



**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



How to Install

System Requirements:

The minimum required version of Adobe Photoshop is v24.2
If an older version is installed, please upgrade Photoshop in order to use the plugin.

The easiest way to install and license is by using the **aescripts + aeplugins manager**
To install a trial you can select 'Add Trial' from the 'Account' menu.

Install the Extension Using Aescripts + Aeplugins manager app

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

Install the Extension Using a ZXP Installer

1. Download Plugin and unzip the archive.
2. Download and install ZXPInstaller: <https://aescripts.com/learn/zxp-installer/>
3. Launch ZXPInstaller.
4. Drag the downloaded .CCX file onto ZXPInstaller.
When ZXPInstaller says your installation is complete, extension has been installed.
5. Open Adobe Photoshop and go to Plugins ->

Install the Extension Using Creative Cloud

1. Download Plugin and unzip the archive.
2. Double-click the downloaded CCX file. Creative Cloud application will open and ask you to confirm you wish to install.
3. Click on "Install Locally" button
4. Safely accept the warning dialogue and click "OK" to Install the plugin.
5. Open Adobe Photoshop and go to Plugins ->

*The update process is the same as the initial installation: Download, unzip ,and double-click updated plugin.
This will launch the Creative Cloud application and prompt you to replace the current version of the plugin.*

Uninstall the Extension

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

New Render

① Start your work by pressing the Render Button.

The source image opens as a Smart Object in preview mode, where you can adjust all glow parameters.

Note: the Plugin requires all created layers to function properly.

Please don't delete, rename layers created by the Plugin.

The minimum document size for the plugin work is 1280 pixels on the longest side.

Click "Save" to apply the settings and render a high-resolution glow in the original document.

Click "Cancel" to leave preview mode and close active Smart Object without applying the settings.

Note: the plugin supports Transparency layers to generate the glow.

Edit Render

Select "Glow" Smart Object, and click the Render button.

All settings will be restored to the same state they were in when you saved them.

So you can edit your glow from where you left off.

Glow Effect tab

② The tab contains glow adjustments.

Image Mode 🖼️ / Sampler Mode 🎨

③ Image mode processes the whole image, while Sampler mode works within a certain image area based on a selected color. Sampler mode allows choosing a specific color to glow, providing a flexible and easy way of selecting necessary image spots.

Mask Mode 🖌️

④ The Mask tool enables Photoshop's native Quick Mask Mode, letting you add or subtract the glow only on those areas you paint with a brush.

Activate the Mask mode, and the brush tool will automatically selected.

Choose the brush size and softness and start drawing.

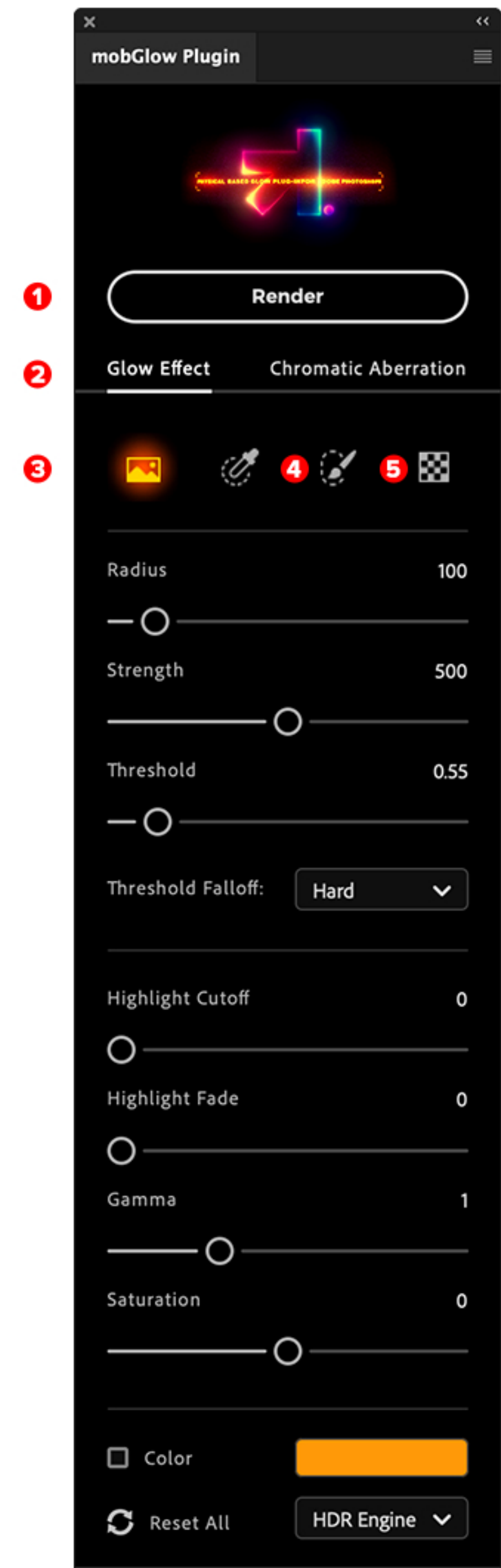
When the mask is ready, deactivate the Mask mode to apply the changes.

