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Thank you for purchasing Tool Launcher. This guide will show you how to install and use Tool Launcher.

INSTALLATION

To install Tool Launcher, move the files inside the “Install Files” folder in the zip file, to the “ScriptUI Panels” folder of your After Effects installation.

The “ScriptUI Panels” folder is normally located at these paths:

- MacOS : /Applications/Adobe After Effects [version number]/Scripts/ScriptUI Panels
- Windows: C:\Program Files\Adobe\Adobe After Effects [version number]\Support Files\Scripts\ScriptUI Panels

To complete the installation relaunch/launch After Effects.

HOW TO USE

There are 3 main panels. **tl_bar** is a toolbar panel. **tl_list** is a list of all tools. **tl_panel** is a panel for showing script UIs. You can choose which of them you want to use based on what you need. (Note: **tl_panel** does nothing with out at least one of the other panels).

TL_LIST

tl_list is a list of all tools, to launch a tool, double click on the name of the tool. If you hold down a modifier key (option/alt, ctrl, shift, cmd) while launching a tool, the tool can perform different actions based on what you have set up in the settings.

Starred tools will appear on the top of the list, the rest of the tools are in alphabetical order.

If you right-click on a tool, a context menu will appear where you can change some options for the tool. The “edit” button is a quick way to open the tool for editing in the settings window. If the tool is a script file and you hold down any modifier key (shift, alt, control, command) when clicking the “edit” button, the script file will open in a text editor. Using the command specified in the advanced tab.

TL_BAR

tl_bar is a toolbar of the tools you have chosen to include in it. You can add tools, change order, and size of buttons in the settings window.

If you hold down a modifier key (option/alt, ctrl, shift, cmd) while clicking on a tool button, the tool can perform different

actions based on what you have set up in the settings.

TL_PANEL

tl_panel is used to show script interfaces. To show a user interface in the panel, check the “Show UI in tl_panel” checkbox for the tool in the settings window, or in the right-click menu in tl_list. Then launch the tool.

SETTINGS

To open the settings window, click the gear icon in either tl_list or tl_list.

CREATING TOOLS

Click the + button in the top left corner of the “tools” tab. The tool is added to the list and loaded into the panel on the left, where you can modify it.

MODIFY TOOLS

In the “tools” tab you can modify your tools. You can set a custom name; a shortname, used in the toolbar when there is not enough room to show the whole name; A description, used as a help tip in the toolbar, and shown in the contextmenu in tl_list; Add icon, used in the toolbar.

For all tool you can set what happens when you run it. The modifier checkboxes are for selecting what command is shown. If you select *alt* and *shift*, you are modifying what happens when you hold down *alt* and *shift* and execute the tool in a toolbar or list.

A command can be one of several types:

- **Script**, a script file on the hard drive.
- **JavaScript**, a script written inside the textbox underneath.
- **os**, a command run by the system, like inside cmd or terminal.
- **expression**, applies the expression inside the textbox to all selected properties when the tool is executed.
- **menu**, runs the menu command specified in the textbox.
- **effect**, apply an effect to selected layers

When editing JavaScript or expressions you can open the command in a text editor by clicking the “Edit” button. The default editor for .js files will open (you can change this behavior in the “Advanced” tab) with the contents of the command loaded in a temporary file. When you are done editing click the *refresh* icon to load your edits back into the command.

Commands of type “Script” and “JavaScript” that have UIs can have that UI loaded inside `tl_list` or `tl_panel`. Click one or both of the checkboxes to turn this on. If both are selected it will first try to load it in the `tl_panel`, and will fall back on the `tl_list` panel if it is not available.

Note: scripts that are in the “ScriptUI Panels” folder gets imported by default as menu commands that opens the script in its own panel when executed (same as opening the script from the window menu). These scripts will have “ScriptUI” in front of their name. To open these scripts in either `tl_list` or `tl_panel`, you can import the “ScriptUI Panels” folder into Tool Launcher, or add the scripts you want to open as their own tools.

ADDING FOLDERS WITH SCRIPTS

Open the “Paths” tab. There you can add choose where the config file is located, add folders of scripts.

If you press the add folder button and choose a folder with script files, the scripts will be added into Tool Launcher as “tools”. If you have `tl_list` open, the tools will show up there.

You can modify the scripts in the “Tools” tab and add them to toolbars in the “Toolbar Tools” tab.

CREATING TOOLBARS

In the “Toolbar tools” you can create toolbar and choose what tools are in them. To create a toolbar click the *new* icon and give it a name. Then select the tools you want to add to the toolbar in the list on the left, and click the *right arrow* icon to add them to the toolbar.

TOOLBAR SETTINGS

In the “Toolbar settings” tab you can change the size and spacing of the toolbar buttons. This tab is only shown if the settings window is opened from a toolbar panel, as these settings are local to that toolbar.

In this tab you can also create a new toolbar panel by writing a name in the textbox and clicking the *create* button.

If you want to hide the dropdown list in the toolbar panel you can check the “Hide toolbar selector button” checkbox.

IMPORTING FT-TOOLBAR CONFIG FILES

If you have `ft-toolbar` config files you can import them in the “paths” tab. There is a button labeled “Import `ft-toolbar` config file”.

CREATING TOOL PACKS

If you have a script, toolbar, or tools you want to share with others you can use the `tl_packCreator` to create a shareable config file with what you want to share already configured for Tool Launcher. The UI is the same as the “Tool” tab.

When the “Create toolbar” button is checked, the tools will be added to a toolbar with the same name as the pack and in the same order as in the list.

ADDING TOOL PACKS / IMPORTING CONFIG FILES

Tool packs/config files can be added from the “Paths” tab by clicking the “Import config file” button.