

# KUTT

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## User Guide

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Adobe Photoshop name and logo are properties of [Adobe Systems](#).

Apple, iOS, iPhone, iPod and iPad, logo and names are properties of Apple.

Android, logo and name, are properties of Google.

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## What is Kutt?

*Understanding the plugin before using it.*

**K**utt is a plugin for Adobe Photoshop CS5 and above that allows designers and illustrators to create images for iOS and Android mobile projects, directly from PSD files.

Kutt is the fastest way to design interfaces for different platforms. You design once, tell Kutt the target devices and it will do the job of cutting layers and generate reports to your development team, speeding up the process of coding your apps.

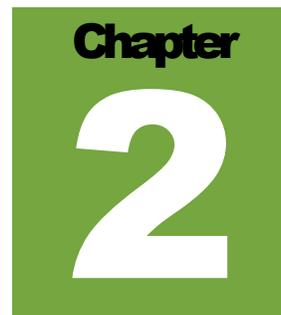
### **Things You Should Know and Follow**

Before everything, if you have a [Twitter](#) account (if you do not have one yet we suggest you to create one – it's free and simple!), follow us. Our profile is [Kwiksher](#) (not Kutt). To go direct from here: [www.twitter.com/Kwiksher](http://www.twitter.com/Kwiksher).

If you prefer Facebook, follow us at [www.facebook.com/Kwiksher](http://www.facebook.com/Kwiksher).

In both cases, you'll be kept up to date on all new features or important announcements from us.

Don't forget to visit (and subscribe) our YouTube channel: [www.youtube.com/Kwiksher](http://www.youtube.com/Kwiksher). All video tutorials are available there.



## Installing

*Getting ready to use.*

**K**utt's installation file is available at <http://www.Kwiksher.com/kutt>.

You will need the **Adobe Extension Manager** program to install Kutt. It is usually installed with your Photoshop or Creative Suite installation, also available at [http://www.adobe.com/exchange/em\\_download](http://www.adobe.com/exchange/em_download). Please certify that you have the correct Extension (if you are using Photoshop CS5, the Adobe Extension Manager CS5 must be used, if you have Photoshop CS5.5, use the CS5.5 version of the product):

1. Open **Adobe Extension Manager**
2. Click **Install**
3. Point to your **Kutt.mxp** file (if you download it from our site, unzip the Kutt.zip file first)
4. Accept the agreement and it is done.

Inside you Photoshop folder, you must be able to see:

- **Kutt.mxp** file
- A folder called **Kutt** created under Plugins/Panels folder

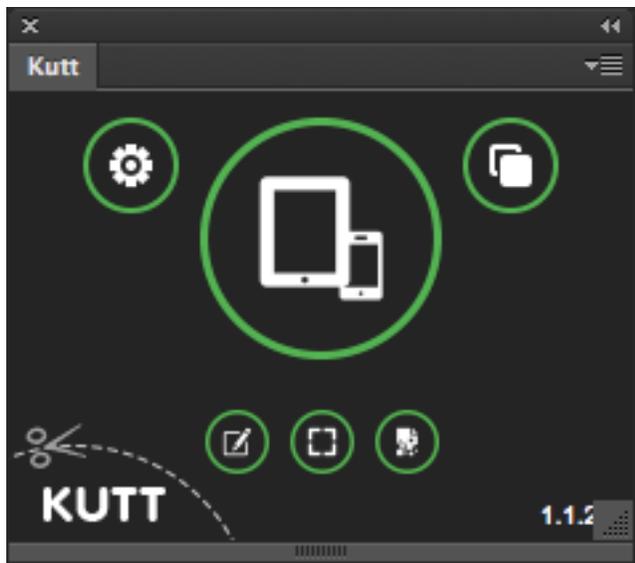
The next step is to start Photoshop. Then, go to menu Window->Extensions->Kutt. Doing it, the plugin interface will show up in Photoshop. Feel free to resize the panel, if needed, simply dragging the boundaries of it.

Now you are ready to use Kutt!

## Kutt's Interface

*Opening from the first time.*

**K**utt's interface is made of 6 buttons, described below:



### Settings

Opens the Settings window, which captures information about the designs and to where to export layers.



### Export

Export all layers of the opened document, and generates the Developer Report. You must have a document opened in order to use this button.

All images are copied under a folder called **Kutt**, available in the same folder of the current opened document.



### **Export Icons**

Using a master icon file (must be named masterIcon.png) as template creates all icon files necessary, according the target platforms.



