
brusherator-manual Documentation

Release 1.4.1

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Sep 03, 2018

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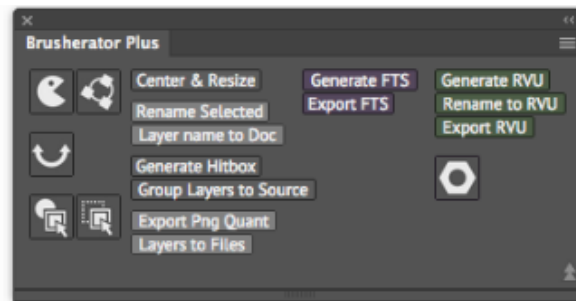
What is Brusherator?

In several words, it is a Photoshop panel that allows you to have a quick access to specific

- brush and tool presets
 - actions
 - scripts
 - and Photoshop menu items
-

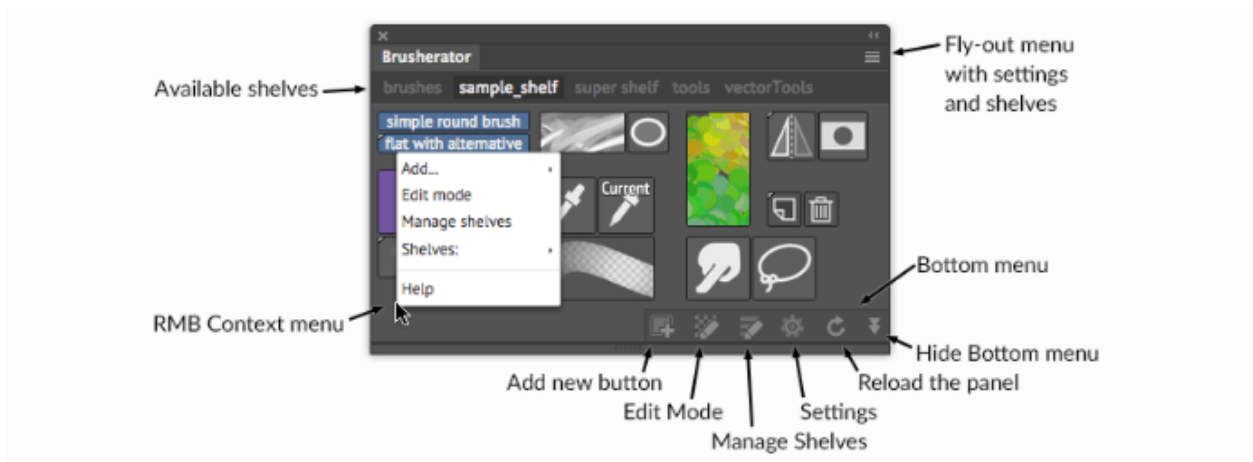
In further detail, Brusherator is a system of several panels and scripts that will allow you to work with high efficiency and speed. It's not a brush manager that will spit all the tools you have at you, but rather like a highly customisable canvas where you have all the tools you need, all in the right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

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



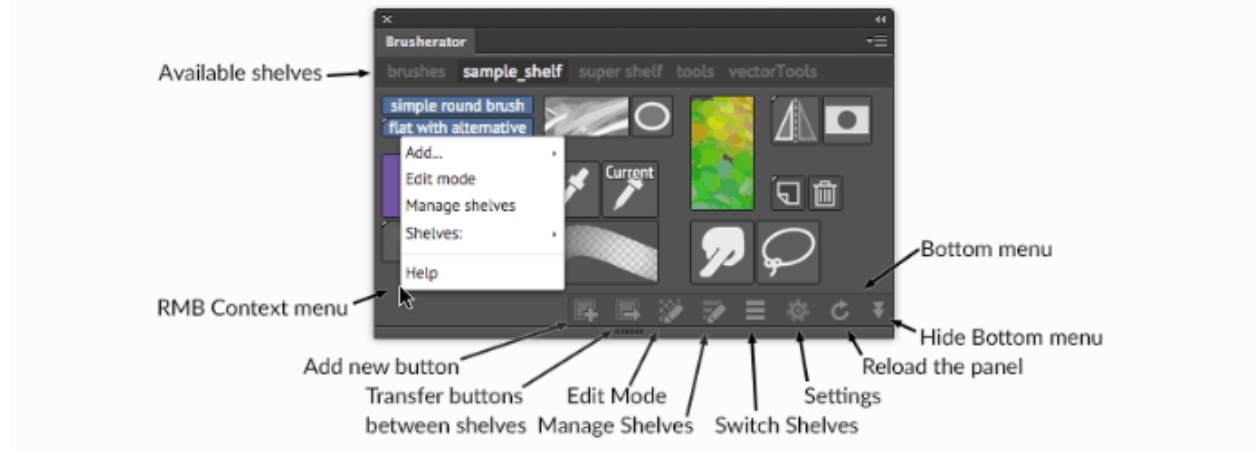
Contact me at kritskiy.sergey@gmail.com Twitter: [@ebanchiki](https://twitter.com/ebanchiki) Grab the extension on [Cubebush](#) or [Gumroad](#)

