TK9 version 3.0.0 updates – <mark>yellow highlighted</mark> items are the most significant changes

All modules

<mark>NEW</mark> Button clicks can be recorded as action steps when recording an action using the Photoshop Actions panel. Button clicks from multiple UXP modules can be recorded into the same action along with other Photoshop commands and menu items. When playing back actions that have UXP panel button clicks recorded as action steps, the corresponding UXP panel needs to be installed, though it does not need to be open in the workspace. Actions that contain UXP button click steps canNOT be played from the My Actions module or from the programmable buttons in Combo/Cx modules. They must be played from the Photoshop actions panel. There is more information on recording button clicks for the different modules below.   NOTE: Several buttons on TK9 open the Adobe Color Picker. Choosing a color while an action from the button click is being recorded will code the chosen color into the Photoshop action.   So, when the action is played back, the same color gets selected as the picked color. However, to choose a different color while the action is in playback mode, first toggle ON the action's interactive setting (the square box just to the right of the checkbox for the action step on the Photoshop Actions panel). Then, when the action is played, the Color Picker will reopen set to the color originally coded into the recorded action. At this point you'll be able to select a different color and when you click "OK" on the Color Picker the action will continue to play using the newly selected color.
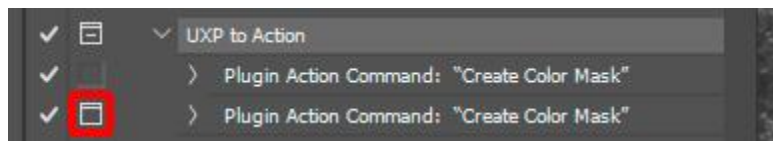
IMPORTANT NOTE: Photoshop 2024 version 25.0.0 is necessary in order to access this button-click action recording functionality.

<mark>UPDATE</mark> When entering values in modal dialogs (entering a name when saving masks in Multi-Mask, Lights and Darks Triple Play blur radius, or saving selections as channels in Combo/Cx), the dialog window opens with the text field in focus, so users can just start typing. Additionally, users can simply hit the "Enter" key instead of clicking "OK" when they are ready to use value they typed, and the action then continues to execute.

Multi-Mask

<mark>NEW</mark> Most button clicks in the Multi-Mask module (including CTRL/command and SHIFT options) can be recorded as actions using the Photoshop Actions panel. Complex masks including calculated masks can be recorded. Edit Blend if buttons can be recorded. My Channels masks can be recorded (as long as the item chosen in the My Channels dialog is

available). Slider movements and checkbox changes (Edit Blend If) canNOT be recorded. Color grading movement of the color grading pucks canNOT be recorded (though you can record creating color grading layers). Edit Selection and Layer Mask Mode canNOT be recorded. Saving and loading user-created presets (Color Grading and Edit Blend If) canNOT be recorded.

NEW The Multi-Mask module now supports 32-bit images and masks. There are certain functions that only work in 8- or 16-bit, but these are grayed-out for 32-bit images. The panel updates when switching between 8/16-bit and 32-bit images to properly display which buttons work (or don't work). If the button turns gray, it doesn't work. *NOTE: A new burn and dodge methods are necessary for 32-bit images. They use a curves adjustment where the burning/dodging is added by painting on a layer mask instead of using Screen and Multiply blend modes and painting on the pixel layer with black or white paint.*

NEW/UPDATE Depth Map output options now include a new option for creating a Depth Map channel mask AND an inverted Depth Map channel mask on the Channels panel. The two masks can sometimes be ideal masks for adjusting landscape images to create an additional sense of depth in the image by adjusting foreground and distant object differently using these two masks. The Depth Map channel is called "Depth Map – Background" and the inverted Depth Map channel is called "Subject – Foreground."

