



## CONFIGURATION AND SETUP

The Graphic Workshop Setup dialog can be accessed by clicking on the Setup button in the tool bar or by selecting Setup from the File menu. Because there are a lot of format variations and other things you're likely to want to change periodically, you should become familiar with Setup.

Setup is organized into a number of panels to make it easier to locate the Setup item you need to change.

Changes made to the items in Setup will be stored in the GWPRO.INI file in your \WINDOWS directory, as detailed later in this document. Graphic Workshop does not use the Windows registry to store its defaults because:

- We strongly believe that shareware shouldn't mess with your registry.
- We don't feel that any application with as many options as Graphic Workshop should tie up buckets of registry real estate.
- If anything goes wrong with Graphic Workshop's configuration, it's a lot easier to edit an INI file than it is to fix your registry.

Graphic Workshop loads all its configuration options from GWSPRO.INI when it boots up, and it recreates GWSPRO.INI entirely when it exits. Note that if you make changes to Graphic Workshop's configuration and would like to store them in GWSPRO.INI before you exit the software, you can do so by holding down the Shift key and clicking on the Exit button.

### The Browser Panel

**Centre Thumbnails:** Disable this item to have thumbnail images appear in the upper left corner of each thumbnail, or enable it to have them appear in the center of each thumbnail.

**Close Progress When Complete:** Disable this item to always leave the progress window open when a batch of files have been processed, or enable it to close the progress window unless there have been errors.

**Create Thumbnail Options:** This is the dithering mode for thumbnails. Remap will create contrasty, undithered thumbnails, Bayer will create fairly chunky dithered thumbnails and Error-Diffused will create attractive dithered thumbnails. Unless you have a compelling reason to do otherwise, use the latter option.

**Default Directory Window Size:** This is the default width in pixels of the directory tree when Graphic Workshop creates a new browser window.

**Default New Browser Mode:** This is the view mode that Graphic Workshop will apply to the new browser windows it creates.

**Drop Options:** This is what Graphic Workshop will do by default when you drop files into one of its browser windows. See the Reference document for information about overriding the default Drop Options setting.

**Include Remote Drives in Browser:** Enable this item to include remote network drives in the directory tree displays of new browser windows, or disable it to suppress them. Note that changes to this item will only apply to windows created or refreshed after it's changed. Because it takes significantly longer for Graphic Workshop to survey network drives than local drives when it creates a browser window, you might want to disable this option and use the Folder button to access network drives when you need them.

**Maximize New Browsers:** Enable this item to have Graphic Workshop create new browser windows maximized, or disable it to have Graphic Workshop create new browser windows at normal size.

**Remember Open Windows:** Enable this item to have Graphic Workshop remember all its open browser windows between sessions.

**Untag After Processing:** Enable this item to unselect files after processing.

**Untag After Viewing:** Enable this item to unselect files after viewing.

## The Display Panel

**Centre View Images:** Disable this item to have viewed images appear in the upper left corner of View windows, or enable it to have them appear in the center of View windows.

**Directory Tree Dialogs:** Enable this item to have the Change Directory and Move and Copy dialogs use Windows tree controls, similar to the ones which appear in Graphic Workshop's browser windows. Disable this item to use list box controls to select directories.

**Default View Zoom:** This is the default zoom mode for View windows. If it's set to 100 percent, you graphics will be displayed normally. If it's set to Zoom to Fit, a zoom mode will be chosen to best fill the View window.

**File Menu List Size:** This is the maximum number of items that will appear in the recently visited directory list in the Graphic Workshop File menu. Set it to zero to suppress the list entirely.

**Maximize View Window:** Enable this item to have Graphic Workshop create View windows maximized, or disable it to have it set them to the dimensions of the graphics to be displayed.

**Prompt before Viewing Animation:** Disable this item to show animations without displaying the Select Image dialog, or enable it to display the dialog.

**Show Right Click Menu in View:** Enable this item to have Graphic Workshop display a menu when you right-click in View or Crop mode, or disable it to have it exit View and Crop mode when you right-click.

**Show Startup Window:** Enable this item to have the startup logo window displayed when Graphic Workshop boots up.

**Show View Title Path:** Enable this item to include the complete paths of the file names displays in the caption bars for View and Crop mode, or disable it to just show the file names.

