

Peacock ESTK Library

version

Daniel Kreth

Juni 04, 2019

Contents

Peacock ESTK Library	1
Quick References	1
About This Documentation	1
Description	1
Installation	1
Install Instructions	1
After Effects Script Folder	1
appData	1
userData	1
Getting Started	1
Quick Start	2
Section 1	2
Section 2	2
Peacock After Effects Utility	2
Peacock Illustrator Utility	2
Peacock Base64	2
Peacock BeatManager	2
Peacock Binary Creator	2
Peacock Composition Template	2
Peacock Console	3
Tabcompletion	3
Shortcuts	4
Peacock Commands	5
Peacock Estk Tester	5
Peacock Expression Meister	5
Peacock Favorites	6
Peacock File Search	6
Peacock InDesign Utility	6
Peacock Jsx Binary Converter	6
Peacock Keyframes	6
Peacock Layertools	6
Peacock Library	6
Peacock Logger	6
Peacock Markers	6
Peacock Midiparser	6
Peacock Performance	6

Peacock Preferences	6
Peacock Progressbar	6
Peacock Photoshop Utility	7
Peacock Session	7
Peacock Slices	7
Peacock TextParser	7
Peacock Time Analyser	7
Peacock Transitions	7
Peacock UI Utility	7
Peacock Univalsal Utility	7
Troubleshooting	7
My working environment:	7
Errors	7
Work in Progress	8
Recent Searches	8
In Progress	8

Peacock ESTK Library

A documentation for the Peacock ESTK Library.

Quick References

About This Documentation

Description

To be written.

If you're starting out with the Peacock ESTK Library, read the Getting Started section first.

Installation

Table of Contents

Installation	1
Install Instructions	1
After Effects Script Folder	1
appData	1
userData	1

Install Instructions

After Effects Script Folder

Copy the **Peacock ESTK Library** folder into one of the application folders as follows:

appData

In Windows, the value of %APPDATA% (by default, C:\Documents and Settings\All Users\Application Data)

- (Windows) C:\Documents and Settings\All Users\Application Data\Peacock ESTK Library
- (Windows) C:\ProgramData\Peacock ESTK Library
- (Mac OS) /Library/Application Support/Peacock ESTK Library

userData

- (Windows) C:\Documents and Settings\username\Application Data\Peacock ESTK Library
- (Mac OS) ~/Library/Application Support/Peacock ESTK Library

