

# How to use the 3D Jigsaw Puzzles actions in non-English Photoshop versions

The 3D Jigsaw Puzzles actions will let you create impressive 3D puzzles regardless your Photoshop language version.

There are a few steps at the end of each action that are language dependent and work *only* in the English Photoshop version. These commands modify certain 3D settings, such as the angle of the 3D light or the type of the extrusion materials.

If you have a *non-English* Photoshop version, you have two options:

1. You can **switch temporarily to the English Photoshop version**, prior to running the actions. This is the easiest approach. It is highly recommended for less experienced users.
2. You can stop the action when you are prompted to do so, and **perform the last steps manually**. If you are confident about your 3D Photoshop skills, you can easily perform these last steps manually.

The following pages describe the steps you need to take in both cases.

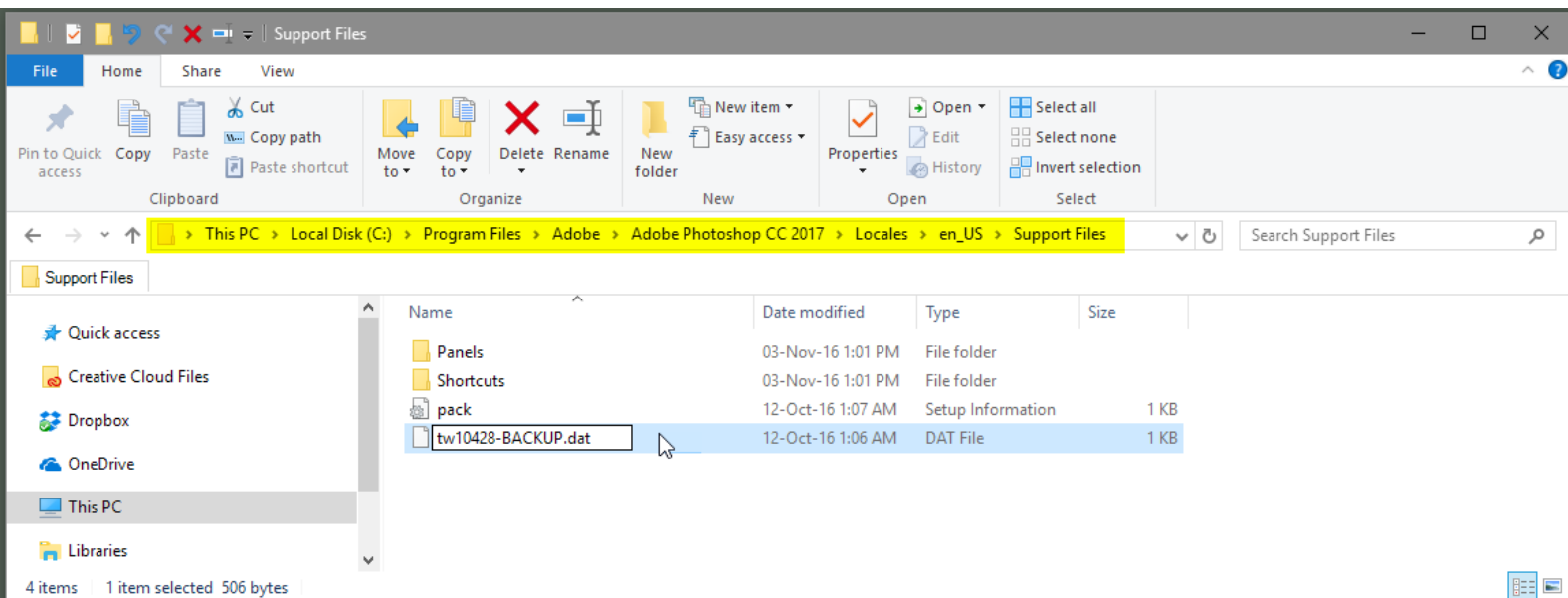
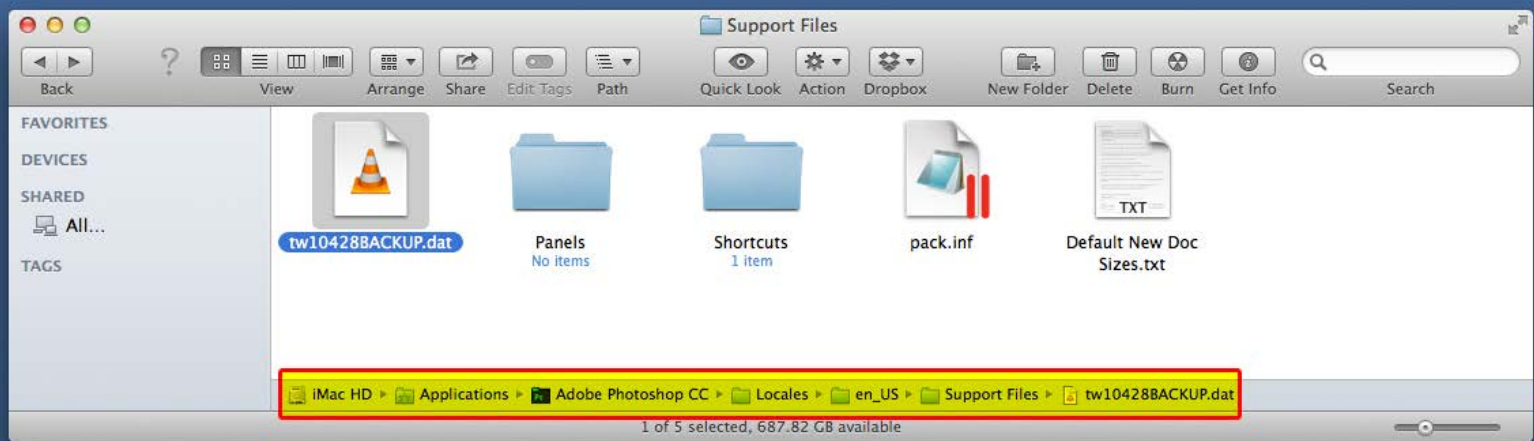
# 1. Switch temporarily to the English Photoshop version.