NEW Half-Edge masks are now available with CTRL/command+click on the Edge mask button. These can be used to select EITHER the "Light" or "Dark" edge of edges in the image, which the user can choose in the user interface. The Gaussian Blur radius opens to expand or contract the selection of that edge. For narrow light or dark objects, these masks can effectively select the objects by adjusting the blur so the entire width of the object is included in the selected area for the chosen edge. *NOTE: The edges present in image's NOISE are also selected by these masks, which might enhance noise in the image depending on how the mask is deployed.* Subsequent updating of Half-Edge masks makes it possible to 1) shift between Light and Dark versions on the fly, 2) Adjust the blur radius after the initial choice, and 3) automatically reuse the previously chosen blur radius during the Photoshop session.

NEW/UPDATE For color masks, CTRL/command+click on the Color Mask button on the main interface creates a mask of the COMPLEMENTARY color to the color that is picked with the Color Picker. This also applies to the "Pick" button at the top of the color mask interface. CTRL/command+click on it also creates a mask of the complementary color to the one picked with the Color Picker.

NEW SHIFT+click on the Color Grading button on main UI of Multi-Mask now creates a new color grading layer even if the current active layer is already a color grading layer and opens the Color Grading user interface.

UPDATE Clicking the Color Grading button on the main interface now creates the new color grading layer directly above the current active layer. In order to move the color grading layer to the top of the layer stack, it is now necessary to hold down CTRL/command when clicking the Color Grading button.

UPDATE This rule is also followed when clicking the ADD (+) button on the main Color Grading interface. Simply clicking it adds the new color grading layer directly above the current active layer and CTLR/command+click on it moves the new color grading layer to the top of the layer stack.

UPDATE Finally, this rule is also followed when clicking the Color Grading button in the OUTPUT section of the mask-making interface. Simply clicking it adds the new color grading layer directly above the current active layer and CTLR/command+click on it moves the new color grading layer to the top of the layer stack. In the case out outputting a mask, the mask will also be added as a layer mask to the new layer (or Blend If settings if SHIFT is also clicked).

NEW/UPDATE Previously, right-click on a color grading puck in the color grading interface would make it the active tonal range for color grading. That no longer works. You will now have to choose your tonal range at the top of the Color Grading interface using the large buttons there. Right-clicking on a Color Grading puck now resets the hue and saturation of that color grading adjustment and resets the puck to the center of the Color Wheel.   The Brightness slider is NOT reset when right-clicking on a puck, so, the brightness of the color grade is not changed.   This allows independently resetting hue/saturation via right-clicking the puck and resetting brightness via right-clicking on the Brightness slider for different tonal ranges.   To reset hue, saturation, AND brightness all at the same time, it is necessary to right-click on the corresponding tonal range button at the top of the Color Grading interface.

NEW On the main user interface, SHIFT+click on the buttons that create Curves, Levels, and Brightness/Contrast adjustment layers creates a group with five matching adjustment layers with Blend If settings that allow adjustment of five different zones.

NEW In the color mask interface, there are new buttons for selecting Warm tones (red, orange, and yellow), Cool tones (blue and cyan), and Foliage tones (yellows and greens).

NEW/UPDATE When creating a Solid Color adjustment layer from the main user interface, Soft Light is the default blend mode. Also, holding down SHIFT when clicking the Solid Color adjustment button will set the blend mode to Color instead of Soft Light

UPDATE Updated Cyan, Magenta, and Yellow channels for luminosity masks for 8-bit and 16-bit images to be more distinct and to match their equivalents in the 32-bit images.

NEW In the MODIFY section, users can now double-click on the Levels modify adjustment to perform a quick "Auto" Levels adjustment so that the mask has a full tonal range from black to white. Button has been updated to include "AUTO" along with the Levels icon.

UPDATE Holding down CTRL/command when clicking any of the Burn or Dodge OUTPUT buttons ensures the new layer is created at the top of the layer stack. This is similar to the CTRL/command functionality of many other mask output options where CTRL/command moves the new layer to the top of the layer stack instead of just placing it above the current active layer.

UPDATE There is a new method for saving masks as channels in Multi-Mask in order to allow for the chosen channel name to be incorporated into the action name and history state if the step is being recorded as an action. The new method is that a modal dialog window opens to input the channel name at the start of the action.