The created mask stays in a channel slot, so you can easily continue editing by activating the Mask mode again.

Note: to reset (delete) a mask, alt-click on the Mask tool.

Transparency Mode 🗖️

⑤ Although the best thing for quality is to render the glow on a black background, activating this mode, the plugin creates an alpha channel, making the black background transparent when saving a final render.



Radius

6 Controls the size of the glow. The higher the radius - the more diffused the glow is.

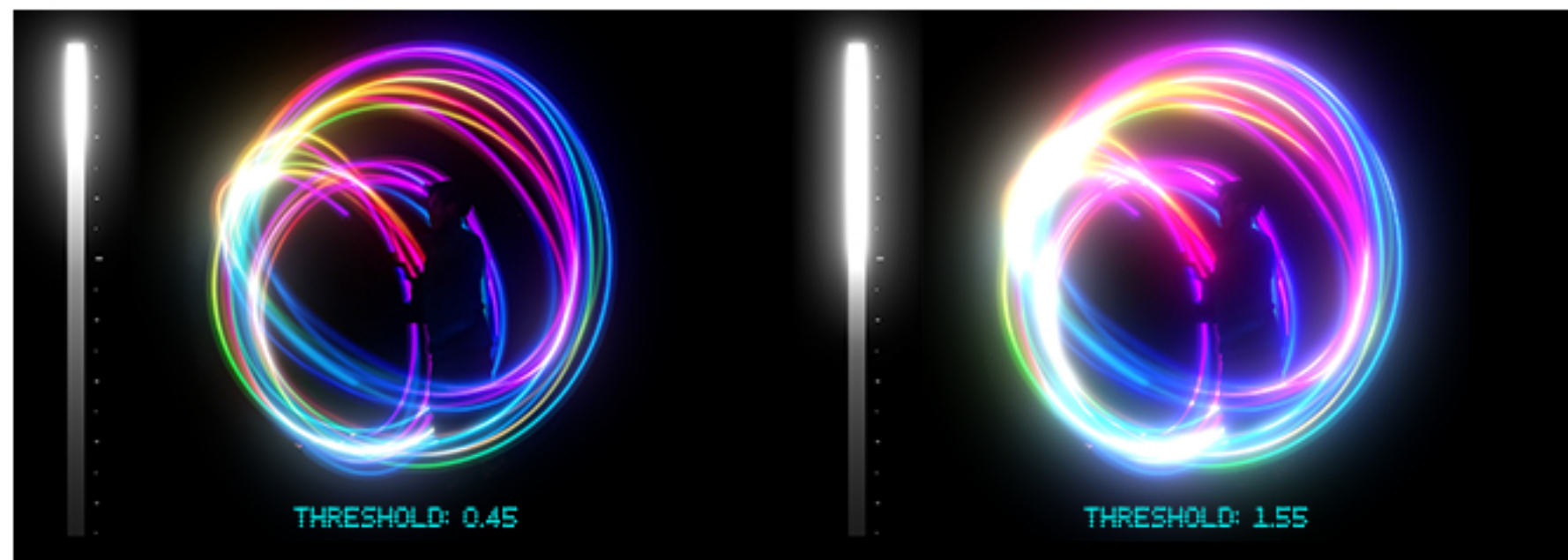
Strength

7 Controls the overall intensity of the glow.

Threshold

8 Controls the amount of the image being processed based on its brightness.

Lower values use the brightest pixels of the image, while higher values extend the range from bright to dark, using the image's highlights and mid-tones to generate the glow.



