

## Release notes: TK9 v4

### All Modules

A second "info" module for each TK9 module provides always-on tooltips by rolling over a button or other element. ALT/option+mouseover still works, but for users that want to see tooltips all the time or if the tooltips get in the way, the "info" module provides an alternative.

Added piracy protection to all modules like with other TK plugins. Users should not notice any change unless they try to install the plugin in a manner not outlined in the installation PDF.

### TK9 Multi-Mask

Separated Edge mask and Half-Edge masks into two separate buttons. CTRL/command+click no longer needed to access Half-Edge masks.

Separated Focus mask and Depth Map into two separate buttons. CTRL/command+click no longer needed to access Depth Map.

Converted depth map feature into a new depth map studio interface that allows users more control over making depth maps and depth zones including the ability to use all the standard MODIFY and OUTPUT options for making and deploying masks.

CTRL/command+click on Depth Map button on main UI combines depth map with Len Blur dialog to facilitate selective focus.

New static selection indicator (red and gray). Animated black and white indicator appears to have potential problems in the UXP architecture.

CTRL/command+click on the Workflow Extras button records a "Close Panels" step, which is the recommended way to start recording actions that include steps recorded from the Multi-Mask module.

New gradient options available: Gradient Masks, Layer Mask Gradients, and Color Gradients. Each has a brand new interface. Check button tooltips to better understand how they work.

.CTRL/command+click on Adjust Layer Mask (Layer Mask Mode) button in Multi-Mask to add a black, hide-all mask to current active layer as part of the process of activating this interface. This can be useful for selecting a luminosity masks in the interface based on the tones in the UNDERLYING layers instead of including the tones in current layer also.

When entering the Edit Selection user interface, if there is no active selection, the module will create a Select All selection as the starting point. This allows using the luminosity mask buttons

and other options in this interface to craft a selection that conforms to the parts of the image that need to be adjusted.

Layer Mask Mode and Edit Selection user interfaces have new buttons to create hide-all and reveal-all masks to create new starting points for making a layer mask or a selection.

Blend If masks are no longer black and white. They are displayed using a color overlay, and they are now output as Blend If settings. There are also new MODIFY options for them including using gradients that essentially intersect the Blend If mask with a Gradient mask. If Blend If masks are modified, the modifications are output as a layer mask since the modifications can't be incorporated into the Blend If settings. NOTE: SHIFT+click on [Burn50](#), [Burn Transparent](#), [Dodge50](#), [Dodge Transparent](#), and [Paint Color](#) OUTPUT options outputs the Blend If settings plus any modifications entirely as a selection.

Blend If mask now include No Darks, No Lights, and No Darks/No Lights options similar to those found in the Edit Blend If interface.

Improved method for making Saturation/Vibrance masks. Users will notice little difference, but masks are more accurate at selecting pixels based on saturation.

For 32-bit images, the Black and White, Color Balance, and Selective Color adjustment layers are now enabled on the main interface and also in the mask OUTPUT options since newer versions of Photoshop support their use.

Added the Eraser tool to the MODIFY options in Multi-Mask module. This allows erasing **modifications** to reveal the underlying luminosity/color/zone/etc mask. Had to combine the Curves modification with the Levels modification to make room for this. Use CTRL/command+click on [Levels modify](#) button to bring up Curves modification instead.

Added Profile Matching to Multi-Mask. Correct Gray Working Space can be set based on the embedded color profile or, for untagged images, based on the Working RGB Space. There is a preference in the Preferences menu to turn this off if this monitoring activity is not wanted. If "Monitor Gray Working Space" is enabled, user still has to click the button to update the Gray Working Space when a mismatch is detected. Users can still click the button to manually match the Gray Space if they've turned it off in preferences, but active monitoring by the module will not occur. CTRL/command+click on the [Match Gray](#) button opens a message describing what the different color outlines mean.

