



# **BANGING JOINTS™**



**Thank you for your order.**

To learn more about this product and its features, please read thru the following documentation below.

Questions regarding the product? Our customer service team is always happy to help.  
Email us any time at [bangingjoints@gmail.com](mailto:bangingjoints@gmail.com)



# How to Install

## Version 2.0 ( Photoshop 2023+ )

Please install UXP “**mobKnife\_PS.ccx**” file on Adobe Photoshop 2023 or higher.  
mobKnife - Photoshop Plugin supports M1 Macs and runs natively in Photoshop without using Rosetta.

## Version 1.0 ( Photoshop 2015.5+ )

Please install CEP “**com.bangingjoints.mobknife.zxp**” file on Adobe Photoshop 2015.5 or higher.

If you are currently using the CEP extension version without any issues, you can continue to use it.  
If you are using Photoshop 2023, you can have both plugin versions installed.

## Install the Extension Using a ZXP Installer

1. Download Plugin and unzip the archive.
2. Download and install ZXPInstaller: <https://aescrpts.com/learn/zxp-installer/>
3. Launch ZXPInstaller.
4. Drag the downloaded .ZXP or/and .CCX file onto ZXPInstaller.  
When ZXPInstaller says your installation is complete, extension has been installed.
5. Restart Photoshop. You will find CEP (Version 1) extension at Window > Extensions.
6. You will find the UXP (Version 2) extension at Plugins >

## Uninstall the Extension

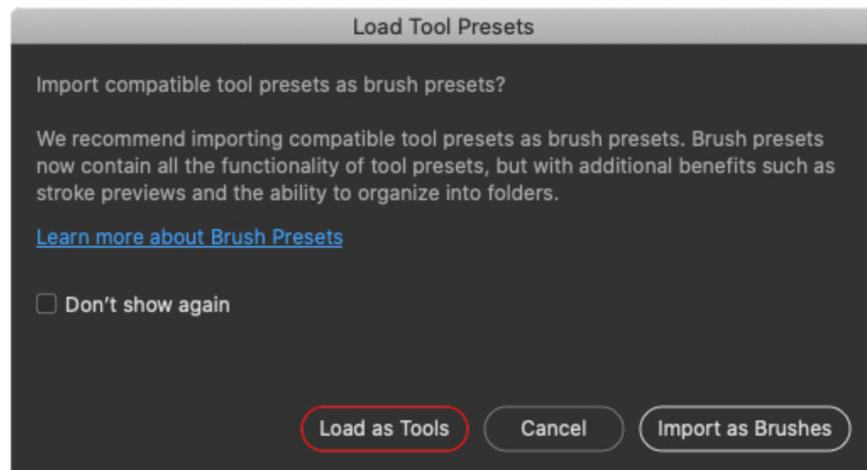
1. Launch ZXPInstaller.
2. Select the extension.
3. Press “Uninstall” button to remove the extension.

Also you can use **aescrpts + aeplugins manager app** to install, license, update and uninstall the extension in one click!  
Please download the app here: <https://aescrpts.com/learn/aescrpts-aeplugins-manager-app/>

## Load a tool preset (CEP version)

**After installing and opening the plugin, a tool preset should be loaded.  
A “Track Pen” tool preset will be installed only once.**

1. To load it, activate any Direction Render Button, and Photoshop asks you how you would like to import it.



2. Choose “Load as Tools” button to import a preset.

**This step is necessary for a plugin to work.**

**If the Load Tool Presets dialog didn't show up, or a Tool Preset loads as Brush Preset by default, please see Troubleshooting section for a solution.**

## Cut Render Button

- 1 Start your work by activating Cut Button.  
The activated Cut Button creates the "Source" and "Working Layer" layers and sets up the "Line" tool for you (U shortcut).

**As long as Cut Button activated, the plugin is in standby mode and will start the render as soon as it finds the line on a "Working Layer".**

Therefore, please don't forget to deactivate the Cut Button if you want to use a line as a standard Photoshop tool.

All effects and operations are applied according to the line angle.

## Line Cut Mode

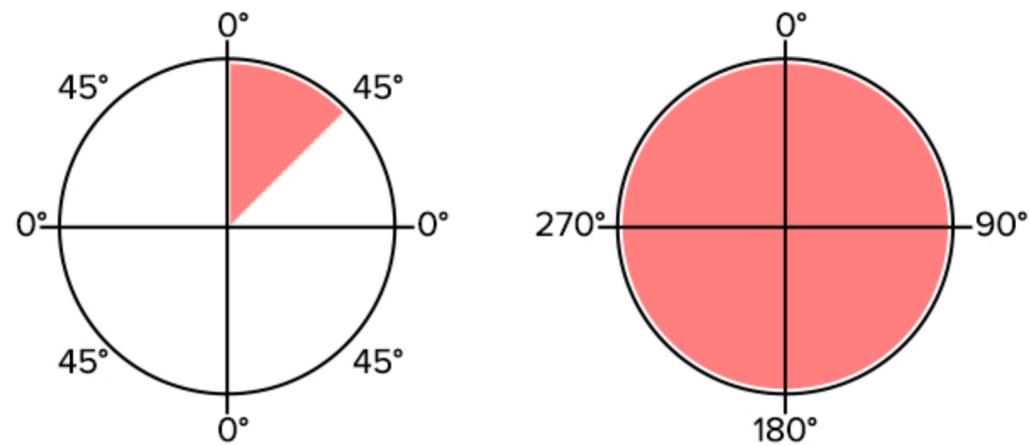
- 2 Allows you to split the layer into different parts, creating individual layers.  
Select the Line Tool (U shortcut), click, and draw through the text or image.  
Now you can select the individual parts using Move Tool (V shortcut) and edit them.

