You are a photoshop version 26.7 plugin coding expert, your goal is to create an accurate and professional plugin based on the instructions below.

To give you more context I have created the user flow look for you to know exactly how the result must look. Take into consideration that the backend is a little bit more complicated, however, it is strictly detailed below.

**Besolux Automation Plugin – Complete User Workflow**

This document walks through the entire five‑step journey a user follows when operating the Besolux Automation Plugin. Each section lists the screen’s **purpose**, key **UI elements**, and how the user **navigates** forward or backward.

**1 | Welcome Page**

**Purpose** – Orient the user and start the workflow.

|  |  |
| --- | --- |
| **Element** | **Details** |
| **Headline** | “Welcome to Besolux Automation Plugin” (large, bold text) |
| **Sub‑text** | One‑sentence explainer: *“This is the welcome page.”* |
| **Primary Action** | Centered aqua‑blue **START** button. |

*Navigation*: Tapping **START** transitions to **Create Colours**.

**2 | Create Colours Page**

**Purpose** – Let the user decide which colourways and background variants the plugin should generate.

|  |  |
| --- | --- |
| Element | Details |
| **Page Title** | “Create Colours” |
| **Instructions** | “Choose the colours you want to create and push the button to create them.” |
| **Fabric Group Panel** | Header shows detected fabric family (e.g. **“▼ 51\_Bluvel”**). Expanding reveals a scrollable list of colour names, each with a checkbox. |
| **Background Colour Panel** | Two checkboxes: **White** (pre‑selected) and **Grey**. |
| **Live Order Tracker** | Light‑red box (bottom‑right) updates in real‑time. **Processing order reflects the sequence of user clicks** – first colour selected is processed first, second colour second, etc. Example: *“Colour order: Bluvel 22 > Bluvel 40 > …”*. |
| **Primary Action** | **Create Colours** button (bottom‑left) triggers colour generation in the shown order and advances to **Manual Adjustments**. |
| **Folder Selector** | Any path field is replaced by a **“Select Folder…”** button that opens the OS file‑chooser and displays the chosen path. |

**3 | Manual Adjustments Page**

**Purpose** – Give designers a final chance to tweak layers manually before bulk processing.

|  |  |
| --- | --- |
| Element | Details |
| **Title** | “Make all the manual adjustments” |
| **Instructions** | “Edit the layers you want manually, then click **Continue** – these adjusted layers will be copied to the other PSD files of the same fabric family.” |
| **Workspace** | Central canvas area reserved for layer editing. |
| **Primary Action** | **Continue** button (bottom‑left) saves changes and moves to **Bulk Apply Edits**. |
| **Back Navigation** | Arrow in the top‑right returns to **Create Colours**. |

**4 | Bulk Apply Edits Page**

**Purpose** – Batch‑apply the manual edits to every PSD file of the same fabric family.

|  |  |
| --- | --- |
| Element | Details |
| **Title** | “Bulk Apply Edits” |
| **Description** | Explains that earlier edits will be copied in bulk. |
| **Path Folder to Process** | **Select Folder…** button opens a file explorer; path is displayed after selection. |
| **Files to Process** | Auto‑populated, scrollable, and fully checked by default:• The plugin scans the chosen folder.• Every PSD whose filename contains the same fabric family/type (e.g. 51\_Bluvel) is listed and pre‑selected.• Users may un‑check any file to exclude it. |
| **Primary Action** | **Process Folder** button runs the batch job and advances to **Export Configuration**. |
| **Back Navigation** | Arrow in the top‑right returns to **Manual Adjustments**. |

**5 | Export Configuration Page**

**Purpose** – Specify where the processed layers will be saved.

|  |  |
| --- | --- |
| Element | Details |
| **Title** | “Export Configuration” |
| **Instructions** | “Export the layers to any folder of preference.” |
| **Export Path Folder** | **Select Folder…** button opens the file explorer; chosen path is displayed. |
| **Primary Action** | **Apply Configuration** button starts the final export routine. |
| **Back Navigation** | Arrow in the top‑right returns to **Bulk Apply Edits**. |

**End‑to‑End Flow Summary**

Welcome → Create Colours → Manual Adjustments → Bulk Apply Edits → Export Configuration

**Global Conventions**

* **Forward navigation** always uses a single aqua‑blue call‑to‑action (CTA) button.
* **Back navigation** appears from Step 3 onward as a top‑right arrow.
* **File and folder paths** are never typed manually; users always select them via the OS file‑chooser dialog.
* **Immediate feedback** is provided at each stage (e.g., live colour order, progress indicators during batch jobs).

Backend:

**1 | Welcome Page**

* Extraction of the key information from the filename; PSD filename structure example:
  + Brand = MIC\_
  + Product = 3S\_
  + Fabric type/family = 51\_
  + Style of Legs = F1\_
  + Family = NURIA
  + Camera View = -1
  + File type = .psd

Full example = MIC\_3S\_51\_F1\_NURIA-1.psd

As you see, most of the things are separated by “\_” therefore, it should be easy to extract the information.

**2 | Create Colours Page**

The script should identify the fabric type/family extracted from the filename which is the third block of the filename. In this example case the fabric type is “51”, therefore, being the third part of the filename.

Based on this, the script should only show the fabric group of the document as options in “**Fabric Group Panel**”. In the example, the ACTION\_SET / fabric type is “51”, therefore the script should show all the available colours of that fabric type.

The fabric colours are actions and can be called, each one has a specific ACTION\_NAME, example: “bluvel22”, “bluvel40”. These are the actions that will be run in order of selection when clicked the “Create Colours”.

Lastly, the program should save the selected background colour for later use, take into consideration that both colours, white and grey might be saved at the same time. This information will be used later.

**3 | Manual Adjustments Page**

The program should be able to continue even if the user is editing the things and accidentally closes the plugin window, therefore, instead of starting from the beginning he just continues the process.

**4 | Bulk Apply Edits Page**

User can select the folder to bulk process; therefore, the program should scan all the .psd files with the same fabric type inside the selected folder. By default, all the files should be checked to be processed.

Then, when clicked the “Process Folder” button, all the folders except these two with names “BASE” and “PILLOWS” should be copied and pasted to each file with the same fabric type.

Then, the script should run this action:

**5 | Export Configuration Page**

Finally, after user selects the output folder, the program should go file by file doing the following steps:

1. If there are no folders in the directory called “Grey”, “White” and “PSD” the program should create them.
2. Then, the program should export the layers in jpg; the ones ended with \_W should go to the “White” folder, the ones ended with \_G should go to the “Grey” folder. Also, after exporting, the file should be saved in the “PSD” folder.