★ ☆ ★ Unload A Stack Onto Files In A Folder ★ ☆ ★

Introduction

The actions in this folder are intended to be utilized along with the File/Automate/Batch Panel. The Batch Panel processes images in folders using actions that are built in the Actions Panel. To batch play a particular action on a folder of images the selected 'action set' must be opened in the Actions Panel, and this is meaning whether or not the Actions Panel is open.

These actions are a bit more than simple to complete and master, but it could be done in a single day if you have the images to test with and the set up folders and you have a determined focus. This action requires utilizing the Batch Panel to process the action and this action requires having a folder of blank files and similarly having a folder of image files, and this action also requires opening a stack of images.

The actions in this set will stack onto 'blank' files being in a folder, the action will stack onto 'image' files being in a folder, and the action will stack two images on each 'blank' file being in a folder, and the action will stack two images on each 'image' file being in a folder. Many of our actions process stacks having different amounts or counts of files. Learning stacking will help to increase or to multiply your designs and help to increase your speed of production. Stacks being processed by our actions should always be exact to the layer count called for to work the best for you without having quits. Layer your stacks using our actions and none other.

Stacks that are stacked by our actions are stacked correctly and proper for all further processing by our other actions. There is a general idea or sense of stacking going on here that is always correct and when you learn it, you will have the whole easy concept.

If you fall the 'Unload A Stack Onto Files In A Folder' action sets' landing and then look into the different action pods code commands inside then you will see that these actions [11111-1 and 22222-2] code commands are all exactly alike. Likewise to its' section are the code commands in section [33333-3], they are all the same exact code commands.

The only thing different in all of sector [11111-1 and 22222-2] is their action 'title landings', and this is the same with sector [33333-3], it is one single action that has many different titles only. Try to understand what this means. It means that all selections in that section for unstacking a stack to folder files no matter how large the stack and folder, they all are the same single action and you may copy or duplicate any of that sections actions and retitle it to be whatever count number that you want it to be. The count number of the stack and the count number of the images in the folder both must be exactly the same for the action to work properly. All of sector [11111-1 and 22222-2] actions are one single action that process all counts, that is if the count of the layers on the stack is the exact same count of the files in the folder to be processed, and this is true of sector [33333-3], there is only one action to do all the many different count processes. Our 'action set' package of 'Unload A Stack Onto Files In A Folder' is only a very small example package for you but it has all the correct code in the package to do any and all of those type processes for you.

Before stacking your single images make sure that all of them have been processed with 'Beast All Clear', and make sure that all of your single images that you intend to process with our actions have been Beast Cleared. Beast Clear is a set standard of processing all images through our actions. These size and resolution and other standards of ours must be met for all of our actions to process your images exactly and precisely as they are described. Do not accidentally or purposely play 'Beast' on any of your stacked image files, Beast will reduce your stacked images to a single image layer named 'Layer 1'.

All of your stacked images should be Same/Same 1x1 inch, 720 Resolution, 8 Bit/Channel, RGB Color, and a PSD saved document. You could set these properties manually to each of your image files or you can use 'Beast' to automatically process them for you. Keep the properties of all and every image on your stacks the Same/Same or they will not process correctly, you do not ever want even a single images' size or its' resolution being on the stack out of proportion in any way with the

other images on the stack. By following these instructions exactly then you will eliminate any problems arising out of sizing from ever even happening. Beast All Clear is your best friend concerning all of our actions. Beast Clear is worth a million bucks to you, use it as though that is how much you paid for it.

Also, another major precaution that you should always take when using any or all stacks in general is to open the Layers Panel and check that all visuals on all layers are turned 'on' before processing that stack of images. Visuals turned 'off' on any single layer of the stack cannot be 'copied' and then pasted onto the file(s) in the folder of images, and this will cause a malfunction or a quit in the actions processing that is not that easy to fix.

All of our stacking actions end their processing on the stacks with all the layers' visuals turned 'on', and these stacks after they are processed are meant 'first to be saved by you' with all layer visuals turned 'on', then after saving the stack you may reopen the stack and experiment with it in Build, plus now you have 'revert' commands over the opened original stacked image file. Saving the stack first after producing it prevents you from tampering with our set standards in the image document and thus by you saving the stack then you always have the original saved and processed correctly in a folder that you may access or open at any time in Build and then immediately start processing our actions upon that image stack. So therefore, do not save any image file document back to any folder having its' visuals turned 'off' on any layer if you intend to process that image file with our actions again.

