PhotoMatic 2 Addendum

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Chapter 1—About This Manual

To enable us to release this version of PhotoMatic with its many features and improvements as timely as possible, we are sending you this manual electronically. Since most of the features and concepts of the original PhotoMatic still apply, this manual has been written as an addendum to the original printed PhotoMatic manual. Those users who are already familiar with the original PhotoMatic should only need this manual to quickly learn the new features of PhotoMatic. Those users who are learning PhotoMatic for the first time should start here and we will refer you to the appropriate sections of the printed manual when needed.

Chapter 2—New Feature Summary

We have been listening to our PhotoMatic users and have added the most requested features. Below is a partial list of the many features added to this release of PhotoMatic. You may also see the printed manual for the original features.

Compatibility
- We are now fully Photoshop 3.0 compatible, while maintaining compatibility with Photoshop 2.5.1.

- PhotoMatic Plug-in is "FAT" for true native speed and compatibility on Macintosh and Power Macintosh platforms.

- AppleScript is now fully supported, this includes communication between multiple applications. And the use of any AppleScript additions you have installed.

User Interface
- A Scripts folder has been created for . All scripts placed in that folder now appear in the menu for instant playing and editing.

- Hot-keys are now set for many of our menu items. You may also set hot-keys for your script simply by how you name them.

- The PhotoMatic batch processor now has a status window showing the current Photoshop, script being used and a list of files being processed.

Preferences
- Several user and script preferences have been added. User preferences may also be saved to your recorded script to for an override to your preferences when playing certain scripts.

Selectable locations for your Scripts, Done, and Failed folder.

Chapter 3—Installation

Please refer to chapter 2 of the PhotoMatic manual for installation instructions. The installation procedures have not changed much. The only difference is that you are required to enter your serial number during installation. Please have your serial number available.

Note: Serial numbers from previous versions of PhotoMatic will not work with this version. You should have received your new serial number in the box containing this installation disk.

Chapter 4— Photoshop Scripting

The Menu

The first obvious change when you launch Photoshop is our menu name. Since the menu has become much more than just a record (and play) menu we changed the name to PhotoMatic. The menu is divided into three sections: recording, playing and preferences. Many of the items contain hot-key equivalents to select them. All of the hot-keys which select our menu items must be made with both the command and shift keys held down. This is because we don't want to interfere with Photoshop's menu hot-keys.

Recording

Of course you can still record the same as you always could. Please refer the printed manual for instructions on recording scripts. There are a couple of slight changes when you are finished recording a script, however.

During recording the "Start Recording" menu changes to "Stop Recording". This saves menu space and lets us use the same hot-key for both functions, "command-shift-r". Choosing "Stop Recording" brings up a file save dialog. This dialog will always open to the scripts folder specified in your preferences. All script files are now saved as compiled AppleScript files, instead of AppleScript text files. This means you will notice more time saving your scripts, but also less time playing them.

You can also select the "Save As Play Only" button to make your scripts uneditable. We recommend you do not normally choose this button since you may want to touch up your scripts later, such as adding other AppleScript functions. You can always change them later to "play only" using the Script Editor.

There is another new menu item called "Pause Recording". This allows you to suspend recording while you try out a couple of different functions. Be careful with this feature because you are now more able to make scripts which cannot run correctly. As an example you might pause a recording while a dialog box is

open. If you closed the dialog before continuing the recording the resulting script would not be able to run past that point since your actions to close the dialog were not recorded. In this same example, you could solve this problem by re-opening the dialog before you continued recording.

Script Functions Menu

All items in the Script Functions menu are explained in the printed manual except "Wait For User". This item writes a pause to the script. You will also be asked for a message used to prompt the user.

Wait for user dialog

When the script reaches this pause, a dialog with your message will be displayed. The user must dismiss the dialog and follow any instructions you may have given. He then must choose "Continue Script" to continue executing the script. Using this you can write scripts which require a little human intervention. For instance, you may want the user to select an are to crop or to choose a color matching the background of the image being processed. You could also use this to write simple self guided tutorials.

Playing

Most of the play back functions have been put on a sub-menu next to "Play". To play a script you may choose "Play" or "Play Other…" from the sub-menu. This opens a dialog asking you which script to play. Like the save recording dialog, this dialog will always open to the scripts folder specified in your preferences. You can now choose either compiled or text AppleScript files. If you choose a text AppleScript file PhotoMatic will compile it first and then execute it, so you will notice a short delay.

