



ADOBE® CONFIGURATOR 1.0

ADOBE CONFIGURATOR 1.0

USER GUIDE

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Adobe® Configurator User Guide

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1 Introduction

1.1 About this manual

This manual provides an introduction to Adobe® Configurator 1.0 on Mac OS® and Windows®.

Chapter 1 covers the basic conventions used in this manual and system requirements.

Chapter 2 offers a brief overview of Configurator and describes how to create a simple panel.

Chapter 3 introduces the menu, toolbar, and palettes of Configurator.

Chapter 4 explains how to package and deploy a panel.

Chapter 5 provides information for panel developers.

1.2 Conventions in this guide

Code and specific language samples appear in Courier font:

```
alert("hello world");
```

1.3 System requirements

Mac OS

- PowerPC® G5 or multicore Intel® processor
- Mac OS X v10.4.11–10.5.4
- 512MB of RAM (1GB recommended)
- 10MB of available hard-disk space for installation; additional free space required for installation (cannot install on a volume that uses a case-sensitive file system or on flash-based storage devices)
- 1,024x768 display (1,280x800 recommended) with 16-bit video card
- Adobe Photoshop CS4
- AIR 1.1

Windows

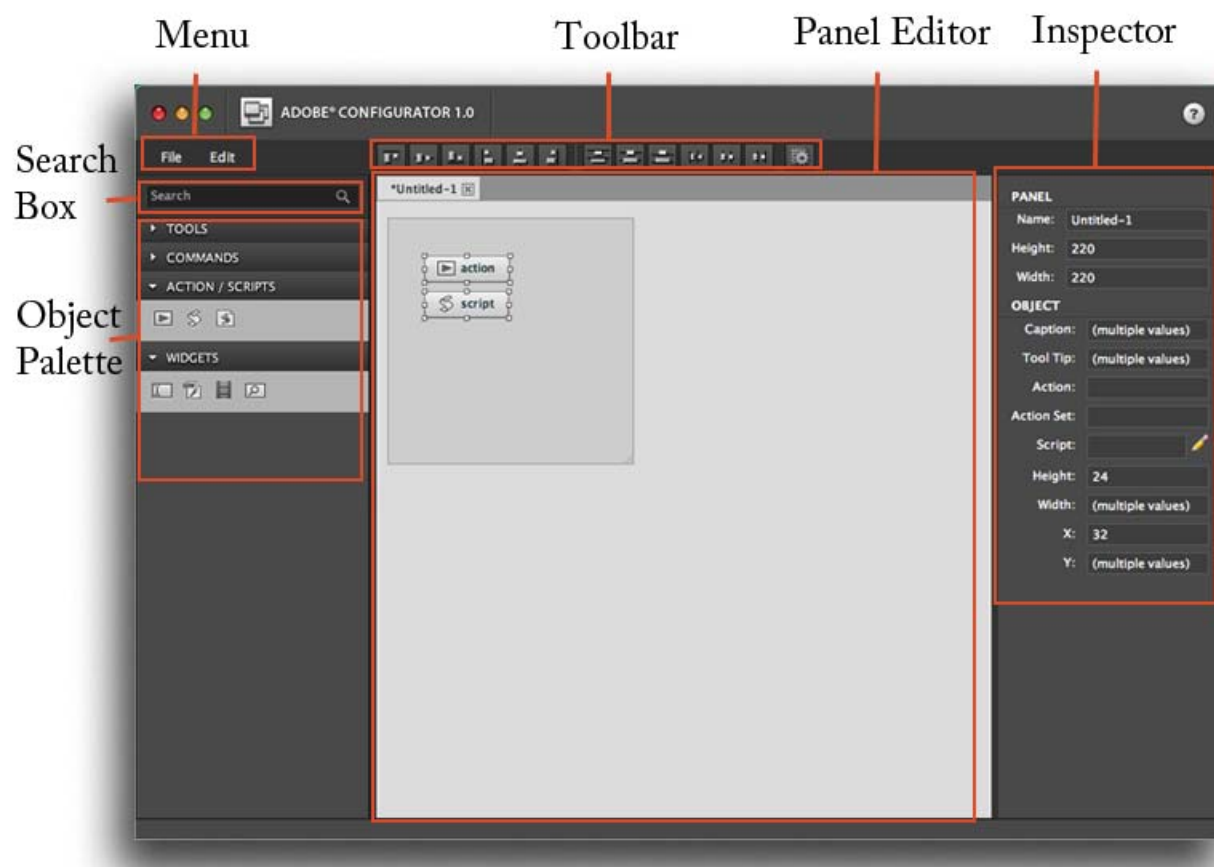
- 1.8GHz or faster processor

- Microsoft® Windows® XP with Service Pack 2 (Service Pack 3 recommended) or Windows Vista® Home Premium, Business, Ultimate, or Enterprise with Service Pack 1 (certified for 32-bit Windows XP and 32-bit and 64-bit Windows Vista)
- 512MB of RAM (1GB recommended)
- 10MB of available hard-disk space for installation; additional free space required for installation (cannot install on flash-based storage devices)
- 1,024x768 display (1,280x800 recommended) with 16-bit video card
- Adobe Photoshop CS4
- AIR 1.1

By default, Adobe Photoshop CS4 bundles AIR 1.1. If you don't have Adobe AIR installed, go to <http://get.adobe.com/air/>.

1.4 Workbench overview

Figure 1 Workbench overview



1.5 Glossary

- **Custom-designed panel** – a panel that is designed by the user and executed in Photoshop.
- **Objects** - the predefined components that can be added to custom-designed panels.
- **.GPC** – the file extension for saved panels.

2 Configurator basics

This chapter provides an overview of Configurator and describes how to create your own custom-designed panels for use in Photoshop CS4.

2.1 Install Configurator

Configurator 1.0 is an AIR application. Install Adobe AIR 1.1 before running the Configurator installer.

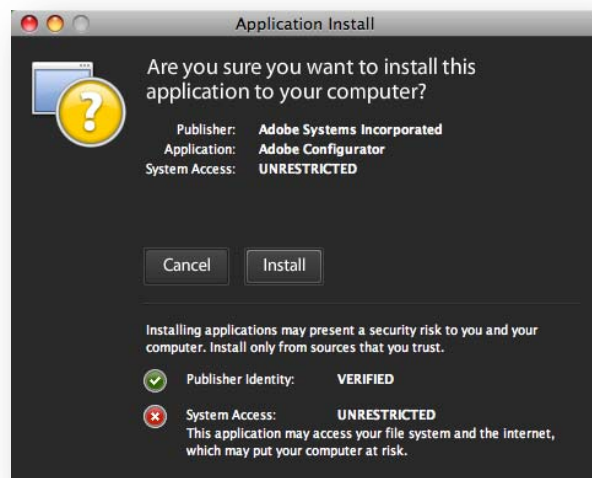
AIR can be downloaded from the Adobe website at <http://get.adobe.com/air/>.

Configurator can be downloaded from the Adobe website at <http://labs.adobe.com/technologies/configurator>.

Make sure the downloaded installer is saved with file extension .AIR, and then double-click to execute the installer.