NEW "Blend-mode" brushes are available in the hamburger output menu when making a mask. There are four different options: Soft Light, Overlay, Screen, and Multiply. With each option, the plugin does the following: 1) creates a Curves adjustment layer set to the corresponding blend mode, 2) adds a black, hide-all layer mask, 3) selects the Brush tool, 4) sets the paint color to white, and 5) loads the current mask as the active selection. Painting on the image deposits white on the layer mask (through a stencil of the mask) to reveal the layer's blend mode effect in the image. Users still have to choose Brush Opacity and Flow.

NEW In Edit Blend If, replaced No Midtones-1 and No Midtones-2 with No Darks/No Lights-1 and No Darks/No Lights-2.

UPDATE: Zone Blend If masks and Zone Edit Blend If settings have been updated to match the new zones in the created for the five adjustment layers created with SHIFT+click on the Curves, Levels, and Brightness/Contrast buttons on the main interface. These are only very minor adjustments to the settings that were previously used.

UPDATE Gradient tool is now selected after 1-Color Gradient and 2-Color Gradient actions in Workflow Extras so the user has access to the live gradient to change it in whatever way they would like.

NEW/UPDATE "ACR Orton" in Workflow Extras is renamed "Cam-Raw Orton." Also, holding down CTRL/command when clicking this button runs the action without user input on the Gaussian Blur radius or the Camera Raw settings. The action's default settings will be applied as the action runs, which makes for a quicker way to achieve the effect.

BUG FIX In the MODIFY section, fixed Mask-the-Mask and Fill options so that the selection deselects before the Gaussian Blur dialog window opens.

BUG FIX Fixed on-hover color for light theme in Edit Blend If preset masks (lights, darks, midtones).

BUG FIX Included Depth Map Layers panel cleanup in the cancelMask() function.

BUG FIX For Cam-Raw Orton and Shadow Lift/Haze action in Workflow Extras, the new layer is created at the top of the layer stack.

BUG FIX Depth Map executes Deselect when saving the Depth Map as a channel to ensure the new channel gets properly renamed "Depth Map".

BUG FIX Save mask as channel output option executes Deselect before saving to ensure the new channel contains the entire mask and not just the selected area.

BUG FIX In color grading, less likely to trigger color grading when clicking outside the color wheel.

BUG FIX When selecting a color or tone for Zone masks, Blend If masks, Color masks, or Edit Blend If, the foreground color resets to what it was before the color/tone selection was selected.

BUG FIX In Edit Blend If, moving the sliders is enough to trigger checking the Gray checkbox when adding Blend If to a layer that doesn't already have Blend If. In version 2.0.0, it was necessary to click a preset or choose a tone with the tone picker to trigger checking the Gray checkbox when adding Blend If to a layer that doesn't already have Blend If. Also, when sliders are set at 0/0 and 255/255, the Gray checkbox unchecks itself since this removes Gray channel Blend if from the layer.

BUG FIX Choosing a new Photoshop tool would turn off the Edit Blend If color overlay if it was present. This is now fixed. Choosing a new Photoshop tool no longer affects the Edit Blend If color overlay.

Combo/Cx

NEW Recordable button clicks have been added to the Cx module. This includes CTRL/command and SHIFT options. Calculations with the Layer Mask Calculator are recordable. However, playback requires the necessary channels be present on the Channels panel. The buttons on the main interface that run web-sharpening and apply watermarks are recordable, but they will work based on what's currently in these interfaces or has been saved in panel storage based on a previous run. Changing text field values, checkmarks, and sliders in web-

sharpening and watermark interfaces are NOT recorded. Button actions (when user reprograms the programmable buttons) are NOT recordable.

UPDATE The "Auto-close TK actions menu" item in the Preferences menu now triggers the desired behavior immediately once the preference is changed AND when the panel first opens. So, if this item is checked, users see the main interface. If it is unchecked, the TK Actions menu will open. The preferred behavior persists when clicking actions on the menu.