1.1 Interface

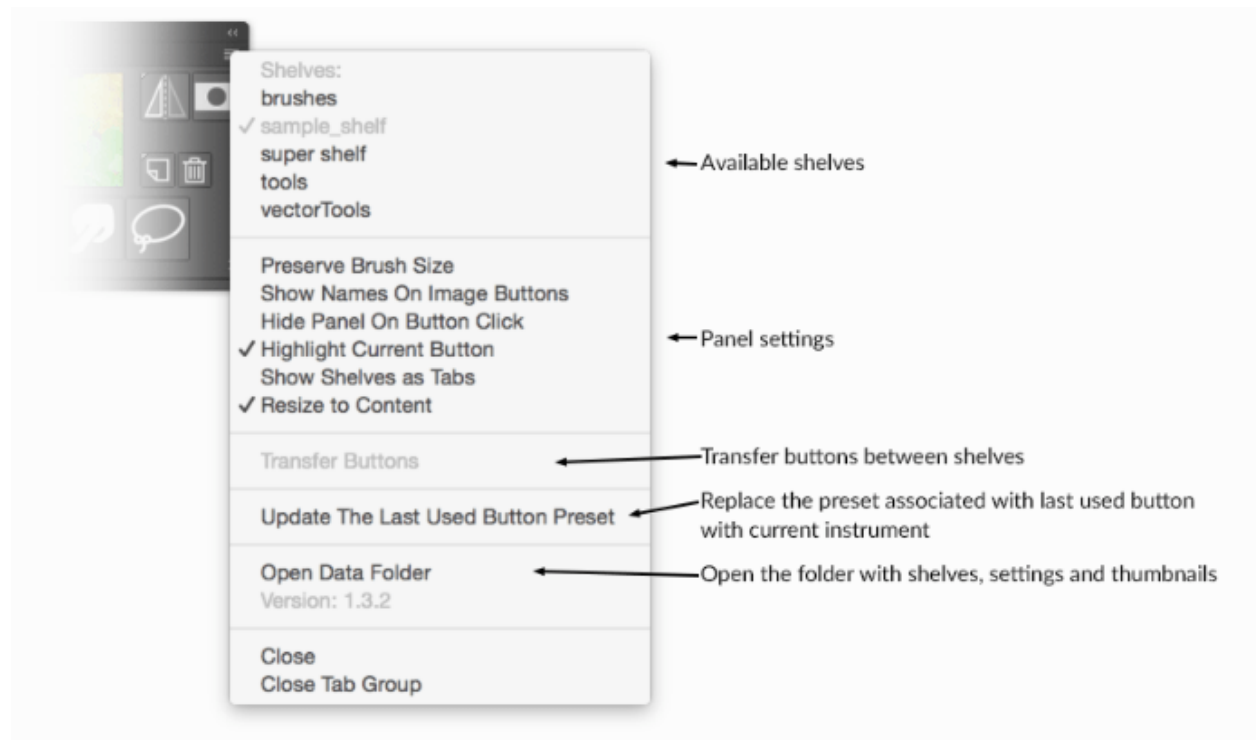


1.1.1 CC2013 Differences

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



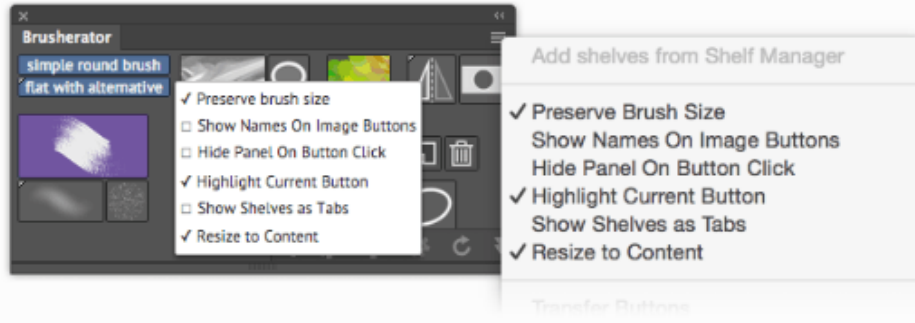
1.1.2 Fly-out menu



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

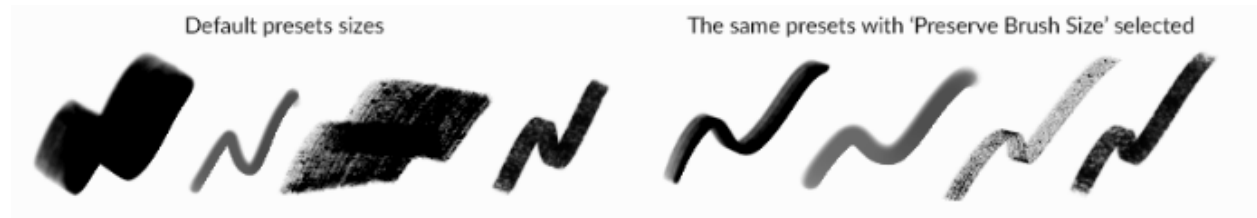
1.2 Settings

Settings are available from Fly-out menu (*CC2014+*) and *Settings* button in the Bottom menu. Settings are unique for Brusherator, Brusherator Plus and Plus 2.



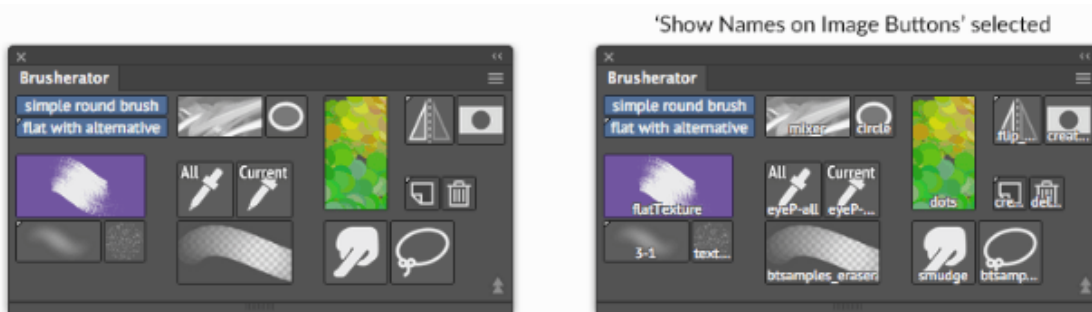
1.2.1 Preserve Brush Size

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



1.2.2 Show Names on Image Buttons

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



1.2.3 Hide Panel on Button Click

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

1.2.4 Highlight Current Button

Last clicked button is highlighted with this option turned on

1.2.5 Show Shelves as Tabs

Shelves are visible on the panel

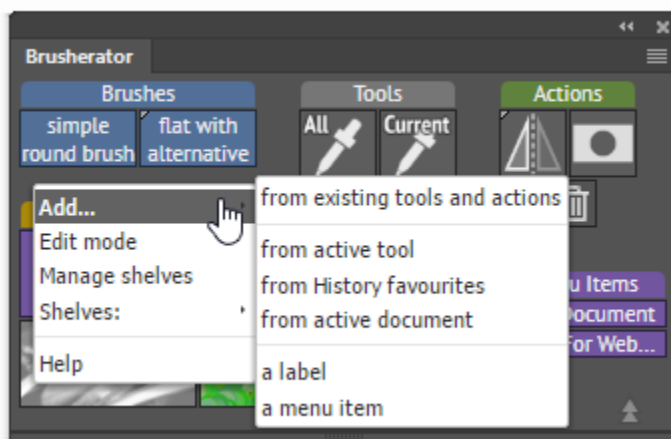
1.2.6 Resize to Content

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)

