ADOBE CONFIGURATOR 3

USER GUIDE

Adobe

© 2012 Adobe Systems Incorporated. All rights reserved.

Adobe Configurator 3 User Guide

Adobe, the Adobe logo, Creative Suite,, InCopy, InDesign, and Photoshop are either registered trademarks or trademarks of Adobe Systems Inc. in the United States and/or other countries. Microsoft and Windows are registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Apple, Mac OS, and Macintosh are trademarks of Apple Computer, Inc., registered in the United States and other countries. Java and Sun are trademarks or registered trademarks of Oracle Corporation, in the United States and other countries. All other trademarks are the property of their respective owners.

The information in this document is furnished for informational use only, is subject to change without notice, and should not be construed as a commitment by Adobe Systems Inc. Adobe Systems Inc. assumes no responsibility or liability for any errors or inaccuracies that may appear in this document. The software described in this document is furnished under license and may only be used or copied in accordance with the terms of such license.

Adobe Systems Inc., 345 Park Avenue, San Jose, California 95110, USA.

Contents

1 Introduction

Adobe® Configurator 3 is an easy-to-use tool that enables you to create your own custom-designed panels for Adobe InDesign® and Adobe Photoshop®. For example, you can create a custom panel that incorporates tools that you use regularly, along with buttons that provide easy access to typical workflows.

Configurator makes it easy to drag and drop tools, menu items, scripts, actions, and other objects into a panel design. These panels leverage built-in Adobe Flash® support, making it possible to drag and drop audio, video, images, web pages and even other SWF and HTML content files into your custom panel.

Configurator allows any Photoshop or InDesign user to customize the application interface without having to learn Flash/Flex/ActionScript.

- If you are an author, trainer, or other expert seeking to create and share panels that make Photoshop or InDesign easier to use, Configurator is created with you in mind.
- If you are a developer with solutions for InDesign or Photoshop, Configurator provides a great way for you to train your users on how to get the most from your product. It's quick and easy to do and let's you leverage your existing learning content such as web pages and videos.

When you have designed your custom panel, you can export it, allowing others to install it or load it into Photoshop or InDesign. You can also package it as a CS Extension in order to share it or offer it for sale through Adobe Exchange; see "About Adobe Exchange" on page 6.

Before you begin

System requirements

Configurator requires this minimum configuration on supported platforms.

Windows	Mac OS
Intel Pentium 4 or AMD Athon 64 processor	Multicore Intel® processor with 64-bit support
Microsoft Windows XP with Service Pack 3 or Windows 7 with Service Pack 1 or Windows 8 ▶ Adobe Photoshop Extended 3D features and some GPU-enabled features are not supported on Windows XP.	Mac OS X v10.6.8 or v10.7
General requirements	
1 GB of RAM	
200 MB of available hard-disk space for installation; additional free space required during installation	
Adobe Photoshop CS5.x or CS6, Adobe InDesign CS5.x or CS6	
1024x768 display (1280x800 recommended) with 16-bit color and 256MB of VRAM	
OpenGL 2.0 capable system	
DVD-ROM drive	

Windows	Mac OS
Adobe Flash® Player 10 software required to export SWF files	
Java Runtime Environment 1.6	
This software cannot operate without activation. Broadband Internet connection and registration are required for software activation, validation of subscriptions, and access to online services. Phone activation is not available.	

For updates to system requirements, visit www.adobe.com/go/designstandard_systemreqs.

Installing Configurator

Configurator 3 is an AIR application; you must install Adobe AIR before you can install Configurator.

- Download Adobe AIR from http://get.adobe.com/air/
- Download the platform-specific version of Configurator 3 from http://labs.adobe.com/technologies/configurator

  Double-click the downloaded file (an EXE or DMG file) to run the installer.

Starting Configurator

To run Configurator, open the installed application:

- In Windows, **Start > Adobe > Adobe Configurator 3**.
- In Mac OS, **Applications > Adobe > Adobe Configurator 3**.

New features in this release

Configurator 3 offers these new features:

- Creative Suite 6

  You can create panels for either CS5.x or CS6 versions of Photoshop and InDesign. You can automatically convert a CS5.x panel to a CS6 version, as described below.

  Configurator 3 has been updated to work with important new tools and commands in Photoshop CS6 and InDesignCS6, including the InDesign CS6 Content Collector and Content Placer tools.

- Export as CS Extension

  You can export your panel as a CS Extension, so that it can be installed by Adobe Extension Manager, and you can submit it to Adobe Exchange in order to market it or share it.

- Panel customization for branding

  You can customize a watermark that identifies your panel, and an About box that appears when the user chooses About from the panel's flyout menu.

  You can also specify custom icons to represent your panel when it is docked in the target application.

- Color Themes

  Panels that target Photoshop CS6 are automatically updated to reflect the current Color Theme of the host application. You can provide light and dark versions of your panel icon, and preview the different theme versions of the panel.

- Recent panel projects

  You can choose a panel project to open from a list of recently opened panels.

- Text widget

  A new Text widget supports styled text.

- Adobe Digital Publishing Suite (DPS) panels

  If the user has installed DPS panels in InDesign, your panel can have buttons that select those panels. The DPS panels are called Folio Builder and Folio Overlays (CS6) or Overlay Creator (CS5.x).

- Ease of use

  This release improves ease-of-use with new features such as a faster startup time, more features in the Welcome screen, and more intuitive methods for naming panels and searching for tools.

About Adobe Exchange

Adobe Exchange is a new commercial marketplace for that offers extensions and content for Creative Suite applications such as Photoshop and InDesign. Users of these products can open Adobe Exchange in the application in order to discover content that is available for sharing or for purchase. Creative professionals can use Adobe Exchange to find and download content that will enhance their creative process.

You can take advantage of Adobe Exchange to share or market the panels you create with Configurator for Photoshop CS6 and InDesign CS6. To do this, you must export your panel as CS Extension; see Chapter 4, "Deploying Panels."

Adobe Exchange is both a web service for producers and a built-in CS Extension panel that runs in various Creative Suite 6 applications.

- With the Adobe Exchange panel, users can browse through items that are available for their application; purchase, download, and install those items; and update purchased items when new versions are available. To see what it looks like, choose **File> Login to Adobe Exchange** in the Configurator Workbench.

- The Producer Portal is a web service where you can submit your content for approval and distribution, manage the content as you continue development by providing updates, and view analytical information about usage. You use the Producer Portal to manage what a consumer sees in the Adobe Exchange panel.

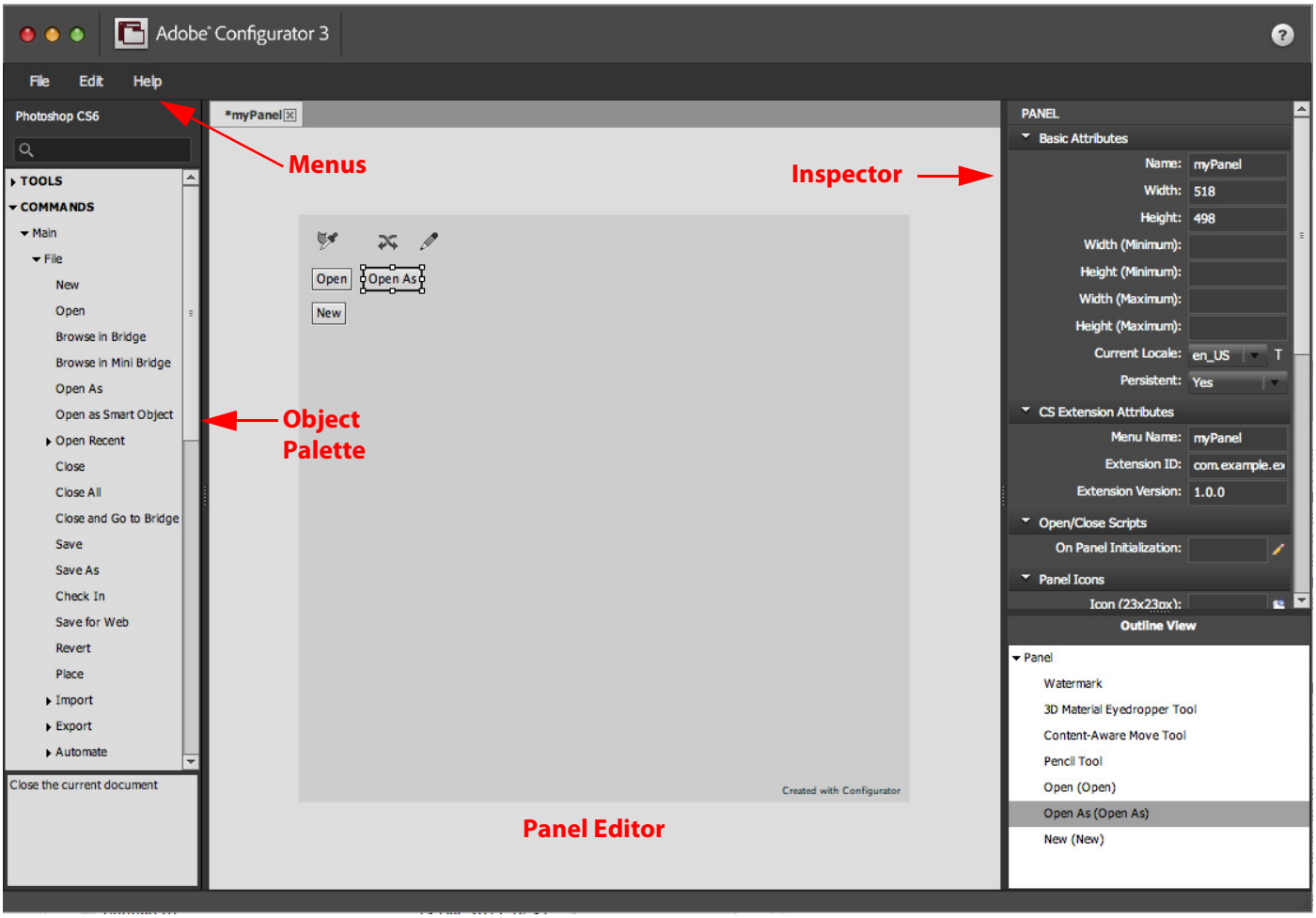
As a content producer, you must obtain a producer account in order to gain access to the Producer Portal. To participate, contact Ben Mordu (`bmordu@adobe.com`) in order to obtain an Adobe ID that you can use to sign in to the Producer Portal.

For more information about Adobe Exchange, go to:

http://www.adobe.com/go/adobeexchange/producer

2 Getting started

The Configurator Workbench allows you to define a custom panel by dragging and dropping *objects* into a new panel. Those objects can be, for example, application tools, or buttons that you can configure to display whatever text you want, and to execute application menu commands.