Made it so SHIFT + CTRL/command + click on the [Color Fill adjustment layer](#) button outputs to Normal blend mode. Only works for making an adjustment layer using the buttons on bottom of main UI for Multi-Mask Module.

Added a Linear Light Brush to the hamburger menu of mask output options. It 1) creates a Solid Fill adjustment layer using a color chosen by the user, 2) sets the blend mode to Linear Light with a Fill opacity of 15%, 3) adds a hide-all layer mask, 4) selects the Brush tool, 5) sets the paint color to white, and 6) 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 color and blend mode effect on the image.

Updated the action for making color masks for more consistent pixel selection across the entire hue spectrum. In the previous versions of TK9, there was some selection drop off with hues between the six main colors (red, yellow, green, cyan, blue, magenta). This has been fixed so that all hues are equally selected across the entire spectrum.

Updated the Adjustment Layers menu at the bottom of the main user interface. There is no longer an Edit Blend If button. Edit Blend If is now its own big button and the adjustment layers have been split into two menus, the second being accessed via a hamburger menu button on the main menu. This was to make room for the new Clarity and dehaze... and Grain... adjustment layers in this space at the bottom of module.

Clarity and dehaze... and Grain... adjustment options have also been added to the OUTPUT submenu when making all the different types of masks. These are in the hamburger menu at the lower left of the OUTPUT section.

Right click on the Curves adjustment layer button on the main UI creates a Curves adjustment layer with an anchor point set at the median luminosity value of the histogram as discussed in [this video](#). SHIFT+right-click on this button creates five zones (Zone 1-5) and for Zones 2, 3, and 4, a median anchor is set at 64, 128, and 192, respectively.

Right click on the Curves adjustment layer button in the OUTPUT section creates a Curves adjustment layer with the on-screen mask as a layer mask. An anchor is set at the median luminosity value for the areas revealed by the mask as discussed in [this video](#).

Enabled gradient overlays for 32-bit images for Luminosity, Zone, and Blend If masks as recent Photoshop now allows this. This is the button in the upper left corner of the mask-making interface for these types of masks.

Fixed a bug in the Solid Color adjustment layer options for 32-bit images since Soft Light blend mode is not available for 32-bit images. In the case of 32-bit images, the blend mode for Solid Color adjustments will default to Normal, instead of Soft Light.

Blake Rudis section of Workflow Extras contains Tone Map and Color Map instead of 1-Color Gradient and 2-Color Gradient.

## Combo/Cx updates

Added "when Live Clipping active" to the tool tip for SHIFT+click for Live Clipping button on Combo/Cx module.

Added "Revert" as a CTRL/command+click option for the Step-Back button.

For Gray Brush, just the foreground color gets set to 50% gray. Background color is not changed. In TK9v3, the foreground color was set to gray and the background color was set to black.

Color Brush—Still selects brush tool and opens the Color Picker to select a new foreground color. NEW: If the active canvas is the layer mask, a shade of gray is selected for foreground color that matches the chosen color. Background color is not affected.

Blend mode brush for Linear Light: Shift+click on LL button creates a blank pixel layer set to Linear Light blend mode and 15% Fill. Color Picker then opens to choose a color for painting. (NOTE: This works differently than the Linear Light Brush OUTPUT option in Multi-Mask which uses a Color Fill layer set to the Linear Light blend mode. It's more similar to the Paint Color OUTPUT option.)

SHIFT+click on the Stamp Visible button invokes Photoshop's Layer > Merge Layers command (merges selected layers into a single layer).

For the Dup Layer button, hold down SHIFT when clicking this button to create a new pixel layer containing the merged pixels of just the selected area (need to make selection first). It's like CTRL/command+J keyboard shortcut, but it can be invoked from any layer, not just a pixel layer. Hold down CTRL/command to make sure the new layer is moved to the top of the layer stack.

