

# Preset Extensions

Ever tried to browse your PSP presets folder either using the PSP browser or Windows Explorer? What's up with those file extensions and where are they stored?



You may have noticed that some of them have interesting names, i.e. impasto, ink outline, or mahogany. But what tool is associated with each preset?

Perhaps you downloaded some cool presets off another site into the presets folder but are now uncertain where to find them so you can use them.

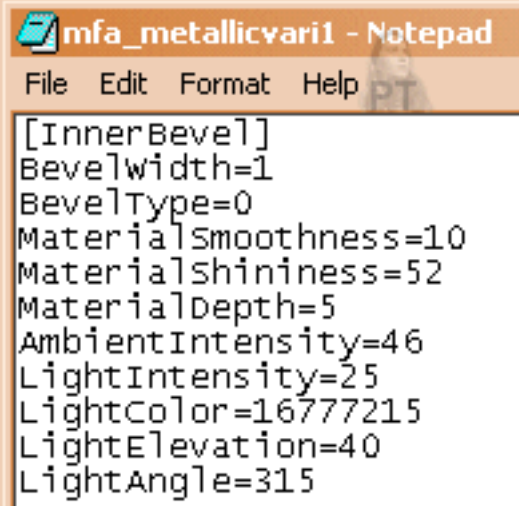
While most of this page refers to PSP7 presets, some of the same ones may also be found in PSP6 versions as well.

## **Presets: What are they?**

A preset works as an instruction file that tells particular PSP tools what you want them to do. Within windows explorer, you can actually open the presets with notepad which shows you the tool that preset belongs to and what settings are used.

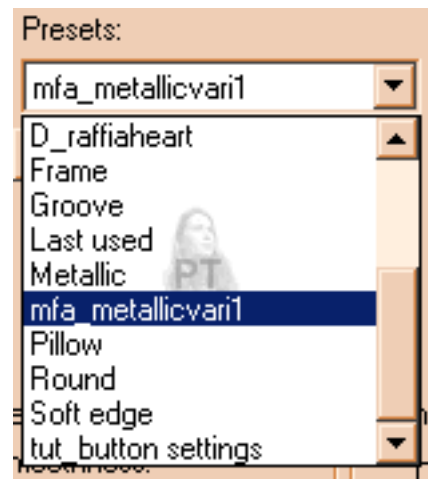
Word of warning: Once opening a preset with notepad, if you make any adjustments to the settings and then resave the notepad file, it will change the

behavior of the preset within PSP. Simply opening and then viewing, however, will not change the behavior of the preset.



```
[InnerBevel]
BevelWidth=1
BevelType=0
MaterialSmoothness=10
MaterialShininess=52
MaterialDepth=5
AmbientIntensity=46
LightIntensity=25
LightColor=16777215
LightElevation=40
LightAngle=315
```

**Why use presets?** Let's say that you have spent a long time creating the perfect button for your web pages using the inner bevel tool. Several months down the road, you decide to add some new pages and need new buttons. ACK! You've got the color right, but can't recreate the same beveling effect. You can either make your best guess OR check the drop down menu where you saved your precious setting. Presets save you time and a bunch of headaches!



If you have fiddled around with one of the pre-existing presets and like what you have come up with, be sure to save it as a new name so that you won't mistakenly make adjustments to the original preset.

### Preset extensions

If you've tried to open a preset by using the PSP browse tool, open with PSP, or File/New, you're likely to get an error message that states "error opening" or "invalid file type". Named presets will appear in the drop down menu of the appropriate tool they were created for.

<b><u>Extension</u></b>	<b><u>Tool</u></b>	<b><u>PSP7 Location</u></b>
PBS	Brush Strokes	Effects/Artistic Effects
PBV	Inner or outer Bevel	Effects/3- D Effects
PCF	Colored Foil	Effects/Artistic Effects
PCN	Contours	Effects/Artistic Effects
PEN	Enamel	Effects/Artistic Effects
PFL	Fine Leather	Effects/Texture Effects
PLH	Lights	Effects/Illumination Effects
POS	Polished Stone	Effects/Texture Effects
Post Script file (a)	Sandstone	Effects/Texture Effects
PRL	Rough Leather	Effects/Texture Effects
PSB	Sunburst	Effects/Illumination Effects
PSC	Sculpture	Effects/Texture Effects
PSW	Straw Wall	Effects/Texture Effects
PTL	Tiles	Effects/Texture Effects
PTX	Textures	Effects/Texture Effects

This tutorial originally located at  
[http://www.geocities.com/pixel\\_tickler/presetext.htm](http://www.geocities.com/pixel_tickler/presetext.htm)

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