



# Creation Chip Actions

## ☆☆☆ Selections--KO ☆☆☆

### Introduction

Creation Chips' [Selections--KO] action package will in some way or manner knock you out the selection(s) of your choosing. Understanding selections is to know your own assignment and self and this is called focus. When evolving or growing, after a very short moment selections become natural and they are all that there is in reality, in other words selections are everywhere and everything is a selection. The center of your selection is your attraction and it is personal and unseen by anyone else but yourself. It is unique and it is the same as freedom of choice and we all exercise this naturally as best we can and that is what true nature is. This program will not function or work for you unless you choose or 'select' to turn it on. Nothing will work in this program when it is on unless you choose or select an image to open. Likewise nothing will happen to the open image until you choose or select a tool or command to play or to process upon it. Your own 'personal natural selection' process goes on about like this all day beginning right after you wake up and turn on your personal program, 'Driver'. Sometime, somewhere a selection began and we all end up here together today making more refined selections. All things begin with a selection made. The Action Panels' purpose is to 'Record' and to 'Play [our/your] selections'.

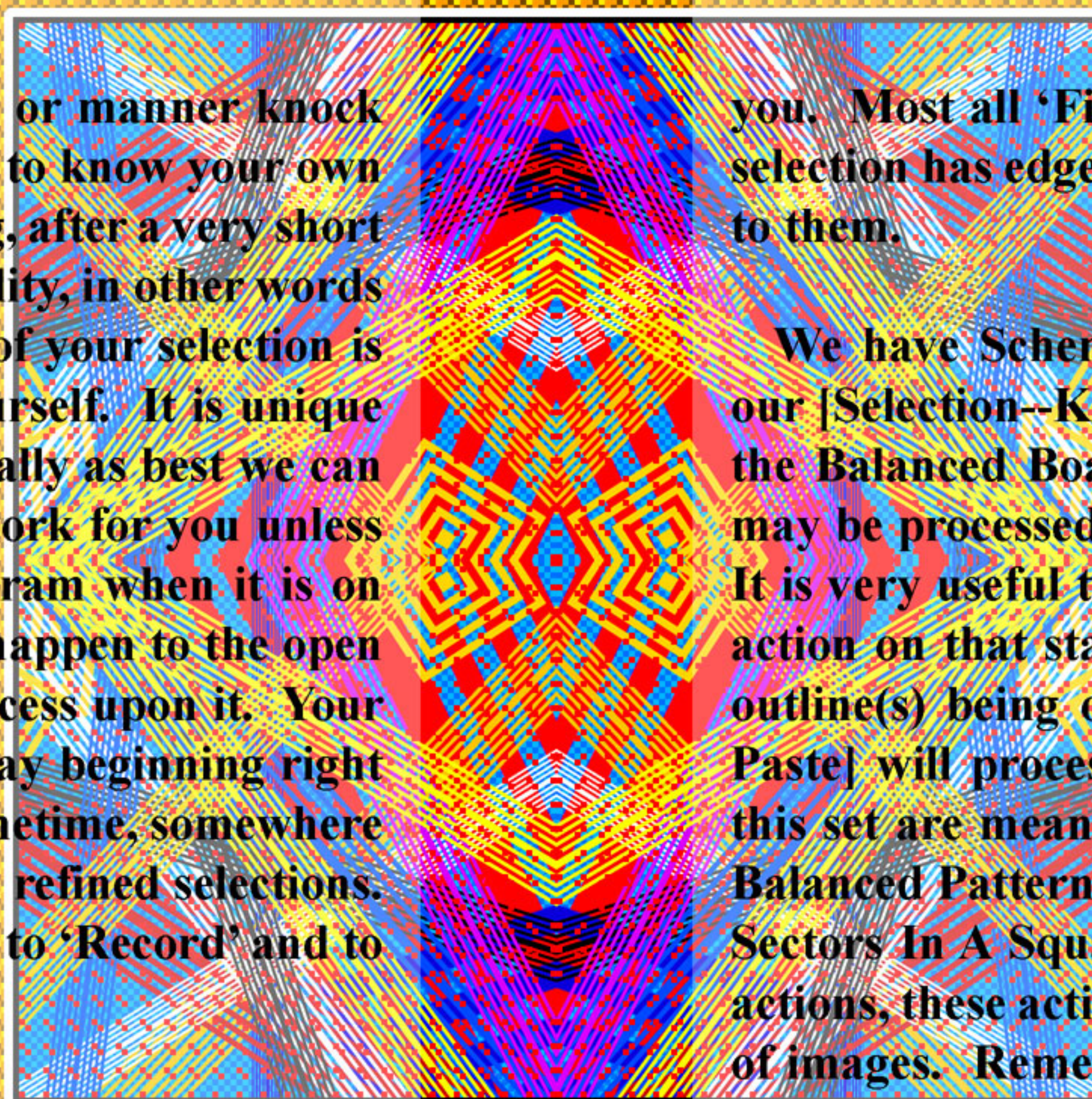
Creation Chips' [Selections--KO] action set is optimized being complete as it can get. Our selection 'Masters' though go beyond the [Selections--KO] folder. In other words our selections evolve and complex to Master levels. Our actions, this Actions Panel and this program function on your selection input(s). If you give or have no selective input then nothing happens. This input is necessary and it is required of the Driver or operator for his own customized personal functions. Our actions' title landings read out to you choices for selective input and when read[red] out, selected and played they will then process and accomplish many tasks for you. In some location or part of the total action processing you are elected or selected as the next move in the production line or you are the 'main attraction', and your assignment is to make your 'drawing move' in the News of the image, or to 'Play (the) selection', or to size and save the knocked out image selection, or to process further with the saved 'knock out' image file or document. This is considered as your 'act of duty' or of assignment, and you could call it your aim, direction or will. It is your 'center of attraction' and we perfectly balance it or this for you. We are focusing here now, on this Build production line.

