WatermarkFromPresetShape 0.2
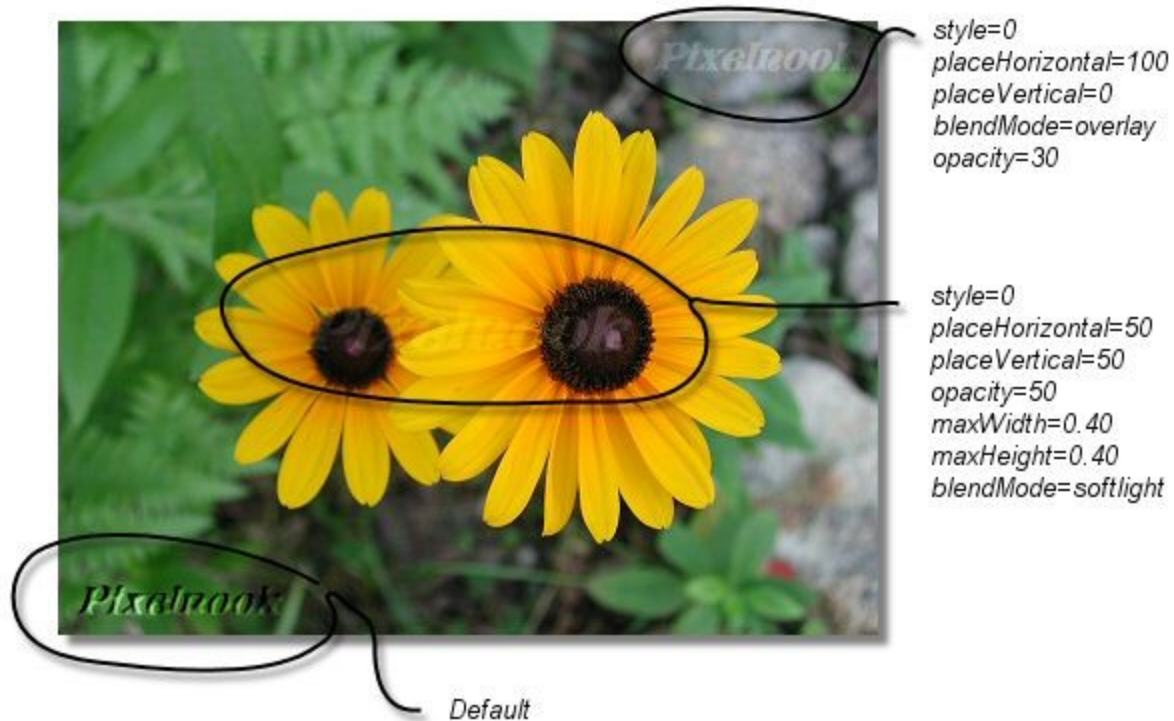# WatermarkFromTube 0.1

PSP 8 Bug Note:

There is a bug in PSP 8 that makes it difficult to run the WatermarkFromPresetShape script in batch mode. You should be able to get the script to work if you open an image (any image) in PSP before running the script in Batch. Make sure the image has input focus (title bar is highlighted) and then run the script in Batch Process. The open image will not change in any way but it appears to be required by the PresetShapes command. This bug has been fixed in PSP 9.

These scripts allows easy batch and interactive application of watermarks. The Watermark-FromPresetShape script can use any preset shape, vector logo, or vector text for the watermark. For vector logos and text, export the shape as a preset shape before using them with the script. The WatermarkFromTube script uses a picture tube for the watermark. You can use any image you want, just make sure to export it as a tube before you use it with the script. If your watermark is already a tube or preset shape, you don't need to export it again to use the scripts.

Both scripts can be run from batch or interactively. If you are running a script interactively, it will ask you where you want to place the watermark. The default is bottom left. When run in batch, the script will use the default without asking. However, you can change the placement and quite a few other things as well by editing the script and modifying the values at the beginning of the script.

style=0
placeHorizontal=100
placeVertical=0
blendMode=overlay
opacity=30

style=0
placeHorizontal=50
placeVertical=50
opacity=50
maxWidth=0.40
maxHeight=0.40
blendMode=softlight

Default

Things you can change:

Try the script as is. If it doesn't produce the results that you want, there are lots of settings you can change easily to accommodate your watermark desires. Select the script in the script list and press the Edit selected script button to bring up the text editor. Look for the following names and values.

pictureTubeName *(applies only to WatermarkFromTube)*

By default, the WatermarkFromTube script uses the currently selected picture tube for the watermark.