SHIFT+click on Smart Object button now, in addition to rasterizing smart object and gen fill layers, also rasterizes Gradient, Color Fill, Pattern Fill, Text, and Shape layers.

CTRL/command+click on Black Mask button gives black, hide-all mask PLUS white brush. Also CTRL/command+click on White Mask button gives a white, reveal-all mask PLUS black brush.

With the Layer Mask Calculator, the active selection is deselected when the interface closes unless the "Load Selection" option was what the calculator did. Dave Kelly was always having to deselect after doing something with the Layer Mask Calculator. This is no longer necessary.

For the Fill button, added Content-Aware Fill to the Fill user interface.

With the Fill options, the selection is deselected AFTER the chosen option completes.

BLUR BRUSH—Created with SHIFT+click on the Combo/Cx Blur button. Creates new Merge Visible pixel layer and opens Gaussian Blur dialog. User selects blur. The action finishes running by creating a black, hide-all layer mask on the layer, selecting the Paintbrush tool, and setting foreground color to white and background color to black. User can then add blur to their image by painting white on the layer mask. CTRL/command+click moves the "Blur Brush" layer to the top of the layer stack.

Added the ability to edit any selection using the Photoshop Selection Brush. This is now referred to as the Edit Selection button. When there is an active selection, clicking this button toggles the active tool to the Photoshop Selection Brush tool and creates a magenta overlay of the selection. Use the Selection Brush to edit the selection as needed. Click this button a second time to toggle off the magenta overlay and return to the previously selected tool. The selection edges will be hidden by default. This new feature is on the button previously occupied by Select and Mask button. "Select and Mask" is now accessed by CTRL/command+click on the new Edit Selection button.

Added the AVIF file format to Web-Sharpen section's drop-down menu for output file formats.

Vignette, Freehand Vignette, Spotlight, and Dimmer actions now use a Levels adjustment layer, instead of Curves, so that the midtones slider can be used to adjust size/intensity of the vignette.

Changed Vignette, Freehand Vignette, Spotlight, and Dimmer actions to use Mask Feather on the Properties panels instead of Gaussian Blur to blur the selected area to create the desired blending effect. This means the "Mask" section of the Properties panel can be used to adjust blur radius. The Gaussian Blur dialog never appears anymore when using these vignette options, like it did in TK9 v3.

Light vignette (CTRL/command+click) on the "Vignette" TK Action has had default opacity increased to 100%.

Separated the Spotlight/Dimmer actions in the TK Actions lists to two separate items: Spotlight and Dimmer.

"Clarity" action has been renamed "Enhance Detail" to avoid confusion with Photoshop's new Clarity and dehaze... adjustment layer.

SHIFT+click adds a black mask to the Enhance Detail layer and selects a white brush. This sets the user up to paint in detail where they want it, essentially creating an "Enhanced Detail Brush."

Soft Pop action now runs w/o smart object by default. SHIFT+click is needed for it to run as a smart object.

For Color Lum action, SHIFT+click now resets the adjustment sliders to their neutral positions so that there is no change to the image. CTRL/command+click now moves the layer to the top of the layer stack. (In TK9 v3, CTRL/command+click reset the sliders and SHIFT+click didn't do anything.)

On the following items in Combo/Cx TK Actions, CTRL/command+click is now needed to move the new layer to the top of the Layers panel layer stack. Otherwise the new layer is inserted above the currently active layer or within a group if a the current layer is an open group layer or the current layer is within a group: Add Color, Paint Contrast, Soft Pop, Color Lum.

For the Focus Blend and Align+Focus options in the TK Actions "Blend" menu, CTRL/command keeps the focus blending layer masks intact.

Updated the code for toggling the Properties panel open to match what is in TK Grayscale. Users won't notice any change, but it's better code for doing this.

Fixed bug where holding down CTRL/command to create channel from Select Sky or Select Subject caused a "Duplicate" error.

### **TK9 Export**

Add the avif extension as an output option in the output file types drop-down menu.