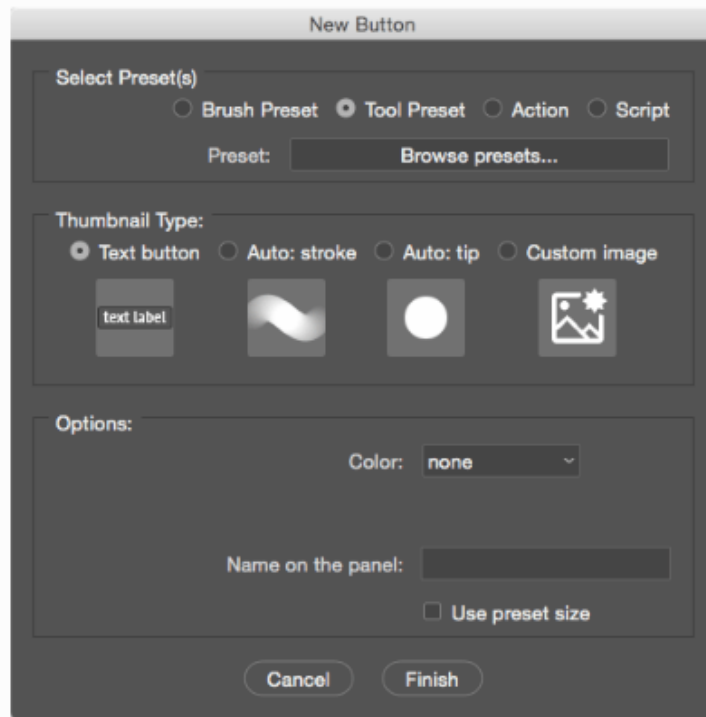


2.1 Add Button window

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



2.1.1 Thumbnail types

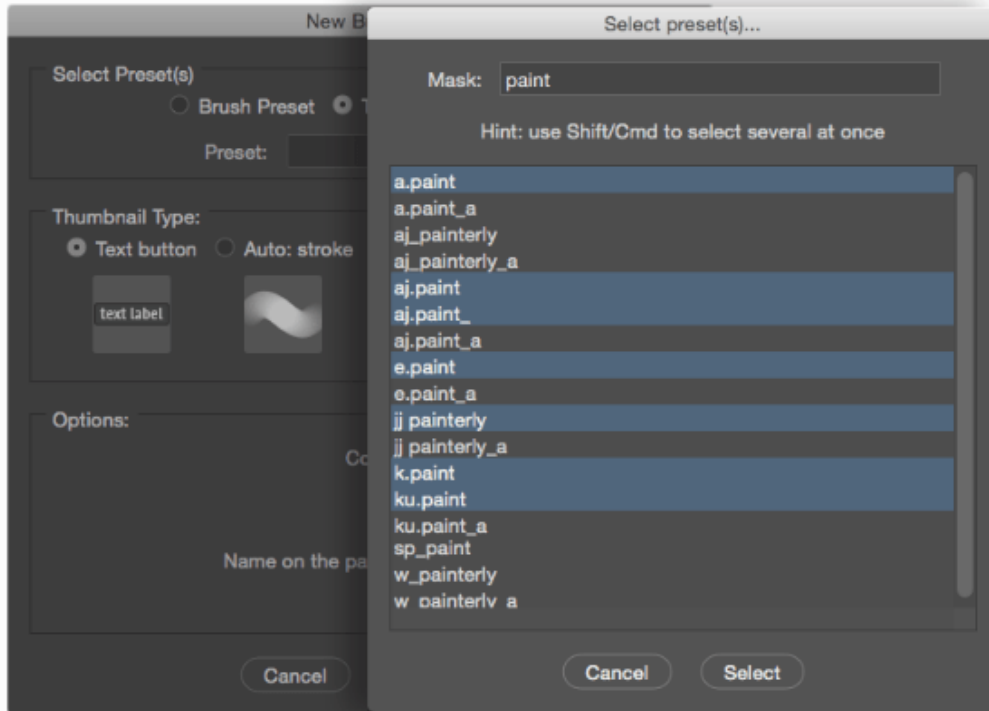
- Text Buttons are simple and small text labels, for them you can set background color and name
- Auto: stroke and Auto: tip are auto-generated thumbnails which you can edit later, options are: size, background color and name
- with Custom image you can use any currently opened document as a thumbnail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



2.2 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

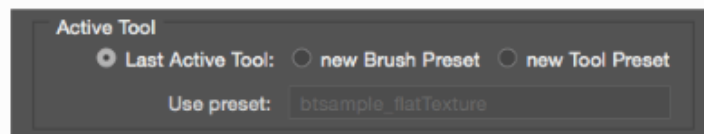
Select Preset(s) window:



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

2.3 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.

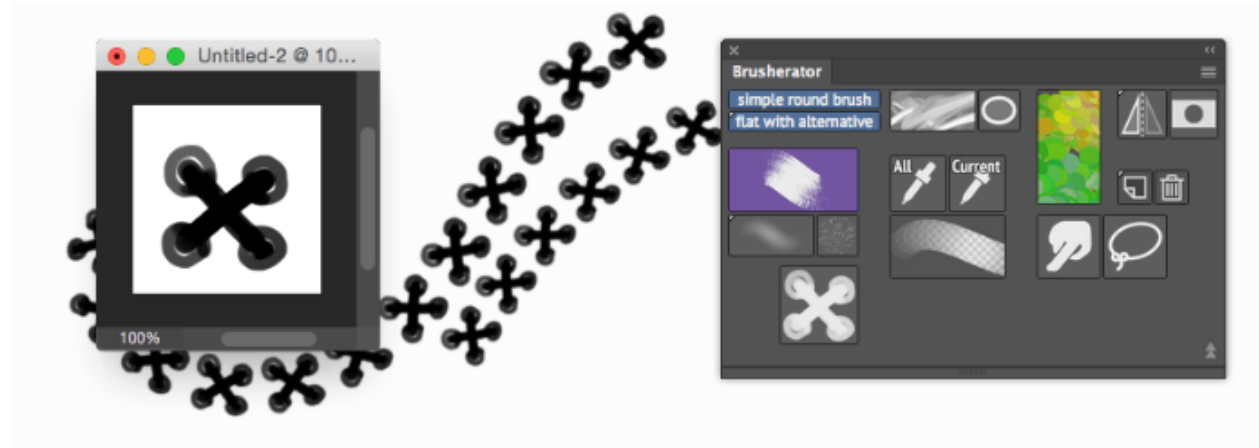


2.4 Add from History favourites

Use this command to add all the tool and brush presets that are marked as Favourites in *Brusherator History* to Brusherator.