The purpose of our action selection sets are to make accessible every selection for you that is possible using all or any tools or commands in this program, to make it easy for you to do this and to get beneficial real results. Learn the tools here that will capture and knock out best your different image selections. Selections is not an absolute perfect capturing and sizing science, but the balancing of your selection is. If you use a tool to cut out any selection, then know that any active selection line that cut across a 'piece' of a pixel, then that pixel is included in that selection outline that is captured or knocked out.

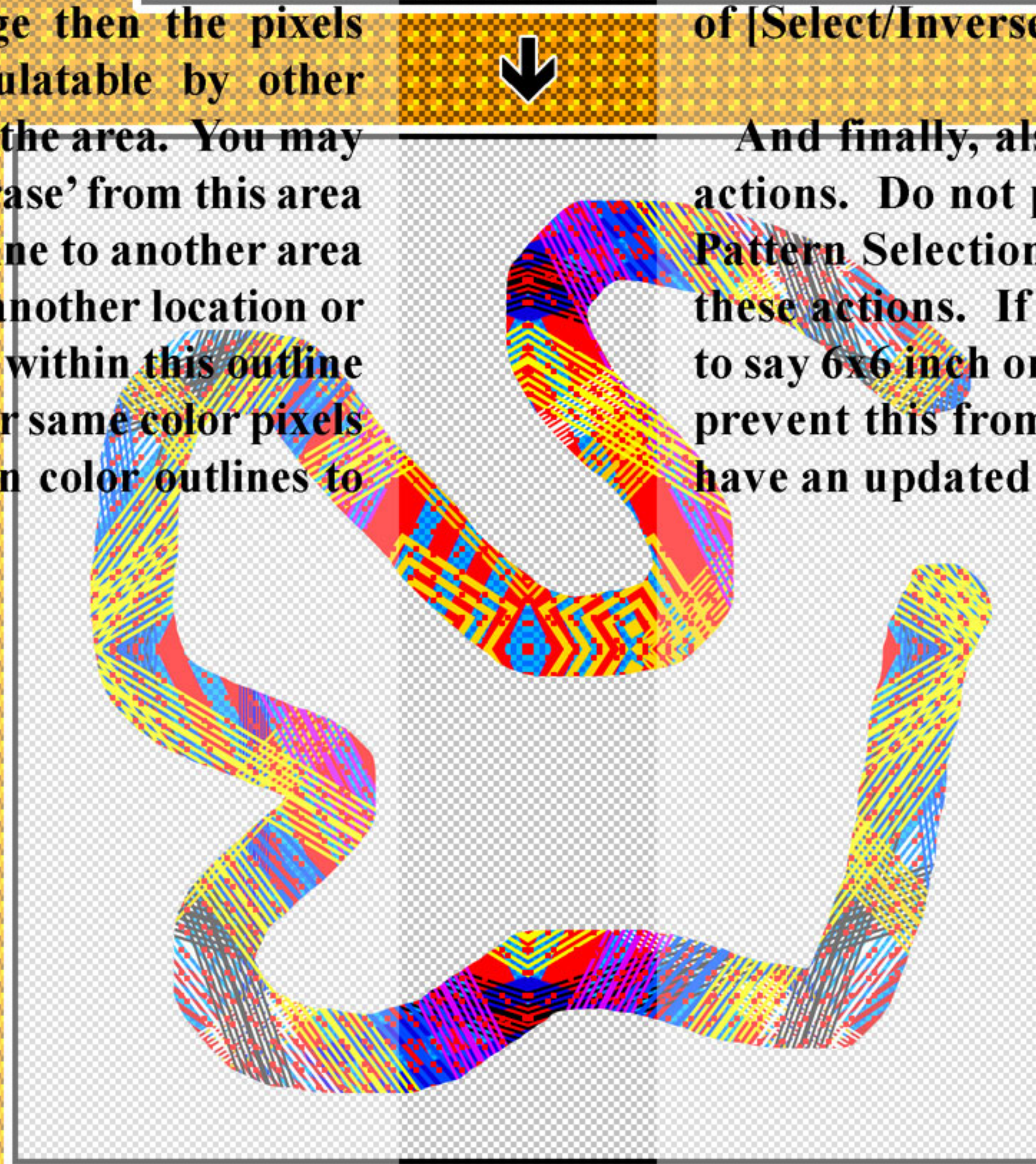
Once you make an active selection outline on a pixelated image then the pixels contained beneath or within the outline are then made manipulatable by other commands and tools in this program. You may then 'Cut' or 'Delete' the area. You may 'add' on to or 'subtract' from the active selection outline. You may 'erase' from this area contained and make 'Fills' into it. You may 'move' this selection outline to another area of the image. You may 'Copy and Paste' this outline containment to another location or new file. You can and may make all 'Image/Adjustments' commands within this outline area. The Select/Color Range command will 'separate color ranges' or same color pixels from these active selection outlines and present those active selection color outlines to