There are other easier ways to execute script, as you have probably already guessed. All AppleScript files which are stored in the scripts folder are automatically listed at the bottom of the play sub-menu. You can execute any of them simply by choosing that script.

Editing

If you hold down the option key while selecting a script, either by the play menu or in the play script dialog, you can view and edit the script. PhotoMatic will open the selected script with the Script Editor. See Appendix A in this manual for tips on editing scripts, using the Script Editor, and AppleScript.

Preferences

We have added user preferences to PhotoMatic. These preferences are stored in a file in your System Folder:Preferences folder. Some of these preferences may also be written to a script. This allows you to have scripts which override one or more preference settings while the script is being played. When the script ends all preferences revert back to the settings they had before the script started.

You record a preference in a script by simply changing the preference while you are recording a script. When you finish recording a script in which preference changes were made, all preferences revert back to the settings they had before you began the recording.

All preferences have a default setting which will be used the first time you install PhotoMatic. The default settings are specified individually in each of the following sections. Also, preferences which can be recorded in a script are

Folder Preferences

You may choose where on your hard disk to store your scripts (Scripts Folder), completed images (Done Folder), and failed images (Failed Folder).

As explained above, the scripts folder is used when recording scripts and playing scripts. The default for the scripts folder is "Scripts" in your PhotoMatic folder. The scripts folder preference cannot be recorded in a script.

The done folder is explained in the printed manual. The only change is that you can now set where you want completed images to go. The default for the done folder is "Done" in the PhotoMatic folder. This preference may be recorded in a script.

The failed folder is where PhotoMatic writes images which fail during batch processing for some reason. This is a new feature. Previous versions of PhotoMatic just patiently waited forever if a script could not continue for some reason. What happens now is PhotoMatic will only wait for a specified period of time before it will give up and write the file to the failed folder. The period of time to wait is another preference explained below. The default for the failed folder is "Failed" in the PhotoMatic folder. This preference may be recorded in a script.

Fail Time Out

This is the amount of time PhotoMatic will wait during batch processing of an image before PhotoMatic will give up and put the image into the failed folder. The default fail time is 20 minutes. This preference may be recorded in a script.

Play Back Speed

This preference allows you to set how fast PhotoMatic will play scripts. Normally you should leave this set to "Fast". The main reason for setting the speed to "Slower" or "Slowest" is to help in debugging a script which is having problems. This way you can more easily see which step is not working correctly. The default speed is fast. This preference cannot be recorded in a script.

Modify Original Files or Use Done Folder

This preference lets you decide whether the PhotoMatic batch processor should either 1) process the file and write the result on top of the original file or 2) put the processed files into the done folder. The original PhotoMatic only supported option 2, for safety reasons. This way you still have the original image after

processing. However, due to the size of many image files it is impractical to keep both copies around. The default for this preference is to use the done folder. This preference may be recorded in a script.

Mark Processed Files or Don't Mark Files

This preference lets you decide whether the PhotoMatic batch processor should either 1) mark completed files with a check mark ( ) or 2) not mark files. The original PhotoMatic only supported option 1, so you could easily tell by looking at a file name whether it had been processed by PhotoMatic or not. However, if you don't desire this feature simply turn it off. The default for this preference is to mark processed files. This preference cannot be recorded in a script.

Chapter 5—Batch Processing

The PhotoMatic batch processor works basically the same as it did in the original PhotoMatic. Please refer to the printed manual for batch processing concepts. As you will notice, however, the application now has much improved user interface.

Status Window

The first thing to appear when you launch PhotoMatic is the new status window. This window details the current settings, the batch in progress, as well as a count of future batches.

Batch Processor Status Window

Explain the Quit Button here.

The first line tells you which Photoshop you have selected to control. As detailed in the printed manual PhotoMatic can control Photoshop on any computer on your network as well as one on your machine. It remembers which Photoshop you selected in the previous session. You can change to a different Photoshop by holding down the option key while you launch PhotoMatic.

The next line tells you which script is being used in the current batch or which script will be used for the next batch, assuming you just drag images without a script. See the printed manual about dragging images, scripts, and folders to PhotoMatic.

