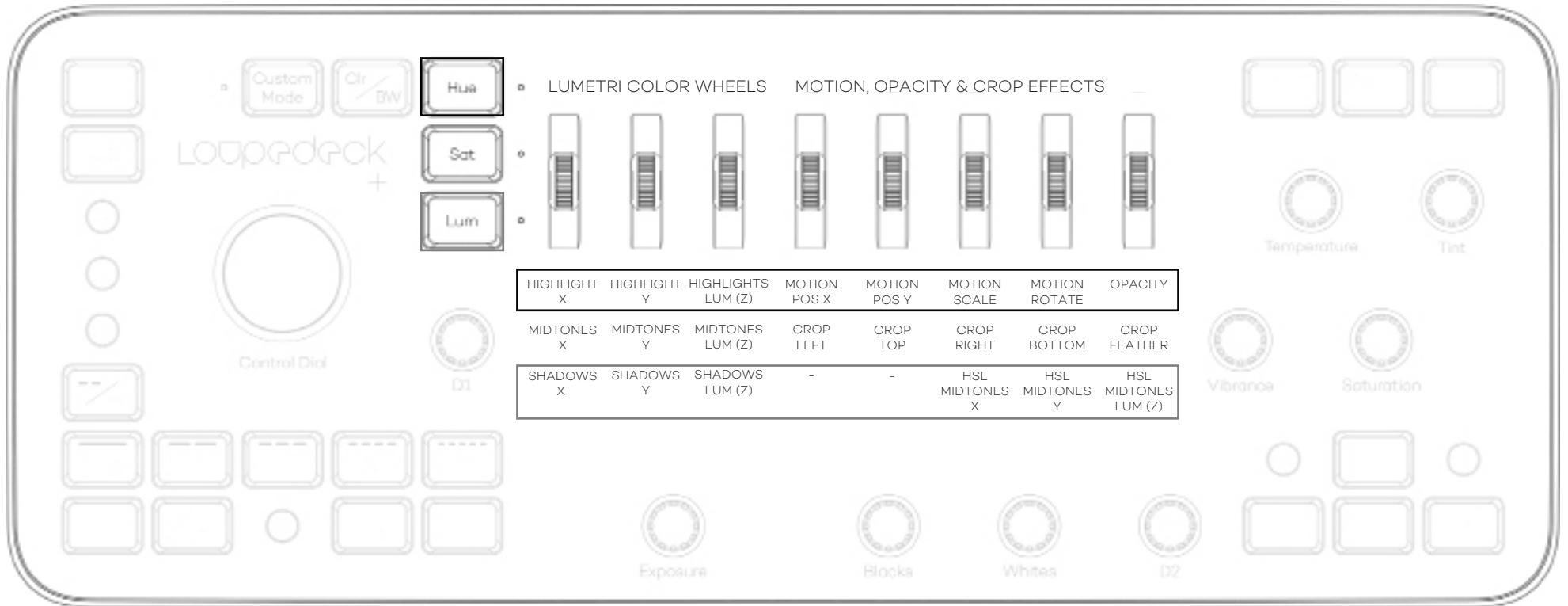


CUSTOM MODE WITH FN LAYER

FACTORY DEFAULT FUNCTIONS







SCROLLS



GENERAL BUTTONS

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
FN	FUNCTION	OPENS SECOND (Fn) LEVEL OF COMMANDS
CUSTOM MODE	CUSTOM MODE	PRESSING CUSTOM MODE OPENS THIRD LEVEL OF COMMANDS WHICH INCLUDES ALL BASIC DIALS. LED LIGHT INDICATES WHEN CUSTOM MODE IS ACTIVATED
UNDO	UNDO	PRESSING UNDO WILL REVERT THE EDIT MADE
REDO	REDO	PRESSING FN + UNDO WILL REVERT THE EDIT MADE
FN + UNDO	RIPPLE DELETE	PRESSING FN+ UNDO DELETES SELECTED MATERIAL OR MATERIALS BETWEEN IN AND OUT POINTS. CLOUSES AUTOMATICLY CAP IN TIMELINE. SAME FUNCTION ALSO UNDER C6
FN + REDO	CUT	DELETES SELECTED MATERIAL OR MATERIAL BETWEEN IN AND OUT PUT. LEAVES A CAP TO TIMELINE. SAME FUNCTION ALSO UNDER FN+C6
COPY	COPY	COPIES SELECTED MATERIAL FROM TIMELINE
PASTE	PASTE	PASTES COPIED MATERIAL TO TIMELINE WHERE YOUR PLAYHEAD IS LOCATED
FN+PASTE	PASTE ATTRIBUTES	TRIGGERS POP-UP WHERE YOU CAN SELECT WHICH ATTRIBUTES WILL BE COPIED. WHEN WORKING WITH COLOR GRADING, COPY LUMETRI EFFECT BY SELECTING EFFECT ATTRIBUTES OR CLIP VOLUME AND APPROVE SELECTION. IF YOU HAVE ALREADY APPLIED LUMETRI EFFECT TO A CLIP THAT YOU ARE PASTING ATTRIBUTES TO, A DUPLICATE LUMETRI EFFECT WIL BE CREATED, WHICH IS NOT ADVISED.
EXPORT	EXPORT	PRESSING EXPORT OPENS THE EXPORT SETTINGS WINDOW
FN + EXPORT	IMPORT	OPENS THE IMPORT WINDOW
BEFORE/AFTER	COMPARISON VIEW	PRESSING BEFORE & AFTER COMPARES REFERENCE CLIP TO CURRENT CLIP
