



PHOTO TOOLS™

User Guide

Version 2.0 for Macintosh® and Windows®

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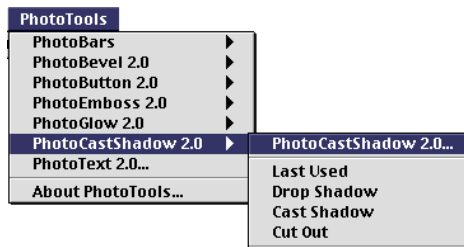
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Introducing PhotoTools

Welcome to Extensis™ PhotoTools™! PhotoTools is a collection of creativity and productivity tools that enable you to work faster, easier, and more efficiently in Adobe® Photoshop®.

Building on the success of PhotoTools 1.0 (which was honored to receive 4 major industry awards), PhotoTools 2.0 responds primarily to user requests by enhancing the existing tools and adding important new components. Enhancements include: adding a much more robust and interactive work environment to the effects components used to create bevels, glows and embosses; making the tool for accessing hundreds of Photoshop menu commands via one-click toolbars even easier to use; and adding the two most requested features to PhotoText: Styles and support for text saving and re-editing. And with its two new components—PhotoCastShadow and PhotoButton—PhotoTools 2.0 revolutionizes the approach to the common Photoshop tasks of adding realistic perspective shadows and drop shadows to text and objects, and creating buttons for web and multimedia applications.



PhotoTools installs its own menu in both the Photoshop menubar and the Filters menu, providing convenient access to the components. All of the tools, including PhotoBars and PhotoText, and the five PhotoEffects plug-ins (PhotoCastShadow, PhotoBevel, PhotoGlow, PhotoEmboss, and PhotoButton) appear in these menus, along with sub-menus that give you instant access to common effect settings as well as your own effect settings as you create and save them.

System and Software Requirements

To install and use Extensis PhotoTools, you will need the following:

Macintosh:

- Apple® Macintosh® 68040-25MHz or faster, including Power Macintosh® and PowerPC compatible
- 3MB free hard drive space
- Mac OS® System 7.5 or later
- Adobe Photoshop 3.0.4 or later

Windows:

- Pentium or faster PC
- 3MB free hard drive space
- Microsoft® Windows 95® or Windows NT® 4.0
- Adobe Photoshop 3.0.5 or later

Installation

Instructions for installation can be found on the CD-ROM that came with your product.

Technical Support

For questions regarding Extensis PhotoTools, please first refer to this manual, which describes the features and basic operations.

We invite you to visit our PhotoTools page on the Extensis website (www.extensis.com) for frequently asked questions and troubleshooting tips.

If you have a question which is not addressed in this manual or on the Extensis website, Technical Support is available by phone at (503) 274-7030 Monday through Friday 8:00 a.m. to 5:00 p.m. Pacific time. When calling for technical support, please be at your computer and have the following information available: your Extensis PhotoTools registration number, your computer configuration and your question or a description of the difficulty you're experiencing—what specifically occurs and when. Take note of any displayed error numbers or messages and any other information you think may be relevant.

Suggestions

We'd love to hear your comments about Extensis PhotoTools! For your convenience, a suggestion sheet is included at the end of this manual. Please fax, mail, or e-mail your comments and suggestions to Extensis.

Tip

We can also be reached by:

Fax: (503) 274-0530

E-mail: support@extensis.com

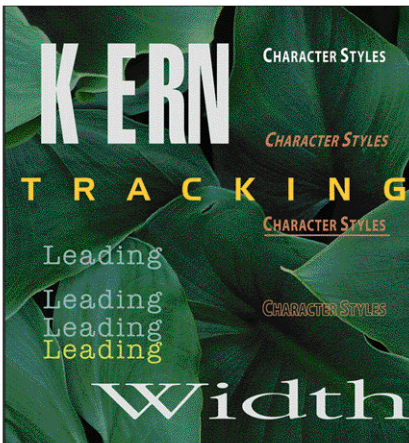
Internet:

<http://www.extensis.com/support>

What is PhotoTools?

PhotoTools is a collection of creativity and productivity tools that enable you to work faster, easier, and more efficiently in Adobe® Photoshop®.

PhotoTools includes:



- **PhotoBars**—Makes all menu and sub-menu commands available as clickable buttons which you access from convenient toolbars. Toolbars can be moved freely about in the display or embedded along any edge of the display, and you can rearrange, add or remove buttons and toolbars instantly. PhotoBars provides several pre-configured toolbars of commonly used commands; use these or create your own—even add buttons and toolbars for new filters and plug-ins as you go!
- **PhotoText**—Gives you the functionality of a full-featured text layout program right inside Photoshop! Create text, kern/track for better character spacing, adjust leading for better line spacing, change character width, size, fonts, and colors at will, then save your style settings for future use. You can even save your text blocks (including all applied attributes and spacing), then re-open them later for modification, or for use as-is in other projects.
- **PhotoEffects**—Includes four plug-ins for you to use alone or in combination to quickly create dazzling effects on any image, including text. Adds a fifth plug-in for creating consistent, stylized buttons such as those used on web pages and in multimedia projects.

With all the PhotoEffects plug-ins, see how your effects look in real-time and in relationship to the background and surrounding objects as you tweak, twist, blend, and shape using an effect plug-in's unique tools to achieve just the right overall effect.

PhotoBevel 2.0	▶
PhotoButton 2.0	▶
PhotoEmboss 2.0	▶
PhotoGlow 2.0	▶
PhotoCastShadow 2.0	▶

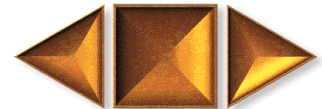
Change your mind at any time with multiple undos and redos—even reset your effect and start over from scratch. Save the settings for reuse and easy, one-click application.

The PhotoEffects plug-ins include:

- **PhotoCastShadow**—Create simple drop shadows with one click, or use any or all of 10 positioning and shaping tools to interactively skew shadows to your desired perspective. Easily adjust shadow blur for realistic 3-D images. Isolate the shadow on its own layer. Blend your shadow with other pixel values in the target layer. Creating realistic shadows has never been this easy!



- **PhotoBevel, PhotoEmboss, PhotoGlow**—Create professional-quality bevels, embosses, and glows. Adjust image attributes using slider controls or numeric entry fields. Save settings for future use. And as with all PhotoEffects plug-ins, see how your changes look as you apply them—watch your effect’s color change as you move the mouse over the different colors in the color pop-up window!
- **PhotoButton**—Quickly construct beautifully rendered, uniform matrices of buttons (such as those seen on web pages and in multimedia projects) using 16 pre-defined but completely customizable shapes. Shape and color your “anchor” button, then see your effects applied to all the buttons. Use any combination of rotation angle, corner radius, inner height, bevel height, width, and curvature; change surface reflectivity, diffuse angle, and highlight color, ratio, and direction, to create startlingly realistic 3-D buttons!



All PhotoTools plug-ins share a consistent interface, and were designed and tested to work smoothly with Photoshop versions 3.0.4 and later. We believe you’ll find PhotoTools a natural extension of Photoshop, and an invaluable tool in your creative arsenal.

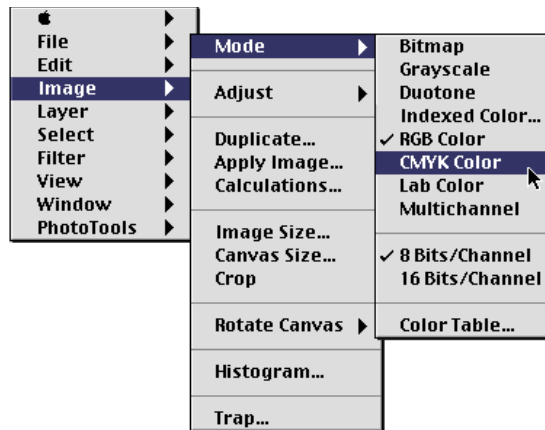
If you have questions, comments, suggestions, or we can help you in any way, please contact us at our Web site, <http://www.extensis.com>, or at the location listed on the inside front cover of this User Guide. Contact information for technical support is given on page 6.

PhotoBars

PhotoBars brings the one-click convenience of toolbar buttons to Photoshop, giving you instant access to hundreds of Photoshop commands, tools, and menus. If a menu item or keyboard command is available inside of Photoshop, from either the Photoshop application or a plug-in, it can be made available for instant access on a PhotoBars toolbar.

With PhotoBars, you no longer need to constantly access buried menus—simply drag buttons containing the commands you use most often onto a toolbar, and have those commands available in one click. And if you're working on a Macintosh, simply enable SmartBar: SmartBar watches as you select commands, then automatically creates a toolbar for them.

PhotoBars turns this



Into this



PhotoBars includes several popular preconfigured toolbars to show you just how convenient toolbars can be. The commands on these toolbars are ones that most Photoshop users will find useful. But since work patterns and preferences differ, PhotoBars gives you the power to customize your toolbars: you can add, remove, and rearrange buttons according to your preference. You can hide and unhide your toolbars to reflect your work in different files and projects, and you can have your toolbars “float” freely in the Photoshop window, or “embed” them along any edge of the window—and instantly change from floating to embedded and back again.

If you find yourself repeating the same commands over and over again, those commands probably belong on a toolbar. By spending just a few minutes learning how to work with PhotoBars, you can save hundreds of steps and drudgery on every project!

Getting Started with PhotoBars



Typical Floating Toolbar

Tip

Command sub-menus are available on buttons too! These are indicated by an arrow ▼ at the bottom of the button. Just click and hold the button to access the pop-down menu.

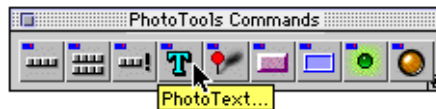
When Photoshop is first opened after PhotoTools has been installed, the PhotoBars default toolbars will be displayed. The default toolbars contain preselected buttons, and each button represents either a Photoshop or a PhotoTools command.

You can start with the default toolbars to rearrange, add or remove buttons, or to float, embed or hide the toolbars, or even delete them. And don't worry—even when you delete a toolbar the commands and buttons used to create them are still available. So you can recreate a toolbar, or a create a similar one, at any time.

If you're not interested in using a particular toolbar, simply click the "close" box to hide it. You can display it again at any time by selecting "PhotoBars" from the PhotoTools menu, then selecting the toolbar you wish to display.

To Determine Button Function:

Position the mouse pointer over the button.



The button's function will be displayed in the "Hot Help" pop-up.

Note: You can turn off toolbars Hot Help at any time. Select PhotoTools > PhotoBars > Edit Toolbars, then click the box "Show Hot Help" (Macintosh) or "Show ToolTips" (Windows). No checkmark indicates that Hot Help is turned off.

To Hide a Toolbar:

Click the Close button.

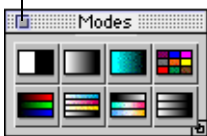
— or —

Select PhotoTools > PhotoBars > Edit toolbars. Select the toolbar you wish to hide.

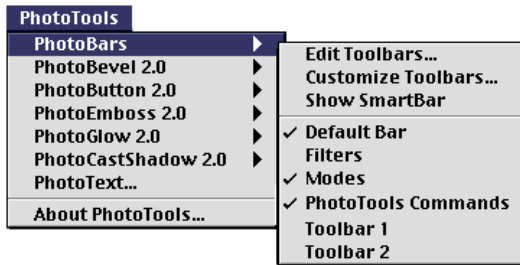
— or —

Select PhotoTools > PhotoBars, then select the toolbar you wish to hide (visible toolbars are indicated with a check).

Close (hide) toolbar



To Show (Unhide) a Toolbar:



Click the Edit Toolbars button on the PhotoTools

Commands toolbar, then click the toolbar you wish to show (hidden toolbars have no checkmark).

— *or* —

Select PhotoTools > PhotoBars > Edit toolbars. Select the toolbar you wish to show.

— *or* —

Select PhotoTools > PhotoBars, then select the toolbar you wish to show.

Floating Toolbars and Embedded Toolbars



Any PhotoBars toolbar can be displayed as either a “floating palette” toolbar or an “embedded” toolbar.

Floating Toolbar



Embedded Toolbar

A *floating palette* toolbar is a group of buttons that can be moved to any location on the screen. The advantage of floating palettes is that they can be dragged anywhere in the screen that’s convenient; they can be reshaped in any combination of rows and columns; they can be given a name for easy recognition; and they can be hidden until needed. An *embedded* toolbar is a row or column of buttons attached to one side of the window. Embedded toolbars cannot be resized—but they can be instantly changed to floating toolbars. The advantage of embedded toolbars is that they’re at the outside edge of the work area: out of the way, yet close enough to be accessed quickly.

PhotoBars makes it easy to change back and forth between the two types, so you can have some toolbars one style and some the other—and easily switch back and forth between them.

To Change a Toolbar from Floating to Embedded:

Click in the title bar or empty gray area on the toolbar (not a button), then drag the toolbar to any edge of the screen and release.

— *or* —

Double-click in the title bar or empty gray area on the toolbar (not a button).

The toolbar will automatically be embedded in the location it was last embedded. If it has never been embedded, it will embed to the nearest edge of the window.

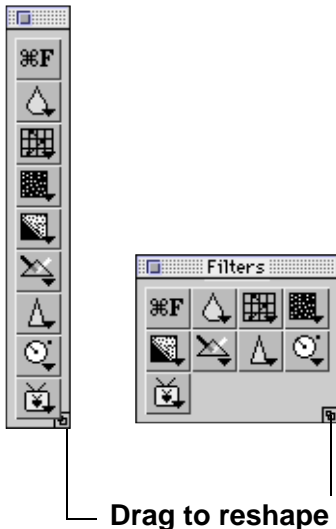
To Change a Toolbar from Embedded to Floating:

Click in either the title bar or the empty gray area on the toolbar (not a button), then drag the toolbar away from the edge of the screen. Release the mouse where you'd like to place the toolbar.

— or —

Double-click in the title bar or empty gray area on the toolbar (not a button).

The toolbar will immediately turn into a floating palette and placed where it was last positioned as a floating toolbar. If it was never a floating toolbar, it will be placed in the upper-left corner of the window.



To Resize (Reshape) a Floating Toolbar:

Drag the toolbar from the grow box in the bottom right corner (Macintosh) or from the bottom corner (Windows). Release when the toolbar is the desired shape.

You can pull the toolbar in any direction to resize it, making it fully vertical, fully horizontal, or anything in between.

Customizing Toolbars

You can remove buttons, add buttons, add space between buttons to help group them logically, and move buttons from one toolbar to another. You may want to create some toolbars for commands that you use often, and other toolbars for commands that you use only with certain projects. You can also rename, duplicate, or remove your toolbars at any time.

To Remove a Button from a Toolbar:

1. While pressing Command (Macintosh) or ALT (Windows), click and drag the button off the toolbar. Release the mouse when the button is no longer on the toolbar.

The icon will disappear.

Note: This action deletes the button icon from the toolbar, but not from PhotoBars. The button can be retrieved from the button library at any time (PhotoTools > PhotoBars > Customize Toolbars). For detailed instructions refer to “To Add New Buttons to a Toolbar” on page 14.

To Add Space Between Buttons:

1. While pressing **Command (Macintosh) or ALT (Windows)**, click and drag the button to the left or to the right only slightly, then release.

Note: It takes just a small amount of movement to add space between buttons. You may have to experiment a little to get just the right touch for spacing button icons.

To Rearrange Buttons On or Between Toolbars:

1. While pressing **Command (Macintosh) or ALT (Windows)**, click and drag the button to its new location, then release the mouse.

You can drag a button to any location on a toolbar, or drag it to another toolbar (both toolbars must be showing).

*Note: If you drag a button around and release it when it is not positioned over a toolbar, the button will disappear. Remember that this is how you remove a button from a toolbar, and it can happen accidentally. To retrieve the button, select **PhotoTools > PhotoBars > Customize Toolbars**. Locate the button and drag it back onto your toolbar. For help see “To Add New Buttons to a Toolbar” on page 14.*

Tip

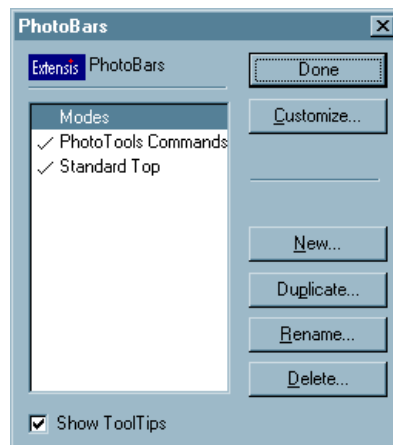
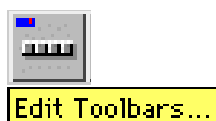
You can also create a new toolbar from the **Customize Toolbars** dialog box—simply drag a button from the **Buttons** window to the Photoshop window.

To Create a New a Toolbar:

1. Click the **Edit Toolbars** button on the **PhotoTools Commands** toolbar.

— or —

1. From the **PhotoTools** menu select **PhotoBars > Edit Toolbars**.
2. Click “New.”



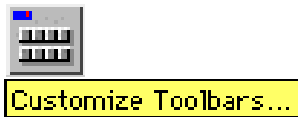
3. Enter a name for your toolbar.

4. Click “Done.”

A blank toolbar will be created and placed in the upper-left portion of the Photoshop window. Drag your new toolbar to a convenient location.

5. Add buttons to your new toolbar.

Either drag buttons from existing toolbars (the toolbar must be visible for you to do this), or add buttons from the Customize Toolbars dialog box (as described in the next section.)



Tip

Macintosh Users: You can automate the toolbar creation process with SmartBar. SmartBar will “watch” you work and automatically record your commands as you invoke them, then instantly create a toolbar of those commands. Refer to “Creating Toolbars with SmartBar” for more information.

To Add New Buttons to a Toolbar:

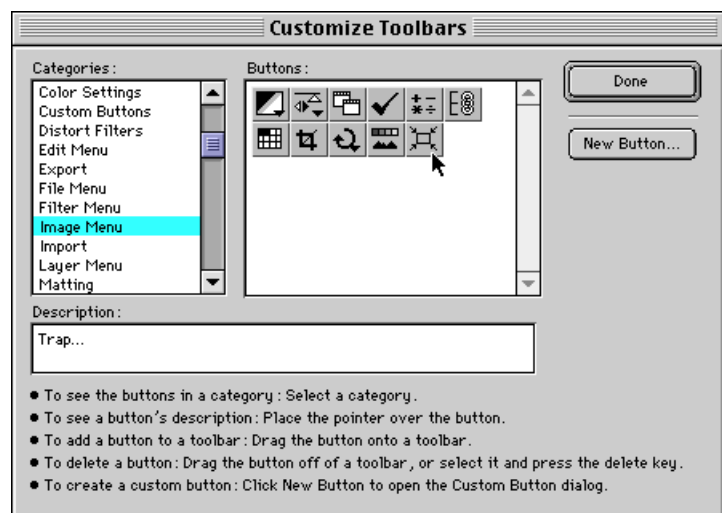
1. Click the Customize Toolbars button on the PhotoTools Commands toolbar.

— or —

1. From the PhotoTools menu select PhotoBars > Customize Toolbars.

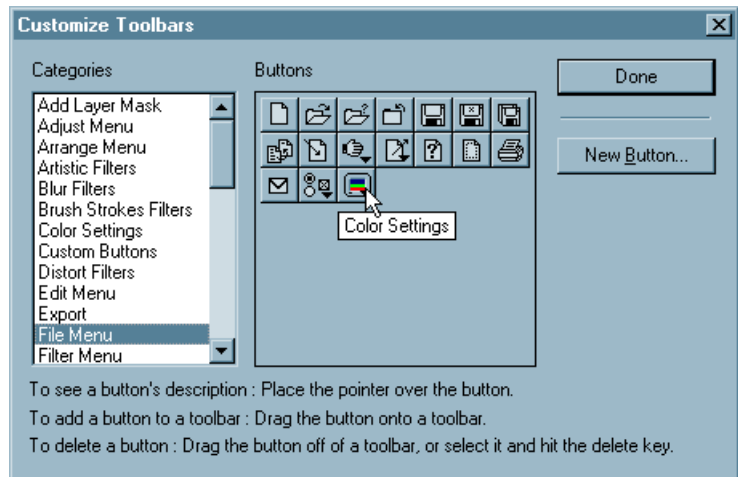
The Customize Toolbars dialog box will appear, showing all the Categories of available buttons. Each Category represents a menu in Photoshop.

2. From the “Categories” window, locate the category of commands that represents the command you are interested in.



All the buttons associated with commands in the selected category will be displayed in the “Buttons” box on the right hand side of the window.

3. From the “Buttons” window, select the button representing the command that you want to add to your toolbar.



To determine which button represents which command, pass the mouse over each button. A description of the button will appear in the “Description” Help box in the center of the screen (Macintosh) or as a pop-up ToolTip (Windows).

4. Drag the button to your toolbar and release.
5. Repeat steps 1 through 4 for all the commands you want to add to your toolbar.

If a button doesn't “land” on the toolbar where you want it, simply drag it into the correct position. You may want to add all your buttons first, then experiment with positioning.