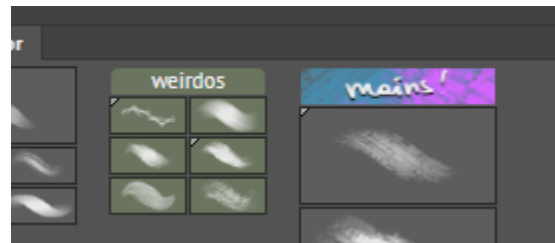
2.5 Add... From Active Document

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*



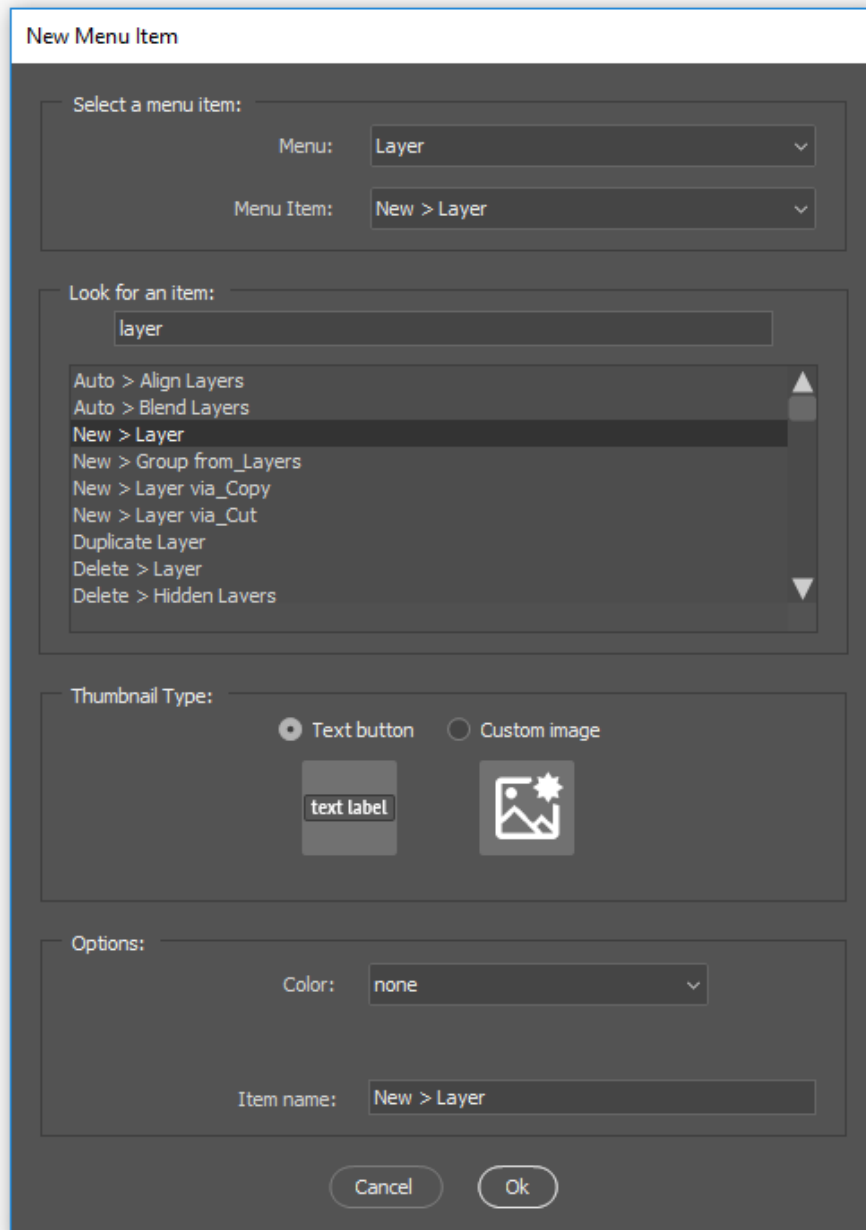
2.6 Add... a label

Use this command to add a text or thumbnail label to a panel which may be useful for labeling categories of buttons.



2.7 Add... a menu item

Use this command to add most of the Photoshop menu items to a panel. Here's an example of adding a New Layer command, using teh Search bar:

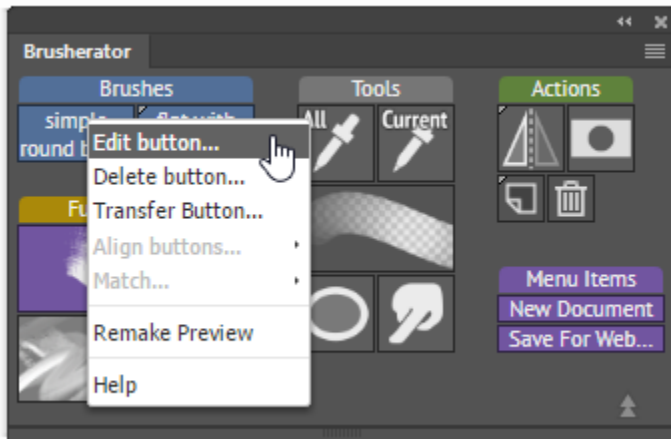


- Ctrl/Cmd-click on a menu item button will suppress a dialog (if applicable). For example, clicking on a New File menu item button will show a New File options window, Ctrl/Cmd-clicking will create a document with last used settings.