Threshold Falloff

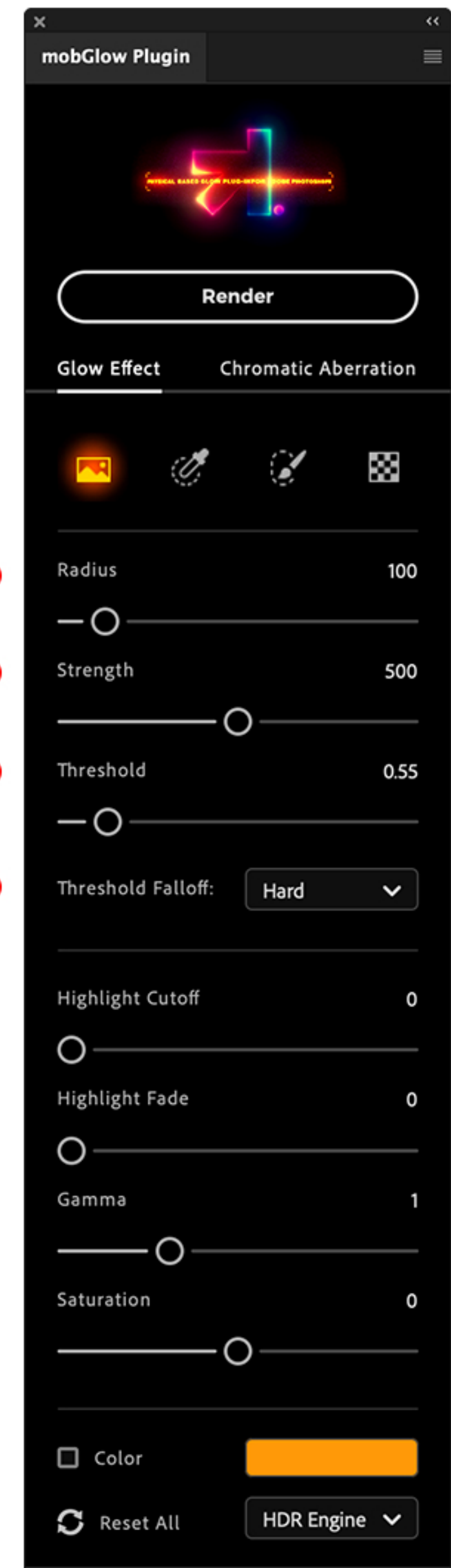
9 Threshold modes determine how the glow core looks and its falloff curve.

The Hard mode produces a saturated glare around the hot core.