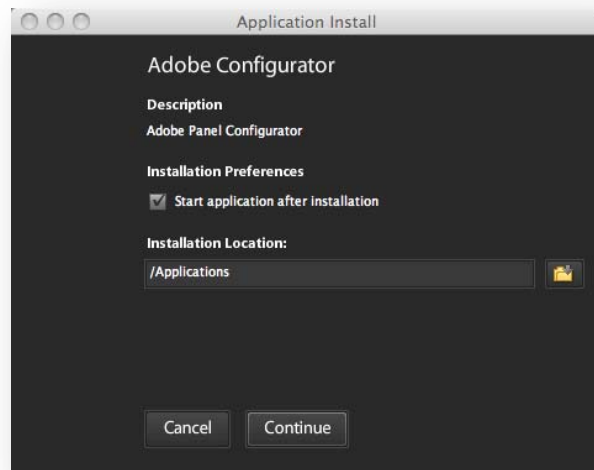
NOTE: AIR applications are platform independent. The same installer is used for Mac and Windows.

Figure 2 Installation screen



Click the Install button

Figure 3 Installation options



Click the Continue button

2.2 Start Configurator

On Mac, go to the Applications folder and double-click Adobe Configurator.

On Windows, go to the Start menu, open the Adobe folder, and click Adobe Configurator.

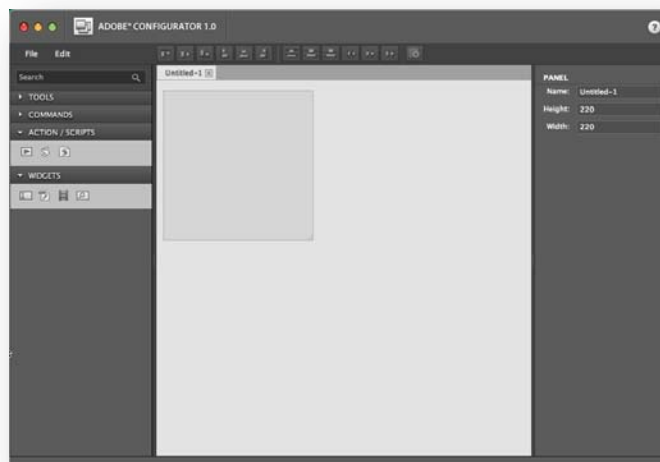
Figure 4 Welcome



2.3 Create a panel

Click the Create New Panel button on the Welcome page, or choose File > New Panel.

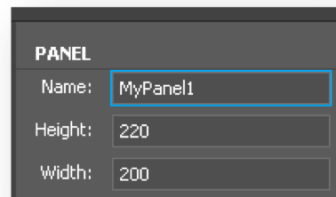
Figure 5 New panel



2.4 Set panel name and size

Click the Inspector palette on the right side to edit the name, height, and width of the panel.

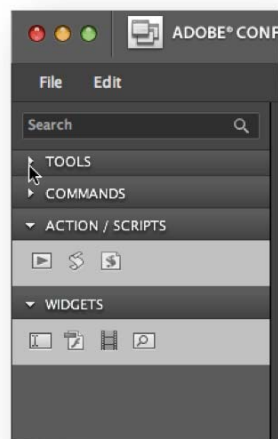
Figure 6 Panel name



2.5 Drag objects into the panel

Drag objects from the Object palette onto the new panel, or double-click an object to add it to the panel.

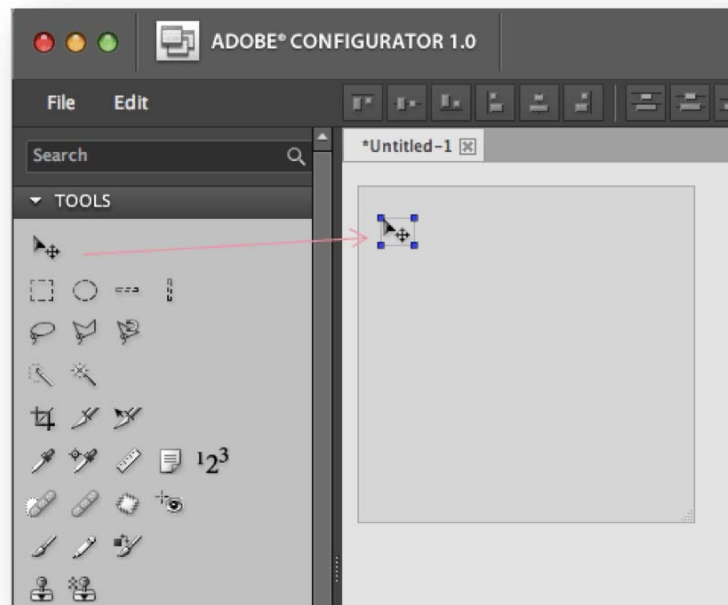
Figure 7 Object palette



Click on the triangle icons to expand or collapse the palette sections.

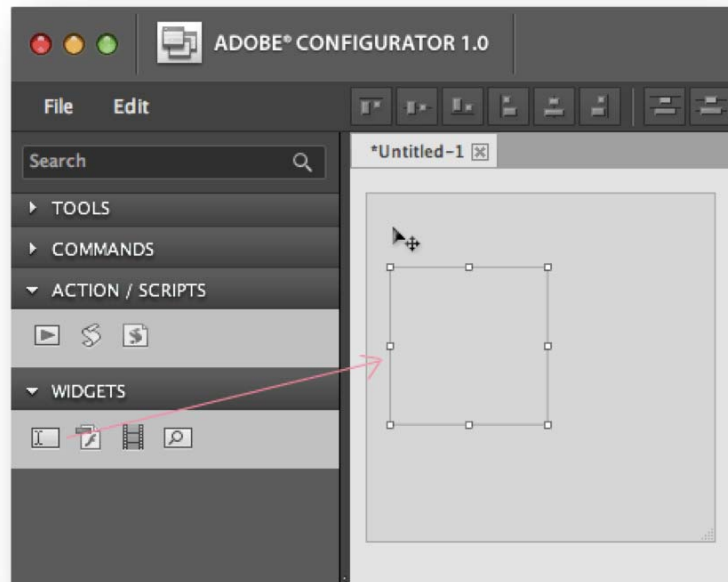
Drag a tool button to the panel.

Figure 8 Drag tool



Drag a text widget to the panel

Figure 9 Drag a widget



and then modify the text in the Inspector palette.

Figure 10 Modify text



2.6 Save the panel

Choose File > Save Panel, and then choose a folder in the dialog box to save the panel file. The panel is saved in a file with the extension .GPC.

The default location is user's Home folder, such as C:\Documents and Settings\username (Windows XP) or /Users/username (Mac OS).

2.7 Export the panel

The Export command generates the required runtime assets for Photoshop CS4. Choose File > Export Panel, and in the dialog box choose the following location:

/Applications/Adobe Photoshop CS4/Plug-ins/Panels/ (Mac OS)

C:\Program Files\Adobe\Adobe Photoshop CS4\Plug-ins\Panels (Windows XP)

If Photoshop isn't installed in the default location, navigate to and the Adobe Photoshop CS4/Plug-ins/Panels folder. See section 4.2 for more information.

