



BANGING JOINTS™



Thank you for your order.

To learn more about this product and its features, please read thru the following documentation below.

Questions regarding the product? Our customer service team is always happy to help.
Email us any time at bangingjoints@gmail.com



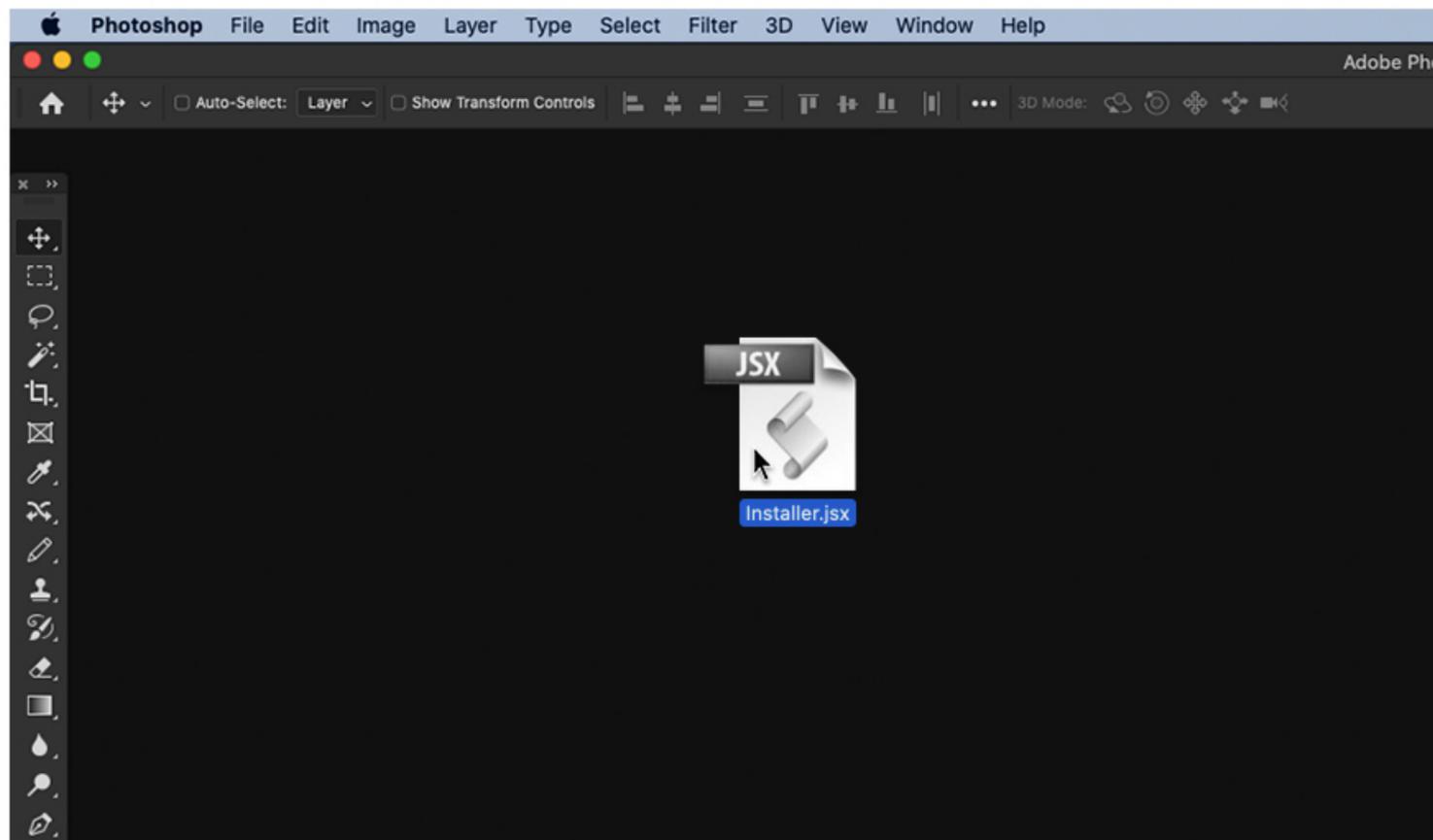
How to Install

Install the Extension Using an Installer.jsx File

1. Download Plugin and unzip the archive.
2. Run Photoshop (for Windows user: right-click on the PS icon, choose "Run As Administrator").
3. Navigate to the menu File > Scripts > Browse...
4. Select an **installer.jsx** file from the downloaded folder.
Follow the instructions. **Restart Photoshop.**
You will find extension at Window > Extensions > **StretchMatic Plugin.**

Fast Install Using an Installer.jsx File

1. Drag the file **installer.jsx** onto the Photoshop
2. Follow the instructions. **Restart Photoshop.**
You will find extension at Window > Extensions > **StretchMatic Plugin.**



How to Uninstall

Uninstall the Extension Using an UNINSTALLER.jsx File

The installer, while deploying your assets, will write the **uninstaller script** in its same folder. This can be used later on to remove the product.