Tip

Macintosh Users: You can use PhotoBar buttons to access files, folders, and other applications.

For example, you might want to create a button that will show you a pop-up list of all images in a particular folder on your hard drive. To open the image in Photoshop, simply select it from the list.



Windows Users

Refer to page 23, “Creating New Buttons (Windows).”

Tip

You won't have to create new buttons often—every menu and sub-menu item in Photoshop, including Plug-ins and Filters, has a button already created for it in PhotoBars. You'll only need to create new buttons to add a button for third-party Plug-ins, Filters, etc., or to add a file or folder to your toolbar(s).

For more information on adding buttons to a toolbar, see “To Add New Buttons to a Toolbar,” on page 14.

Creating New Buttons (Macintosh)

While there are hundreds of predefined buttons available in PhotoBars (for Photoshop and PhotoTools commands), other commands that you use frequently may not have a predefined icon. These might include commands associated with add-on filters, additional plug-ins, special keyboard functions, etc. However, if the command is accessible in Photoshop, either by menu or by key command, you can create a button for it and access it from a PhotoBars toolbar.

To Create a Button for a New Command (Macintosh):

1. Click the **Customize Toolbars** button on the **PhotoTools Commands** toolbar.



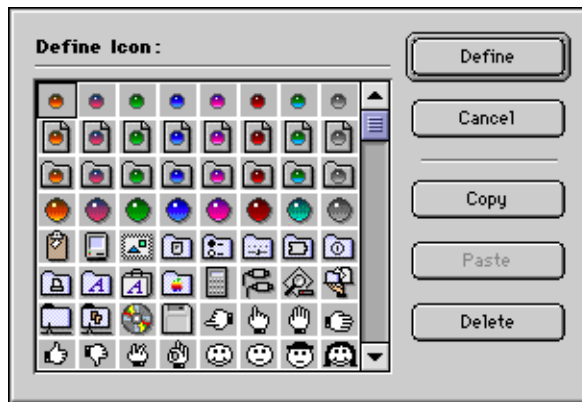
Customize Toolbars...

— or —

1. From the **PhotoTools** menu, select **PhotoBars > Customize Toolbars**.
2. Click “**New Button.**”
3. Click “**Select Icon.**”
4. Select an icon for your button.



Scroll through the icons in the icon library and click an icon to select it.



Note: You can add your own buttons to the icon library. Refer to “Adding Your Own Button Icons” on page 22.

5. Click “**Define.**”

This closes the Define Icons dialog, and displays the selected icon in the Edit Custom Button dialog.

Verify that your selected icon appears in the Edit Custom Button dialog box.



Icon selected

6. Select “Keystroke,” “Menu,” or “Finder Item.”

If the command you wish to create a button for is invoked with a keystroke, select “Keystroke.”

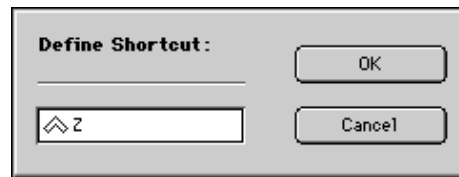
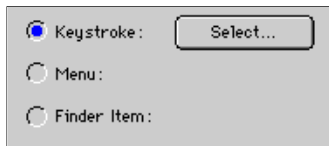
If the command appears on a Photoshop menu, select “Menu.”

If you’re creating a button to access a file, folder, or application, click “Finder Item.”

7. Depending on which option you chose, refer to the appropriate section below.

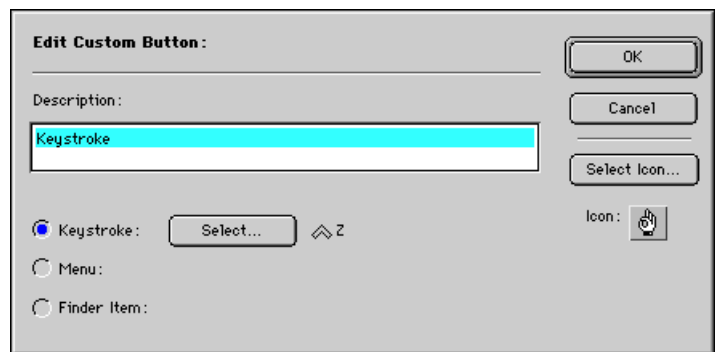
To Create a Button for a Keyboard Command (Macintosh):

1. If you have not already done so, open the Customize Toolbars dialog and select an icon as indicated in “To Create a Button for a New Command” on page 16.
2. Select the “Keystroke” option.
3. Click “Select...”



4. Type the keystrokes that invoke your command.
5. Click “OK.”

Verify that your selected keystrokes appear next to the “Select...” button in the Edit Custom Button dialog box.



6. Click “OK.”

Your new button will be displayed in the category “Custom Buttons” in the Categories window of the Customize Toolbars dialog box.

7. Drag your new button onto a toolbar.

Note: Whether or not you drag your button onto a toolbar, it will remain in the Custom Buttons category until you delete it.

8. You can define more buttons, or click “Done” to return to Photoshop.

To Create a Button for a Menu Command (Macintosh):

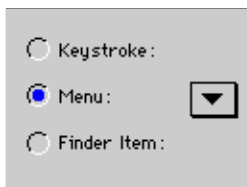
1. If you have not already done so, open the Customize Toolbars dialog and select an icon as indicated in “To Create a Button for a New Command” on page 16.

2. Select the “Menu” option.

A pop-up menu appears to the right of the Menu radio button. This pop-up allows you to scroll through the menus until you find the menu item command that you wish to attach to your custom button.

3. Select the menu command you are creating a button for.

Verify that your selected menu command appears next to the pop-up menu button in the Edit Custom Button dialog box.



4. Click “OK.”

Your new button will be displayed in the category “Custom Buttons” in the Categories window of the Customize Toolbars dialog box.

5. Drag your new button onto a toolbar.

Note: Whether or not you drag your button onto a toolbar, it will remain in the Custom Buttons category until you delete it.

6. You can define more buttons, or click “Done” to return to Photoshop.

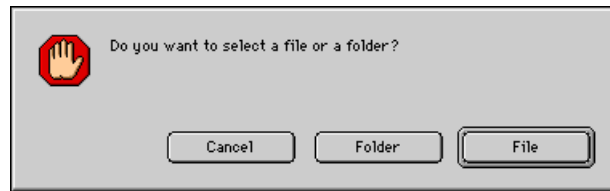
To Create a Button for a Finder Item (Macintosh only):

1. If you have not already done so, open the **Customize Toolbars** dialog and select an icon as indicated in “**To Create a Button for a New Command**” on page 16.

2. Select the “**Finder Item**” option.

A dialog appears, asking if you want to attach a file or a folder to the custom button.

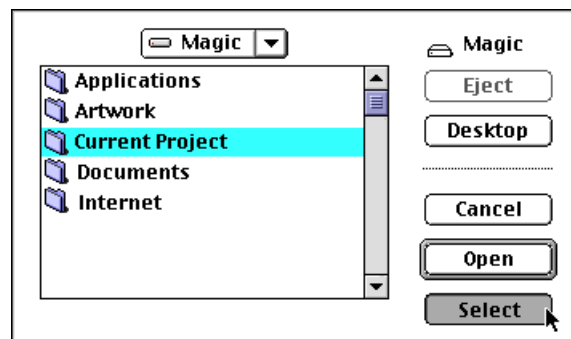
3. Select “**File**” or “**Folder**.”



If you attach a file to the button, the file will be opened when you click the button. If you attach an application, the application will be launched when you click the button.

If you attach a folder to the button, folder contents will be displayed in a pop-up menu when you click the button.

4. **Locate the file or folder.**
5. If you are selecting a file, **highlight the file then click “Open.”** If you are selecting a folder, **highlight the folder then click “Select.”**



Verify that your selected file or folder appears next to the “Select...” button in the Edit Custom Button dialog box.

Tip

Note: Whether or not you drag your button onto a toolbar, it will remain in the Custom Buttons category until you delete it. To delete an icon from the Buttons window in the icon library, select (click) it and press the Delete key.

6. Click “Done.”

Your new button will be displayed in the category “Custom Buttons” in the Categories window of the Customize Toolbars dialog box.

7. Drag your new button onto a toolbar.

8. You can define more buttons, or click “Done” to return to Photoshop.

Using the SmartBar to Create Toolbars (Macintosh Only)

SmartBar is a floating palette that automates the task of creating buttons and toolbars. SmartBar records your menu selections and commands, then allows you to save those recorded commands as a toolbar.

When the SmartBar palette is open and enabled, each time you invoke a menu item or other command it is recorded on the palette. Up to 15 commands can be shown in the SmartBar palette at one time. When you’re ready, you can click a button on the palette and convert those commands into a toolbar. From then on, instead of selecting commands from pulldown menus, you can click the buttons to invoke your commands.

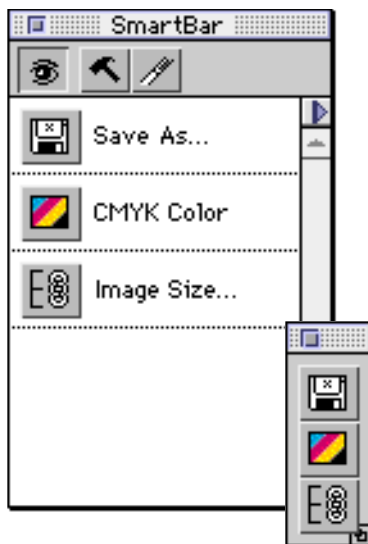
To Open the SmartBar Palette (Begin Recording):

1. Click the Show/Hide SmartBar button on the PhotoTools Commands toolbar.



— or —

1. From the PhotoTools menu choose PhotoBars, then select Show SmartBar.



Watch Me button
(Toggles SmartBar
on and off)

Build (tool) Bar

Reset Button List

To Turn SmartBar On or Off (Start or Stop Recording):

- 1. Once the SmartBar palette is open, you will see the Watch Me button (the button with the eye on it). Click this button to turn SmartBar on and off.**



When the eye is open, SmartBar watches you while you work and creates a button for you when you choose a Photoshop menu command.



When the eye is closed, SmartBar is turned off.

Once SmartBar has created a button for your command and added it to the palette, you can use the button immediately by simply clicking on it in the SmartBar list.

SmartBar lists up to the last 15 commands you have used. After this, when a new command is added the oldest is deleted.



To Create a Toolbar from the Commands in the SmartBar:

- 1. Click the “Build Bar” (hammer) button to create a new toolbar containing all the buttons listed in the SmartBar palette.**

If you only want some of the listed buttons to be in a new palette, hold down the Command key and click on the names (not the icons) of the buttons you want to include in the new toolbar before you click the “Build Bar” button.

To Copy a Button from the SmartBar to Another Toolbar:

- 1. Hold down the Command key and drag the button icon from the SmartBar list to the toolbar you want to place it in.**



To Clear the SmartBar Button List:

- 1. Click the “Reset List” button in the SmartBar palette.**
- 2. Click OK.**

Adding Your Own Button Icons (Macintosh)

You can create your own icons for toolbar buttons. You can use any of the icons in the PhotoBars button library, you can use any Macintosh paint program, including Photoshop, to design your own icons, or you can copy a small image to the clipboard and paste it into the icon library.

To Add a Button Icon to the Icon Library:

Tip

For best results, custom designed icons should be 19 x 17 pixels (width x height).

1. Create a custom button icon.

Icons that you create should be 19 pixels wide by 17 pixels tall. Use Copy and Paste (*see Note with step 5, below*) to place your icon on the Clipboard. Once a custom designed icon is on the Clipboard, it can be pasted into the PhotoBars icon library. PhotoBars will automatically add a border to your icon, and will alert you if the pasted icon is not the correct size.

2. Click the Customize Toolbars button on the PhotoTools Commands toolbar.



Or select PhotoTools > PhotoBars > Customize Toolbars.

3. Click “New Button.”

4. Click “Select Icon.”

The Define Icons dialog box appears.

5. Click “Paste.”

Your new icon will be pasted into the icon library as the last item on the list.

Note: If you copy your image on to the Clipboard from Photoshop, you must switch out of Photoshop, then back in, before the Clipboard will allow you to paste the icon into the icon library.

6. If you wish to define a button using your new icon, click “Define.” If you wish to keep your new icon in the library but do not wish to define a button at this time, click “Cancel.” If you do not want to keep your new icon, click “Delete” and then “Cancel.”

Tip

You won't have to create new buttons often—every menu and sub-menu item in Photoshop, including Plug-ins and Filters, has a button already created for it in PhotoBars. You'll only need to create new buttons to add a button for third-party Plug-ins, Filters, etc.

For more information on adding buttons to a toolbar, see "To Add New Buttons to a Toolbar," on page 14.

Creating New Buttons (Windows)

While there are hundreds of predefined buttons available in PhotoBars, other commands that you use frequently may not have a predefined button. These might include commands associated with add-on filters, additional plug-ins, special keyboard functions, etc. If the command is accessible in Photoshop, either by menu or by key command, you can create a button for it and access it from a PhotoBars toolbar.

To Create a Custom Button:

1. Click the **Customize Toolbars button on the PhotoTools Commands toolbar.**



Customize PhotoBars...

— or —

1. In the **Edit Toolbars...** dialog box click **"Customize."**

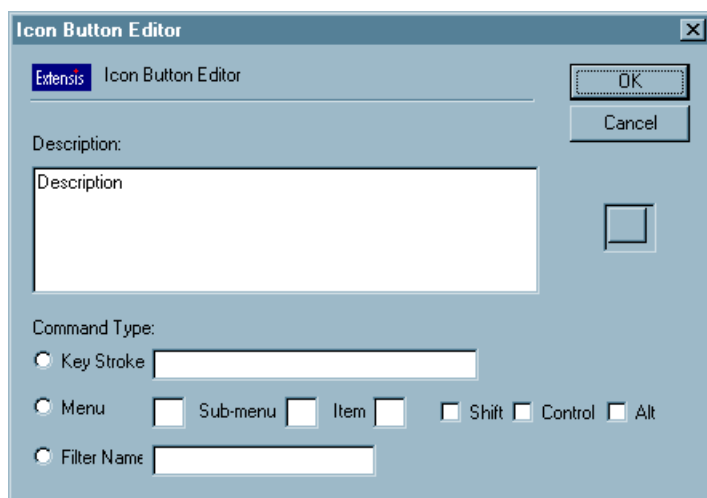
— or —

1. Select **Customize Toolbars...** from the **PhotoBars sub-menu of the PhotoTools menu.**

The **Edit Custom Button dialog box** appears.

2. Click the **New Button button.**

The **Icon Button Editor dialog box** appears. Custom buttons can represent **Keystrokes, Photoshop menu items, or Plug-in items.**



3. Click the **Keystroke, Menu, or Filter button.**

4. Provide PhotoBars with additional information about the button.

Keystroke: If you selected Keystroke, click in the field next to “Keystroke” and type in your command. You cannot use ALT key combinations as these are reserved in Photoshop.

Menu: If you selected Menu, enter the menu and menu item numbers corresponding to the desired menu item. The menu numbers in Windows start counting at 0 for the File Menu, 1 for the Edit Menu, etc. A pull-down menu is -1. For example: To select the Image Adjust menu item, you would enter 2, 2, -1.

Filter: If you selected Filter, click in the Filter Name field and type in the filter name exactly as it appears on the menu.

A description of the button command appears in the Description field. You can edit the button description by changing the text in this field.

5. Click OK.

The button is added to the Custom Buttons category. You can add the Custom button to a toolbar, just as you would a pre-defined button.

Adding Your Own Button Icons (Windows)

You can create your own icons for toolbar buttons using any Windows paint program.

To Add a Button Icon to the Icon Library:

- 1. Design an icon in any Windows paint program. The button must be 19 pixels wide by 17 pixels tall and be a 16-color image.**
- 2. Copy your icon to the Clipboard.**
- 3. Open Photoshop and the Customize Toolbars... dialog.**
- 4. Click New.**
- 5. Define settings for the new button.**
- 6. Click the Button icon on the right side of the dialog box.**

The icon is added to those shown in the dialog box. An alert box appears if the pasted icon is not the correct size.

PhotoText

Tip

For a full listing of keyboard short-cuts, including key commands for manipulating text, refer to Appendix A.

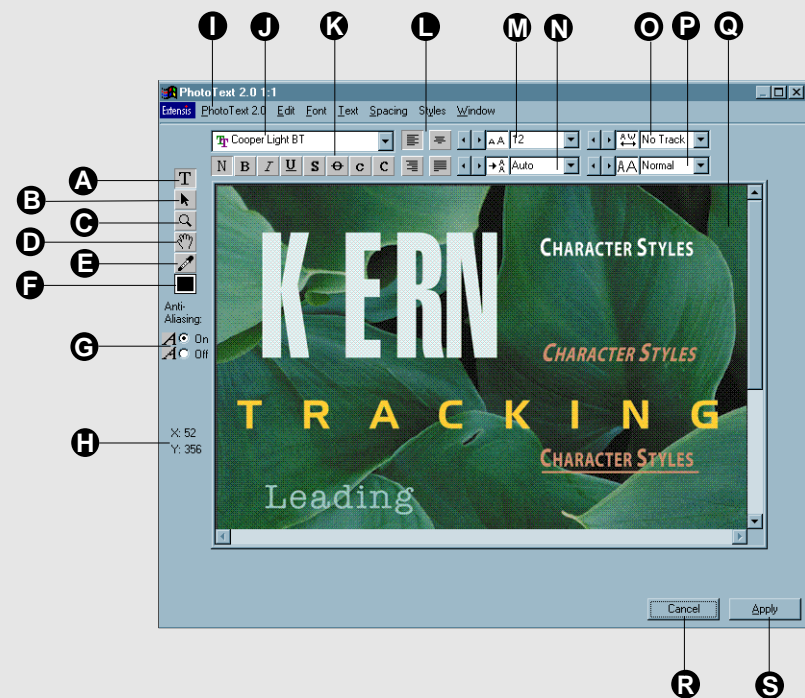
PhotoText is a full-featured character-based text layout plug-in that adds powerful type capabilities to Photoshop.

When you open PhotoText, you see a resizable, zoomable preview of your active layer. When you “apply” your text, PhotoText automatically creates a new layer for it (Photoshop 4.x) or places it as a floating selection (Photoshop 3.x).

Inside the Preview window, PhotoText gives you all the tools you need to enter, manipulate, and position text, including tracking and kerning, width adjustment, and character styles. You can save and reapply your styles, and you can save your text blocks and re-edit them in their original position with all styles intact.

The PhotoText Dialog box (Windows)

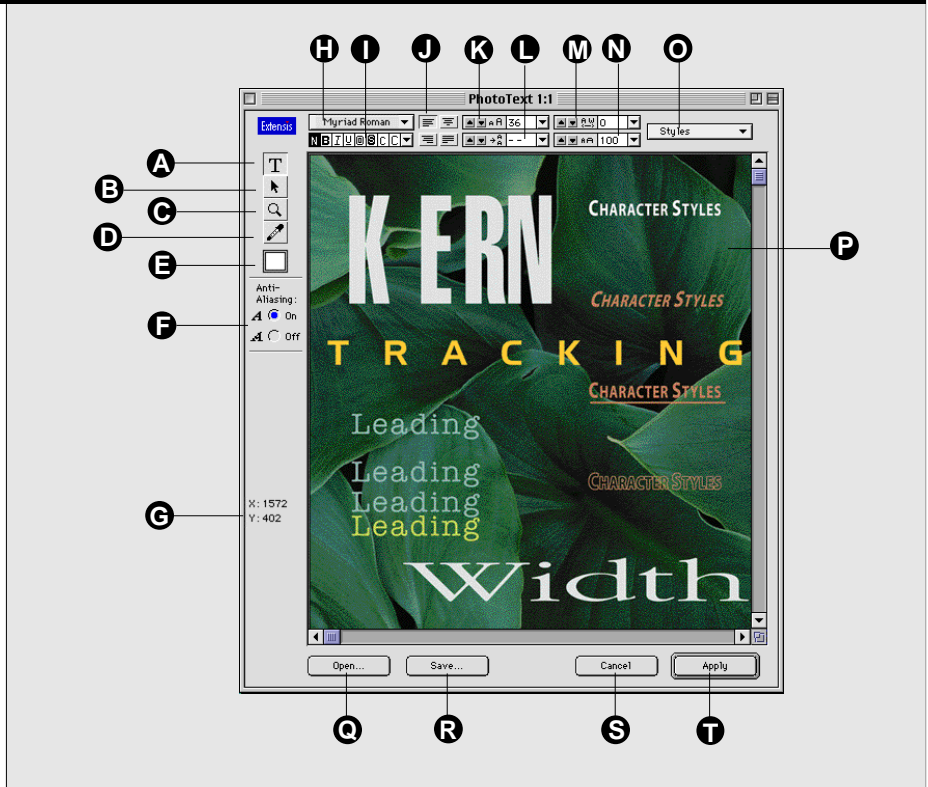
- A** Text tool: I-beam cursor for creating, selecting and editing text. Define your text block while in the Text tool mode by clicking and dragging the mouse.
- B** Move tool: Arrow cursor for resizing or moving text blocks.
- C** Zoom tool: Click to zoom in. Click with ALT key to zoom out.
- D** Hand tool: Allows you to move the image around in the Preview window.
- E** Eyedropper: Extracts a color from the Preview for applying to text.
- F** Color pop-up: Displays the currently selected text color. Provides access to the Photoshop color picker, Foreground, and Background colors.
- G** Anti-Alias On/Off: When on, smooths the edges of text created in larger font sizes.
- H** Cursor position: Indicates cursor position X/Y coordinates on the screen.
- I** PhotoText Menu
- J** Fonts pop-up: Lists available fonts. The currently selected font name appears in the box.
- K** Style: Adjust character style attributes.
- L** Alignment: Adjust the justification settings of text within the entire text block: Left, Right, Center and Full.
- M** Size: Adjust font size of selected text.
- N** Leading: Adjust space between lines of text.



