



Creation Chip Actions

☆☆☆ Make Pixel Grid Board Set With Guides ☆☆☆

Introduction

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Skill Level
Beginner ☐ Intermediate ☒ Advanced ☐

Our 'Make Pixel Grid Board Set With Guides' is and has been for years our foremost and premier guide setting or laying package and template. This package was first constructed and designed by us 'for us' because this raw program for far too many years did not do it. For always this program only laid a single guide at a time for its' customers. We constructed from scratch this processing code and refined it to 'make' it simple and easy for us to set guides for ourselves when at the time this process did not exist. We know that there is only one way for this process to be performed correctly and it is the way that we constructed and developed it to perform using the Actions Panel. Know that we here are of actions and we are Action Build Masters, we are not students that are actively learning how to play actions.

For years we have not published any of our process(es) or have disclosed them or in any way have we made this public. So for a long time we have done our utmost to conceal it until the day that we did make it public. Though now, just before we disclose it to make it public we see another using our very similar type guide setting action processing code orders that are still supposed to be undisclosed by us. Yet do see too that our 'Square Guide Setters' are still dear and precious, and that they still belong to us. Do try to understand that no one can understand or know about real actions or of the building of any beneficial actions of real production like 'Creation Chip'.

We designed and have been using this, 'our process' for the purpose of dividing our 1x1 inch abstracts into processing standards for copying and pasting selections into set coordinates and also for these to be perfectly balanced. This has been going on a long time and this is not all of it or the only purpose or reason that we have developed our guide setting process. Most all of 'our actions' are connected as one and our reasons go much deeper and far more beyond than this. Our copyrighted Balanced [Schematic or Yin Yan] Boards were long ago built from our action constructed Pixel Grid Board templates.

Step 1: Play any Pixel Board

Our actions have always been our project(s), and are themselves evident proof of our unique abilities and credentials, we just simply do what no one else have ever done before regarding 'refined beneficial actions'. Ours have all been recorded and have been many years in the making beginning before this program first published or went on market. Many already know this, and these actions are/were meant for by us to divide a square into from 1x1 to 720x720 equal segments for the coordinates registrations and for our other balancing acts and even more. We have also long ago captured the balancing code of all these too. We do always play, and we do challenge anyone to develop an application that will go over further than 'half' of this refined guide setting feat of ours, and that is meaning doing it without having to use ours to do it.

Our Guide Setters will work on older versions of this program that do not have the newest versions' guide setting functions. This means that if you own any older versions or a CD application of this program then our Guide Setters will work well for you, because all older versions of this program do not have Guide Setters or even action processes to set the guides automatically for you. Our Guide Setters were designed in the older versions of this program.

Our Guide Setters have the function of giving you the division of every square proportion in an inch from 1x1 square to 720x720 square. Our guides will set 71x71 square equal proportioned guides on a 70x70 pixel canvas. The latest or newest version of this program will not do this. The understanding of the setting of guides and of their mathematical inputs for correct exact divisional coordinates have not been easy for the builders of this program nor is it easy for any one else but me 'I/Pilot', The 'Guide', I answer to calls of justification and I designed this action set package from scratch in the Actions Panel years ago having no one elses' 'help', not even a word about it ever from any builder or knower of this program and I have built, constructed and designed much more than this. Total in all, there was great sacrifice and cost involved in my long development, and I am not here for to lose my things.

Understand that guides may be set and this set coordinate is and can be recorded and saved as playable code in the Actions Panels' recorder, and this code may/should be

replayed on another exact same sized image, thus setting the guide in the exact position or coordinate as the other. In all older versions of this program this command is inputted at [View/New Guide]. Here you would input your precalculated image size division and then input your single guide coordinate. Up until 'very' recently this has been the long running standard and default of this program.

Even though you may be able to record a 'set guide' and then replay it on another exact same size document and then have the exact same results, you cannot record the removal of an individual guide or guides into the Actions Panels' recorder, think about this deeply. Now, I inform you that this is a more authentic dignified and honorable type of a priority to fulfill and it is a trustworthy project for to benefit and to serve clients or subscribers, and this is meaning as to make these commands more versatile and more refined as like in an order, and to make these and other raw hidden commands to function also in the Actions Panels' recorder so that clients and subscribers can look forward towards and always expect better refined functioning and operations of this program that produce 'something' or any small 'single thing', and that whatever that tiny thing is, that it be easy and simple to access and operate by the paying customer.