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Skill Level  
Beginner Intermediate Advanced  
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layer 1



Opaque Pixelated Cut Out

you. Most all 'Filter' commands will process inside the selection containments. Every selection has edges and center points, this will cause pulled out 'guides to snap' perfectly to them.

We have Schematics or Balanced Board Pattern Selection Outline sets included in our [Selection--KO] folder. These selection sets are very special and these set will place the Balanced Board selection upon a stack of images whereas all layers on the stack may be processed by [any] Selection Pattern and the action will process all size images. It is very useful to be able to do this and be able to process every size Balanced Board action on that stack. Many commands may be processed through the active selection outline(s) being on the stack. However, our action set [Selections-Isolate--Copy And Paste] will process only upon 'a single' image layer, the products from the actions in this set are meant to be saved. Our action set of [4x4 Inch Symmetrical And Yin Yan Balanced Pattern Selection Outlines] and [Make The Active Selection Outline From All Sectors In A Square] are free packages of the most basic and useful Selection Outline actions, these actions are also very special, and will make your selection(s) upon a 'stack' of images. Remember that the command of Edit/Copy, Edit/Paste will copy the image selection from the layer that is selected and paste the image selection onto a new layer of or on the stack. The new layer is pasted on the stack 'above the layer that is being selected' in the Layers Panel. Our 6x6 Inch Symmetrical And Yin Yan Balanced Pattern Selection Outlines are for purchase set packages, there are 255 actions in each set. Use the command of [Select/Inverse] with all the 'Balanced Pattern Selection Outlines'. This command is meant to give you the 'inverse' of the sets. Our 8x8 Inch Balanced Pattern Selection Outlines are contained within the 8x8 Inch [Schematic-AB AM] Balanced Boards for sale packages.

When using the Color Range Panel on any stack of images remember that you must turn 'off' the visuals of all the layers on the stack except for the layer that you are abstracting the color range from, this is the layer that is being selected in the Layers Panel. If you do not you will have inaccurate color selections that are coming from all the combined layers on the stack that are having their visuals turned on. The Color Range Panel when selecting color(s) from an image on a stack that is having more than one layer with visuals on cannot distinguish what layer it is that you are selecting from even though that layer is being selected. So turn 'off' all layers' visuals that are on the stack except for the layer that you are working on when using the Color Range Panel and its' color picker(s).

Also you want to understand in ways that every selection outline area that is made on an image is as an object and this object, unless it is the entire image, has a 'counter object' beside itself or of itself. This is also true of all our Balanced Board Selection Outlines. To access or to get the counter object of your drawn selection then after making your active selection outline or drawing on the image then enter the command of [Select/Inverse].

And finally, also concerning many layered stacks and processing them with these actions. Do not process very large stacks with the 4x4, 6x6 and 8x8 Balanced Board Pattern Selection Outlines if your system cannot handle it. The stack is enlarged in these actions. If your stack is small size but very many layers then it would be sized to say 6x6 inch or 8x8 inch. This enlargement can freeze or stall out this program. To prevent this from happening then process or use less or fewer layered stacks. If you have an updated system then 100 layers or less is safe.