This is the easiest approach. It takes a few seconds to switch the app language.

- Close Photoshop.
- Navigate inside the 'Support Files' folder.
- Select the file **tw10428.DAT** and rename it to **tw10428-BACKUP.DAT**
- Restart Photoshop. It will automatically switch to the English locale.

The images below show the default path to the **tw10428.DAT** file, highlighted in yellow color in macOS and Windows respectively.

*Note: If you had changed the default Photoshop installation path, navigate to your custom location.*

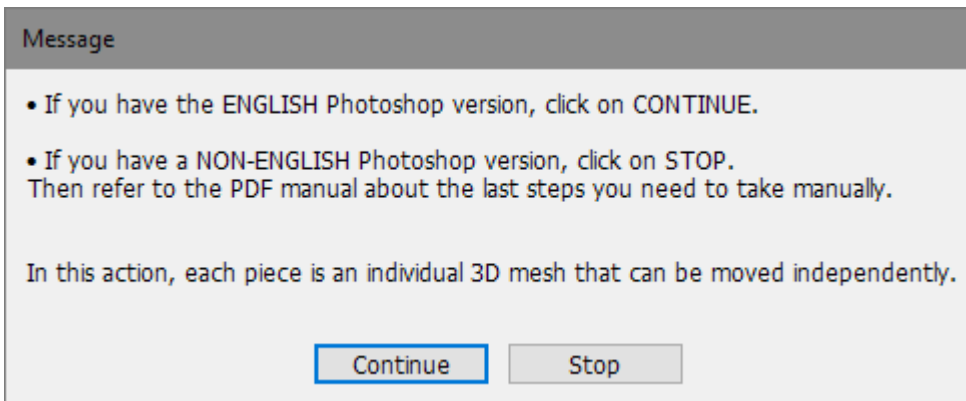


To restore the locale simply rename the file tw10428-BACKUP.DAT to **tw10428.DAT**

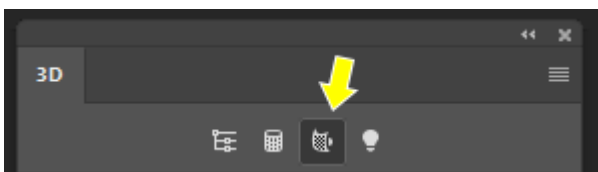
## 2. Perform the last steps manually.

If you decide not to switch temporarily to the English version, you will have to perform the last steps manually.

