
brusherator-manual Documentation

Release 1.3.2

Sergey Kritskiy

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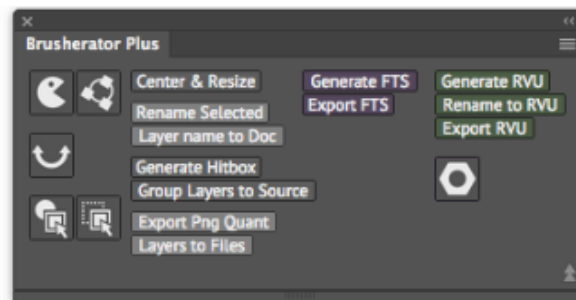
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What is Brusherator?

In several words, it is a Photoshop panel that allows you to have brush and tool presets, actions and scripts on it.

In further detail, Brusherator is a system of several panels and scripts that will allow you to work with high efficiency and speed. It's not a brush manager for you instruments that will spit all the tools you have to you, but rather like a highly customisable surgeon table when you have all the tools you need for particular task in the right places. And you can have several tables for different tasks. And also you can switch between them in a press of the button.

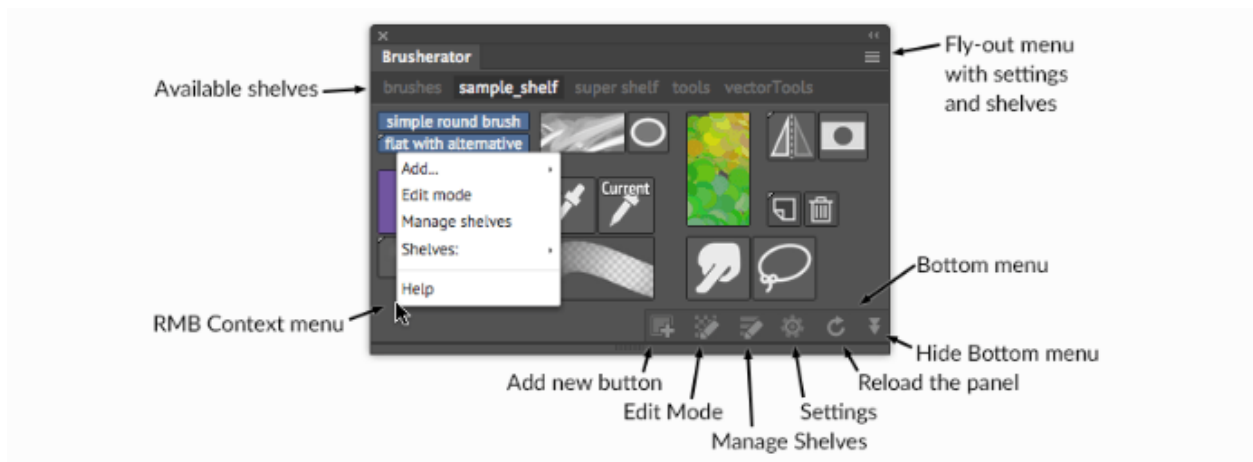
Does your company use custom scripts and actions for Photoshop? Since Brusherator allows placement of Actions and Scripts, you can have them all on in front of you whenever you need them.



Contact me at kritskiy.sergey@gmail.com Twitter: [@ebanchiki](https://twitter.com/ebanchiki) Grab the extension on [Cubebush](#) or [Gumroad](#)

