

///// DOCUMENTS /////

stageTool Pixel Mapping Script by Tobias van Bladel.

///// INSTALL DIRECTORY /////

Move the JSXBIN file to:

WINDOWS: C:\Program Files\Adobe\Adobe After Effects [version]\Support Files\Scripts\ScriptUI Panels

MAC: Applications/Adobe After Effects [version]/Scripts/ScriptUI Panels

///// AE PREFERENCES /////

Make sure to Enable 'Allow Scripts to Write Files and Access Network' In your After Effects Preferences.

///// SCREEN TAB /////

- ID: Name of the project and reference to the event.
- Input Resolution: The resolution of your input composition.
- Create Input: Creates the input composition and all project files.
- Output Resolution: The resolution of your output composition.

///// SLICE TAB /////

- Refresh Targets: Refresh your output targets.
- Target: The target output composition in which the slice will be placed.
- Tile Size: Resolution of the LED tiles (pitch).
- Resolution: Resolution of the LED slice.
- Position: Position of the LED slice.
- Name: Name of the slice.
- Color: Color of the slice.

- Logo: Select your logo file.

- Negatives: Enable 'Negative Tiles' for this slice.
Negative tiles can remove tiles from an existing slice (only works on the last slice created).

- Create Slice: Create slice with the above settings.
- Create Virtual Slice: Create a slice with the above resolution settings, without visual feedback.
- Delete Slice: Delete slice at source, and delete parented text layers.

///// NEGATIVES TAB /////

- Row: Specify the row in which you want to remove your tiles.
- Count: Specify how many tiles you want to remove.
- First: Specify how many tiles you want to skip in that row.

- Direction: Direction of the row.(Horizontal or vertical).

- Create Negative: Create the negative tiles. (Removes specified tiles).

- Mirror H': Mirror removed tiles horizontally.
- Mirror V': Mirror removed tiles vertically.
- Remove Mirror: Remove mirrored tiles.

///// EXPORT TAB /////

- Name: Name of the output files.
- Path: Export Directory.
- XML: Export XML for Resolume (Only works for Res Arena 5 & 6).
- Input: Export Input composition screenshot.
- Output: Export Output composition screenshot
- Mask: Export Input composition mask screenshot.

///// EXTRA /////

- Dragged rectangle masks will be exported to Resolume as corresponding masks (Only works for rectangle masks).
- Adjust the slice properties simply by adjusting the slice effects in the input composition.

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