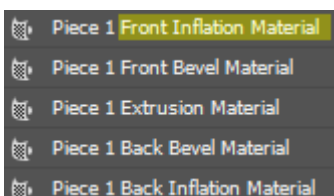
Run one of the 3D Puzzle actions. The action will create the 3D Puzzle. The following message shows up a few steps before the action finishes:



Click on “Stop”. Go to the **3D Panel** and click the third tab (**Filter by materials**):



Each 3D object has 5 different materials:

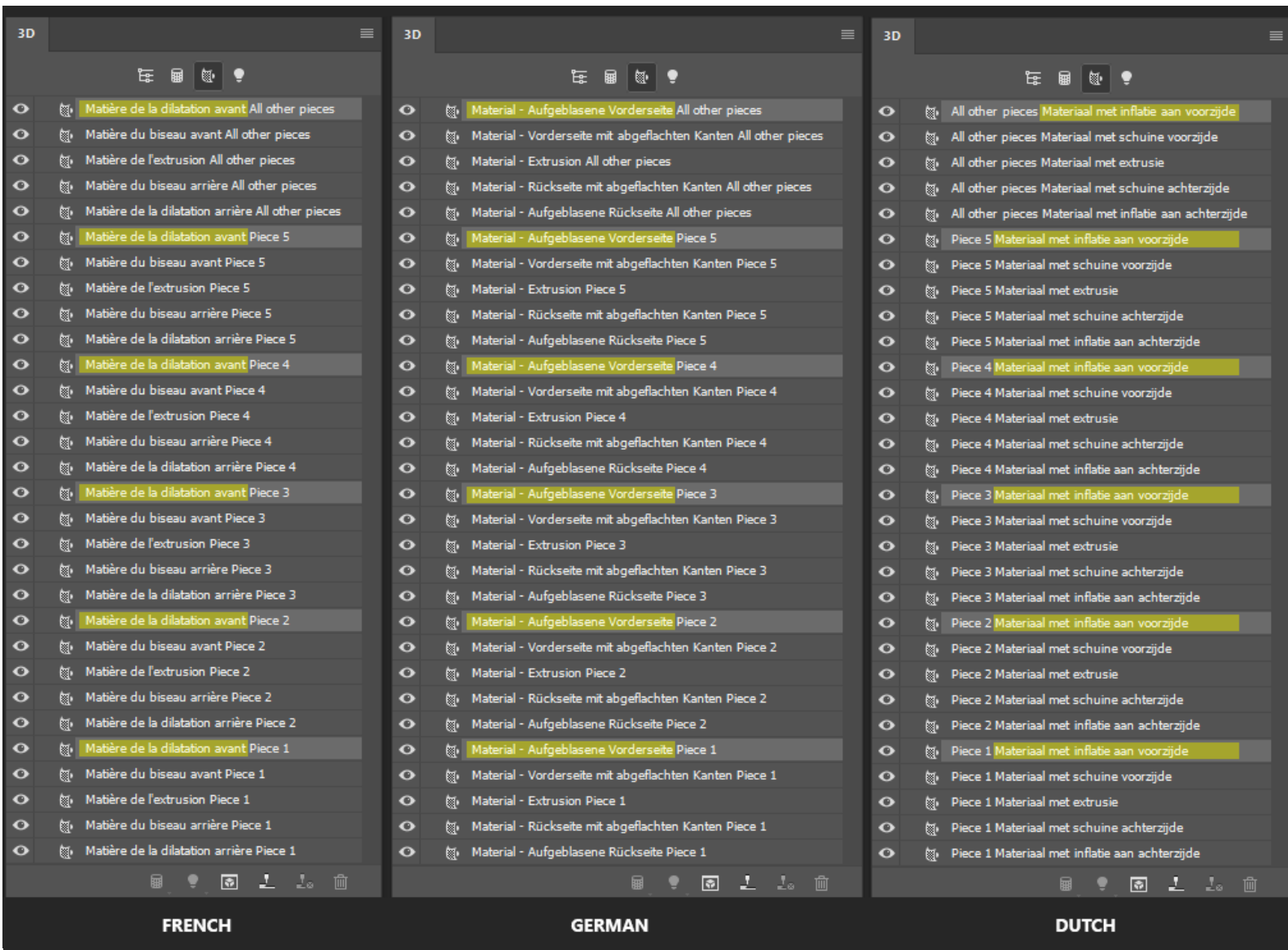


You must select the *first* material for *every* 3D object created by the action.