**View Mode Background:** This is the background colour for View mode. Click on this colour button to change it.

## The Files Panel

**Auto Create Thumbnails:** Disable this item to suppress the automatic creation of thumbnails for new files, or enable it to create thumbnails whenever new files are written by Graphic Workshop.

**Default File Extension:** This is the default file extension.

**File Name Underbars:** Enable this item to prepend processed file names with underbars, or disable it to use the source name when creating a new name for a processed file. This does not apply to files created by the Convert function, which always uses source file names. See the Reference document for a discussion of file naming for processed files.

**Pegasus Fast JPEG:** Enable this item to have Graphic Workshop default to using the Pegasus JPEG library. Disable it to have Graphic Workshop use the IJG JPEG library. See the discussion of JPEG in the Formats document for more about this.

**Prompt before Moving Files:** Enable this item to be prompted before Graphic Workshop moves files, or disable it to move files without prompting.

**Prompt before Overwriting Files:** Enable this item to be prompted before Graphic Workshop overwrites files, or disable it overwrite files without prompting.

**Prompt for Destination Path:** Enable this item to be prompted for a new destination directory whenever Graphic Workshop is about to create one or more files, or disable it to have Graphic Workshop write new files to the source directory.

**Prompt for Destination Names:** Enable this item to be prompted for a new file name whenever Graphic Workshop is about to create a file.

**Prompt for File Comments:** Enable this item to be prompted for file comments whenever Graphic Workshop is about to create a file. The Write File Comments item must also be enabled for this item to be recognized.

**Use Text File Comments:** Enable this item to use text comment files. The Write File Comments option must be enabled for this item to be recognized. When Graphic Workshop writes file comments and this item is enabled, it will look for a file with the same name as the file being written and the file extension specified in the TextCommentExtension field in GWSPRO.INI. If a file by this name is found, it will use its contents for the file comments about to be written. Text comment files must be pure ASCII, not formatted word processor documents.

**View Corrupted Files:** Enable this item to be prompted to view partial images if a corrupt file is read by the View function.

**View File Comments:** Enable this item to have Graphic Workshop display file comments after you exit View mode if any are present.

**Write File Comments:** Enable this item to have Graphic Workshop write file comments to those formats which support them.

## The Formats Panel

**AVI Quality Factor:** The quality factor for writing AVI files should range from 100 for unspeakably ugly to 10000 for almost perfect reproduction.

**Compress IFF/LBM/PSD Files:** Enable this item to compress IFF, LBM and PSD files, or disable it to create them uncompressed.

**Create 16-bit Targa:** Enable this item to create sixteen-bit Targa files when writing true-colour images to the TGA format, or disable it to create 24-bit Targa files.

**Create Compressed EXE Pictures:** Disable this item to create uncompressed DOS EXE pictures, or Enable it to create compressed DOS EXE pictures.

**Create Windows EXE Pictures:** Enable this item to create Windows EXE pictures, or disable it to create DOS EXE pictures.

**Fast FIF Read:** Enable this item to buffer FIF files in memory, or disable it to read them a block at a time from disk.

**JPEG/ART Quality Factor:** This control determines the amount of image degradation for images written to JPEG and ART files. It should range from 10 for unspeakably ugly to 100 for almost perfect reproduction.

**Password Protect PNG Files:** Enable this item to create password-protected PNG files, or disable it to create normal PNG files.

**Persistent Passwords:** Enable this item to preserve your PNG password for the duration of your current Graphic Workshop session, or disable it to be prompted for your password each time it's required.

**Photo-CD Options:** This combo box defines which resolution will be requested when Graphic Workshop reads a Photo-CD image. The RGB items will cause Graphic Workshop to fetch a 24-bit true-colour graphic. The 256-colour items will cause Graphic Workshop to fetch an eight-bit dithered graphic. The 256 greys items will cause Graphic Workshop to fetch an eight-bit grey-scale graphic. Note that not all Photo-CD images have complete resolution sets – if you specify a resolution option which is unavailable in the Photo-CD image you ask Graphic Workshop to read, it will fetch the closest resolution that does exist.

**PNG Compression:** The PNG compression factor should range from one for fast writes and poor compression to nine for slow writes and more aggressive compression.

**Rasterize Metafiles to Clipboard:** Enable this item to rasterize metafiles to bitmaps before they're pasted to the clipboard, or disable it paste them as metafiles.