Getting Started

Table of Contents

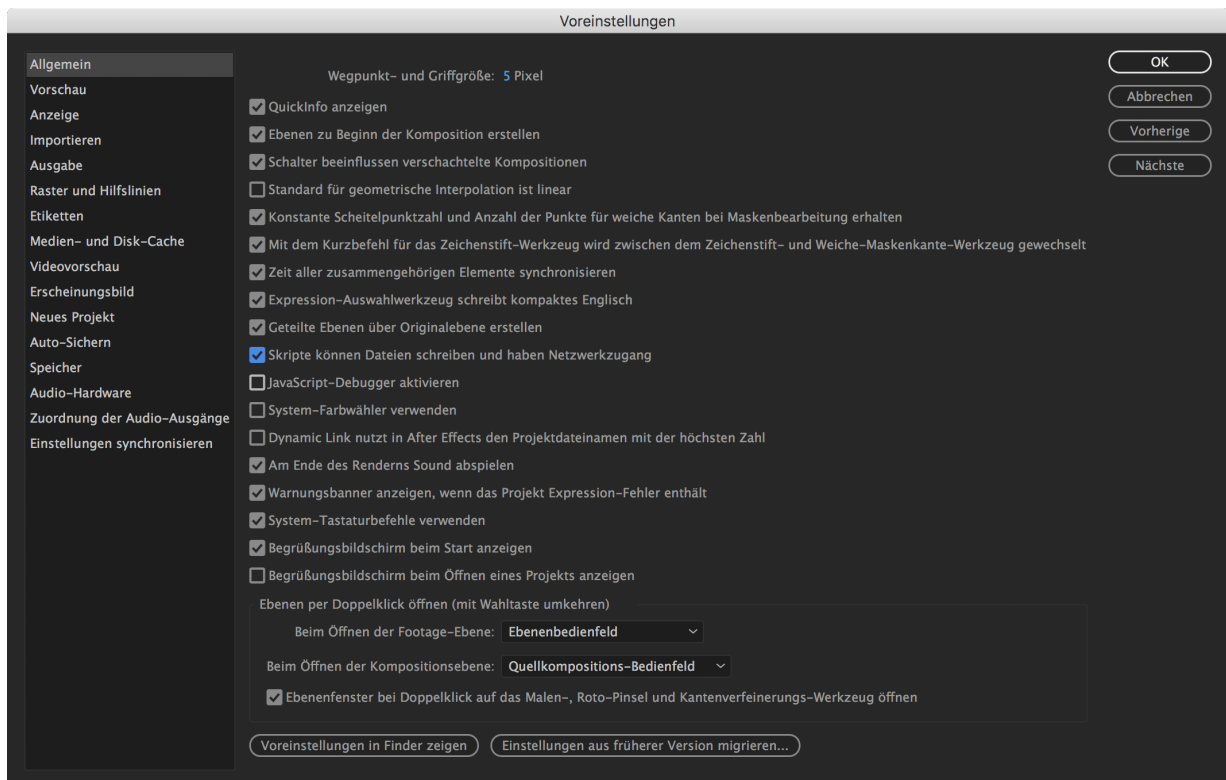
Getting Started	1
------------------------	----------

Quick Start	2
Section 1	2
Section 2	2

Quick Start

Before you can start using the BpmSlicer script you need to set the checkbox of the following setting to true.

After Effects -> Preferences -> General -> Allow Scripts To Write Files And Access Network (Skripte können Dateien schreiben und haben Netzwerkzugang)



Section 1

Section 2

Peacock After Effects Utility

Peacock Illustrator Utility

Peacock Base64

Peacock BeatManager

Peacock Binary Creator

Peacock Composition Template

Peacock Console

Table of Contents

Peacock Console	3
Tabcompletion	3
Shortcuts	4
Peacock Commands	5

The console is like a command line. Three different types of input are possible.

After Effects Keyframes / Mocha Tracking Data

You can either paste Mocha tracking data directly from Mocha into the console or Keyframes from a selected layer property in After Effects. Note that only Position, Scale and Rotation keyframes are supported yet. If you press: `Cmd+Enter` or the 'R' button the keyframes are getting parsed into an internal keyframe data structure.

Note

There is no use for the parsed keyframes yet. I plan to manipulate tracking data keyframes synced to the beat.

Peacock midi note data

The external standalone program "Midiconverter" converts a midi file (.mid) into 'Peacock midi note data'. For this to work the midi notes in the midi file have to be in the range from C3 - C4 and you need to set the proper bpm value. After the midi file is converted the 'Peacock midi note data' is automatically copied to the clipboard and a .txt file with the same 'Peacock midi note data' is created as a sibling of the midi file. The 'Peacock midi note data' can be directly pasted into the BpmSlicer console. By pressing `Cmd+Enter` or the 'R' button the slice data is getting parsed into the internal slices array which can then be used to slice layers in a composition.

Executable javascript

You can write any javascript code you like and execute it directly from the console. Some useful code snippets are accessible through tabcompletion and shortcuts

Tabcompletion

A list of all tab completion code snippets.

