

search module			
⊕ dithering	⊕	⊖	☰
⊕ watermark	⊕	⊖	☰
⊕ framing	⊕	⊖	☰
⊕ velvia	⊕	⊖	☰
⊕ split toning	⊕	⊖	☰
⊕ vignetting	⊕	⊖	☰
⊕ soften	⊕	⊖	☰
⊕ channel mixer	⊕	⊖	☰
output color profile	⊕	⊖	☰
⊕ color contrast	⊕	⊖	☰
⊕ grain	⊕	⊖	☰
⊕ highpass	⊕	⊖	☰
⊕ lowpass	⊕	⊖	☰
⊕ sharpen	⊕	⊖	☰
⊕ color correction	⊕	⊖	☰
⊕ fill light	⊕	⊖	☰
⊕ rgb curve	⊕	⊖	☰
⊕ levels	⊕	⊖	☰
⊕ tone curve	⊕	⊖	☰
⊕ zone system	⊕	⊖	☰
⊕ contrast brightness saturation	⊕	⊖	☰
⊕ filmic	⊕	⊖	☰

⌚ filmic	☒ ○ ≡
⌚ monochrome	☒ ○ ≡
⌚ lowlight vision	☒ ○ ≡
⌚ color zones	☒ ○ ≡
⌚ local contrast	☒ ○ ≡
⌚ equalizer	☒ ○ ≡
⌚ shadows and highlights	☒ ○ ≡
⌚ global tonemap	☒ ○ ≡
⌚ denoise (non-local means)	☒ ○ ≡
⌚ bloom	☒ ○ ≡
⌚ color mapping	☒ ○ ≡
⌚ colorize	☒ ○ ≡
⌚ color balance	☒ ○ ≡
⌚ vibrance	☒ ○ ≡
⌚ defringe	☒ ○ ≡
⌚ color look up table	☒ ○ ≡
⌚ color reconstruction	☒ ○ ≡
⌚ basic adjustments	☒ ○ ≡
input color profile	☒ ○ ≡
⌚ haze removal	☒ ○ ≡

⌚ haze removal	☒ ⓘ ⓘ
⌚ unbreak input profile	☒ ⓘ ⓘ
⌚ denoise (bilateral filter)	☒ ⓘ ⓘ
⌚ base curve	☒ ⓘ ⓘ
⌚ graduated density	☒ ⓘ ⓘ
⌚ crop and rotate	☒ ⓘ ⓘ
⌚ orientation	☒ ⓘ ⓘ
⌚ liquify	☒ ⓘ ⓘ
⌚ perspective correction	☒ ⓘ ⓘ
⌚ lens correction	☒ ⓘ ⓘ
⌚ retouch	☒ ⓘ ⓘ
⌚ spot removal	☒ ⓘ ⓘ
⌚ exposure	☒ ⓘ ⓘ
⌚ tone mapping	☒ ⓘ ⓘ
⌚ denoise (profiled)	☒ ⓘ ⓘ
⌚ highlight reconstruction	☒ ⓘ ⓘ
⌚ white balance	☒ ⓘ ⓘ
⌚ invert	☒ ⓘ ⓘ