The Soft mode produces a more gradual and diffused color glare.

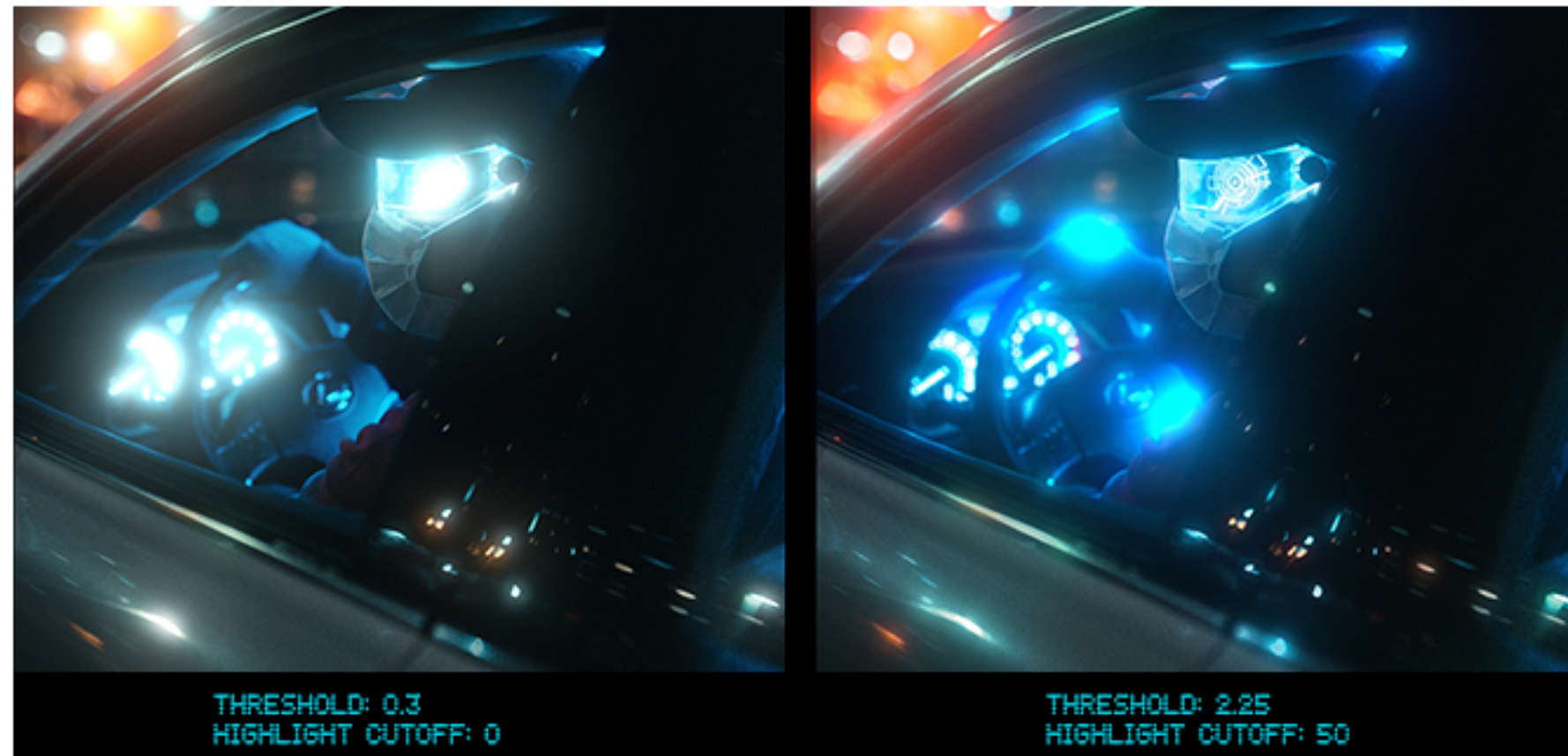
The Smooth mode gives a super-soft glow falloff without a glare effect.