- O** Track/Kern: Adjust the space between selected characters.
- P** Character Width: Adjust the width of selected characters.
- Q** Preview window: Displays the text before you apply it to your image.
- R** Cancel: Exits the dialog box without applying the changes.
- S** Apply: Adds the text in the PhotoText dialog box to the image in the Photoshop window. The text is placed in Photoshop as a floating selection (v3.0.x) or as a layer (v4.x).

The PhotoText Dialog box (Macintosh)

- A** Text tool: I-beam cursor for creating, selecting and editing text. Define your text block while in the Text tool mode by clicking and dragging the mouse.
- B** Move tool: Arrow cursor for resizing or moving text blocks.
- C** Zoom tool: Click to zoom in. Click with Option key to zoom out.
- D** Eyedropper: Extracts a color from the Preview for applying to text.
- E** Color pop-up: Displays the currently selected text color. Provides access to the Photoshop color picker, Foreground, and Background colors.
- F** Anti-Alias On/Off: When on, smooths the edges of text created in larger font sizes.
- G** Cursor position: Indicates cursor position X/Y coordinates on the screen.
- H** Fonts pop-up: Lists available fonts. The currently selected font name appears in the box.
- I** Style: Adjust character style attributes.
- J** Alignment: Adjust the justification settings of text within the entire text block: Left, Right, Center and Full.
- K** Size: Adjust font size of selected text.
- L** Leading: Adjust space between lines of text.
- M** Track/Kern: Adjust the space between selected characters.



- N** Character Width: Adjust the width of selected characters.
- O** Styles pop-up: Create, edit, and apply custom Style Settings.
- P** Preview window: Displays the text before you apply it to your image.
- Q** Open: Open a saved text block file.
- R** Save: Save text blocks for reuse.
- S** Cancel: Exits the dialog box without applying the changes.
- T** Apply: Adds the text in the PhotoText dialog box to the image in the Photoshop window. The text is placed in Photoshop as a floating selection (v3.0.x) or as a layer (v4.x).

Combined with the other PhotoTools plug-ins, you can shape, shade, and manipulate your text to create really professional effects with much less effort than ever before.

Getting Started with PhotoText

Tip

To create a composite Preview of all your active layers in PhotoText, open the Photoshop 4.0 Layers Palette, then press Command+Option+ Shift+E (Macintosh) or Control+ALT+ Shift+E (Windows) to create the composite layer. Make this layer the active layer, then open PhotoText. When you've finished creating and applying your text (the text will be on a separate layer) simply delete the composite layer.

To Open the PhotoText Preview window:

1. **In Photoshop, select the layer you wish to view in the PhotoText Preview window. If you want to create text without a background, open a new file in Photoshop, then open PhotoText.**

PhotoText will use the selected layer as a background so that you can see how your text images relate to the background image. Your text will not be added to the background—PhotoText automatically creates a new layer for text.

2. **Click the PhotoText button on the PhotoTools Commands toolbar.**



— or —

From the PhotoTools menu in the menubar (or in the Filters menu), select PhotoText.

The PhotoText Preview window and dialog box will open.

3. **Create as many text blocks as you like, and adjust the text in them using the tools provided. You can create and save style settings and save your text blocks for later use.**

To Create a Text Block:

1. **Select the Text tool.**
2. **Click anywhere in the PhotoText Preview window, then begin typing.**

You can also click and drag to define a text block with exact bounding borders, then release the mouse and begin typing.

For precise text block positioning, use the cursor coordinate information displayed on the left side of the dialog box.

Note: If you don't see all the letters as you type them, use the Arrow tool to select the text box, then drag the handles to enlarge it.

Tip

Since PhotoText puts text on its own layer, you will be able to position the text in Photoshop even after applying the changes made in PhotoText. However, since all of your text is on the same layer, you will not be able to move the text blocks individually, as you can in PhotoText. For greatest flexibility, either do all your text positioning in PhotoText, or create logical layers of text, grouping types of text that will maintain a spatial relationship.

Tip

While the Text tool is active, hold down the Option key (Macintosh) to temporarily change to the Arrow tool.

Press Command-Tab (Macintosh) or Control-Tab (Windows) to toggle between the Arrow and Text tools.

Tip

For best results, turn off Anti-Aliasing when working with text smaller than 14 points.

To Add Text from Another Application:

1. **In the other application, select the text to be added, then copy the text to the clipboard.**

Choose Copy from the Edit menu, or press Command+C (Macintosh) or Control+C (Windows).

2. **Open Photoshop.**
3. **Open PhotoText.**

Select PhotoText from the PhotoTools Commands toolbar, from the PhotoTools menu in the menubar, or from the PhotoTools menu in the Filters menu.

4. **Select the Text tool, then click anywhere in the PhotoText Preview window, or use the Text tool to position the insertion point in an existing text block.**
5. **Paste your selection.**

Choose Paste from the Edit menu, or press Command+V (Macintosh) or Control+V (Windows).

To Move a Text Block:

1. **Select the “Arrow” tool in the PhotoText dialog box.**
2. **Click the text box to select it, then drag it to its new position.**

To Manipulate Text:

You can select text using the Text tool, or you can use the Arrow tool to select an entire text box.

1. **Select the “Text” tool in the PhotoText dialog box.**
2. **Select the text you want to change.**
3. **Use the tools in the PhotoText dialog box to modify the appearance of the text.**

— *or* —

1. **Select the “Arrow” tool in the PhotoText dialog box.**
2. **Select the text block(s) you want to modify.**
3. **Use the tools in the PhotoText dialog box to modify the appearance of the text.**

Note

On Windows, all text blocks are saved when Save text is selected.

PhotoText	
New Text Block	⌘N
Cancel PhotoText	⌘W
Apply	⌘P
Open....	⌘O
Save...	⌘S
Export As Text...	

PhotoText	
New Text Block	Ctrl+N
Open...	Ctrl+O
Cancel PhotoText	Ctrl+W
Save...	Ctrl+S
Apply	Ctrl+I
Apply Direct	
Export...	

To Save Text for Re-editing in PhotoText:

PhotoText allows you to save your text for reuse or editing. On Macintosh, you can save one, many, or all text blocks in one file.

1. Use the Arrow tool to select the text blocks that you wish to save.

If you don't select any text blocks, PhotoText will save all the text blocks.

2. Select File > Save from the PhotoText menu in the menubar.

— or —

Press **Command+S** (Macintosh) or **Control+S** (Windows).

— or —

(Macintosh) Click the “Save” button in the PhotoText dialog box.

You will be prompted to enter a name for the saved file.

3. Enter a name for your saved text file.

Your text block(s) will be saved with all the attributes assigned to them, including their location on the page.

PhotoText will name the saved file “PhotoText.stb” (Macintosh) or “PhotoText.ptx”(Windows) unless you specify a different name.



**PhotoText
Saved Text Icons**

To Open Text Saved in PhotoText:

Note: PhotoText allows you to open only one saved text file in each session. When you open a saved text file, the saved text will overwrite any text blocks you have created during the session. If you wish to have a number of text elements available for reuse or editing, either create separate layers for them, or save all the blocks together in the same Saved Text Blocks file (Macintosh) or PhotoText file (Windows).

1. Open PhotoText.

Click the PhotoText button on the PhotoTools toolbar, or select PhotoTools > PhotoText from the menubar.

Tip

Photoshop 3.0.x: After PhotoText has returned a floating selection, you can convert the selection to a new layer by choosing the Photoshop New Layer option while the selection is still active.

2. Select “Open...” from the PhotoText menu in the Photoshop menubar.

— *or* —

Press Command+O (Macintosh) or Control+O (Windows).

— *or* —

(Macintosh only) Click the “Open” button in the PhotoText dialog box.

3. Locate the file you wish to open, then click Open.

Your text will be displayed in the PhotoTools Preview window.

To Save Text for Use in Another Application:

Note: Not all attributes are saved on export.

1. Select the text block(s) using the Arrow tool.
2. Choose “Export As Text...” (Macintosh) or “Export...” (Windows) from the “PhotoText” menu in the menubar.

Your text will be saved as a SimpleText document (Macintosh) or text document (Windows) on your hard drive.

Tip

To apply text to the active layer instead of creating a new layer (Photoshop 4.x) or floating selection (Photoshop 3.x), press Option (Macintosh) or ALT (Windows) when you Apply the text.

Windows Users: You can also choose the menu item PhotoText > Apply Direct from the menubar.

To Apply Text to a Photoshop Image:

1. When the text in the PhotoText Preview window appears as you want it, click the Apply button, or press Enter or Command+P (Macintosh) or Control+I (Windows).

Your text will be returned as a floating selection in Photoshop 3.x, and as a layer in Photoshop 4.x.

Adjusting Text Attributes

Tip

You can change most text attributes on individual characters or the entire text block. Use the Text tool to make changes on a character level, or use the Arrow tool to make changes to the entire text block.

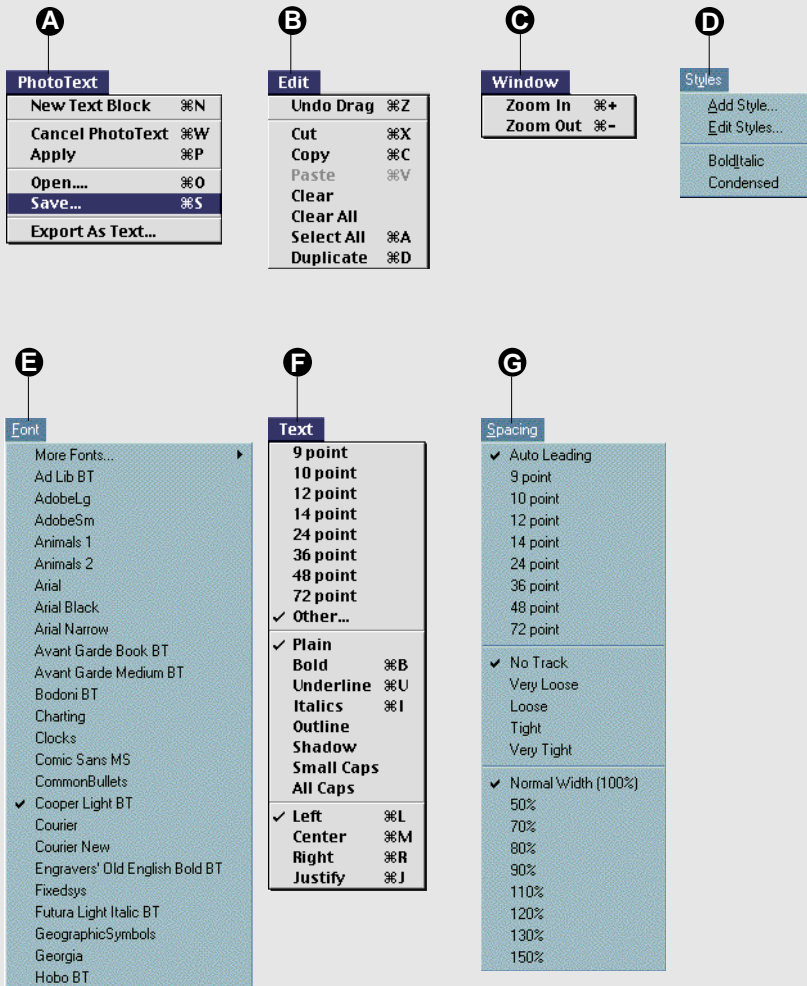
When the PhotoText preview window is opened, a new set of text menus becomes available and include Save and Open options that allow you to save text blocks—including all of their attributes—to a file and open it for re-editing or reuse later. Combined with type-in fields directly in the Preview window, numerous keyboard commands for manipulating text (*see Appendix A*), and the ability to create and save Style Settings, PhotoText gives you the flexibility to experiment with type attributes using whatever method works best for you.

Note: PhotoText remembers the last-used font and most of the last-used text attributes when creating a new text block and when PhotoText is reopened for a new session.

PhotoText Menus

When the PhotoText dialog box is opened, special text editing menus become available. These menus provide a familiar text-editing environment.

- A** PhotoText: This is the first PhotoText menu, appearing in the left-most corner of the menu bar (where the File menu typically appears). Use this menu to access the Save and Open text block commands.
- B** Edit: Access typical editing commands such as Cut, Copy, Paste, Select All, and Undo.
- C** Window: Zoom in and out of the PhotoText Preview window.
- D** Style: Select and Save Style settings for future use. On Windows, this menu appears in the menubar. On Macintosh, this menu appears as a pop-up menu above the Preview window.
- E** Font: Provides access to all fonts currently available to the system.
- F** Text: Provides attributes for character size, style, and justification.
- G** Spacing and Width: Adjusts character spacing and width.



Tip

To adjust the space between two characters (kerning), position the insertion point between the two characters, then adjust the value in the Track/Kern field.



To Create a Style Setting from Styled Text:

1. Open PhotoText.

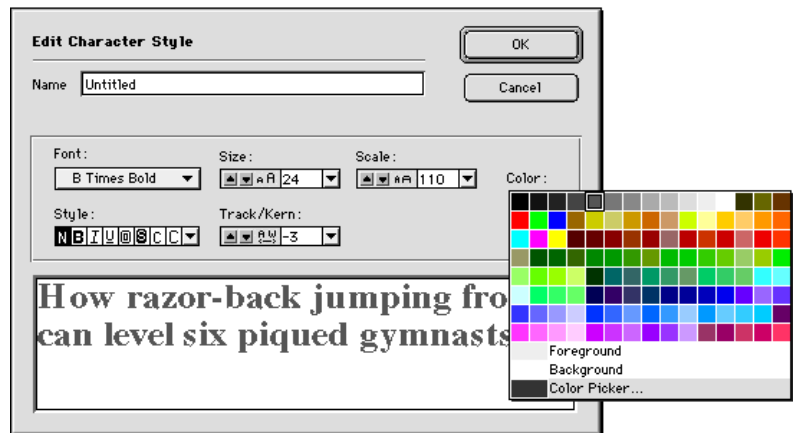
Click the PhotoText button on the PhotoTools toolbar, or select PhotoTools > PhotoText from the menubar.



2. Create some text and apply the attributes to the text that you wish to include in the Style Setting.

3. Use the Text tool to drag-select the text you want to base the Style Setting on, or use the Arrow tool to click-select a text box.

4. Select “Add Styles...” from the Style pop-up (Macintosh) or menu (Windows).



The attributes for the selected text will be displayed in the attribute boxes in the Edit Character Styles dialog box. Sample text at the bottom of the window shows how text will look with the selected style applied.

5. Enter a name for the new Style.

6. Make any last-minute changes to the Style using the text attribute options.

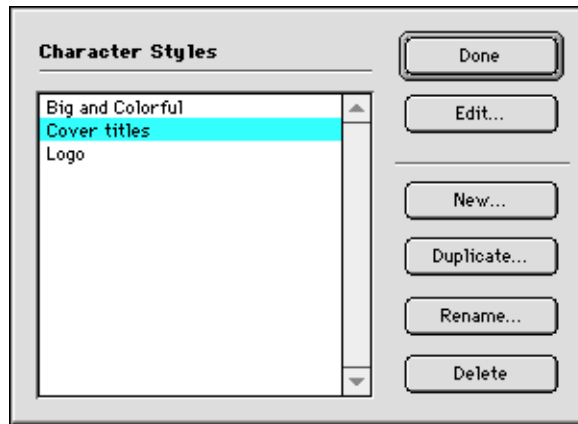
7. When you are ready to save your new Style Setting, click “OK.”

To Create a Style Setting from the Edit Styles Dialog:

1. Open PhotoText.

Click the PhotoText button on the PhotoTools toolbar, or select PhotoTools > PhotoText from the menubar.

2. Select “Edit Styles...” from the Style pop-up (Macintosh) or menu (Windows).



3. Click “New” to create a new Style Setting.

— *or* —

3. Select a style from the list, then click “Duplicate” to duplicate an existing style setting.

4. Enter a name for the Style.

5. Click “Done.”

Your new Style will be saved and can be accessed from the PhotoText Styles pop-up menu and reapplied at any time.

To Rename a Style:

1. Open PhotoText.

Click the PhotoText button on the PhotoTools toolbar, or select PhotoTools > PhotoText from the menubar.

2. Select “Edit Styles...” from the Style pop-up (Macintosh) or menu (Windows).

3. Select a style from the list, then click “Rename.”

4. Type in the new name.

5. Click “OK.”

To Edit a Style:

1. Open PhotoText.

Click the PhotoText button on the PhotoTools toolbar, or select PhotoTools > PhotoText from the menubar.

2. Select “Edit Styles...” from the Style pop-up (Macintosh) or menu (Windows).

3. Select a style from the list, then click “Edit.”

4. Use the buttons, pop-up menus, and parameter boxes to change style attributes, or enter a new name for the Style.

5. Click “OK.”

To Apply a Style:

1. Open PhotoText.

Click the PhotoText button on the PhotoTools toolbar, or select PhotoTools > PhotoText from the menubar.

2. Select the text or text block you wish to apply the style to.

You can select individual characters, words, etc. using the Text tool, or select one or more text boxes using the Arrow tool.

3. Select a Style Setting from the Style pop-up (Macintosh) or Style menu (Windows).

The selected style will be applied to the text.

PhotoEffects

PhotoEffects is a set of five image-enhancement tools for Photoshop, allowing you to create spectacular Photoshop effects in a fraction of the time it used to take, and with much more interactive control. The five Effects plug-ins are:

- PhotoCastShadow
- PhotoBevel
- PhotoGlow
- PhotoButton
- PhotoEmboss

Using these tools you can create professional effects on any type of graphic element, including text (except PhotoButton), with significantly less effort. See the results of your actions interactively as you tweak, twist, color, and distort to achieve just the right effect. When you've achieved the result you want, apply it to your image. You can even save your favorite effect settings and recall them for use on other images.

PhotoCastShadow: Interactively create drop shadows and cast perspective shadows with realistic adjustable 3-D blurs, and see your work in a real-time preview.

PhotoButton: Interactively create up to 64 beautifully rendered identical buttons using an array of tools to modify and customize button shape, size, and color.

PhotoBevel, PhotoEmboss, PhotoGlow: Create custom bevels, embossing, and glow effects on any image, in a fraction of the time it would take to achieve them manually.

All PhotoEffects plug-ins (except PhotoButton) include a handy pop-up image navigator, editing in real time with interactive preview, multiple undos, and the ability to view composite layers (Photoshop 4.0.x)—so you can see exactly how your effects will fit with the background and other image elements. Whether used individually or together, the PhotoEffects plug-ins will give you professional buttons, shadows, bevels, embossing, and glows with a minimum of effort.

Elements Common to All Effects

Tip

For a full listing of keyboard shortcuts, including key commands for manipulating text, refer to Appendix A.

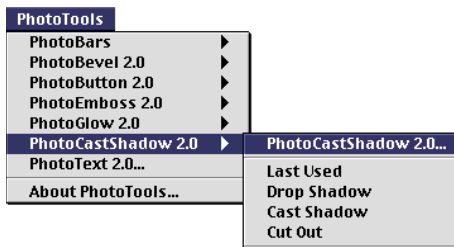
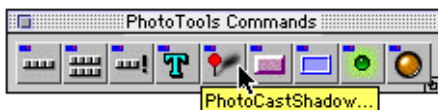
Many commands and attributes are common to all five Effects plug-ins (PhotoButton, PhotoCastShadow, PhotoBevel, PhotoEmboss, and PhotoGlow). Those common operations are described in this section. *For specific details about each of the individual plug-ins, refer to the section in this manual specific to that effect.*

All PhotoEffects plug-ins provide the following:

- **Image preview**—work with any image or selected part of an image. Experiment until you achieve just the right effect, then “apply” that effect to your image.
- **Interactive, real-time editing environment**—work with effects interactively, watching your effect take shape on a real-time Preview screen.
- **Multiple undos and redos**—go back and forth as many steps as you need to before applying your effect to the image.
- **View composite layers** (Photoshop 4.x only)—see all the active layers, not just the layer you’re working on, inside the plug-in Preview window. Allows you to see your effects in relation to the rest of the image without giving up the flexibility of layers.
- **Photoshop 4.x Actions Palette aware**—allows for easy Actions Palette scripting inside Photoshop. Dramatically increases productivity when you need to create the same effects in multiple files.
- **Navigator pop-up**—innovative “pop-out” navigator is hidden until needed. Allows you to instantly position your image in the Preview window without competing with the image for space.
- **Standard Photoshop-style interface**—no need to relearn tools and commands. All PhotoEffects plug-ins use many Photoshop-type commands, and operations behave as you’d expect them to if applied directly in Photoshop (exceptions are noted where they occur.) Zoom and scrolling controls use standard keyboard shortcuts (*see Appendix A*).
- **Save and reapply effects**—create just the effect you want, then save the settings for reuse at any time.
- **Eyedropper tool**—extract colors from the image without leaving the Preview window.
- **Background processing**—uses idle time between image adjustments to process the effect, reducing or eliminating the need for more processing when the effect is applied.
- **Fit on Preview**—fits the image to the available Preview window. Equates to Photoshop Fit on Screen command.
- **Help Box**—displays, in a special window, a description of each tool and button function as you drag the mouse over it.