The name of the first material is different in different Photoshop language versions. Here are a few examples of how the ‘Front Inflation’ material is named in 5 different Photoshop locales:



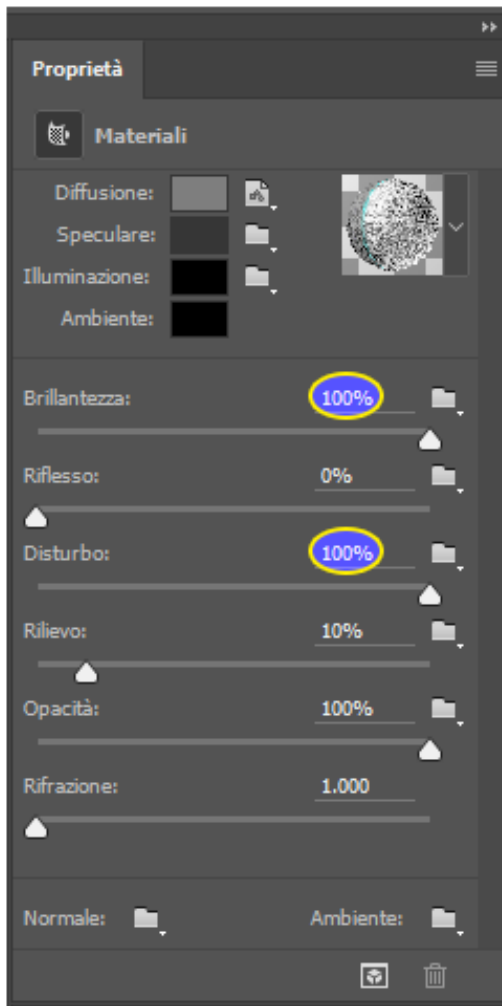
Here's how the **3D Panel** looks like, with the *first material selected for every 3D object*, in the French, German, and Dutch Photoshop versions:



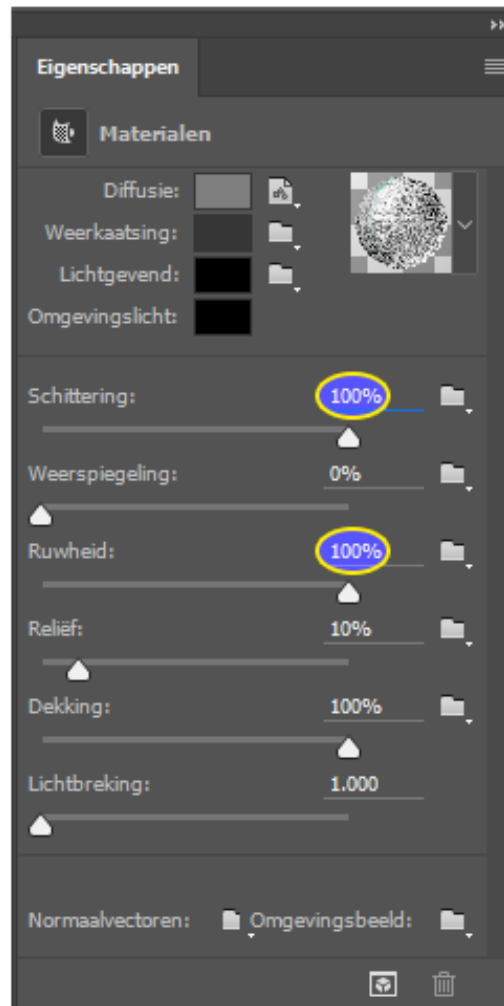
Having selected the first material for every 3D object, please go to the **Properties panel**.

This panel is named differently in different Photoshop locales. You can't miss it though, because it's located above the **3D panel**, when you use the **3D workspace (Window > Workspace > 3D)**.