FULL SCREEN MODE	FULL SCREEEN	PRESSING SCREEN MODE CREATES A FULL SCREEN

NAVIGATING

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
RED LINE (1)	SHUTTLE LEFT 	FAST BACKWARDS. PRESS 2 OR MORE TIMES AND SPEED WILL INCREASE
YELLOW LINE (2)	PLAY-STOP TOGGLE 	PLAY AND STOP IN TIMELINE, SOURCE MONITOR AND PROGRAM MONITOR
GREEN LINE (3)	SHUTTLE RIGHT 	FAST FORWARD. PRESS 2 OR MORE TIMES AND SPEED WILL INCREASE
BLUE LINE (4)	SELECTION TOOL 	SELECT CLIPS IN TIMELINE
PURPLE LINE (5)	PASTE INSERT	LETS YOU PASTE MATERIAL INTO SEQUENCE WITHOUT DESTROYING THE NEXT CLIPS. WORKS WELL WITH MARKED IN AND OUT POINTS. PASTES EXACTLY TO PLAYHEAD
-- / COL	TOGGLE TRIM TYPE	PRESSING --/COL TOGGLES THE TRIM TYPE
ARROW RIGHT (>)	STEP BACK 1 FRAME	GO BACK ONE FRAME IN TIMELINE, SOURCE MONITOR OR PROJECT MONITOR
ARROW LEFT (<)	STEP FORWARD 1 FRAME	GO FOWRARD ONE FRAME IN TIMELINE, SOURCE MONITOR OR PROJECT
ARROW DOWN (v)	GO TO NEXT EDIT POINT	JUMP EASILY TO NEXT EDITPOINT IN TIMELINE. REMEMBER TO HAVE RIGHT TRACKS ACTIVE
ARROW UP (^)	GO TO PREVIOUS EDIT POINT	JUMP EASILY TO PREVIOUS EDITING POINT IN TIMELINE. REMEMBER TO HAVE RIGHT TRACKS ACTIVE
FN + ARROW LEFT (<)	NUDGE CLIP SELECTION LEFT ONE FRAME	MOVES SELECTED CLIP(S) IN TIMELINE ONE FRAME TO LEFT
FN + ARROW RIGHT (>)	NUDGE CLIP SELECTION RIGHT ONE FRAME	MOVES SELECTED CLIP(S) IN TIMELINE ONE FRAME TO RIGHT
FN + ARROW DOWN (v)	NUDGE CLIP SELECTION DOWN	MOVES SELECTED CLIP(S) TO VIDEO/AUDIO TRACK UNDERNEATH
FN + ARROW UP (^)	NUDGE CLIP SELECTION UP	MOVES SELECTED CLIP(S) TO VIDEO/AUDIO TRACK ABOVE