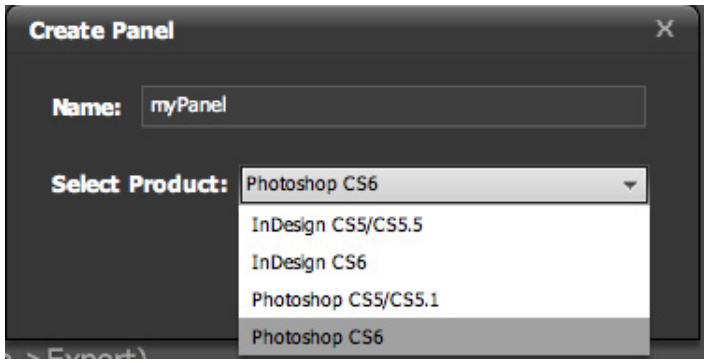


Create a panel

When you bring up the Workbench, a welcome page appears; you can click Create New Panel. If the Workbench is already up, you can choose File > New Panel from the menu.

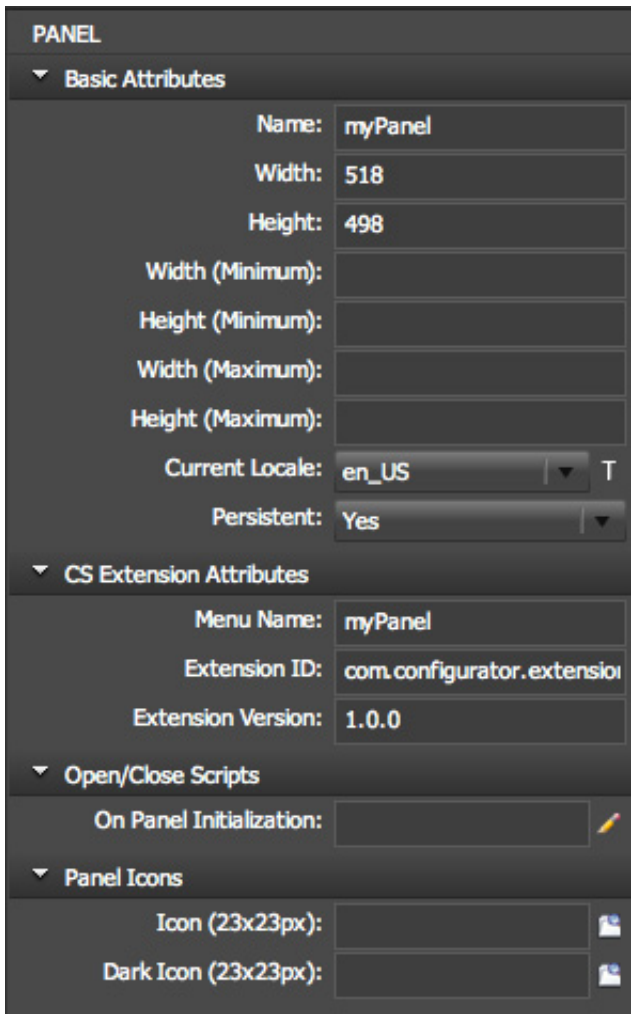
Use the Create Panel dialog to name your new panel project and decide on the target application. You can create panels for Adobe Photoshop CS5.x, Adobe Photoshop CS6, Adobe InDesign CS5.x, or Adobe InDesign CS6.

A panel cannot run in both Photoshop and InDesign, or in more than one version of the host application. If you create a panel for the CS5.x version of an application, however, you can convert it to run in the CS6 version. See Chapter 5, "Porting Panels."



- Enter a Name for your panel. Don't use spaces or special characters. This string is used as the base name for the folders and files in your panel project. By default, this name also appears in the target application's Window > Extensions menu, although you can change that later.
- Choose the Creative Suite application and version in which you want your panel to appear.

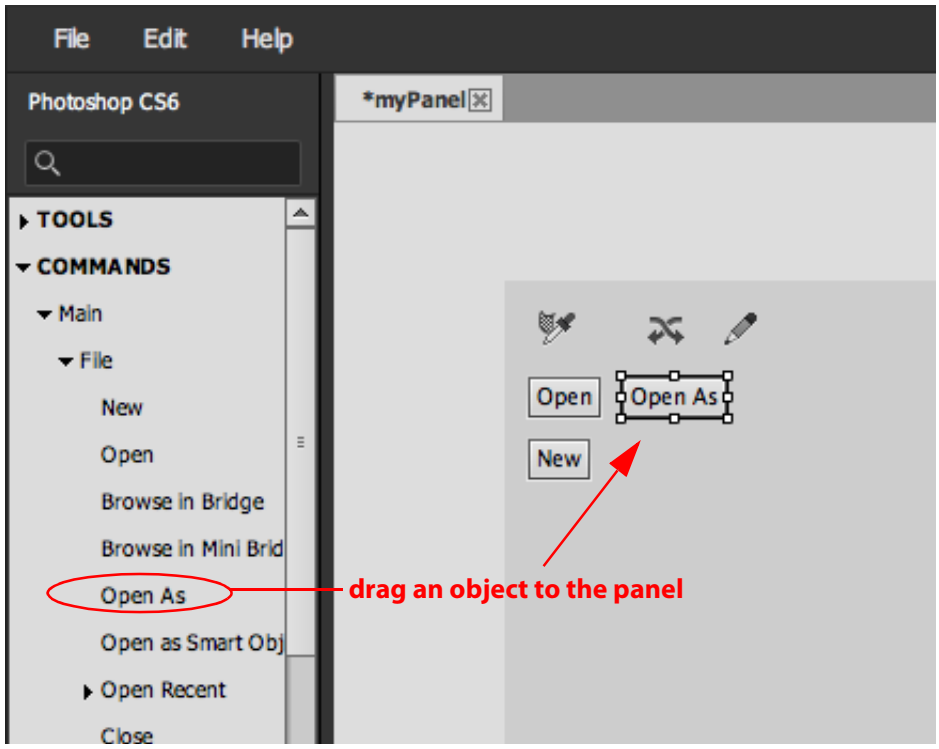
When you click OK, your new, empty panel appears in the Panel Editor. Use the Inspector at the right to set the Panel attributes.



For more information about configuring your panel, see "Configuring panels" on page 14.

Populate your panel

The Object Palette has sections for different kinds of objects you can include in your panel. You can expand or collapse the section by clicking the arrow at the left.

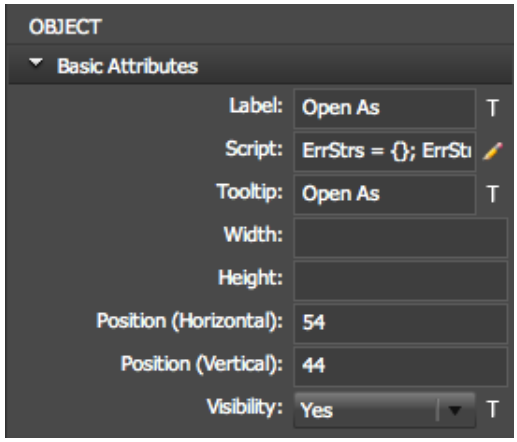


- The Tools section shows tools that are available for you target application.
- The Commands are buttons that execute menu commands that are available for your target application.
- The Widgets are general-purpose user-interface controls that you can configure in the Inspector.
- The Containers help you organize your panel into sections.

For more details, see Chapter 3, "The Configurator Workbench."

You can drag objects from the Object Palette directly into your panel, or double-click them to add them to the panel. For example, to add an "Open As" button to your panel, drag the File>Open As object from the Commands list into your panel and drop it at the position you want (you can move it later).

The new object is selected, so its attributes are shown in the Inspector.



You can enter the Label you want to display in the button, change the button's size and position within the panel, and enter a tooltip that appears when the pointer hovers over the button.

The Script value is ActionScript code that is executed when the user clicks the button. Click the Edit pencil icon to open a text editor in which to enter the code.

Save the panel project

When you have finished adding and configuring objects, you can save the panel project. Choose **File > Save Panel**, then choose the folder where you want to save it.

The source code that creates the panel is saved to a Configurator project file, `<panel_name>.gpc`. Next to that file there is a folder, `<panel_name>.assets`, that contains resources that are used by your panel, such as strings that can be translated into different languages.

To open a saved panel project in Configurator, choose **File > Open**, and navigate to the GPC file. Configurator expects to find the assets file next to the project file.

If you want to share your panel project with another person to load into Configurator, add both the GPC file and the assets folder to a ZIP archive.

Saving the Configurator project is NOT the same as *exporting* the panel itself, so that it can be loaded into the target application. Do NOT save the panel project in the `Plug-ins/Panels/` folder of Photoshop or InDesign; if you do, it can interfere with loading of the properly exported panel.

Similarly, you cannot load an exported panel into Configurator; you can only open panel projects.

Export the panel

When you export your custom panel, you generate all of the required assets into a package.

- You can create a folder that you can install directly into an installation of Photoshop or InDesign, by copying it into the location where the applications expects to find it. This is the `Plug-ins/Panels/` folder in the application's root installation folder. The location and name of the root installation folder depends on your platform and the application version.

  To do this, make sure the target application is NOT running, then choose **File > Export Panel**. In the Export dialog, choose the export location. The folders and files containing your panel definition and all of its resources are written to that location.

- You can create a package that can be installed automatically by Adobe Extension Manager. This is the kind of package you need if you want to offer your panel through Adobe Exchange.