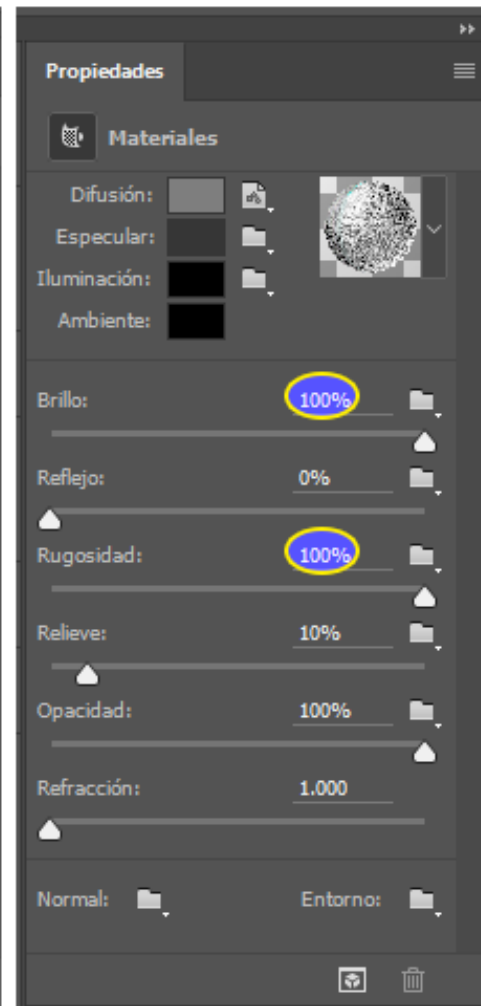
Drag the *first* and the *third* slider to the far right, until you read 100% :