Tip

If you're working with a floating selection and wish to preview it with the background image, choose "Defloat" (Command+J, Macintosh or Control+J, Windows) from the Photoshop Select menu before opening the Effect plug-in.



Getting Started with PhotoEffects

To create an effect using a PhotoEffects plug-in:

1. **Select an area of your image where you wish to add an effect.**

Note: PhotoCastShadow and PhotoGlow require that an image area be selected, either implicitly (using a layer's transparency mask) or explicitly ("marching ants" indicating the selected area). PhotoButton, PhotoBevel, and PhotoEmboss do not (see page 44 for a discussion of implicit and explicit selection).

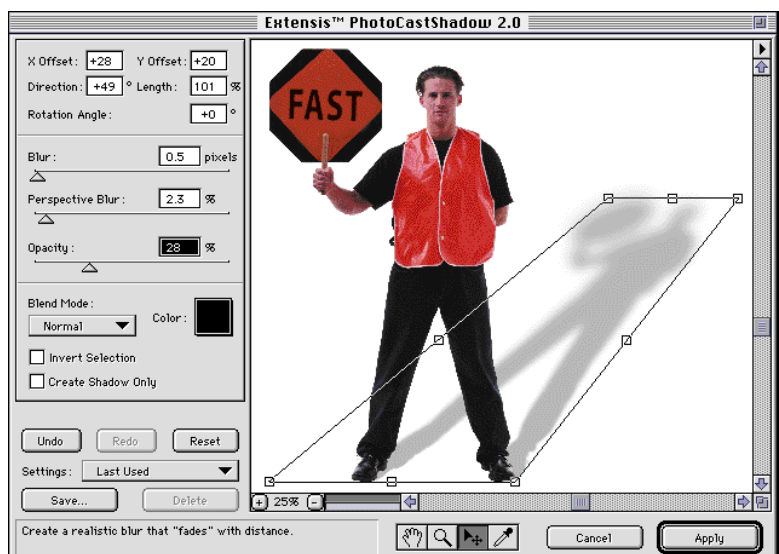
If you're not familiar with creating effects using a plug-in, start with something simple. Open your image in Photoshop, and using the Marquee tool, drag a rectangle around the area you wish to work with, or create a layer with the image you'll be working on (try creating some text in PhotoText!). If no area is selected, the PhotoEffect plug-ins assume you want to work with the full image (see Note above).

2. **Select the desired PhotoEffect plug-in.**

Select a plug-in from the PhotoTools Commands toolbar, from the PhotoTools menu in the menu bar, or from the PhotoTools menu in the Photoshop Filters menu.

Select PhotoCastShadow, PhotoButton, PhotoBevel, PhotoEmboss, or PhotoGlow. The Preview window dialog box for the selected Effect will be displayed.

3. **Use the options in the effects Preview dialog box to create the desired effect (the specific options for each effect are described later in this chapter).**



Tip

You can apply a saved effect by selecting it in the Effect's dialog box or by selecting it in the PhotoTools menu. When you choose a Setting from a menu, the effect is immediately applied to the selection, without opening the Effect's dialog box.

Tip

Macintosh Users PhotoBars provides another convenient way to access effect settings saved in the PhotoEffects plug-ins: Click the Saved Effects button in the Effects Settings toolbar to see a list of all saved effect sets.

Inside each of the PhotoEffects plug-ins you can experiment with all kinds of effect parameters, and immediately see your result on the image in the Preview window.

Note: While you are working in an Effect's dialog box (Preview window) the changes you make do not affect the image in Photoshop. When you like the effect you see in the Preview window and are ready to make those changes to your image, click "Apply." Until you click "Apply" you can change the parameters as much as you like until you get just the effect you want. If you don't like the effect you created, click Cancel and the Effect's window will close without making any changes to your image.

If your changes don't appear in the Preview window, see "Unexpected Results" later in this chapter.

5. When you're satisfied with the effect you've created in the Preview window, apply the effect to your image.

Click "Apply" to add the effect to your image.

If you get any warning dialogs when you attempt to apply your changes, refer to "Unexpected Results" and "Additional Information" later in this chapter.

Note: If you accidentally Apply the effect to your image before you are completely finished (the Effect dialog box closes), you can "undo" the effect (Command+Z, Macintosh or Control+Z, Windows). You can then reopen the Effect—it will remember and display your Last Used settings.

To Save PhotoEffects Settings for Later Use:

1. Once you've established the settings exactly as you want them, click the "Save" button in the Effect's dialog box.

A Save dialog box appears, allowing you to name and save the current Effect's settings as a filter.

2. Type a name for the Settings to be saved.

3. Click "OK."

The name of the Settings will appear in the pop-up menu in the bottom-left corner of the dialog box. It will also be available from the Effect plug-in's submenu on the PhotoTools menu, and from the Settings button pop-down menu for the associated Effect, if you have you have this button installed on a PhotoBars toolbar (Macintosh).

To Use PhotoEffects Settings Previously Saved:

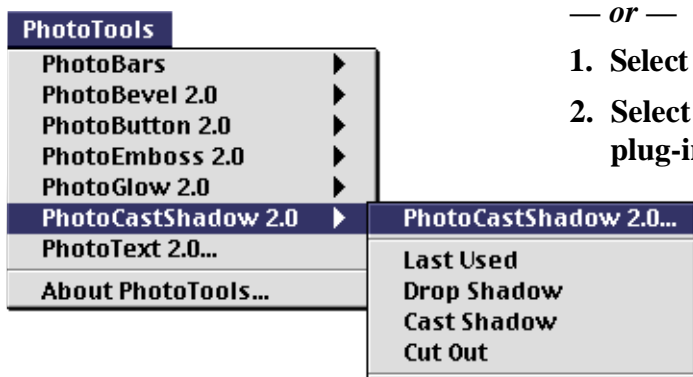
1. Select an area of your image on which to apply the effect.
2. Open the desired PhotoEffects plug-in.
3. Select the name of the saved effect from the Settings pop-up menu in the bottom-left corner of the dialog box.

Note: Settings are specific to the plug-in they were saved in. For example, you cannot open PhotoCastShadow settings in PhotoBevel.

4. If desired, make any additional adjustments to the effect.
5. Click “Apply” to add the effect to your image.

— or —

1. Select an area of your image on which to apply the effect.
2. Select the saved Settings you wish to use from the Effect plug-in’s submenu on the PhotoTools menu.



The saved effect will be applied to the selection immediately, without opening the Effect’s dialog box.

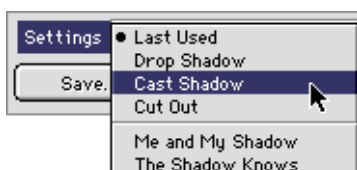
You can also (Macintosh only) select Settings from the Settings button pop-down menu for the associated Effect, if you have this button installed on a PhotoBars toolbar.

To Delete PhotoEffects Settings Previously Saved:

1. Select the desired PhotoEffects plug-in.
2. Locate the setting you want to delete in the Settings pop-up menu in the bottom-left corner of the dialog box.
3. Click “Delete.” You will be asked to confirm the deletion.
4. Click “OK.”

Preset Settings

A number of common effect Settings are provided for each of the Effect plug-ins. These Settings can be used “as is” or selected and then modified. The Preset Settings cannot be removed.



To Select a Preset Setting:

1. Follow the steps in “To Use PhotoEffects Settings Previously Saved” (*above*). The Preset Settings appear in the upper-half of the menu, above any user-created settings.

Common Elements Explained

The PhotoEffects Dialog Box

When you select a PhotoEffects plug-in, the dialog box for that plug-in is opened. Inside this window you have access to all the tools, options, and windows needed to create, modify, experiment with, and view your effect. For details about the tools and options available for the different Effects, refer to the section of this manual specific to that Effect.

Typical PhotoEffects Dialog box

A PhotoEffects Menus: In Windows, the Effects menus are located at the top of the dialog box window. In Macintosh, the menus replace the Photoshop menus in the main menubar

B Title Bar: Shows the PhotoEffects plug-in currently in use.

C Preview window: Displays your image with the selected effects applied before you apply them to your image. Updates your changes in real time if "Real-time Preview" is turned on. Displays the composite view of all selected layers when "View Composite Layers" is turned on.

D Image Navigator: Click and drag in this pop-up window to instantly reposition the image in the Preview window.

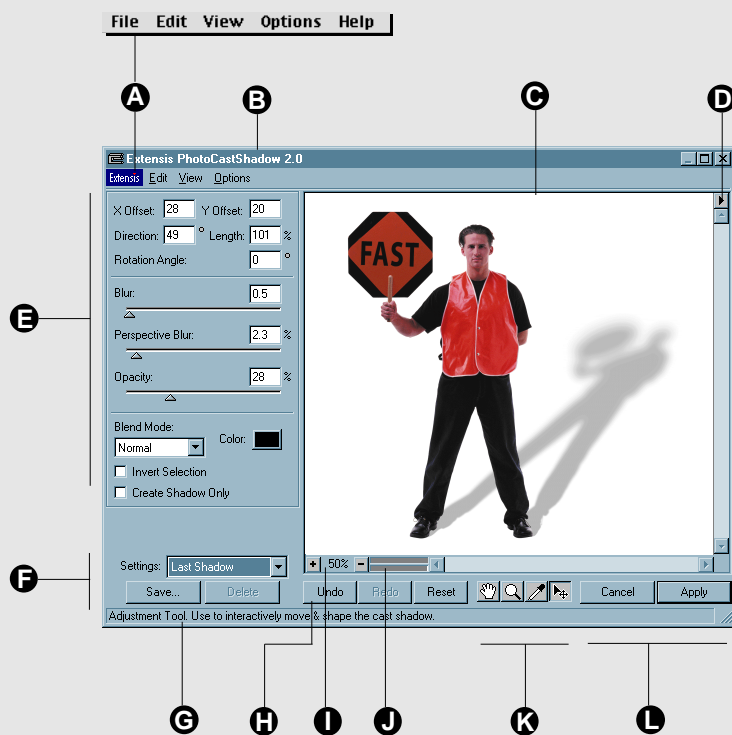
E Effect-specific Options: These effects options will differ depending on what PhotoEffects plug-in is being used.

F Settings: These tools allow you to Select, Save, and Delete effect settings. Only settings appropriate to the current PhotoEffects plug-in will be available in the list.

G Help Box: Describes each function as the mouse passes over it.

H Undo/Redo/Reset: Undo/Redo provides multiple undos and redos; Reset returns all settings to their default values (useful for starting over "from scratch").

I Zoom Controls and Indicator: Changes and displays zoom amount.



J Progress Indicators: Top bar shows Preview Redraw progress. Bottom bar shows Background Processing progress when the "Background Processing" option is turned on.

K Effect-specific Tools: These tools may differ depending on what PhotoEffects plug-in is being used. Scroll (Hand) and Zoom (Magnifying glass) are available in all Effects.

L Cancel/Apply: Apply closes the dialog box and applies your effects to the image in Photoshop. Cancel closes the dialog and leaving the image unchanged.

Undo/Redo/Reset

All of the controls in PhotoEffects provide multiple undo and redo capability using the Undo/Redo buttons in the Effect's dialog box, selecting Undo/Redo from the menu, or using keyboard shortcuts. Reset returns all settings to the default condition, allowing you to start over in a known state.

To Undo a Command:

1. Click **Undo** as many times as needed to undo steps.

Or select Undo from the Edit menu. Or press Command+Z (Macintosh) or Control+Z (Windows).

The Undo button is grayed out if there are no operations to undo.



To Redo a Command:

1. Click **Redo** as many times as needed to restore previous undo(s).

Or select Redo from the Edit menu. Or press Command+Y (Macintosh) or Control+Y (Windows).

The Redo button is grayed out if there are no operations to redo.

To Reset all Effects:

1. Click **Reset**.

All effect settings, undos, and redos for the current session will be restored to factory defaults. The Preview image will be displayed with no other effects applied.

Tip

You can "undo" a Reset.

View Composite Layers (Photoshop 4.0.x only)

With the View Composite Layer feature you can see all visible layers—not just the layer you’re working on—inside the Effect Preview window. This allows you to see your effects in relation to the rest of the image without having to flatten the layers.

To View Multiple Layers in a PhotoEffects Preview:

1. **In Photoshop, verify that all the layers you want to see in the image Preview window have been made visible (eye icon showing in the layers palette).**
2. **Select the image area that you wish to create an effect for.**
3. **Select the PhotoEffects plug-in for the effect you wish to create.**

This opens the plug-in Preview window dialog box. You should see all the layers along with your image.

4. **If you do not see the layers along with your image, choose View > View Composite Layer.**

This enables the View Composite Layer function. (This option is turned off by default when PhotoTools is installed.) Or press Command+L (Macintosh) or Control+L (Windows).

Note: If the image does not appear to preview correctly after performing the steps above, see Additional Information on page 48 and Unexpected Results on page 51.

Fit on Preview

Fit on Preview adjusts the zoom percentage to the largest size that can fit in the Preview area and still contain the entire image. Actual Pixels returns the Preview to the actual pixel size prior to invoking Fit on Preview.

To Fit the image to the Preview window:

1. **Select View > Fit on Preview.**

Or press Command+0 (Macintosh) or Control+0 (Windows).

View	
Zoom In	Ctrl++
Zoom Out	Ctrl+-
Fit on Screen	Ctrl+0
Actual Pixels	Alt+Ctrl+0
Composite Layer	Ctrl+L

Tip

You can toggle View Composite Layer on and off from inside the Effect’s Preview window with Command+L (Macintosh) or Control+L (Windows).

View	
Zoom In	⌘+
Zoom Out	⌘-
✓ Fit on Preview	⌘0
Actual Pixels	⌘+0
View Composite Layer	⌘L

Real-time Preview

The Real-time Preview feature allows different effects to be applied and viewed *as you change them*. This means you get immediate feedback in your preview as you adjust the parameters of an effect.

One of the most striking examples is in the Color Palette. In a typical program, you would click-open the Color Palette, choose a color, release the pop-up, then wait for the preview to display the effect in that color. To try a different color, you would have to go through the whole color-selection process again. With the Effects plug-ins, you simply click-open the palette and drag the mouse over the color chips. Each time you drag the mouse over a different color chip, the preview updates immediately in real time.

For example, with Real-time Preview *on*, if you are creating a cast shadow and want to experiment with shadow coloring, press and hold the Color Palette pop-up as you drag the mouse around—the Preview image immediately shows the shadow in the color you chose, and the shadow color will change as you drag your mouse over the different colors. Try turning Real-time Preview *off* and see the difference!

Note: You can also preview colors interactively by selecting the Eyedropper and dragging it around the Preview window.



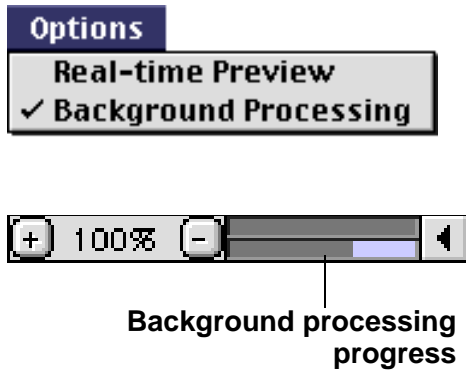
To Turn Real-time Preview On or Off:

1. Choose Options > Real-time Preview.

A checkmark indicates that Real-time Previewing is On.



Whether or not you have Real-time Previewing turned on, the Preview image must be processed and redrawn when you change an effect option. This redraw is tracked on the top half of the dual progress bar located just underneath the Preview window. The Preview is not completely finished until the progress bar reaches the end.



Background Processing

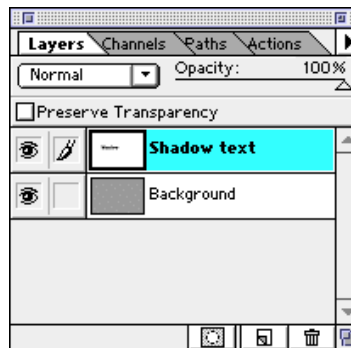
In a typical Preview scenario, when you are finished with preview mode and want to apply your changes to the image, more processing is required before the image window reappears. To speed things up, PhotoEffects uses the idle time between your image adjustments in the Preview window to begin final processing. As soon as you stop adjusting controls, final processing begins, and a progress bar is displayed just below the Preview window. If the progress bar is complete (indicating that processing is complete) when you Apply the effect, the image screen will appear much more quickly.

To Turn Background Processing On or Off:

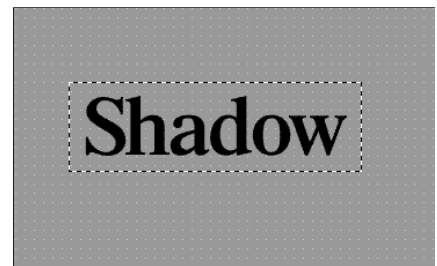
1. Choose Options > Background Processing.

A checkmark indicates that Background Processing is On.

Note for Photoshop 3.0.x: In Photoshop 3.0.x, background processing works only on *implicit* selections, not *explicit* selections. A selection is implicit when a layer's transparency mask is used to indicate the selection area. A selection is explicit when the selected image is surrounded by "marching ants." If the selection was explicitly selected, the PhotoEffects plug-ins will not process effect changes in the background even if this option is enabled.



**Image Implicitly Selected
(Isolated on a layer)**



**Image Explicitly Selected
(Indicated by "marching
ants" outlining the selection)
No background processing
in Photoshop 3.0.x.**

Zooming and Panning

All PhotoEffects plug-ins provide a number of easy ways for navigating and viewing effects in the Preview window.

Zoom In



Tip

Macintosh Users: To momentarily switch to the Hand tool, hold down the Spacebar.

To momentarily access the Zoom tool when the Hand tool is active, press Command (Zoom In) or Option (Zoom Out).

Note: These commands work together: With any tool selected, press Spacebar to activate the Hand tool, then also press Command or Option to access a Zoom tool.

Zoom Out



Tip

Double-click the Zoom tool to zoom to 100%.

To Zoom In:

Click the “+” button under the Preview window.

Each click magnifies the image to the next percentage. Zooming occurs from the center of the image. When you reach maximum magnification, the center of the Zoom tool appears empty.

— or —



Select the Zoom tool (magnifying glass), then click the area of the image you want to magnify.

Each click magnifies the image to the next percentage, and the magnified display is centered around the point you click.

— or —

Press Command+Shift+“+” or Command+Keypad “+” (Macintosh) or Control+Keypad “+” (Windows).

— or —

Choose Edit > Zoom In from the menubar.

To Zoom Out:

Click the “-” button under the Preview window.

Each click reduces the image to the next percentage. Zooming occurs from the center of the image. When you reach maximum reduction, the center of the Zoom tool appears empty.

— or —

Select the Zoom tool (magnifying glass). While pressing



Option (Macintosh) or ALT (Windows), click the area of the image you want to reduce.

Each click reduces the image to the next percentage.

— or —

Tip

Double-click on the Hand tool to force the Preview image to fit the available window (Fit on Preview).

Press **Command+Shift+“-”** or **Command+Keypad “-”** (Macintosh) or **Control+Keypad “-”** (Windows)

— *or* —

Choose **Edit > Zoom In** from the menubar.

To Pan (Scroll) in the Preview Window:



Select the Hand tool and drag the image until you locate the area you wish to view.

— *or* —

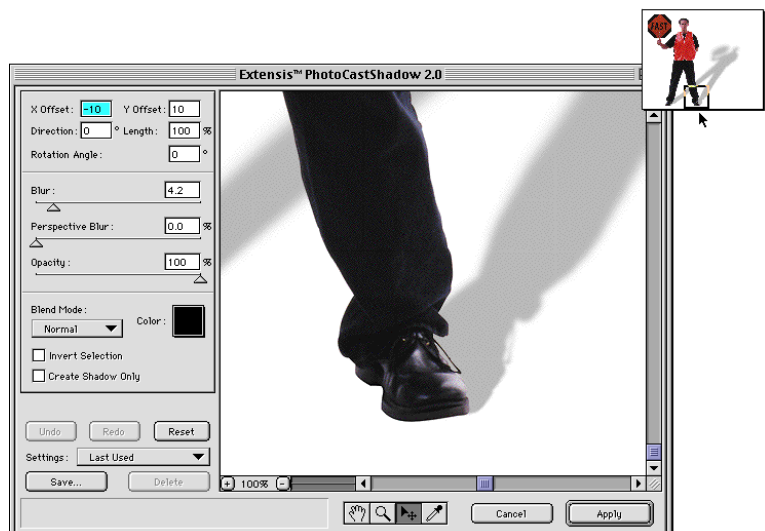
With any other tool selected (Macintosh only), press **Spacebar** while you drag the image in the window.

