

Developing with Adobe Photoshop

The Adobe After Effects Application hosting Adobe Photoshop Plug-ins

Last column detailed some strategies for cross-application plug-in development using the Adobe Photoshop Application Plug-in Interface (API) specification. This column will begin to focus on how other Adobe applications support the Photoshop API, and important caveats when targeting those applications. Specifically, we'll detail how the Adobe After Effects application hosts Adobe Photoshop Plug-ins.

All this information is available in the Adobe Photoshop Software Development Kit (SDK), and the Adobe After Effects SDK.

The information is available from Adobe's web site: www.adobe.com under "Developer Relations".

Cross-application host support and callback suites

Not all applications are completely-savvy Adobe Photoshop plug-in hosts. In some cases, some applications support a much earlier version of the API. Because some callbacks didn't exist until later versions, it is important, while developing your plug-ins, to always check for the validity and existence of suite versions and their callbacks *before* you use them.

Adobe After Effects

Table 1: Adobe After Effects version and signature information

Description	Value
Mac OS version	3.0
Mac OS release date	12/20/95
Windows version	None
Windows release date	N/A
Backward-compatibility targets Mac, Win	3.0, N/A
Signature	'FXTC'

The Adobe After Effects application hosts Adobe Photoshop plug-ins as if it were Adobe Photoshop 3.0. This means that all the 3.0 API calls and functions are implemented, except:

1. Any callbacks related to Acquire or Export modules.

2. Any 3.0.4 callback services or suites.

Table 2: Adobe After Effects emulating Adobe Photoshop host

Description	Value
Signature	'8BIM'
Host version support	3.0
Required adaptor	N/A
Resource	'PiPL'
Supported module types	Filter, Format, Parser
Plug-in folder default	Adobe After Effects/Plug-ins/standard/ Photoshop Filters
Plug-in aliases	Automatically resolved by After Effects.
Plug-in load order	Loads references, but not code until execution request. Press <i>control-clear</i> to clear out the plug-in code cache, forcing the code to be reloaded.
<i>How to access the different plug-ins while using Adobe After Effects:</i>	
Filter modules	Effects» (sub-menu) "PS <i>plugInName</i> " =Normal filter "PS + <i>plugInName</i> " =Filter with 'ANIM' resource
Format modules	File»Import»"Footage"»"File type:"
Parser modules	Load at startup.

Creating dynamic resources

After Effects allows Photoshop plug-ins to be controlled over time. This is achieved through the addition of a simple resource called an 'ANIM'. ANIM resources are described in detail in the Adobe After Effects SDK.

In future columns, we'll continue to highlight the specific caveats for different Adobe Applications.

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