

How To Create Your Own .XML (metadata) Files (the EASY way!)

Prior to reading this tutorial, I suggest that you read my tutorial on how to install Photoshop Styles in Photoshop Elements. (How to Install Styles in PSE) so you know what we are doing and why.

If you have done so, you now know what a .xml (metadata) file is and what it does! But if one isn't included in your purchased style what do you do?

I'm going to share with you how to create your own metadata file.

In my "How to Install Styles in PSE" tutorial, you followed a navigational path to find your Styles within your Adobe folders. Follow that same path again..... I'll wait. ;)

Once you are in the Adobe folder that holds your styles, I would like you to select any .xml file that came with Photoshop. Right click on it, in the fly-out menu select COPY (NOT "Cut"), and then paste the xml somewhere on your desktop. It does not matter which metadata file you choose.

Once the xml file is pasted onto your desktop, right click on it and in the fly-out menu choose to open the file with WordPad. You cannot simply click on an xml file to open it UNLESS you have set WordPad as the Default Program to open an xml file. If you want to set WordPad as the Default opener, simply click on "Choose Program," which is the last option in that same fly-out menu, then select WordPad.

Once you open the xml file, you will see lots of crazy coding. Don't let that scare you!!! I chose the Bevels .xml file and this is what I see when I open the xml file. I am highlighting the whole code in red, so you can easily see the entire thing:

```
<?xml version="1.0" encoding="UTF-8"?>
<PSEContent xmlns="http://ns.adobe.com/PSEContent/2.0/">
  <subscription value="free" />
  <type value="style" />
  <category value="$$$/content/category/type/Bevels=Bevels" />

  <item id="1">
    <name value="$$$/content/styles/SimpleOuter=Simple Outer" />
  </item>
  <item id="2">
    <name value="$$$/content/styles/SimpleInner=Simple Inner" />
  </item>
  <item id="3">
    <name value="$$$/content/styles/SimpleEmboss=Simple Emboss" />
  </item>
  <item id="4">
    <name value="$$$/content/styles/SimplePillowEmboss=Simple Pillow Emboss" />
  </item>
  <item id="5">
    <name value="$$$/content/styles/SimpleSharpInner=Simple Sharp Inner" />
  </item>
  <item id="6">
    <name value="$$$/content/styles/SimpleSharpOuter=Simple Sharp Outer" />
  </item>
  <item id="7">
    <name value="$$$/content/styles/SimpleSharpPillowEmboss=Simple Sharp Pillow Emboss" />
  </item>
  <item id="8">
```

```

        <name value= "$$$/content/styles/InnerRidge=Inner Ridge" />
    </item>
    <item id="9">
        <name value= "$$$/content/styles/ScallopedEdge=Scalloped Edge" />
    </item>
    <item id="10">
        <name value= "$$$/content/styles/WackyMetallic=Wacky Metallic" />
    </item>
</PSEContent>

```

Now, what I want you to do is delete all of the “item” codes, and this is how you do it. I have copied the entire code again and pasted it below.

```

<?xml version="1.0" encoding="UTF-8"?>
<PSEContent xmlns="http://ns.adobe.com/PSEContent/2.0/">
    <subscription value="free" />
    <type value="style" />
    <category value="$$$/content/category/type/Bevels=Bevels" />

    <item id="1">
        <name value= "$$$/content/styles/SimpleOuter=Simple Outer" />
    </item>
    <item id="2">
        <name value= "$$$/content/styles/SimpleInner=Simple Inner" />
    </item>
    <item id="3">
        <name value= "$$$/content/styles/SimpleEmboss=Simple Emboss" />
    </item>
    <item id="4">
        <name value= "$$$/content/styles/SimplePillowEmboss=Simple Pillow Emboss" />
    </item>
    <item id="5">
        <name value= "$$$/content/styles/SimpleSharpInner=Simple Sharp Inner" />
    </item>
    <item id="6">
        <name value= "$$$/content/styles/SimpleSharpOuter=Simple Sharp Outer" />
    </item>
    <item id="7">
        <name value= "$$$/content/styles/SimpleSharpPillowEmboss=Simple Sharp Pillow Emboss" />
    </item>
    <item id="8">
        <name value= "$$$/content/styles/InnerRidge=Inner Ridge" />
    </item>
    <item id="9">
        <name value= "$$$/content/styles/ScallopedEdge=Scalloped Edge" />
    </item>
    <item id="10">
        <name value= "$$$/content/styles/WackyMetallic=Wacky Metallic" />
    </item>
</PSEContent>