These kinds of images can and will get mixed in with your other correct images in your folders that are correct and ready for processing with our actions. Any single layer images having their visuals turned 'off' being in any folder of correct single layered images having their visuals turned 'on' will cause a quit in the Automate/Batch processing of the folder that is holding the single layered images. Obey the Same/Same rules as to saving all image files that are single layer or stacks, save them all with all layer visuals turned 'on'. Only this way and do not tamper with these image files until after they are saved first. All of our actions do save all images having all layer visuals turned 'on' automatically done for you but you first must immediately save the stacks manually after our actions have processed or have produced them.

Instructions
File/Automate/Batch Panel

If you are just learning this action understand all of the implications above, and start off with a small stack and folder of images, and the smaller the better for you in the beginning. Understand that this action do not flaw or make any mistakes and it works perfectly every time if you follow and understand the instructions correctly, things go wrong when you make incorrect selections.

First open the action set 'Unload A Stack Onto Files In A Folder' into the Actions Panel then fall the action sets' title landing to access the actions inside. Choose and select any 'Unload A Stack' action in sector [11111-1] to complete or to process a stack and a folder of files with. Now open a stack of images having the same amount or count of layers described on that selected actions' title landing. If it is a stack of 'two' images described on the action title landing then you want to open a stack of two images. After opening this stack into the Build Area check the Layers Panel and be certain that all visuals are indeed turned 'on'. At this point do not tamper with the stack and 'do not' click accidentally or purposefully into the Layers Panel below the row of layers, doing this will deactivate the Layers Panel. To reactivate the Layers Panel click on any layer in the Layers Panel and preferably the very top most layer in the panel.

Now at this point you need a folder holding exactly the same amount of [blank] files in it as the count of layers on your stack. If your stack has two layers then the folder must have two [blank] image files in it, and these [blank] image files should have transparent background properties, these folder image documents layers cannot be locked and must be [1x1 inch, 720 Resolution, 8 Bit/Channel, RGB, and PSD document type].

You can create one of these [blank] image documents easily from any image that has already been 'Beast Cleared', by opening any Beast Cleared image then go to menu Select/Select All, then click the 'Delete' key on your keyboard, this will only delete the image from the document face or file, thus leaving a blank image having all the correct file properties or sizes and types. Then save this [blank] image into the empty folder needing [blank] files. It then there in that folder now you may copy and paste it as many times as is needed to get the same amount or count number that is on your opened ready to be processed stack. Remember that this stack of layered images is supposed to be of the exact Same/Same type and size of images in the folder and they also too having been Beast Cleared except that the layers on the stack has images on its' layers with all their visuals turned 'on', and these are not [blank] images.

Next you should have copies made of this folder that is holding blank images and this is for the purpose of other experimentations, leave these folders easily and visibly accessible on your Applications Desktop so that you may easily find their location when you batch process them.

At this point you have a stack of images open and you have a folder prepared with [blank] images in them, and you have already 'selected' in the Actions Panel the particular action that you intend to play. Now go to and select File/Automate/Batch, the Batch Panel will open. In the 'Play' sector of the Batch Panel you will see the 'action set' title and the 'action' title that you have already selected in the Actions Panel, if these are not correct in the 'Set and Action' input fields then do correct them now. As they are correct then go to the 'Source' sector of the panel and always select Folder in the fall/fold menu input field. Go to the 'Choose' button and click upon it and a 'Browse for Folder' Panel will open requesting that you 'Choose a batch folder'. This batch folder is the same folder that you made that is holding the [blank] image files, and this folder after being selected and OK'ed by you in the 'Browse for Folder' Panel will be the folder that is processed by the selected action being in the Actions Panel.

After you select and 'OK' your folder to be processed in the 'Browse for Folder' Panel it will close and the Batch Panel remains open. Now notice the folder destination address that is written following the 'Choose' button and ask yourself is it correct. If it is correct then skip down to the 'Destination' sector of the Batch Panel and click the fall/fold menu arrow and select 'Folder' here also. Next click the Destination 'Choose' button and the 'Browse for Folder' Panel will re-open awaiting for you to 'Choose a destination folder'. This destination folder is meant to be the folder that you are going to save the processed [blank] files in after they are laid upon from the images being on the stack. This is a 'Save As' folder to save the processed image files into after they are finished processed, and this folder could be the same folder that the [blank] image files are in already, so find, click and choose that folder and 'OK' it in the 'Browse for Folder' Panel. The panel will close and the Batch Panel will be still open.

