



Creation Chip Actions

★*★ Shuffle Stack ★*★

Introduction

Creation Chips' Shuffle Stack actions are excellent and they are the first and the best of any kind. They are designed and made to be refined. We have three main Stack Shuffler action functions. They are 'Automatic', 'Manual', and 'Move The Selected Layers On The Stack to The Topmost Section of The Stack'. All function differently and all are meant to do some beneficial function on a stack of image layers.

Our 'Automatic' Shuffle Stack actions will finely shuffle a deck or stack of images in the same way as shuffling a deck of cards exactly and it is done very finely. The 'Automatic' Shuffler action set will not process upon custom original stacks whose layers are not correct or 'proper'. It will process only on 'proper' stacks whose layers' title names have not been changed. All the layers must be present on the stack from 'Layer 1' to 'Layer n'. 'Layer n' is the highest layer count number on the stack and there must not be any missing layers in-between the lowest layer count and the highest layer counts being on the stack. All the layers can be mixed on the stack but they must all also be there present on the stack.

To be able to process stacks with the 'Automatic' Stack Shuffler, the stacks must be exact to the total layer count number that is called for. If the 'Automatic' Shuffle action calls for a 14 layer stack to be processed, then the stack to be processed must be a 'proper' 14 layer stack that is opened to be processed; no layers less and no layers more. All and any different 14 layer image stack(s) can and may be processed by the action. 'Automatic' Shufflers are meant to be 'played' or processed on the open original titled document and they will not duplicate the file nor change the title name of it.

AUTOMATIC SHUFFLER

PLAY ACTIONS ★★★★

The 'Automatic' Shufflers are mainly meant 'only' to shuffle the open original stack no matter how all the layers may have been 'moved'. After the 'Automatic' Shuffler action has done the shuffle of the stack it then will 'properly' sequence order back the stacks' layers on the same opened original document file. There are many refined shuffle patterns that are involved in the 'Automatic' Shuffle actions' processing which are meant to move and to rearrange and to re-sequence order the layers back on the open stack. The stack to be processed by the 'Automatic' Shuffler must have all its' layer counts present on it and the layer count title names must be spelled exactly correct for the stack to be processed completely all the way through. 'Proper' stacks may be 'Automatically' Shuffle processed over and over again.

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The 'Automatic' Shuffle actions may be played singularly or as combined. The actions in the Actions Panel or action set may be moved around in the set in different orders and then combined and 'played' together creating many various arrangements of the images layers being on the stack. All 'Automatic' actions if put together into a single action set are meant to function together correctly as a single shuffle processing unit. If it is selected and 'played', then the highest layer count number starting from 'Layer 1' in ANY SHUFFLED DECK action set will shuffle and reset the sequence order of the entire stacks' layers.

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To be able to evolve and produce properly in this program then the Driver or operator must also have the correct tools or methods to shuffle a deck or stack of image layers that are at least 'available' first; and then they are easy, and fast or quick and the tools and the program is reliable and they are always being reliable and trusted to do the processing.

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Equate, know and understand an opened and layered image stack to be the 'exact same thing' as a folder that is holding single layer image files. The open stack and the image layers that are on it are easily seen or viewed and the single layer image files that are in the folder are not but they are the exact same as the image layers that are on the open stack. More importantly, when it is open as 'a single file' then the stacks' image layers are accessible in the Layers Panel and they are manipulatable and they can or may at any time be made seen or unseen. There are also many selections and many menu options and active selection drawing tools and panels of great operations all around in the area that have quick and ready to be activated processible commands in them just waiting to be 'played' on that open stack and its' image layers.