Again, you cannot record the removal of individual guides or even a few guides in combination in the Actions Panels' recorder. To remove the guides from the image document you must 'delete or remove all guides'. This single command is found in [View/Clear Guides], and this command is recordable and playable. There is also the command to 'restore the guides' after you have deleted or cleared them. You cannot access or find this command in this program until after you have commanded to 'clear all guides' from some document. This command is found under [Edit/Undo Clear Guides] and this command is accessible and available only afterwards using the command of [View/Clear Guides]. This command of [Edit/Undo Clear Guides] is itself a command that is also unfortunately unrecordable by the Actions Panels' recorder and it too should be done some beneficial and helpful refined upgrades in the Actions Panels' recorder.

Our free package of 'Make Pixel Grid Board Set With Guides' contain the first 100 actions that are in our complete set of 720 actions. Explore with these 'Make' actions and find a benefit in them for yourself. These 100 actions will equally square and section an inch for you from 1x1 to 100x100 sectors. Remember concerning design and design types that the 1x1 inch is representing a basic square abstract image design having sectioned coordinates or locations that are selectable and recordable in the Actions Panel.

The Pixel Board 'Make' actions in the action set are very easily operated. When they are done made you may add or copy and paste your image onto the Pixel Guide Board, it is resized with the guides to be 1x1 inch. The opened image may be any size, it also is processed to be 1x1 inch in size and then pasted onto the 'Guide Set Board'. Driver understand fully and then know that a square is a square is a square.

You cannot copy 'Guide Sets' that are set on one document over onto another document in this program, but you can copy an image and then paste it onto the new 'Untitled' Guide Set document, and this is how it is done whether you can see it being done or not. Our actions are the original processing code to first do this and it can only be done correctly one way. With our code you can read and see more clearly and exactly how it is all being done behind the scenes in this program and then learn it for yourself.

Action [22222-2] in the action set is meant for you to copy and paste your images onto the Pixel Grid or Guide Board. You must pay attention here at what it is that you are doing, because this is a powerful little action of ours that can do several things. Pay attention by always keeping your eyes on the Layers Panel. Know when a single layer is being selected in Build and know when a stack is being selected in the Layers Panel. This action can or could be found named differently by us and it doing a different function and separately of section [33333-3] it will stack images correctly and properly when they

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are opened one at a time into the Build Area and then the [22222-2] action is then played. When using this action you do not want to ever ‘select’ the stack accidentally or purposefully and then play the action on the stack, this act will remove your stack from the Build Area without it ever having been saved.

Keep your eye on the ball here using action [22222-2], be alert, pay attention and know what is your purpose and know what you are doing.

Lastly and this is concerning this programs ‘Help’ menu. This menu, I repeat cannot help you regarding our actions or of anyone explaining anything about knowledge of how any action function or of how exactly to make any action function and this has been a long standing silent event since the invent of this program. The Actions Panel has been here for that amount of time having no ‘Help’ on action guide instruction and having no applicable multiple Guide Setters. Yet there is an Automate Panel here that only function on and only process actions. Yet there are no beneficial productive actions anywhere but at Creation Chip.

Sometimes the ‘Help’ menu of this program will help you none or ‘way too much’ and this needs real fixing. What I mean is that, if you do lots of processing with actions, like we do, then you will find out that the ‘Help’ menu of this program has a sort of mind of its’ own to do something other than what you want it to do or something other than you commanded it to do. You would not realize this as normally working in Build unless you do much processing with actions. What I am getting to here is that I might not want any ‘Help’ while I am processing in Build with ‘our actions’, because as I say ‘there is none’. But the ‘Help’ Panel will automatically open while I am processing and then take me directly onto the internet and open me and my computer up directly into Adobes’ website. Again, I did not ask for any ‘Help’. I do know though that this ‘act’ of help is similar to a ‘View’ or to ‘a Look and a Saw’. This is being normal in this program when processing and it is very annoying if you do much processing with actions. Many times this act of the ‘Help’ Panel opening often unexpectedly will cause errors in the program and it will quit, and the program will close in the middle of your work or processing then erasing the actions that you have stored active in the Actions Panel. If you are a Builder then this is even more annoying because the ‘act’ can and will delete your Build projects if you are not aware of this happening and you do not save your projects often. I know that you should be made aware of this programs ‘helpful’ defect, and you too should question and look into this deeper of the reasons ‘why’ this should ever have to happen.

Example: 24x24 Pixel Board