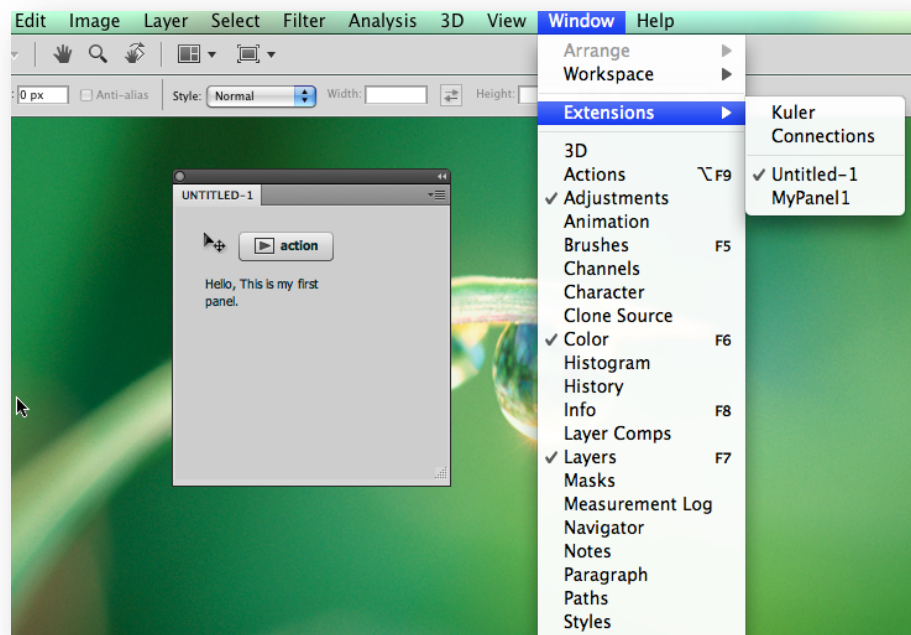
2.8 Run the panel in Photoshop CS4

Start Photoshop CS4 and then choose Window > Extensions > *panel*

name.

NOTE: You must name the panel in Configurator in order for it to appear in the Photoshop CS4 Window > Extensions submenu. Otherwise, it appears as *Untitled*.

Figure 11 First panel



3 Workbench

3.1 Menus and shortcuts

➤ File

Table 1 File menu

Command	Shortcut (Mac OS)	Shortcut (Windows)
New Panel	Command + N	Ctrl + N
Open Panel	Command + O	Ctrl + O
Save Panel	Command + S	Ctrl + S
Save Panel As	Command + Shift + S	Ctrl + Shift + S
Close Panel	Command + W	Ctrl + W
Export Panel	Command + E	Ctrl + E
Exit	Command + Q	Ctrl + Q

➤ Edit

Table 2 Edit menu

Command	Shortcut (Mac OS)	Shortcut (Windows)
Undo	Command + Z / Command + Shift + Z	Ctrl + Z / Ctrl + Shift + Z
Redo	Command + Y / Command + Shift + Y	Ctrl + Y / Ctrl + Shift + Y
Select All	Command + A	Ctrl + A
Deselect All	Command + Shift + A	Ctrl + Shift + S
Remove Selected Object(s)	Delete	Delete
Preferences	Command + K	Ctrl + K

3.2 Toolbars

➤ Align

Table 3 Align toolbar

	Align top edges
	Align vertical centers
	Align bottom edges

	Align left edges
	Align horizontal centers
	Align right edges

➤ Distribute

Table 4 Distribute toolbar

	Distribute top edges
	Distribute vertical centers
	Distribute bottom edges
	Distribute left edges
	Distribute horizontal centers
	Distribute right edges

NOTE: Align and Distribute tools are enabled when two or more objects are selected, and they only apply to the selected objects.

➤ Auto Layout

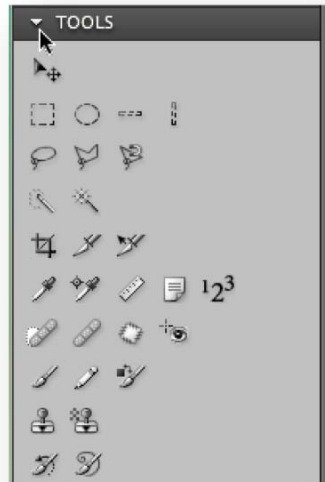
NOTE: Auto Layout tool lays out all objects in the panel automatically, not just selected objects.

3.3 Object palette

➤ Tools

The Tools area of the Object palette contains the tools found in the Photoshop toolbar.

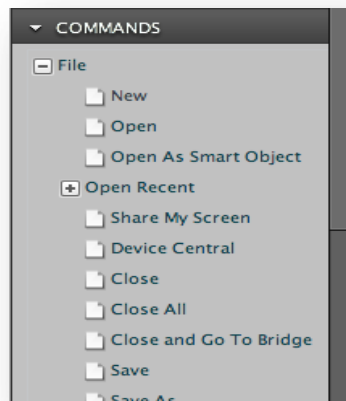
Figure 12 Tools area



➤ Commands

The Commands area of the Objects palette contains Photoshop menu commands.

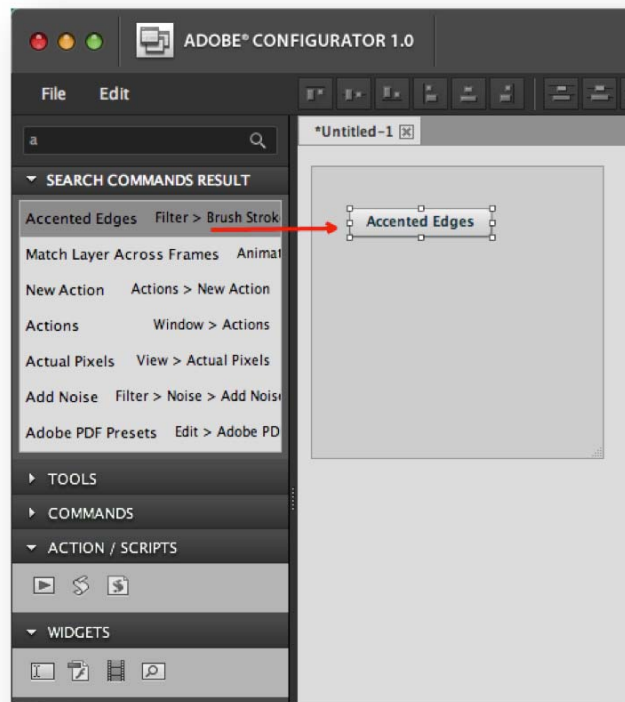
Figure 13 Commands area



➤ Search box

The Search box at the top of the Object palette helps you find features quickly. Type text in the Search box and it displays all matching commands.

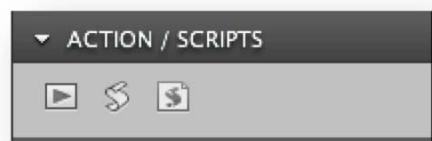
Figure 14 Search box



Drag or double-click to add a command from the search results to the panel.

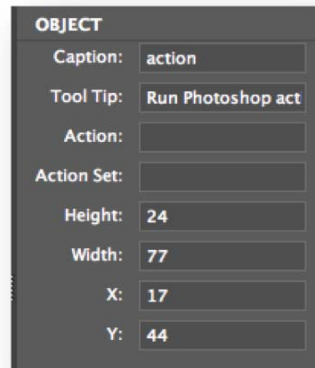
➤ Buttons

There are three types of buttons:



➤ Action

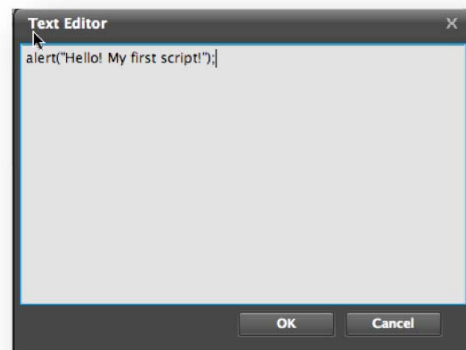
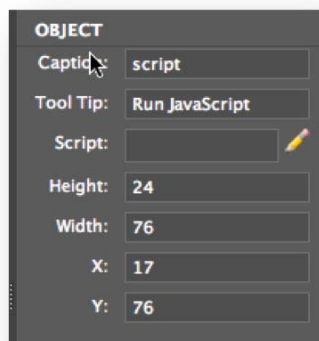
The Action button executes a recorded Photoshop action. The Action and Action Set properties are assigned in the Inspector palette.