Navigator Pop-up

This handy little navigator window “pops-out” from the upper-right corner of the Effect’s Preview window (except PhotoButton), allowing you to instantly reposition your image within the window. The navigator stays out of the way until you need it, but is instantly available when you do.

To Use the Effect’s Preview Window Navigator:

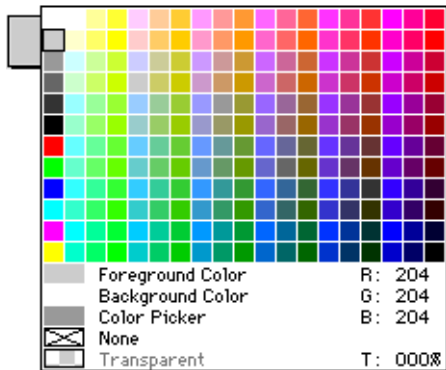
1. Click and hold the mouse over the Navigator button in the upper-right corner of the Preview window.
2. Keep holding the mouse button down as you drag the view box around the Navigator window.
3. When the image area you want to see appears in the Preview window, release the mouse to close the pop-up.



Color Tools

Color Pop-up: Provides interactive access to the current Color Palette, the current Photoshop Foreground and Background colors, and the Color Picker. Color values are shown on the right side of the palette, reflecting both the current Color Mode (RGB, CMYK, etc) and the color values of the highlighted color.

Note: In RGB mode, the Color pop-up displays all and only “web-safe” colors. This does not mean that the final result color will be web-safe, since colors may sometimes be blended and/or faded to the background.



Note: None and Transparent are PhotoButton only parameters and will be grayed out in the other PhotoEffects plug-ins. For information on these selections refer to the PhotoButton section of this manual.

To Preview Colors Interactively Using the Color Pop-up:

1. Click and hold on the color indicator box.
2. Drag the cursor over the color swatches in the window and observe the changes in the effect’s color.

Eyedropper: Provides interactive access to colors in the Preview window.



To Preview Colors Interactively Using the Eyedropper:

1. Select the Eyedropper tool.
2. Drag the Eyedropper around in the Preview window and observe the changes in the effects’ color.

To Select a Color Using the Eyedropper:

1. Select the Eyedropper tool.
2. In the Preview window, click the Eyedropper on the color you wish to select.

The selected color will appear in the color box.

Additional Information

This section details some of the more intricate features of the PhotoEffects plug-ins. If you're already familiar with Photoshop, this information can help you avoid unexpected results when working with these ground-breaking plug-ins.

View Composite Layer

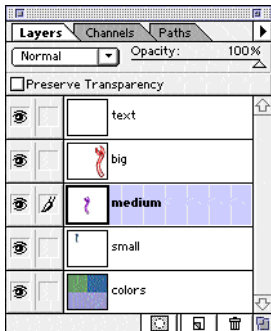
The “View Composite Layer” feature (requires Photoshop 4.0 or later) allows you to see all of your visible Photoshop layers while creating your effect, something no other plug-in has allowed you to do. This is an extremely powerful feature, but current limitations with the Photoshop Application Programming Interface prevent it from working exactly as you might expect.

How it works: If you choose any layer other than the top-most layer as the target for your effect, the PhotoEffects plug-ins (PhotoCastShadow, PhotoBevel, PhotoEmboss, or PhotoGlow) display the selected layer *as the top layer* in the Preview window; the effect is applied to this selected layer.

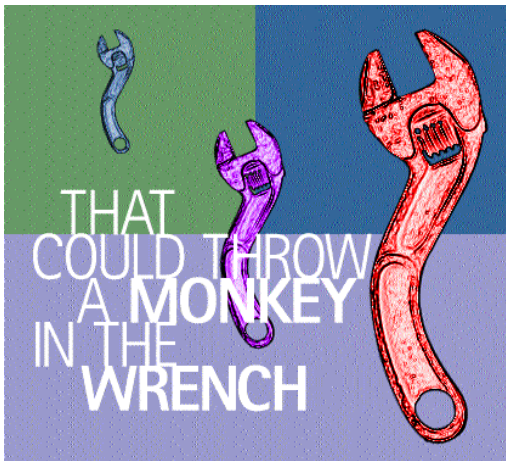
Example: In the composite image shown, the layer named “text” is the top layer. We have selected the layer named “medium” (which is below the “text” layer) as the active layer. We'll use the image on that layer to create our effect.

When the PhotoEffect plug-in Preview window is opened (we've selected PhotoCastShadow), you would expect to see the image in the Preview window exactly as it appears in Photoshop—with all layers in the correct relationship. That is, with the “text” layer above and the “medium” layer below. However, this is not what happens: the selected layer, “medium,” Previews on top.

In order for the PhotoEffects plug-ins to display any composite preview correctly in all cases, your selection layer must be the top layer. But even if your selection is not the top layer, be assured that PhotoTools is not actually rearranging the layers in your image, only the Preview. If you select the top layer before opening an effect, the preview behaves normally.



Layers palette: “text” is the top layer, “medium” is the selected layer



Photoshop composite image:
Top layer displays on top



PhotoEffects Preview composite image:
Selected layer displays on top

Create Shadow Only / Create Glow Only

Create Shadow Only (and Create Glow Only) is a feature in the shadow-effect plug-ins, PhotoCastShadow and PhotoGlow. This feature allows you to create the effect you want and then separate it from the image, so that the shadow occupies its own layer. You may even want to delete the original image, keeping only the shadow image.

You can do this easily with PhotoCastShadow and PhotoGlow by first duplicating the layer you want to create a shadow-only effect for before you open the Effect plug-in.

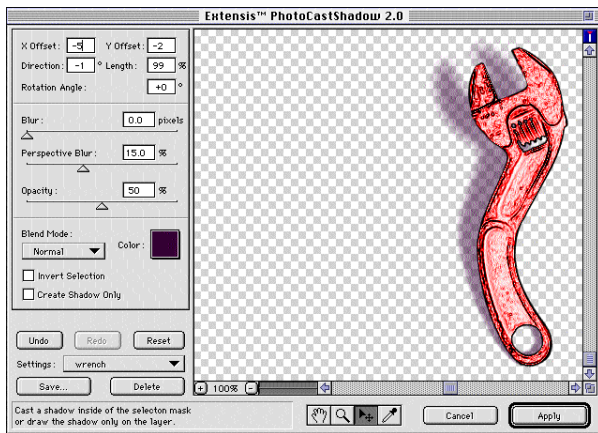
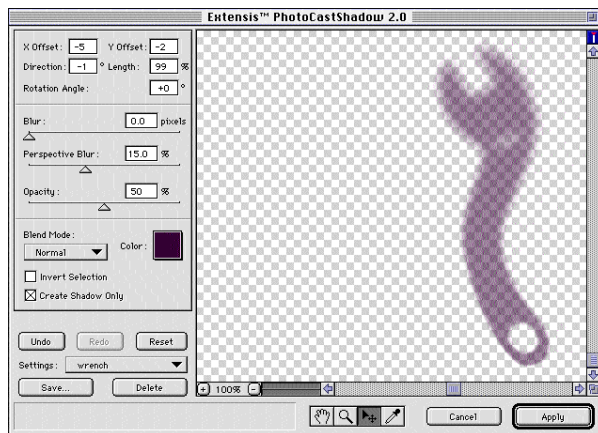


Image and Shadow



Shadow Only

How it works: When you turn on the “Create Shadow Only” checkbox, the preview brings the shadow forward. The Preview is designed this way to give you a visual clue that you are not just adding a drop shadow to the original information on the targeted layer. Rather, the preview is showing you that you are actually turning the targeted layer into a shadow.

Example: If you wanted to make a cast shadow for the big wrench, you would duplicate its layer, activate the layer, then open PhotoCastShadow. Next you would set all the parameters for your shadow, such as opacity, color, edge blur, etc. When you have the shadow looking the way you want it to, you would turn on the “Create Shadow Only” checkbox and then click Apply.

By default, PhotoTools always keeps the original information on the targeted layer and then adds the shadow outside (or around, in the case of a glow effect) the original image. By duplicating the layer first, you no longer need to keep the original image pixels intact. Just select Create Shadow Only, and the image on the targeted layer will be transformed into a shadow, on its own layer, separate from the original layer that you duplicated beforehand!

After choosing Apply, the effect lands on its own layer where you can change the opacity, position, and blend mode without altering the original image you had before creating the effect.

Actions Palette Awareness/Actions Palette Scripting

Four of the PhotoEffects plug-ins, PhotoCastShadow, PhotoBevel, PhotoEmboss, and PhotoGlow are Actions Palette aware and Actions Palette scriptable. PhotoButton is Actions Palette aware but not scriptable.

For detailed information on Actions Palette awareness and Actions Palette scripting, refer to your Adobe Photoshop 4.0 User Guide.

Multiple Undos and RAM

All of the PhotoEffects plug-ins allow you to Undo effects applied in the Preview window multiple times, then Redo as many of those steps as you like. This feature allows you to experiment with effect actions, reverting back to earlier actions, then moving forward to latter actions to compare different effects, or to change your mind without “losing” any work in the process.

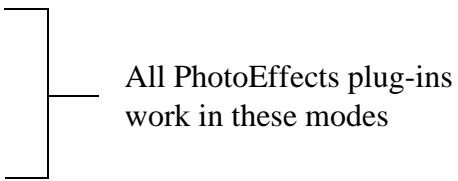

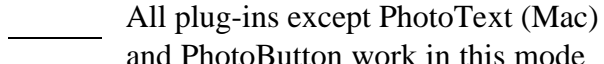
As you might expect, Undo and Redo work only inside the effect plug-in, and effect actions are only captured for one session at a time.

The amount of RAM memory available to Photoshop will impact how many times you can Undo and Redo effect actions. Naturally, the more RAM the better, but even with Photoshop’s recommended RAM settings you’ll have access to dozens of levels of Undo.

Note: For best performance, Photoshop recommends that you do not use virtual memory software when running Photoshop, but rather allow Photoshop to manage memory. Refer to the Adobe Photoshop User Guide for more information.

Color Modes

As with Photoshop itself, not all color modes are available in all PhotoEffects plug-ins.

- RGB
 - CMYK
 - Multi-channel
 - Grayscale
 - Duotone
- 
- All PhotoEffects plug-ins work in these modes
- Bitmap
 - Indexed
- 
- No Photoshop plug-ins work in these modes
- Lab mode
- 
- All plug-ins except PhotoText (Mac) and PhotoButton work in this mode

Unexpected Results

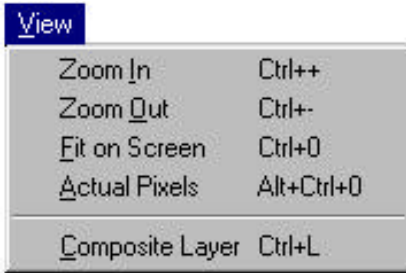
1. Nothing changes in my image Preview when I make changes using the effect tools.

Each PhotoEffects plug-in allows you to disable real-time viewing. If you don't see any changes in your image as you apply different effect parameters, check the "Options" menu in the menubar to be sure that "Real Time Preview" is selected.



2. The background (or other layer) doesn't appear in the Effect's Preview window.

If you expected to see all the layers in your picture and didn't (and you're using Photoshop 4.0 or later), check the "View" menu in the menubar to be sure "View Composite Layer" has been selected. Also verify that the layers you wish to view have been selected for viewing in the Photoshop layers palette.



See also "Additional Information" on page 48.

3. When I apply my changes I get a warning that if I continue, my selection will be lost (Photoshop 3.0.x only)

If you're applying an effect that creates pixels outside of your original selection area, you will be presented with a dialog box warning you that your selection will be permanently lost upon applying the effect. (This applies to PhotoCastShadow, PhotoBevel outer bevels and PhotoEmboss raise, edge and blur.)

To retain your selection:

- Click Cancel in the warning dialog box to return to the Effect dialog box, then save your settings. (See above.)
- Click Cancel in the Effect dialog box.
- Choose Save Selection from the Select menu.
- Open the PhotoEffects dialog box and apply the effect.
- After you have run the PhotoEffects filter, you can restore your selection by choosing Load Selection from the Select menu.

Note: This problem does not occur in Photoshop 4.x.

4. I'm working with a Transparent layer (PhotoButton) and when I click "Reset" there appears to be no button in the Preview window.

The default fill color for PhotoButton is "Transparent." When working on a normal (not Transparent) layer, for example the background layer, this feature allows the background image to "show through" a semi-opaque button. This feature allows you to create stunning button effects with textures, gradients, etc. Adding this automatic Transparent fill to an already Transparent layer results in an apparently "invisible" button. However, the button is there!

To see the transparent button:

Use the Color controls to fill the button so you can see it. or use the Reshape tool.

— *or* —

Select the Reshape tool and move it around the Preview window—the button frame will appear and show you the button.

For more information on Transparent options, refer to the PhotoButton section of this User Guide.

5. When I select a different blend mode in PhotoCastShadow or PhotoGlow, nothing seems to happen.

The blend mode in PhotoCastShadow and PhotoGlow only blends the effect with the pixels in the target layer. If there are no pixels with color in the target layer, you will see no "blending" in the Preview.

PhotoCastShadow

Note: Many controls, options, and commands are common to all the PhotoEffects plug-ins. For detailed information on those elements, refer to “The PhotoEffects Plug-ins” starting on page 35.

Tip

For a full listing of keyboard shortcuts, refer to Appendix A.

PhotoCastShadow is the fastest, most robust shadow generator ever developed. Instantly create professional cast shadows and drop shadows. Grab a corner, edge, or center of the shadow frame to interactively rotate, stretch, and skew the shadow to any perspective, and place it anywhere on the image. Easily adjust the shadow’s perspective blur to show realistic dimension—without purchasing and learning a 3-D application.

Use Invert Shadow to create useful cutouts and other effects. Select Shadow Only to isolate the whole shadow—not just the shadow outline—on it’s own layer. See the results of each effect on the composite image interactively, as you create it. And as with all PhotoEffects, you can undo and redo effects multiple times, and save effects settings for future use.

The PhotoCastShadow Dialog box

A Preview Window

B X and Y Offsets: How far the shadow is offset from the image, in pixels.

C Direction: Slant angle from image, in degrees.

D Length: How tall the shadow is as a percentage of image size.

D Rotation Angle: Shadow rotation, in degrees.

E Blur: Controls amount of shadow blur, in pixels. This blur is a constant, providing the same blur value everywhere around the image.

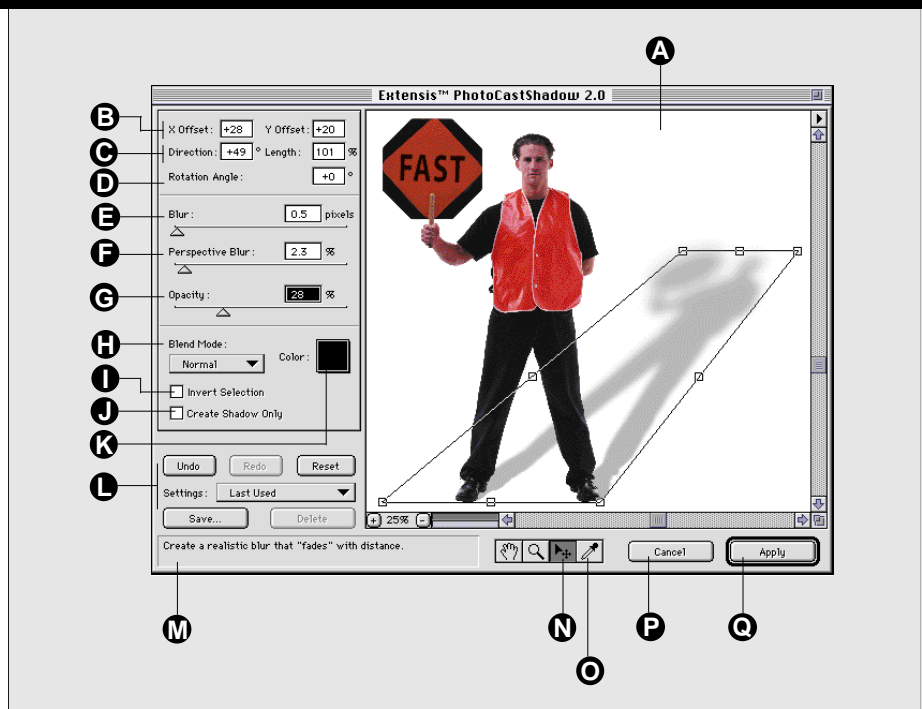
F Perspective Blur: Controls shadow blur, in pixels. Blur changes depending on how far the shadow is from its corresponding spot on the image. Creates a more realistic 3-D shadow.

G Opacity: Controls translucency of the shadow, as a percentage. 0% opacity is completely transparent; 100% opacity is completely opaque.

H Blend Mode: Normal, Multiply, Screen, Darken, Lighten, Difference. Effect is applied only on the target layer (see page 57 for more details).

I Invert Selection: Inverts the effect, applying the shadow inside the selection rather than outside it.

J Create Shadow Only: Moves the shadow in front of the selection in the Preview window. Keeps the shadow and deletes the image on selecting Apply (see page 57 for more details).



K Color Palette Pop-up: Sets the shadow color. Color picked with the eyedropper is displayed here.

L Settings Controls: Select, Save, and Delete effect settings.

M Help Box: Displays a description of each tool or option as the mouse passes over it.

N Adjustment tool: Allows you to shrink, stretch, rotate, position, and skew the shadow.

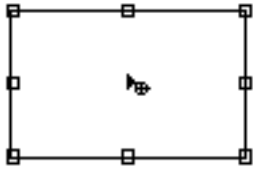
O Eyedropper: Extracts shadow color from the preview.

P Cancel: Closes the dialog box without making changes to the image. Also Cancel by pressing Command+“.” (Macintosh) or ALT+F4 (Windows).

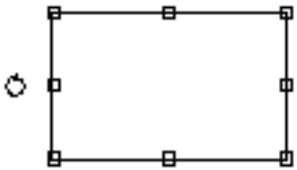
Q Apply: Adds your selected effects to the image and closes the dialog box. You can also Apply the effect by pressing Return or Enter.

Getting Started with PhotoCastShadow

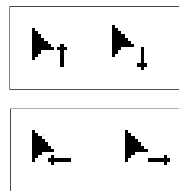
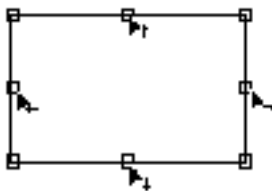
Inside (move)



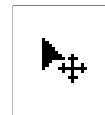
Outside (rotate)



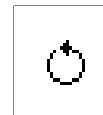
Sides (Distort left/right, up/down)



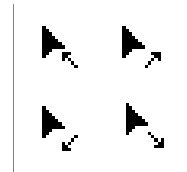
Sides



Inside

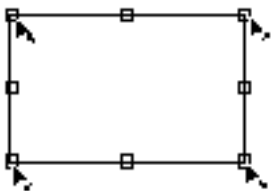


Outside

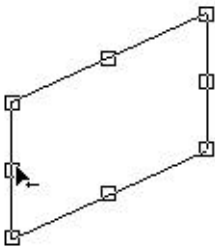


Corners

Corners (Distort in/out)



Dual direction distort (side handle movement shown)



The Shadow Frame

As with all of the PhotoEffects plug-ins, when you open PhotoCastShadow, the shadow applied to the selected image will be what was automatically saved in the Setting “Last Used.” But unlike the other plug-ins, PhotoCastShadow provides you with an interactive wireframe that bounds the shadow on all sides, so that you can quickly and easily manipulate the size, shape, and placement of the shadow.

The shadow frame has 8 handles, or hot spots, one on each side and one on each corner, that allow you to shrink, stretch, pull, and skew the shadow into various shapes. Two other hot spots, one inside the box and the other outside the box, allow you to position the shadow—either offsetting it from the image slightly, or placing it anywhere on the canvas—and to rotate the shadow a full 360°.

You will see the shadow frame whenever you have the Adjustment tool selected and positioned inside the Preview window. As you pass the Adjustment tool over the 10 hot spots, the tool will change shape to indicate the type of movement that will be applied when you click and drag from that spot.

The side handles (top, bottom, left, right) can drag the image from their respective side of the shadow in any direction. The corner handles can drag the image from their respective corner in any direction. The inside and outside pointers will drag the entire shadow and frame.

Shadow Position and Shape Values

The two shadow position controls and most of the shadow shaping controls can be entered in absolute values using the parameter entry boxes. These include: X and Y Offset, Direction, Length, and Rotation.

