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DAYSTAR

About
DayStar's
PhotoMatic

DayStar Digital's PhotoMatic™ is a utility designed for use with Adobe Photoshop. With it, you can automate and control how Photoshop manipulates an image. PhotoMatic can perform repetitive tasks consisting of any number of Photoshop functions or filters and apply them to an unlimited number of images. With PhotoMatic, you'll be more productive, because it does simple, time-consuming work for you!

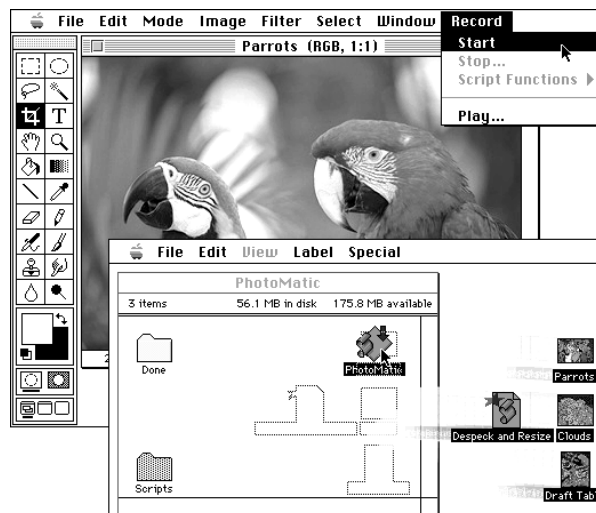


Figure 1 - Dragging the images to PhotoMatic to process.

How does it work? First, PhotoMatic needs a script. A script is simply a list of instructions that tells Photoshop what you want to do to an image.

Making scripts with PhotoMatic is easy. PhotoMatic places a new menu in Photoshop's menu bar. Simply open an image similar to the one you want to automate in Photoshop. Then, tell PhotoMatic to watch as you perform the series of steps you want PhotoMatic to do.

Editing PhotoMatic scripts

It records each step, and creates the script for you. PhotoMatic requires no scripting or programming experience.

PhotoMatic scripts are compatible with Apple Computer's AppleScript™. (AppleScript is included with PhotoMatic.) While PhotoMatic does not require you to know anything about scripting, those who are experienced with scripting can easily change PhotoMatic scripts. Editing scripts can be done using any text editor, such as Microsoft Word, TeachText or even the AppleScript Editor included with PhotoMatic.

Playing PhotoMatic scripts

Once a script has been recorded, you can use PhotoMatic to play back the script on any number of images. Simply select the script and images for processing. PhotoMatic takes over from there, performing the work for you automatically.

PhotoMatic can launch Photoshop and work as the primary or foreground application on your Macintosh. Or, it can operate in the background while you perform other tasks. In addition, it can even run on a remote machine connected to the same network as your Mac. And, PhotoMatic does all this without your constant supervision.

The following are included with DayStar's PhotoMatic:

- PhotoMatic Application Disk
- AppleScript Setup Disk
- PhotoMatic User's Manual
- PhotoMatic Warranty Card

If any of the parts listed above are missing when you open this package, please contact your computer dealer or call DayStar Technical Support. You can reach them at 800-962-2077 or 404-967-2077 on Monday through Friday from 9:00 A.M. to 6:00 P.M. EST. You can also contact DayStar via several of the most popular online information services. See "How to Contact DayStar" in Appendix B for more details.

As DayStar continues to improve and enhance its product line, we would like to keep you informed of our advancements. Please take a moment to complete the Product Warranty Card included with this manual so that we can notify you of new and improved versions of PhotoMatic in the future.

You can install and use PhotoMatic on any Macintosh computer that includes the following:

- system software version 7.0.1 or later
- Adobe Photoshop version 2.5.1 or later
- at least 4 megabytes (MB) of random-access memory (RAM)
- a hard disk drive with at least 1 MB of available space
- a floppy disk drive

Included with DayStar's PhotoMatic

Complete the warranty card

System requirements

About this manual

Here's what you'll find in this manual:

- Chapter 1: "Installing PhotoMatic" includes detailed procedures for installing the PhotoMatic application, and its necessary support files, including AppleScript.
- Chapter 2: "Creating Scripts with PhotoMatic" shows you how to create scripts with PhotoMatic.
- Chapter 3: "Playing Scripts with PhotoMatic" outlines several ways you can automate image processing using scripts created with PhotoMatic.
- Appendix A: "Performance Tips and Troubleshooting" shows you how to maximize your performance with PhotoMatic. There is also a troubleshooting guide in this section, in case you have problems with PhotoMatic.
- Appendix B: "Product Support" includes useful information on product warranty, licensing and contacting DayStar.

If you are unfamiliar with installing software on your Macintosh, please follow our step by step installation in the next chapter.