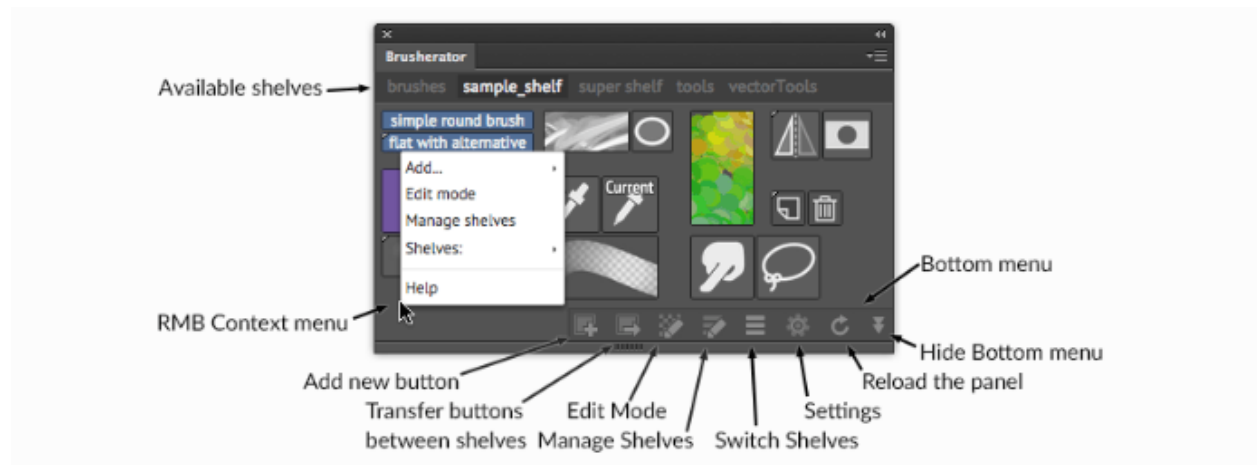
Interface and settings

Interface

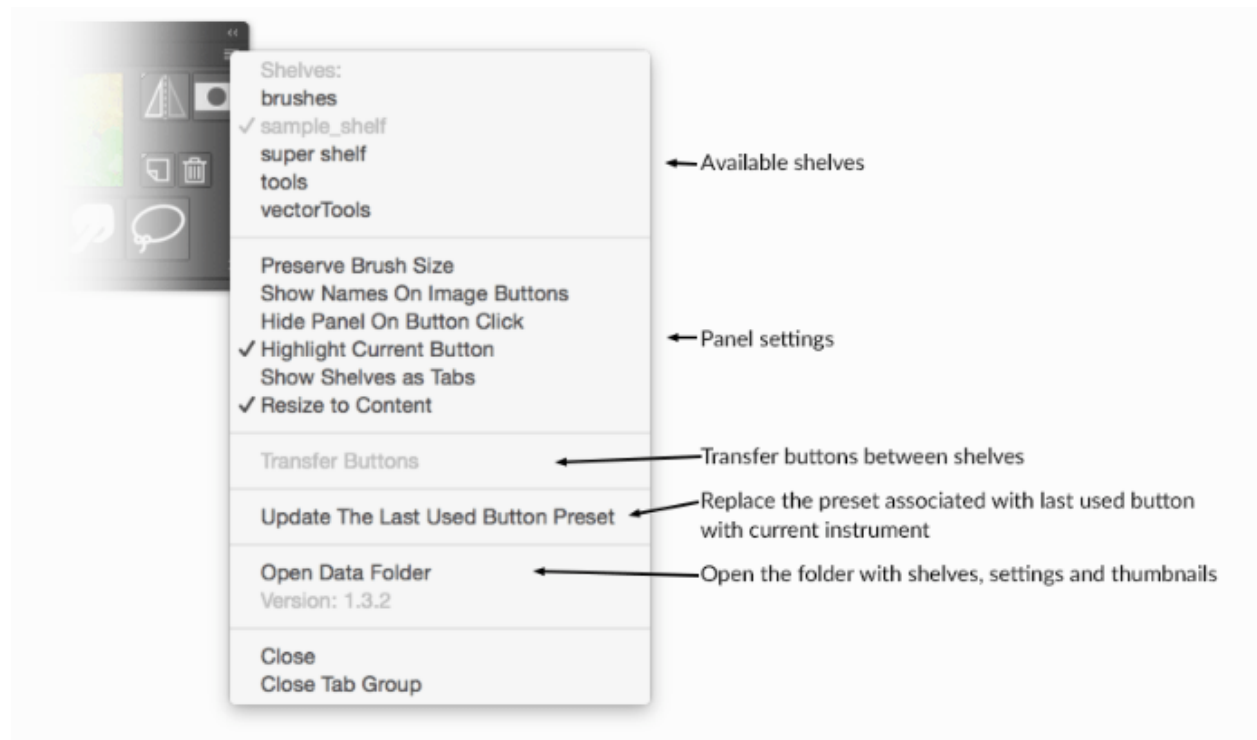


CC2013 Differences

Note that interface and hotkeys for first Photoshop CC (2013) is slightly different because it lacks some functionality of modern Photoshops: like Fly-out menu for instance.



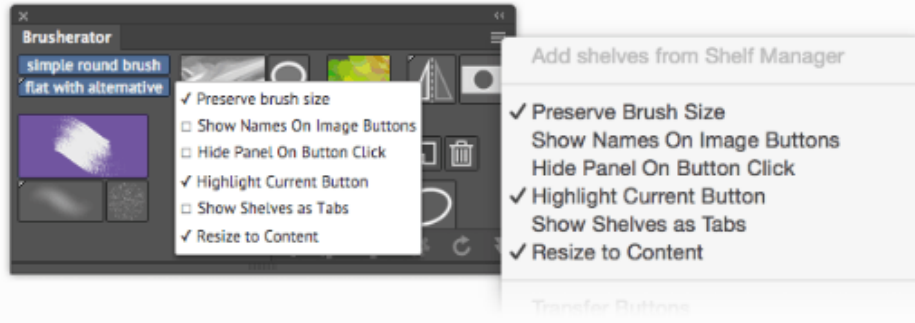
Fly-out menu



- Transfer Buttons is available when *Edit Mode is active*

Settings

Settings are available from Fly-out menu (*CC2014+*) and Settings button in the Bottom menu. Settings are unique for Brusherator and Brusherator Plus.



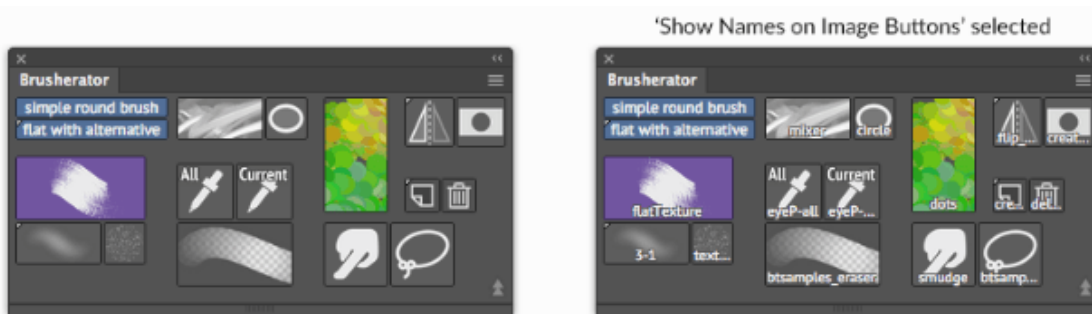
Preserve Brush Size

With this option selected, next preset will inherit current tool size



Show Names on Image Buttons

With this option selected, buttons with thumbnails will have their names shown



Hide Panel on Button Click

Clicking a button will hide the panel. Reopen it with *hotkey*

Highlight Current Button

Last clicked button is highlighted with this option turned on

Show Shelves as Tabs

Shelves are visible on the panel

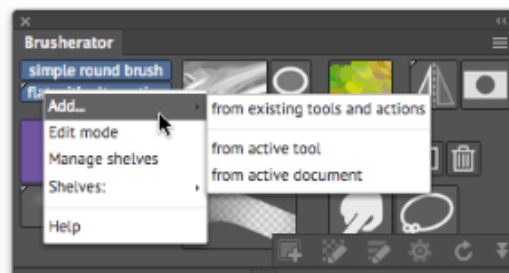
Resize to Content

Switching between shelves will optimize the size of the panel (*CC2015+*)

Add Buttons to the panel

You can add buttons to the panel from:

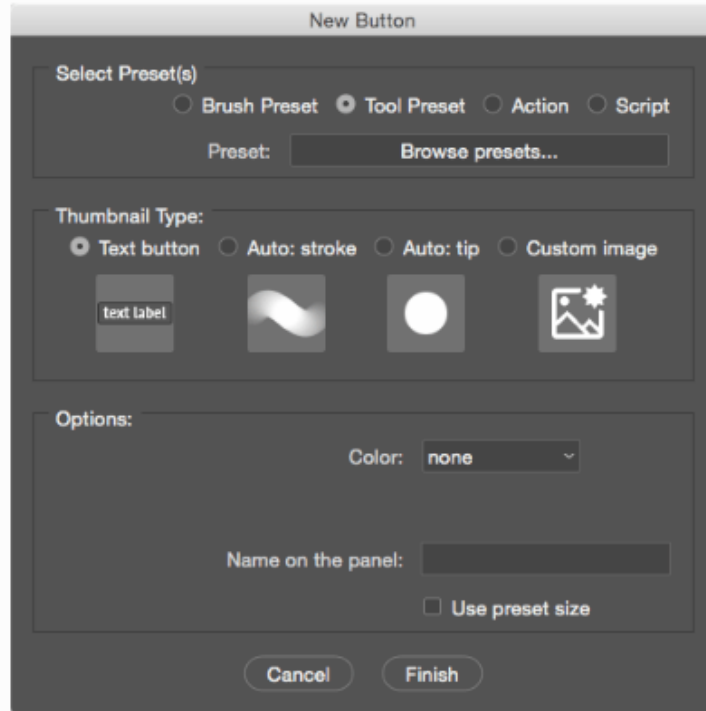
- RMB click on empty space and select Add . . . (button will be created in mouse cursor position)
- + button in the Bottom menu (button will be created in the top-left corner of the panel)
- Ctrl/Cmd+Click on empty space (*CC2014+*) (button will be created in mouse cursor position)



Add Button window

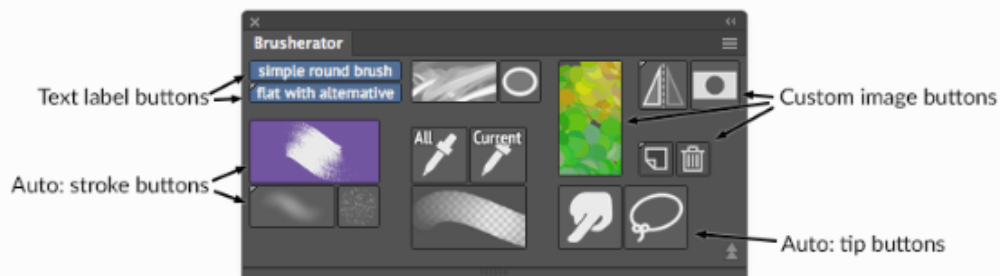
Add Button window consists of 3 sections:

- Which preset the button will trigger
- How the button will appear on the panel
- Options for button and appearance



Thumbnail types

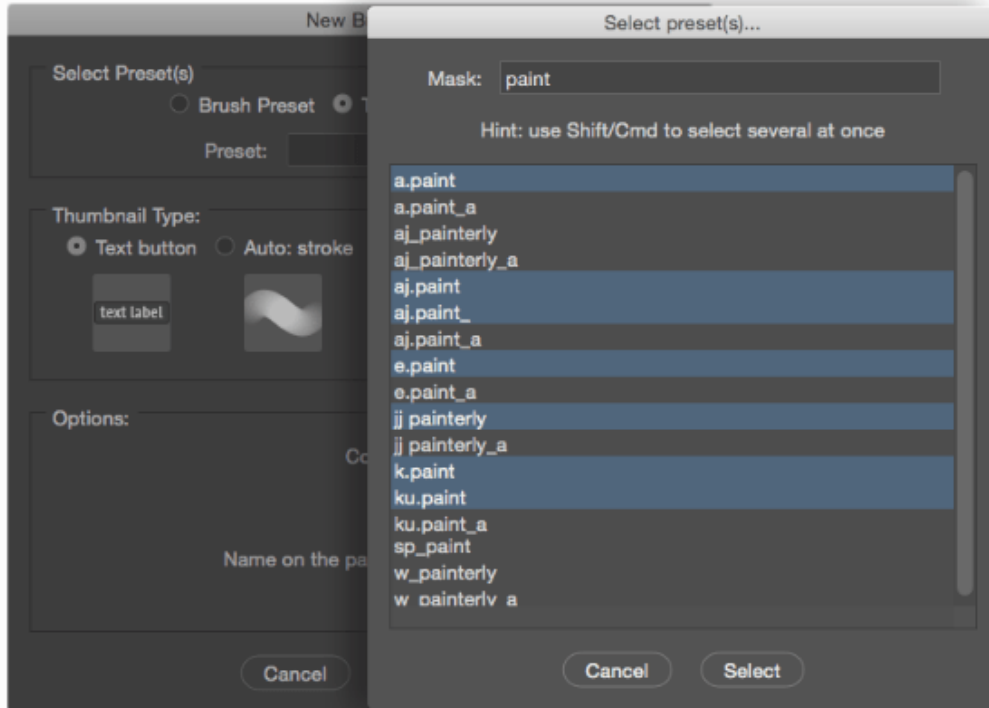
- Text Buttons are simple and small text labels, for them you can set background color and name
- Auto: stroke and Auto: tip are auto-generated thumbnails which you can edit later, options are: size, background color and name
- with Custom image you can use any currently opened document as a thumbnail for button, options are: name and image selector
- with Use preset size option selected the button will ignore global Preserve Brush Size setting



Add... From Existing Presets

Use this command to add one or several buttons for existing Tool presets, Brush presets, Actions or Scripts. Hold Shift while selecting the command to set the last used settings in the Add Window

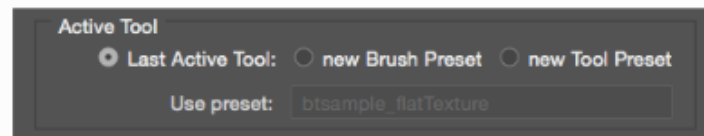
Select Preset(s) window:



Use Mask to filter items by name (*This works slow on Macs with CC2015+, blame Adobe*). Select a row of items with Shift+Click or add items to selection with Ctrl/Cmd+Click

