Creation Chip Actions

★☆★ Invert Individual Layers On A Stack 1-100 ★☆★

Introduction

Skill Level

Beginner ☑ Intermediate ☐ Advanced ☐

Our 'Invert Individual Layers On A Stack 1-100' action set is designed to do what the Layers Panel and the Image/Adjustments commands will not allow you to do if there are more than one image layer that is selected on the opened stack to be processed. These actions though will only process stacks having 100 layers or less.

The layers to be processed on the stack must first be selected in the 'Actions Panel' before playing the selections. These actions when played will override any selections that you may have made in the 'Layers' Panel. The selections that you make on the layer title landings in the Layers Panel will not process, but the action title landings that you select in the 'Actions Panel' will process the layers on the stack when they are played.

The selected layers to be processed by the Actions Panel for this example:

- **Layer 1**
- **Layer 3**
- **Layer 5**
- **Layer 7**
- **Layer 9**

These layers which were selected and played inside of the Actions Panel will all be inverted on the original stack, any layers that were not selected will stay the same on the original stack.

You may select as many of the action title layers as you like to play, but all those same layers that are selected in the 'Actions Panel' must be present on the opened stack, if they are not the action will quit.

This action 'will not' normally quit and it is not meant to quit. If this action quit then you are most likely missing layers on your stack or there are misspelled layer title names on the stack, or there are layer visuals turned 'off' on the stack.

These actions should process any kind of stack such as whatever [document type, Resolution, Image Size, Bit/Channel, color], if the stacks' layer visuals are all 'on' and if all the sequence layer title names are on the stack and they are spelled correctly.

We design and make all of our actions to easily process all 'Beast Cleared' PSD images that are stacked correctly by our actions. Sometimes this requires you having to have an 'exact' count layered sequenced stack, though that is not the case with these actions. These actions are not set to function or to process on an 'exact' 100 stack count only and always. In this case the stack can have any amount of layers 100 or less, but these must be 'sequenced layers'.

A 'sequenced layered stack' is meaning as a 100 layer stack that is having all the layers on it from 'Layer 1' to 'Layer 100', and this stack have no layers on it that are missing in-between the layers 1 through 100. These layers can and may be shuffled or moved on the stack causing no harm as to the action processing correctly, because the actions' code commands are calling upon a specifically spelled layer name to process. If that layer name called for is not on the stack then the action will quit.

Instructions

Open the action set 'Invert Individual Layers On A Stack 1-100' into the Actions Panel then 'fall' the action sets' title landing to access the action pods that are within, then open your chosen whatever count stack to 100, and this stack having sequenced layers to be processed by the actions in the Actions Panel. Then click and select the action pod title landings that you want inverted on the stack while holding down the 'Shift' or 'Control' keys on your keyboard. You may select as many of the action pods who are representing your stack layers as you like. When you are finished making your layer selections in the Actions Panel then click the 'Play selection' arrowhead icon at the bottom right corner of the Actions Panel to play your action selections.