The following is a quick reference for those who are experienced at installing Macintosh software and use Adobe Photoshop 2.5.1:

1. Turn on your Mac.
2. Insert the PhotoMatic Disk. AppleScript is required for PhotoMatic to work. If a copy does not exist on your Macintosh, the PhotoMatic Installer will automatically add a copy for you.
3. Check the Last Minute Additions & Info file for late breaking news or changes.
4. Double click on the Install PhotoMatic icon.

If any problems arise, refer to the detailed instructions in Chapter 1, "Installing PhotoMatic," to make sure the software was installed properly.

Quick installation notes for PhotoMatic

Installing PhotoMatic

PhotoMatic uses the Apple Installer to make sure that all files are installed and placed in the proper locations. The following is a description of the PhotoMatic files and where the Installer will place them on your computer.

PhotoMatic is a software application. It controls the scripts you want to play and the images you want to process. It then places the final images where you want them. The Installer creates a PhotoMatic folder on your hard disk and places a single copy of the application in that folder.

PhotoMatic Plug-in is an Adobe Photoshop plug-in. It allows you to record and play scripts inside Photoshop. During the installation process, the installer will ask you to locate your plug-in folder for Photoshop. You select the folder in which to place the PhotoMatic plug-in.

AppleScript™ and **Apple® Event Manager** are extensions the Installer places in the System Folder's Extensions folder. PhotoMatic uses these files to process scripts. In addition, the Installer places a **Scripting Additions** folder in the Extensions folder. The Installer then places a file called **PhotoMatic Additions** in this folder.

The Installer places **Script Editor** and **Scriptable Text Editor** in a folder called AppleScript Utilities. It places this folder on your hard disk. PhotoMatic does not need these files to work.

Types of files in PhotoMatic



PhotoMatic™



PHOTOMATIC PLUG-IN



AppleScript™



Apple® Event Manager



PhotoMatic Additions



script Editor



Scriptable Text Editor

Installing PhotoMatic



Last Minute Additions
& Info



Installer

NOTE: Read the *Last Minute Additions & Info* file on the PhotoMatic disk for late breaking news or changes.

To install PhotoMatic:

1. Insert the disk labeled PhotoMatic into your floppy disk drive.

The disk's window appears on the desktop.

2. Open the Installer by double clicking its icon.

When you open the Installer, it will first display a splash screen, click OK. Then, it displays information about the files to be installed.



Figure 2 - The Installer dialog box

3. Click the Install button.

The Installer takes a few moments to calculate what needs to be done and then begins to copy files.

NOTE: The Installer will check to see if the AppleScript extension is in your System Folder. If it is not, the Installer will prompt you for the "AppleScript Setup" disk.

The Installer displays a dialog box during installation. It will ask you to "Please locate your Photoshop™ plug-ins folder."

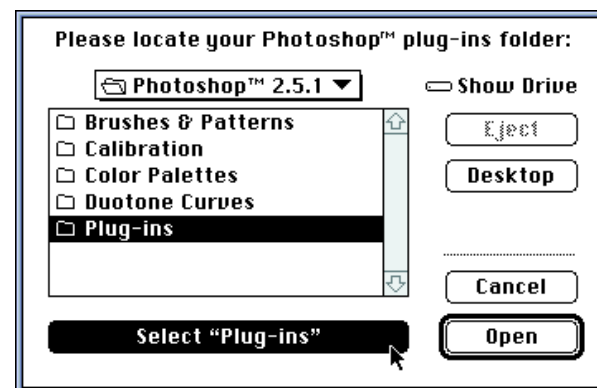


Figure 3 - The Installer dialog box for selecting the Photoshop plug-ins folder

4. Find your Photoshop plug-ins folder.

When you reach the proper level, the button underneath the scroll window will say, "Select 'Plug-ins.'"

5. Click the Select "Plug-ins" button.
6. When you see a message that the installation is complete, follow the instructions on the screen.

You have finished installing PhotoMatic on your Macintosh.

Registering PhotoMatic

PhotoMatic requires that you have a valid serial number for it to operate. This serial number is on the disk and warranty card.

1. The first time you launch Adobe Photoshop after installing PhotoMatic, the following dialog box will appear:



Figure 4 - Entering a serial number the first time you use PhotoMatic

2. Enter the serial number supplied with your copy of PhotoMatic exactly as it is displayed. You must include the hyphens where they are appropriate.
3. Click OK.

You will only be asked to enter the serial number the first time you use it.

If you have several people at a single location that need to use PhotoMatic, you can purchase a multi-user pack of PhotoMatic from your dealer.

Multi-user packs come with a single set of master disks, manuals and a single serial number. This serial number is valid for all authorized copies of that multi-user pack.

After you have installed PhotoMatic onto all the Macintosh computers that you are authorized, launch them and enter the supplied serial number.

Multi-user packs of PhotoMatic

Creating Scripts with PhotoMatic

When PhotoMatic is properly installed, it creates a new menu in the menu bar of Photoshop. When you launch Photoshop, you should see the “Record” menu to the right of the Window menu. This new menu in Photoshop lets you record PhotoMatic scripts and run them from within Photoshop.