Skill Level
Beginner Intermediate Advanced

All of our Stack actions function or process on the opened stacks' layers and this is exactly the same as saying that all of our actions function on all single layer [PSD] image files that are being in a folder. This is very much the same as how the 'File/Automate/Batch' Panel works. Though, when working with stacks 'only' in Build with our actions, there is no need to make 'Open' or 'Save' or 'Save As' folder destination inputs for the action to process images or selections or active selections, and working with stacks is somewhat of a more error free type processing because when the stack is saved before hand then opened into Build and then if during processing an error occurred the stack can be quickly 'reverted' and the processing can easily be started over. This 'reset' or 'Revert' mechanism is not available in the batch running and it is not so easy to do or to fix when after the batch processing of the action on the folder is finally done or finished and some unknown error has occurred sometime during the batch processing or running. Instead, when working with stacks 'only' you will feel much more secure about it all, and have time to be even more creative and you will be the 'active' one in charge being able to see and to learn and to know what is actually processing for yourself without having to trust using the complicated and hidden but also 'very reliable Batch Panel' to run your actions on the folders' image files.

At Creation Chip we always have a need and will always have a need for a 'Shuffler' to mix up our created chip design types or for other various reasons. Reliable Shufflers are a needful tool for us. Therefore, we understand that reliable Shufflers are also a necessity to all the Drivers and operators who utilize our actions and so too for all those who would use this program, and this means whether they know that they need 'Shufflers' yet or not.

There could be a thousand files in a folder or there could be a thousand files on an open stack it is very much exactly the same except that the open stack is open and it is only one document file that is open and it is accessible and easy once it is understood, and its' layers are seen and they are 'movable into other locations'. The stack also weighs much less or half less in memory than the folder that is holding the same exact amount of single layer image files inside of it.

All of our actions combined are meant to be a whole working unit and they are all built and constructed to function as a single unit together, but this Actions Panel cannot hold all action sets inside of it at once or hold too many at once, if so, the program surely would 'freeze up'. Therefore, the Actions Panel was built for and is meant to temporarily hold 'code portions' or action sets that have been chosen, selected and singled out from an 'Actions Library' so that they may be used more so like 'next in line' in the panel, and those particular action sets that are opened and active in the panel are intended to be 'played'. After the action sets' use is done and over then it is meant to be 'deleted' from the Actions Panel.

So then, finally the day does comes when you have the need and must have some sort of a shuffle device to make a 'New Deal' and a 'Fair Deal' and 'Square Deal' or dealing of a new deck, and this technique is called a 'Proper' Deal of the deck that is meant to correctly arrange and to reset the orders on the deck. This is called a Commander Ram On Deck Deal or a Commander 'Ram Deal' said ED, 'Pilot' of the Creation Ship Gabriel.

Working and building using stacks is 'high tech' folder access and speed and production when using our actions in this program. To mix up or to scramble or to shuffle all of the image files that you have saved inside of 'a folder' and then have them remain in that location for the final structured order of the folder is not an easy task to do especially if you want the image files to stay put in that exact place in the folder. The easiest and fastest way to do this function or procedure is to utilize our action set of [Unstack The Layers On The Stack to Sequence Ordered Single Layer Image Files]. The particular action or action set will unstack all the image layers from off the stack onto sequenced ordered and titled single layer image files that the 'active' Driver or

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operator must then save the ordered image files to a folder. After, when all of these sequenced ordered single layer image files are 'Saved As' together into the same folder then they would be in the same exact order that the 'active' Driver or operator set them in when they were image layers upon the stack. Doing this act or using the Unstack to Single Layer Image File action will move, rearrange and stabilize single image file locations or their positions in folders.

It is very difficult and extremely time consuming to mix image files in a folder or even to move them to another stable location or position in the same folder especially when you cannot see what it is that you are doing. To be able do this in any way would require that you change and rename the image file title 'names' in the folder so as to move or to relocate a single image file permanently in-between or into the other files in the folder thus placing it into another location. Title names of files in programs and of words in the dictionary and of books in the library are default set to be 'Saved' or to be 'Saved As' in storage as a defined way or in a pre-described manner or order such as alphabetical, numerical or as symbolical strings.

Certainly and obviously, if your intent is just to 'automatically' and randomly shuffle a stack of images or image files then the files' title name change should not be an issue of concern or it should not be the biggest time consuming issue of the moment or it should not be any kind of a concern or it should not be at all any kind of an issue.