➤ Script 

The Script button executes Extended JavaScript code in Photoshop.

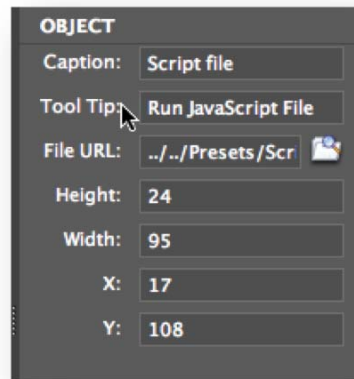
Click the Editor button  in the Inspector to open a text editor to enter code such as `alert("hello my first script button!");`



➤ Script File button 

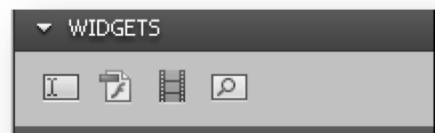
The Script File button executes an Extended JavaScript file in Photoshop. The file URL can be an absolute or relative path of a file on the local hard disk.

See section 4.1 for more information about relative paths.



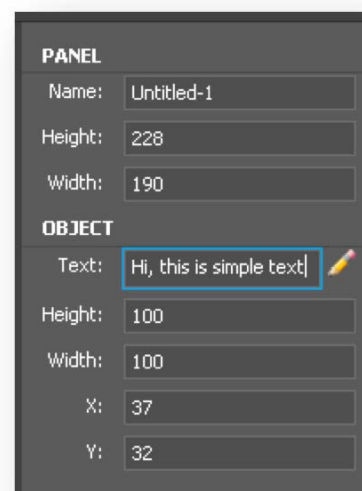
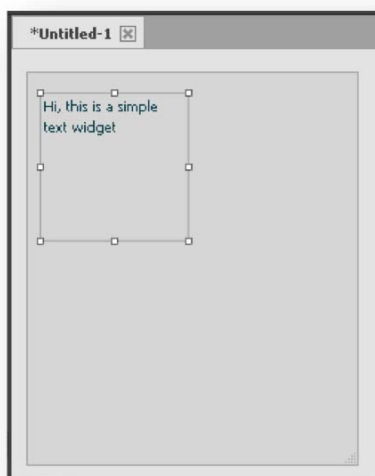
➤ Widgets

There are four kinds of widgets:



➤ Simple Text widget

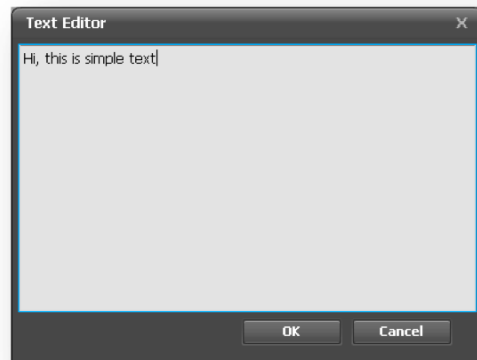
The Simple Text widget creates a rectangular box that can contain a text message.



Click the Editor button  in the Inspector to open the Text Editor,

where you can enter the text message.

Figure 15 Text Editor

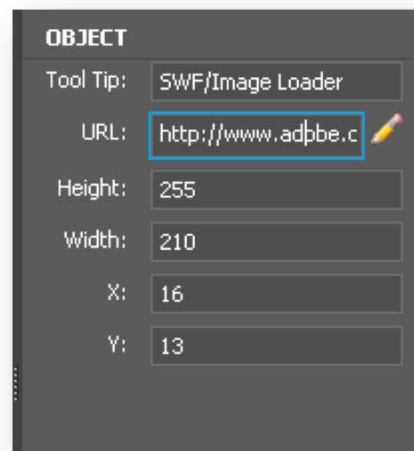
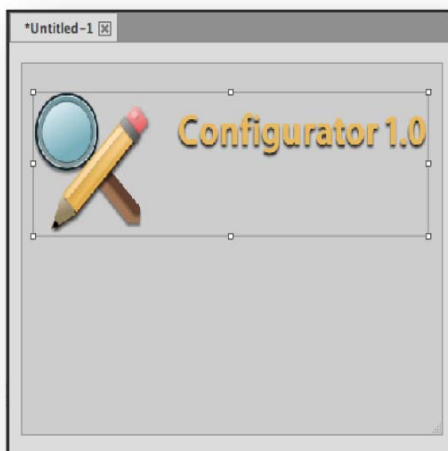


➤ SWF/Image widget

The SWF/Image widget loads a GIF, JPEG, PNG, or SWF file into the panel. The URL field accepts any of the following forms:

- URL: `http://somesite.com/picture.png`
- Absolute path: `/User/user/test.jpg`
- Relative path: `test.gif` or `./test.gif`

See section 4.1 for more information on relative paths.

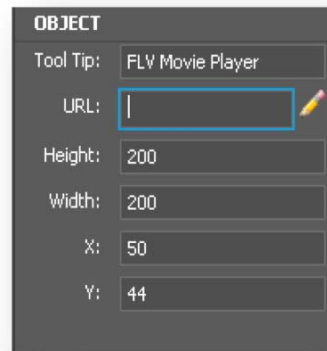
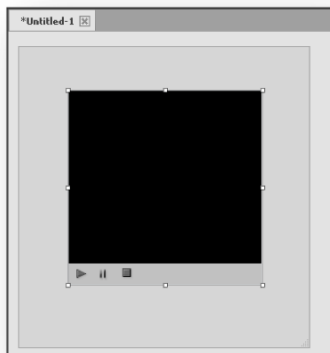


NOTE: If the loaded SWFs are built with Flex project in Flex Builder, they cannot be displayed in Configurator, but they can be displayed in the created panel in Photoshop.

➤ Movie Player widget

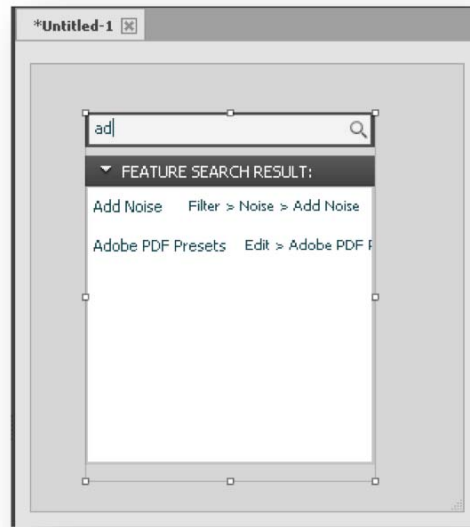
The Movie Player widget plays Flash video (.FLV) files in the panel.

The URL field for the Movie Player widget accepts the same forms as the SWF/Image widget.