This chapter discusses each of the functions found under this new menu selection.

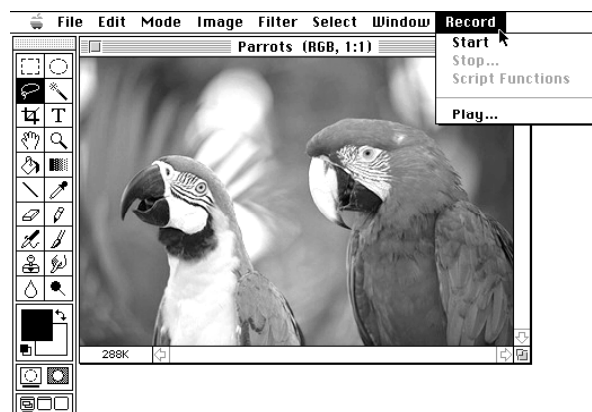


Figure 5 - The “Record” menu in Photoshop’s menu bar

If you do not see “Record” in Photoshop’s menu bar, make sure the PhotoMatic Plug-in is in your current Photoshop plug-ins folder.

You were asked to locate your plug-ins folder for Photoshop during the installation of PhotoMatic. If you have changed the location of the selected plug-ins folder, or you improperly identified it during installation, you will need to place this file in your newly selected plug-ins folder to create PhotoMatic scripts.



PhotoMatic Plug-in

Creating scripts

Creating scripts for PhotoMatic is easy. Simply open Photoshop and tell PhotoMatic to watch what you do. PhotoMatic will then write the script for you.

To create, or “record,” a PhotoMatic script, follow these steps:

1. Open an image within Photoshop that is the type you want processed.
2. Select “Start” from the Record menu.

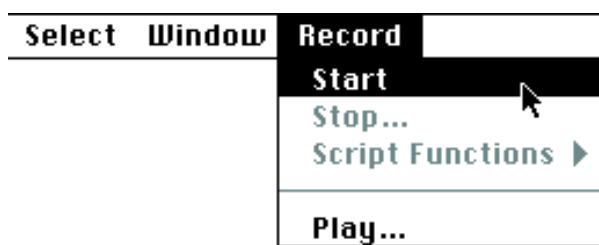


Figure 6 - Selecting “Start” in the “Record” menu tells PhotoMatic you want to create a script

The Record menu will change to “Recording...” to indicate you are recording a PhotoMatic script.

As you record a script, do not worry about the time it takes to walk through your process in Photoshop. PhotoMatic only records the tasks you want to perform, not the time it takes you to select them.

3. Perform all the functions that you want included in your PhotoMatic script within Photoshop as you would normally complete them.

4. When you have completed the list of tasks you want included within the script, select “Stop” from the Record menu.



Figure 7 - Selecting “Stop” in the “Record” menu tells PhotoMatic you have completed recording a script

5. A “File” dialog box will appear. Use it to name your recorded script and decide where to save it. Type the name of your script, select the directory to which you want to save it and click “Save.”

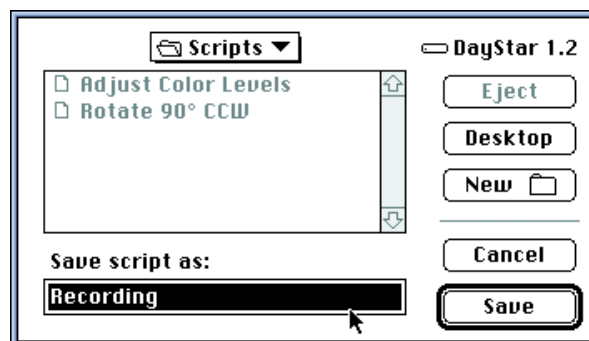


Figure 8 - Saving a PhotoMatic script

Selecting “Cancel” will return you to Photoshop without saving your script. Any steps that you were recording will be lost.

You can modify a script you have saved by opening it with the AppleScript Editor or any text editor, such as Teach Text or Microsoft Word.

Saving scripts



Adobe
Photoshop

Performance tips

If you record a script on a low resolution file and then replay it on a high resolution file, you may get different results than what you expect. This is because some tools and functions within Photoshop are resolution dependent. See the Performance Tips and Troubleshooting section in Appendix A for details.

PhotoMatic uses several methods to evaluate which tools or functions you are using in Photoshop. You can help ensure that PhotoMatic will record exactly what you want by using the keyboard whenever you can. For example, when a dialog box appears that requires you to enter values, do not use the mouse to select the field. Instead, use the tab key to bring you to the desired field. When you are finished entering values, use the return key to continue rather than clicking the OK button.



When you select “Stop” from the “Recording...” menu in Photoshop, you are telling PhotoMatic that you are finished recording a script.