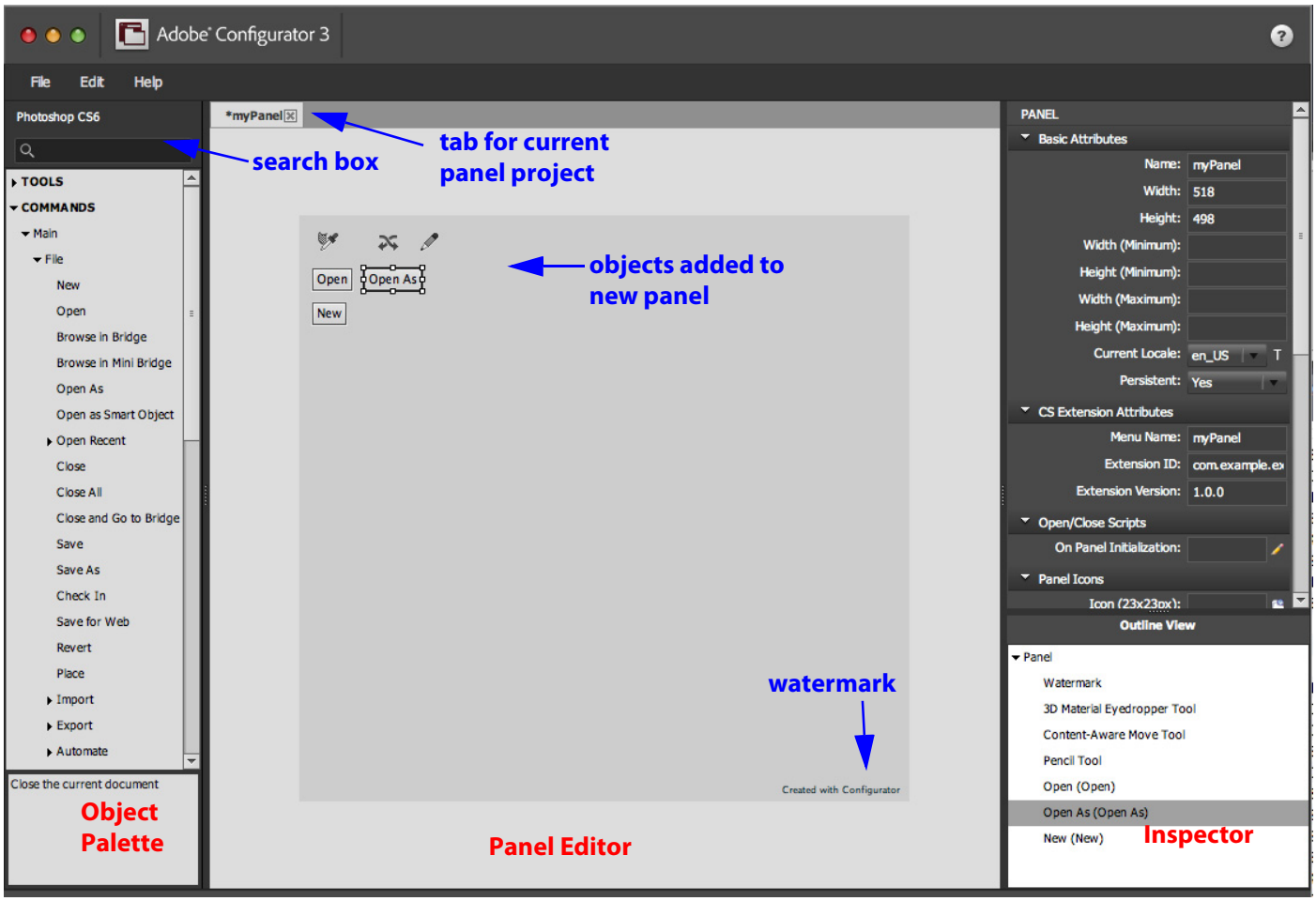
  To do this, choose **File > Export as CS Extension**. This generates a ZXP package file.

To run a panel that has been exported and installed in the proper location or loaded by Adobe Extension Manager, start the target application, then choose **Window > Extension > <*panel_menu_name*>**. If you export the panel as a CS Extension, you can customize and localize the menu-name value that appears in this menu. By default, it is your panel name.

For more information, see Chapter 4, "Deploying Panels."

3 The Configurator Workbench

The Configurator Workbench offers everything you need to create your custom panels. This chapter provides additional details about all of the available tools and techniques. This figure identifies some parts of the Workbench, which we will discuss in more detail.



The Configurator menus

The File menu allows you to:

- Create new panels, open existing panel projects, or reopen recently opened panel projects.
- Save panel projects, and close the current panel project.
- Export panels to be directly installed, or as CS Extensions to be installed by Extension Manager; see details in Chapter 4, "Deploying Panels."
- Show a preview of your panel, as it will look in the target application; see "Previewing panels" on page 27.

- Download sample panels and tutorials to help you get started.
- Sign in to Adobe Exchange; see details in Chapter 4, "Deploying Panels."
- Exit from Configurator.

The Edit menu allows you to manipulate the contents of the current panel in the Panel Editor. You can:

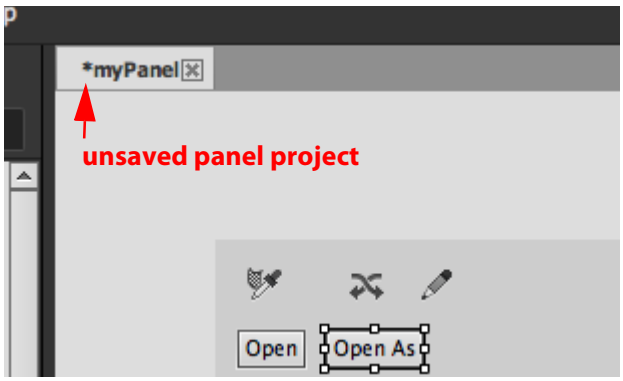
- Select or deselect all objects in the panel.
- Cut, copy, and paste selected objects to the clipboard.
- Remove selected objects from the panel.
- Undo and redo recent operations.
- Snap selected objects to a grid in the panel.
- Set Configurator preferences: see "Configurator preferences" on page 28.
- Convert a CS5.x panel project to CS6; see Chapter 5, "Porting Panels."

The Help menu provides access to product documentation, version information, and the Configurator forum page.

Most of the menu commands have keyboard shortcuts, which are shown in the menu.

The Panel Editor

You can open multiple panel projects; each panel appears in its own tab.

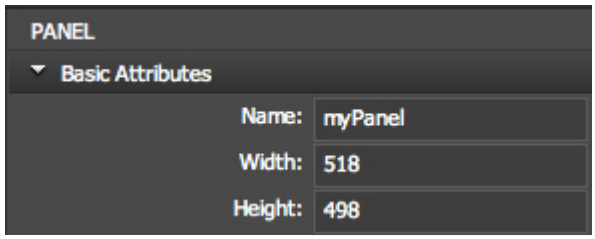


- An asterisk (*) by the panel name in the tab indicates that it has been modified, and has not yet been saved.
- You can move the cursor over the tab to see the full path of the saved panel project.

To select objects in the current panel, you can use any of the standard selection gestures:

- Click to select an object and deselect any other objects
- CTRL-click/CMD-click to add objects to the selection
- Click and drag to select all objects in an area
- Press CTRL-A/CMD-A, or choose **Edit > Select All** to select all objects
- Press CTRL-SHIFT-A/CMD-SHIFT-A, or choose **Edit > Deselect All**, or click an empty area to deselect all objects

The Inspector shows information for the current panel, and for the currently selected object or objects.



You can use the Inspector to specify the sizes of the panel itself, and of selected objects, or you can place and size the panel and objects interactively in the Panel Editor:

- You can place objects by dragging them to a location in the panel. For more specific placement, you can use the arrow keys to move selected objects in one-pixel increments, or use SHIFT-arrows to move in 10-pixel increments.
- When an object is selected, white resize handles appear at the corners and edges. If the object cannot be resized, the handles are blue.
- You can drag the lower right corner of the panel itself to resize the entire panel.

The Inspector Palette

The top part of the Inspector shows information about the current panel. The lower section shows the attributes of selected objects. Different types of objects have different attribute sets, although all objects have attributes for general features such as their size and position within the panel.

When multiple objects are selected, the Inspector shows those attributes that are shared by all selected objects. If an attribute has different values in the different objects, the value is shown as "(multiple values)". If you specify any attribute value, that value is applied to all selected objects. This is useful for aligning a set of objects, or sizing a set of buttons to the same dimensions.

Be careful when applying values to multiple objects. For example, if you set the Horizontal and Vertical Position values while multiple objects are selected, those objects all move to the same position, where they overlap and hide each other. You can use **Edit > Undo** (CTRL-Z/CMD-Z) to correct an error like this.

Configuring panels

The top of the Inspector always shows the attributes of the current panel project.

The value that you supply for the Name attribute of the panel identifies the panel in the Configurator, and is also used as the base file name when you save the panel project and export the panel.

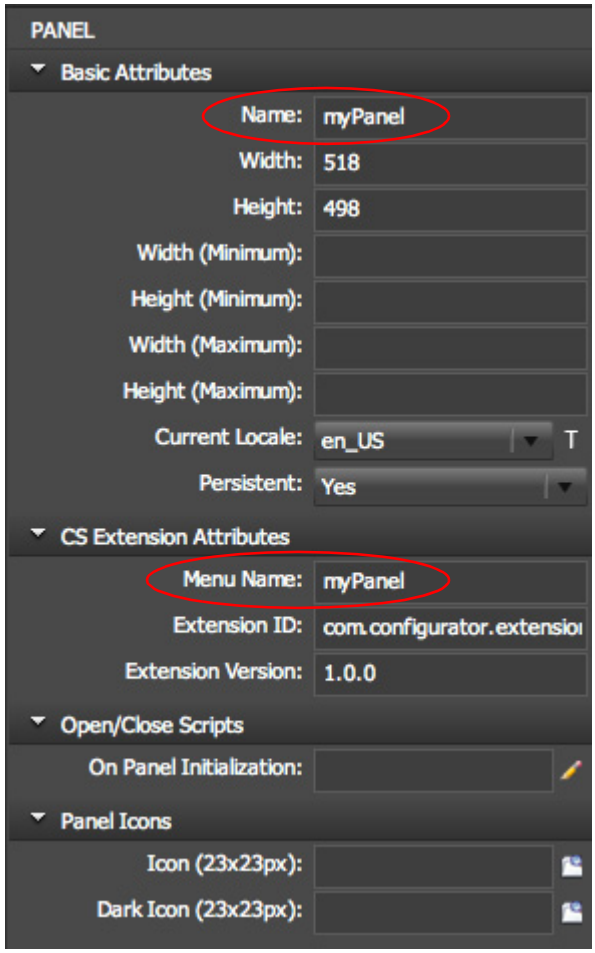
A panel name must contain only alphanumeric characters. It cannot contain any spaces or special characters. Characters that are not allowed include the following:

```
, . / \ : ; ? * & " | ~ " ' < >
```

If you export the panel for direct installation in the application, the panel's Name value also appears in the application's **Window > Extensions** submenu.

If you export as a CS Extension, you can specify Menu Name as one of the CS Extension attributes.

Basic panel attributes



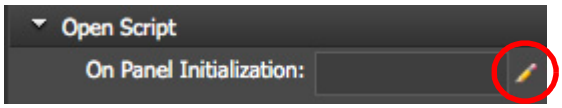
- Set the size of the panel by entering a number of pixels for the Width and Height. If you want, you can also set a minimum and maximum size. You can prevent the user from resizing your panel by setting the minimum and maximum values to the same values as the height and width.
- When Configurator runs, the Workbench uses the language for which your operating system is configured. You see this in the Current Locale entry.
  - You can switch the language for the Configurator Workbench itself using the Preferences dialog; see "Configurator preferences" on page 28.
  - When you use Configurator to create custom panels, you can deploy those panels in different language versions, regardless of the language you use in the Configurator Workbench; see Chapter 3, "Localizing panels." When you do this, you can change the Current Locale value to test your different language versions.
- Persistent is a special attribute for optimizing performance in Photoshop. When it is True (the default), Photoshop keeps the panel information from one session to the next, improving startup time.