➤ Feature Search widget

The Feature Search widget searches Photoshop features. To use it in Photoshop, you type a string in the Feature Search field in the Configurator panel, and it displays all matching commands. When you click a command in the list of results, the command is executed.

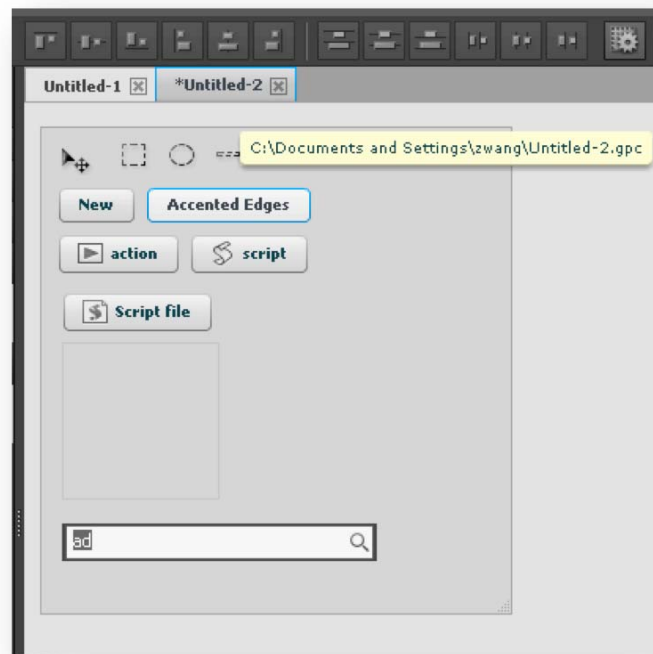


3.4 Panel Editor

Multiple panels can be opened at same time. Click a tab to switch panels.

An asterisk * means the panel has been modified but not saved. Position the cursor over the tab and it displays the full path of the saved panel file.

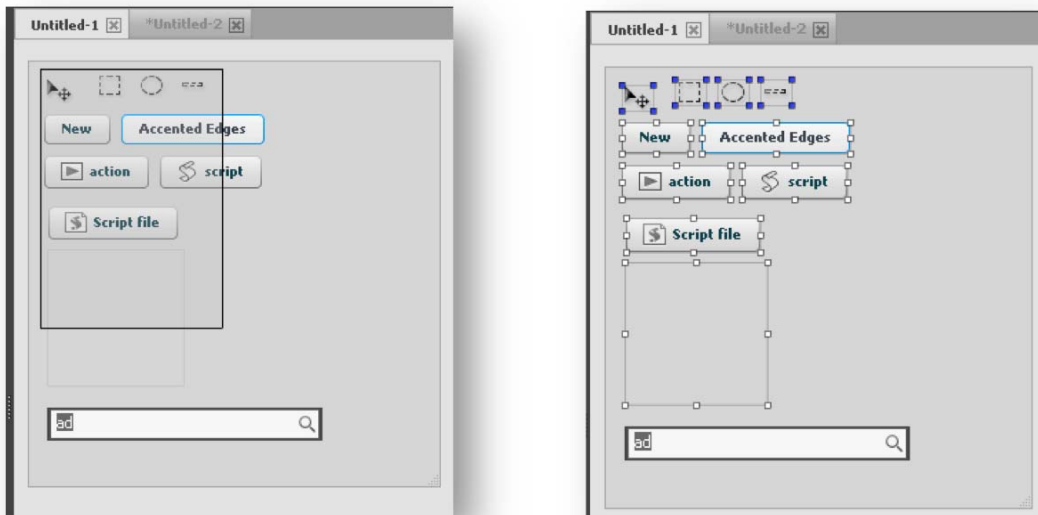
Figure 16 Panel Editor



Several operations are supported in Panel Editor:

- Select objects
 - o Click an object to select it and deselect any previously selected objects.
 - o Drag a marquee in the panel to select a group of objects.
 - o Press Command + A (Mac) or Ctrl + A (Windows) to select all objects.
 - o Press Command + Shift + A (Mac) or Ctrl + Shift + A (Windows) to deselect all objects.
 - o Click an empty area of the panel to deselect all objects.

Figure 17 Select file objects



- Move objects
 - Drag one or more selected objects to move them.
 - Press the arrow keys to move one or more selected objects in increments of one pixel.
 - Press Shift + arrow keys to move one or more selected objects in increments of 10 pixels.

NOTE: Configurator does not let you move objects past the panel's edge.

- Resize objects

When an object is selected, handles appear around the object. White handles



() indicate that the object can be resized. Blue handles () indicate that the object cannot be resized.



Position the cursor over any white handle and it changes to one of the following:



Drag this cursor horizontally to change the object's width.

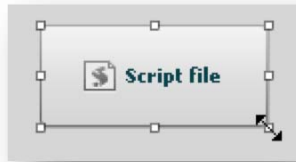


Drag this cursor vertically to change the object's height.



Drag this cursor at an angle to change the object's width and height.

Figure 18 Resize object



NOTE: Configurator does not let you resize objects past the panel's edge.

➤ Align or distribute selected objects

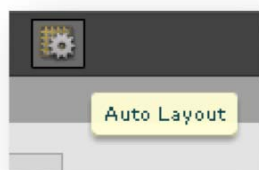
Select two or more objects and then use the Align and Distribute buttons to adjust their layout.

Figure 19 Align and Distribute buttons



➤ Auto Layout all objects

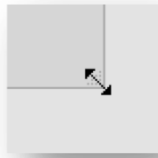
The Auto Layout button lays out all objects in the panel automatically, trying to align objects of the same type into rows.



➤ Resize a panel

Drag the lower-right corner of a panel to resize it.

Figure 20 Resize panel

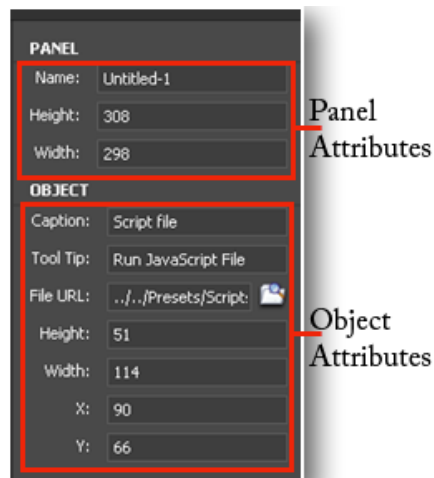


NOTE: Configurator does not let you resize a panel to an area too small to fit its contained objects.

3.5 Inspector palette

Inspector palette is on the right side of Configurator. The upper area specifies Panel attributes; the lower area specifies Object attributes.

Figure 21 Inspector palette



The Panel area lists the attributes of the current panel:

- Name – The panel name appears in the Window > Extensions submenu in Photoshop and is also used as the .GPC filename. The panel name cannot exceed 15 characters and cannot contain the following: \, /, :, ?, *, ", |, ., ~, <, or >.
- Height – The maximum panel height is 800 pixels. The minimum is 10 pixels.
- Width – The maximum panel width is 1000 pixels. The minimum is 10 pixels.

The Object area lists attributes of the currently selected object(s). Different object types have different attribute sets. Some common attributes include the following:

- X – The X-axis coordinate of the upper-left corner in pixels.