A dialog box will appear that allows you to name your script. Selecting “Save” will end the recording of your script. The icon for scripts created with PhotoMatic looks similar to the one at the right.

Stopping the Record process



Rotate 90° CCW

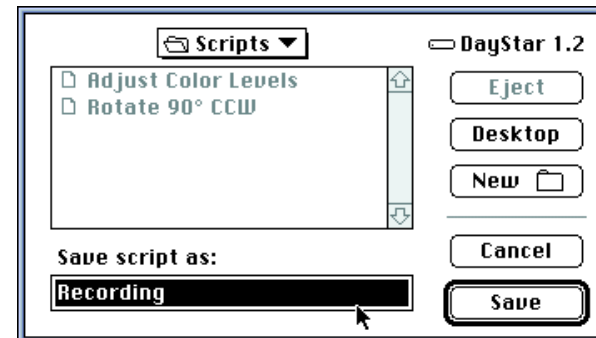


Figure 9 - Saving a script

Playing scripts



When you select “Play...” from the “Recording...” menu in Photoshop, a dialog box appears. This allows you to select and place a previously recorded PhotoMatic script into the current script in a single step.

This feature is extremely useful. It allows you to make complex scripts from smaller, simpler scripts.

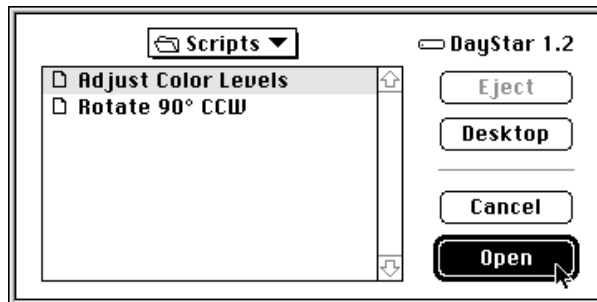
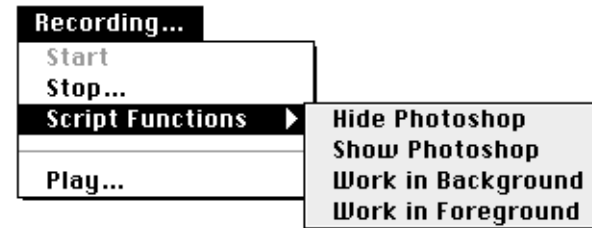


Figure 10 - Selecting a script to apply to a Photoshop image

Script functions



When you select “Script Functions” from the “Recording...” menu, you can embed the following commands in your PhotoMatic script:

Hide Photoshop lets you hide all Photoshop windows while your script is running. This allows scripts to run faster because they no longer have to update a visible window.

Show Photoshop (the default mode) displays all visible Photoshop windows while your script is running. This command brings Photoshop the front so you know where PhotoMatic is in the production process.

Work in Background tells Photoshop to always work in the background. Using this command or the Hide Photoshop command lets you work in the foreground while Photoshop processes an image in the background.

Work in Foreground forces PhotoMatic scripts and Photoshop to run in the foreground.

Playing Scripts with PhotoMatic

After you have created a PhotoMatic script, you can apply it to your images one of four ways.

Playing scripts from within Photoshop.

As briefly discussed in Chapter 3, you may wish to play previously recorded scripts from within Photoshop.

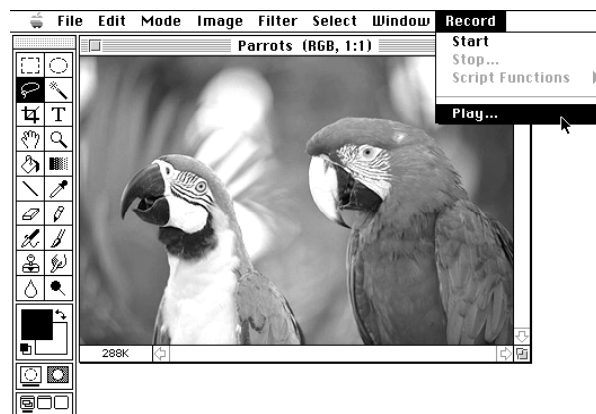


Figure 11 - Playing a script from within Photoshop

This method only allows you to play a script on one image at a time. Some of the reasons that you might want to do this include:

- After you record a script, you can immediately test its effectiveness on a single image.
- You can build a collection of often repeated processes and special effects that you do in Photoshop. Then, while working within Photoshop, you can apply them to your image in a single step.

- While recording scripts, you can use the “Play” function to place previously recorded scripts into a current script. This allows you to build a custom script from one or several previously recorded scripts.

To play a script from within Photoshop:

1. While in Photoshop, open the image file to which you want to apply a script.
2. Choose “Play...” from the “Record” menu.

A file selector dialog box appears.

