

Welcome to Adobe Photoshop™ version 3.0 software for the Windows™ 3.x and Windows NT environments. Please refer to the Adobe Photoshop Getting Started Guide for installation instructions. This Read Me file contains last-minute product information and updates to the Adobe Photoshop user documentation, including:

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IMPORTANT

Please complete your registration card and mail it today. You must register to receive technical support and important product update information.

CANCELLING OPERATIONS

When attempting to cancel an operation in progress (when a progress bar is showing in Adobe Photoshop's status bar), it is best to hold down the Esc key (as opposed to tapping it) until the operation in progress has stopped.

THE WIN32S SUBSYSTEM AND ADOBE PHOTOSHOP

Under Windows 3.x, Adobe Photoshop 3.0 requires the existence on your system of the Microsoft Win32s subsystem. This system allows 32-bit applications to run unmodified under 16-bit Windows 3.x. The Adobe Photoshop Installer (SETUP.EXE) will install Win32s automatically whenever the Adobe Photoshop item is checked in the main installer dialog.

If you attempt to launch Adobe Photoshop 3.0 and instead of launching the program your screen momentarily goes black, then returns to the program you attempted to launch Adobe Photoshop from, or if you receive a Win32s error about a file being missing, please reinstall Adobe Photoshop 3.0 to re-install Win32s correctly. If difficulties persist, please contact Adobe Technical Support.

THE WIN32S SUBSYSTEM AND THE ADOBE PHOTOSHOP INSTALLER

There is a known incompatibility with the installation of Microsoft's Win32s subsystem and the LaserMaster® printer driver. If you have a LaserMaster printer driver installed, the installation of Adobe Photoshop 3.0 will hang when trying to copy the file WINSPOOL.DRV. The solution to this problem is to temporarily remove the LaserMaster printer driver from your system (including the device drivers that are loaded in the [386Enh] section of the SYSTEM.INI file), restart Windows, and rerun the Adobe Photoshop Installer. Once the installation process is complete, you can re-enable the LaserMaster printer driver.

THE WIN32S SUBSYSTEM AND COMMDLG.DLL

The Adobe Photoshop Installer installs the latest version of COMMDLG.DLL to your WINDOWS\SYSTEM directory. This version is required for full support of Win32s. Other applications may install older versions of COMMDLG.DLL. If this happens, certain functions of Adobe Photoshop may no longer be available (for example, the Open dialog will not show the on-disk size of the selected file). If this happens, simply reinstall Adobe Photoshop 3.0 over itself - this will reinstall the proper version of COMMDLG.DLL. You can also manually copy COMMDLG.DLL from Adobe Photoshop's Disk 1 into your \WINDOWS\SYSTEM directory (it is not compressed on Disk 1) to restore the current version.

THE MICROSOFT MOUSE DRIVER VERSION 9.0 AND ADOBE PHOTOSHOP

The Microsoft Mouse driver versions 9.0, 9.01, and 9.01a all cause a General Protection Fault in POINTER.DLL when Adobe Photoshop 3.0 is launched. Generally, it is possible to click the Ignore button to dismiss the dialog and continue working in Adobe Photoshop, but in some circumstances, the mouse may not be movable afterwards. Both of these problems are solved by upgrading the mouse driver to version 9.01b. If you have difficulty with the Microsoft Mouse Driver, please contact Microsoft for an upgrade of your mouse driver software at 1-800-426-9400, or on CompuServe at GO MSIC. In the interim, it is possible to use the Windows mouse driver that comes with your version of Windows - simply run the Windows Setup program and select the mouse driver called "Microsoft, or IBM® PS/2®" from the list.

THE LOGITECH MOUSE DRIVER AND ADOBE PHOTOSHOP

The current version of the Logitech mouse driver allows programming of the middle and right mouse buttons to accelerate operations in Windows applications. If you attempt to assign one of these keys to the Undo function, please note that the Logitech driver maps the Undo function to the Alt-Backspace keystroke. In Adobe Photoshop, the Alt-Backspace keystroke does not undo the last operation, it performs a clear operation. The shortcut for Undo in Adobe Photoshop is Ctrl-Z.