The next box shows the images being processed. When you begin a batch by dragging the images will be listed in this box. The one currently being processed in Photoshop will be highlighted. You will notice that the file path and name may change during processing. This is to show you the actual path and name of the file as it changes.

At the bottom left is a count showing you how many more batches you have in queue. Yes, you can drag more images, scripts, and folders to PhotoMatic while it is in the middle of processing, without interrupting the current batch.

The new batches are simply put in the queue and will be executed in the order in which you dragged them.

Watch Folder

PhotoMatic can and still does process images it finds in its own folder. However, a new feature is the button in the bottom right of the status window. This allows you to turn this feature on or off as desired. The default for this box is on. You will probably want to turn this off when you are only processing images dragged directly onto the PhotoMatic icon. However, don't forget to turn this on when you want to process images copied to the folder from over a network.

You can get PhotoMatic to re-scan its folder by turning this option off and back on again. You may want to do this if you have taken items from the done or failed folders and want their originals (which are still in the PhotoMatic folder) processed again, possibly using a different script.

Process Destination

As has been explained in preferences above, the batch processor now uses the PhotoMatic preferences set in Photoshop. If you select "Modify Original Files" PhotoMatic will not copy them to the done folder. Instead it will modify them in place. Use this option cautiously, since once PhotoMatic his processed a file there is no way to get the original back unless you have previously made your own backup.

There is a time when "Modify Original Files" setting is ignored. This is when PhotoMatic is processing files dropped in its folder. This is necessary because PhotoMatic would otherwise continuously notice that process files have been changed and process them again, and again, ad infinitum.

The "Mark Completed Files" and "Don't Mark Files" setting lets you decide whether you want your files to end up with a check mark as their last character or not. Note that if you turn this off when PhotoMatic is watching its folder you may get all of your images which are in the PhotoMatic folder re-processed. This is because PhotoMatic looks for the target name in the Done folder to decide which images to process and the new target name now has a different ending character.

Appendix A—Advanced Scripting

This section is to help advanced users who want to use the power of PhotoMatic and AppleScript to make scripts beyond the capability of simple PhotoMatic recordings. You will probably not need to read this section unless you need this capability and are already familiar with AppleScript. This section is not meant to be a tutorial on either AppleScript nor on the Script Editor. For this kind of information you should get the AppleScript Developers Kit through APDA.

AppleScript

PhotoMatic fully relies on AppleScript to do its processing of scripts. This allows advanced users to take full advantage of all of the features of AppleScript and its object oriented programming power. Besides automation of a single application AppleScript is best at controlling multiple applications to get them to work together. PhotoMatic will play any AppleScript compatible file, not just the scripts it recorded in Photoshop.

Users may also control Photoshop and PhotoMatic by sending AppleScript messages (Apple Events) to Photoshop. The events PhotoMatic supports and uses are all detailed the dictionary within the PhotoMatic Additions file. This file is installed in your System Folder under Extensions under Scripting Additions. Use "Open Dictionary…" in the Script Editor to examine this dictionary.

Using PhotoMatic Externally

This document does not go into great detail about using an external Apple event sending application to control PhotoMatic, because the PhotoMatic application does what most users need. However, if you are technically capable and need to add new capabilities beyond what the PhotoMatic application does, here are a few commands you need to know about.

PMGrabSemaphore

Use this to obtain permission to use PhotoMatic. This must be used to allow multiple processes to use the same Photoshop without interfering with each other. No other processes may use Photoshop/PhotoMatic while you own the semaphore.

PMGiveSemaphore

This undoes PMGrabSemaphore, by releasing the semaphore. Do not forget to send this event when you have processed a document.

PMOpenDocument

Use this to open documents which may require PhotoMatic to press the enter key during their opening process, i.e. Adobe Illustrator files and Photo CD images. This differs from the AppleScript's standard open event in that in can only open one file at a time.

PMCloseDocument

Use this to save and close the front most document which may require PhotoMatic to press the enter key during its save process, i.e. JPEG files.

do script

Use this command to tell PhotoMatic to begin executing a script. The reason for the normal looking name is because it is a standard AppleScript command. Many of PhotoMatic's other commands are non-standard and thus have non-standard names to insure their uniqueness.