

DevRocket



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Introduction

DevRocket is an iOS development panel plug-in for Adobe Photoshop that is designed to help streamline the design processes undertaken by iOS user interface designers. The DevRocket panel provides designers with tools and specific functionalities that assist design workflow.

Installation instructions

To install DevRocket you will need a copy of Adobe Photoshop CS5 or above and Adobe Extension Manager installed on your computer.

1. Double click the **DevRocket.zxp** this will open Adobe Extension Manager.
2. Accept the License terms.
3. Open Photoshop and navigate to the main menu and select Window/Extensions/DevRocket
4. The DevRocket panel will now be open and can be docked and used like any other Photoshop panel.

CS5 on OSX Lion

If you are using CS5 on OSX Lion you may have to install a patch that fixes a bug in Adobe Extension Manager that will not let you install extensions. You can download the patch here: <http://adobe.ly/JZ5gP6>

Windows OS

Some windows users may have to run Adobe Extension Manager as an administrator in order to install the DevRocket plugin. To do this, right click on the Adobe Extension Manager Icon and select "Run as administrator."

Select iOS device controls

DevRocket offers two main sets of iOS design controls for both the iPhone and the iPad. You can select which set of design controls you require from the device drop down menu.

Display design

The display design tab consists of four main control sets; display canvases, layout guides, display resolution modes and the cut / save controls. Each set of controls is relevant to the device you have selected from the device drop down menu. For example, if you have the iPad selected the display resolution modes will only function correctly on canvases created for the iPad's display size.

Display canvas controls

You can generate portrait, landscape and splash display canvases for both iPhone and iPad by simply clicking the relevant canvas button. Each canvas is created to the exact pixel dimensions for the relevant iOS device display.

When a new iOS display canvas is generated it will also contain some basic iOS ui elements. These elements have the same pixel dimensions and display placement as they do in Xcode. Portrait and landscape canvases are generated with the status, tab and nav bars. The splash display canvas is generated with the status bar only.

Basic ui is generated with the display canvas as it's a good starting point to begin the development of the application ui, it also gives a better idea of the pixel space left if any basic ui is used. For example, in most cases an app will be designed to use either the nav or tab bar for navigation between pages. It's important to know the size and placement of this ui element in order to optimise the free display space.

All new display canvases are created in standard resolution dimensions and all basic ui elements can be hidden and deleted like any other Photoshop layer.

Layout guides

Layout guides can be created and applied to your display canvas in order to help achieve an even ui design layout. The guides created can be hidden and deleted like any other Photoshop layer.

Display resolution modes

The display resolution buttons can double or half the number of pixels in your document canvas allowing you to design for both standard and high resolution iOS device displays with one document.

The Retina display view will double the amount of pixels in the display canvas allowing you to view your design in high resolution. The standard display view will half the number of pixels in the display canvas allowing you to view your design in standard resolution.

DevRocket will not allow you to change display resolutions in one direction more than once so you don't have to worry about over or under scaling your design.

Ui snips

Once your application mock up is complete DevRocket allows you to cut down your ui elements into separate files for exporting into Xcode using the handy Ui snips button. To snip your ui simply select a layer or layers from your open document and then click the "Ui Snips" button. A new Photoshop canvas will be created containing the selected layer content and will also be trimmed to the contents pixel measurements.

Retina easy save

When designing an application for the iOS Retina display Xcode requires all graphic files in high resolution with the extension @2x applied to the end of the file name.

DevRocket makes this process really easy by automatically applying the @2x at the end of the file name for you. To save a file for the Retina display simply click the "Retina Easy Save" button. You will be prompted with the file name, if your document doesn't have one, add one and then click ok. Your file will be automatically saved as a PNG-24 with the @2x extension applied to the end of the file name.

Icon design

DevRocket allows you to create icon canvases for all the icon artwork sizes required when designing an iOS app. Icon canvases can be created for both standard and high resolution screens. Each icon canvas also includes a clipping guide if required and is named correctly for use in Xcode. For example, a new spotlight icon canvas for the retina display is automatically created with the name "Icon-Small@2x".

To create an icon canvas simply click the required icon artwork canvas size and your canvas and clipping guide will be automatically created.

DevRocket can create artwork canvases for the following iOS icons.

Supported icons - iPhone	Standard	Retina
Home screen icon (launch icon)	Yes	Yes
Spotlight and Settings icon	Yes	Yes
Tool bar icon	Yes	Yes
Tab bar icon	Yes	Yes
Document icon	Yes	Yes
App store icon	Yes	Yes

Supported icons - iPad	Standard	Retina
Home screen icon (launch icon)	Yes	Yes
Spotlight and Settings icon	Yes	Yes
Tool bar icon	Yes	Yes
Tab bar icon	Yes	Yes
Document icon	Yes	Yes
App store icon	Yes	Yes

FAQ & trouble shooting

- Q.** When I'm trying to resize my iPad display canvas down from Retina mode I'm getting a message saying "not an iPad canvas".
- A.** You are not using the correct design controls, you must ensure that the correct device is selected from the device drop down menu.
- Q.** I clicked the layout guides button, however I have finished using them and now want to delete them.
- A.** You can delete the layout guides by deleting the layout guide layer and going to the main menu and selecting **View > Clear Guides**.
- Q.** What version of Photoshop is required to install DevRocket?
- A.** You can install and use DevRocket with Adobe CS5, CS5.5 & CS6
- Q.** I'm using CS5 on OSX Lion and Adobe Extension Manager will not allow me to install DevRocket?
- A.** If you are using CS5 on OSX Lion you may have to install a patch that fixes a bug in Adobe Extension Manager that won't let you install extensions. You can download the patch here: <http://adobe.ly/JZ5gP6>
- Q.** I'm using a Windows computer and I can't install DevRocket using Adobe Extension Manager?
- A.** Some windows users may have to run Adobe Extension Manager as an Administrator in order to install DevRocket. To do this, right click on the Adobe Extension Manager Icon and select "Run as administrator."
- Q.** How many computers can I legally install my copy of DevRocket on?
- A.** You may install DevRocket on one computer per purchase license.

Useful links

This is a collection of useful websites and links that may be of interest to iOS user interface designers:

www.uiparade.com - user interface design inspiration

www.uiparade.com/ui-toolkit - 300 ui design resources

uxdesign.smashingmagazine.com - useful UX design articles

www.pttrns.com - iOS ui design patterns

www.bjango.com/articles/ - useful iOS related ui design articles

www.freebiepixels.com - free ui design resources

www.dribbble.com - a community of amazing designers

Thanks!

Just want to say thanks for supporting ui parade and buying DevRocket, I hope it saves you a little time. If you are interested you can check out my personal ui design work at the following links:

www.dribbble.com/norm - my dribbble portfolio

www.cazoobi.com - My little home website

The DevRocket Photoshop plugin was designed and developed by cazoobi for ui parade.