  It is recommended that you set Persistent to False while you are developing your panel, so that Photoshop reloads the panel each time you close it and reopen it. This is more useful while you are testing and debugging. (If you change the Panel Icons, you will still have to restart Photoshop to see them, as these are only loaded on application startup.)

  When you are ready to release your panel in a production version, set Persistent back to True.

Initializing panels

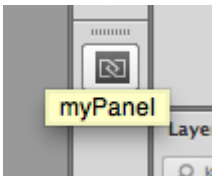
You can provide an initialization script that runs when your panel is loaded into the target application. You can use this script to provide initial states and values for the contents of your panel. Specify the script in the panel's On Panel Initialization atribute.



Enter the path of a JavaScript (JSX) file or click the Edit (pencil) icon to bring up a text editor and enter the JavaScript code. See "Specifying paths for panel resources" on page 31.

Panel icons

You can associate your panel with an icon that represents it when the panel is docked in the target application.



Enter the path or URL, or browse to the icon image in the panel's Icon attribute. See "Specifying paths for panel resources" on page 31.

- The icon must be defined in a PNG image file, and should be 23x23 pixels for best results.
- For Photoshop CS6, you can specify both a light and a dark version of the icon, to use when the user has chosen the light or dark color theme for the application.
- For InDesign, you can provide both the regular icon, and a rollover version of the icon. Typically, the rollover version has the same file name, with "_rollover" appended. For example, `myIcon.png` and `myIcon_rollover.png`.

Configuring objects

Attributes common to all objects include the following:

Position (Horizontal) Position (Vertical)	The X and Y coordinates of the upper left corner of the object.
Width Height	The width and height of the object in pixels.
Tool Tip	Text that appears when the cursor hovers over the object, up to 200 characters.

Other attributes are specific to the type of object; for example, the Text attribute of a Text Widget defines the text that is displayed in that component. Widgets that load components into the panel have Location (URL) attributes that allow you to browse to or enter the path of a local file, or the URL of a remote file. See "Widgets" on page 19

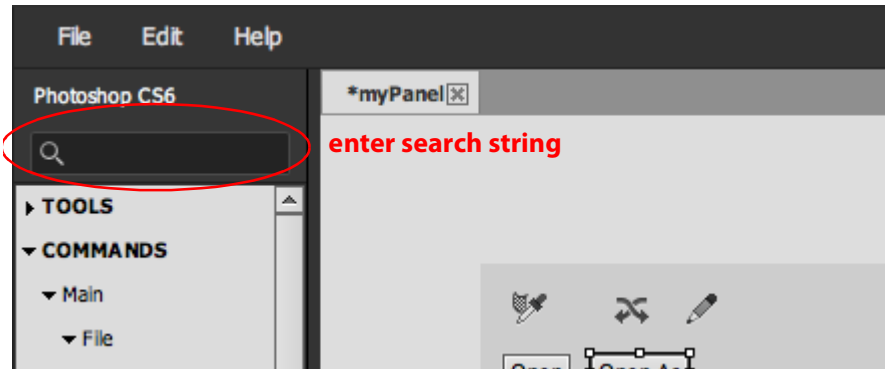
Button and Command objects have a Label attribute, which is a custom caption of up to 100 characters. In addition, these have attributes that define the behavior; that is, the action that occurs when the user clicks

the button. The specific attributes depend on the type of object, as described in "Defining button behavior" on page 18.

The Object Palette

The Object Palette offers all of the objects that you can place in your panel.

Because there are so many kinds of objects available to add to your panel, it is organized into sections. The sections can be collapsed and expanded. In addition, the search box at the top of the Object Palette helps you find features quickly. When you type into this box, the palette displays all of the object from any of the sections whose names contain the text you type.



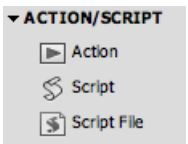
The Object Palette is tailored to the panel you are currently editing. Only tools that are available in the target application and version appear in the Tools section. Menu commands for that application and version appear in the Commands section.

When you drag a tool or command to your panel (or add it by double-clicking it in the Object Palette), it automatically has all of the behavior that the same tool or command has when chosen in the Tools Palette or Menu of the parent application.

In addition to Tools and Commands, the palette offers *Action/Script buttons*, which allow you to define more specialized behavior; *Widgets*, which are general or special-purpose user-interface controls; and *Containers*, which offer a way to organize your panel attractively.

Action/Script buttons

The Action/Script section contains button objects that you can add to your panel. The specific objects depend on the target application; for Photoshop, you can add an Action button, that executes a recorded Photoshop action. For either Photoshop or InDesign, you can add a Script or Script File button, or a Popup Panel button.



The Basic Attributes of the button object, which are shown in the Inspector when you select the button in the panel, determine its appearance and behavior.

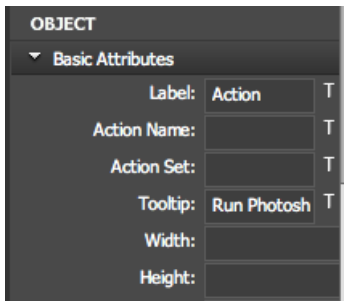
Labeling and sizing buttons

For all buttons, the Text attribute determines the label that appears in the button. You can set the size and position, as you can for any object. For buttons, however, if you leave the Width attribute empty, the width is automatically adjusted to fit the label text. This is particularly useful when you localize your panel to different language versions.

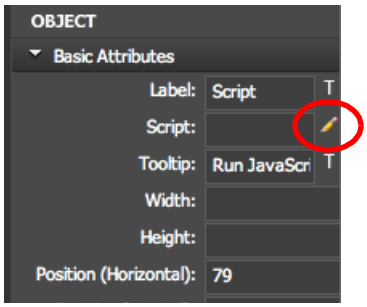
Defining button behavior

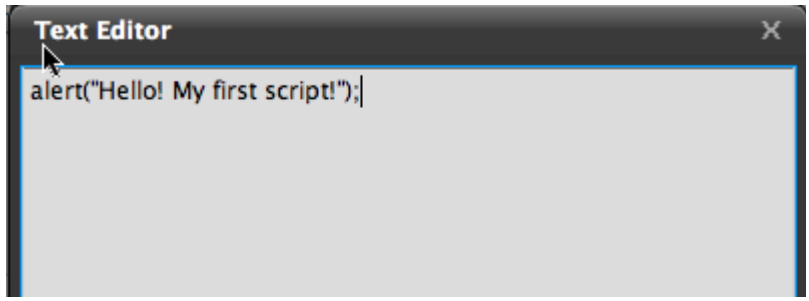
Each button must be associated with code that executes some action when the user clicks that button. The specific attributes that determine the behavior depend on the type of button.

- For an Action button, you specify the Action Name and Action Set:



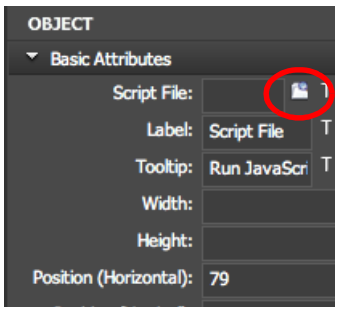
- For a Script button, click the Edit Script button (a pencil icon) to open a text editor and enter JavaScript code to be executed when the user clicks that button in the panel:





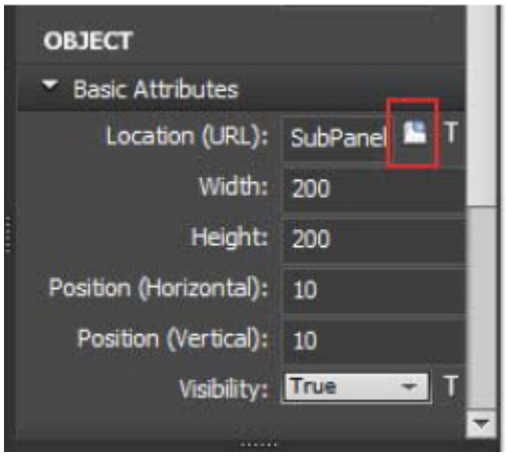
Scripts cannot exceed 81,920 characters.

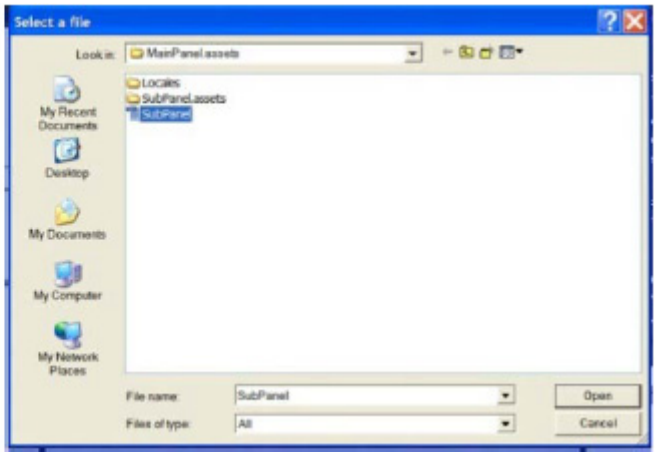
- For a Script File button, enter the path or browse to a file that contains the JavaScript script to be executed by the button:



You can enter an absolute path, or one relative to the panel root; see "Specifying paths for panel resources" on page 31 for more information about relative paths.

- For a Popup Panel button, enter the path or browse to a file that contains another Configurator panel to pop up when the button is clicked:

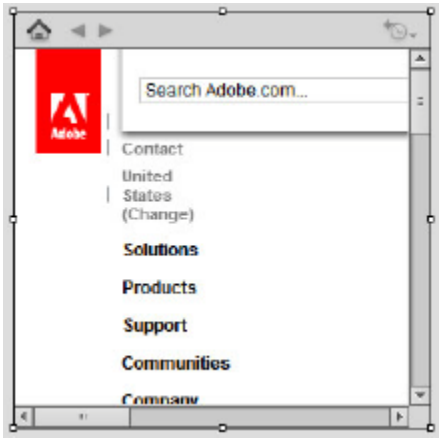
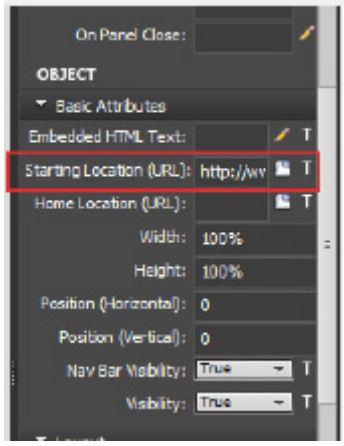




Widgets

Widgets are general-purpose user-interface controls that you can customize using the Inspector. These widgets are available:

Text Widget	A box that contains a text message. Set the text in the Inspector; click the Edit (pencil) icon to open a text editor. The text cannot exceed 2000 characters.
SWF or Image Loader	Loads a file into the panel from a local or remote location. You can load an image file of type GIF, JPEG, or PNG, or Flash file (SWF). Specify the URL or path of the file in the Inspector, under Location (URL).
External Panel Loader	Loads another Configurator panel as a component of this one. Specify the path or URL of the sub-panel in the Location (URL) attribute. Save the sub-panel in the `<parent_panel>.assets` folder to use relative path. If you save it somewhere else, specify an absolute path or URL. See Chapter 5, "Porting Panels," for details of how to convert a CS5.x panel with a sub-panel to CS6.
Movie Player	Loads a video file into the panel from a local or remote location. Use the Inspector to specify the URL or path of a Flash video (FLV file), or an H.264-encoded MOV file that Flash/AIR can play.

