Bug fixes and changes

921442_PixelRule.tiff ¬

1.1û;¬1.0;¬ Modifications since 1.1β:

576161_paste.tiff ¬ Five opcodes defined in Inside Macintosh VI that had been overlooked were added.   Note that full support for the 16bit and 32bit bitmaps is not provided by Convert PICT.   See Known bugs and problems ;Known bugs.rtfd;;¬ .

721231_paste.tiff ¬ The speed that Convert PICT writes out bitmap images was improved noticeably.

489297_paste.tiff ¬ A strange change in Preview under NS3.1 prompted a strange modification of the routine to display lines of text in the PS code.

530730_paste.tiff ¬ Fixed a problem with displaying the first segment of a framed region.

1.0;¬ Modifications since 1.0:

568369_paste.tiff ¬ The application was recompiled as a `fat binary' so it can run on both black (Motorola) and Intel hardware..

paste.tiff ¬   This NEXTSTEP Help stuff was added.

1.0û;¬ Modifications since 1.0β:

756871_paste.tiff ¬ Converted to NeXTSTEP 3.0, including converting the old drag-and-drop code to the new paradigm.

57736_paste.tiff ¬ Fixed panels so they hide themselves when the application is no longer in the foreground.

179046_paste.tiff ¬ Fixed a bug where Convert PICT would write out incorrect values in a string if it contained 8 bit or control characters.

197843_paste.tiff ¬ Fixed a moderately serious problem where the PostScript code used in the conversion was assuming the default fill pattern was solid white when it should have been black (as it is now)

756973_paste.tiff ¬ Made some minor formatting fixes to the PostScript code written out.

983715_paste.tiff ¬ Framed ovals and arcs were being drawn one unit too thick.   This is fixed, I believe.