NEW SCRATCH DISK / RAM MEMORY RELATIONSHIP

With Adobe Photoshop 3.0, make sure that you have at least as much free disk space (after allocating the largest possible permanent swapfile allowed by Windows) as you have RAM allocated to Adobe Photoshop. If you have more RAM than scratch disk space for a file -- for example, 100Mb RAM and 20Mb free disk space for a 10Mb file -- you may get a Scratch Disk Full error message when you attempt an operation, even though you have more than enough RAM for the operation.

WORKING WITH WINDOWS NT

If you are working with Windows NT, you should be aware that it does not support Adobe Acrobat or ATM™. You may still rasterize TrueType™ fonts with Adobe Photoshop, however.

CONVERTING SELECTIONS TO LAYERS

To turn a selection into a new layer: Make a selection. Float the selection (Ctrl-J). Drag the new item in the Layers palette called "Floating Selection" in the Layers palette to the New Layer icon at the bottom of the Layers palette. Alternatively, once the "Floating Selection" is selected in the Layers palette, select the Make Layer command from the Layers palette menu.

THE DITHER OPTION IN THE GRADIENT TOOL

When the Dither option is selected in the Gradient Tool Options palette, the foreground and background colors will be smoothed out by dithering the colors. This will result in smoother blends with less banding. If you posterize the resulting gradient you will get ragged edges.

SHORTCUTS FOR THE ERASER TOOL

Double-click the eraser tool to display the Eraser Options palette. Holding down the Alt key and clicking on the Eraser tool cycles through the Eraser tool types (alternatively, you can press the “E” key on the keyboard to change the eraser type). Holding down the Alt key while the Eraser tool is selected puts the Eraser tool in Erase to Saved mode (alternatively, you can check the “Erase to Saved” box in the Eraser Tool Options palette). To erase an entire image, use the Erase Image button in the Eraser Options palette.

THE LIGHTING EFFECTS COLOR PICKER

The Lighting Effects filter uses the color picker selected in General Preferences.

USING TEXTURES WITH LIGHTING EFFECTS

Many grayscale textures, intended for use with the Lighting Effects filter, are included on the Adobe Photoshop 3.0 Deluxe CD-ROM. These textures should be loaded into an alpha channel using the Texture Fill filter under the Filter...Render menu. See Chapter 10 of the Adobe Photoshop User Guide for more information on loading and using these textures.

FILTER FACTORY

The Filter Factory, which allows you to create your own personalized filters for Adobe Photoshop, is included on the Adobe Photoshop 3.0 Deluxe CD-ROM. Documentation for this filter, in the Adobe Portable Document (.PDF) format, is included in the same folder. Use the Adobe Acrobat Reader software included on the CD-ROM to view or print the Filter Factory documentation. Be sure to turn off the read-only attribute on the FFACTORY.8BF file after you copy it from the Deluxe CD-ROM, or it will not be possible to use the Make Filter feature of Filter Factory.

COMPUSERVE GIF FORMAT

Adobe Photoshop 3.0 will open and save CompuServe GIF files that are either 8-bit indexed color or grayscale. It will not open 24-bit CompuServe GIF files.

POSTSCRIPT LANGUAGE IMAGE DATA ENCODING

There are three types of encoding available in the Print dialog when printing to PostScript output devices and in the EPS Format dialog when saving images in EPS format. ASCII encoding is the most generic, but creates the largest output files. Binary encoding makes a smaller output file (speeding the transfer of the file to your output device) without modifying the original data. JPEG encoding makes even smaller output files, but the compression is “lossy”, meaning it may reduce the quality of your printed output. When saving EPS files with JPEG encoding, you have four quality choices; low, medium, high, and maximum quality. When printing with JPEG encoding, the high quality setting is always used.