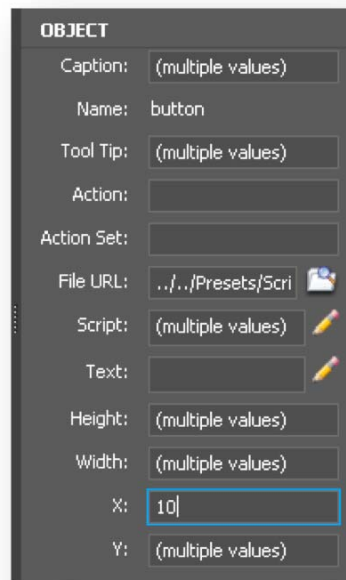
- Y – The Y-axis coordinate of the upper-left corner in pixels.
- Width – The width of the object in pixels.
- Height – The height of the object in pixels.
- Tool Tip – The tool tip for the object, up to 200 characters.
- Caption – A custom caption of up to 100 characters can be entered for the Action, Script, Script File, and Command buttons.

Special attributes:

- Command/Feature button – The button dragged from the Commands list or the results of a feature search.
 - Script – The Extended JavaScript code that will be executed when clicked in the panel in Photoshop.
- Action button
 - Action – The action name.
 - Action Set – The action set name.
- Script button
 - Script – The Extended JavaScript code that will be executed when clicked in the panel in Photoshop. Scripts cannot exceed 81,920 characters.
- Script File button
 - File URL – The absolute or relative path of an Extended JavaScript file on the local hard disk.
- Simple Text widget
 - Text – The content of the text widget, which cannot exceed 2000 characters.
- SWF/Image loader widget
 - URL – The URL of the SWF or image file. It can be an Internet URL or a local file path.
- Movie Player widget
 - URL – The URL of the FLV file. It can be an Internet URL or a local file path.

You can use the Inspector to modify the attributes of multiple objects. If multiple objects are selected, the Inspector displays the attributes shared among the objects. If an attribute varies among the selected objects, the Inspector displays *(multiple values)* in that attribute field.

Figure 22 Inspector displaying multiple values



If you enter a value in the Inspector, it is applied to all selected objects. This is a good way to align multiple objects or resize all buttons to the same dimensions.

NOTE: Setting the X and Y coordinates to the same value makes selected objects overlap. Press Ctrl + Z (Windows) or Command + Z to undo mistakes, or use the Auto Layout button to automatically lay out all objects.

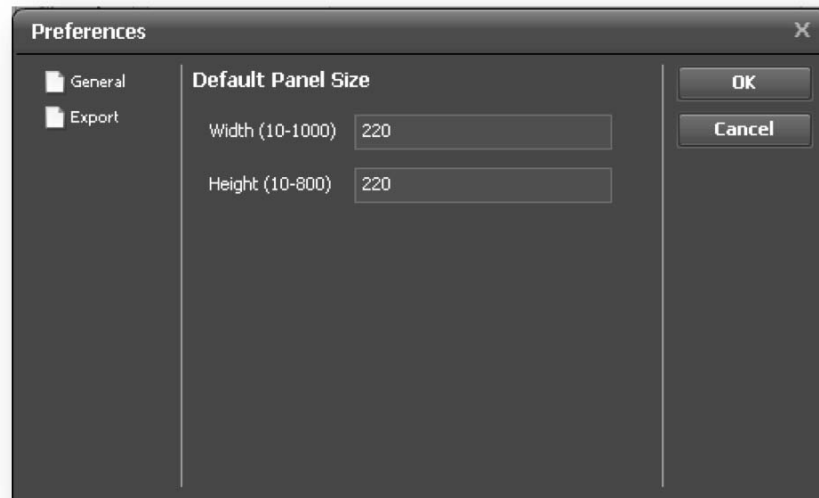
3.6 Preferences

Choose Edit > Preferences or press Ctrl + K (Windows) or Command + K (Mac OS) to open the Preferences dialog box. It will include two areas.

➤ General:

Specifies a default size for new panels.

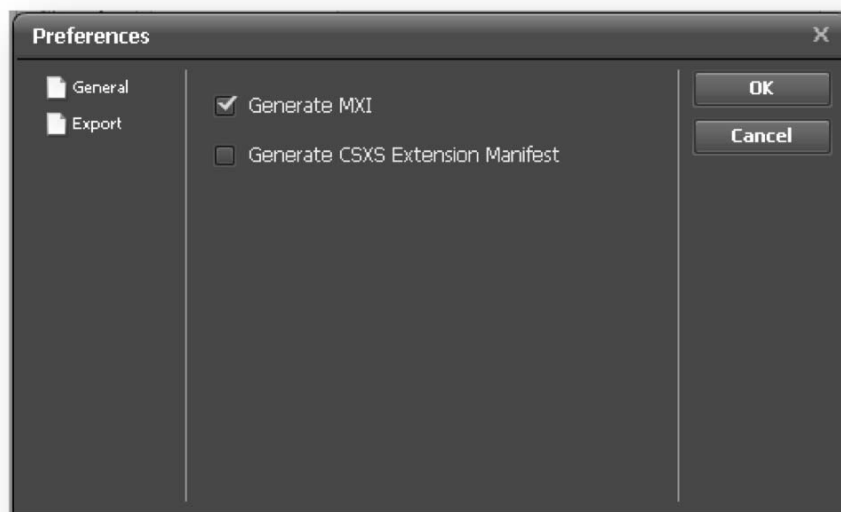
Figure 23 General preferences



➤ Export:

Lets you generate related assets upon exporting a panel. For more information about the Export preferences options, see Chapter 4.

Figure 24 Export preferences



4 Package and deploy a panel

4.1 About relative paths

Three types of Configurator objects accept *relative paths* as an attribute. These objects are the Script File button, the SWF/Image widget, and the Movie Player widget.

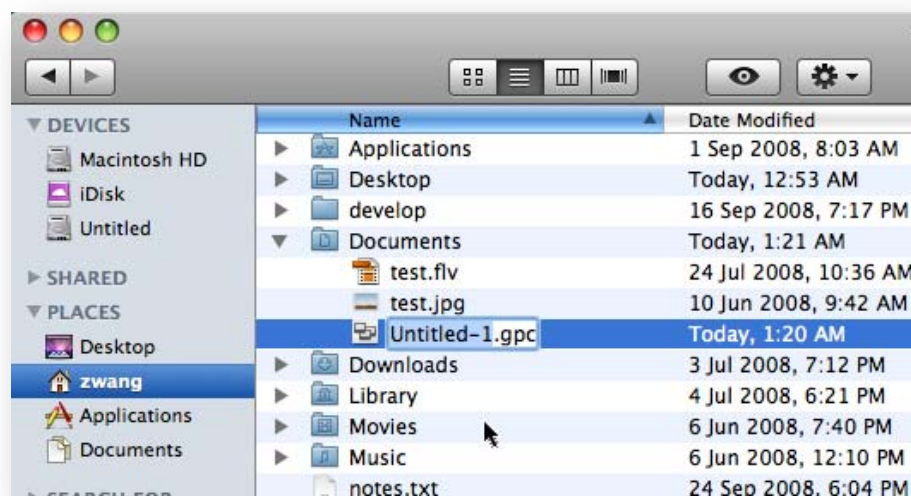
A URL that starts with `./` or `../` is treated as a relative path. The base path used to resolve a relative path is different in Configurator and in Photoshop.

Configurator resolves the relative path based on the parent folder of the panel .GPC file.