Feature Search	A search box for Photoshop features; the user types a search string into the box at the top, and the widget displays a list of all matching commands. You can click a command in the list to execute it.
HTML	Shows HTML content directly, or loads an HTML page into the panel from a local or remote location. ▶ To directly specify the HTML to display, click the Edit (pencil) icon by the Embedded HTML Text attribute. This brings up a text editor in which you can enter the code. ▶ Alternatively, you can specify the URL or path of an HTML file under Starting Location (URL). If you specify both a file and embedded HTML, the file is displayed and the embedded HTML is ignored. You can set NavBar Visibility to True to automatically add a navigation bar with Home, Next, and Previous buttons. If you also specify a Home Location (URL), the Home button in the navigation bar goes to that page.   HTML code can load other content into your panel; this is a very powerful feature. For details, see "Using HTML to load content" on page 20.

Using HTML to load content

You can use the HTML widget to display HTML pages from local or remote locations, or you can use it to run HTML code that loads other kinds of content into your panel.

You can use a hyperlink in the HTML code to pop up another window from your panel. It can be a static window containing an image, for example, or a Flash Player that runs a video clip.

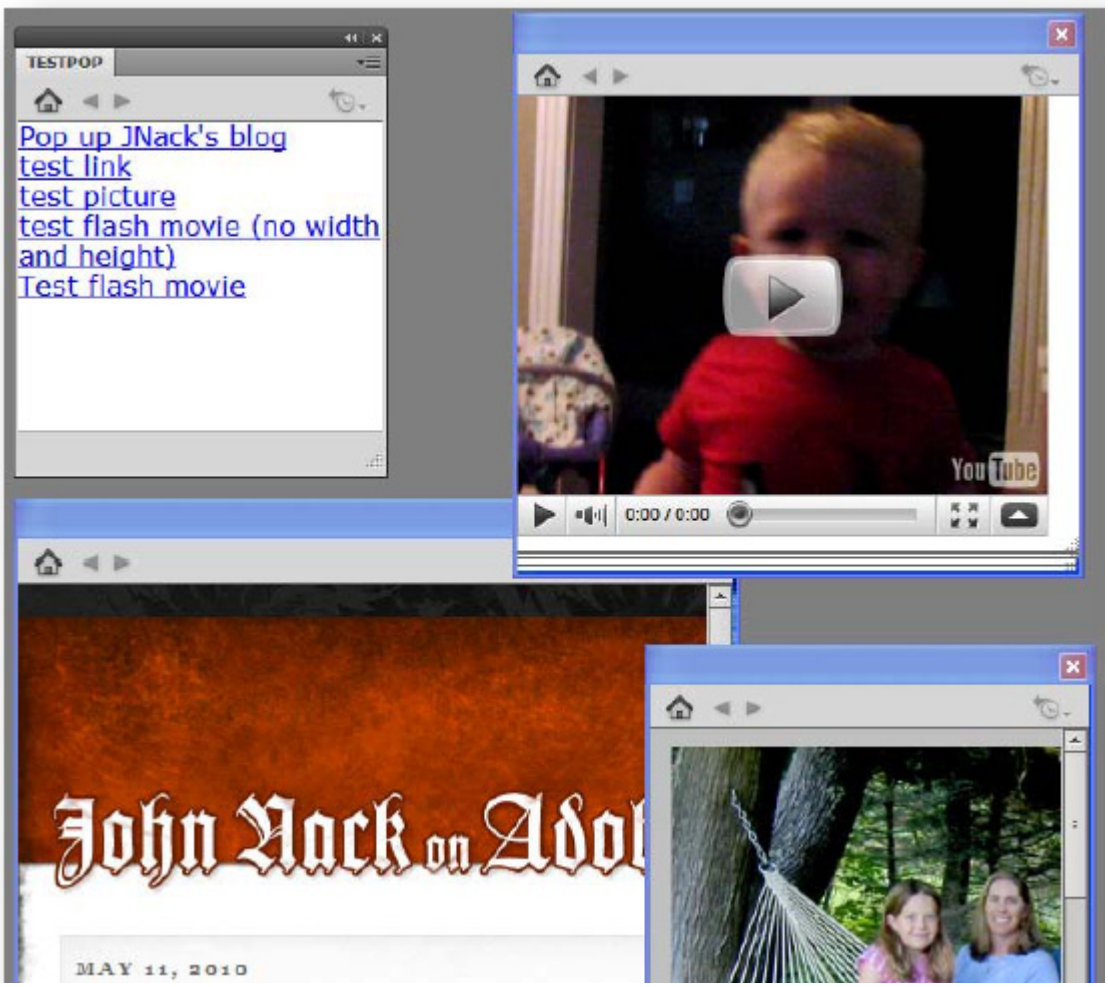
This HTML example pops up a window with a static URL link:

```
<a href="http://tutorial.website/lession1.html"
   target="_AdobePopupHTML(width=200,height=300)">Popup</a>
```

This HTML example pops up an embedded Flash Player and runs video clip:

```
<a href="AdobeBand_640_wz.flv"
   target="_AdobePopupFLV">Open Media in Embedded Player</a>
```

Here is a panel that contains an HTML widget with various links that pop up various other content: a static image, a remote page, and a video:



Invoking a Photoshop command, action, or script from HTML

The HTML widget understands these special URL link formats that invoke a Photoshop menu command, action, or script.

- To invoke a menu command, specify the command:

```
<a href="adobe://photoshop.cs6/Main/File/New">
  link text
</a>
```

- To call a predefined Action:

```
<a href="action://photoshop.cs6/Action/My Action Set/MyActionName">
  link text
</a>
```

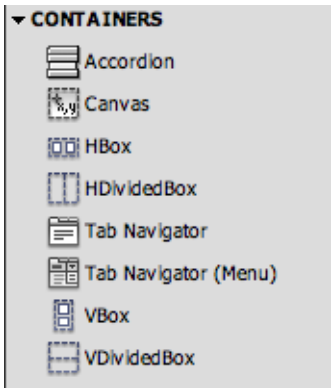
▶ To call a customized or predefined script item from the Scripts menu:

```
<a href="uadobe:////photoshop.cs6/Scripts/ImageProcessor">
  link text
</a>
```

For the first part of the URL, use either `//photoshop.cs5/` or `//photoshop.cs6/` as approprate, or use `//photoshop/` for a link that is compatible with either version.

Containers

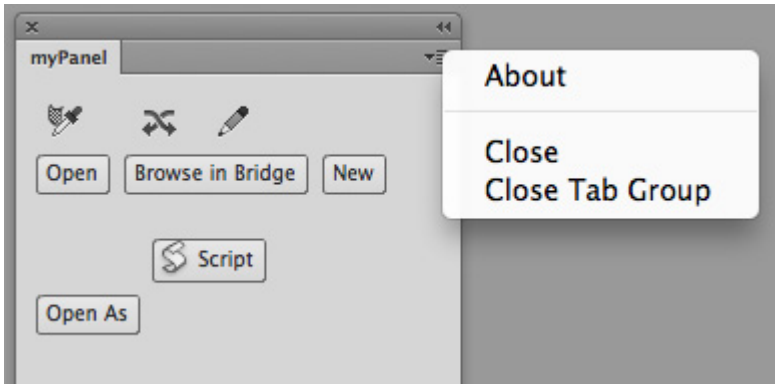
Containers allow you to organize the contents of your panel to make it more logical and usable. Both Photoshop and InDesign offer these containers:



Accordian	A multi-paned container in which individual panes can be expanded or collapsed.
Canvas	A simple container that holds another component as a child.
HBox, VBox	Automatically arranges child components horizontally or vertically. When ou drag and drop objects into the container, and they are automatically placed in a row or column, with even gaps between them.
HDividedBox, VDividedBox	Provides a horizontal or vertical split bar that can adjust the width or height of the two sections.

Tab Navigator	A container for other containers, in which panes overlap and are selected by tabs at the top. When you are creating your panel, a "plus" icon (+) at the top brings up an Insert Pane dialog, where you can specify the label for the tab and the type of child container. You can also drag and drop containers into the Tab Navigator.
Tab Navigator (Menu)	Extends the Tab Navigator by allowing you to replace the tabs with a drop-down menu at the top to switch between child containers. To turn this on, set the Drop Down attribute to True. For Photoshop targets, there is an AutoSwitch attribute. If you set this to True and add child containers with same names as Photoshop workspaces, the pane switches automatically when the user switches Photoshop workspaces. If there is no pane with the same name as the current workspace, it shows a tab pane with the name "Default".

When you export your panel, Configurator generates a flyout menu for it; if the panel contains a Tab Navigator container, the menu allows you to close tabs:



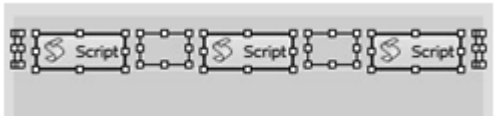
Sizing containers and their children

When you set the attributes of a container using the Inspector, you can specify a percentage for the Width or Height, such as 100% or 50%. This automatically sizes the container to that percentage of the parent panel's size.

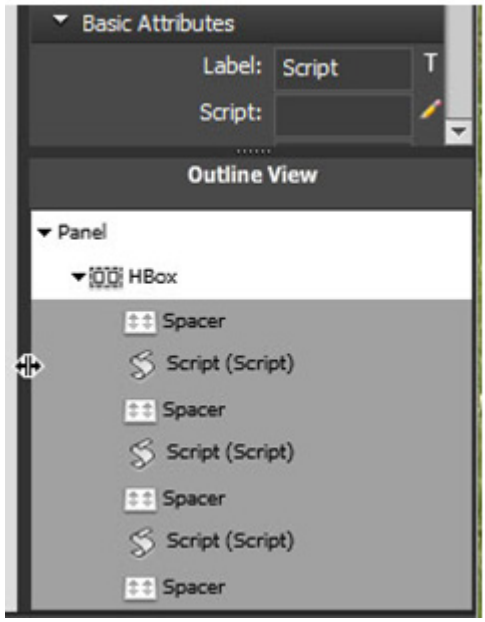
Similarly, if you provide a percentage value for the size of a child component, it is automatically sized to that percentage of its parent container's size.