for

```
aeHelper.selectAllLayers(comp);
for(var i=0; i<comp.selectedLayers.length; i++){
    var layer = comp.selectedLayers[i];
    log.appendLog(i + " " + layer.name);
}
```

fors

```
for(var i=0; i<slices.slices.length; i++) {
    var slice = slices.slices[i];
```

```
    log.appendLog(i + " " + slice.getInPoint());
  }
  slices.slices.length;
```

form

```
for(var i=0; i<markers.markers.length; i++) {
  var marker = markers.markers[i];
  log.appendLog(i + " " + marker.getTime());
}
markers.markers.length;
```

if

```
if(markers.markers.length > 10) {
  log.appendLog("More than 10 markers exist");
}
(markers.markers.length > 10);
```

if else

```
if(markers.markers.length > 10) {
  log.appendLog("More than 10 markers exist");
}else {
  log.appendLog("Less than 10 (or equal) markers exist");
}
(markers.markers.length > 10);
```

Shortcuts

A list of all tab shortcut code snippets.

select

```
var counter = 0;
for(var i=0; i<comp.selectedLayers.length;i++){
  var layer = comp.selectedLayers[i];
  if(layer.name != " "){
    layer.selected = true;
  }
  counter++;
}
counter;
```

bpm

```
beatManager.setBpm(166);
beatManager.getBpm();
```

beatRate

```
beatManager.calculateBeatRate(120, "1/4");
```

status

```
markers.markers.length + " markers; " + slices.slices.length + " slices";
```


Peacock ESTK Library

rename

```
var name = "newName";
re = /^newName/;
aeHelper.selectAllLayers(comp);
var counter = 0;
for(var i=0; i<comp.selectedLayers.length; i++){
    var layer = comp.selectedLayers[i];
    if(re.test(layer.name)){
        layer.name = name + "_" + i;
        counter++;
    }
}
counter;
```

createfile

```
var text = "";
var filePath = Folder.desktop.fullName + "/_default.txt";
var file = new File(filePath);
//var file = File.saveDialog("Choose a txt file","*.txt*", Folder.desktop);
if(file === null)
    file = File.saveDialog("Choose a txt file","*.txt*", filePath);
file.open("w");
file.writeln(text.toString());
file.close();
```

Peacock Commands

A list of all tab peacock commands code snippets.

marker

```
markers.addCompMarker(comp, new Marker(10, { duration:0.0 }));
```

slice

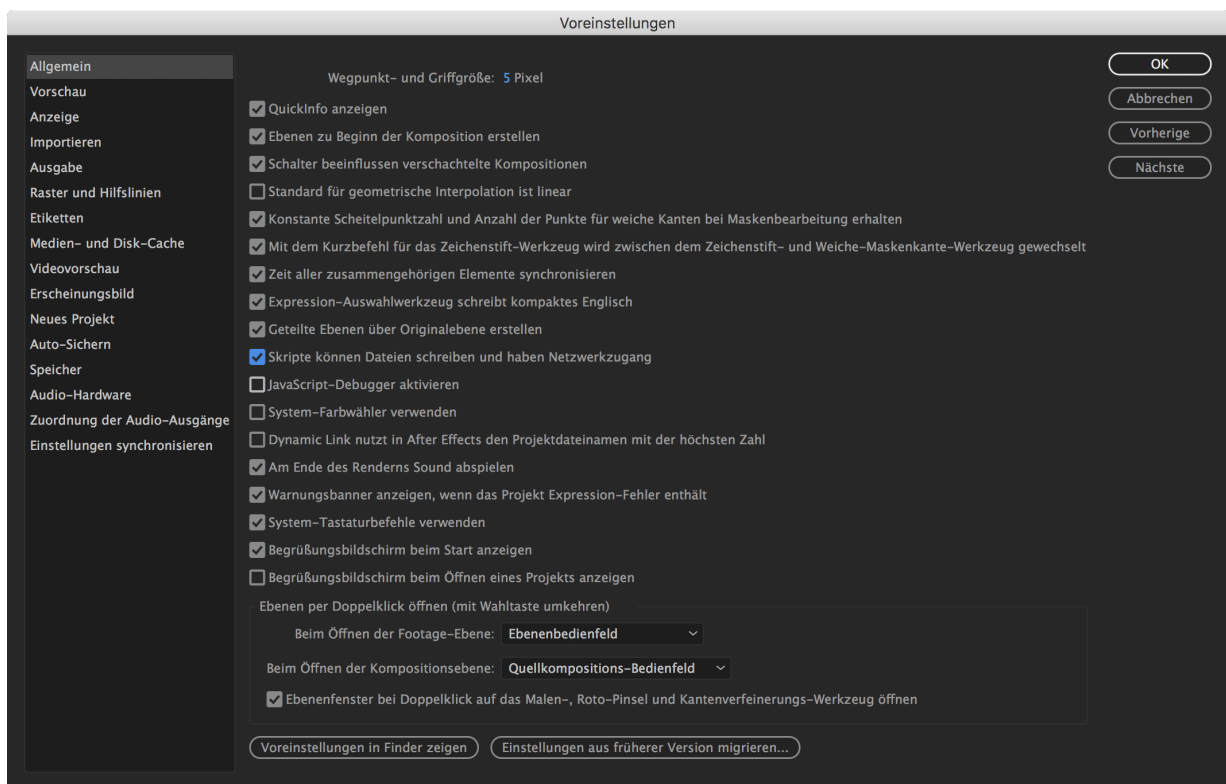
```
slices.addCompSlice(comp, new Slice(5,10, { velocity:1.0 }));
```