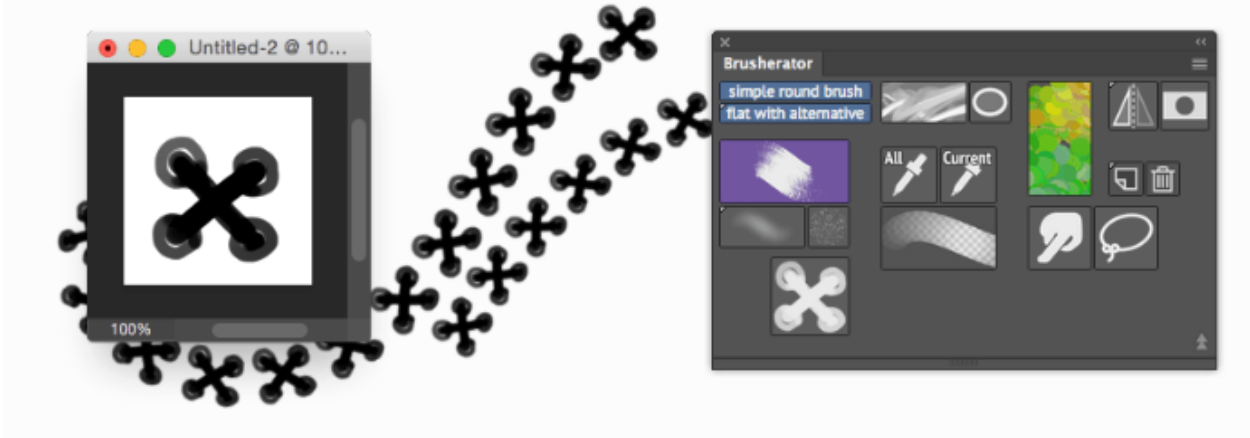
Add... From Last Used Preset or Active Tool

Use this command to add the last used Brush/Tool preset on the panel (without choosing it from the list) OR to create a new preset based on active tool. Hold Shift while selecting the command to automatically create a new preset and add a button with last used settings.



Add... From Active Document

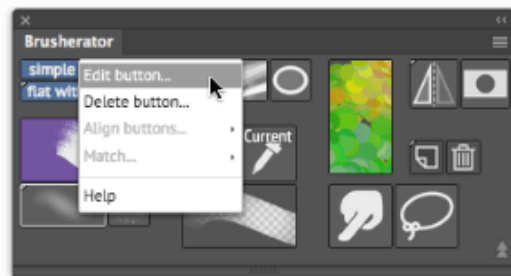
Use this command to create a new Brush or Tool preset based on any opened document (analogue of Edit > Define Brush Preset) Hold Shift while selecting the command to automatically create a new preset from the upmost document and add a button with last used settings. Update the preset after making necessary changes from *Edit Button window*



Edit Buttons and their arrangement

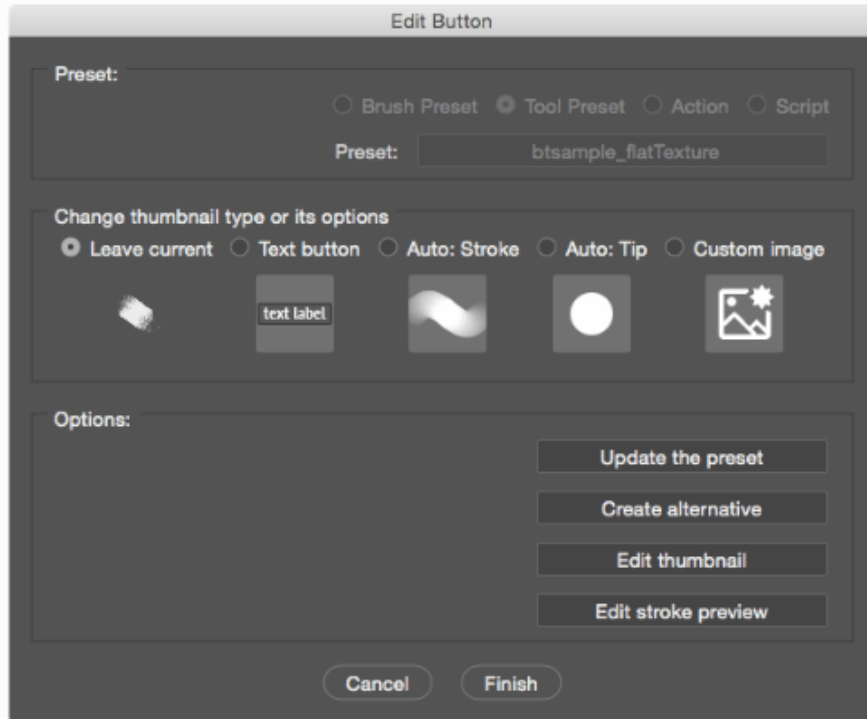
This section is about editing individual button properties and customizing your panel.

To edit button settings, chose `Edit button...` from RMB-menu or `Alt+Click` the button:



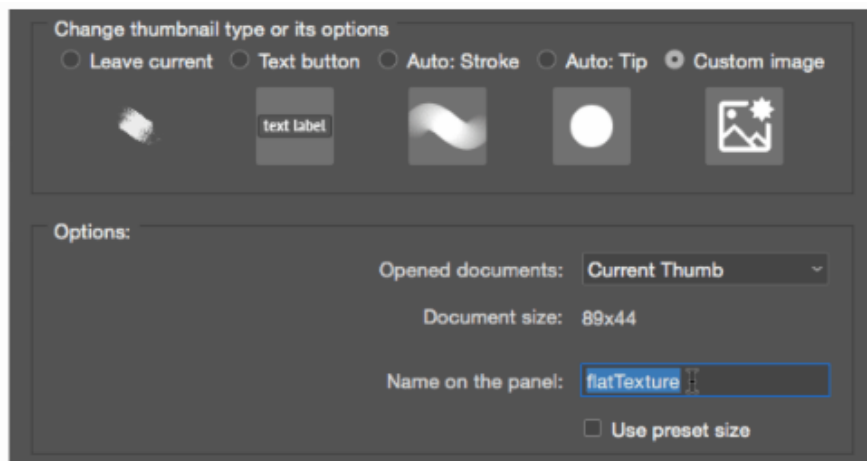
Edit Button window structure resembles the *Add Button window*.