Edit Buttons and their arrangement

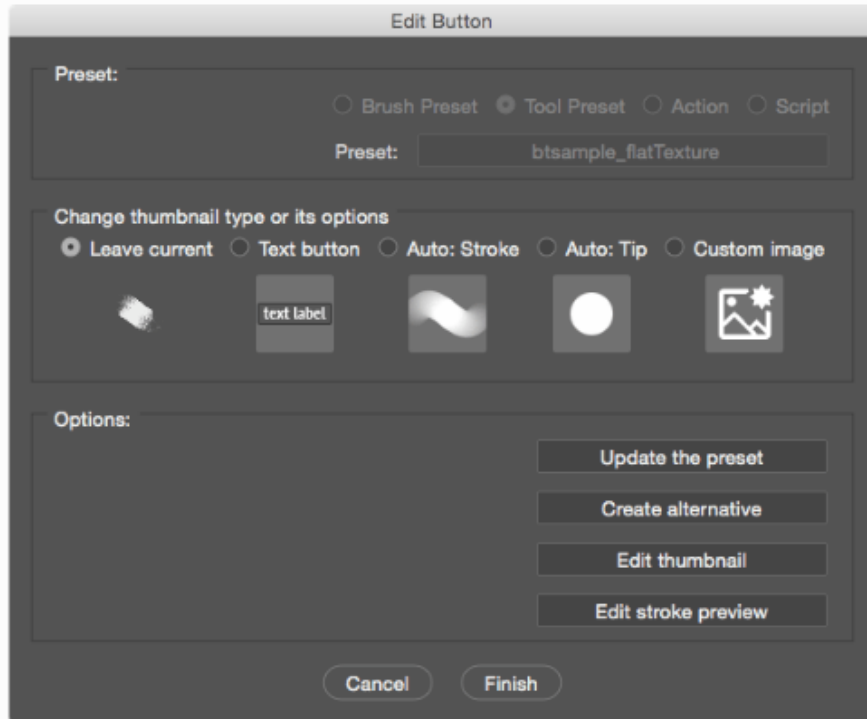
This section is about editing individual button properties and customizing your panel.

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



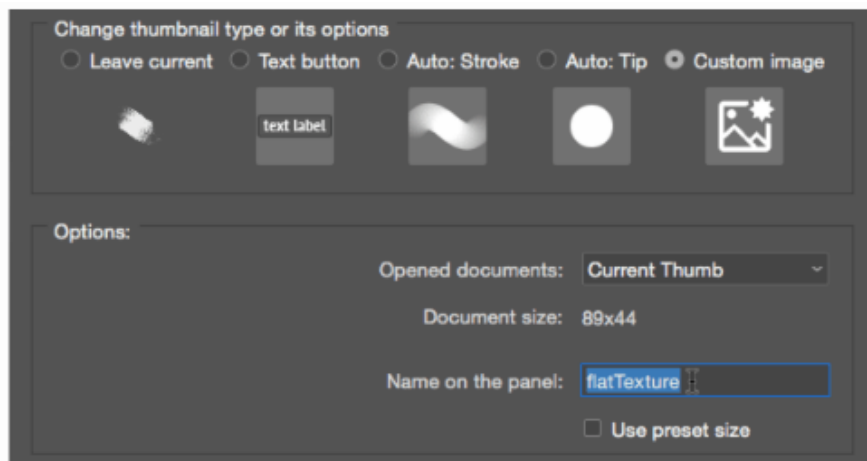
Edit Button window structure resembles the *Add Button window*.

- 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



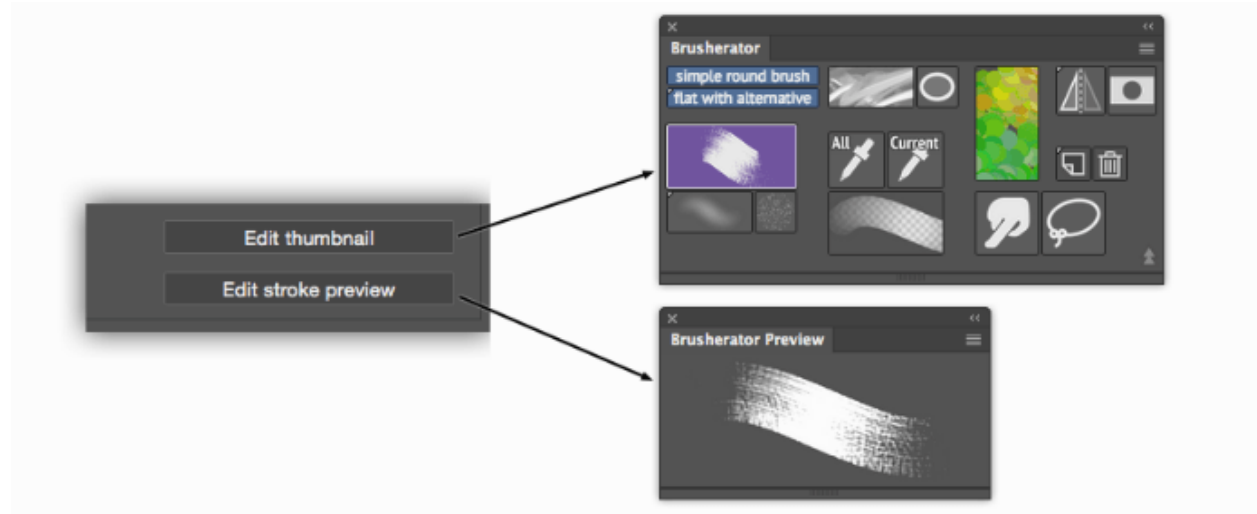
3.1 Button Appearance

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:



3.1.1 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.



3.2 Update Preset and Create/Update Alternative

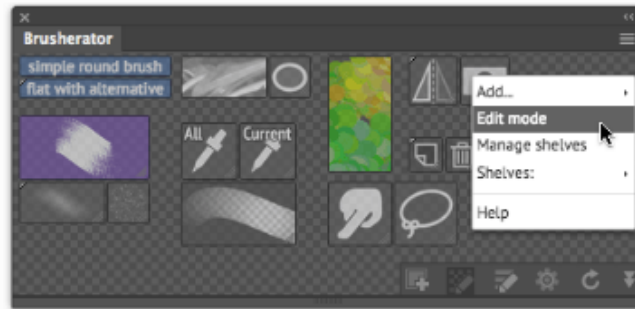
Current Brush or Tool Preset can be updated directly from Edit Button window of Brusherator. Use `Update the preset` button to replace the preset, assigned to the button, with active instrument. *Alternatives* also can be created or updated from this window.