## Radial Cut Mode

- 3 Allows you to cut and rotate parts according to the line vector you draw.

## Angle Constraint

- 4 If active, the rotation is limited to 45 degrees.

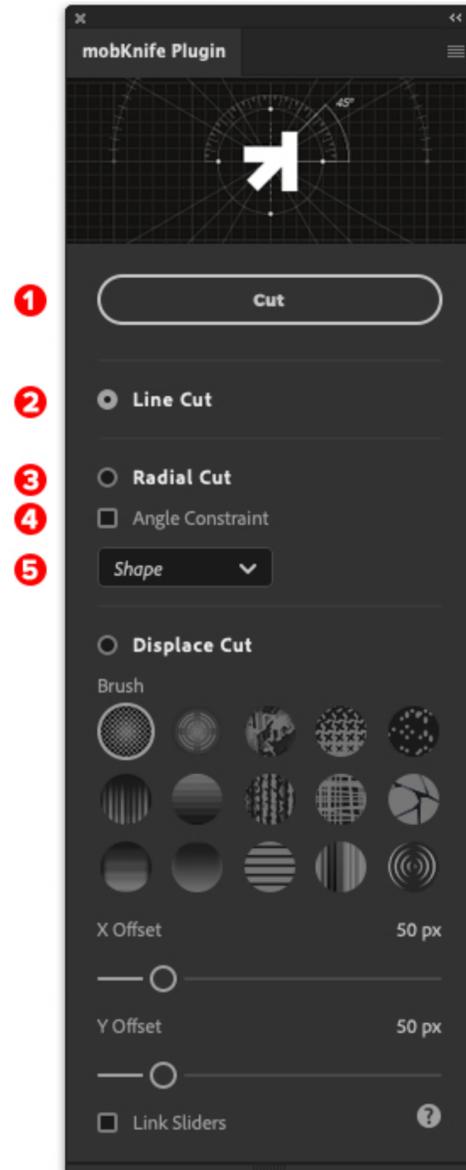


Angle constraint: checked

Angle constraint: disabled

## Shape

- 5 Defines the shape which will be cut and rotated.



## Displace Cut Mode

- 6 Allows you to distort the image using displacement maps based on line length and vector. The longer the line the bigger the texture scale. The line angle defines texture rotation and axis displacement.

## Brush

- 7 Sets up the displacement map according to the active brush texture.

## X and Y Sliders

- 8 The sliders allow you to define horizontal and vertical displacement scales. After you draw the line and the render is finished, move the slider to adjust the offset.

## Link Sliders Mode

- 9 Links sliders and assigns the same value horizontally and vertically.

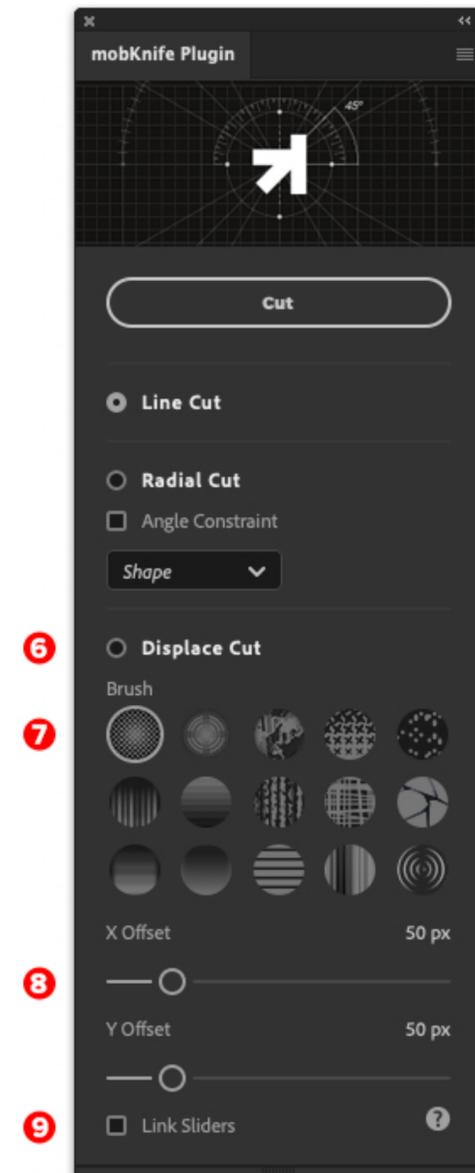
## Step-by-Step Guide

### Interactive Auto Render

1. Activate Cut Render Button to automatically create the “Source” and “Working Layer” layers.
2. Draw the line on the “Working Layer” layer with the Line Tool ( “U” shortcut ). Render starts automatically. As long as Cut Render Button is activated, the plugin is in standby mode and will start the render as soon as it finds the line on a “Working Layer”.