Note: the modes work only with 16-bit Engine.



Highlight Cutoff

10 Allows you to clip the highlights from the glow and light up only the mid-tone parts of the image. The setting should be used along with the Threshold slider to find a perfect clipping balance, which lets you create a colorful glow.



Highlight Fade

11 Reduces the overexposed core of the glow, fading the brightest image spots.

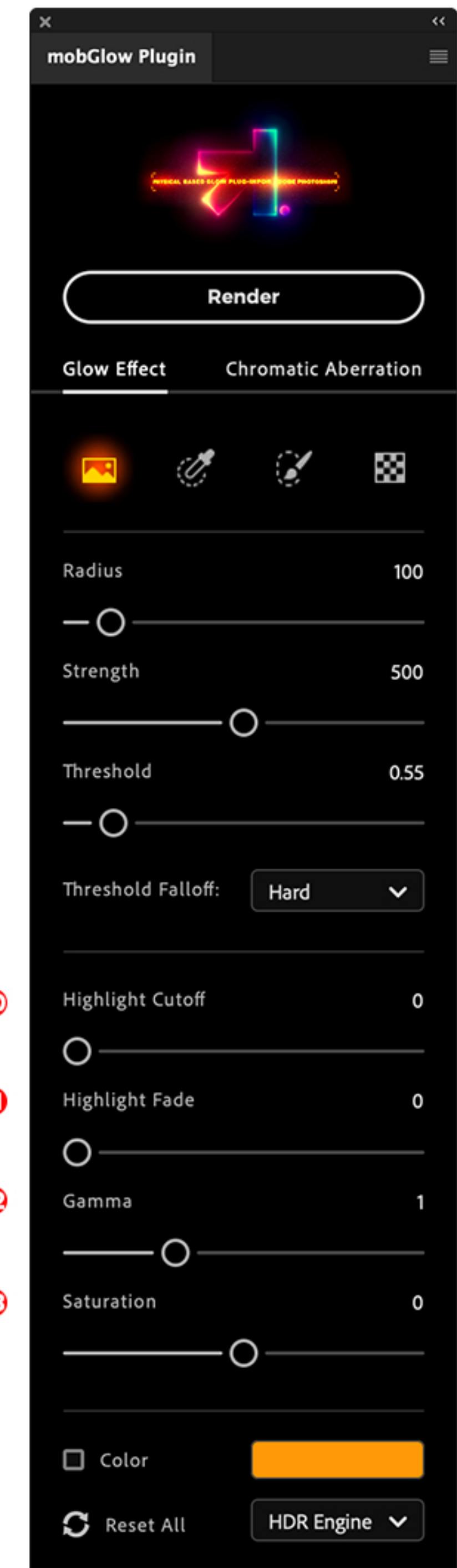
Gamma

12 Affects the intensity of the glow colors and lets you spread the glow to produce perfect diffusion effects.



Saturation

13 Increases or decreases the color saturation of the glow.



Color

14 Let's you tint the glow in any desired color.



Reset All

15 Resets Glow tab settings to the default state.

Engine Mode

16 You can switch between 16bit and HDR Engine.

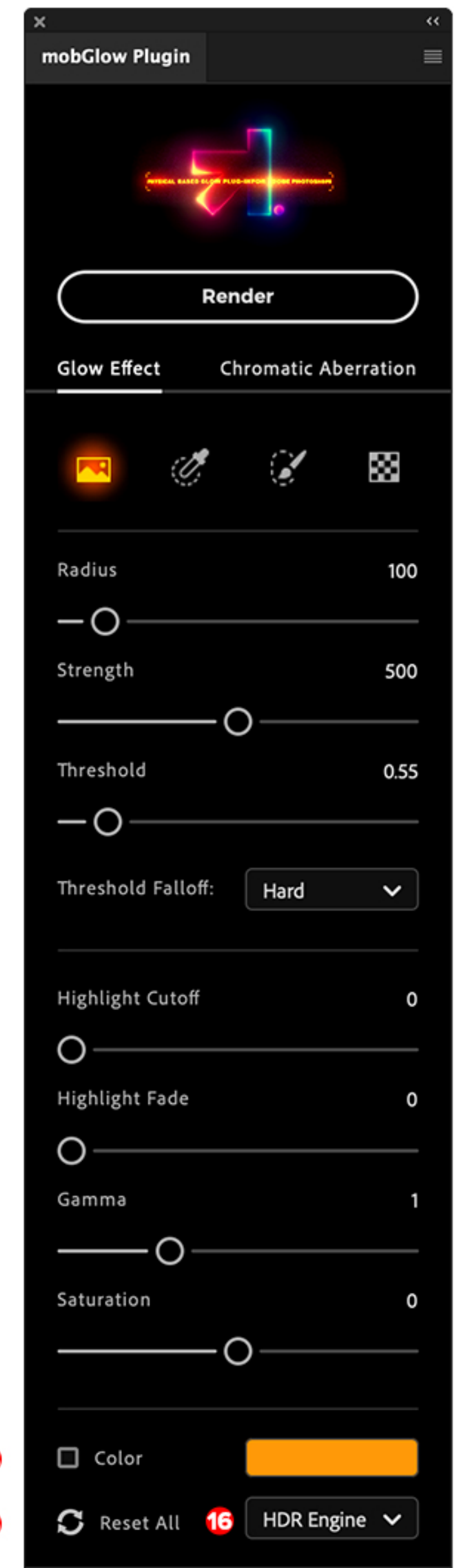
These modes have two different methods for rendering glow.

In most cases, the "16-bit Engine" is recommended because it's faster and more flexible.

Use HDR Engine if working with graphic designs to generate a super-smooth, colorful glow.

It also intends to source enough light from dark images to generate a glow.

Below, you can find a visual representation of how much light information can be extracted from a 3-pixel circle line using the same settings but different Engines.



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Chromatic Aberration tab

1 Split the glow into individual chromatic components by driving individual channels, their split distance, blur, and more.

Enable Effect

2 Start your work by activating the Enable checkbox.

Note: use the Chromatic Aberration settings only after finishing with the Glow tab adjustments.

⚠ Tuning the settings in the Glow tab with the enabled Chromatic Aberration effect will increase preview rendering time!

Channels Menu

3 Lets you choose the channel pairs to work with and even control each channel's distance individually, selecting R / G / B Solos.

The Reset Solos option lets you quickly reset all solo channels to the default state with 0 distance values.