Do not choose to make a new 'Save As' folder in the 'Browse for Folder' Panel because this new folder could get lost by you. Always make your 'Save As' folders ahead of playing the action in the Batch Panel, and understand too that the folder holding the [blank] image files was made in the beginning as for it to be a newly premade 'Save As' folder that is left sitting on your Applications Desktop.

At this stage go to the 'Errors' sector at the very bottom of the Batch Panel. Here I want to note and to point out to you that when using this 'particular' action you want to make sure that 'Stop for Errors' is selected in the input field following 'Errors:'. If 'Log Errors to File' is selected the action will quit and it cannot complete the total processing of the stacking or of the stack.

Notice now in the Batch Panel an address following the Destination sectors' 'Choose' button it is and should be the same as the address following the Source sectors' 'Choose' button. If both addresses are the same then the settings are correct and the action is ready to be OK'ed and batch processed. Select 'OK' in the Batch Panel now for the action to be played. Allow the action to play all the way through until it quit. When the action quit processing a warning dialog box will open claiming that 'The command "Delete" is not currently available' and this panel will have two selections for you to choose from and these two selections are 'Continue and Stop'. Pay close attention now

to what I say. This warning dialog box was triggered in the action processing of the stack because the stack is now empty or it is now down to the last image or layer that was on the stack and this last layer cannot be deleted from off any image file. The command code that was quit upon in the action pod when it 'fall' was, 'Delete current layer' and single layers on image documents cannot be deleted, the image may be deleted on the layer but the single layer on the file document cannot or may not be deleted.

Again pay close attention and understand that the action processing is finishing and it is down to the last layer on the stack. When this action copy an image layer off of a stack to paste it onto a [blank] image file in the folder, the action then delete that particular layer on the stack and this goes on throughout all layers being on the stack until the action processing gets to the very last layer on the stack which cannot be deleted, thus a warning dialog box is triggered to open claiming that 'The command "Delete" is not currently available' and this warning dialog box is giving you choices as what to do, these two choices are to 'Continue' processing the action or to 'Stop' the action. The choice that you make on all these type of actions in this 'action set' is always to 'Continue', this choice will always finish off these actions completely. Be aware and |never| choose 'Stop', choosing 'Stop' will prevent the last [blank] image file being in the processing folder from being layered with the last image being on the stack.

Pay very close attention again, and realize now that this action is finished and over but there is an image file left open in the Workspace Area. This image file, as when looking at it in your Layers Panel, you can see now that it has only one layered image on it. Do not confuse yourself about what this image is, it is the same stack that you started with. |Never| save this image back to its original file because it will overwrite your original stack, your original stack may have had 100 images on it, but this stack image after processing now only has a single image on it. Next, this is actually what will happen when you have to close the processed single layered stack from the Workspace Area.

First you will have to 'Close' the processed stack image from your desktop after it has been processed and changed, and when you do try to close the image a warning dialog box will open asking you do you want to 'Save changes to the Adobe Photoshop document "_psd" before closing?' Be very alert here and click "No", otherwise if you accidentally or purposefully click 'Yes' this program will save the changed image stack in the Workspace Area to be your original stack now. This happens because the files names are the same and if you click Yes to 'save' it after it has been changed, this program will quickly save it back to its' original folder under the same name as though it is the original stack.

The action now at this point has been played and is finished. You could at this time now open, analyze and review the processed files in the folder that you just processed. You will notice from these files that they are no longer [blank] files anymore, but now all the files in that folder are single layer images. Single layer images copied and pasted onto [blank] single layer files become single layer image files. Single layer image files copied and pasted upon single layer image files become two layer stacks, and this is what the actions in section |22222-2| of the action set is representing to do. Section [11111-1 and 22222-2] action code commands are exactly the same and they both function the exact same way but the final results of how the processing finishes off unstacking on the [blank] or 'image' files in the processed folder is different.

The actions in section [33333-3] of the action set 'Unload A Stack Onto Files In A Folder', functions exactly the same way as |11111-1 and 22222-2| when it is batch processed. The actions in section |33333-3| are all the same action having only different titles on their landings also but these actions will stack two images from the stack at a time onto a single [blank] file or onto a single 'image' file. This requires you to make 'half' the stack count to be [blank] image files in a folder. This meaning that if your stack has 100 images on it, then the folder holding the [blank] image files in it has to have 50 [blank] files in it for the action to complete and to fulfill the requirements for all to be processed correctly. The section |33333-3| action code is 'one', but it will work for any selection that you may make or want so long as the stack layer count is 'whole' and the folders [blank] images or images file count is 'half' that stacks' layer count.