CUSTOMIZABLE BUTTONS (L1-L3) AND DIALS (CONTROL DIAL, D1 & D2)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
L1	ROLLING EDIT TOOL	LETS YOU TO MOVE EDIT POINT BETWEEN TWO CLIPS
FN + L1	TRACK SELECT FORWARD TOOL	SELECTS ALL MATERIAL IN SEQUENCE FROM A POINT FORWARD. PRESSING THE DIAL WILL RESET.
L2	LINK	ALLOWS YOU TO LINK AND UNLINK VIDEO AND AUDIO FROM EACH OTHER
FN + L2	GO TO SEQUENCE START OR END	LETS YOU JUMP DIRECTLY TO BEGINNING AND END OF A SEQUENCE. PRESSING THE DIAL WILL RESET CHANGES.
L3	PEN TOOL	YOU CAN CREATE KEYFRAMES WITH PEN TOOL STRAIGHT TO MATERIAL IN TIMELINE.
FN + L3	TYPE TOOL	LETS YOU TO TYPE ON VIDEO. PRESSING THE DIAL WILL RESET.
CONTROL DIAL	CONTROL DIAL	ROTATING CONTROL DIAL WILL GO TO NEXT OR PREVIOUS EDIT POINT. PRESSING WILL RESET.
FN + CONTROL DIAL	GO TO NEXT / PREVIOUS MARKER	WILL GO TO THE NEXT OR PREVIOUS MARKER. PRESSING DIAL WILL RESET.
D1	ZOOM	LETS YOU TO ZOOM IN AND OUT IN TIMELINE, SOURCE MONITOR AND PROJECT MONITOR. PRESSING THE DIAL TIMELINE
FN + D1	PAN	PRESSING FN AND ROTATING D1 LETS YOU PAN TIMELINE. PRESSING THE DIAL WILL RESET.
D2	GO TO NEXT / PREVIOUS 5 FRAMES	ROTATING D2 WILL GO BACK OR FOWARD IN TIMELINE 5 FRAMES. PRESSING D2 ADDS THE EDIT
FN + D2	GO TO NEXT OR PREVIOUS FRAME	PRESSING FN + ROTATING D2 WILL GO TO NEXT OR PREVIOUS FRAME. PRESSING FN+D2 ADDS THE EDIT
CLARITY	TRIM	PRESSING THE DIAL WILL GO TO THE CLOSEST EDIT POINT. SECOND PUSH WILL TOGGLE IN / OUT TRIM. ROTATING WILL TRIM THE EDIT POINT.

CUSTOMIZABLE BUTTONS (C1-C6)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
C1	SAVE	SAVES PROJECT
FN+C1	SAVE AS	OPENS "SAVE AS" WINDOW
C2	MATCH FRAME	OPENS TO THE EXACT FRAME AS SOURCE MONITOR WHERE PLAYHEAD IS LOCATED IN SEQUENCE. LETS YOU EASILY VIEW YOUR MATERIAL WHITOUT OPENING IN SEQUENCE.
FN+C2	REVERSE MATCH FRAME	LOCATE WHERE A SPECIFIC CLIP IS USED.
C3	MARK IN	LETS YOU CHOOSE EXACT POINT FROM TIMELINE, SOURCE MONITOR OR PROGRAM MONITOR. EASY TO COPY AND PASTE MATERIAL FROM ONE POINT TO ANOTHER WITH HELP OF IN AND OUTPOINTS.
C4	MARK OUT	SAME AS MARK IN (INPOINT) BUT WORKS AS OUTPOINT FOR SELECTED AREA
FN + C3	CLEAR IN	REMOVES SELECTED INPOINT. PRESSING DIAL WILL RESET
F N + C4	CLEAR OUT	REMOVES SELECTED OUTPOINT. PRESSING DIAL WILL RESET
C5	ADD EDIT	LETS YOU CUT TO SELECTED VIDEO OR AUDIO FRAME IN SEQUENCE. IF LINK IS ON, CUT WILL COME TO VIDEO OR AUDIO
FN + C5	ADD EDIT TO ALL TRACKS	MAKES A CUT TO ALL MATERIAL IN ACTIVE TRACKS IN SEQUENCE TO ALL TRACKS
C6	RIPPLE DELETE	PRESSING C6 OR FN + UNDO, DELETES SELECTED MATERIAL OR MATERIALS BETWEEN IN AND OUT POINTS. AUTOMATICALLY CLOSES CAP IN TIMELINE
FN + C6	CUT	CUTS SELECTED MATERIAL, WHICH CAN BE PASTED TO SELECTED PLACE IN TIMELINE. PRESSING THE DIAL WILL RESET