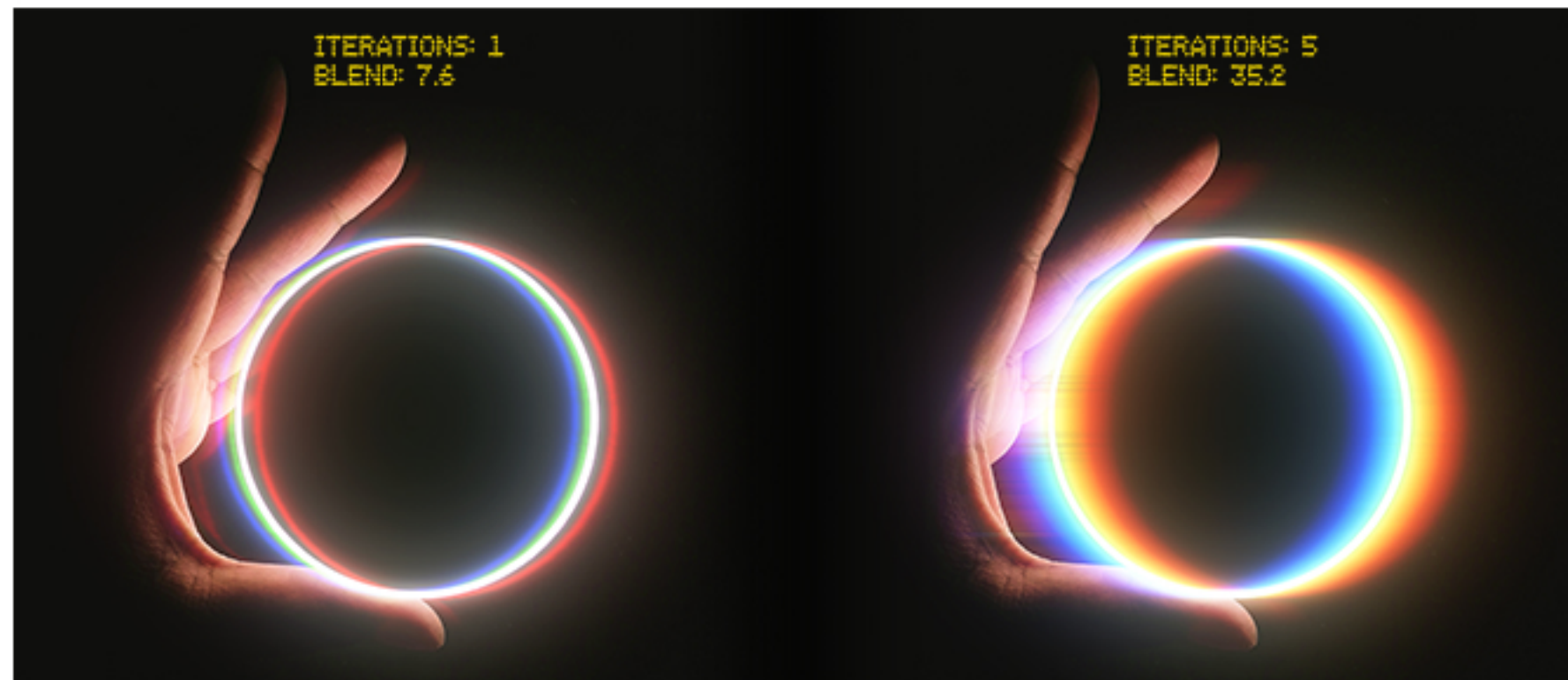
Distance X / Y

4 Controls the channels offset along the X and Y axes.

Iterations

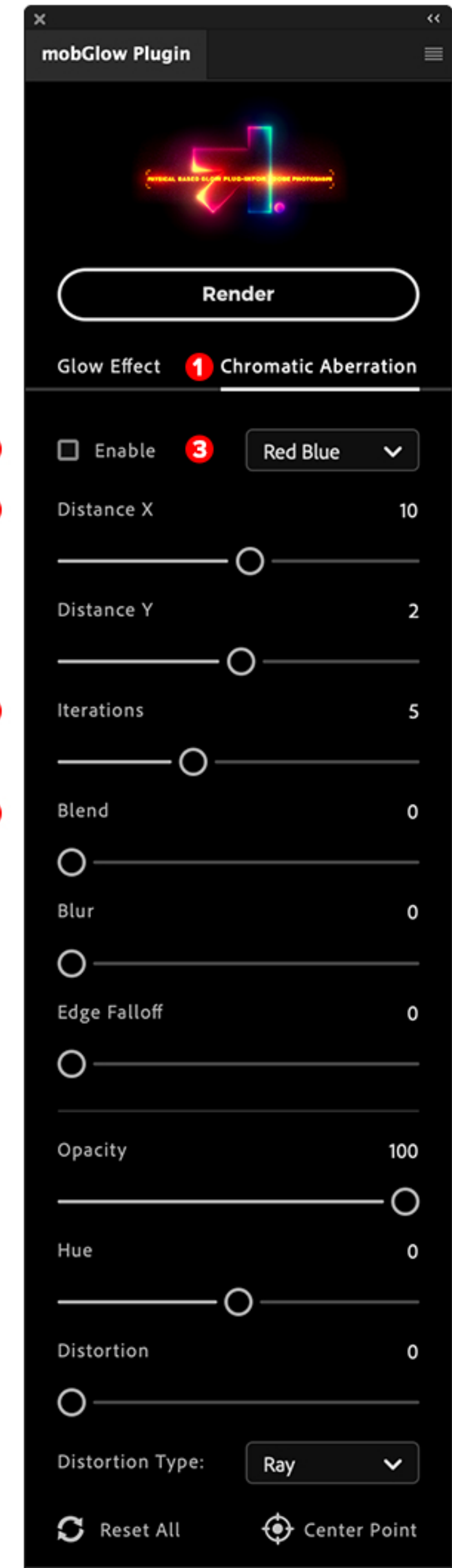
5 Defines the number of splits of each channel needed to generate a long and smooth chromatic aberration effect, having a thin glow source.

Note: setting a value higher than five will increase the preview rendering time!



