

Gary Barton's (PixelNook) Scripts list

ApplyToAll - This script prompts for the name of a script and then applies that script to all open images. Similar to BoundScript5 but does not need to be installed trusted. Written by ex-Jasc script guru Joe Fromm.

Art Media - Convert Layer to Chalk - This script creates a full color Art Media layer from the contents of the current layer (i.e. the reverse of converting an art media layer to a raster layer). It may take a long time to run on large images. The zip file contains a solid white texture (White.pspimage) that should be placed in your Textures/Art Media folder. New.

Art Media - Convert Layer to Oil - This script creates a full color Art Media layer from the contents of the current layer (i.e. the reverse of converting an art media layer to a raster layer). It may take a long time to run on large images. The zip file contains a solid white texture (White.pspimage) that should be placed in your Textures/Art Media folder. New.

BG From FG - Set the background material to match the foreground material. Written by ex-Jasc script guru Joe Fromm.

BoundScript5 - This script runs the script that is selected in the script bar on all open images. It must be bound to a shortcut key to be used. It must be placed in the Scripts-Trusted folder in order to figure out which script is currently selected in the script bar. Written by ex-Jasc script guru Joe Fromm. PSP8 specific.

BoundScript6 - This script runs the script that is selected in the script bar on all raster and vector layers of the active doc. You can change layer types affected by editing the script. It must be bound to a shortcut key to be used. It must be placed in the Scripts-Trusted folder in order to figure out which script is currently selected in the script bar. Written by ex-Jasc script guru Joe Fromm. PSP8 specific.

Brushy - A script that paints random brush impressions using a wide variety of brush tools.

Brushy Frame - A script that paints rectangular frames using a wide variety of brush tools.

Brushy Stripes - This script paints stripes inside an optional selection using a variety of 'brushes'. Select the tool. Select the layer. Run the script. Answer the prompts on stripe size and placement. New.

CanvasResize - Simple script to resize the canvas equally on all sides. Prompts for the number of pixels.

Color Emboss Overlay - A script that produces easily controllable color embossing effects.

ColorizeFromRGB - Easy to use colorizer script based on the foreground color.

ContactSheet - Create a contact sheet of the last browsed directory by selecting a particular specification to use. It has its own graphical user interface. The files must be placed in the Scripts-Trusted folder so that the GUI can be displayed. Written by ex-Jasc script guru Joe Fromm. PSP8 specific.

Create Image from Layer Data - This script creates a new image from any layer data including adjustment layers and masks.

Create Tiling Brushes - A script that creates a tiling version of the current paint brush.

Creator Information - Use this as a bound script and save a few key strokes.

CurvesDropper - A script that allows you to specify up to 5 initial points in the Curves dialog using the eyedropper. Superseded by PSP 9 Curves.

Deckle Edge brush - Quick and easy deckle edges.

Delaminate - This script will process all the layers in an image, doing a copy to the clipboard, followed by a paste as new image. Some layers (notably masks and adjustments layers) don't make terribly interesting images, so by default they are filtered out. You can enable them by editing the script. Written by ex-Jasc script guru Joe Fromm.

DeTube - DeTube will take an open image (usually a picture tube), prompt for the cells across and down, and then make new images with one cell per image. Written by ex-Jasc script guru Joe Fromm.

Displace - A displacement filter effect script. Add a displacement map layer (blurred images work best) above the layer that you want to displace. Make sure the displacement map layer is selected and run the script. Edit the script to change the displacement direction and strength. Superseded by PSP 9 Displacement effect.

Export GIF with bg color - A simple script that brings up GIF Optimizer dialog with the blend color set to the current background color.

FilenameOverlay - Place the image file name as a caption in the lower right corner of the image. Written by ex-Jasc script guru Joe Fromm.

FindCreatorData - Scans through the last directory browsed and looks for any files that have creator data defined (image title, artist name, copyright or description). It opens up each file that matches any of the search patterns, and extracts the creator data. When it is all done it writes the name of each file that contains creator data as well as the values. The script must be placed in the Scripts-Trusted folder in order to figure out the last browsed directory. Written by ex-Jasc script guru Joe Fromm. PSP8 specific.

FindSelectionPoint - A sample script that shows how to fill an arbitrary selection.

Font Browser - A script that allows convenient font browsing and provides a font selector for script writers.

Foto Fixer - A script that implements a technique called 'Contrast Masking' to enhance images.

Full Screen Preview - This is a Seamless Tiling preset. Unzip it and put it in your Presets folder. Run Seamless Tiling and select Full Screen Preview from the presets list when you want to see a full screen preview of the current result. Your current settings are not changed.

GlobalTextChange - Search an entire image for a particular text string and make it bold. An essential example of how to work with text for script writers. Written by ex-Jasc script guru Joe Fromm.

GoldenRectangles - Two preset shapes in the form of Golden Rectangles. Place in your Preset Shapes folder. Select a golden rectangle shape from the Preset Shapes preset list. Hold down the shift key while dragging the preset shape tool to maintain the proper aspect ratio. New.

GradientMap - This is a script that applies a gradient to your image. Creates a temp image. If you put the script in Scripts-Trusted, it will delete the temp image when it is done.

Gradient - Shaped - This script fills a selection with a gradient that conforms to the shape of the selection. It may take a while to run depending on the size of the selection. Select the gradient to use when the materials picker pops up. Creates a temp image. If you put the script in Scripts-Trusted, it will delete the temp image when it is done.