CUSTOMIZABLE BUTTONS (P1-P8)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
P1	TIMELINES	PRESSING P1 TOGGLES BETWEEN TIMELINES
P2	SOURCE MONITOR	PRESSING P2 ACTIVATES SOURCE MONITOR
P3	PROGRAM MONITOR	PRESSING P3 ACTIVATES PROGRAM MONITOR
P4	INPUT LUT	PRESSING P4 TOGGLES BETWEEN LOOKUP TABLE (LUTS)
FN + P4	LOOKUP TABLE	PRESSING FN + P4 TOGGLES THROUGH THE CREATIVE LOOKS
P5	ADD OR REMOVE VIDEO KAYFRAME	PRESSING P5 ADDS OR REMOVES KEYFRAME. LOOK TO EFFECT CONTROLS PANEL
FN + P5	ADD OR REMOVE AUDIO KEYFRAME	PRESSING FN + P5 ADDS OR REMOVES KEYFRAME. LOOK TO EFFECT CONTROLS PANEL. PRESSING THE DIAL WILL RESET.
P6	SELECT ALL	PRESSING P6 SELECTS ALL MATERIAL IN SEQUENCE
FN + P6	DESELECT ALL	D PRESSING FN + P6 ESELECTS ALL MATERIAL IN SEQUENCE
P7	EXTEND PREVIOUS EDIT TO PLAYHEAD	PRESSING P7 LETS YOU TO EXPAND PREVIOUS CLIP TO PLAYHEAD
FN + P7	EXTEND NEXT EDIT TO PLAYHEAD	PRESSING FN + P7 LETS YOU TO EXPAND NEXT CLIP TO PLAYHEAD
P8	EXTEND SELECTED EDIT TO PLAYHEAD	AFTER SELECTING TRUE EDIT POINT, PRESSING P8 WILL MOVE EDIT POINT TO THE PLAYHEAD

LUMETRI COLOR: BASIC CORRECTIONS & CREATIVE (BASIC DIALS)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
TEMPERATURE	TEMPERATURE	ADJUSTS THE TEMPERATURE
TINT	TINT	ADJUSTS THE TINT IN
EXPOSURE	EXPSOURE	ADJUSTS THE EXPSOURE IN THE VIDEO CLIP
CONTRAST	CONTRAST	ADJUSTS THE CONTRAST IN THE VIDEO CLIP
HIGHLIGHTS	HIGHTLIGHTS	ADJUSTS THE HIGHLIGHTS IN THE VIDEO CLIP
SHADOWS	SHADOWS	ADJUSTS THE SHADOWS IN THE VIDEO CLIP
WHITES	WHITES	ADJUSTS THE WHITEPOINT IN THE VIDEO CLIP
BLACKS	BLACKS	ADJUSTS THE BLACKPOINT IN THE VIDEO CLIP
SATURATION	SATURATION	ADJUSTS THE SATURATION IN THE VIDEO CLIP
VIBRANCE	VIBRANCE	ADJUSTS THE VIBRANCE (CREATIVE TAB)
FN+BLACKS	VIGNETTE MIDPOINT	PRESSING FN + ROTATING BLACKS DIAL WILL ADJUST THE LUMETRI VIGNETTE MIDPOINT