- None - Use the currently selected tube. This is the default.
- "My Watermark" - Specify a tube name (e.g. "My Watermark") and the script will use that tube.

shapeName *(applies only to WatermarkFromPresetShape)*

By default, the WatermarkFromShape script uses the currently selected preset shape.

- None - Use the currently selected preset shape. This is the default.
- "My Watermark" - Specify a preset shape name (e.g. "My Watermark") and the script with use that preset shape.

<u>style</u>

- 0 - Retain the original style of the tube or preset shape.
- 1 - Use Emboss to produce a 3D watermark impression.
- 2 - Use InnerBevel to produce a 3D watermark impress. This is the default.

<u>placeHorizontal</u>

- 0 - Place the watermark on the left of the image. This is the default.
- 50 - Place the watermark in the middle of the image
- 100 - Place the watermark on the right of the image.

<u>placeVertical</u>

- 0 - Place the watermark at the top of the image.
- 50 - Place the watermark in the middle of the image
- 100 - Place the watermark at the bottom of the image. This is the default.

<u>blendMode</u>

- None - Automatically choose an appropriate blending mode. This is the default.
- App.Constants.BlendMode.Overlay - Use the overlay blend mode
- App.Constants.BlendMode.Hardlight. - Use hard light blend mode
- App.Constants.BlendMode.Softlight - Use the soft light blend mode
- App.Constants.BlendMode.Normal - Use normal blend mode
- ... or any other blend mode

<u>opacity</u>

- 0-100 - Choose the opacity of the watermark layer. The default is 100.

<u>allowResize</u> *(applies only to WatermarkFromTube)*

- 0 - No. Do not allow the image to be resized.
- 1 - Yes. Do allow the image to be resized.
- None - Auto. Allow the script to choose whether to resize or not. This is the default.

<u>maxWidth</u>
<u>maxHeight</u>

The watermark will be as large as possible but no larger than these values specify. Values greater than one represent an explicit size in pixels. Values less than or equal to 1.0 represent a percentage of the image size (e.g. 25% is 0.25). These values are ignored if allowResize is 0.

- <= 1.0 - A percentage of the image size. The defaults are maxWidth 0.25 (25%) and maxHeight 0.20 (20%).

- > 1.0 - An explicit size in pixels

marginVertical
marginHorizontal

These values limit how close to the edge of the image the watermark can be drawn. Values greater than one represent an explicit size in pixels. Values less than or equal to 1.0 represent percentages (e.g. 25% is 0.25).

- <= 1.0 - A percentage of the image size.
- > 1.0 - An explicit size in pixels. The defaults are marginVertical 10 (10 pixels) and marginHorizontal 10 (10 pixels).

mergeWatermarkLayer

- 0 - No. Don't merge the watermark layer into the image.
- 1 - Yes. Do merge the watermark layer into the image. This is the default.

Copyright note:

I feel obligated to point out that watermarking screenshots of dialogs to add copyright notices is not a great idea. Technically, the dialog look and feel is owned by the author of the dialog (e.g. Jasc) and thus already copyrighted by them. Going overboard on watermarking (especially in this case) can also irritate some members of your audience.

Options to explore:

- Edit the script and change the pictureTubeName or shapeName to the watermark you use most often then save the script with a different name (e.g. WatermarkFromMyTube).
- Turn off mergeWatermarkLayer, run the script and then experiment with the layer blend modes and opacity. If you find something that you like better than the default, you can change the script to use that.

Installation instructions:

Download the file. Unzip it and place the scripts in your Scripts-Restricted folder.

To Run:

Open or create a new image. Select the WaterMarkFromPresetShape or WaterMarkFromTube script in the scripts list and press play.

Change history:

Changes in 0.1 (11/12/03):

- Original version.