NEW CTRL/command+click on Live Clipping button creates a print clipping color overlay where magenta indicates areas that are so light in the image (but possibly not actually clipped) that they might lead to gloss differential when printed on luster or glossy papers. Cyan indicates areas where shadow detail, while not necessarily clipped, might appear dark, textureless, and even black in the print.

NEW Additionally, users can choose their preferred print clipping values for Highlights and Shadows by choosing the "Set print clipping" menu item in the module's preferences (fly-out menu in upper right corner).

NEW SHIFT+click on the Live Clipping button creates an "Adjust Clipping" Curves adjustment layer locked at (0,0), (64,64), (128,128), (192,192), and (255,255) where users can adjust highlights and shadows to mitigate or eliminate the clipping displayed by the "_Live_Clipping" layer. The "_Live_Clipping" layer MUST be present in order for the "Adjust Clipping" layer to be generated.

BUG FIX Live Clipping now leaves the active layer unchanged when it is activated or deactivated.

NEW/UPDATE For the Black Brush and White Brush, holding down CTRL/command when clicking them changes the brush blend mode to Overlay instead of Normal. Some users like this for burning/dodging their masks.

NEW A "blend-mode" brush is now created by holding down "SHIFT" when clicking the following Blend Mode buttons: Soft Light, Overlay, Screen, and Multiply. With this option, the plugin does the following: 1) creates a Curves adjustment layer set to the corresponding blend mode, 2) adds a black, hide-all mask to the layer, 3) selects the Brush tool, and 4) sets the paint color to white. Painting on the image deposits white on the layer mask to reveal the layer's blend mode effect in the image. Users still have to choose Brush Opacity and Flow. Active selections are preserved when creating blend-mode brushes so that an active selection in place before creating the blend-mode brush is still active to control paint deposition when the action finishes.

NEW In Combo/Cx modules, SHIFT+click on the smart object button rasterizes a smart object layer.

NEW/UPDATE SHIFT+click on the Layer Mask Calculator buttons opens Photoshop's "Load Selection..." dialog.

NEW Upgraded the Fill option in Combo/Cx. It now opens a new user interface to streamline the fill process for the most common Fill options (Black, White, 50% Gray, and Color). To access the Photoshop Fill dialog window, it is now necessary to CTRL/command+click on the Fill button since just clicking it now opens the new UI.

NEW/UPDATE For Burn 50% Gray, Burn Transparent, Dodge 50% Gray, and Dodge Transparent, holding down CTRL/command moves the new layer to the top of the layer stack. NOT holding down CTRL/command still creates the new layer directly above the currently active layer.

UPDATE There is a new method for saving a selection as a channel in Combo/Cx in order to allow for the chosen channel name to be incorporated into the action name and history state if the step is being recorded as an action. The new method is that a modal dialog window opens to input the channel name at the start of the action.

UPDATE/BUG FIX With the Layer Mask Calculator, if "Active Selection" is the chosen item and the "Apply" button is clicked to create a layer mask of the active selection, then the selection is NOT reselected afterward as the layer mask is now a map of the active selection. Previously, the selection had been reselected in this case like it is with other operations and other chosen elements (if there is an active selection).

UPDATE/BUG FIX In Select Subject and Select Sky, added Deselect as a first step to avoid seeing the warning following message if there is an active selection: This will discard your current selection. Do you want to continue?

NEW "D&F" (Delete and Fill) replaced with "REM" (new pixel layer at top of layer stack and Remove tool selected). With the REM option, user still needs to make sure "Sample all layers" is checked in the Options bar as this cannot be set with UXP code.

NEW/UPDATE Changed name of "ACR" button to "Cam Raw" to hopefully make it more explicit in helping users recognize this as the Camera Raw Filter. Also removed the ability to edit layer masks using this button. (Editing layer masks with the Camera Raw Filter can still be accomplished in Layer Mask Mode.) This button also now defaults to creating a new stamp visible layer at the top of the layer stack on which the Camera Raw Filter is applied and converts it to a smart object.

