Utilities

### Descripción

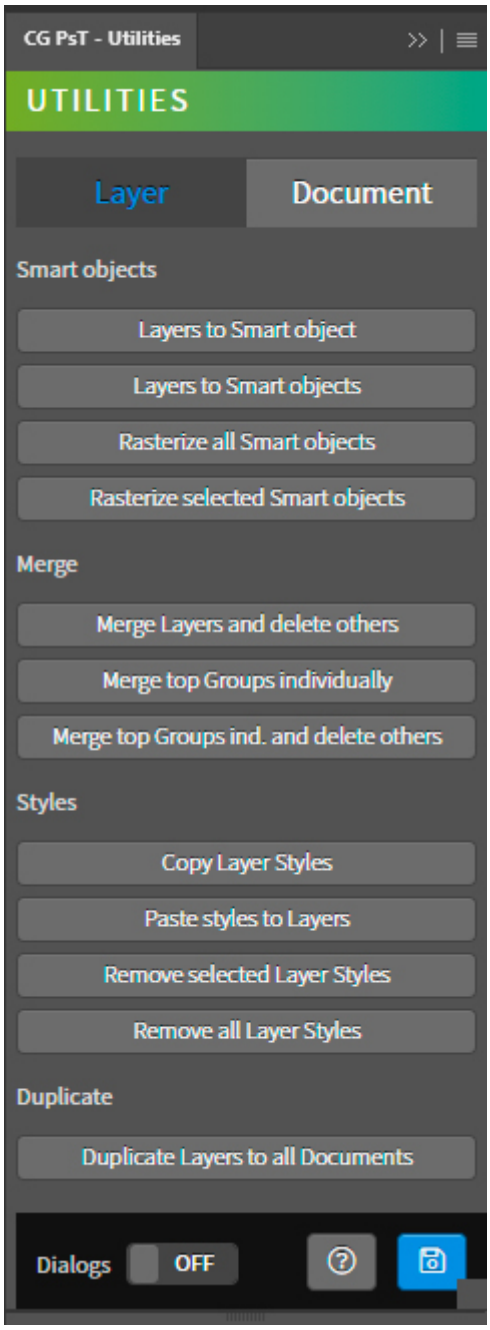


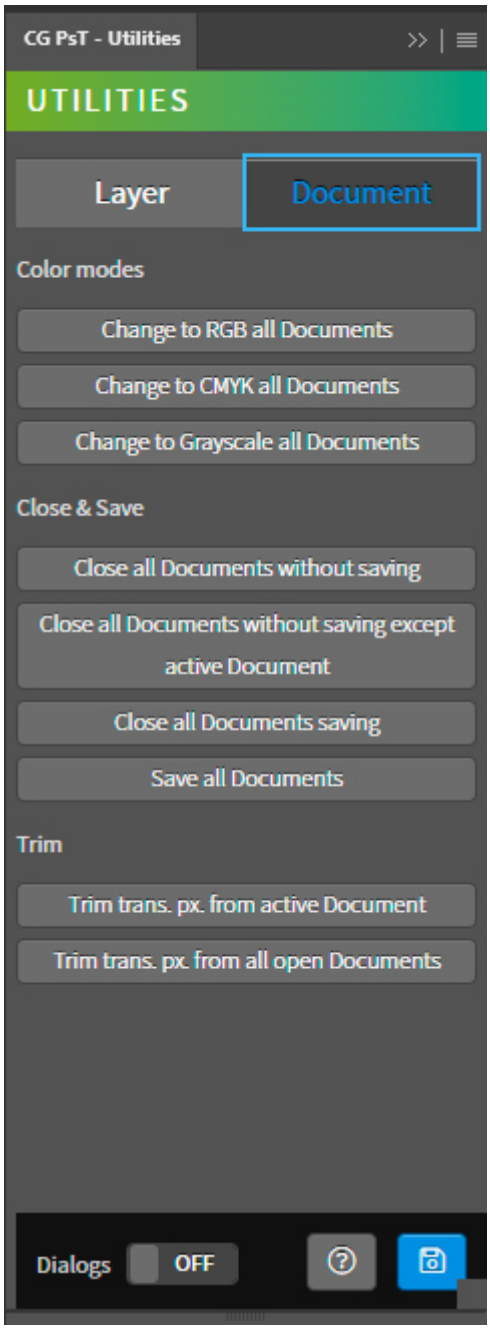

**Menu:** “Window/Extensions/CG PsT – Utilities»

## Description

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

## Reference


CG PsT - Utilities
UTILITIES
Layer
Document
Smart objects
Layers to Smart object
Layers to Smart objects
Rasterize all Smart objects
Rasterize selected Smart objects
Merge
Merge Layers and delete others
Merge top Groups individually
Merge top Groups ind. and delete others
Styles
Copy Layer Styles
Paste styles to Layers
Remove selected Layer Styles
Remove all Layer Styles
Duplicate
Duplicate Layers to all Documents
Dialogs
OFF




- **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 Stles 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.