

## Modifications and Corrections in Tek Illustrator 3

This text lists all major modifications that have been done since the initial release of TommySoftware® Tek Illustrator. Small bug fixes or performance increases happen all the time and will not explicitly be noted.

These modifications have mostly *not* been applied to the tutorial, so some methods described in the tutorial might be out-of-date as a faster or easier way exists now. Anyway, they will still be possible.

### Version 3.12 » Version 3.15

- When reading WMF files without a "Placeable Header", sometimes a system fault message appeared which could be ignored.
- When writing WMF files, you may choose whether or not to include a "Placeable Header" to the metafiles (which previously always took place). This header should always be used unless a very old application is used to read metafile which cannot handle that header.
- The commands **Draw > Circle > Object - Object - Radius**, **Draw > Circular Arc > Object - Object - Radius** and **Geometry > Geometry Circle > Object - Object - Radius** did not work correctly in some situations.

### Version 3.11 » Version 3.12

- Text objects could become invisible if a layer was hidden that this object was assigned to some time ago.
- When resolving instances, a possible inheritance has not always been transferred to its text objects completely.

### Version 3.10 » Version 3.11

- Slight modification of the printing process, since some problems occurred on Windows NT 3.5 systems.

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