- The assigned preset and its type are indicated in the first section
- The second section is used to change the appearance of the button
- The third section is used to update preset setting or change new appearance options



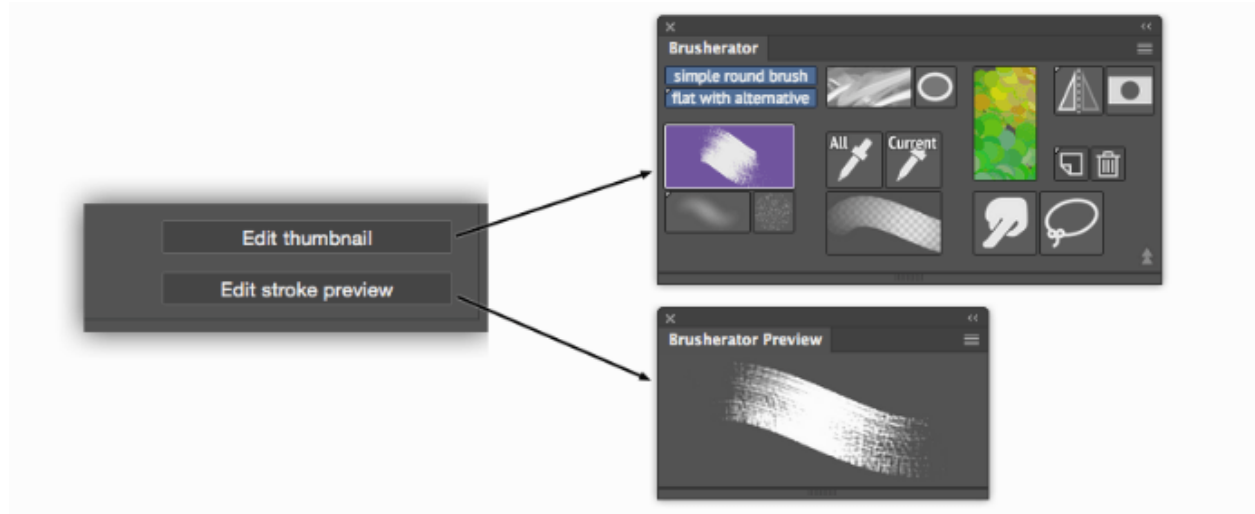
Button Appearance

Select a different appearance type to recreate the button with different name, background color or update the thumbnail. To change the name for thumbnail button, select `Custom image`, use `Current Thumb` and change the name in `Name on the panel` field:



Update thumbnails

`Edit thumbnail` will open open thumbnail of the button for editing in PS, `Edit stroke preview` will open stroke preview for Brusherator Preview.



Update Preset and Create/Update Alternative

Current Brush or Tool Preset can be updated directly from Edit Button window of Brusherator. Use `Update the preset` button to replace the preset, assigned to the button, with active instrument. *Alternatives* also can be created or updated from this window.

Edit Mode

In Edit mode you can resize thumbnail buttons, move buttons around, align and match size/color. Hit `Alt+Click` on empty space, use RMB-menu or Edit Mode button in the Bottom Menu to switch to Edit Mode.



Selecting and moving buttons

Draw rectangular selection, add or subtract from selection with Ctrl/Cmd+Click. Move buttons freely.

Note that in older *CC2013* Ctrl/Cmd+Click won't work, there's a `Add to Selection` item in button RMB-menu.

Resizing

Grab a handler in bottom-right of any button with Thumbnail to resize it. Text buttons resizing is coming in future.

Aligning, stacking

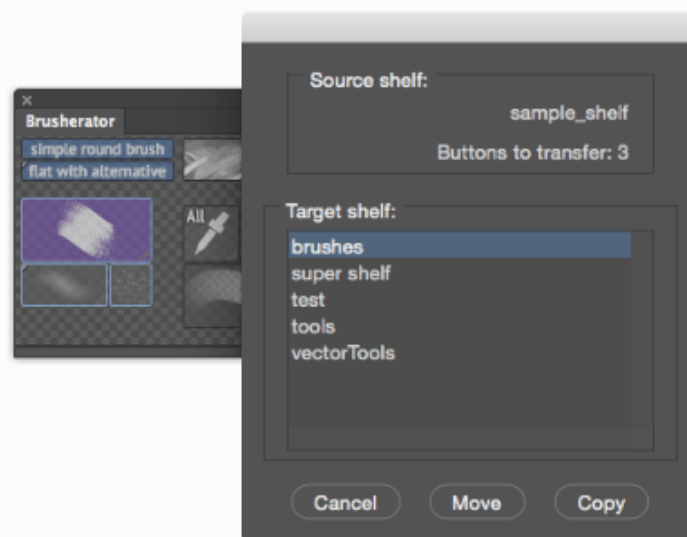
Use `Align` submenu to align or stack buttons together

Matching Size and Color

Use `Match` submenu to match thumbnail buttons size or background color. The button on which the submenu was called will be a reference for size or color.

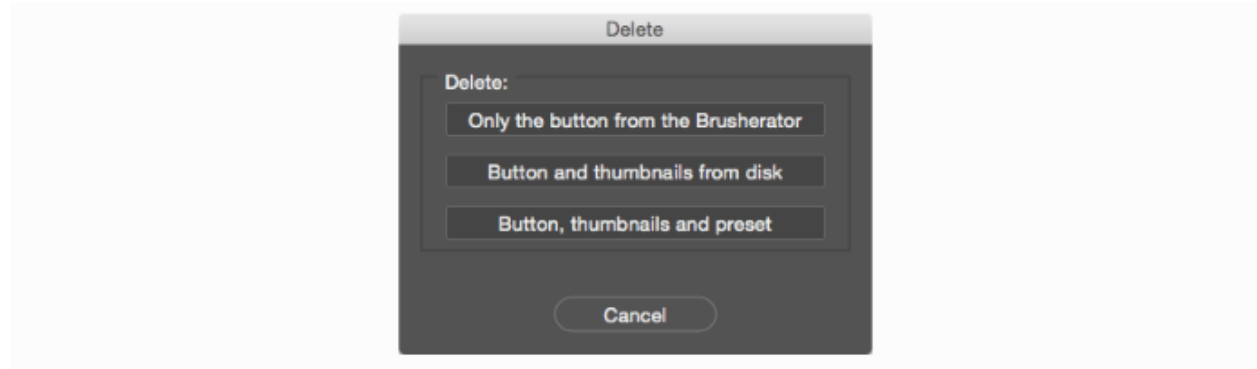
Transferring buttons between shelves

Select the buttons you want to copy or move to a different shelf and use `Transfer Buttons` command from Fly-out menu (or Bottom menu for *CC2013*)



Deleting Buttons

Shift+Click on a button or use `Delete button` RMB-menu command to delete a button from the panel. While in Edit Mode you can delete several selected buttons with RBM-menu command.