Using these absolute values, a shadow exactly the same size, shape, and location as the image would have X and Y Offsets of

Tip

To constrain Adjustment tool to Side movement during a resize operation, press Command (Macintosh) or Control (Windows) while dragging.

To constrain the Adjustment tool to Center movement, press Option (Macintosh) or ALT (Windows) while dragging.

zero pixels, a Length of 100%, a Direction of 0%, and a Rotation of 0°, and would be completely hidden by the image (unless a Blur has been added, in which case the shadow would “peek” around the edge of the selection like a glow.)

The one shaping control that does not have an equivalent absolute value is Corner distortion. To distort from a corner you must use the Pointer tool to drag from the corner.

Shadow Image Values

Other shadow effects, such as Blur, Perspective Blur, and Opacity, can be adjusted with the interactive sliders or entered as absolute values.

Position Controls

The two position controls in PhotoCastShadow, Move and Rotate, control the position of the shadow in the X/Y plane of the canvas, and its rotation. The Position Controls, unlike the Shape Controls, operate on the full shadow, allowing you to move it anywhere on the canvas, or rotate around its centerpoint a full 360 degrees.

To Position the Shadow:

1. Select the Adjustment tool.
2. Place the tool inside the shadow frame: the pointer should look like the Adjustment tool.
3. Click and drag the shadow to the desired position, then release.

— or —

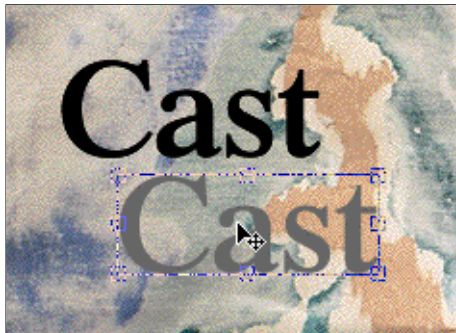
1. Enter the desired position using the X and Y coordinate boxes.

To Rotate the Shadow:

1. Select the Adjustment tool.
2. Place the tool outside of the shadow frame: the pointer should look like a circular arrow.
3. Click and drag the shadow to the desired position, then release.

— or —

1. Enter the desired rotation using the Rotation Angle attribute box.



Shape Controls

The 8 handles, or hot spots, along the border of the shadow frame constitute the Shape Controls. The Shape Controls operate together, giving you full freedom to reshape the shadow in nearly any way imaginable. Parameters affected are the X Offset, Y Offset, Direction, and Length.

To Distort the Shadow Shape:

1. Select the Adjustment tool.
2. Place the tool on any handle around the perimeter of the shadow frame: the pointer should look like an arrow with a directional pointer.
3. Click and drag the shadow to the desired position.

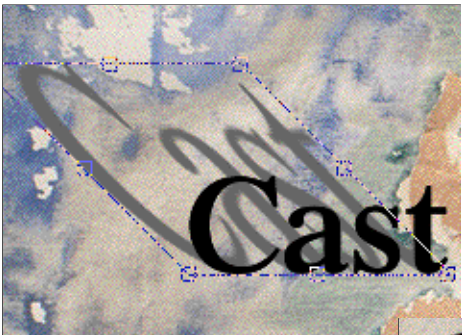
— or —

1. Enter the desired shape parameters in the shape parameter boxes.

Note: The only size parameter you cannot change by entering a value in a parameter box is Corner distortion. To distort from a corner, you must use the Adjustment tool to drag from a corner.



Length: 200 %



Direction: -45 °



Direction: +135 °



Tip

To “start over” when your image has been skewed beyond usefulness, click Reset.

To maintain Color and Blur settings while Resetting all other effect parameters, press Option (Macintosh) or ALT (Windows) when you click Reset.

Blurs, Blends, and Color Controls

The Blur, Opacity, Blend, and Color Controls behave exactly as they would if applied directly in Photoshop, except that the PhotoCastShadow blend modes only blend the effect pixel with the target layer pixels (not affecting any underlying layers).

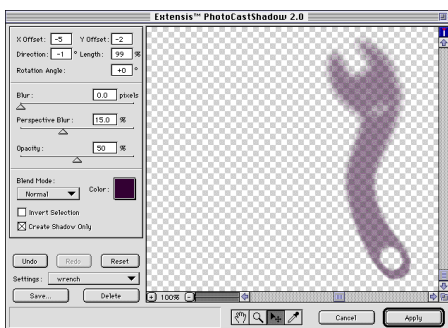
With Perspective Blur, you have the additional advantage of having a blur that decreases the closer it is to its corresponding spot on the image. This makes the shadow look more realistic, allowing you to create truly professional 3-D effects—in a fraction of the time, and without the overhead of complex 3-D graphics software.

The Color pop-up allows you to interactively see how your shadow will look as you move the pointer back and forth over the colors in the palette, and the Eyedropper allows you to interactively see the effect of changing your shadow color using a color from the Preview window.



Invert Selection

Allows you to invert the shadow color and move the shadow from outside the image to inside it, creating a variety of interesting effects, including cutouts.



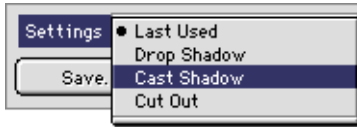
Create Shadow Only

Allows you to separate the shadow from its image permanently, and provides you with a full shadow image, not just the outline. When you select this option the shadow will move in front of the image in the Preview window, and the image itself will be discarded when the effects are applied.

*Important: If you wish to keep a copy of the original image layer after selecting and applying Create Shadow Only, you **must** create a copy of the layer before opening PhotoCastShadow.*

Shadow Preset Settings

PhotoCastShadow includes several default shadows, plus a number of preconfigured effect Settings which you may want to use “as is,” or as a starting point for more creative and complex shadow effects.



Default shadow settings include: Last Used, Drop Shadow, Cast Shadow, and Cutout. Last Used is updated each time your effects are applied to the image, and will be automatically reapplied each time you open PhotoCastShadow. To change this setting, either click Reset to eliminate all shadow effects (start from scratch), select a new effect setting from the pop-up menu, enter values in the attribute boxes, or just begin manipulating the shadow frame.

For more detailed information on creating, selecting, saving, and using Settings, refer to pages 38 and 39.

PhotoBevel

Note: Many controls, options, and commands are common to all the PhotoEffects plug-ins. For detailed information on those elements, refer to “The PhotoEffects Plug-ins” starting on page 35.

Tip

For a full listing of keyboard short-cuts, refer to Appendix A.

Bevels give the selected part of an image a raised appearance by applying highlights and shadows to the inside and outside edges.

With PhotoBevel, you have point and click control over four different bevel types: Flat, Round, Slope, and Double. You can apply your bevel to the inside or outside edge of the selection area, control bevel edge tolerance, and more.

All bevel options, including edge feathering, softness, highlights, shadow intensity, and light direction respond in real-time, and you can optionally view composite layers to see just how your effects will look with other picture elements.

The PhotoBevel Dialog Box

- A** Preview Window
- B** Bevel Type: Controls Inner and Outer Bevel options. Outer is only active if you've selected less than the entire image.
Bevel Shape: Controls bevel shape (Flat, Round, Slope, or Double).
- C** Edge Tolerance: Refers to feathered and implicit selections. Allows you to control which pixels PhotoBevel considers the edge. Maximum: All feathered pixels are used when defining the bevel area; Minimum: No feathered pixels used; Medium: Half of feathered pixels used.
- D** Width: Determines bevel width.
Softness: Similar to a blur; it softens the transition points between light and dark.
- E** Balance: Adjusts balance between the Highlight and the Shadow of the bevel.
- F** Highlight and Shadow Intensity: Control the strength of bevel highlights and shadows.
- G** Light Direction Field and Indicator: Adjusts the direction of the light source and indicates direction in °.
- H** Highlight and Shadows Pop-up Color Palettes: Sets the bevel highlight and shadow colors. Colors picked with the eyedroppers are displayed here.
- I** Settings controls: Save, Select, and Delete effect Settings.



- J** Help Box: Displays a description of each tool or option as the mouse passes over it.
- K** Highlight Eyedropper: Extracts a highlight color from the preview.
- L** Shadow Eyedropper: Extracts a shadow color from the preview.

- M** Cancel: Closes the dialog box without making changes to the image. You can also Cancel by pressing Command+“.” (Macintosh) or ALT+F4 (Windows).
- N** Apply: Adds your selected effects to the image and closes the dialog box. You can also Apply the effect by pressing Return or Enter.

PhotoEmboss

Note: Many controls, options, and commands are common to all the PhotoEffects plug-ins. For detailed information on those elements, refer to “The PhotoEffects Plug-ins” starting on page 35.

Tip

For a full listing of keyboard shortcuts, refer to Appendix A.

PhotoEmboss works like no other embossing tool. Its unique controls and emboss styles give you the ability to create cutouts, embosses, reliefs, recesses, and many other special effects.

PhotoEmboss includes options for selecting the emboss type, along with the amount, of embossing. You control the contrast, softness, highlight and shadow of the embossing. In addition, you can position a directional light source and customize the color of the emboss highlight and shadow.

The PhotoEmboss Dialog box

A Preview Window

B Emboss Type: Cutout, Raise, Edges, Blur.

Cutout typically pushes in the selection area; Raise typically pushes out the selection area.

Edges applies the highlight and shadow emboss colors around the inside and outside of the selection edge. This effect more dramatically defines the selection edge.

Blur creates an off focus, fuzzy emboss.

C Amount: Indicates Width of the emboss.

D Softness: Similar to a blur—softens the transition points between light and dark.

Contrast: Controls the amount of difference between lightness and darkness of the emboss.

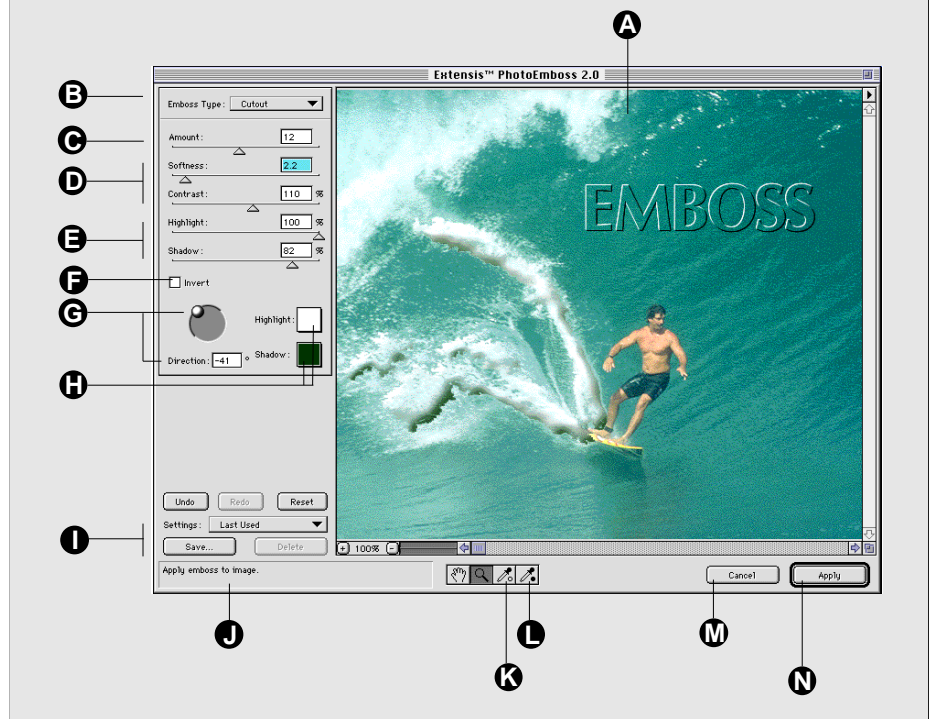
E Highlight and Shadow Intensity: Controls the strength of emboss highlights and shadow edges.

F Invert: Changes emboss effect 180°.

G Light Direction Field and Indicator: Adjusts the direction of the light source and Indicates direction in degrees.

H Highlight and Shadow Pop-up Color Palettes: Determine the bevel highlight and shadow colors. Colors picked with the eyedroppers are displayed here.

I Settings controls: Save, Select, and Delete effect Settings.



J Help Box: Displays a description of each tool or option as the mouse passes over it.

K Highlight Eyedropper: Extracts a highlight color from the preview.

L Shadow Eyedropper: Extracts a shadow color from the preview.

M Cancel: Closes the dialog box without making changes to the image. You can also Cancel by pressing Command+.” (Macintosh) or ALT+F4 (Windows).

N Apply: Adds your selected effects to the image and closes the dialog box. You can also Apply the effect by pressing Return or Enter.

PhotoGlow

Note: Many controls, options, and commands are common to all the PhotoEffects plug-ins. For detailed information on those elements, refer to “The PhotoEffects Plug-ins” starting on page 35.

Tip

For a full listing of keyboard shortcuts, refer to Appendix A.

As an artist, imagine creating an image of a neon sign or a candle. You would typically add a glow effect around the outer edges of the neon sign and around the candle’s flame. PhotoGlow makes this process easy: apply a high radiance for a soft, subtle glow or a low radiance for an intense, hard, bright glow.

Apply a solid glow to the selected image or just to its edges. Determine how far the glow should extend, and control its radiance (glow diffusion). In addition, you can add a solid stroke around any selection.

Change glow opacity (how much the glow will show through) to highlight an image containing light text on a light background: choose a glow color darker than the background, then increase the opacity of the letters’ glow to make them more visible against the light background.

The PhotoGlow Dialog box

A Preview Window

B Glow Type: Edge, Solid

Edge applies the glow effect to the area defined by the selection edges.

Solid ignores enclosed selection areas within the selection. Fills in the hollow areas like the center of a selected “O.”

C Stroke Shape: Square, Round

D Stroke Width: Controls the number of pixels from the image that the glow extends. A higher number indicates a fatter glow.

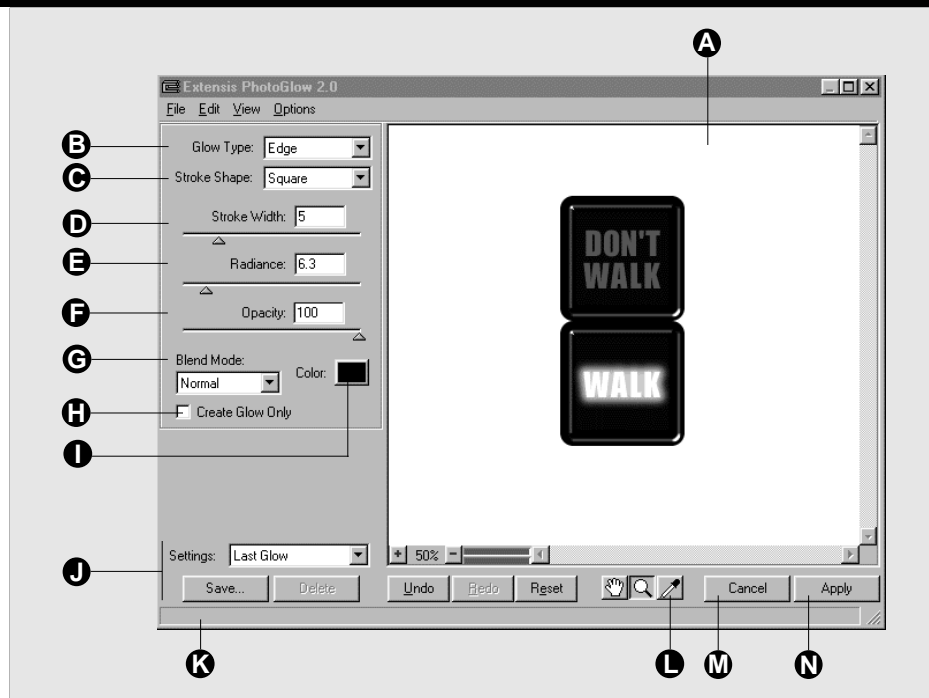
E Radiance: Indicates how abruptly the outer edge of the glow diffuses. A high number indicates higher diffusion.

F Opacity: Indicates the percentage of the glow that is allowed to be seen in the image.

G Blend Mode: Normal, Multiply, Screen, Darken, Lighten, Difference. These produce the same effect as when applied directly in Photoshop, except the effect is applied only on the target layer (see page 57 for more details).

H Create Glow Only: Moves the glow in front of the selection in the Preview window. Keeps the glow and deletes the image on selecting Apply (see pages 49 and 57 for more details).

I Color Palette Pop-up: Sets the glow color. Color picked with the eyedropper is displayed here.



J Settings controls: Save, Select, and Delete effect Settings.

K Help Box: Displays a description of each tool or option as the mouse passes over it.

L Eyedropper: Extracts a glow color from the preview.

M Cancel: Closes the dialog box without making changes to the image. You can also Cancel by pressing Command+.” (Macintosh) or ALT+F4 (Windows).

N Apply: Adds your selected effects to the image and closes the dialog box. You can also Apply the effect by pressing Return or Enter.

PhotoButton

Note: Many controls, options, and commands are common to all the PhotoEffects plug-ins. For detailed information on those elements, refer to “The PhotoEffects Plug-ins” starting on page 35.

Tip

For a full listing of keyboard short-cuts, refer to Appendix A.

With PhotoButton, quickly construct beautifully-rendered, uniform buttons from 16 predefined, completely customizable shapes. Saves tremendous time over “hand-rolling” individual buttons—the perfect tool for Web and Multimedia projects.

Select an “Anchor Button” against which all button shapes will be created. Specify how many buttons in the matrix, across, down, or both, then use the interactive shape controls to rotate, create and alter bevel height, bevel width and curvature, change corner radius, set the button inner height, and more. Color controls include surface reflectivity, diffuse angle, highlight color, highlight ratio, and highlight directional control. Fill all buttons with the same color or with different colors.

The PhotoButton Dialog box

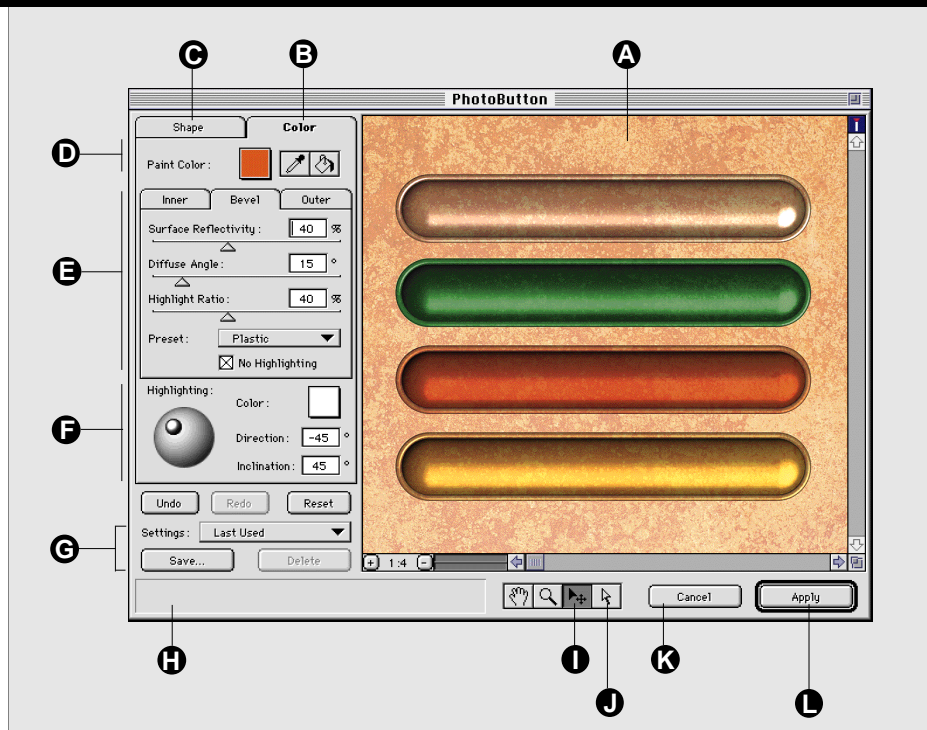
- A** Preview Window
- B** Color Tab: Contains color options for the inner, outer, and bevel areas of the buttons.
- C** Shape Tab: Contains shaping options. The Shape tab options are described on page 60.
- D** Paint Color: Determines the color to be applied to the button parts. Use the Paint Bucket to apply this color to the selected part of any button individually. Use modifier keys to apply this color to the selected part of all buttons simultaneously. (See page 67.)

Paint Bucket: Use the paint bucket to color each button’s inner, outer, and bevel areas individually.
- E** Inner, Bevel, and Outer Tabs: Provides access to separate Surface Property controls for the Inner and Bevel parts of the button, and the button Outer area (button background). These tabs are described in detail on page 59.
- F** Highlighting: Controls the light source. Parameters that can be affected are Color, Direction, and Inclination. Use the control knob on the directional model to change Direction and Inclination simultaneously.

Color: Selects the color of the light being cast over the button parts.

Direction: Controls the direction of the light source.