You can adjust the size of gaps between components by adding Spacer components. In this example, an HBox contains three buttons and five spacers.

- The two spacers on the sides have a fixed Width of 5 pixels. This sets the buttons in slightly from the sides of the container.
- The container has a percentage size, so it changes when the panel size changes. The two middle spacers have the Width set to 50%, so when the panel width changes, they automatically resize to keep an even gap between the buttons.



Spacers have no visible representation in the panel, so they can be a little difficult to select; another way to work with them is in the Inspector's Outline View, which appears below the Basic Attributes section.

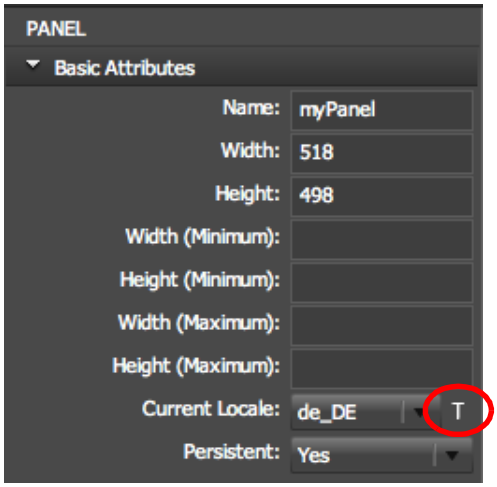


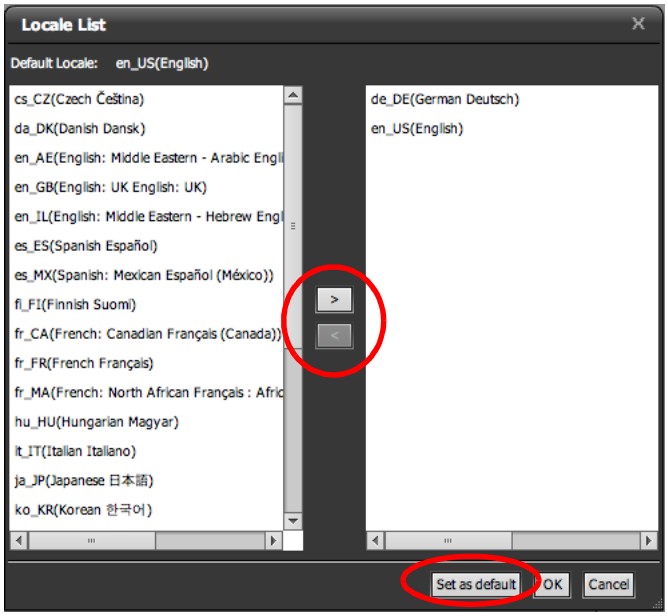
Localizing panels

You can create different language versions of your panel for different locales. To do this, you must determine which locales you will support, and provide a set of translated display strings for each supported locale.

Setting supported locales

When you first create the panel, you must specify which locales you plan to support. In the Inspector, click the T icon by Current Locale in the Panel attributes. This brings up a Locale List dialog.





Use the arrows to move the languages you want to support from the Available Locales list on the left into the Supported Locales list on the right.

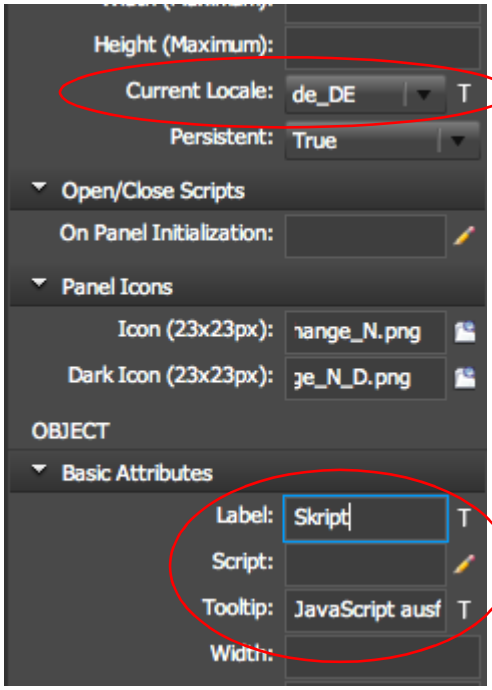
To set the default language for your panel, select one of the entries in the Supported Locale List and click "Set as default". When the target application loads your panel, it tries to match one of your supported locales to the application's current locale; if there is no match, it uses the default locale.

Configurator supports these languages, in addition to US English:

Chinese Simplified	Italian
Danish	Japanese
Dutch	Norwegian (Bokmal)
Finnish	Portuguese (Brazil)
French (France)	Spanish (Spain)
German (Germany)	Swedish

Supplying translated display strings

To specify individual translated strings for objects that display text, you can switch the panel's Current Locale and enter values for the language that matches that locale. The list of locales in the Current Locale drop-down list are the ones you have chosen to support.

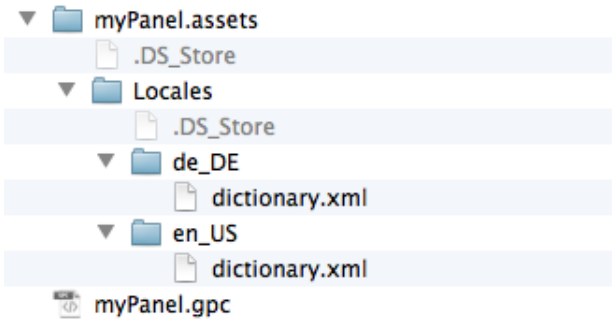


Select a current locale for the panel.

You can then enter the strings for that language in any text fields, such as Text, Label, and Tooltip.

This can be useful for layout and testing, but for a delivered panel, you will want to get all of the string translated for all of the supported languages.

When you save a panel project, all of the strings for each locale are saved into XML resource files in `<panel_name>.assets/Locales/`. Each resource file is named `dictionary.xml`, and is in a folder named with the locale code:



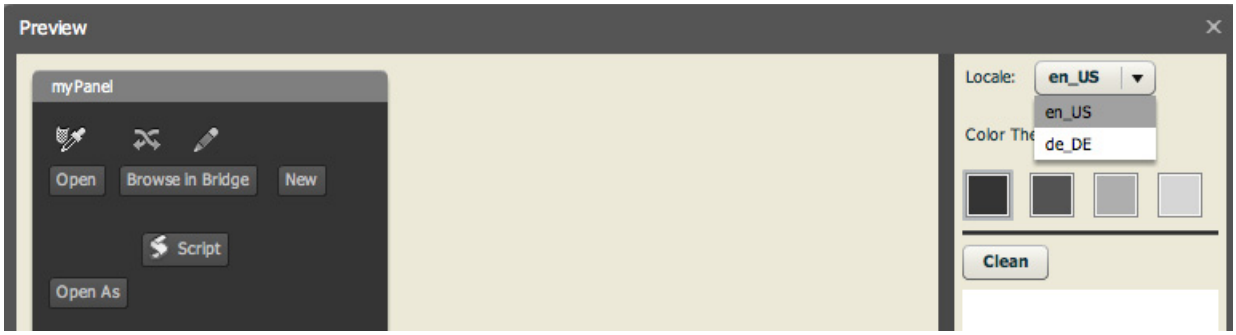
You can send the default resource file to a translator in order to create the correct resource files for each locale. When you get the translated file for a locale, replace the `dictionary.xml` file in that folder.

It is important to put all the correct dictionary files in place in the saved panel *project* folder before you export the panel for deployment; if you place the translated files directly into the exported panel folder, they will be overwritten the next time you export the panel.

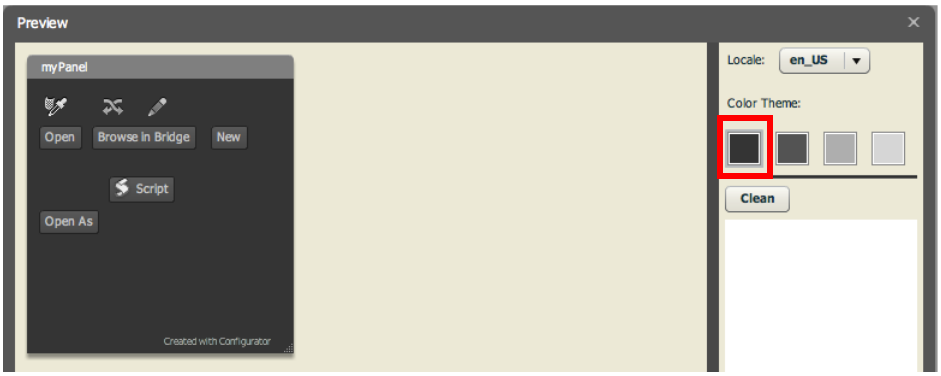
Previewing panels

Choose File > Preview from the Workbench menu to open a Preview window in which you can see what your panel will look like when it is opened in the target application.

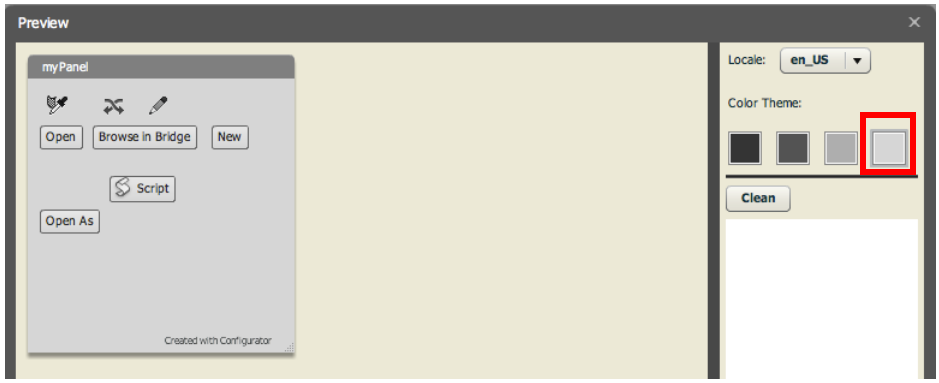
- If you have localized your panel, you can test the different language versions in the preview. Switch the current locale for the display using the Locale menu in the upper right corner; the preview displays the language strings for that locale.