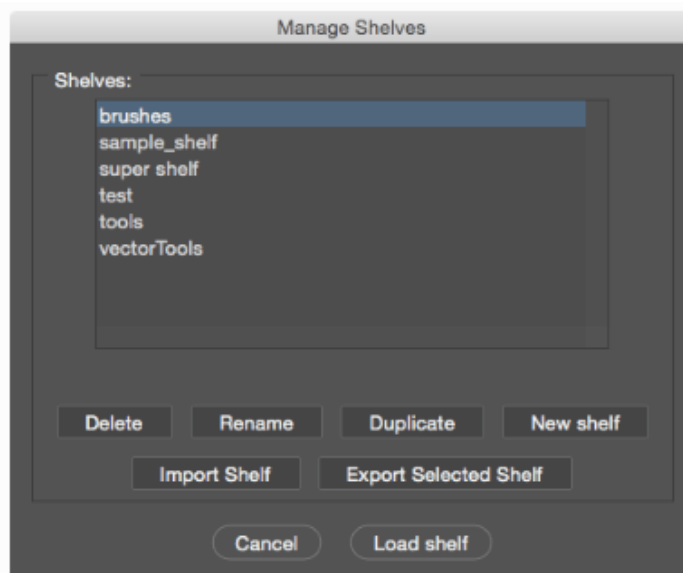
- `Only the button` will delete the button from Brusherator without deleting the preset and thumbnails (useful if you have the same button on several shelves)
- `Button and thumbnails` will delete the button and all the thumbnails, but leave the preset in Photoshop
- `Button, thumbnail and preset` will also delete the Preset from Photoshop

Shelves are like different tables for your tools, you can you can have Shelves for particular situations, particular interfaces, actions and whatnot.

Manage Shelves

Open Manage Shelves window from RMB-menu on empty space or from Bottom-menu.

- You can rename, delete, switch between existing shelves, create new an import/export shelves.
- Note that active shelf can't be renamed or deleted: switch to a different shelf before doing any of these things with it



Using Hotkey

You can use hotkeys to switch between shelves on Brusherator and Brusherator Plus. Read more in *Advanced Features section*

Data Folder

All shelves are .txt files in your Data Folder. If you want to manually backup/edit them (to batch rename a lot of buttons or reassign any existing button to a different preset for instance), open Data Folder from Fly-out menu.

Alternatives for tools

On Brusherator one button can call two presets, actions or scripts and the second preset is called an *Alternative*. Since both presets share the same button, usually it's convenient to have as an alternative a tool that is *similar* to the main tool. Several examples:

- Two actions: one will flip image canvas horizontally and the second — vertically;
- Hard and soft round brushes;
- Horizontal and vertical brush with the same shape
- Eyedroppers with `Current Layer` and `Current & Below` settings

To create an Alternative for Brush or Tool preset, simply hit `Create Alternative` button in *Edit Button* window. You can also manually create them: rename or create a preset, Action or Script that has `_a` suffix after the name of the main tool (like `paintbrush` and `paintbrush_a`, `doSomething.jsx` and `doSomething_a.jsx` for scripts)

Buttons with Alternatives have white left-top corner. To select an Alternative, `Ctrl/Cmd+Click` a button.



Scripts

There're several scripts that come with Brusherator, they can be *assigned to hotkeys* to further improve your experience and speed:

- `toggleAlternative`: Toggles between Main and Alternative of last selected button;
 - `bt_cycleTools`: Cycle between two last used button on Brusherator or BT Plus;
 - `toggleBrusherator` and `toggleBrusheratorPlus`: toggle visibility of Brusherator and Brusherator Plus panels;
 - `BT_brushes`: script for switching between shelves (see below)
-

Switching between shelves with hotkey

`BT_brushes` script can be used to switch to a particular Shelf with a hotkey. It'll also show the panel if was hidden.

1. Close Photoshop;
2. Go to `*Photoshop Folder*/Presets/Scripts` and find `BT_brushes.jsx` file there;
3. Duplicate as many instances of the script as you need: each instance will be used to switch to a particular shelf;
4. Rename the instances of the script with the following pattern:
 - `BT_` (for Brusherator) OR `BTP_` (for Brusherator Plus) + shelfname + `.jsx`

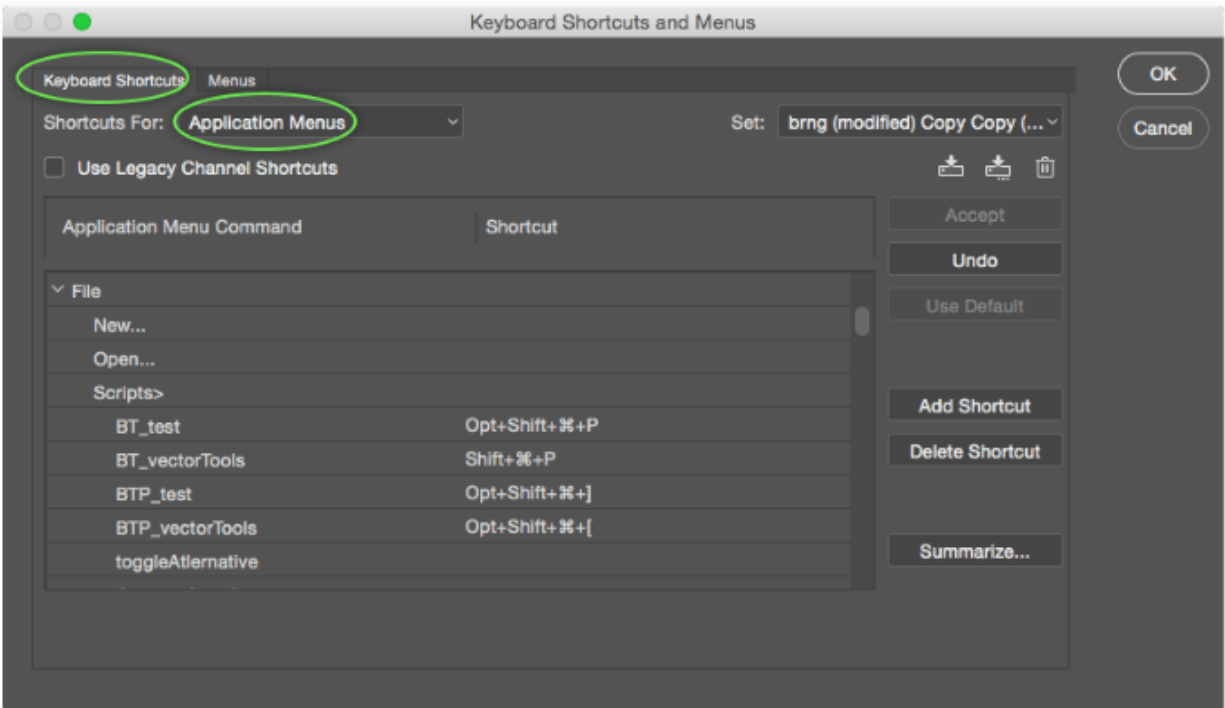
Examples: `BT_Heads.jsx` will switch to Heads shelf of Brusherator; `BTP_texture_brushes.jsx` will switch to texture brushes shelf of Brusherator Plus.