NOTE: If the current panel isn't saved, Configurator cannot resolve the relative path. Position the cursor over the tab in the Panel Editor to see the full path of current panel file.

For example, if a panel is saved with the path `/Users/user/Documents/Untitled-1.gpc` and there's a file `test.jpg` in same folder, Configurator can resolve this file with the relative path `./test.jpg` or `test.jpg`.

Figure 25 Panel saving structure

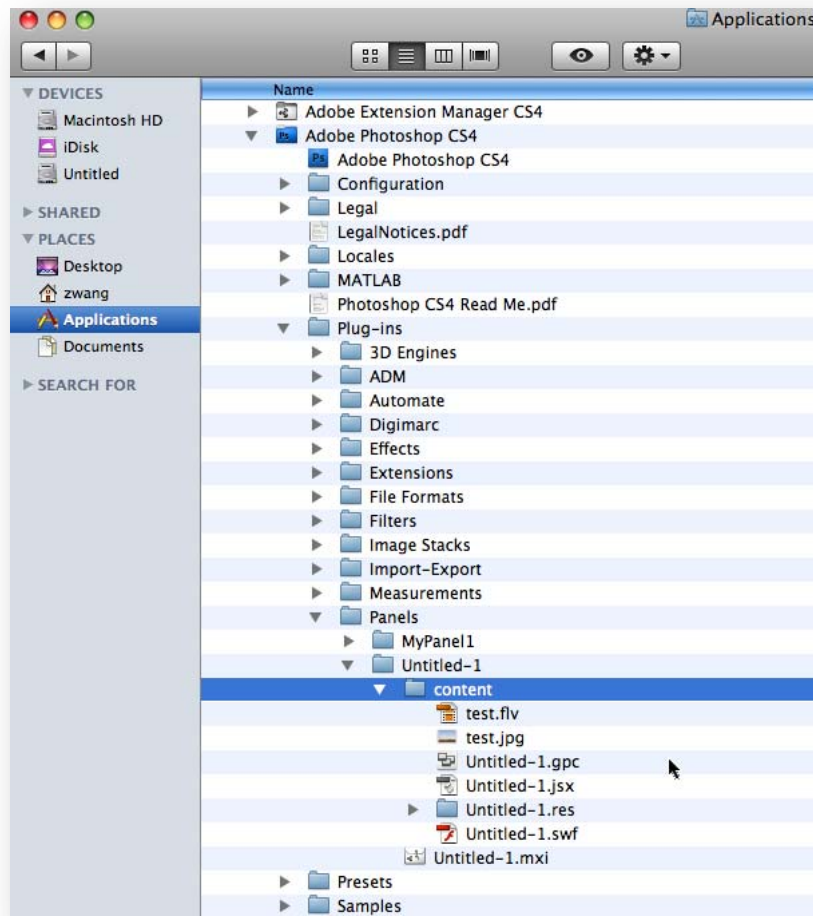


When the panel is exported to the Adobe Photoshop CS4/Plug-

ins/Panels folder, the referenced files in the same folder, such as test.jpg, are automatically copied to that folder.

After exporting, the folder structure looks like this:

Figure 26 Panel export structure



When the panel is opened in Photoshop, Photoshop resolves the relative path based on the parent folder of the .GPC file. In our example, that's the /Applications/Adobe Photoshop CS4/Plug-ins/Panels/Untitled-1 folder.

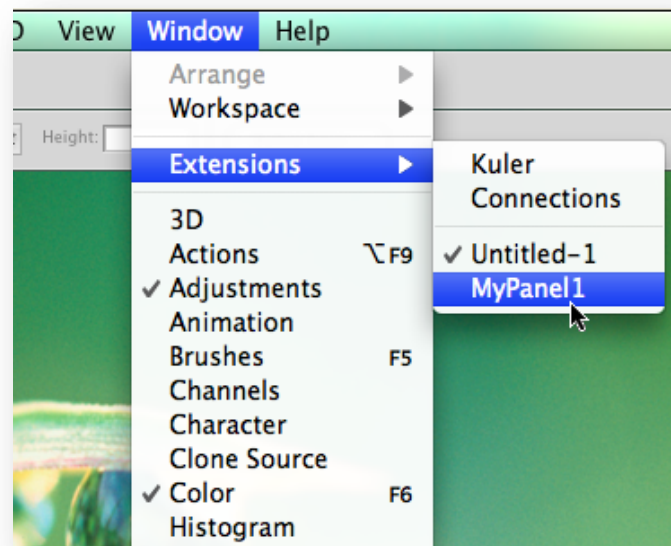
In another example the relative path ../../../../Presets/Scripts/Image Processor.jsx is resolved in Photoshop to the absolute path /Applications/Adobe Photoshop CS4/Presets/Scripts/Image Processor.jsx.

4.2 Export a panel

When you choose File > Save Panel, Configurator saves the panel file with the file extension .GPC. This file cannot be opened Photoshop. To create a panel that can be opened in Photoshop, you must export it as a Photoshop Flash Panel extension.

If Photoshop CS4 is installed on same computer that's running Configurator, the panel can be exported directly to the Adobe Photoshop CS4/Plug-ins/Panels folder. Then start Photoshop and choose Windows > Extensions to open the custom panel.

Figure 27 Photoshop Window menu



If Photoshop CS4 is not installed on same computer that's running Configurator, or you need to run the panel on a different computer, export the panel to any folder, and see section 4.3 to learn how to package panel so that it can be shared with other people and used on other computers.

NOTE: If you export a panel for the first time while Photoshop is open, you must restart Photoshop in order for it to find panel and display it in the Extensions menu. When Photoshop is restarted, it reloads all the Flash panels in the Plug-ins/Panels folder.

4.3 Package a panel for sharing

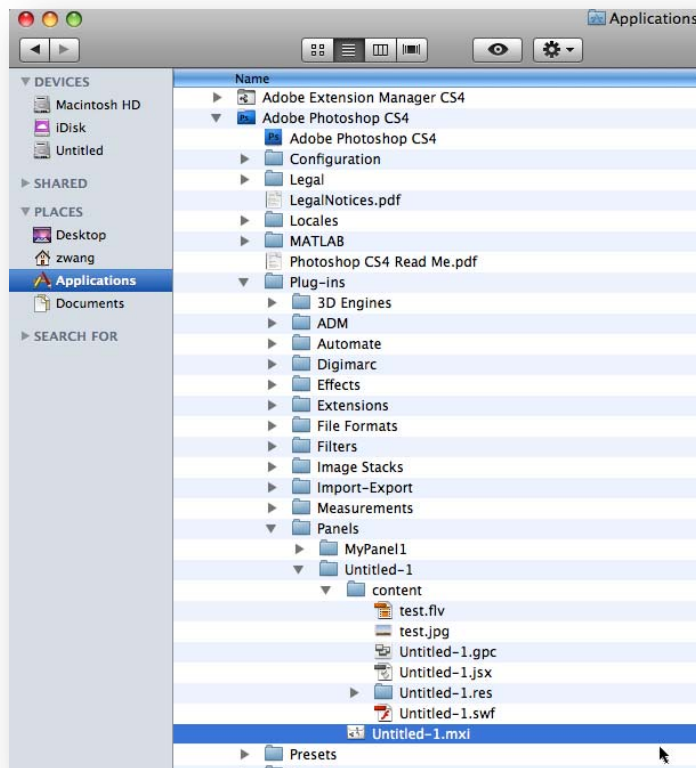
You must *package* a panel to share it with others. To package a

panel, you must first export an .MXI file from Configurator and then use Adobe Extension Manager CS4 to convert it to an .MXP file.

