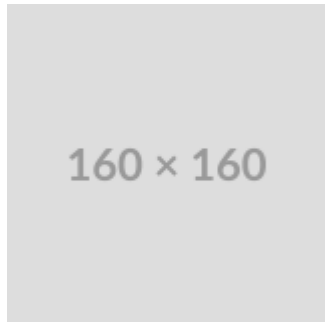


Utilities

Descripción

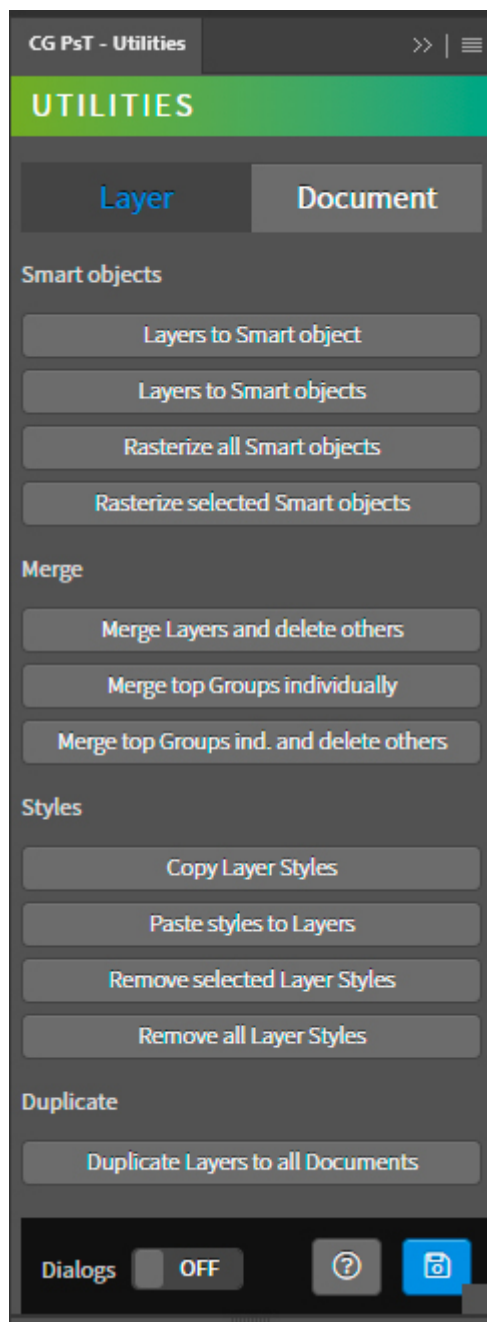


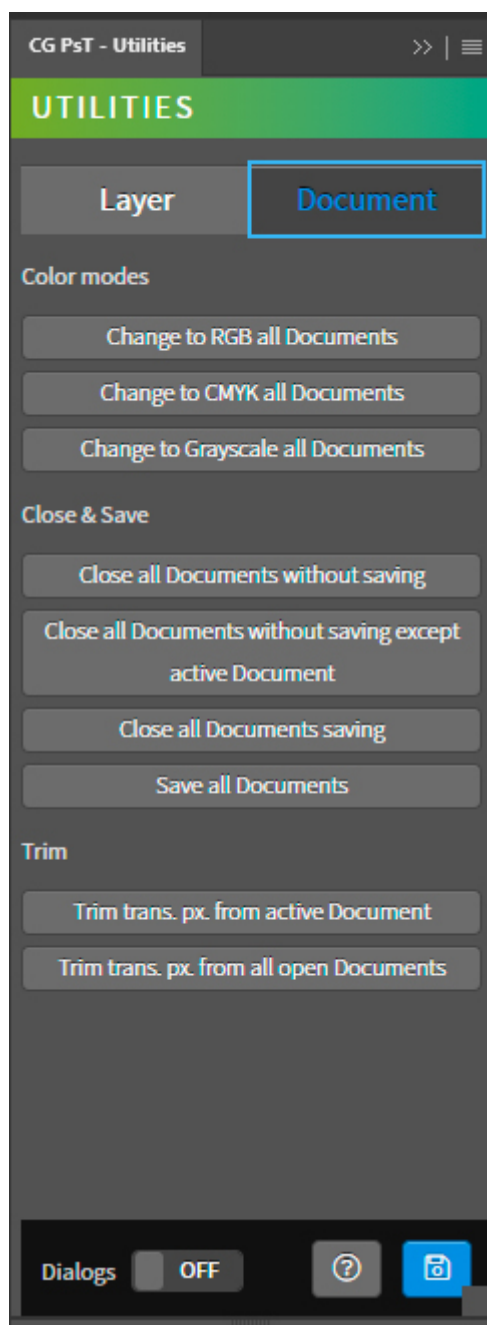
Menu: «Window/Extensions/CG PsT – Utilities»

Description

Panel that allows do multiple actions applied to layers and documents.

Reference





- **Layer tab** – Tools for layers.
 - **Smart objects** – Tools for smart objects.
 - **Layers to Smart object** – Prefix of the spritesheet name.
 - **Layers to Smart objects** – Name of the spritesheet file. It is automatically updated with the name of the active document.
 - **Rasterize all Smart objects** – Suffix of the spritesheet nombre.
 - **Rasterize selected Smart objects** – Shows the final name of the spritesheet.
 - **Merge** – Tools for merge layers.
 - **Merge Layers and delete others** – Method to obtain sprites from the layers in the root of the document.
 - **Merge top Groups individually** – Method to obtain sprites from the animation frames of the document.

- **Merge top Groups individually and delete others** – Method to obtain sprites from the selected layers.
- **Styles** – Sprite ordering mode.
 - **Copy Layer Styles** – Sort the sprites in the spritesheet based on the ascending order of the layer list.
 - **Paste Stiles to Layers** – Sort the sprites in the spritesheet based on the descending order of the layer list.
 - **Remove selected Layers Styles** – Sort the sprites in the spritesheet based on the ascending order of the layer list.
 - **Remove all Layer Styles** – Sort the sprites in the spritesheet based on the descending order of the layer list.
- **Duplicate** – Tools for duplicate layers.
 - **Duplicate Layers to all Documents** – Custom layout of sprites, allows you to enter the number of rows in the spritesheet. The number of columns is calculated based on the number of sprites.
- **Document tab** – Tools for documents.
 - **Color modes** – Tools for color mode of the document.
 - **Change to RGB all Documents** – Prefix of the spritesheet name.
 - **Change to CMYK all Documents** – Name of the spritesheet file. It is automatically updated with the name of the active document.
 - **Change to Grayscale all Documents** – Suffix of the spritesheet nombre.
 - **Close** – Tools for close of the document.
 - **Close all Documents without saving** – Close all open documents without saving.
 - **Close all Documetns without saving except active Document** – Close all open documents without saving except the active docuemnt.
 - **Close all Documents saving** – Close all open documents saving.
 - **Save all Documents** – Save all open documents.
 - **Trim** – Tools for trim of the document.
 - **Trim transparent pixels from active Dcoment** – Sort the sprites in the spritesheet based on the ascending order of the layer list.
 - **Trim transparent pixels from all open Dcoments** – Sort the sprites in the spritesheet based on the descending order of the layer list.
- **Dialogs** – Show dialog messages with useful information during the execution of the panel.
- **Help** – Open the CG Ps Tools online manual.
- **Save** – Save the active document.

Use

Open a document and use the tools of the panel.