Binary and JPEG encoding may not be supported over some network protocols, although AppleTalk® and EtherTalk have been extensively tested and found to work well. Binary and JPEG encoding may not be supported with some 3rd party printer drivers (note that

printer drivers provided by Apple or Adobe completely support these features). Some PostScript output devices only accept binary and JPEG encoded image data through their AppleTalk and Ethernet ports, and will not accept binary or JPEG encoded image data through their parallel or serial ports. Finally, JPEG encoding is only supported on PostScript Level 2 output devices (PostScript language errors may result if a file is printed with JPEG encoding to a Level 1 output device).

TRANSPARENCY MASK

Adobe Photoshop 3.0 provides a way to quickly load a selection consisting of all non-transparent pixels on a given layer, called the “transparency mask”. This will essentially accomplish the same thing as selecting the entire transparent area on a layer and inverting the selection. Simply select the layer from which the selection is desired from the layers palette, then press Control-Alt-T to load this special selection.

APPLY IMAGE COMMAND

Normally, the Apply Image command places the result of the application into the layer that was targeted (selected) when the dialog box was opened. If the Alt key is held down while the Apply Image menu item is selected, an additional pulldown menu called Result will appear at the bottom of the dialog, allowing the result to be placed into a new document, a new layer, a new channel, or as a selection as well as into the current target layer.

ABOUT FLOATING SELECTIONS

Floating selections and non-background layers can have items extending off of the visible canvas. Normally, these items get clipped when a destructive pixel change happens to that layer (such as a paint stroke). However, it is possible after initially creating, dragging, or pasting items that extend off of the canvas to perform operations that will move the outlying pixels into the canvas area without having the outlying pixels discarded.

For example, when a selection is created with the type tool that extends outside the canvas area and appears as such in the Layers palette. While a floating selection is active, it can be moved around with the Move tool or the selection arrow (which appears inside the selection when a selection tool is being used), and modified or repositioned with any of the Image...Flip, Image...Rotate, or Image...Effects commands without having outlying pixels clipped out. It is possible to have valid image data on a non-background layer outside the canvas area when: - a floating selection is deselected (including type), - data is pasted from the clipboard, or - data is dragged in from another image.

In these cases, the data can still be moved around with the move tool or manipulated by Image...Rotate...Free or any of the Image...Effects menu items (except Perspective) without having the outlying pixels discarded. In addition, the canvas size can be increased at this point to include the outlying pixels in the canvas area without having clipping occur. The above only applies when the pixels or selection is initially dragged, pasted, or moved into the area where part of it falls outside the canvas area. Most other operations other than those listed above will cause pixels outside the canvas area to be

immediately discarded.

CHANGING OPACITY ON SINGLE LAYER FILES

On images with only one layer with no background or on images with only one layer visible, changing the opacity down from 100% will not change the display of the image until a second layer or a background is added.

ADDING A BACKGROUND LAYER

To add a background to an image that does not have one, click the New Layer icon in the Layers palette or choose New Layer from the layer palette menu, then change its mode to Background from the mode menu in the New Layer dialog (it's all the way at the bottom of the mode list and only shows up if there's no background in the current document).

ABOUT SCANNERS

Scanner drivers are provided by the manufacturers of the scanners. If you have problems with a scanner or during scanning, make sure that you have the latest version of the driver from the manufacturer. Note that Windows NT will require 32-bit TWAIN source modules, and will not work with the same scanner software as the same scanner did under Windows 3.x.

TIPS FOR ACCESSING INDIVIDUAL CALCULATION MODES

Individual calculation modes can be placed on the Commands palette for backward compatibility with Adobe Photoshop 2.5 (in which these modes were individually selectable from the menu). When in the New Commands dialog, select the Calculations item from the Image menu and notice it becomes a popout menu, allowing you to directly select a calculation mode to assign to the Commands palette.