Peacock Estk Tester

Peacock Expression Meister

Before you can start using the BpmSlicer script you need to set the checkbox of the following setting to true.

After Effects -> Preferences -> General -> Allow Scripts To Write Files And Access Network (Skripte können Dateien schreiben und haben Netzwerkzugang)



Peacock Favorites

Peacock File Search

Peacock InDesign Utility

Peacock Jsx Binary Converter

Peacock Keyframes

Peacock Layertools

Peacock Library

Peacock Logger

Peacock Markers

Peacock Midiparser

Peacock Performance

Peacock Preferences

Peacock Progressbar

Peacock Photoshop Utility

Peacock Session

Peacock Slices

Peacock TextParser

Peacock Time Analyser

Peacock Transitions

Peacock UI Utility

Peacock Univarsal Utility

Troubleshooting

Table of Contents

Troubleshooting	7
My working environment:	7
Errors	7

My working environment:

- macOS High Sierra Version 10.13.3
- Modellname: MacBook Pro
- After Effects CC
- Version: 2017.0
- 14.0.0.207

Errors

Error

Error: ERROR: After Effects Warnung Rückgängig machen nicht übereinstimmender Gruppen: es wird versucht, den Fehler zu beheben.

Description: I create composition markers by hand, read them into markersArray, add markersArray to another layer, if I then move the layer the error happens and all markers of the moved layer will get removed.

Error

Error: Zuletzt protokollierte Meldung: <140736042881856> <BEE_WorkQueue> <5> BEE_Project::TimestampGetNext ZANZIBAR-3: cannot produce timestamp, frozen=0, open=0. Absturzprotokoll wird erstellt. Dies kann einige Minuten dauern.

Description: I created a slice with 'slices.createCompSlice(comp, new Slice(5,10));' and moved the marker by dragging it to the left.

Error

Error: If the project is saved either with autosave or with cmd+s the script is crashing and all the custom gui elements are disappearing.

Description: Actually the next day after restarting the computer and after effects this error doesn't happen in the beginning.

Work in Progress

Table of Contents

Work in Progress	8
Recent Searches	8
In Progress	8

Recent Searches

- [Progressbar estk.aenhancers](#)
- [ShortcutKey estk.aenhancers](#)
- [Event Handling estk.aenhancers](#)
- [Layer applyPreset estk.aenhancers](#)
- [AVLayer autoOrient estk.aenhancers](#)
- [AVLayer source estk.aenhancers](#)
- [AVLayer replaceSource estk.aenhancers](#)
- [AVLayer sourceRectAtTime estk.aenhancers](#)
- [NumericEditKeyboardHandler](#)
- [Addeventlistener vs OnClick attribute](#)
- [Script Console Script](#)

In Progress