Ranger Version 2

**Introduction:**

Welcome to the documentation part of the Ranger GUI V2, this is the graphical update I've been planning for some time now. And here it is. Enjoy your update if you have purchased version 1 - thank you. If you have not purchased version 1, don't be sad, version 2 is a complete overhaul and better in every way. In this documentation is included only important information.

**General UI Design Info:**

Targeted platform is PC and the GUI is designed for 920x1080 resolution. Smaller than that you have to code the images to scale down.

The new version retains the silverish metal and the wood idea, but also I have added green mosaic for more colour enrichment and added more animal ornaments. To me it looks better that way.

**Editing and Exporting Bigger UI Elements:**

**Smart Objects:** Smart Objects are used in this UI, less vectors, but they are present. Here is how you edit Smart Objects:

These simply are a compilation of one or many layers typically in bigger dimentions in their opened state. Opening one is simply by double clicking it's thumbnail in the Layers Panel in Photoshop. You can then see it's content, edit if you need to, or even slice it from there in it's original size.

**IMPORTANT:** If you slice it from it's opened content, you risk of removing some adjustment **(if)** I made on the whole Smart Object Layer outside the opened part of it. **So if you need a bigger element sliced**, than the already sliced images I provided, just resize the Smart Object without opening it by hitting Ctrl+T and making it as big as you want, and then make an empty layer bellow it. Select the two and merge them. Then press Ctrl+A and Ctrl+X following with Ctrl+N (make sure to set the Background to Transparent) and then simply click Ok and Ctrl+V to paste what you've cut. Ctrl+Alt+Shift+S to export it as whatever extention you wish (PNG Recommended since lots if elements are transparent or/and have a Shadow or Glow).

**Vectors:** Slicing those is again by creating an empty layer and merging them, and then cut and export, just like the Smart Objects. They are flexible and can be edited through Blending Options, Opacity, Fill, and Color Changed. Pay attention again to Fill and Opacity for each Vector shape and also BASE COLOR. That's important.

**Sliced PNGs:** Everything diced and grouped properly in PNG format, howbeit I advice that if something doesn't work with the sliced images, edit it in the PSDs. Whether you need a bigger element, or smaller - resizing and editing is possible for both Smart Objects and Vector Shapes. **IMPORTANT:** Sliced Images are the exact size that fits 1920x1080 resolution. If you have decided to use them for mobile devices displays, you HAVE TO SLICE them bigger if they look bad due to the higher PPI. Just resize them bigger, cut them, and export the cut - it's possible, yes, the actual sizes of the Smart Objects are huge, but do not make them bigger than the original size thereof. You can check the Original size of a Smart Object by opening it and and hitting Ctrl+A and seeing in the "Info" window in Photoshop. If you don't have an Info window, just select the Window menu and enable it from there.

**Item Support:**

You can contact me for information and support with this product or any other of my products on my skype: vengeance.mk.1

Or email me at: warcl0ck@yahoo.com