3.3 Edit Mode

In Edit mode you can

- resize any button
- grab and move buttons around
- align them
- match size/color
- rearrange shelves (if you have `Show Shelves as Tabs` option enabled)

Hit `Alt+Click` on empty space, use RMB-menu or `Edit Mode` button in the Bottom Menu to switch to Edit Mode.



3.3.1 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.

3.3.2 Resizing

Grab and move a handler in the bottom-right of a button to resize it.

3.3.3 Aligning, stacking

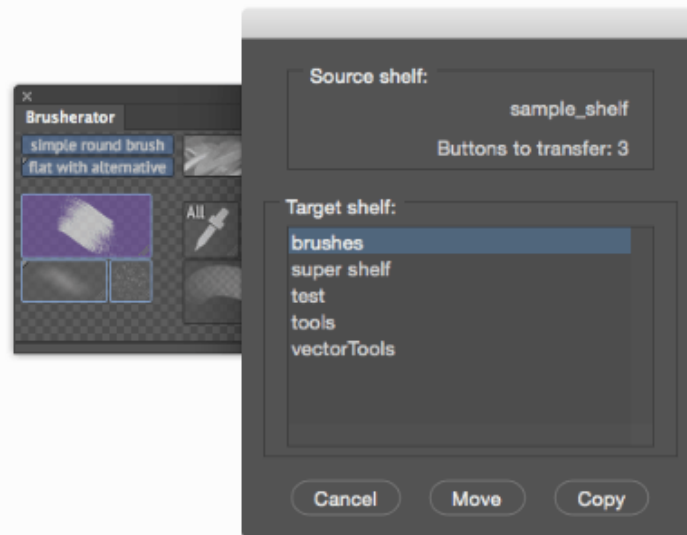
Use `Align` submenu to align or stack buttons together

3.3.4 Matching Size and Color

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

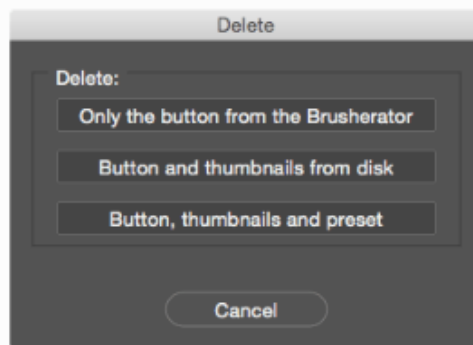
3.3.5 Transferring buttons between shelves

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)



3.4 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.



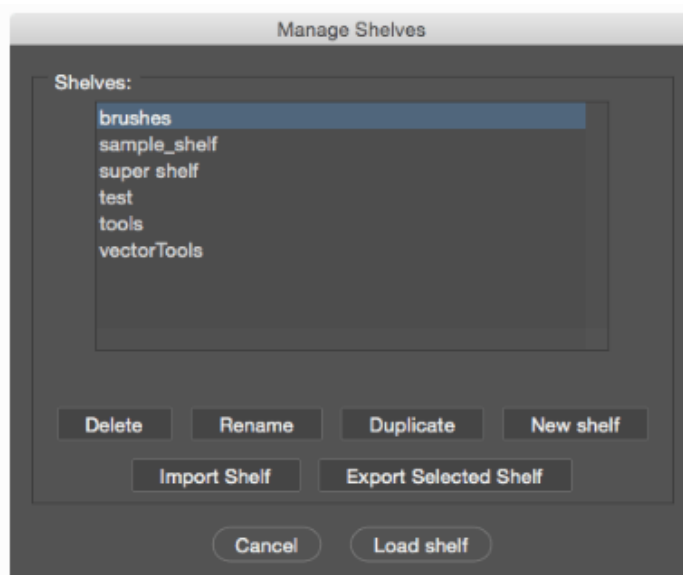
- `Only the button` will delete the button from Brusherator without deleting the preset and thumbnails (useful if you have the same button on several shelves)
- `Button and thumbnails` will delete the button and all the thumbnails, but leave the preset in Photoshop
- `Button, thumbnail and preset` will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

Shelves are like different canvases for your tools, you can you can have Shelves for particular situations, particular interfaces, actions and whatnot. Shelves may be rearranged in the *Edit Mode*.

4.1 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



4.2 Using Hotkeys

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

4.3 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.

Brusherator Plus

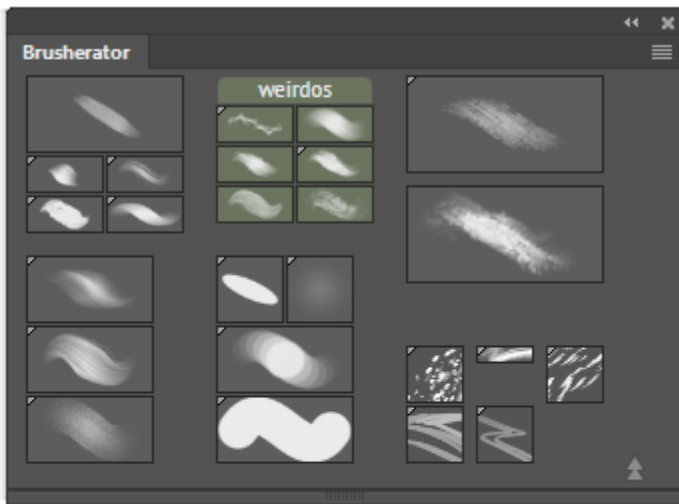
Brusherator as a system consists of 5 panels:

- Brusherator
- Brusherator Plus
- Brusherator Plus 2
- *Brusherator Preview*
- *Brusherator History*

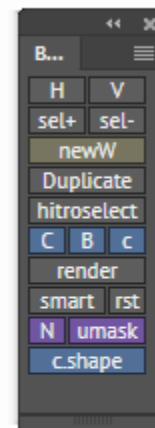
So what's the difference between Brusherator, Brusherator Plus and Plus 2? The answer is simple: Plus and Plus 2 are copies of Brusherator, which means that all 3 panels act absolutely the same, but each remembers its own settings. This allows to have different shelves opened in the same time, one panel can be horizontal and have shelves visible as tabs, while second can be horizontal and have actions on it, with a third being square with menu items: there're a lot of possibilities to efficiently customzie your workspace. Or you can completely ignore both Pluses: it's up to you.