Select the option Generate MXI in Configurator preferences to generate an MXI file upon export that can be recognized by Extension Manager CS4.

When a panel is exported to a folder, the file structure looks like this:

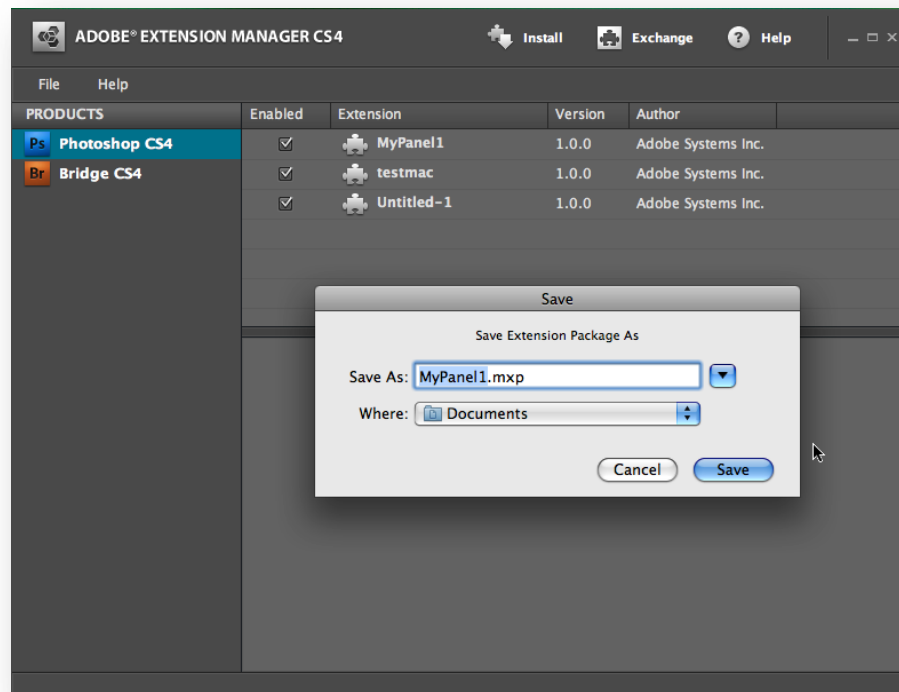
Figure 28 MXI file



Double-click the file Untitled-1.mxi to open Extension Manager CS4 and have it save the panel as an Untitled-1.mxp file. The .MXP file can be deployed by Extension Manager CS4 on other computers.

For documentation on Extension Manager, go to http://help.adobe.com/en_US/ExtensionManager/2.0/.

Figure 29 Adobe Extension Manager CS4



4.4 Package a panel for CSXS Extension MXP

When the you select the option Generate CSXS Extension Manifest in Configurator preferences, Configurator exports an .MXI file that can be packaged as a CSXS Extension MXP file.

CSXS Extension MXP is supported by Extension Manager 2.1 or later. Photoshop CS4 comes with Extension Manager 2.0. To upgrade to 2.1, install the patch located at

http://www.adobe.com/exchange/em_download/index.html.

NOTE: Panels exported as CSXS extensions can contain only alpha characters and numbers in their names.

4.5 Package a panel as a ZIP file

Panels can be shared without Extension Manager by packaging the exported panel folder into a .ZIP file. Copy the .ZIP file to the other computer and extract it to the Photoshop CS4/Plug-ins/Panels folder.

4.6 Working offline in Photoshop

If you are working offline in Photoshop, Configurator SWF/Movie

widgets that have online URLs (such as <http://somesite/some.swf>) will not be loaded. When you decide to go online, you must re-open the panel to load the movie.

NOTE: To work offline in Photoshop, choose Window > Extensions > Connections. Then choose Offline Options from the Connections panel menu and select Keep Me Offline.

Figure 30 Window > Extensions > Connections menu

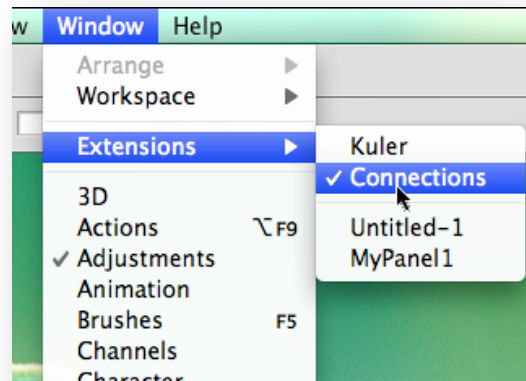


Figure 31 Connections panel menu

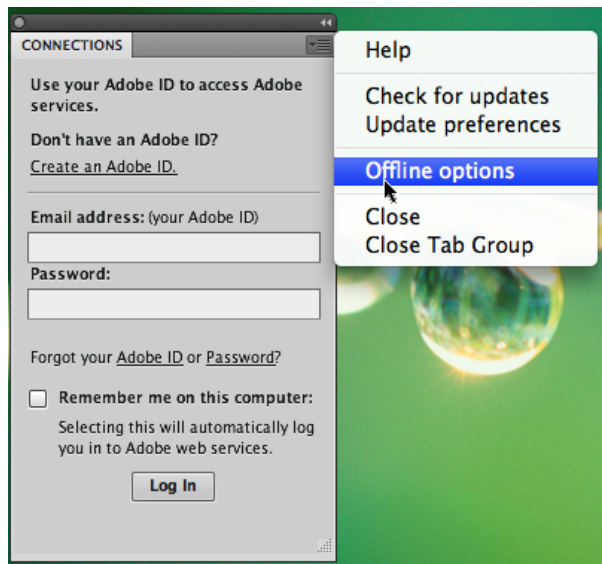
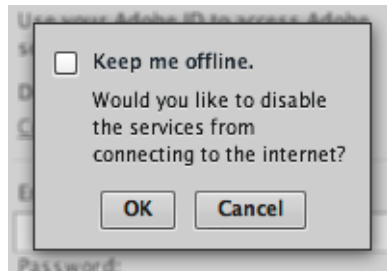


Figure 32 Keep Me Offline option



4.7 Export or deploy a panel on Windows Vista

On Windows Vista, Configurator and Adobe Extension Manager should be run in Administrator mode or with the system UAC – User Account Control disabled in order to export and package panels.

5 Information for developers

5.1 Flash panels in Photoshop

Configurator builds on the Flash panel extensibility functionality in Photoshop CS4. For more information, see the Photoshop panel developer's guides for Windows and Mac.

<http://www.adobe.com/devnet/photoshop/>.

5.2 Extended JavaScript

The Script button can embed Extended JavaScript code in your custom panel. This script code can call the Photoshop DOM API, which lets developers create buttons that do diverse tasks in Photoshop. For more information about Photoshop scripting, see the Adobe Photoshop CS4 Scripting Guide. A link to the guide is in Appendix B.

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B. Resources

[Photoshop Scripting](#)

[Photoshop CS4 Scripting Guide](#)

[Photoshop Cs4 JavaScript Reference](#)

[Photoshop Developer Center](#)

[Photoshop Panel Developer Guide Win](#)

[Photoshop Panel Developer Guide Mac](#)

[Adobe Extension Manager 2.0](#)