### **Create New Document**

Creates a new Photoshop document, with the proper resolution of the default device (set in the Settings).



### **Create New Icon**

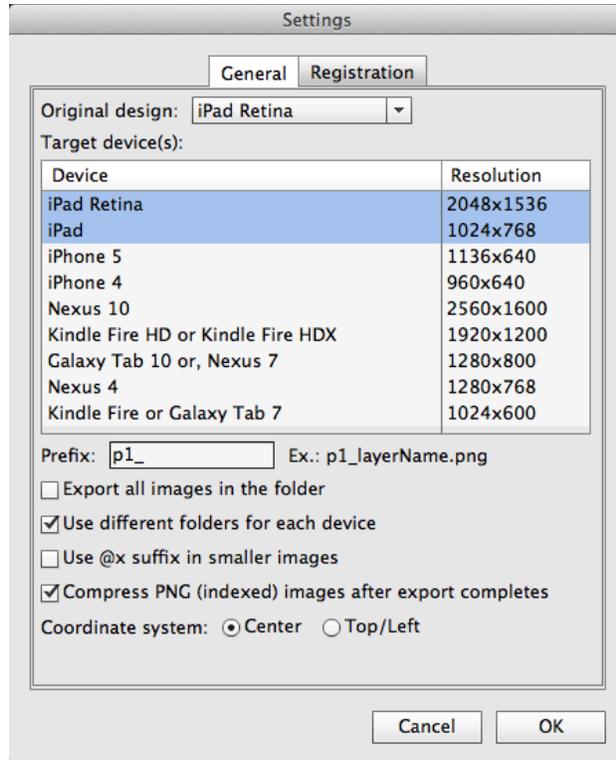
Creates a master icon template file to be used with the Export Icons button.



### **Compress Images**

Compress all exported PNG files to 8bit files (this can be automatically done via Settings).

Setting Kutt properly is, probably, the most important thing to do before exporting layers. In order to do it, click the **Settings** button. The following window will appear:



The Registration tab will only be used to enter your activation key, which will be sent via email after the purchase of Kutt.

In the General tab will set:

- **Original design:** Informs the original device dimensions of the composition. For example, if you want to use a Photoshop file for the iPad Retina, your document dimensions will be 2048x1536. This information is important because all target images will be resized according the original design ratios.
- **Target device(s):** Lists all kinds of devices. More than one device can be selected, with a combination of mouse clicks and Command(Mac)/Control(PC) keys.
- **Prefix:** If not blank, Kutt will add the prefix string in front of the layer name, while exporting files. In the example above, each layer file will be named **p1\_layerName.png**;
- **Export all images in the folder:** If checked, Kutt will export not only the opened documents but also all PSD files found in the opened document folder. This provides a good productivity increase, as you will not need to manually open all files.

- **Use different folders for each device:** If checked, during export, Kutt will create a folder for each target device, under the **/Kutt** folder. In the example above, images for the iPad Retina will be created under folder **/Kutt/IpadRetina** and images for the iPad will be saved under **/Kutt/iPad**. If not checked, all images will be created under the **/Kutt** folder.
- **Use @x suffix in smaller images:** Each file name will include a “@x” information in their names. In the example above, a file called **p1\_layerName.png** will be created for the iPad (small device) and a file named **p1\_layerName@2.png** will be saved for the iPad Retina. Enabling this checkbox, changes the order, setting the “@x” to the smaller devices.
- **Compress PNG (indexed) images after export completes:** If checked, Kutt will automatically compress all images into 8-bits (much smaller sizes). Kutt uses [pngquant](#) for this process. Pngquant is an open-source project. On a Mac, users will receive a message asking to enable pngquant to run. In order to do it:
  - Go to Finder and search for **Terminal**
  - When **Terminal** starts, copy the alert message from Kutt, paste it in Terminal and press ENTER
  - This process must be done only once.
- **Use different folders for each device:** If checked, during export, Kutt will create a folder for each target device, under the **/Kutt** folder. In the example above, images for the iPad Retina will be created under folder **/Kutt/IpadRetina** and images for the iPad will be saved under **/Kutt/iPad**. If not checked, all images will be created under the **/Kutt** folder.
- **Coordinate system:** Kutt generates a “Developer Report” for users with a paid version. The coordinate system informs Kutt how the development language “understands” image positioning. Some systems uses *center* (Corona, for example), others use *Top/Left* (Platino, for example), while others (Unity3D, for example) may work with both systems. Your developer can quickly answer this information.

After setting it for the first time, there is no need to return to the Settings window, if your projects follow the same target devices.