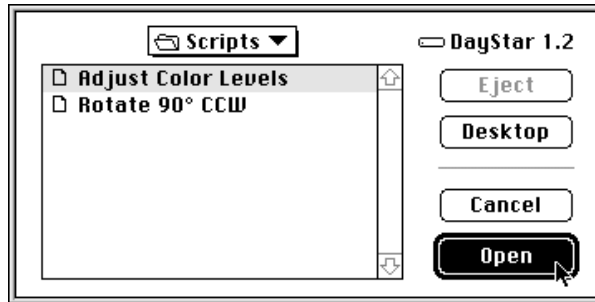


Figure 12 - Applying a PhotoMatic script to the image

3. Select the script file you wish to play and click the “Open” button.

All script actions will occur to the currently open Photoshop document in the same chronological sequence in which they were recorded. To save the resulting image, choose “Save” or “Save as...” from Photoshop’s File menu.

Using PhotoMatic locally.

You can tell PhotoMatic to apply a specific script to an unlimited number of images using a local copy of Photoshop. There are several ways to do this. The easiest is to “drop” the images on the PhotoMatic icon.

Note: To use this method, AppleScript must be installed. If it was not installed before you received PhotoMatic, it was installed automatically during the PhotoMatic installation process.

PhotoMatic will take over. If it needs something, like the location of your version of Photoshop, or the name of the desired script, it will ask you for it immediately. PhotoMatic does the rest.

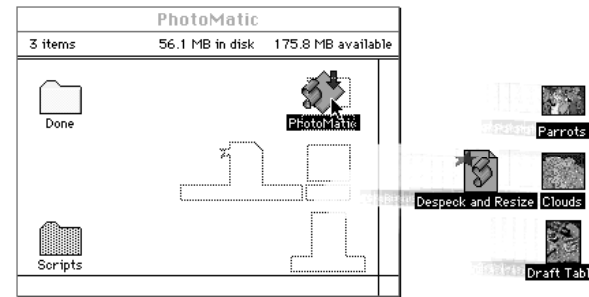


Figure 13 - Using the drag and drop method to run PhotoMatic

DayStar designed PhotoMatic to allow you to run automated Photoshop tasks in the background with little noticeable degradation of performance on foreground tasks.

Method 2

To play a script locally using PhotoMatic:

1. Open the folder containing PhotoMatic.
2. Arrange the windows on your desktop so that you can see the icon for PhotoMatic and the icons for the images that you want to process.
3. Select the images that you want PhotoMatic to process. There is no limit to the number of images that you can select.

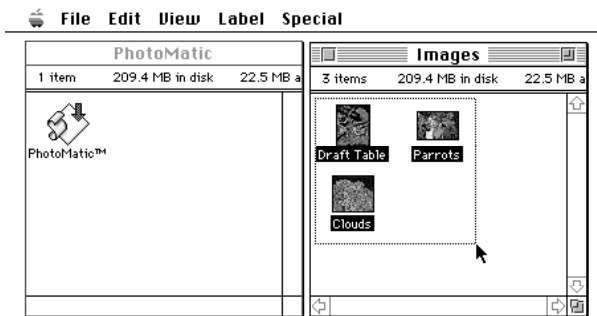


Figure 14 - Selecting the images for PhotoMatic to process

4. Drag and drop the selected images over the PhotoMatic icon.

When you drag the selected images over the PhotoMatic icon, it will become highlighted. Then, when you release the mouse button, you will launch PhotoMatic.

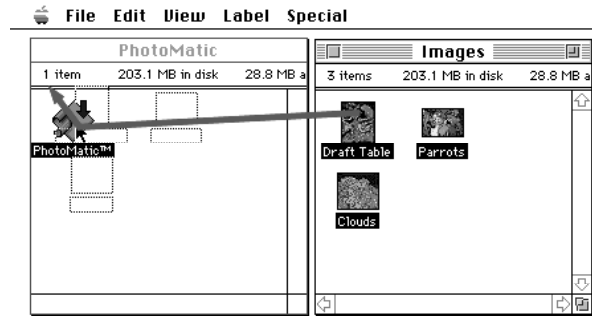


Figure 15 - Launching PhotoMatic by dropping the images on the PhotoMatic icon

After PhotoMatic launches, it will make a copy of your selected images and place them in the “Done” folder. The original images are never changed.

If there is not a “Done” folder, then PhotoMatic will create one for you. The “Done” folder is always placed at the same level (or, in the same window) as PhotoMatic.

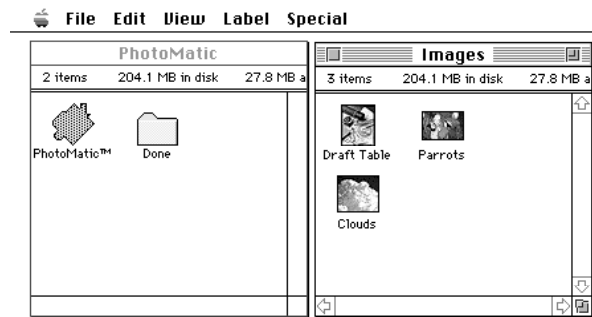


Figure 16 - The “Done” folder

Each time you launch PhotoMatic, it will ask you which script you want to use.