CONTACT INFORMATION FOR DAINIPPON INK AND CHEMICALS, INC. (DIC)

Dainippon Ink and Chemicals, Inc.
3-7-20 Nihonbashi Chuo-ku
Tokyo 103 JAPAN
81-03-3272-4511

TIPS FOR THE FILE...NEW COMMAND

When creating a new file, Adobe Photoshop will size the new file in pixels based on the size of the current contents of the clipboard. You can override this in two ways. If the Alt key is pressed while the New command is chosen, the New dialog will ignore the clipboard size and open the New dialog with either the default or last entered parameters. Also, after the New dialog is open, you can select an open image from the Window menu to transfer the size of the selected image into the New dialog.

LARGE FEATHER RADIUS AND THE "PIXELS NOT FOUND" MESSAGE

It is possible when making a small selection with a large feather radius to create such a faint selection that no pixels are selected. If you receive a "pixels not found" message, check the feather radius for the selection tool you are using, or increase the size of your selection if you wish to use a large feather radius.

MOVING SETTINGS FILES (DISPLACEMENT MAPS) TO THE MACINTOSH

In certain circumstances, some settings files from the PC may not show up in the appropriate file open dialog on the Macintosh®. This is because not every dialog in the Macintosh version of Adobe Photoshop can check to see if a DOS file has an appropriate extension. Specifically, displacement maps used with the Displace filter from the Windows version of Adobe Photoshop can't be recognized by the Macintosh version unless file type and creator resources are added manually once the file is on a Macintosh. All image files and most settings files do not exhibit this problem and will show up in the appropriate open or load dialogs in Adobe Photoshop 3.0 for Macintosh.

SUPPORT OF PRESSURE SENSITIVE TABLETS

Under Windows 3.x, Adobe Photoshop 3.0 supports only pressure-sensitive digitizing tablets that are 100-percent compatible with the Microsoft PenWindows specification. Under Windows NT, Adobe Photoshop 3.0 supports only pressure-sensitive digitizing tablets that are 100-percent compatible with the WinTab32 specification.

For more information about compatibility, please contact the vendor of your tablet at:

Wacom Technology Corporation:	800-922-6613
Kurta Corporation:	602-276-5533
CalComp:	800-458-5888

When using a pressure-sensitive device to vary size, color, or opacity, the highest pressure may not reach 100 percent. This is due to the driver software and is not caused by the Adobe Photoshop program. If you experience this problem, contact your tablet vendor for more information.

SCREEN REDRAW WHEN USING SCROLL BARS OR THE HAND TOOL

At times, you may experience slow performance or may be unable to interrupt a screen redraw while using the hand tool or moving around a larger image with the scroll bars. You may want to experiment with the program's alternate redraw technique if you experience this. Simply press the Scroll Lock key to turn on the Scroll Lock light on your keyboard. Now redraws after a scroll will only happen after the scrolling is complete, which improves performance. Simply hit Scroll Lock again to disable this redraw mode change. Also, when using the Full Drag option (in Windows NT) or with some older video drivers, you may find that image windows sometimes fail to redraw when resized. If you experience this problem, you can either disable Full Drag by unchecking the option checkbox in the Desktop Control Panel, or you may want to add the following line to the PHOTOS30.INI file (found in your \WINDOWS or \WINNT35 directory) to force Adobe Photoshop to redraw images more often:
NoOptimizeRedraw=1.

SCREEN REFRESH IN 256 COLOR MODE

When you use Adobe Photoshop while your video driver is set to 256 colors, background images will not be refreshed when changes to the foreground image take place to speed

performance. If you would like Adobe Photoshop to redraw every open image when a palette change takes place in 256 color mode, simply add the following line to your PHOTOS30.INI file (found in your \WINDOWS or \WINNT35 directory):

```
RedrawBkDocs=1
```

SAVING TIFF FILES WITHOUT ALPHA CHANNELS

If you wish to save an open image as a TIFF file which does not contain any of the alpha channels in the image, you must choose Save a Copy from the File menu to get prompted to exclude the alpha channels - Choosing Save or Save As will always include the alpha channels in your TIFF files.