- If you are developing a panel for Photoshop 6, the panel automatically updates itself to match the current color theme chosen by the user. You can see how this will look in your panel by choosing the different theme possibilities in the Color Theme selector:



Dark view



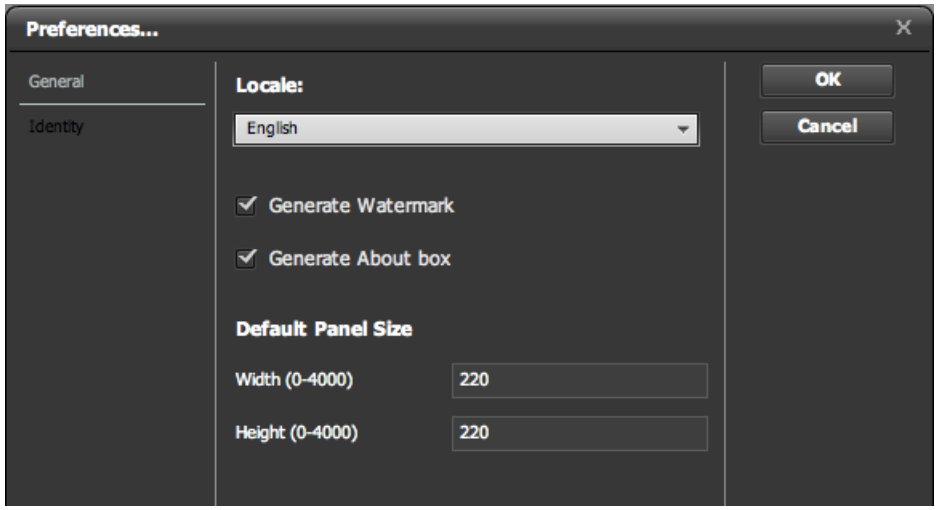
Light view

- When you select a button in the previewed panel, the script that is associated with that button appears in the text field at the right. Use the Clean button to clear the text.

Configurator preferences

Choose **Edit > Preferences** to open the Preferences dialog, in which you can configure how the Workbench appears and behaves, and exactly what Configurator does when it exports your panel for deployment.

The Preferences dialog has General and Identity pages.



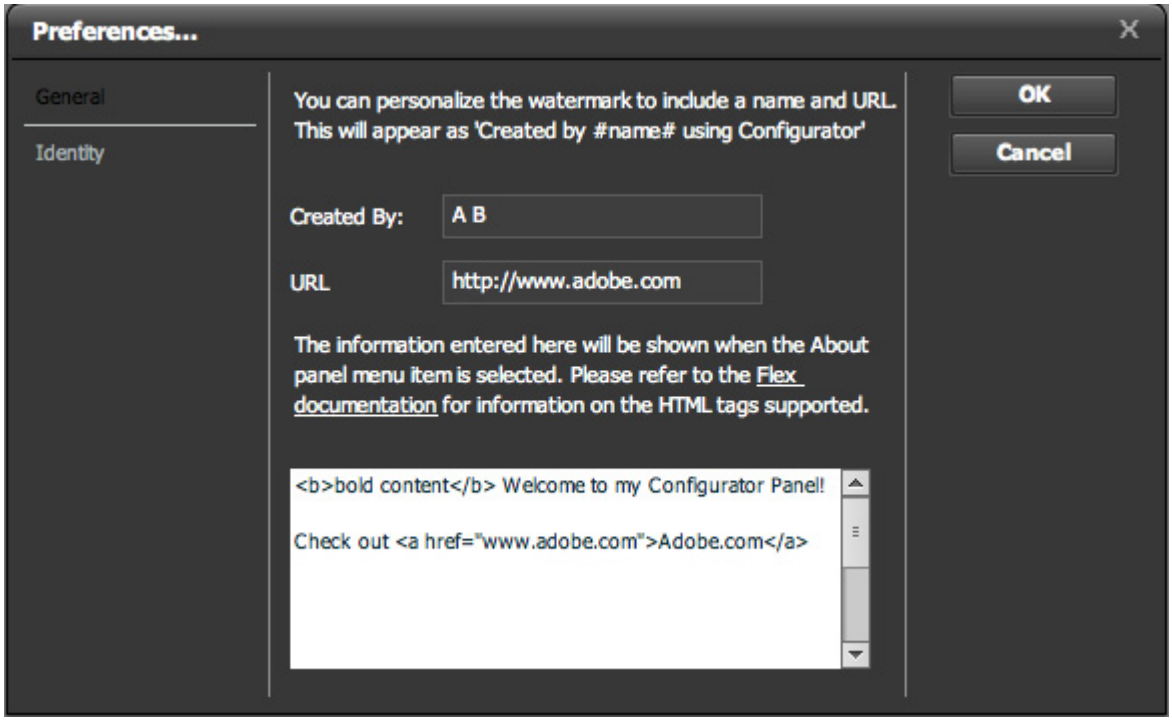
On the General page, you can set:

- The current Locale, which determines the language of all text in the Workbench and in your panel projects. See "Localizing panels" on page 24.
- The default size for new panels that you create.
- Whether to generate a watermark to identify your panels. For CS6 target applications, this is selected by default. You can deselect it to turn the feature off.
- Whether to generate an About box for your panels. For CS6 target applications, this is selected by default. You can deselect it to turn the feature off.

Personalizing your panel

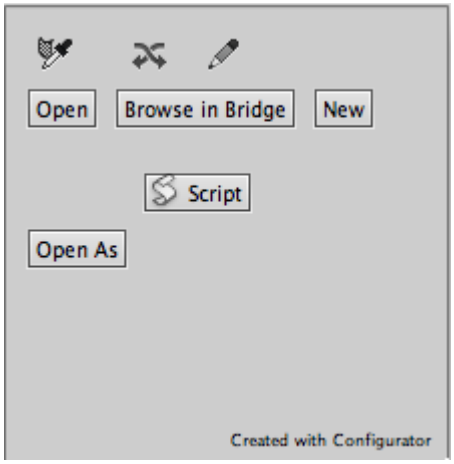
The watermark and About box are two ways you can personalize and productize your panel. If you choose to use them, they are generated when you export your panel project; see Chapter 4, "Deploying Panels." Default versions are generated automatically for CS6 target applications, unless you deselect them in the Preferences dialog.

If you choose either or both of these features, you can configure them in the Identity page of the Preferences dialog.



Watermarks

A watermark is a string that appears in the lower right corner of your panel. By default, the watermark string is "Created by Configurator".



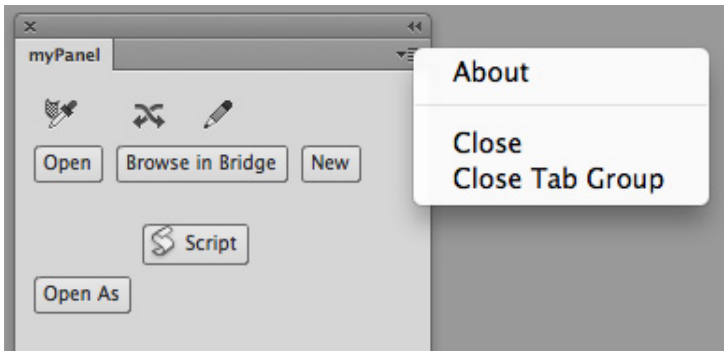
If you choose to personalize this, enter a string in the Created By box on the Identity page of the Preferences dialog.

The watermark is then generated as ""Created by `#name#` using Configurator". The variable `#name#` is replaced by the value you entered, typically your company name.

The watermark is also a link. The default watermark links to the Configurator home page at Adobe. If you specify a URL in the Preferences dialog, the watermark links to that page.

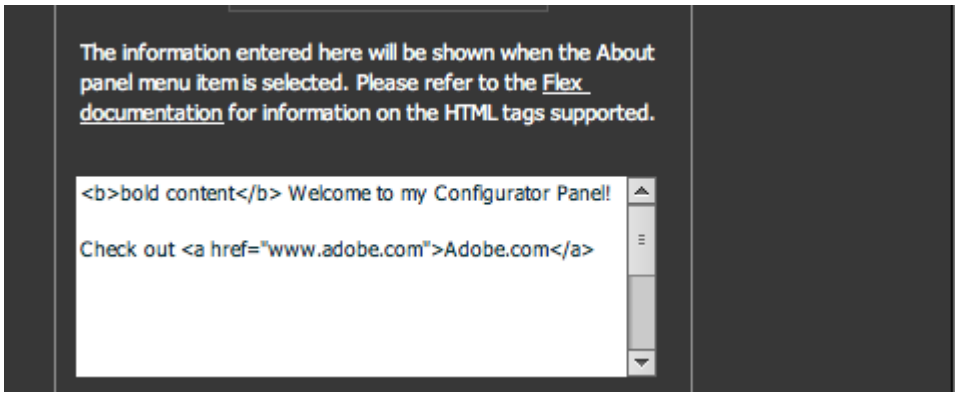
About box

Your exported panel has a flyout menu that can invoke an About box.

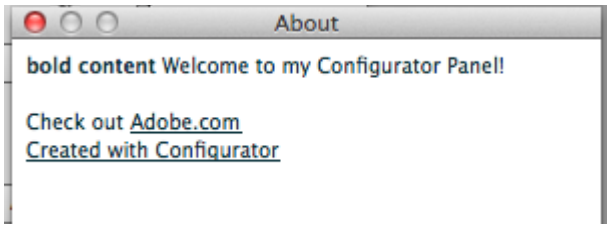


The About box is a pop-up panel that, by default, contains a link to the Configurator home page at Adobe, with the text "Created with Configurator".

You can customize the text that appears in the About box by adding HTML code in the Preferences Identity page. The HTML can include text formatting and links—anything that is supported for Flex components. The text is limited to 1000 characters.



Typically, you use the About box to describe your panel, provide more identifying information, and perhaps a link back to your company site. Here is the About box produced by this example.



4 Deploying Panels

In order to deploy a panel in its target application (Photoshop or InDesign), you must export it from Configurator. The export operation packages the panel definition together with all its resources (such as strings and images). The package can then be installed into the target application.

There are two ways to install a panel in InDesign or Photoshop, so there are two types of packages:

- You can place a packaged panel directly into the `Plug-ins/Panels/` folder of the application's root installation folder. In this case, the package is folder, *<panel_name>*, that contains both the panel definition and a subfolder, *<panel_name>*`.assets`, with additional resources.
- You can use Adobe Extension Manager to install a panel that is packaged as a CS Extension.

Specifying paths for panel resources

Because you can deploy your panel either directly, or as a CS Extension, it is recommended that you specify the locations of all panel resources using relative paths; that is, a path that is relative to the root folder of the panel itself. Such a resource can be found regardless of how your panel is installed.

During development, you should place all resources in the folder *<panel_name>*`.assets`, which is generated next to the *<panel_name>*`.gpc` file when you save the project. This means, of course, that you should save the project before creating and specifying resource files.

The string resources that allow your panel to be localized are automatically generated in folder *<panel_name>*`.assets/Locales`. See "Localizing panels" on page 24.

Exporting a panel for direct install

To export your panel for direct installation in the target application, make sure the target application is NOT running, then choose **File > Export Panel**. In the Export dialog, choose the export location.