Blend

6 Allows the blending of channels together, creating smooth transitions.



Blur

7 Progressively blurs the channels, which means the blur amount increases within each iteration.

Edge Falloff

8 Progressively fades the chromatic aberration opacity toward its edges, which gives a more realistic feel.

Opacity

9 Controls the opacity of the chromatic aberration effect.

Hue

10 Lets you shift the hue of the chromatic components.

Distortion

11 Controls the channel's distortion amount, allowing you to generate distorted RGB color and light leak effects.

Distortion Type

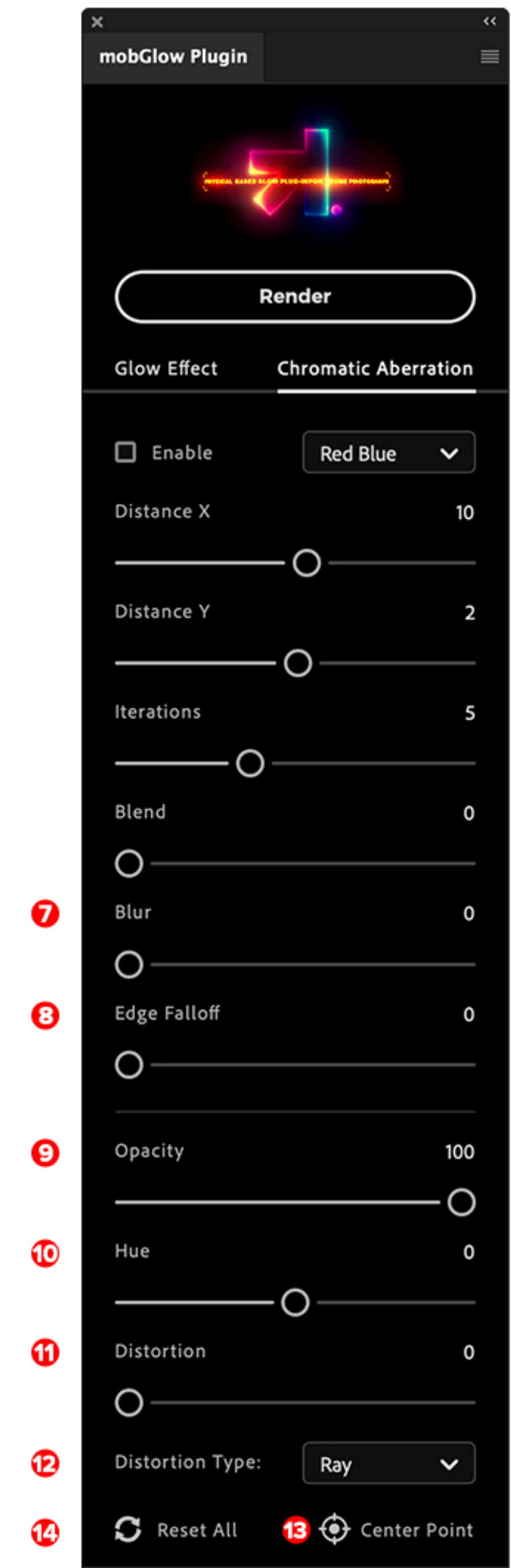
12 Switches between the Ray and Spin modes, stretching or spinning the channels around the center point.

Center Point

13 It's the anchor point around which applies distortion. Click the icon to activate the Color Sampler Tool, and place the target on a document to update the result.

Reset All

14 Resets the Chromatic Aberration tab settings to the default state.



Troubleshooting

The Sampler tool is not activating.

Double-click the image icon to activate the Image mode. Then click again on a Sampler tool icon to activate it.

New “Glow” is not creating / Plugin restart.

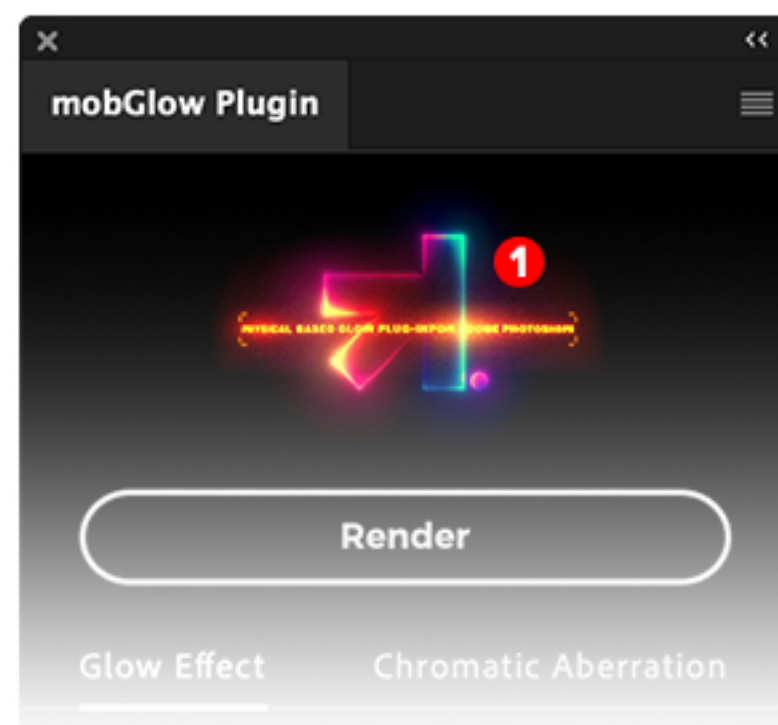
If the plugin fails to activate/deactivate the tool or create and open a new “Glow” Smart Object, please restart the plugin.