ImageAnnotate - Skeleton script to create various text objects on the document based on image and EXIF information. Intended as an example rather than as a useful script, you will want to customize it to your needs. Written by ex-Jasc script guru Joe Fromm.

Kaleidoscope Randomize - A preset that randomizes some but not all of the effect parameters every time it is loaded.

Laminate - This script will take all open images and assemble them into a single image. Each of the original images becomes a layer in the new image. The composite image will be as large as the largest input image. Each image is centered on the new canvas. Written by ex-Jasc script guru Joe Fromm.

MergeLinked - This script adds another merge operation to PSP - it merges all of the layers in a link set. The rules are: (1) The current layer must be in a link set, and determines which link set is merged. (2) The merged layer replaces the current layer. The layer is renamed to "merged link set n", where n is the number of the set. (3) As part of the processing a LayerViewShowLinkSet command is issued, so all members of the link set will be made visible. Since link sets do not have to be contiguous, be aware that frequently this merge will result in changing the appearance of the image. Written by ex-Jasc script guru Joe Fromm.

MoveAlphaSelectionToDisk - Save all the alpha channel in an image to disk as selections, named as filename_channelname. Written by ex-Jasc script guru Joe Fromm.

PaletteToSwatches - A script that converts the palette of the current image to swatches with the hex values of the colors used for the names. Allows you to specify a prefix for the swatch names. Must be placed in your Scripts-Trusted folder in order to create the new swatch files.

Pantone from RGB - A script that displays the closest Pantone color from the current foreground color. Note: This does not attempt to provide precise Pantone color matching!

PaletteAddColor - Two scripts that add colors to a palette. One inserts at index 0 and the other after the last used color.

Pause Script Demo - Now you can write scripts that pause!

Paste-n-Move - A simple script that does a Paste As New Layer and then switches to Mover tool. Bind it to Ctrl-L to emulate PSP7 behavior.

Preset Script Generator - This script generates a new script based on the current tool and the current settings. Running the generated script will switch to the saved tool and settings, just as if you had selected the tool by hand and then selected a particular tool preset. Place this script in your Scripts-Trusted folder. It must be trusted in order to create the new script files. Select the tool and the settings you wish. Run the script and specify the name of the generated script. New.

PS Curve Converter - A script that allows you to create PSP 8 Curves presets from PS Curves presets.

PSP 7 Preset Converter - A script that creates PSP 8 presets from PSP 7 presets.

Quick Mask - Create a selection. Run the script. The selection will be turned into a mask. You can now edit the selection as a mask using the full PSP tool set including selection. Run the script again (make sure the quick mask layer is selected) and the mask will be converted back to a selection. Suggestion: Use this script as a bound script and assign it a keyboard shortcut.

Quick Selection Resize - Make a selection. Run script to turn the selection into a mask. Move, resize, rotate, or otherwise deform the mask as desired. Run script again to turn mask back into a selection. Handy to use as a BoundScript bound to a shortcut key.

Red-eye Removal brushes - A set of brushes for easy red-eye removal and iris recoloring.

Refresh Textures and Patterns - Run this script after adding textures and patterns if they aren't showing up.

ResetTools - A script that resets most tools to their default settings. Good before starting a new project.

ResizeToLimit - A handy script that resizes images to a specified height/width max. Maintains image aspect ratio. Great for batch resizes and thumbnails.

Ribbon2sided - This script creates a two sided ribbon tube. When you drag the tube tool to the right, you see one side of the ribbon. When you drag it to the left, you see the other side. Start by creating an image with two layers. Fill the top layer with the pattern for front of the ribbon. Fill the bottom layer with the pattern for the back of the ribbon. Select the top layer and run the script. It will produce a tube called "Ribbon 2 sided". New.

Simple vector text trick - A simple but potentially useful text effect.

SplitToCMYK - A script that splits image into a CMYK layer group such that the layers combine to form the original image.

SplitToHSL - A script that splits image into an HSL layer group such that the layers combine to form the original image.

SplitToRGB - A script that splits image into an RGB layer group such that the layers combine to form the original image.

Swatch Sorter - A script that allows swatches to be sorted by Hue, Saturation, Lightness, RGB, date, etc..

Text Change Attributes - This script changes the attributes of vector text objects to match the current text tool settings.

TextEditSelectedScript - Launch the configured text editor on the currently selected script. It must be bound to a shortcut key to be used. It must be placed in the Scripts-Trusted folder in order to figure out which script is currently selected in the script bar. Written by ex-Jasc script guru Joe Fromm. PSP8 specific.

TextSearchAndReplace - Perform a search and replace operation on all text in a document. Also a good example of how to handle text for script writers. Written by ex-Jasc script guru Joe Fromm.

TubeInfo - Process all tube files defined in file locations, writing the tube data to the output window and a tubeinfo.txt file. Must be placed in the Scripts-Trusted since it actually parses the tube files. A good example for script writers that want to know something about parsing PSP format files. Written by ex-Jasc script guru Joe Fromm.

Train Track - A brush effect.

Tunnel - A brush effect.

Tunnel Redux - A more useful version of the Tunnel brush.

VectorPaint - A script that paints the edges of vector objects with the Paint Brush of your choice.

VectorStroke - A script that strokes the edges of vector objects with any tool you desire (paint brush, tube, eraser, warp brush, art brushes, etc.). Select the tool. Select the vector object. Select the layer to operate on. Run the script. New.

VectorTube - A script that paints the edges of vector objects with the Picture Tube of your choice.

Watermarks - This script applies watermarks to images. Works well with batch. Lots of options.

Zowie - A brush effect.