

PLUG-INS (Add-ons) Tutorial – Loading Plug-ins/Presets Manager By Hummie

There are four types of files which can be installed in the Presets folder which also have an option to load. However, due to RAM issues, I would suggest that you do not install them, but rather “load” them as needed. Loading the files will temporarily install them.

File extensions are the last three letters after the dot in the name of a file.

Here is a list of extensions:

- .pat - Patterns
- .abr - Brushes
- .aco – Swatches
- .grd – Gradients

In addition, textures may be “loaded,” but not from the Preset Manager.
.psd – Textures

In order to load these files (rather than install them), I suggest a folder be created on the computer (ie. under My Documents) for each type of file as indicated above. I regularly back-up my entire My Documents folder, so for me, this ensures that I protect my plug-ins from loss.

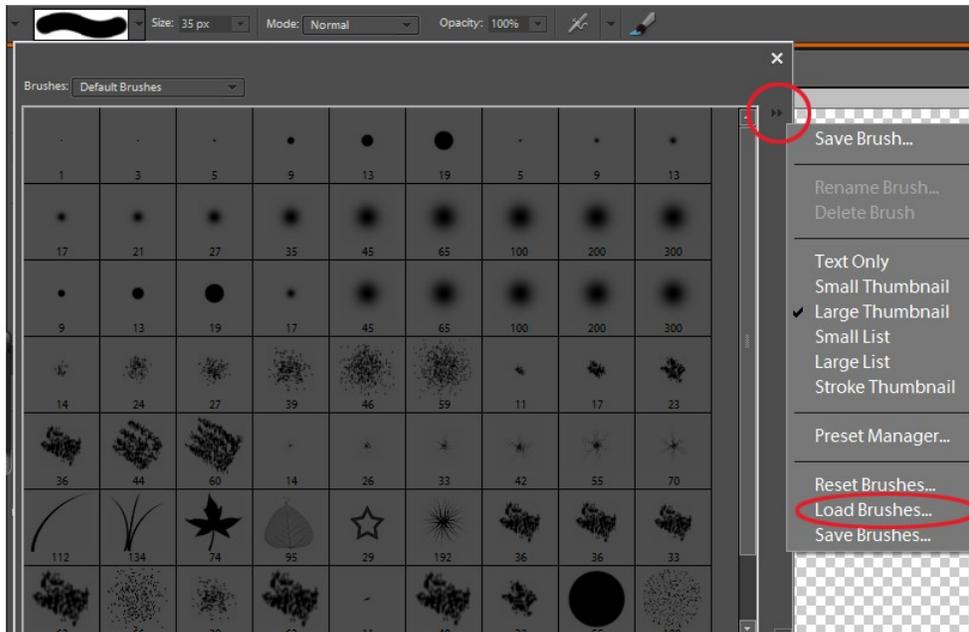
To view these files in order to choose a file to temporarily load, there are other software programs available.

The ABR Viewer is a free program to view brushes.
<http://abrviewer.sourceforge.net/>

[ACDSee Photo Manager](#) (version 10 & up) has the ability to view brushes.

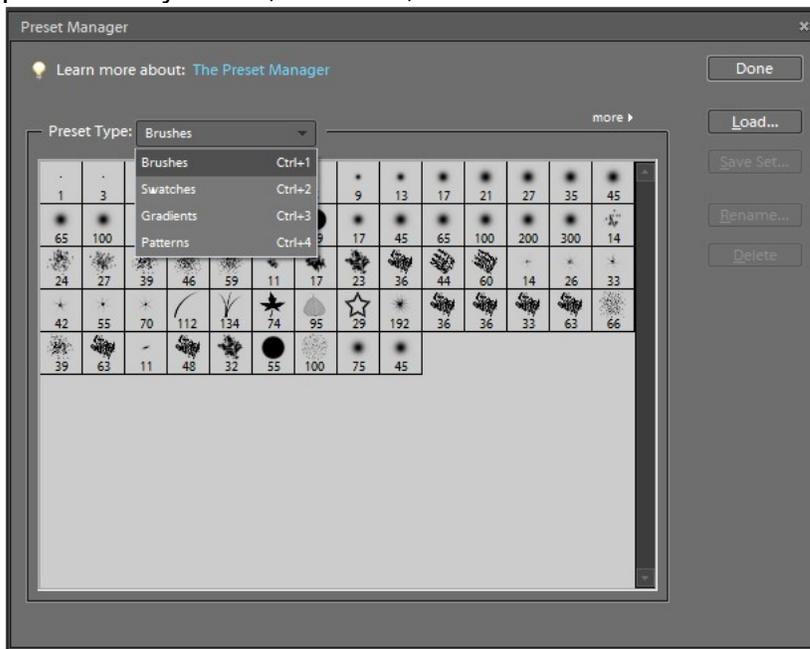
[Tumasoft Preset Viewer](#) has the ability to view brushes, patterns, and swatches [and shapes].

To load the files, you will see fly-out arrows in their specific area of use. For example, while the brush tool is activated, click the fly-out area as shown circled below view and click on “load brushes.”



The same may also be done from the Preset Manager which can be located under the Edit drop down menu.

In addition, the “save” links that are found near the “load” links can be utilized to permanently install; however, these instructions are in the brush tutorial.



Should you choose to permanently install these five file types, copy and paste them into the appropriate Preset folder. The Preset folder is found similarly in both XP and Vista in all versions of the program.

C:\Program Files\Adobe\Photoshop Elements x.0\Presets/
(replace x.0 with your version)