WINDOWS VECTOR FONTS AND THE TYPE DIALOG

Because most Windows vector fonts are very thin and make very poor selections, these fonts are not displayed in the Type dialog Fonts menu. If you specifically want these fonts (System, 8514oem, etc) to appear in the program's type dialog, you need to add the following line to your PHOTOS30.INI file (found in your \WINDOWS or \WINNT35 directory):

```
ShowRasterFonts=1
```

LARGE TYPE SIZES AND THE TYPE DIALOG

In the Type dialog, if the Size checkbox is checked at the bottom of the dialog, the type preview box shows your type in the size it will be created in Adobe Photoshop. At large sizes, the cursor may disappear in the preview box, and at extremely large sizes, the type will disappear altogether. Adobe suggests unchecking the Size box when working with very large type sizes.

DRAG AND DROP TARGETING WITHIN ADOBE PHOTOSHOP

There are several ways to drag and drop information between different images in Adobe Photoshop, either to duplicate the image information or to perform operations on the image information (like make a selection or duplicate the image information). For example, it is possible to drag selections and layers to other documents, either from the active image or from the layers palette. Please note that when a drag and drop operation is possible and the cursor is a "closed hand" (indicating that something may now be dropped), available targets for the operation will become highlighted (either by becoming bolder or by having an outline drawn around them). If no highlighting is taking place over a specific object or image, it is not a valid target for the current drag and drop operation.

ABOUT THE TAKE SNAPSHOT COMMAND

When using the Take Snapshot command, please note that the data in the snapshot will be from the "merged data", meaning what data is currently visible at the time the snapshot was taken. If you wish to have a snapshot include only data from one layer, it must be the only visible layer at the time the snapshot is taken.

LARGE IMAGES AND THE DISTORT FILTERS

As in Adobe Photoshop 2.5, it is not possible to use the Distort filters on images or

selections larger than 16Mb when running under Windows 3.x.

PEN TOOL SHORTCUTS

When the Pen tool is active, the documentation states that holding down the Alt key will toggle the Pen tool to the Convert Direction Point tool. This is incorrect. Holding down the Alt key while the pen tool is active will, when over the last created anchor point, allow you to change the outgoing direction point of that anchor. Note that the status bar indicates the proper operation of the Pen tool when the Alt key is held down.

APPLYING FILTERS TO LAYERS WITH LAYER MASKS

Some filters will apply themselves to layer masks, even when the layer itself is targeted. If this happens, simply enter the Layer Mask Options dialog and select the Relative to Image option. When the Layer Mask is set Relative to Image, all filters will apply to the layer data when the layer is targeted correctly.

SAVING TIFF FILES WITHOUT EXTRA CHANNELS

Photoshop 3.0 always includes extra (alpha) channels with TIFF files when saving normally. If your target application requires the removal of these alpha channels to properly read the file, use Save a Copy from the File menu to create a new TIFF file. You will then be prompted whether or not to include the alpha channels in the new file. Alternatively, delete the alpha channels from the original image and resave normally.

DISABLING PALETTE PREVIEWS TO IMPROVE PERFORMANCE

For a slight performance increase, you may want to turn off the preview icons in the layers, channels, and paths palettes. For each palette, select the Palette Options item from the palette menu, then select the None radio button to disable the previews.

INCORRECT RASTERIZATION OF TRUETYPE FONTS

Some video drivers under Windows 3.x and the Win32s subsystem may cause TrueType fonts generated at certain point sizes to rasterize incorrectly or not at all. The workaround for this problem is to create the text at a larger point size and scale it down to the size you wish with the Image...Effects...Scale command. Type 1 fonts rasterized with ATM do not have this problem. You may also want to contact your video driver manufacturer to see if an updated driver addressing this problem is available.

HARD DISK MAINTENANCE

It is a good idea to periodically perform a CHKDSK /F or SCANDISK operation to insure that no areas of your hard disk are unavailable to Windows. This is especially important after experiencing any sort of difficulty within Windows. To maintain optimal performance, you may also want to use a disk optimization tool, such as DEFRAG (that comes with MS-DOS 6.0 and later) or Norton's SPEEDISK, regularly.

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