An example of having different shelves opened in all three Brusherators:

Brusherator: brushes



Brusherator Plus: scripts, menu items



Brusherator Plus 2: vector tools

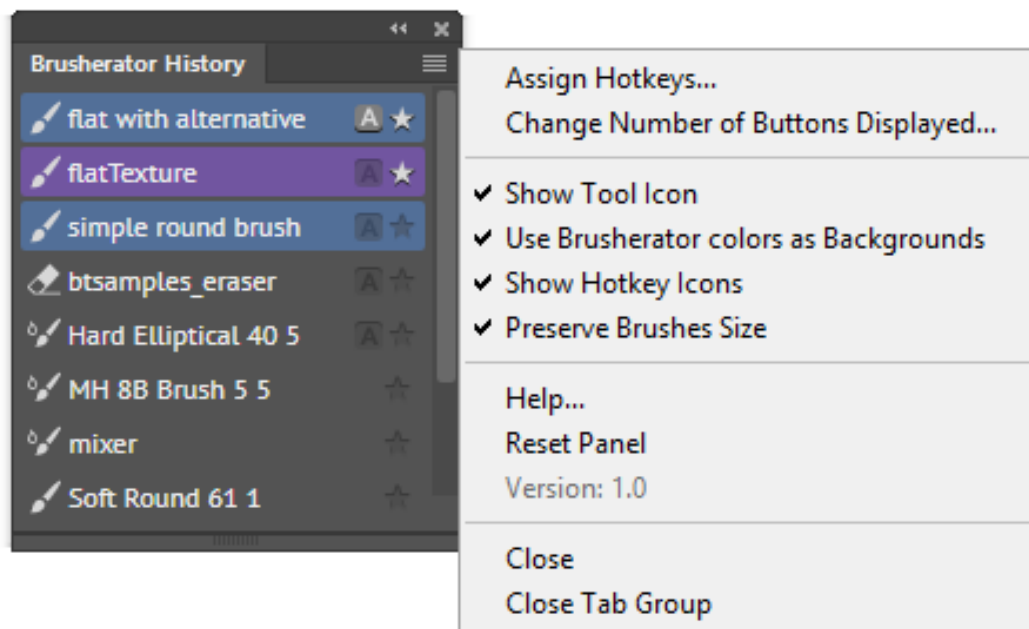


Brusherator History

Brusherator History is a panel that shows recently used tool and brush presets. Tools may be marked as favourites so they could stay be in the list or added to Brusherator, hotkeys may be assigned to specific slots. This panel will only work in Photoshops CC2015 and newer.

- Are you using a specific several brushes for a project? Mark them as favourite so they'd stay visible
 - Do you have a favourite brush and want to assign it to a hotkey? Mark it as favourite and assign a hotkey to that slot
 - Are you going through a list of downloaded brushes and trying to remember which one you liked? Simply mark them as favourite and move to Brusherator later using a *Add from History favourites* option.
-

6.1 Options



6.1.1 Assign Hotkeys

Here you can assign hotkeys for one of the five specific Brusherator History slots.

6.1.2 Change Number of Buttons Displayed

This will allow you to show a specific number of buttons

6.1.3 Show Tool Icon

Toggles tool icons visible on and off

6.1.4 Use Brusherator Color as Backgrounds

This will toggle a background color between grey and the one used on Brusherator button

6.1.5 Show Hotkey Icons

This will toggle hotkey icons on and off

6.1.6 Preserve Brushes Size

This will toggle preserving a size between different brushes no matter of a size in the preset

Brusherator Preview

Brusherator Preview is a simple satellite panel, that shows a large stroke or custom preview when you hover over the button in Brusherator. This is useful when you have small text buttons as a reminder of how the brush acts or to describe how a script/action button works.

Default preview size is 300x120px, to change it Right-Click anywhere on the panel and use Set Default Preview Size option.

To recreate a preview in case you changed the default size or a button, use Recreate Preview from Right-Click menu on Brusherator.

8.1 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.



8.2 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)
-

8.2.1 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`

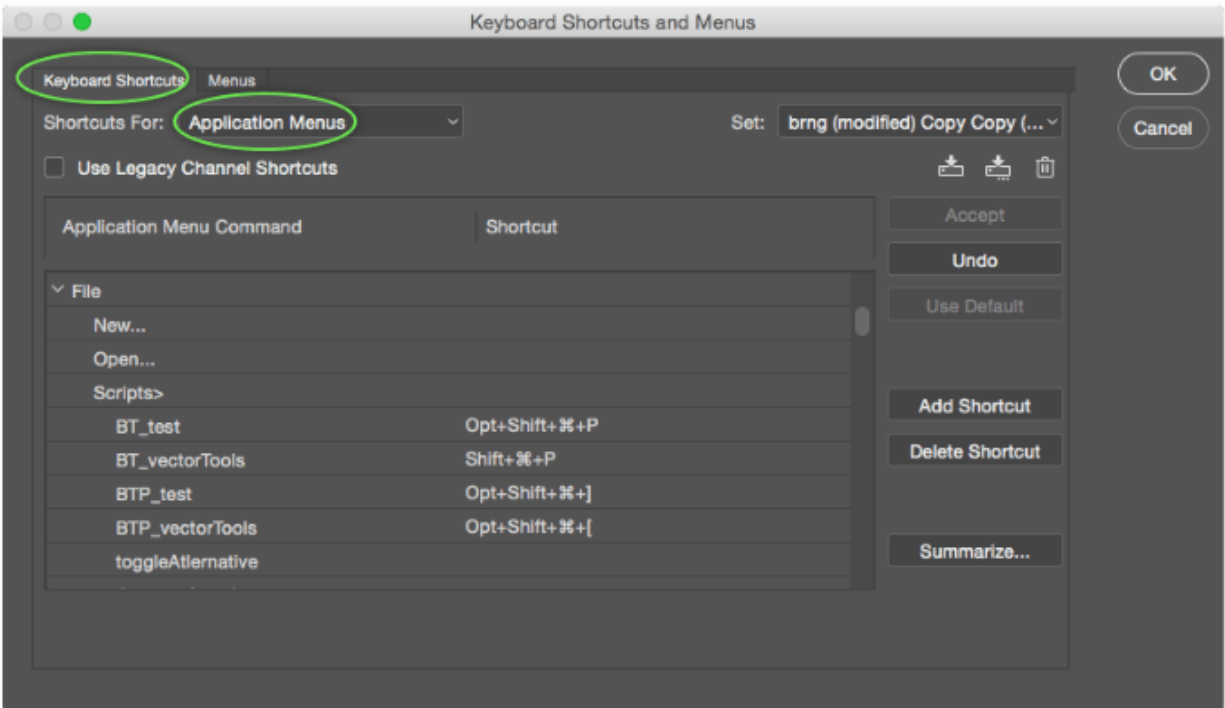
Examples: `BT_Heads.jsx` will switch to Heads shelf of Brusherator; `BTP_texture_brushes.jsx` will switch to texture brushes shelf of Brusherator Plus.