If you want to install the panel in your own installation of Photoshop or InDesign, you can simply choose the final destination; that is, the `Plug-ins/Panels/` folder in the application's root installation folder. The location and name of the root installation folder depends on your platform and the application version.

- You must have administrator privileges to install an exported panel into the application `Panels/` folder. If your login does not have admin rights, export to a temporary location, and log in as administrator to install the panel in the application.
- In some cases, the `Plug-ins/` folder might not already contain a `Panels/` folder. If the application is installed in the default location, Configurator creates that folder for you, if needed. Otherwise, you might have to create it yourself before exporting your first panel.
- If the target application is already open when you export the panel directly into it, you must restart it before you can see your panel appear in the Windows > Extensions menu.

Typically, you will only install the panel on your own system during development and testing. When you want to share the panel with other users, you should choose a temporary location to which to export your

project. You can then zip the resulting files and folders, and an administrator can install them in the correct `Plug-ins/Panels/` folder on the destination computer.

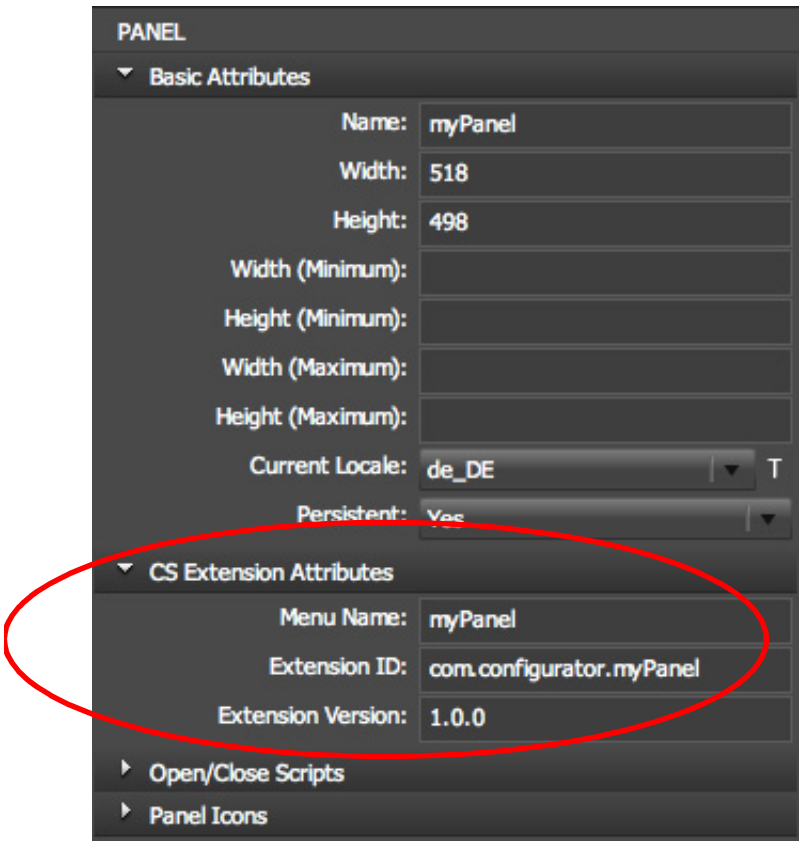
Exporting a panel as a CS Extension

If you plan to offer your panel for sharing or for sale through Adobe Exchange, you must package it as a CS Extension. An extension package must have a unique extension identifier, specific menu label for the Windows > Extensions menu, and a version number. These things are attributes of the panel that are automatically filled in when you are designing your panel.

A CS Extension must also be digitally signed. When you export the panel, you must provide a signing certificate.

Identifying the CS Extension

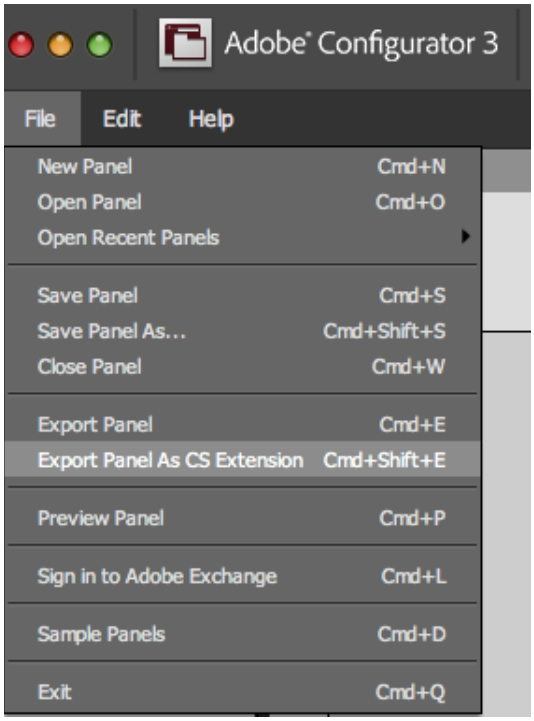
If you plan to export your panel as a CS Extension package, first check the panel's CS Extension Attributes in the Inspector.



The Extension ID is automatically filled in with the default value `com.configurator.<panel_name>`. You should not change this. The Menu Name value, which has the default value `<panel_name>`, is the string that appears in the Windows > Extensions menu of InDesign or Photoshop; you can localize this string if you are supporting multiple locales.

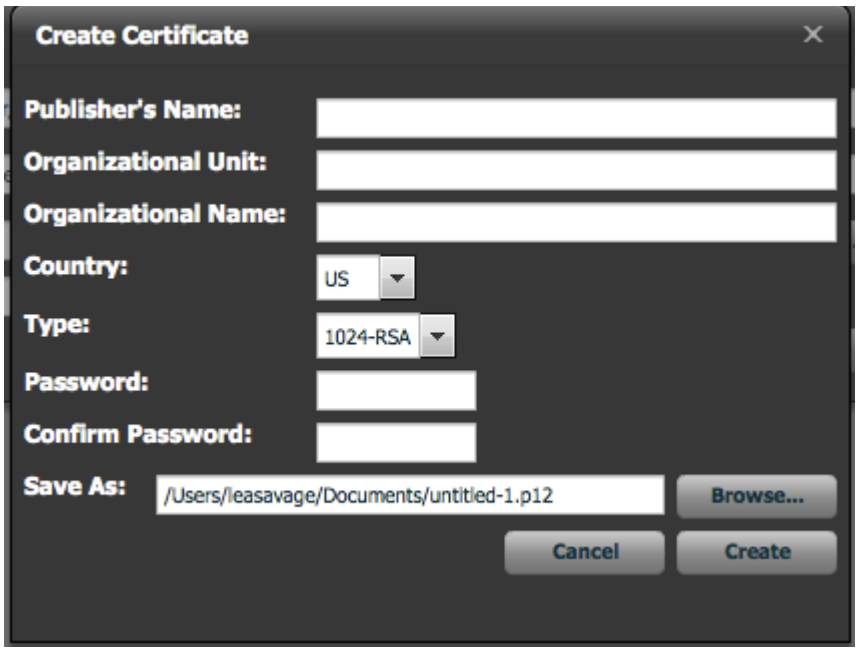
Exporting the CS Extension

To export your panel as a CS Extension package, choose **File > Export Panel as CS Extension**.



This brings up the Export Panel dialog.

- You must have a Java Runtime Engine (JRE) installed in order to create the package. If yours is installed in the default location for your platform, Configurator fills in the value. Otherwise, enter or browse to the Java Installation location.
- Choose a location to which to write the ZXP package file.
- A CS Extension requires a signed certificate; if you plan to submit it to Adobe Exchange, it must also be time-stamped. If you already have one, you can browse to it and provide the password (less than 32 characters). Otherwise, click **Create** to a create a new certificate.



When you complete all fields and click **Export**, Configurator creates the package and writes the package file, `<panel_name>.zxp`, to your chosen export folder.

You can test the package by opening the target application and installing the panel with Extension Manager.

If you plan to offer your panel through Adobe Exchange, this ZXP package file is the build you must submit for approval in the Producer's Portal.

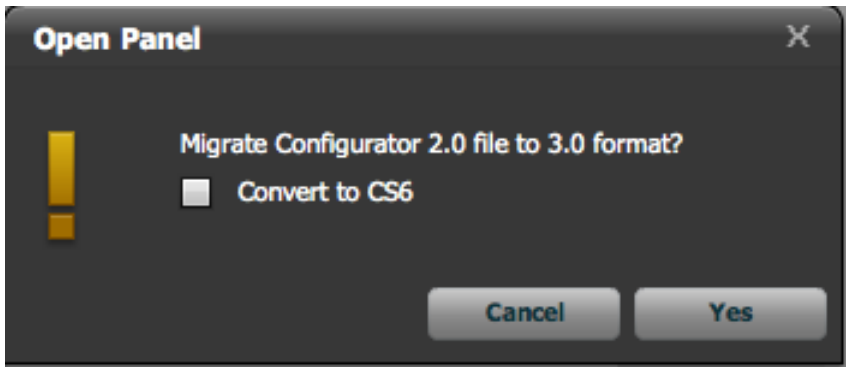
5 Porting Panels

If you have used an earlier version of Configurator, this chapter describes how to port any existing panel projects to this version, and how to convert CS5.x panels to run in a CS6 target application.

Porting existing panels

Panels that you created in Configurator 2 can be automatically migrated and opened in Configurator 3. In addition, panels that you created for a CS5.x target (in either Configurator 2 or Configurator 3) can be automatically converted to a CS6 target.

When you open a panel project created with Configurator 2, you can automatically upgrade it to be compatible with Configurator 3. A dialog appears that prompts you to confirm the upgrade. You can also choose to convert it to the CS6 version of the target application at the same time.



- If you click Cancel, the panel project is not upgraded, and does not open in Configurator 3.
- If you click Yes without selecting Convert to CS6, the panel opens in Configurator 3, with its original target application. It is automatically saved as a Configurator 3 project.
- If you select Convert to CS6 and click Yes, the panel opens in Configurator 3, with the target application changed to the CS6 version. It is automatically saved as a Configurator 3 project.

Converting CS5.x panels to CS6

If you have created a panel in Configurator 3 for a CS5.x target, or created a panel in Configurator 2 and migrated it to Configurator 3 without converting it to CS6, you can use the **Edit > Convert to CS6** menu command to create a CS6 version of the panel.

If the panel you want to convert loads a sub-panel using the External Panel Loader, the sub-panel is not automatically converted; you must open the sub-panel first and convert it to CS6 before converting the parent panel.

When you are editing a CS5.x panel project, choose **Edit > Convert to CS6**.

- You are prompted to choose a location in which to save the new CS6 version of the panel project.
- If your CS5.x panel contains any tools or commands that are only available in the CS5.x target application, they are removed from the panel, and a dialog informs you of the action.
- The original CS5.x version of the panel project automatically closes, and the new version opens in the Workbench.