1. Run Photoshop (for Windows user: right-click on the PS icon, choose "Run As Administrator").
2. Navigate to the menu File > Scripts > Browse...
3. Select an **StretchMatic Plugin_V1.0.0 - UNINSTALLER** file from the downloaded folder.
4. Follow the instructions. **Restart Photoshop.**

Manual Uninstall

Windows

Go to (System): C:\Program Files (x86)\Common Files\Adobe\CEP\extensions\
Find your extension folder, select the folder and press delete.

1. Open a Finder window
2. Select Go > Go to Folder... in the menu bar.
3. Type ~/Library in the input field and click Go.

Mac (admin rights)

Go to: ~/Library/Application Support/Adobe/CEP/extensions
Find your extension folder, select the folder and delete it.

Mac (no admin rights)

Go to: ~/Users/username/Library/Application Support/Adobe/CEP/extensions
Find your extension folder, select the folder and delete it.

Interface

Direction Render Buttons

1 Start your work by activating any **Direction Render Button** and draw the selection. The activated Direction Button creates the “Source” layer and sets up the “Rectangular Marquee”(M) tool for you. Always use the Direction Button to create the “Source” or “Merged_Source” layer.

As long as any Direction Render Button activated, the plugin is in standby mode and will start the render as soon as it finds any active selection on a canvas.

Therefore, please don't forget to deactivate the Direction Render Button if you want to use selection as a standard Photoshop tool.

After the render is completed and the Direction Render Button stays activated, the plugin is in standby mode and will start reapplying the stretch effect as soon as you change the “B-Layer” position on a canvas.

Copy / Cut Modes

2 **Copy mode** is set by default and designed to work with a merged image. The script will copy selections from the created “Merged_Source” layer and paste them on top as duplicates.

Cut mode is more advanced and lets you apply the stretch effect to the text or any other silhouette layer. The script will cut selections from the “Source” layer and paste them on top.

It is not recommended to use two different modes within one opened file.

All effects are created within groups. The groups will be collapsed after the script finished its work, to keep Photoshop Layers panel organized and clean.

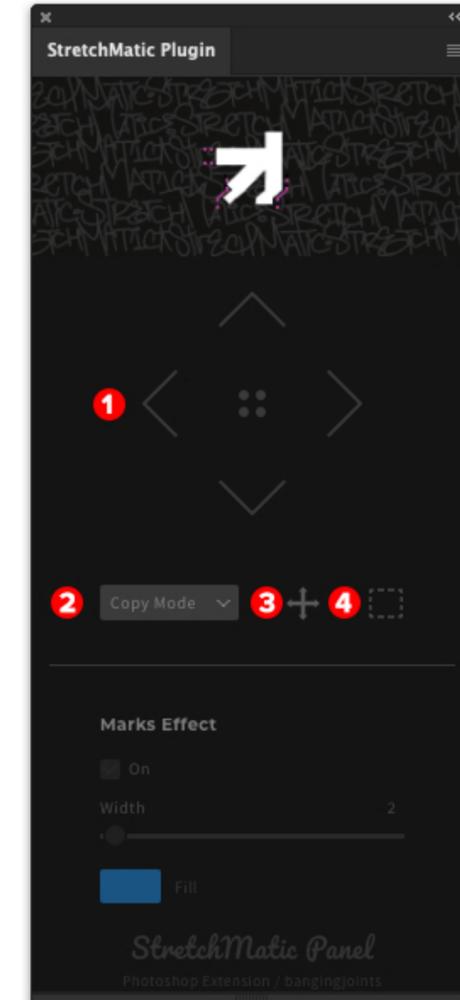
For correct script work, you should not delete any layers inside group folders.