ITALIAN



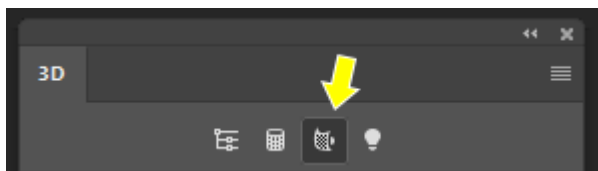
GERMAN



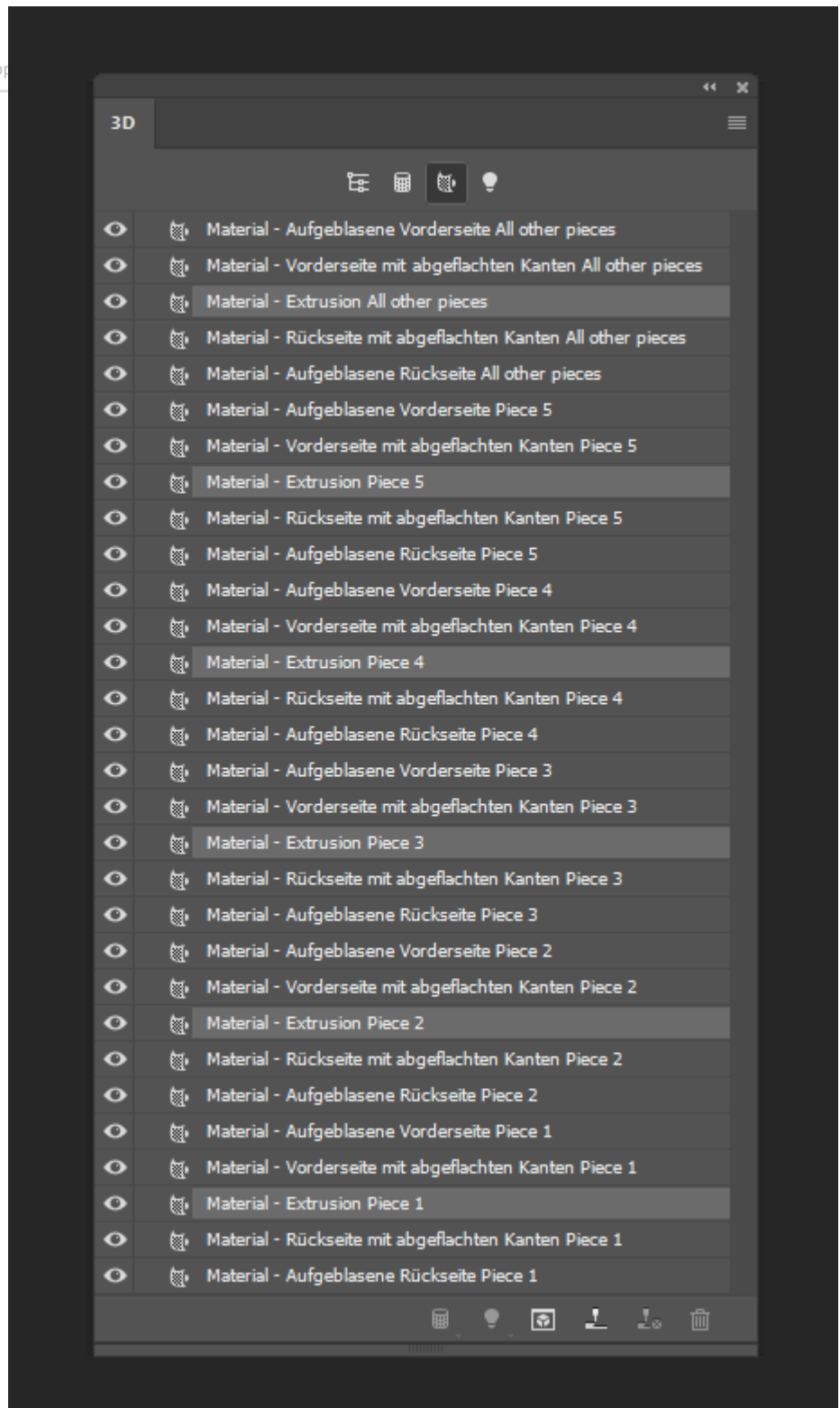
SPANISH

*Optionally*, you can change the extrusion material of every 3D object to make your puzzle look more interesting.

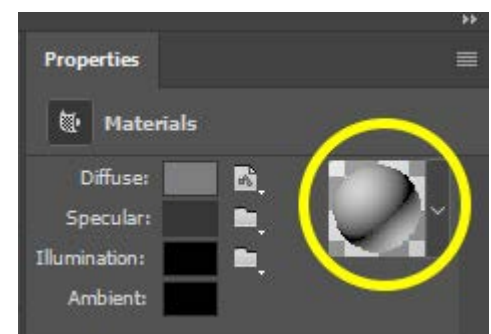
Go to the **3D Panel** and click the third tab (**Filter by materials**):



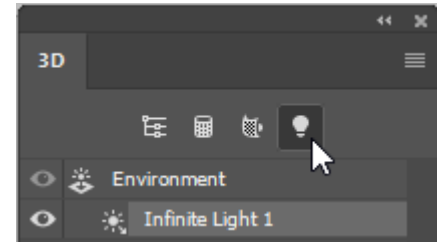
Select the *third material (Extrusion)* for every 3D object created by the action:



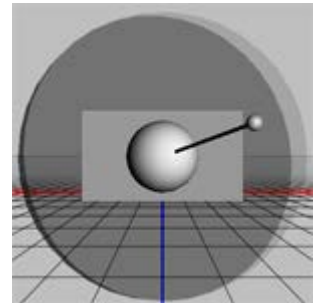
Then go to the **Properties panel**, click the **Materials** dropdown menu, and select a material of your preference:



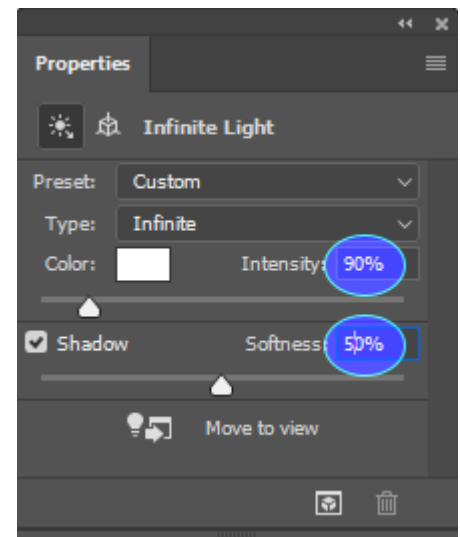
The last step concerns the **3D Lights**. Go to the **3D Panel** and click the fourth tab (**Filter by: Lights**)



Then change the direction of the default light source (press **V** first, to select the **Move tool**):



Finally go to the **Properties panel** and change the **Intensity** and **Softness** of the light source, to your preference:



That's it! Enjoy your creations.

Panos Efstathiadis  
[www.PanosFX.com](http://www.PanosFX.com)