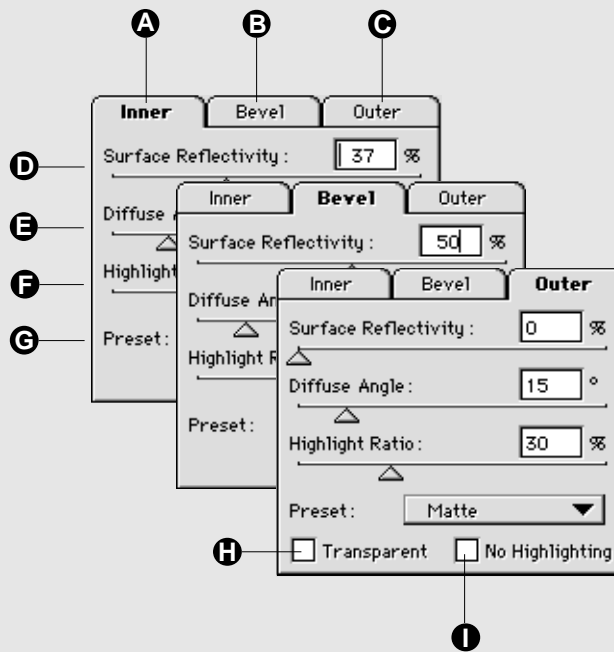
Inclination: Controls the arc of the light over the three dimensional surface.
- G** Settings Controls: Select, Save, and Delete effect settings.
- H** Help Box: Displays a description of each tool or option as the mouse passes over it.
- I** Resize tool: Adjust Anchor Button size and position (affects all buttons).
- J** Reshape tool: Adjust Anchor Button shape (affects all buttons).
- K** Cancel: Closes the dialog box without making changes to the image. You can also Cancel by pressing Command+“.” (Macintosh) or ALT+F4 (Windows).
- L** Apply: Adds your selected effects to the image and closes the dialog box. You can also Apply the effect by pressing Return or Enter.



The Surface Property Tabs

The Surface Property tabs, consisting of the Inner and Bevel button parts, and button Outer area, provide access to color surface property settings for the three parts individually. Values shown in the tab affect the selected part of all buttons in the matrix.

- A** Inner Tab: Specify color parameters for the inner area of the button.
- B** Bevel Tab: Specify color parameters for the bevel area of the buttons.
- C** Outer Tab: Specify color parameters for the area outside of the buttons.
- D** Surface Reflectivity: Controls the amount of light reflected or absorbed. 0% yields a matte (all light is absorbed, no reflection); 99% yields a high gloss (very reflective). See Note under Highlight Ratio.
- E** Diffuse Angle: Controls the degree to which light is diffused on the surface. 1% yields a focused, spotlight effect; 90% yields a diffused wash of light.
- F** Highlight Ratio: Controls the amount of light striking the button part (similar to using a dimmer switch). Note: If the Highlight Ratio is set to zero (indicating no light) there can be no surface reflectivity.
- G** Preset: Sample settings showing common effects achieved by changing the various Surface Property parameters.



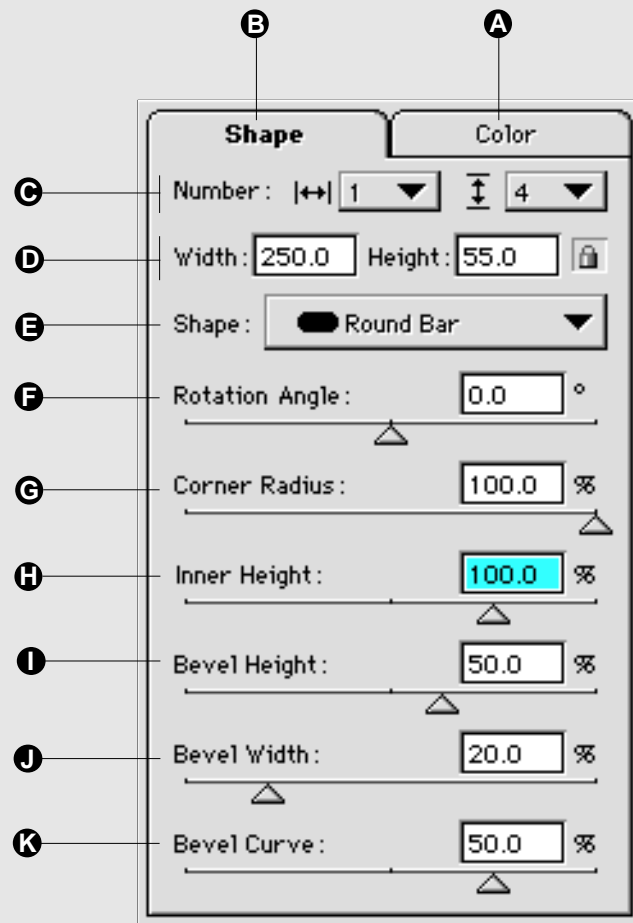
H Transparent: Applies to Outer button part only. When on, makes all the pixels outside the button transparent. (See Note on page 70.)

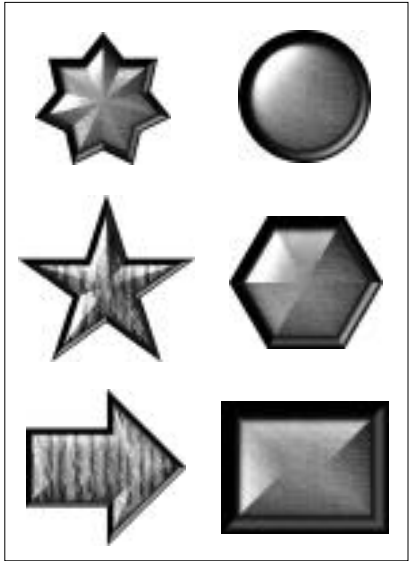
I No Highlighting: When on, no light strikes the selected button part. Disables the color controls. (Same effect as setting all three color controls to their minimum values.)

The Shape Tab

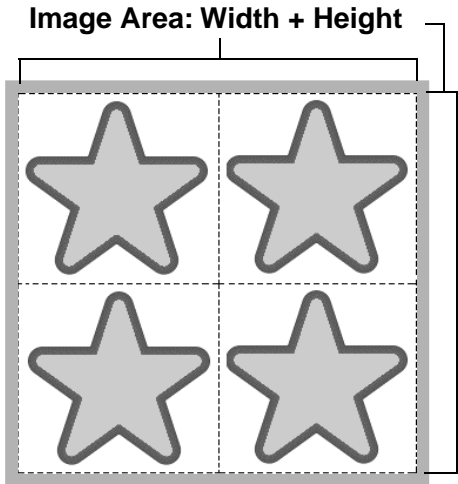
The Shape Tab provides access to all shaping options for the buttons.

- A** Color Tab: Contains color options for the inner, outer, and bevel areas of the buttons. Color tab options are described on pages 62 and 63.
- B** Shape Tab: Contains shaping options.
- C** Number: Specify number of buttons in rows (horizontal) and number of buttons in columns (vertical).
- D** Width and Height: Specify Anchor Button size (affects all buttons).
Lock/Unlock: When lock is on, constrains button size to values entered in the Width and Height parameter boxes.
- E** Shape: Choose from 16 common, multi-purpose shapes.
- F** Rotation Angle: Rotates all the buttons. Rotation is not applicable to all shapes (for example, Circles). *Note: When Rotation Angle is adjusted, all manual resizing, repositioning, and reshaping (using the Reshape tool) is undone.*
- G** Corner Radius: Controls curve of button corners. *Note: When Corner Radius is adjusted, all manual resizing, repositioning, and reshaping (using the Reshape tool) is undone.*
- H** Inner Height: Makes the inner part of the button convex or concave. 100% is maximum convex, 0% is flat.
- I** Bevel Height: Adjusts bevel lighting to make the button look shorter, taller, more convex or more concave.
- J** Bevel Width: Controls bevel width.
- K** Bevel Curve: Adjusts lighting to give the bevel curve concave or convex effects.





**Sample Buttons Created
in PhotoButton**



Button Matrix

Getting Started with PhotoButton

PhotoButton allows you to automatically create a matrix of same-shape buttons using a single “Anchor Button” as the copy source. As you work with the Anchor Button, selecting and adjusting the shape, contour, and bevels to achieve just the right effect, you will see the effect on all the buttons automatically. Use the color controls to set reflectivity, diffusion, and highlighting, coloring all buttons the same, or optionally coloring each button individually.

This section will help you understand how the different parameters interact. For detailed instructions on how to create buttons, refer to “Creating Your Own Buttons” starting on page 73.

Image Area

When you open PhotoButton, a maximum Image Area is set. The Image Area is the maximum area, Width + Height, that your button matrix can occupy. You specify the image area either explicitly by selecting an image area before opening PhotoButton, or implicitly by opening PhotoButton on any layer, image, or window.

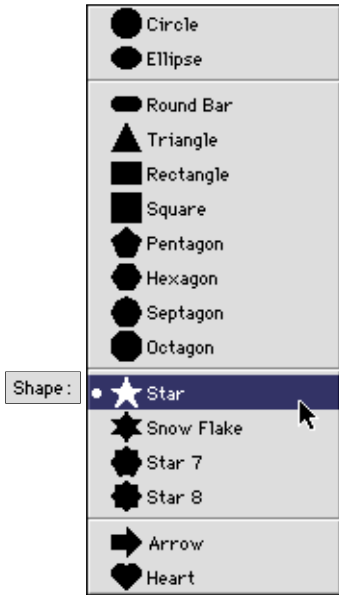
The image area selected when PhotoButton is opened will be the maximum area you can work with for that PhotoButton session. As you determine how many buttons will be in your matrix, and how big each button will be, the total Image Area will automatically be partitioned into equal parts to accommodate your choices.

Your button size will be constrained by how many buttons you want in the matrix. Conversely, how many buttons you choose for the matrix will constrain how much space each individual button will occupy. For example: If you select a 100 pixel by 100 pixel area, and you wish to have 2 rows and 2 columns of buttons, each button can be no larger than 50 pixels x 50 pixels.

Setting the Initial Parameters: Number, Size, and Shape

When you initially open PhotoButton, you must indicate how many buttons you wish to work with and how those the buttons will be arranged (rows and columns). This sets the parameters for the Button Matrix. (*Note: A matrix can be composed of a single button, indicated as 1 across and 1 down*).

You may also choose to set the Width and Height of each button. Since all buttons in the matrix will have identical shapes, the Width and Height specification applies to all the buttons.



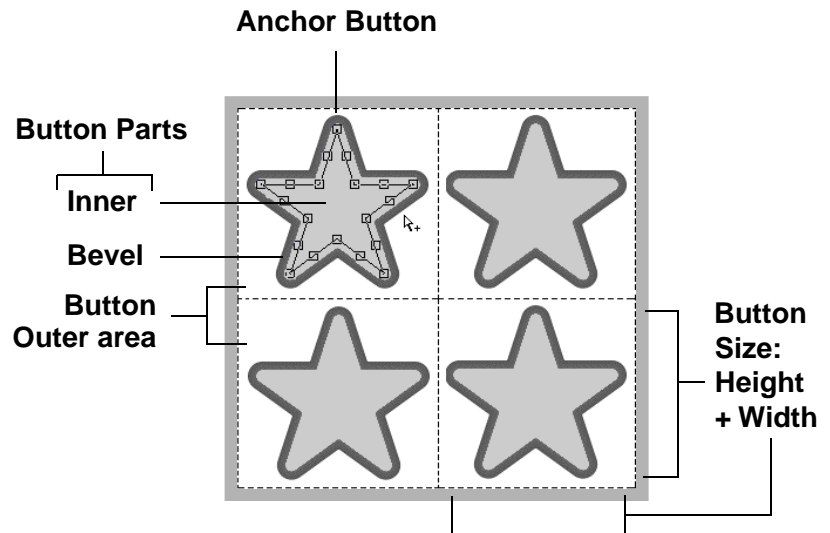
Once the matrix parameters have been set, changing the number of buttons will affect both the size and spacing of the buttons, unless

your settings are size protected. If you do not want your button size to change (until you indicate a change by entering new values in the Width and Height boxes, or by manually resizing with the Resize tool), you can lock the Width and Height by clicking on the lock icon.

You can select a shape for the button from the Shape pop-up menu on the Shape tab at any time. As soon as you select a shape you can immediately see how the parameters you've set will affect it. Remember that your results will be impacted by whether or not you lock the button size.

The Anchor Button

Once you have established the parameters of the matrix (button number, arrangement, size, and basic shape), you will work with one button and PhotoButton will automatically apply your changes to all the other buttons. This primary button is called the Anchor Button, because all the other buttons are “anchored” to this button. If you reposition or resize the Anchor Button, all the buttons are repositioned and resized.



The Anchor Button is always the first button in the matrix, located in the upper-left corner of the button matrix. When you select either the Resize tool or the Reshape tool, the bounding box and handles that allow you to work with the button will always be shown on the Anchor Button. These Resize and Reshape tools are described in “Positioning, Sizing and Shaping” on page 69.

Button Size

Since the Image Area is divided equally among the buttons in the matrix, it is more accurate to think of button “size” as the total area, Width + Height, that the button will occupy. This would include a share of the space between a button and its surrounding neighbors. So the space between buttons is not “empty” space—it is an integral part of the button.

Note: You can create the illusion of empty space between buttons by coloring the outer part Transparent or None (no color). Refer to page 70 for more information on the Transparent and None options.

Button Parts

Each button is composed of two parts: the Inner area and the Bevel area. The Outer area is all the space outside the buttons. Surface parameters, such as color, reflectivity, diffuse angle and highlight ratio, can be defined separately for each of the button areas.

Inner area: The Inner area of the button is the space inside the button extending up to the Bevel area. Changes in Bevel Width or Corner Radius will affect the size of the Inner area.

Bevel area: The Bevel area of the button completely surrounds the Inner area. It provides the boundaries of what you might commonly think of as the button itself, not taking into account the space around the buttons.

Outer area: The Outer area consists entirely of the space between and around each button, including any space between the button and the outermost edges of the Image area. The Outer area will change as buttons are resized and reshaped. Color is applied to the entire Outer area at once, not on a button by button basis, as with the Inner and Bevel areas.

Locking the Button Size

If button size must remain constant (for example, your buttons all must be 50 pixels by 50 pixels), you can “lock” them to that size using Size Lock/Unlock. Without the lock on, PhotoButton assumes that you want to fill the available space with buttons, and sizes the buttons accordingly.



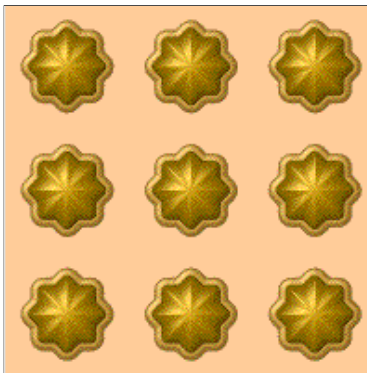
When the Size Lock is on, changing the Number, Shape, Style, Rotation Angle, or Corner Radius does not affect button size. The buttons can still be resized manually using the Resize tool, or by typing in values in the Width and Height parameter boxes.



When the Size Lock is off, changing the Number, Shape, Style, Rotation Angle, or Corner Radius will undo all manual resizing, and the buttons will be resized to entirely fill their section of the image area.

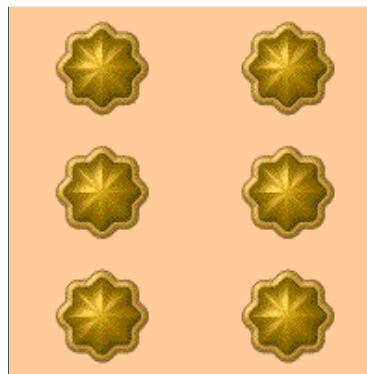
Note: When the lock is on, increasing the number of buttons will decrease the space between them. If a particular number of buttons will not fit on the canvas without resizing the buttons, that number will be grayed out in the Number pop-up menu.

Before: 3x3 Matrix

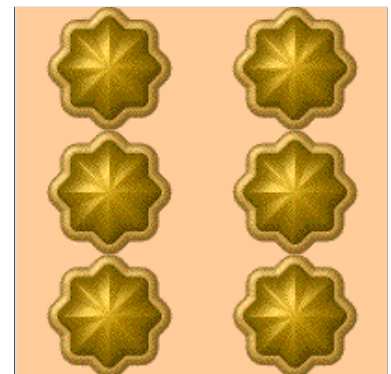


Number: |<=>| 3 ▼ |<=>| 3 ▼
Width: 50.0 Height: 50 [lock icon]

After:
2x3 Matrix



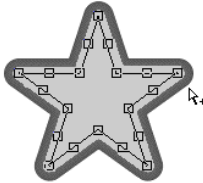
A Number: |<=>| 2 ▼ |<=>| 3 ▼
Width: 50.0 Height: 50.0 [lock icon]



B Number: |<=>| 2 ▼ |<=>| 3 ▼
Width: 66.7 Height: 66.7 [lock icon]



Resize/Reposition Tool

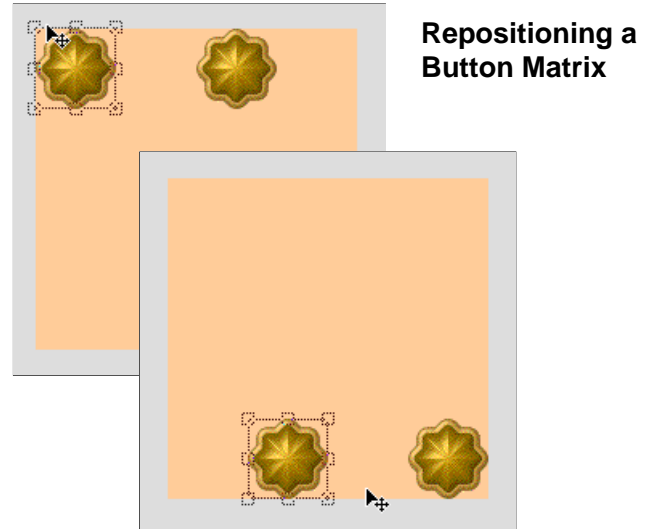


Reshape Tool

Positioning, Sizing, and Shaping

The button matrix can occupy all of, or any part of, the total Image Area. The matrix can be moved about in the Image Area, and the buttons can be resized and reshaped. However, individual buttons cannot extend outside of their part of the button matrix.

Repositioning: All buttons in the matrix move in relationship to the Anchor Button, regardless of the number, shape, or size of the buttons.



Repositioning a Button Matrix

Tip

When the Reshape tool is positioned in the center of the Anchor Button, it changes to the Resize tool, allowing you to move the button matrix without changing tools.

Note

Adjusting Corner Radius or Rotation Angle, or choosing a new shape from the Shape pop-up, will cause any manual Reshaping or Resizing (with the Resize or Reshape tool) to be undone. For example, if you stretch the arm of a star using one of these tools, adjusting the Corner Radius or Rotation Angle control will cause the arm to revert to its normal setting.

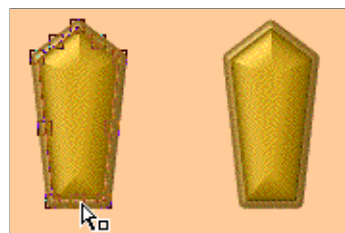
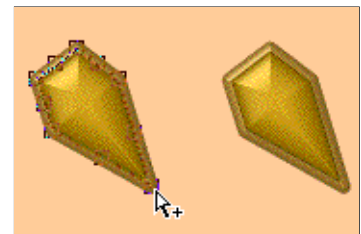


Resize tool: The Resize tool can be used to reposition the buttons within the matrix, and to interactively change the Width and/or Height of the buttons. As the Anchor Button is repositioned or resized, all of the other buttons will follow.



Reshape tool: The Reshape tool can be used to stretch and distort the Anchor Button. Drag a corner handle to change the length and angle of the sides. Drag a side handle to move the entire side without changing its length or angle.

Reshape from Corner



Reshape from Side

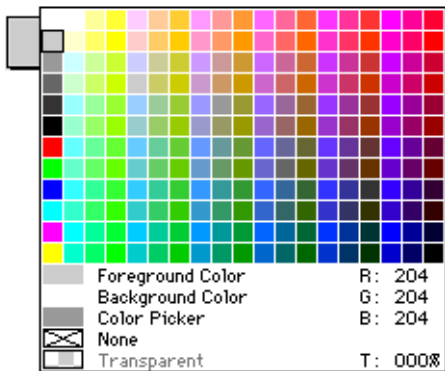
Button Color

Note: Options that affect color are discussed in “Creating Color Effects using Surface Property Controls” on page 72.

Color can be applied separately or simultaneously to the two button parts (Inner and Bevel) and the button Outer area.

Paint Color pop-up: Provides access to the PhotoButton Color Palette, the current Photoshop Foreground and Background colors, and the Color Picker. Color values are shown on the right side of the palette, reflecting both the current Color Mode (RGB, CMYK, etc) and the color values of the highlighted color.

Note: In RGB mode, the Color pop-up displays all and only “web-safe” colors. This does not mean that the final result color will be web-safe, since button colors may be blended and/or faded to the background.