If the script tries to switch to non-existing Shelf, new Shelf will be created.

Assigning scripts to hotkeys

To assign scripts to hotkeys

1. Go to `Edit > Keyboard Shortcuts Photoshop` menu
2. Make sure that `Shrotcuts For:` is set to `Applications Menu`
3. Find BT shorcuts under `File > Scripts`
4. And assign shortcuts



Tips

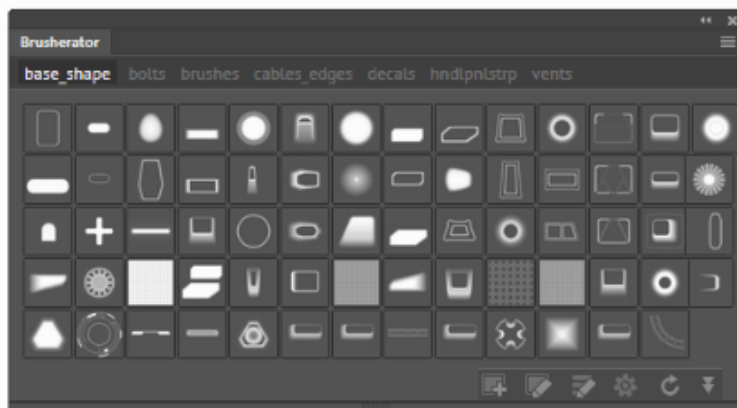
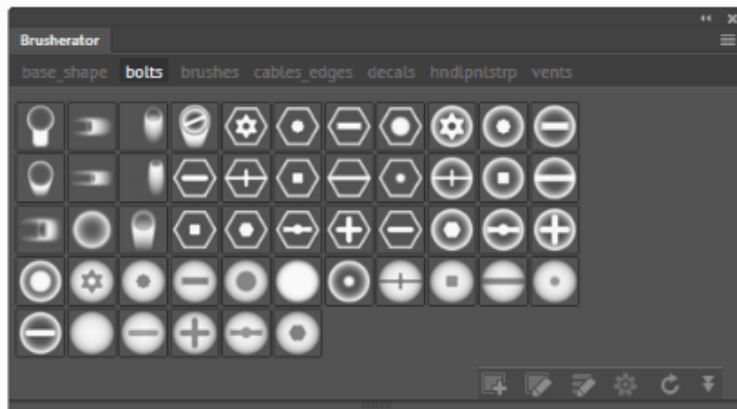
- Buttons with Eyedropper tool presets will automatically switch back to painting tool
- Hold shift when adding new buttons to automatically put last used settings in appearance options
- Use `bt_cycleTools` script to quickly switch back to previous used tool
- Adding buttons from Active Tool is a great way to create temporary tools for specific tasks: like when painting a chain or a bunch of stones:
 - create an tip for new preset
 - use `Add...` from active document to create a new preset with this tip, hold Shift so it'd create automatically with last used settings
 - adjust the brush
 - use `Update The Last Used Button Preset in Fly-out menu` to implement the changes
- Message me if you encounter something weird or have new ideas to kritskiy.sergey@gmail.com

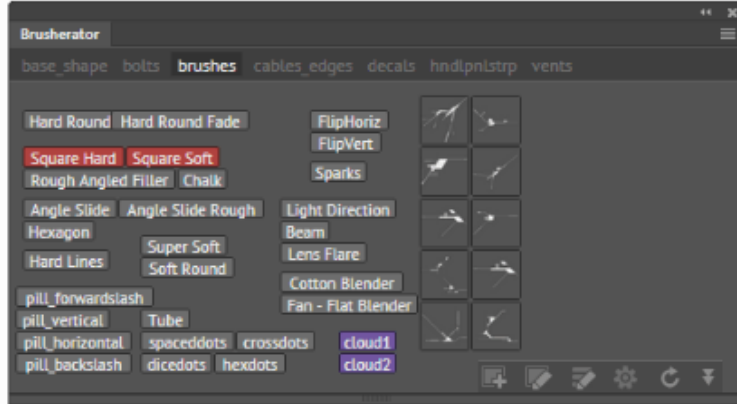
CHAPTER 6

Showcase Gallery

Here are several images of what people do with Brusherator. Send me your cool configs! kritskiy.sergey@gmail.com

By Michael Pavlovich:



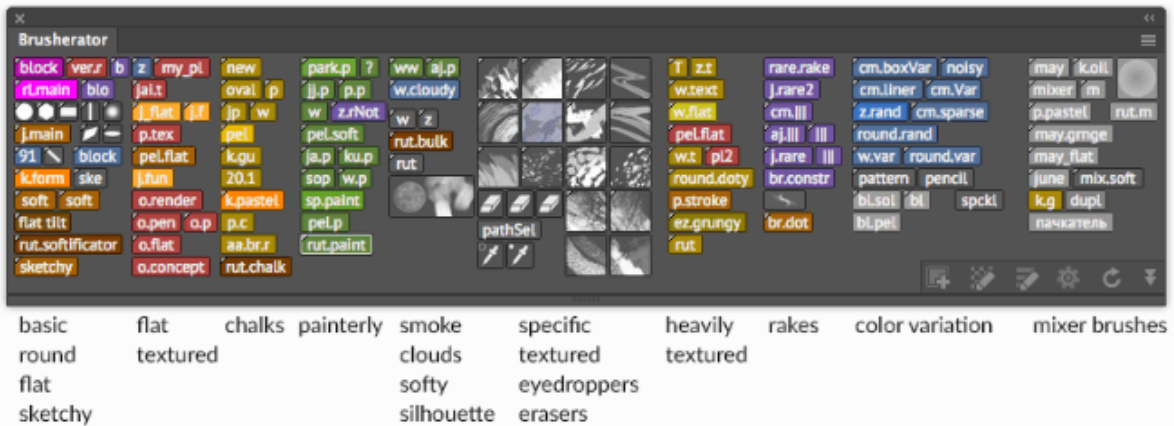


By Dan:





my current setup:



25 Oct 2017: Brusherator 1.3.5

- Fixed Delete and Export for Brush Presets in CC2018
- Fixed inability to change Previewrator panel size in PS CC2018
- Fixed toggle_alternative script not working with Brush Presets
- Fixed \ symbol in shelf name causing troubles

18 Oct 2017: Brusherator 1.3.4

- Fixed inability to change panel size in PS CC2018
- Fixed rare freezes on Win10
- Scripts from symbolic links inside PS Scripts folder are imported correctly
- I fixed something in bt_cycle script but I don't remember what
- Installer installs additional scripts to CC2018 folder

25 May 2017: Brusherator 1.3.3

- Fixed an error with localised PS versions

24 May 2017: Brusherator 1.3.2

- New documentation

- Panel settings are stored in Photoshop rather in Web Storage (this will reset current settings on first launch)
- Resize handler active area is smaller now, easier to move small buttons in Edit Mode
- `bt_cycleTool` will respect Preserve Brush Size option
- `BT_` and `BTP_` shelf switchers will reveal the panel if it's hidden and won't reload the panel if they're supposed to load the active shelf (please recreate your switchers with the updated `BT_brushes.jsx`)
- No more scrollbars when tabs are visible
- Resize to Content option respects tabs (in most cases lol)
- Fixed Transfer Buttons for PS CC 2013
- Fixed `bt_cycleTools` script for PS CC 2013
- Buttons are created in correct coordinates in Tabbed mode
- Current Thumb appearance option from Edit Button won't require an opened document to work

17 Apr 2017: Brusherator 1.3.1

- Tooltips for all functions
- Tooltips on buttons will show the name of the preset they're linked to
- Scripts in Alias folders will appear in Select Scripts windows
- Scrollbars are in the color of Photoshop UI and smaller
- Fixed some crashings on Windows 10
- Sample panel only loads from Brusherator, not Brusherator Plus
- No more persistent scrollbar when Show Shelves is enabled

28 Mar 2017: Brusherator 1.3.0

- Sample shelf for first-time users
- Scripts may be added on the panel as buttons
- Export/Import Shelves
- Delete several (selected) buttons in one go
- Add a button from last used preset
- Cycle between two last used buttons (with `bt_cycleTools`)
- Holding SHIFT while hitting "add from active tool" will create a new button using the last used settings
- Bottom-right menu disappears if the panel size is too small
- Set background color for auto-thumbnails
- Create/update alternative presets directly from Edit Button window
- Marquee select several buttons
- Align/stack buttons, match their size and background color
- Option to auto-resize Brusherator to panel content (CC2015 and above)

- Bottom-right menu remembers its state
- Alternative tools can use both prefix “a_” and suffix “_a”
- Buttons with missing tools marked with red overlay
- Buttons with missing thumbnails marked with red cross
- GUI support all 4 colors of the Photoshop UI color
- Better icons for light version, icons are SVG now
- All Brusherator scripts are now in separate category
- BT is more prone to weird shelf names
- Warnings for presets with emoji symbols (they’ll cause errors)
- No more weird behaviour of buttons with negative coordinates
- No more buttons stacking upon each other (buttons made in the same coordinates will spread out after panel reload)
- Buttons always respect the grid
- Fixed weird text rendering on Windows for text buttons
- Errors in shelf files won’t cause the panel to break
- ExternalObject error

05 Dec 2016: Brusherator 1.2.1

- Panel persistence is turned on

05 Dec 2016: Brusherator 1.2.0

- Brusherator Plus: a second panel for more tools!
- Move several buttons at once
- Copy or move brushes between shelves
- Option to show shelves as tabs
- Create new tool and brush presets directly from Brusherator
- Rename and duplicate shelves
- Update current preset from Flyout menu
- More scripts for power users
- New buttons are added under the cursor (when added from RMB menu/hotkey)
- Flyout menu of other extensions won’t create shelves on Brusherator (whaaat)
- No more empty lines in shelves
- No need to switch off Current Tool Only Photoshop option anymore
- Wrong names of context menu items

16 Nov 2016: Brusherator 1.1.0

- Actions may be placed on a panel as buttons
- Flyout menu (CC2014+) — striped small thing on the right of the panel
- You can select shelves from flyout menu
- Option to toggle brush size inheritance for all buttons (default: size is inherited)
- Option to toggle names visible on image buttons (default: off)
- Option to close a panel after button click (default: off)
- Name filter field in “Select Preset(s)” dialog is available on CC2015+ on OSX (may be slow!)
- You can open Brusherator data folder from flyout menu (for backups)
- Brush selection is faster on Windows
- “Name on the panel ” field is available for all types of buttons (so you could type a name for image button)
- “Use preset size ” checkbox if you want to override brush size inheritance for specific tool
- “Select Preset(s)” dialog is taller
- Checker for Current shelf
- Button size ignores Photoshop UI font size option
- Moving/resizing buttons in Edit Mode won’t trigger them
- Tablet Pen doesn’t lose sensitivity in Windows

11 Nov 2016: Brusherator 1.0.1

- Wrong thumbnails size when Photoshop rulers aren’t pixels
- Text buttons with spaces in their names jumping all over the place

10 Nov 2016: Brusherator 1.0.0

10 Nov 2016: Brusherator Preview 1.0