5. Select the desired script and click Open.

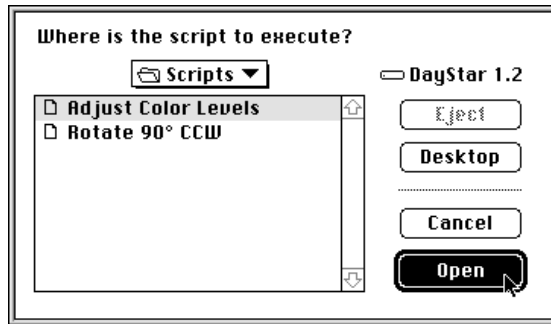


Figure 17 - Identifying the script to use

Next, PhotoMatic will bring up a dialog box that will ask if you want to use a local or remote version of Adobe Photoshop.

Note: to skip this step, drag a script icon along with the pictures.

6. Click on Local.

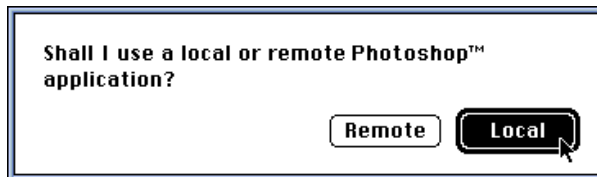


Figure 18 - Choosing a local version of Photoshop.

7. Navigate to the copy of Photoshop that you want to use and click on Open.

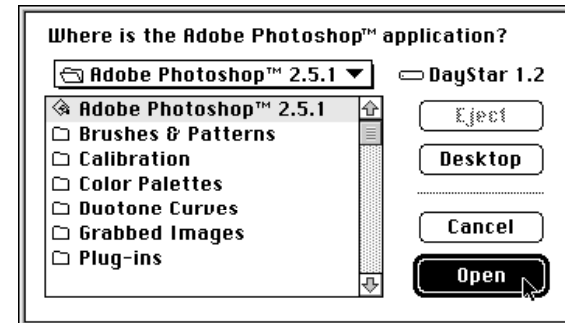


Figure 19 - Telling PhotoMatic where your local version of Photoshop is located

After the first time you locate Photoshop, PhotoMatic will always return to that copy of Photoshop. If the location of Photoshop is changed, PhotoMatic will ask you to find it again.

PhotoMatic will now process all of the selected images. It will copy the first image into the “Done” folder and apply the selected script to it. It will continue to do this until PhotoMatic has processed all the selected images.

Method 3

Using PhotoMatic over a network.

You can use PhotoMatic to apply a specific script to an unlimited number of images using a remote copy of Photoshop. Using PhotoMatic in this manner reduces the possibility of any performance degradation to your local Macintosh because the Photoshop tasks are performed on another machine. The only time that you will notice any delays are when the images are transferred to or from your Macintosh over the network.



Remote operation is possible if your Macintosh is connected to a network. You must also have File Sharing turned on. If you are unfamiliar with File Sharing, please refer to the chapter titled, "Using your Macintosh on a Network" in your Macintosh User's Guide.

Note: To use this method, AppleScript must be installed. If it was not installed before you received PhotoMatic, it was installed automatically during the PhotoMatic installation process.

Requirements to use Photoshop remotely with PhotoMatic:

To use PhotoMatic remotely, the following conditions must exist:

- Both Macintosh computers must be connected to the same network.
- Photoshop must be running on the remote Macintosh.
- The remote Macintosh must have the Program Linking option under the Sharing Setup control panel turned on.
- You must have security access to the remote Macintosh (to connect).

To use Photoshop remotely with PhotoMatic:

1. Drag the desired images to PhotoMatic.

This will launch PhotoMatic just like you did to use a local version of Photoshop. Follow the same procedures as you did in the previous method up to step 6.

2. When the dialog box appears asking you which Photoshop to use, choose Remote.

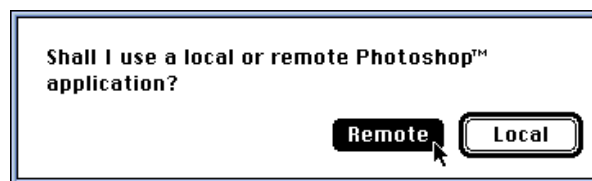


Figure 20 - Choosing a or remote version of Photoshop

Note: If you do not get the above dialog box, you may need to tell PhotoMatic that you want to change the default version of Photoshop. See the section, "Switching from local to remote."

Next, PhotoMatic will try to locate a remote version of Photoshop. It will bring up the dialog box shown on the following page.