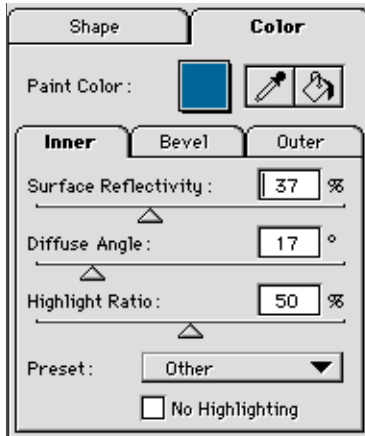


None: Remove or fill previously used color with No Color. Similar to resetting the color, but the None color swatch must be selected and applied as the Paint Color. Areas of the image colored “None” will show their original content.

Transparent: Transparent color. Value will always be 0% (opaque) except for the transparent color. This option becomes available when you are working on a layer with transparency. It can be used to “knock out” the background around the buttons.

Note: Photoshop’s background layer does not include Transparency. To add Transparency to the background layer, double-click it and hit Return or Enter.

Note: When working on a normal (not Transparent) layer, for example the background layer, this feature allows the background image to “show through” a semi-opaque button, allowing you to create stunning button effects with textures, gradients, etc. Clicking Reset returns the buttons to their default condition, causing it to look like the buttons have disappeared. For instructions on how to make the button visible, refer to page 52.



Tip

Using the modifier keys and the Paint Color pop-up, you can select and fill all parts of all buttons without ever leaving the color pop-up. Simply keep the pop-up open and a modifier key down and watch the Preview. When you see the color (or effect) you want, release the modifier key. Keep the pop-up open and press the modifier for the remaining button parts. You can change colors this way until you achieve just the right effect.

This tip works with the Eyedropper tool as well—with a modifier key pressed, drag the Eyedropper over the Preview and watch the button color change.

To Color Button Parts Individually:

1. Select a color from the Paint Color pop-up, or use the Eyedropper to extract a color from the Preview.
2. Select the Paint Bucket tool, then click the button part you wish to color.

With the Paint Bucket tool selected you can color any part of any button by clicking on it.

To Color a Button Part for all Buttons Simultaneously:

1. Click and hold the Paint Color Pop-up.
2. Press and hold the modifier key for the button part you wish to color.

Modifier keys:

Inner: Shift (Macintosh) (Windows)

Bevel: Option (Macintosh) or ALT (Windows)

Outer: Command (Macintosh)

3. When you see the color you want to apply to the button part, release the modifier key and/or the pop-up.

— *or* —

1. Select the Eyedropper tool, then drag it over the Preview.

2. Follow steps 2 and 3 above.

— *or* —

1. Select the desired color using either the Paint Color pop-up or the Eyedropper.
2. Select the Paint Bucket tool.
3. Hold down the Option key (Macintosh) or the Control key (Windows) and click the Paint Bucket tool on the button part you wish to color.

The selected color will be applied to the selected button part of all the buttons.

Creating Color Effects Using Surface Property Controls

Once you have selected and applied a Paint Color to the selected button part, you can adjust or apply effects to the color using the Surface Property Controls in the Inner, Bevel, and Outer Color tabs. Surface Property Controls include: Surface Reflectivity, Diffuse Angle, and Highlight Ratio.

Surface Reflectivity: Controls the amount of light reflected or absorbed. 0% reflectivity yields a matte look, where all light is absorbed resulting in no reflection. 99% reflectivity yields a high gloss look, with maximum reflectivity.

Diffuse Angle: Controls the degree to which light is diffused over the surface. 1% diffusion yields a focused, spotlight effect, while 90% diffusion yields a diffused, washed-out effect.

Highlight Ratio: Controls the amount of light striking the selected button part. 0% highlight yields no light. 100% yields maximum light.

No Highlighting: Disables the three Color Controls: Surface Reflectivity, Diffusion, and Highlight Ratio. The effect is as if all controls were set to minimum.

Highlighting Color and Effects

The Highlighting Color Controls determine what Color will be used to highlight the button, and the Direction and Inclination of the light source for highlighting. Highlighting affects all the button parts unless you choose No Highlighting in the tab for any or all of the three button parts.

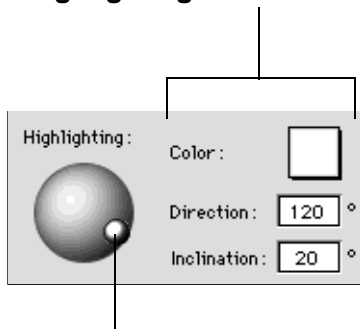
Highlighting Color pop-up: Used to select the color of the light being cast over the button parts. Similar to the button parts Color pop-up, but selects highlighting color. *Note: None and Transparency cannot be used for the Highlight Color.*

Direction: Controls the direction of the light source on a two-dimensional plane. Can be likened to shining a light on the image from north, south, east, or west, or any point in between.

Inclination: Controls the arc of the light source over the three dimensional plane. Can be likened to shining a light on the image from above, to the side, or any point in between. 90° Inclination indicates that the light source is directly over the image.

Interactive Controls: Use the directional model control knob to change Direction and Inclination simultaneously. When the knob is in the center, inclination is 90°. 0° inclination means the light source is in the same plane as the buttons.

Highlighting Color Controls



Control Knob for Interactive Control

Creating Your Own Buttons—A Quick Tutorial



The following real-world example will show you how quickly and easily you can create your own professional quality 3-D buttons.

Choose a Canvas Size:

1. Open a new file in Photoshop.

Select “New” from the file menu, or press Command+N (Macintosh) or Control+N (Windows).

2. Select a canvas size large enough to contain the number and size of buttons you wish to create.

By default, PhotoButton will create your buttons so that their edges are not touching, unless the size and number of buttons you request would completely fill the canvas. If the edges of the buttons you create are touching, either increase the canvas or the selection area, or reduce the number or size of buttons.

In our example, we set the Photoshop file parameters as follows:

Width = 288 pixels
Height = 325 pixels
Resolution = 72 dpi
Contents = White
Mode = RGB

3. In Photoshop, open the Layers Palette, then double-click on the Background layer and change the to “Buttons.”

Choose a Button Shape:

1. Open PhotoButton by clicking its button on the PhotoTools Commands palette, or choose PhotoTools > PhotoButton > PhotoButton from the menubar.

If you or someone else has used PhotoButton before, it will display the Last Used settings. To start from scratch, click the Reset button. This will restore the settings to their default values.

2. Click the Shape pop-up and select a shape for your buttons.

PhotoButton comes with over a dozen prebuilt yet completely customizable shapes. You can use a shape “as is” or resize, reshape and add effects to change it into whatever shape you like. For our example, we chose the “Round Bar” shape.

Specify Number and Size of Buttons:

The first time you use PhotoButton it will assume that you want to create just one button, and that this button will fill the entire canvas or selection area. If you want to make the button smaller or create more than one button, you will need to modify either the number or size settings, or both.



1. Select the number of buttons to be created.

From the Number pop-up, select the number of buttons in your matrix, both horizontally and vertically.

In our example, we set the matrix to 1 across and 4 down.

2. Set the Size Lock by clicking on the Lock icon.

When you want to specify and maintain a particular size button, you should “lock in” the size by clicking the lock button. Locking the Size Lock tells PhotoButton that the button size you will be entering (or changing using the Resize tool) is the size you want maintain as you manipulate other button parameters. If you do not lock the button size, PhotoButton may resize your buttons as you change other parameters, in its attempt to best use the available space.

3. Set button size by entering Width and Height values in the size parameter boxes.

Using the Width and Height size parameter boxes you can specify the exact dimensions of your buttons.

We set button size as follows:

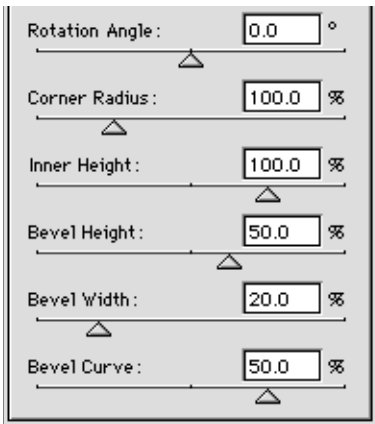
Width = 250 pixels, Height = 55 pixels.

PhotoButton creates the buttons in the size you indicated, and automatically redistributes the remaining space evenly around the buttons.

Set the Shape and Bevel Options:

There are several options in PhotoButton that will give your buttons a beveled look. (Refer to page 64 for a description of each option.)

1. Use the sliders or enter numeric values for the button shape and bevel options.



We selected the following:

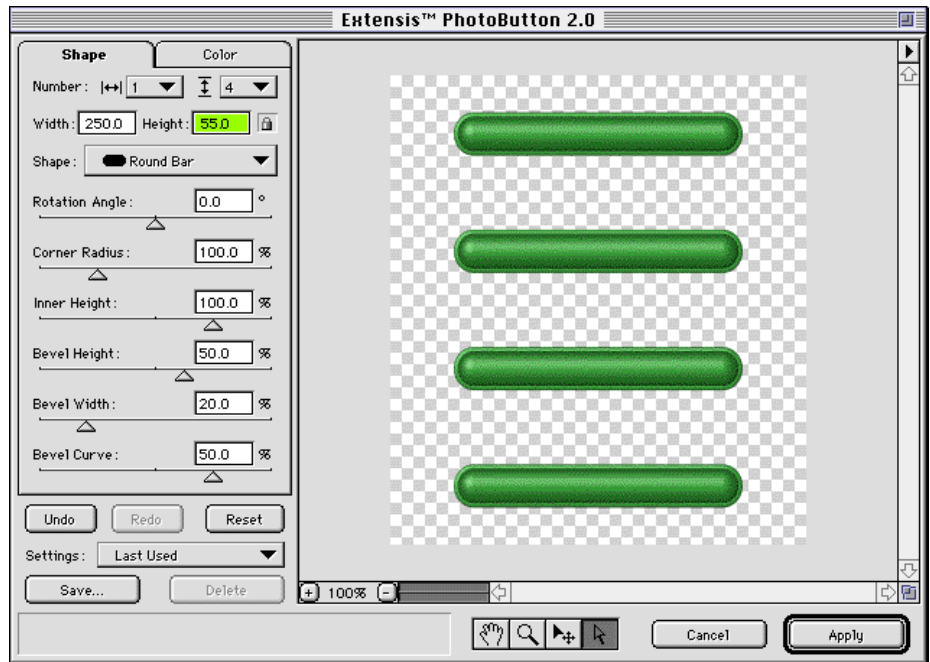
Rotation Angle = 0
 Corner Radius = 100
 Inner Height = 100
 Bevel Height = 50
 Bevel Width = 20
 Bevel Curve = 50

Determine Color and Highlighting:

1. Click the Color tab to access the Surface Properties tabs.

There are three areas of a button that can be colored and highlighted: the Inner and Bevel parts of the button, and the button Outer area, or background (see “Getting Started with PhotoButton” for a description of Surface Properties.)

2. Choose a color from the Paint Color pop-up and apply it using the Paint Bucket.



There are a number of quick and easy ways to choose and apply colors to button parts. These are described in the section “Button Color” on page 71.

Generally, if you want to paint each button a different color, use the Paint Color pop-up to select a color, then select the Paint Bucket and click the area of the button you would like to change.

Knowing exactly where to click with the Paint Bucket can be a little tricky—but if you watch the Help Box in the bottom-left corner of the PhotoButton window, you see that the selected button part is displayed as you move the Paint Bucket over the canvas. When the name of the part you wish to color appears in the Help Box, click the mouse to apply the paint color.

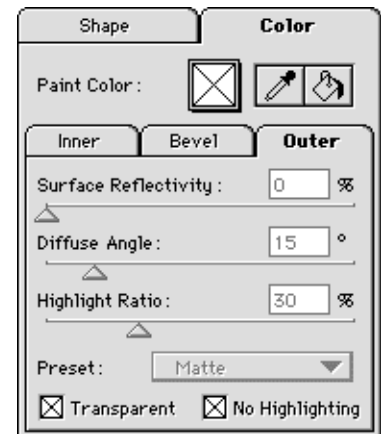
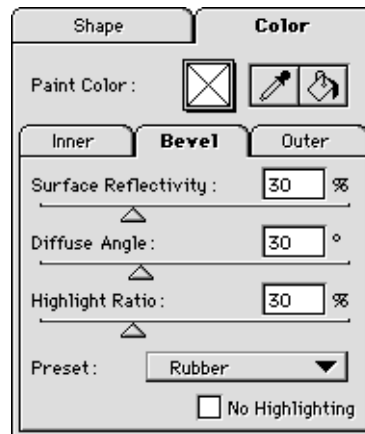
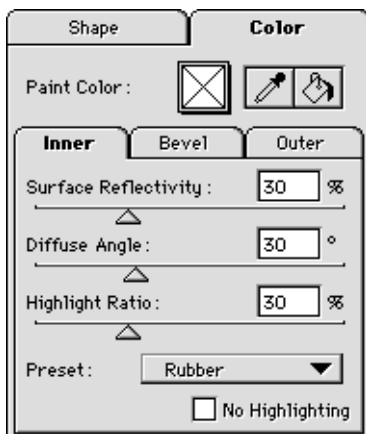
4. Choose a color from the Paint Color pop-up and apply it to all buttons simultaneously.

If you want to paint all of the buttons the same color, there is a much more interactive way to apply the color: Hold down the Shift or Option key (Macintosh) or Shift or ALT key (Windows) as you drag the mouse over the colors in the Paint Color pop-up. You will see the button color change as you move the mouse over the palette colors. Shift applies color to the Inner button area, Option (Macintosh) or ALT (Windows) applies color to the Bevel. (See page 70 for details on color selection).

5. Enter the Color Adjustment Parameters and Presets.

From the Inner and Bevel tabs we selected the following:

Surface Reflectivity = 30
Diffuse Angle = 30
Highlight Ratio = 30
Preset = Rubber



From the Outer tab we selected:

Transparent
No Highlighting



Highlighting settings for all tabs:

Color = White

Direction = -45°

Inclination = 45°

6. Click “Apply.”

You have just created your own realistic 3-D buttons!

Adding Text and Glows to Your Buttons



Now that you know how to easily create striking 3-D buttons, you may want add some other effects, such as text and glows. You will see how much easier it is to add text using PhotoText than using Photoshop’s traditional text tools.

Let’s create some labels for our buttons. With PhotoText you can create all four labels at once! And because you can actually see, through the Preview window, the effect of the text on your buttons, you can position the text right where you want it as you create it.

Adding Text to Buttons with PhotoText:

1. **Without making any changes to the button file you created in the first Tutorial, open PhotoText.**

You will see your buttons in the Preview window.

Phototext will create your text on a new layer so that you can move it, change it, or delete it at any time—without affecting your image.

2. **Select the Text tool, click and drag a text box, then enter the text for the first button.**
We selected a SanSerif font and colored it white.
3. **Position the text where you want it over the button.**
4. **When you have the text just how you want it, copy and paste it to create the text for the other buttons.**
5. **When you have the text for all the buttons complete, click “Apply.”**



Button “Off”



Button “On”

Using Glows to Create a Second Button State:

After you have created buttons with text, it is easy to create a second version of your buttons to represent a different button state. For example, you might be creating a rollover effect on a Web page, where the button changes as the user passes the mouse over it. One way to differentiate the states is to add a glow effect to one state. This is a snap with Photo Glow!

1. Duplicate the text layer created in PhotoText and verify that this new layer is the active layer.

To make the buttons appear to be turned “On” you’ll want to duplicate the text layer and add the glow effect to the new layer.

2. Open PhotoGlow by clicking its button on the PhotoTools Commands toolbar, or selecting PhotoTools > PhotoGlow > PhotoGlow from the menubar.

To make the buttons appear to be “turned on” you’ll want to duplicate the text layer and add the glow effect to the new layer.

3. Use the interactive controls to create the glow effect you want.

We create our glow using the following settings:

Glow Type = Edge

Stroke Shape = Round

Stroke Width = 2

Radiance = 2

Opacity = 70

Blend Mode = Normal

Color = White

4. Click “Apply.”

Note: For an even more subtle “Off” button effect, in the Photoshop Layers Palette, change the Layer Blend Mode of your original text layer to “Soft Light.”

Appendix A: Keyboard Shortcuts

PhotoText

Function Performed	Macintosh	Windows
Cut	Command+X	Control+X
Copy	Command+C	Control+C
Paste	Command+V	Control+V
Select All	Command+A	Control+A
Undo	Command+Z	Control+Z
Redo	Command+Z	Control+Y
New Text Block	Command+N	Control+N
Duplicate Block (Arrow tool selected)	Command+D	—
Save Text Blocks	Command+S	Control+S
Open Saved Text Blocks	Command+O	Control+O
Apply Effect (and close dialog box)	Enter or Command+P	Control+I
Apply Directly to image	Option+Click Apply	ALT+Click Apply
Cancel (and close dialog box)	Command+. or Command+W	ALT+F4 or Control+W
Font Size		
Increase in 1 point increments	Command+SHIFT+>	—
Decrease in 1 point increments	Command+SHIFT+<	—
Kern/Track		
Increase 1/20 EM	Command+SHIFT+}	—
Decrease 1/20 EM	Command+SHIFT+{	—
Increase 1/200 EM	Command+SHIFT+Option+}	—
Decrease 1/200 EM	Command+SHIFT+Option+{	—
Character Scaling		
Increase 5%	Command+]	—
Decrease 5%	Command+[—
Leading		
Increase 1 point	Command+SHIFT+”	—
Decrease 1 point	Command+SHIFT+:	—
Character Styles		
Bold	Command+B	Control+SHIFT+B
Italic	Command+I	Control+SHIFT+I
Underline	Command+U	Control+SHIFT+U
Alignment		
Left	Command+L	Control+L
Right	Command+R	Control+R
Center	Command+M	Control+M
Justify	Command+J	Control+J
Nudge (Arrow tool selected)		
Left 1 point	←	←
Right 1 point	→	→
Up 1 point	↑	↑
Down 1 point	↓	↓
Toggle Text tool and Arrow tool	Command+Tab	Control+Tab
Zoom In	Command+“+”	Control+Keypad “+”
Zoom Out	Command+“–” Option+Zoom tool	Control+Keypad “–” ALT+Zoom tool

PhotoEffects (PhotoCastShadow, PhotoButton, PhotoBevel/Emboss/Glow)

Function Performed	Macintosh	Windows
Cut	Command+X	Control+X
Copy	Command+C	Control+C
Paste	Command+V	Control+V
Select All	Command+A	Control+A
Undo	Command+Z	Control+Z
Redo	Command+Y	Control+Y
Apply Effect (and close dialog box)	Return or Enter	Return or Enter
Cancel (and close dialog box)	Command+. or Escape	ALT+F4 or Esc
Pan and Zoom		
Zoom In	Command+“+”	Control+Keypad “+”
Zoom Out	Command+“-”	Control+Keypad “-”
Access Hand tool from any tool	Option+Zoom tool	ALT+Zoom tool
Access Magnifier “+” from Hand tool	Spacebar	—
Access Magnifier “-” from Hand tool	Command	—
Access Magnifier “+” from other tool	Option	—
Access Magnifier “-” from other tool	Spacebar+Command	—
Fit on Preview	Spacebar+Option	—
Actual Pixels	Command+0	Control+0
View Composite Layer	Command+Option+0	Control+ALT+0
Parameter Boxes	Command+L	Control+L
Move forward one character	→	→
Move backward one character	←	←
Move forward one box	Tab	Tab
Move backward one box	SHIFT+Tab	SHIFT+Tab
PhotoCastShadow only		
Toggle Show/Hide Outline	Command+H	—
Reset Shape Options Only	Option+Reset	ALT+Reset
Constrain to Side movement	Adjust tool+Command+Drag	Adjust tool+Control+Drag
Constrain Horizontally/Vertically	Adjust tool+SHIFT+Drag	Adjust tool+SHIFT+Drag
Resize from Center	Adjust tool+Option+Drag	Adjust tool+ALT+Drag
Resize from Corner	Adjust tool+Command+Drag	Adjust tool+Control+Drag
PhotoButton only (*affects all buttons)		
Fill Inner*	Command+I	Control+I
Fill Inner* with Pop-up Color	SHIFT+Select color	SHIFT+Select color
Fill Inner* with Extracted Color	SHIFT+Eyedropper+click	SHIFT+Eyedropper+Click
Fill Bevel*	Command+B	Control+B
Fill Bevel* with Pop-up Color	Option+Select color	ALT+Select color
Fill Bevel* with Extracted Color	Option+Eyedropper+click	ALT+Eyedropper+Click
Fill Outer*	Command+U	Control+U
Fill Outer* with Pop-up Color	Command+Select Color	—
Fill Outer* with Extracted Color	Command+Eyedropper+Click	—
Fill Part* with Paint Color	Option+Paint Bucket+Click	Control+Paint Bucket+Click
Toggle Show/Hide Outline	Command+H	Control+H
Resize from Center	Resize tool+Option+Drag	Resize tool+Control+Drag
Constrain Reshape to Horizontal/Vert	Resize tool+SHIFT+Drag	Resize tool+SHIFT+Drag

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