```

Look at your open xml file. Delete everything in your code that corresponds to what I have highlighted in orange in my code. BE SURE to delete these letters and symbols and ONLY those. Leave a space

between the last red highlighted line and the </PSEContent> line. YOUR NEW CODE WILL LOOK LIKE THIS:

```
<?xml version="1.0" encoding="UTF-8"?>
<PSEContent xmlns="http://ns.adobe.com/PSEContent/2.0/">
  <subscription value="free" />
  <type value="style" />
  <category value="$$$/content/category/type/Bevels=Bevels" />
</PSEContent>
```

In my example, the “category” was “Bevels.” Now, we need to alter this “Bevels” code to reflect the category that you have decided upon.

Example 1:

- Let’s say that you want each style of yours to retain the name given to it by the designer. And, for the sake of an example, let’s use my Smooth Sailing Style. Look at the name that I have given the asl file. It is: SD_SmoothSailing_Styles
- Look back at the altered code you created. “Bevels” (in my example) is what this .xml file was categorized as. Highlight the first “Bevels” – the one in the bottom line, after the “/” and before the “=”. Erase it and replace it with: SD_SmoothSailing_Styles.
- Do the same for the other “Bevels,” which is after the “=” and before the “ /> “

Your NEW code will now look like this:

```
<?xml version="1.0" encoding="UTF-8"?>
<PSEContent xmlns="http://ns.adobe.com/PSEContent/2.0/">
  <subscription value="free" />
  <type value="style" />
  <category value="$$$/content/category/type/SD_SmoothSailing_Styles=SD_SmoothSailing_Styles"/>
</PSEContent>
```

I have highlighted in black the only words that you should have changed.

BE CERTAIN that you have not lost any of the characters in this process and also be certain there is still a space between the last two lines.

You have now changed the original category to a category/folder, which will read: SD_SmoothSailing_Styles when you open PSE and look in your Styles palette.

The next step is to tell PSE WHICH style you want it to put in this category. This is a very simple renaming process.

Close the .xml file. Simply highlight it and rename it to: SD_SmoothSailing_Styles.

Copy your new .xml file, follow your navigational path (the same one you located in the Styles Installation Tutorial) and paste your new .xml file in the same folder. You will now see two SD_SmoothSailing_Styles files – one will be the .asl and one will be your new .xml. (Note: You may also wish to copy and paste your new .xml file into the original folder for the Styles Kit that you purchased, simply for safe keeping in case something happens to PSE.)

Close the Adobe folders. And then follow the instructions in the installation tutorial for restarting PSE.

Once the program reopens, you will find the SD_SmoothSailing_Styles in your category list in your Styles palette.

Now you need to decide how you want to categorize your style? Think of a "category" as you would a "folder." This step is where you decide what sort of "filing" system you want. Do you want to have all of your metal styles in one category/folder? Do you want to have all of your styles created by a specific Designer in a category/folder that contains ALL of their styles? Or do you prefer that each style you have be listed by its own name?

Example 2:

If you prefer to have your categories in a way other than designer name, follow the same procedure as outlined above. The only change will be that you will change the code to reflect the category name you have chosen. For example, if I wanted the Smooth Sailing Style to fall under a "sand" category, the new code would look like this:

```
<?xml version="1.0" encoding="UTF-8"?>
<PSEContent xmlns="http://ns.adobe.com/PSEContent/2.0/">
  <subscription value="free" />
  <type value="style" />
  <category value="$$$/content/category/type/sand=sand"/>
</PSEContent>
```

The two words inside the coding must equal each other. This is the category.

Rename the asl file, just as noted above.

Now when you reopen PSE and look in your Styles palette, you will see a Sand category in the drop down menu. ANY other styles that you purchase that you wish to include in the sand category may be placed in the Sand Category that you just created. Simply use the same .xml file that you created (ie. sand=sand), and change the xml file name to the exact name of the style you wish to put in that category. The next time you open PSE, in your Sand category, you would see the Smooth Sailing Styles and also the new sand styles you put there. When you hover your mouse over each individual style, you will be able to see the name of it.

I hope this has helped demystify .xml coding for you!

Don't forget, if you don't want to categorize your styles, you don't have to! This is just a way to organize your styles, making them easier to find at times.

I do hope that you enjoy using styles and that these tutorials have opened up a whole new world for you!

If you have any questions, please feel free to contact me at:

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