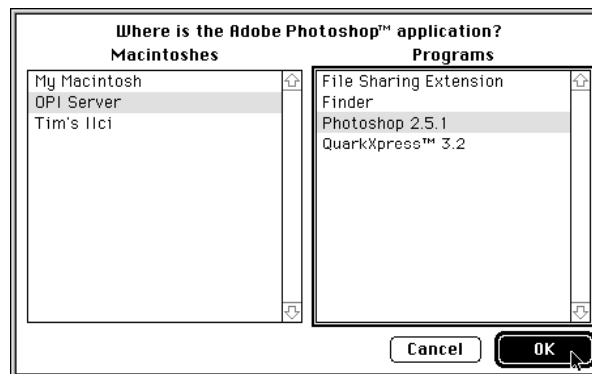


Figure 21 - Locating a remote version of Photoshop

3. Select the Macintosh from those available in the leftmost scrolling field.

That Macintosh will become highlighted. The applications from which you can choose will be displayed in the rightmost scrolling field.

4. Select Photoshop and click OK. You may be asked to enter your password if you only have password access.

When you select Photoshop, it will become highlighted. Then, when you click OK, PhotoMatic will take over. It will make a copy of your original images and apply the script to the copies. PhotoMatic will not change the original images. When PhotoMatic has finished processing an image, it saves the completed files in the “Done” folder.

Since Photoshop is running on a remote machine, it must have access to the files you want it to open and process.

If the image files you want to process are already on the remote machine, you must have the remote machine’s hard disk or folder mounted on your machine through File Sharing or AppleShare.

If the files reside on your machine, you have two choices:

1. Mount your hard disk on the remote machine by turning your Macintosh’s File Sharing on. Then, go to the remote Mac and log in via the Chooser.

OR

2. Copy the files to the remote machine first. Drag the icons of the remote copies of the files to PhotoMatic for processing. Then, if you wish, copy the files back to your machine from the “Done” folder after they have been processed.

Note: To use this method, AppleScript must be installed. If it was not installed before you received PhotoMatic, it was installed automatically during the PhotoMatic installation process.

Using PhotoMatic to watch a folder.

After launching PhotoMatic, any time a new image or collection of images appears in its folder, PhotoMatic launches Photoshop and applies the specified script to the new images in its folder.

To set up PhotoMatic to watch a folder:

Drag the desired script to the PhotoMatic icon.

PhotoMatic will launch. It will watch the folder in which it resides for any new image files. As a new file appears in the folder, PhotoMatic will compare its name with any images in the “Done” folder.

When new files are found, PhotoMatic will make a copy of the image file and apply the script to the copy. When PhotoMatic is finished processing the image, it saves the completed file to the “Done” folder.

Performance tips

Method 4

Determining which file PhotoMatic is processing

While PhotoMatic is working on an image, it places an ellipsis (“...”) at the end of the file name. When it has completed the process on a file, it replaces the ellipsis with a checkmark (“✓”).

Also note that when you have sent several files to PhotoMatic to process, it works on those files in alphabetical order.

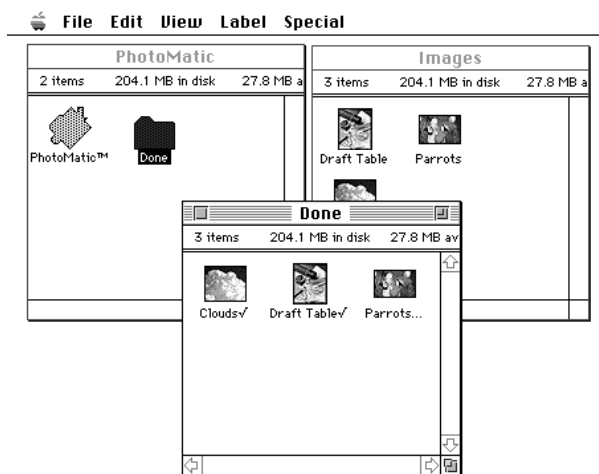


Figure 22 - Looking for files with the “✓” in the “Done” folder

Processing additional images

PhotoMatic continues to run after it has processed all requested files. To process more images while PhotoMatic is still running, you may either drag files to the PhotoMatic icon or place files in the folder with PhotoMatic.

When you first launch PhotoMatic, it asks you to select a copy of Photoshop to use. PhotoMatic remembers your selection, and whether it is a local or remote version. It continues to use that copy each time you use PhotoMatic.

If you wish to change copies of Photoshop, hold down the option key while launching PhotoMatic. The next time PhotoMatic needs to know which PhotoShop to use, it will allow you to choose a different copy, either locally or remotely over the network.

You can tell it to use a different script file by dragging the desired script icon to the PhotoMatic icon. Any pictures processed by PhotoMatic after this procedure will be processed with the new script.