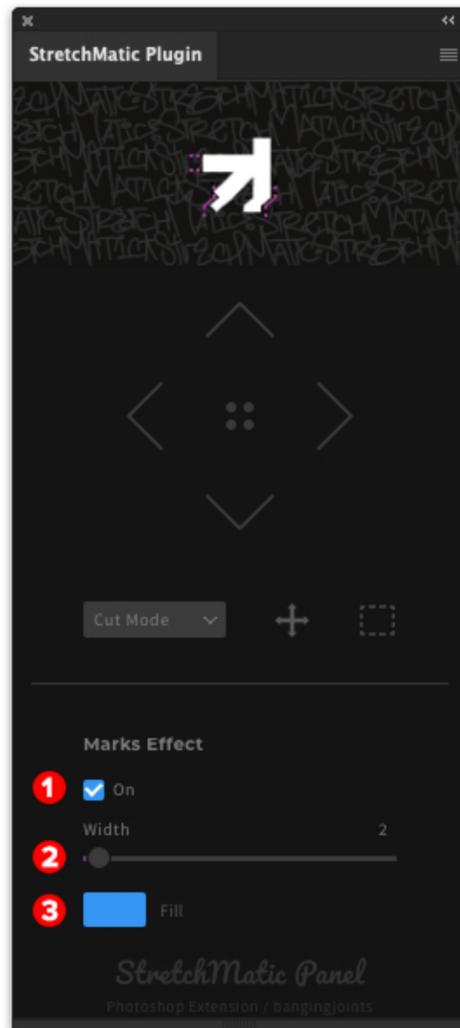
Move Tool Button

3 Allows you to quickly select the Move Tool (“V” shortcut). Use Move Tool to change the “B-Layer” position on the fly when Direction Render Button is activated.

Selection Tool Button

4 Allows you to quickly select the Rectangular Marquee Tool (“M” shortcut). Use Selection Tool to create new stretch effects when Direction Render Button is activated.





Marks Effect

- 1 Works only when the Cut Mode is active.
If the "On" checkbox is active, a marks effect will be applied to the layers.

Width

- 2 The slider allows you to define the marks effect thickness.

Fill

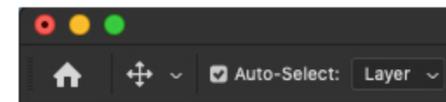
- 3 A color area allows you to select a color for Marks Effect.

Step-by-Step Guide

Interactive Auto Render

1. Activate any Direction Render Button to automatically create the "Source" or "Merged_Source" layer.
2. Draw the selection on a canvas with Rectangular Marquee Tool ("M" shortcut). The render starts automatically.
3. Drag the end of the layer ("B-Layer") to change its position on a canvas. The render starts automatically.

Before moving the "B-Layer" make sure Move Tool **Auto-Select - Layer checkbox is checked.**



Manual Render

1. Activate any Direction Render Button to create the "Source" or "Merged_Source" layer.
2. Deactivate Direction Render Button and draw the selection on a canvas with Rectangular Marquee Tool.
3. Activate the Direction Render Button to render the stretch effect.
4. Deactivate Direction Render Button and select "B-Layer" in the created Group folder.
5. Ctrl / Cmd + T on a keyboard to transform the layer, drag the layer to a different position, apply changes.
6. Activate Direction Render Button to reapply stretch effect.