If the “Glow” Smart Object is opened, it should be closed manually and deleted.

Note: closing and opening the panel will not restart it.

To restart it, follow the steps:

- 1 Click on a header logo to open a settings window.
- 2 Press “Restart Panel” icon, the Settings window will be closed automatically.

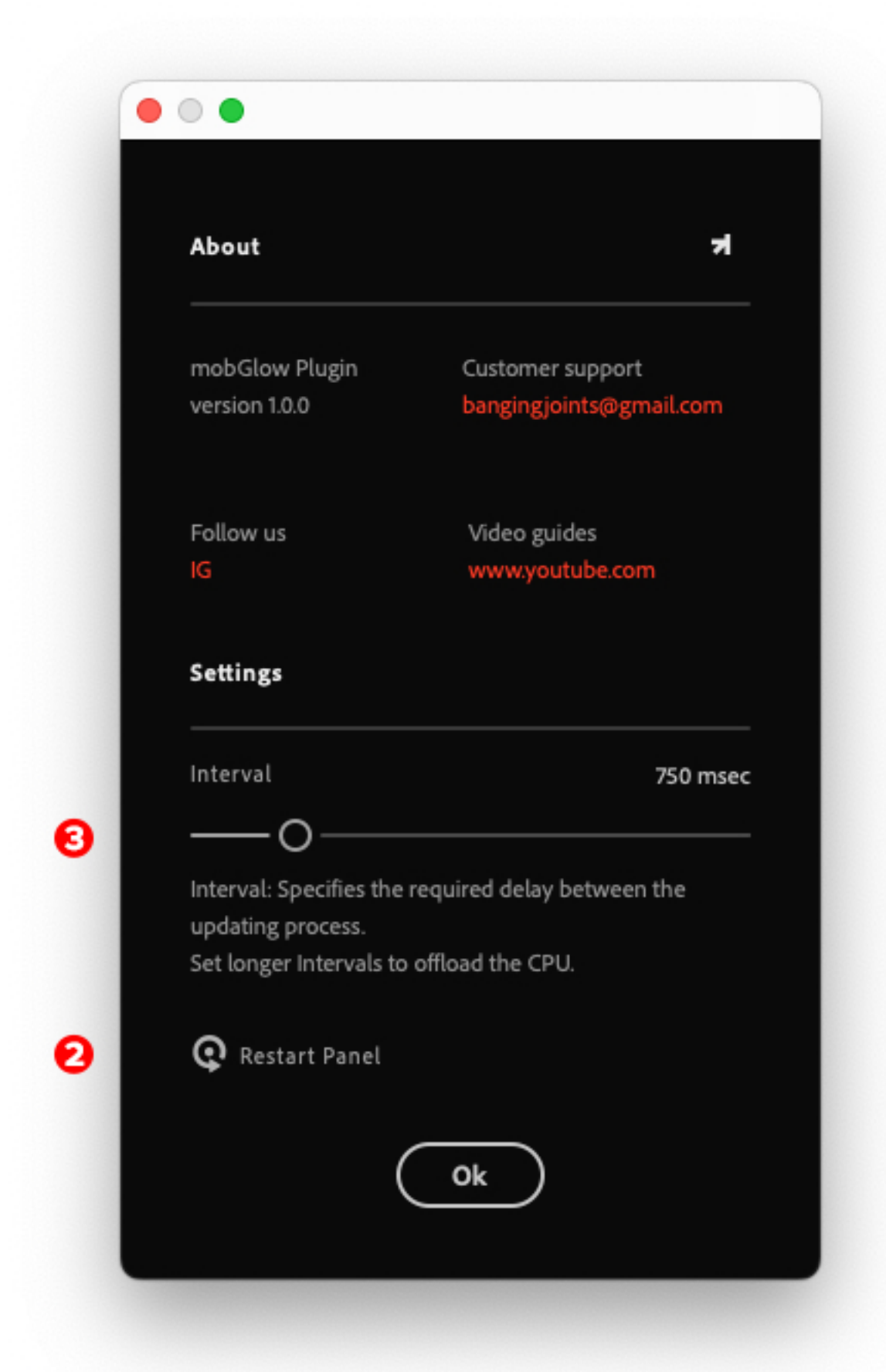


The script fails when using Sampler tool or Center Point tool.

These tools are based on timing functions and depend on a machine's CPU performance.

- 1 Click on a header logo to open a settings window.
- 3 Interval specifies the required delay between the updating process.
Set longer Intervals to offload the CPU and reserve more time for script execution.

It's also recommended not to use a high Iteration slider value unless necessary.





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Thank you for choosing our products