### Manual Render

1. Activate Cut Render Button to automatically create the “Source” and “Working Layer” layers.
2. Deactivate Cut Render Button and draw the line on the “Working Layer” layer with the Line Tool.
3. Activate the Cut Render Button to start the render process.
4. Deactivate Cut Render Button after render is finished.



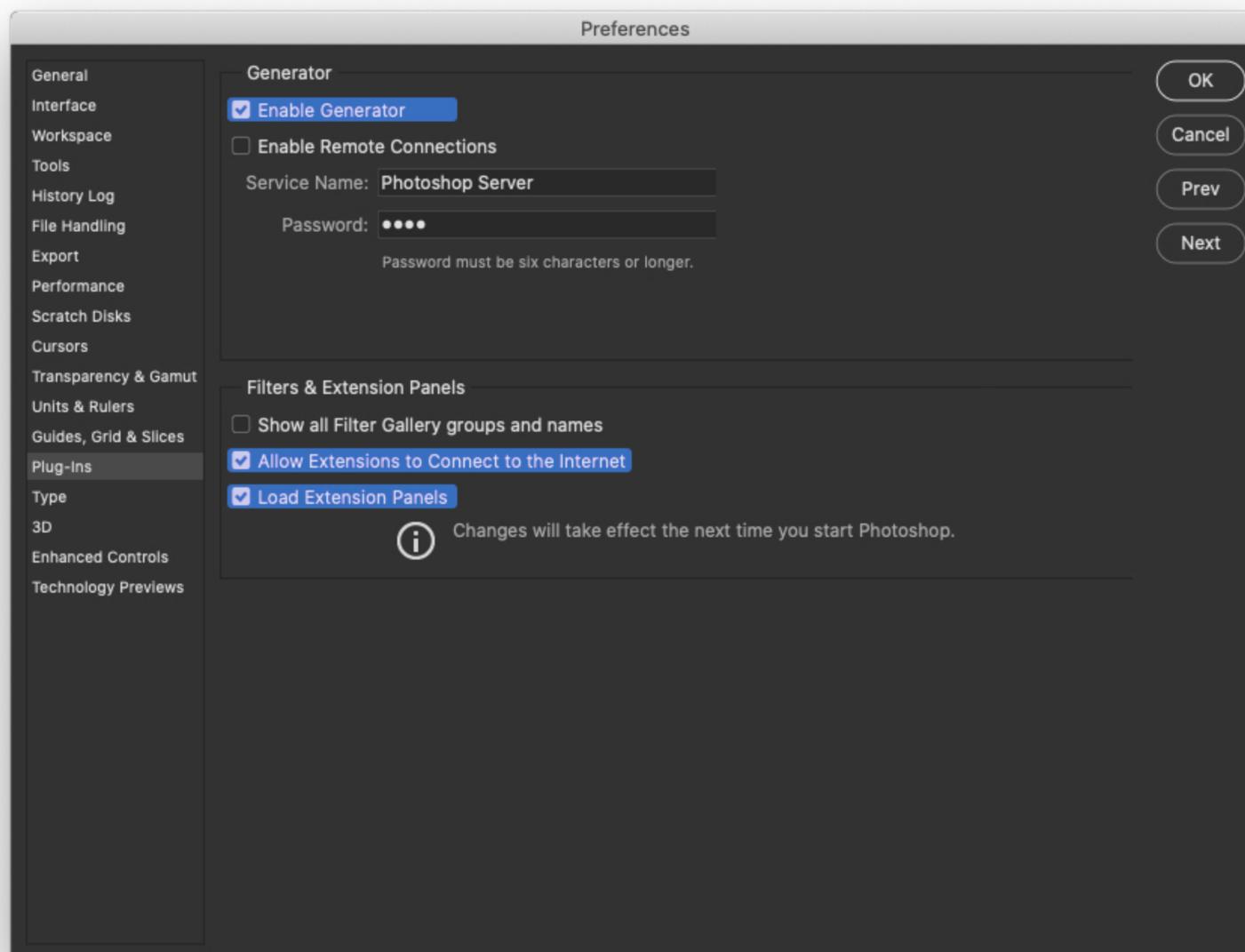
# Troubleshooting

## The Plugin pops out and disappears quickly.

Go to: Photoshop > Preferences > Plug-Ins

Make sure the following checkboxes are active.

If not, enable it and restart Photoshop.





**Hope you are happy with your purchase**  
**Thank you for choosing our products**