NEW/UPDATE For Select Sky, hold down SHIFT when clicking to create channel masks of both the Sky and Foreground

NEW/UPDATE For Select Subject, hold down SHIFT when clicking to create channel masks of both the Subject and Background.

NEW/UPDATE For Vignette and Freehand Vignette actions, CTRL/command+click produces a light vignette instead of a dark vignette. Also SHIFT+click makes a color vignette.

UPDATE The Add Color action now sets the Brush's Flow to 100% in addition to already setting the Opacity to 20%.

NEW In Combo/Cx, CTRL/command+click on the "Color Lum" action resets the Black and White adjustment layer's adjustment to the neutral position when the layer was originally created.

UPDATE When adding a prefix or suffix to the name of the web-sharpened image, the panel NO LONGER adds a hyphen after the prefix name or before the suffix name. Users need to no enter their preferred separator symbol. Some symbols, \\/:*?"<>|#, are not allowed as they can be interpreted as code. These symbols will be replaced by a hyphen if they are entered in the prefix or suffix fields.

BUG FIX Fixed Perspective Warp (CTRL/command+click on Free Transform button in Combo/Cx) so that "Warp" button is active and works once a Layout has been added.

BUG FIX Fixed "Duplicate Layer" in Combo/Cx so that generative fill smart objects are properly duplicated.

BUG FIX Fixed Delete Watermark button (trashcan icon) placement in the Watermark interface of Combo/Cx.

BUG FIX Fixed the Soft Pop action in Combo/Cx so that it runs properly when there is an active selection. Previously it would error out and not complete if there was an active selection when the "Soft Pop" button was clicked.

My Actions

UPDATE In My Actions modules, made it so actions on the Actions panel do NOT expand when played from the My Actions actions list. (Adobe finally told developers how to avoid this.) Also fixed this for button actions in Combo/Cx, post-sharpening action in Combo/Cx, and for post-sharpening action in Export.

Export

NEW In the Export module, button clicks that initiate sharpening/export (Horz, Vert, Fit, and Run) are recordable as Photoshop actions. So is choosing a preset from the Presets drop-down menu. This means you can record an action to run multiple presets on the same image, a set of

open images, or even entire folders of images. To do this, start recording an action. While recording, choose a preset, which gets recorded as an action step. Then click one of the buttons to initiate export processing. This also gets recorded as an action step. Continue repeating this process of recording preset selections and export-initiating button clicks. Then, when the action is played, it will select the preset and run the chosen export operation defined by the preset and keep going using recorded presets until the recorded action finishes playing. VERY IMPORTANT: Have your presets set up and tested before recording them as actions.

Choosing the Input Source is also recordable. So, it's possible to choose a preset and then change the Source for the images by clicking a different Input radio button.

It's also possible to change the input folder for images to be exported while the action plays. To do this, enable the user interaction flag for the action step of choosing the "Folder" Input option. This will open the file-picker window when the action plays, allowing a new folder to be chosen each time the action runs. The same goes for the Save radio buttons. These are also recordable. Like with the Input folder, a new Output folder can be chosen each time the action runs by enabling the user interaction flag on the action step that records choosing the "Folder" output option.

NEW/UPDATE Disabled the module from automatically adding a hyphen between the file name and chosen prefix or suffix, if one is used. Some users needed an underscore instead of a hyphen. If the user has presets with prefixes or suffixes, they will need to add the separating punctuation (hyphen or underscore) in the text field and then resave the preset by CTRL/command+click on the preset name in the Presets drop-down menu.

NEW The Save section now includes the ability to choose saving the sharpened images in the same folder as the original document. If this option is chosen, an error message appears if the user tries to save the sharpened image using the same name and file extension as an image already open in Photoshop or if the document has not previously been saved (like when it was created as a duplicate from another image).

BUG FIX Fixed the "Horz" and "Vert" Chinese translations on the Export module.