LUMETRI COLOR: COLOR WHEELS & MATCH (BASIC DIALS)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
FN + TINT	HIGHLIGHTS X AXIS	PRESSING FN + ROTATING TINT DIAL WILL ADJUST THE X AXIS
FN + TEMPERATURE	TEMPERATURE Y AXIS	PRESSING FN + ROTATING TEMPERATURE DIAL WILL ADJUST THE Y AXIS
FN+ SATURATION	SATURATION LUMINANCE (Z AXIS)	PRESSING FN + ROTATING SATURATION DIAL WILL ADJUST THE LUMINANCE (Z AXIS)
FN + VIBRANCE FN + HIGHLIGHTS	MIDTONES X AXIS	PRESSING FN + VIBRANCE OR FN + HIGHLIGHTS WILL ADJUST THE MIDTONES X AXIS
FN+SHADOWS	FN + SHADOWS	PRESSING FN + SHADOWS WILL ADJUST THE MIDTONES Y AXIS
FN + WHITES	MIDTONES LUMINANCE (Z AXIS)	PRESSING FN + ROTATING WHITES DIAL WILL ADJUST THE LUMINANCE OF MIDTONES (Z AXIS)
FN + CLARITY	SHADOWS X AXIS	PRESSING FN + ROTATING CLARITY DIAL WILL ADJUST THE SHADOWS X AXIS
FN + CONTRAST	SHADOWS Y AXIS	PRESSING FN + ROTATING CONTRAST DIAL WILL ADJUST THE SHADOWS Y AXIS
FN + EXPOSURE	LUMINANCE OF SHADOWS (Z AXIS)	PRESSING FN + ROTATING EXPOSURE DIAL WILL ADJUST THE LUMINANCE OF SHADOWS (Z AXIS)

LUMETRI COLOR & EFFECTS (SCROLLS)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
HUE, SAT, LUM	HUE, SAT, LUM	PRESSING HUE (HIGHLIGHTS), SAT (MIDTONES), OR LUM (SHADOWS) WORKS LIKE SELECTING A MODIFIER FOR THE SCROLLS.
HUE SCROLLS	SCROLL 1 (RED) SCROLL 2 (ORANGE) SCROLL 3 (YELLOW) SCROLL 4 (GREEN) SCROLL 5 (CYAN) SCROLL 6 (BLUE) SCROLL 7 (PURPLE) SCROLL 8 (PINK)	COLOR WHEELS: HIGHLIGHTS X COLOR WHEELS: HIGHLIGHTS Y COLOR WHEELS: HIGHLIGHTS LUMINANCE (Z AXIS) MOTION: POSITION X MOTION: POSITION Y MOTION: SCALE MOTION: ROTATION MOTION: OPACITY
SAT SCROLLS	SCROLL 1 (RED) SCROLL 2 (ORANGE) SCROLL 3 (YELLOW) SCROLL 4 (GREEN) SCROLL 5 (CYAN) SCROLL 6 (BLUE) SCROLL 7 (PURPLE) SCROLL 8 (PINK)	COLOR WHEELS: MIDTONES X COLOR WHEELS: MIDTONES Y COLOR WHEELS: MIDTONES LUMINANCE (Z AXIS) CROP: CROP LEFT CROP: CROP TOP CROP: CROP RIGHT CROP: CROP BOTTOM CROP: CROP EDGE FEATHER
LUM SCROLLS	SCROLL 1 (RED) SCROLL 2 (ORANGE) SCROLL 3 (YELLOW) SCROLL 4 (GREEN) SCROLL 5 (CYAN) SCROLL 6 (BLUE) SCROLL 7 (PURPLE) SCROLL 8 (PINK)	COLOR WHEELS: SHADOWS X COLOR WHEELS: SHADOWS Y COLOR WHEELS: SHADOWS LUMINANCE (Z AXIS) - - COLOR WHEELS: HSL SECONDARY MIDTONES X COLOR WHEELS: HSL SECONDARY MIDTONES Y COLOR WHEELS: HSL SECONDARY MIDTONES LUMINANCE (Z AXIS)