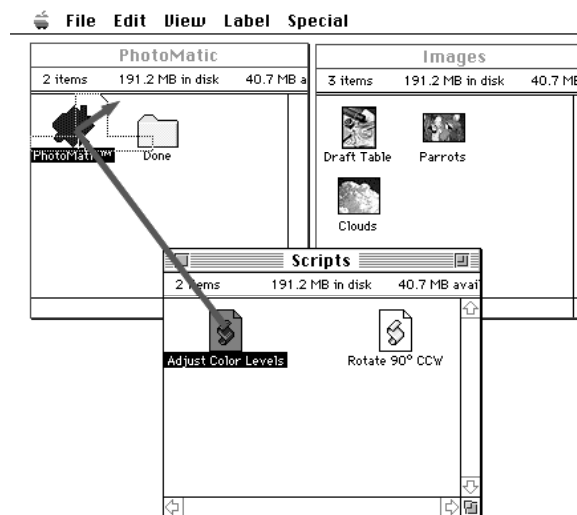


Figure 23 - Dragging the desired script to the PhotoMatic icon

Switching from Local use to Remote



Changing scripts manually

Changing scripts automatically

PhotoMatic lets you change scripts automatically. This ability lets you process several sets of images with each set having its own script.

You create a set by placing a group of images in a folder. You also place the script for those images in the folder.

Drag a folder or multiple folders to the PhotoMatic icon. PhotoMatic will process the images one folder at a time using the script in each folder. It will automatically switch scripts as it completes one folder and moves to the next.

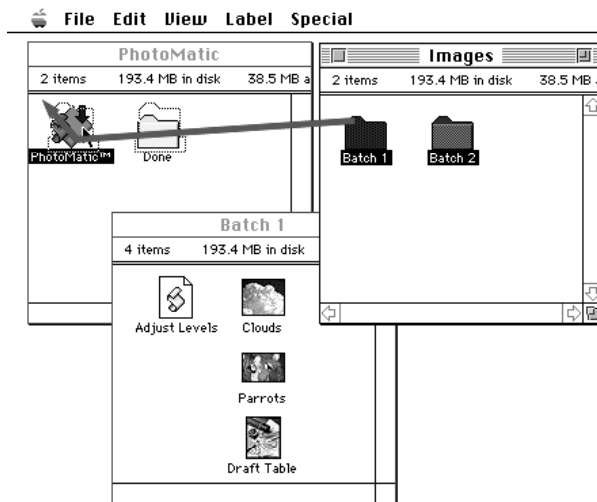


Figure 24 - Scripts placed in folders process the images in that folder

If PhotoMatic comes across a folder that does not contain a script, it will process the images in that folder using the script from the enclosing folder. PhotoMatic will also process images in sub-folders. It then places all completed images in the "Done" folder.

Make sure you do not accidentally have more than one script in a folder or PhotoMatic will not process that folder.

Performance Tips and Troubleshooting

Below are some general rules and guidelines to follow when using PhotoMatic. Following these suggestions will make using PhotoMatic enjoyable and effortless.

- As a general rule, whenever you have a choice of using the keyboard or clicking/dragging the mouse to get the same job done, use the keyboard.
- Never record the clicking of check boxes because each time the script is played, the check box will toggle. For the same reason, never click on any control which toggles. (Clicking on radio buttons is fine because they do not toggle.)
- Never change directories in a “file open” or “file save” dialog box because the directory may be in a different place when you run the script, i.e., don’t click on anything but Save/Open buttons and popup menus.
- Never click in the middle or end of a string of text in a text box because the text may be different the next time you run the script. Use the arrow keys instead.
- Do not try to record dragging in anything but a straight line. PhotoMatic currently only records the beginning and end points of a drag.
- Always click on a tool in the tool palette before using it, even if it is already selected.
- PhotoMatic will wait until a menu it wants to select is enabled. This may cause PhotoMatic to seem to hang when a menu doesn’t become enabled. (An example of

this occurs when you attempt to execute a filter on an “Indexed Color” image.) Be careful not to attempt to batch process files which could cause a hang. Or, remedy any possible problems when recording the script. For instance, in the above example, you would record selecting the “RGB Color” menu before choosing any filters.

- During playback of a script, you always have the ability to click and type. This is both good and bad. It is good because you can help a hung script through a problem, such as when a menu is disabled for some reason not planned on.
- Typing “Command-period” will cancel execution of a script if you need to abort it.
- DayStar recommends that you do not choose “Save,” “Save as” or “Close” in a script since PhotoMatic will automatically do those commands for you. If you do choose “Save as,” we strongly recommend you do not change the name of the file. If you do, you will end up with two copies of every file during batch processing—one with the the new name (the actual complete file) and one with the original name and a ‘v’ appended. This second file may not actually be done since the name was changed during image processing.

- Since the palette windows may be open or closed at any time, PhotoMatic treats them specially. The best way to make use of them in scripts is to open the palette windows which you are planning to use in your script. Record your script without opening or closing any of them. When scripts are played back and a palette window needs to be opened, PhotoMatic will automatically open it for you. Also, PhotoMatic will automatically close a palette window when a script needs to click on a window behind the palette window, the location of which the palette obscures.

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