

Photoshop 7 Scripting Support

Installation

The main Photoshop® 7.0 installer does not install Scripting Support. To install scripting functionality, use the Scripting Support Installer included in this package.

If you have already installed ScriptingSupport version 1.0 for Photoshop 7.0, you do not need to un-install it before installing version 1.0.2.

Uninstalling

On Mac OS, remove the Scripting folder inside the Plug-Ins folder, the Scripts folder inside the Presets folder, and the Adobe Unit Types scripting addition from the Scripting Additions folder.

On Windows® use the Add or Remove Programs control panel.

Documentation

In addition to this Read Me file, there are several other documents which you can refer to while using Photoshop 7 Scripting Support.

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| ❖ PS 7.0 Scripting Guide.pdf | This manual provides an introduction to scripting Adobe® Photoshop 7.0 on Mac OS and Windows. Chapter one covers the basic conventions used in this manual and provides an overview of requirements for scripting Photoshop. Chapter two covers basic scripting terms, concepts and techniques. Experienced AppleScript writers and Visual Basic programmers may want to skip to Chapter three for specifics on scripting Photoshop. |
| ❖ Sample Scripts Description.pdf | Contains a brief description of each of the sample scripts included with the Scripting Support package |
| ❖ JavaScript Reference.pdf | A complete listing of the objects and methods available for use in JavaScript. |
| ❖ JavaScript File Object.pdf | A description of the JavaScript File and Folder objects and how to use it in your Photoshop 7 JavaScripts. |
| ❖ VBScript Reference.pdf | A complete listing of the objects and methods available for use in VBScript. |

Notes

- ❖ Scripting Support is not compatible with PhotoScripter. To ensure that Scripting Support operates correctly, you must uninstall PhotoScripter first by removing the PhotoScripter plug-in from the Photoshop Plug-Ins folder.
- ❖ To save to a Photoshop file containing layers in a non-layered format (such as JPEG) you will need to first flatten the document and specify explicitly to not save as copy.

- ❖ When using the “bits per channel” property on the document object, note that “one” only applies to Bitmap documents. “eight” and “sixteen” apply to all other document modes.
- ❖ Only PDF files that do not have password security can be opened.
- ❖ Non-US versions of Photoshop ignore the arguments: "orientation", "resolution", and "color space" when opening Kodak PhotoCD images. If you are opening Kodak PhotoCD images on non-US versions of Photoshop you may have to change these values after opening an image. Alternatively you can either record an action that performs the open command and play that action from the script, or you can use the ActionManager interface to create a custom open routine. See "PS 7.0 Scripting Guide.pdf" on how to use the ActionManager interface.

AppleScript

- ❖ Photoshop has to be the front-most application to print from a script.
- ❖ If you create a new document and then immediately try to get a history state Photoshop will return an error. You must activate Photoshop (make it the front-most application) once before you can access history states.
- ❖ When viewing the Photoshop dictionary using Apple’s Script Editor, the complete list of open and save formats cannot be displayed because of the large number of choices available. The complete list of available open and save formats are listed here.

open **anything** -- the file(s) to be opened

[as Acrobat TouchUp Image / Alias PIX / BMP / CompuServe GIF / EPS / EPS PICT preview / EPS TIFF Preview / Electric Image / Filmstrip / JPEG / PCX / PDF / PICT file / PICT resource / PNG / Photo CD / Photoshop DCS 1.0 / Photoshop DCS 2.0 / Photoshop EPS / Photoshop format / Photoshop PDF / Pixar / Portable Bitmap / raw / SGI RGB / Scitex CT / SoftImage / TIFF / Targa / Wavefront RLA / Wireless Bitmap]

save **reference** -- the object or objects to be operated upon

[as Alias PIX / BMP / CompuServe GIF / Electric Image / JPEG / PCX / PICT file / PICT resource / PNG / Photoshop DCS 1.0 / Photoshop DCS 2.0 / Photoshop EPS / Photoshop PDF / Photoshop format / Pixar / Portable Bitmap / raw / SGI RGB / Scitex CT / SoftImage / TIFF / Targa / Wavefront RLA / Wireless Bitmap]

Visual Basic

- ❖ After you install Scripting Support on Windows, droplets that were created by Photoshop 6.0 and earlier will stop working. Droplets that are created with Photoshop 7.0 will work with or without the scripting support installed. When you uninstall Scripting Support droplets created with Photoshop 6.0 or earlier will work again.

- ❖ The name of the COM type library needed by Visual Basic is “Adobe Photoshop 7.0 Object Library,” NOT “Adobe Photoshop 7.0 Type Library.” This "object library" type library must be added to any Visual Basic project that wishes to work with early binding and enumerations. See documentation for how to use your older Visual Basic scripts with Photoshop 7 Scripting Support.

Technical Support

Please consult the document "Photoshop 7.0 Scripting Support Policy and Resources" in the Adobe support knowledge base. To access the document, go to <http://www.adobe.com/support/products/photoshop.html> and type the document number 327286 in the Support Knowledgebase field.

You can also share your scripting questions and experiences in the Photoshop Scripting User-to-User forum at <http://www.adobe.com/support/forums/main.html>.

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