CUSTOM MODE (FIRST LAYER)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
TEMPERATURE	GO TO NEXT / PREVIOUS EDIT POINT	ROTATING TEMPERATURE WILL MOVE PLAYHEAD TO NEXT / PREVIOUS EDIT POINT
TINT	CHANGE VIDEO TRACK HEIGHT	ROTATING TINT WILL CHANGE VIDEO TRACK HEIGHT
VIBRANCE	CHANGE AUDIO TRACK HEIGHT	ROTATING VIBRANCE WILL CHANGE AUDIO TRACK HEIGHT
CONTRAST	SELECT NEXT / PREVIOUS KEYFRAME	ROTATING CONTRAST WILL SELECT NEXT OR PREVIOUS KEYFRAME
CLARITY	MOVE VIDEO KEYFRAME 1 FRAME	ROTATING CLARITY WILL MOVE KEYFRAME BY ONE FRAME
EXPOSURE	CHANGE VIDEO KEYFRAME VALUE	ROTATING EXPOSURE WILL CHANGE VIDEO KEYFRAME VALUE
SHADOWS	NUDGE CLIP SELECTION VERTICALLY	ROTATING SHADOWS WILL NUDGE CLIP SELECTION VERTICALLY
HIGHLIGHTS	SLIDE CLIP SELECTION FIVE FRAMES	ROTATING HIGHLIGHTS WILL SLIDE CLIP SELECTION BY FIVE FRAMES
BLACKS	SLIP CLIP SELECTION FIVE FRAMES	ROTATING BLACKS WILL SLIP CLIP SELECTION BY FIVE FRAMES
WHITES	NUDGE CLIP SELECTION HORIZONTALLY SEVERAL FRAMES	ROTATING WHITES WILL NUDGE CLIP SELECTION HORIZONTALLY SEVERAL FRAMES

FN + CUSTOM MODE (SECOND LAYER)

CONTROL IN LD+	COMMAND IN LOUPEDECK+	DESCRIPTION OF THE FUNCTION
FN + TEMPERATURE, FN + SATURATION	TRIM	PRESSING FN AND ROTATING TEMPERATURE OR SATURATION TRIMS
FN + TINT	CHANGE AUDIO TRACK HEIGHT	PRESSING FN AND ROTATING TINT WILL CHANGE AUDIO TRACK HEIGHT
FN + CONTRAST	MOVE AUDIO KEYFRAM 10 FRAMES	PRESSING FN AND ROTATING CONTRAST WILL MOVE AUDIO KEYFRAME BY 10 FRAMES
FN + CLARITY	MOVE AUDIO KEYFRAME 1 FRAME	PRESSING FN AND ROTATING CLARITY WILL MOVE AUDIO KEYFRAME BY ONE FRAME
FN + EXPOSURE	CHANGE CLIP VOLUME	PRESSING FN AND ROTATING EXPOSURE WILL CHANGE CLIP VOLUME
FN + HIGHLIGHTS	SLIDE CLIP SELECTION FIVE FRAMES	PRESSING FN AND ROTATING BLACKS WILL SLIDE CLIP SELECTION BY ONE FRAME
FN + BLACKS	SLIP CLIP SELECTION FIVE FRAMES	PRESSING FN AND ROTATING BLACKS WILL SLIP CLIP SELECTION BY ONE FRAME
FN + WHITES	NUDGE CLIP SELECTION HORIZONTALLY SEVERAL FRAMES	PRESSING FN AND ROTATING WHITES WILL NUDGE CLIP SELECTION HORIZONTALLY ONE FRAME

LOUPEDECK



WWW.LOUPEDECK.COM