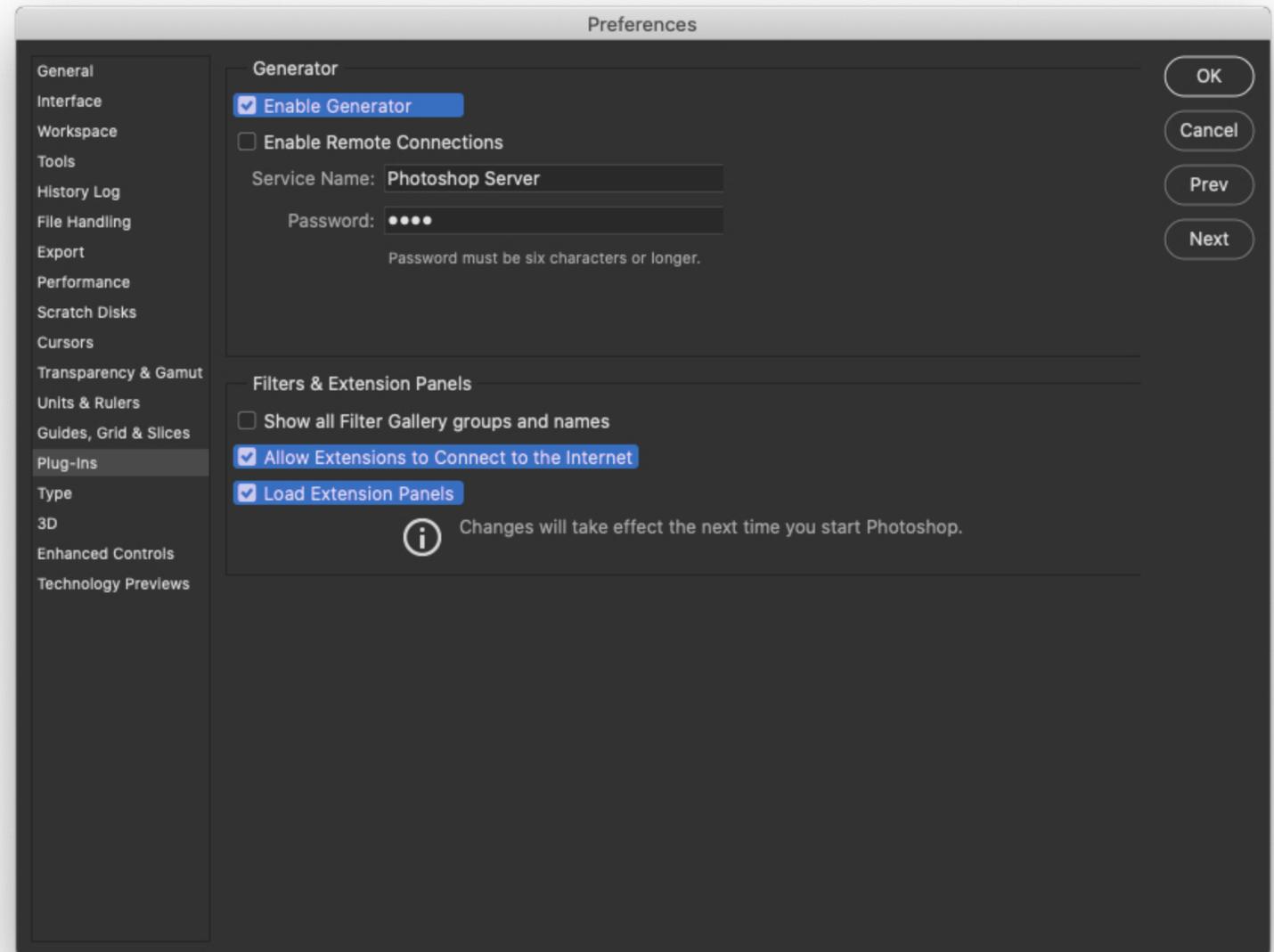
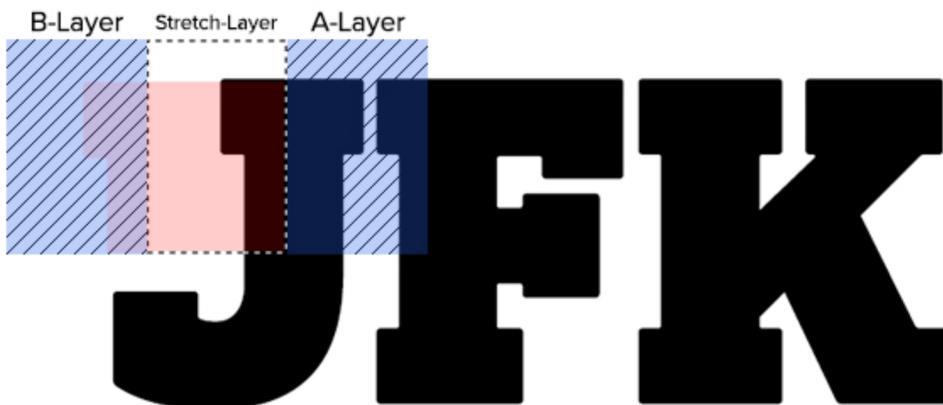
Troubleshooting

The Plugin pops out and disappears quickly.

Go to: Photoshop > Preferences > Plug-Ins
Make sure the following checkboxes are active.
If not, enable it and restart Photoshop.

Cannot select “B-Layer”

As long as any Direction Render Button activated,
the plugin is in standby mode, and you can not select the “B-Layer”
Just deactivate the Direction Render Button to be able to select the layer.



Continuous rendering

Extreme stretch angles between “A-Layer” and “B-Layer” will cause a continuous rendering process.
To avoid this, use Direction Render Buttons to create a stretch effect within different directions.

Selection location does not correspond to the activated Direction Render Button

The image shows the correct selection location according to the activated Left Direction Button
The letter will be stretched to the left.
If the Right Direction Render Button would be activated with the same selection location,
the plugin will show an alert error because it won't find any pixels on the left side.



**Hope you are happy with your purchase
Thank you for choosing our products**