Creation Chips' 'Manual' Stack Shufflers provide and fulfill the need of a 'no concern issue' as far as regarding layer title name changes. Our 'Manual' Stack Shufflers are built to be more about a 'Proper Deal' that is done or made onto a new untitled stack document file. The 'Manual' Stack Shufflers are a top of the line product. Once its' function and purpose is clearly exposed and understood then you will know too that it is a top of the line product that has a very useful benefit. The very useful benefit will save you countless hours of time that keeps on adding up forever.

The 'Manual' Shuffle Stack actions allows the 'active' Driver or operator to change and 'manually' shuffle the stack layers and change layer title names on their original custom stacks at any time and without having any worries or issues that is concerning layers being 'proper' or of them being 'properly' stacked for action processing. The custom original stack is processed by the 'Manual' Shuffler action to make that same stack or its' exact same layer ordered structure automatically and 'proper' onto a new untitled document whereas it is action ready processible and the original stack document will remain unchanged and it will still be saved in its' original folder. The 'proper' made new untitled stack document file would then have to be 'Saved As'.

The 'Manual' Stack Shuffler allows you to go on about and continue working with your own custom title naming conventions of the stacks' layers up until the moment that you are ready to process the stack with any action that is calling for a 'proper' stack to process through it. The 'Manual' Shuffler, when used then on the original custom stack, will make a copy of the stack that is 'proper' and 'action ready' to be processed by other of our standardized actions that are built to function and to produce for everyone. Standardizing the stacks' layers for our action processing is also called 'proper'.

Creation Chips' 'Manual' Stack Shuffler action is about the most useful of our stack tools that you could have, it will make all altered or custom saved and opened stacks to be 'action ready processible' or 'proper' and 'correct' for standard action processing. The standardization is built into the action so as to function and work for all Drivers and operators. Our 'Manual' Shuffler actions' maximum stack layer manipulation size is one thousand layers. There is not a free package to the 'Manual' Stack Shuffler action sets they are for purchase only.

Our 'Move' Layer Shuffler actions' purpose is for easy and quick moving of selected layers that are present on the stacks. The layers that are to be 'moved' are all selected in the Actions Panel and they can be combined and arranged in the Actions Panel and then the combined selection can be 'played' as one selection. The selection or the combined selections that are 'played' will be moved to the topmost portion of the stack. Most times this is the best position for selected chosen image layers to be in when there are very many layers on the stack and it is hard to navigate through them. The 'Move' actions can be used for many purposes and reasons. We have other actions that will remove these topmost portions of the stack onto other document files easily and quickly.

All of our actions are built with purpose and reason. They are done so that everyone can and may 'image process and produce' with this program. Our actions are made with you in mind to get you to your any goals of a professional finished image product when using this program and make it automatic or quick and easy. Our actions are built to make real true productions or specified products and our actions are ways to add onto these products in a manner that is continuous or perpetual, and this then is ultimately multiplying them. All the multiplications or additions are meant to be different than all others and be unique.

Our actions are similar as a factory or the parts of a factory or they are like the stations of the factory that are set all along the way in its' production line like panels that end up with making a 'complete' circuit and producing something 'new' again and again each circuit every time. This program is a program of a broad raw basic general overall use nature that is meant for all traffic. It has no instructions or set standard in it leading to any true action building or of processing into the complex levels. There is no project to the end product nor is there any kind of a projection forward or a formula to a different unique 'copyrightable' end product that has any real tangible 'produce' for you specifically in this raw program. Our intent or purpose then is about creating every avenue that is necessary to manipulate any stacks and their layers and then make these functions available as actions for Drivers and operators so that they may get out of that stack and this program the best ever benefits to evolve.

Our actions always produce something and not just process something or they do not just process at something. Our actions are more specifically being 'Structured Refined Recipes'. They are all the code commands of image processing and production. Creation Chips' actions are intelligently built from out of the raw code commands that are already in this program or our actions are 'refined built' and constructed from the raw code commands that have always been around and accessible in this program.