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

8.3 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



8.4 Tips

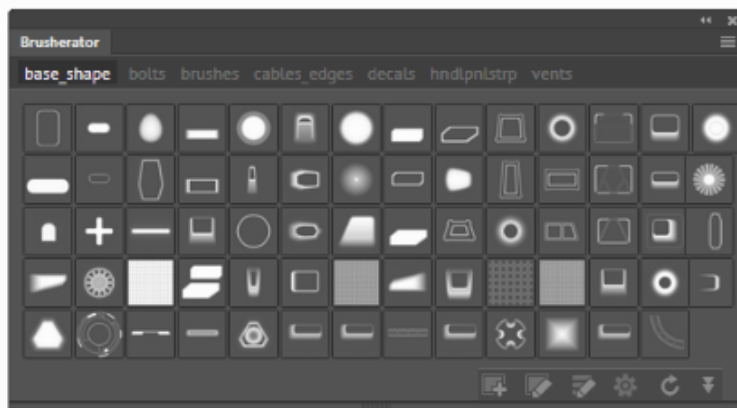
- Buttons with Eyedropper tool presets will automatically switch back to painting tool
- Hold shift when adding new buttons to automatically put last used settings in appearance options
- Use `bt_cycleTools` script to quickly switch back to previous used tool
- Adding buttons from Active Tool is a great way to create temporary tools for specific tasks: like when painting a chain or a bunch of stones:
 - create a 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

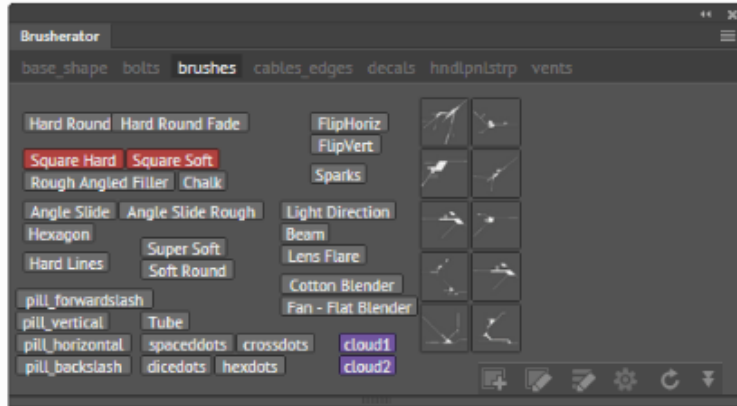
CHAPTER 9

Showcase Gallery

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

By Michael Pavlovich:



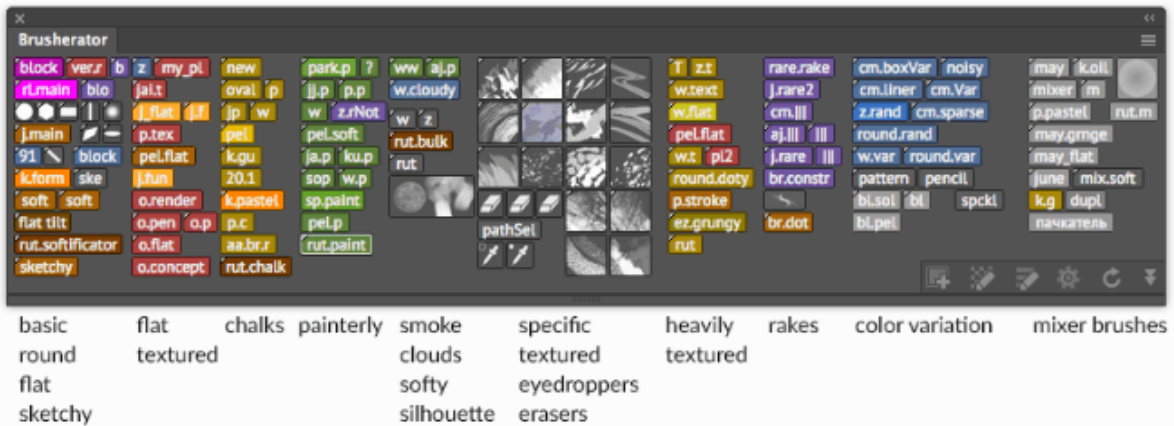


By Dan:





my current setup:



10.1 4 Sep 2018: Brusherator 1.4.1

- new *Add from History favourites* option for adding buttons
- Labels can be not only text, but also thumbnails
- third Brusherator panel: Brusherator Plus 2
- Performance improvements
- Selected tool is visible on Brusherator History
- option to remove Alternative in the Edit Button window
- Wrong placement of thumbnail button names fixed
- Various small fixes

10.2 9 Aug 2018: Brusherator 1.4.0

- *New panel: Brusherator History (CC2015+)*
- New item type: *text label*
- New item type: *menu item*
- Text buttons can be resized
- Shelves can be rearranged in *Edit Mode*.
- Performance improvements
- Better buttons rendering
- Sample shelf updated with 1.4 features
- Various fixes

10.3 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

10.4 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

10.5 25 May 2017: Brusherator 1.3.3

- Fixed an error with localised PS versions

10.6 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

10.7 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

10.8 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

10.9 05 Dec 2016: Brusherator 1.2.1

- Panel persistence is turned on

10.10 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

10.11 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

10.12 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

10.13 10 Nov 2016: Brusherator 1.0.0

10.14 10 Nov 2016: Brusherator Preview 1.0