**Read CDR Bitmaps:** Enable this item to have Graphic Workshop search CDR files for bitmaps, or disable it to always display CDR thumbnails.

**Read JPEG/FIF as RGB:** Enable this item to have JPEG and FIF files read as 24-bit objects, or disable it to have them read as eight-bit objects.

**Relaxed UUE:** Enable this item for relaxed multiple-block UUE decoding, or disable it for strict single-block UUE decoding.

**TIFF Write Options:** This combo box defines how TIFF files should be written. Each item has three sections – one for monochrome images, one for images having between four and 256 colours and one for true-colour images. As such, setting it to Grp3 – LZW –LZW will cause monochrome images written to TIFF to be stored using Group 3 compression and all other files to be stored using LZW compression. See the Formats document for a complete discussion of the available TIFF compression types. Note that JPEG and PNG compression are legal TIFF options, but few applications which read TIFF know how to interpret them.

**Vector Options:** This combo box defines the size and colour depth of the bitmap used to rasterize vector files – specifically WMF files.

**Write GIF Interlaced:** Enable this item to have Graphic Workshop write interlaced GIF files.

**Write MacPaint with headers:** Enable this item to add Macbinary headers to MacPaint files being create by Graphic Workshop, or disable it to suppress the creation of headers.

**Write OS/2 Bitmaps:** Enable this item to write OS/2 BMP files, or disable it to write Windows BMP files.

**Write PBM Headers to IFF/LBM Files:** Enable this item to write 256-colour LBM files with PBM line structures, or disable it to create them with ILBM line structures.

**Write Progressive JPEG:** Enable this item to have Graphic Workshop write progressive JPEG files, or disable it to have it write conventional JPEG files. Be warned – most applications which read JPEG files don't read progressive ones.

## The Register Panel

**Registration Code:** Your registration code is provided when you register Graphic Workshop. If you received Graphic Workshop on an Alchemy Mindworks CD-ROM, it's on your invoice in the line item for Graphic Workshop Professional. It will look like this:

```
Graphic Workshop Pro          REG # 12345-12-67890-88          $40.00
```

If you have received a confirmation e-mail message after registering Graphic Workshop, it will appear in this message, like this:

```
1 Graphic Workshop Pro          REG CODE 12345-12-67890-88
```

Graphic Workshop Professional registration codes are all 17 characters long, in the form of one five-digit group of numbers, a dash, one two-digit group of numbers, a dash, a second five-digit group on numbers, a dash and a final two-digit group of numbers. You must enter your code exactly in the Registration Code field to successfully register Graphic Workshop. The dashes separating the digit groups are not entered.

**Note: Once it has been entered, your registration code will not be displayed by Graphic Workshop. If you have cause to re-install Graphic Workshop in the future, you will require your registration name and code. Write them down now and store them in a safe place.**

**Registration Name:** Your registration code is a complex checksum based on the characters of your name. If your name is not entered correctly in the Registration Name field, your registration code will not be accepted. Your registration name is printed on your invoice and is included in the confirmation e-mail message you received when you registered Graphic Workshop. It must be entered exactly – all the characters, spaces and punctuation in your registration name as it is provided to you must match what you enter in the Registration Name field.

## The GWSPRO.INI File

Graphic Workshop keeps its many configuration items in a file called GWSPRO.INI in your \WINDOWS directory. When you make changes to Setup or to the configurable options in the various dialogs displayed by Graphic Workshop, your settings are stored in GWSPRO.INI.

In most cases you'll never have to actually look at GWSPRO.INI or modify it directly. Actually, in most cases you should avoid doing so even if you're curious, as Graphic Workshop can behave pretty oddly if it encounters unexpected information in GWSPRO.INI.

For the adventurous, however, the following is an annotated list of the configuration items in GWSPRO.INI. If you have cause to change them, make sure that Graphic Workshop is not running when you edit this file. Use the Windows NotePad application to edit GWSPRO.INI, not a word processor.

Should you mangle an entry in this file, you can restore it to its default setting by deleting it and running Graphic Workshop. If you toast the whole file, delete it and run Graphic Workshop to recreate it. Note, however, that your registration name and code are stored in GWSPRO.INI if you have registered Graphic Workshop. If you delete this file, you'll have to re-enter them in Setup.

**AnimationViewPrompt:** Set this item to zero to show animations without displaying the Select Image dialog, or to one to display the dialog.

**ApplicationPath:** This is a path to the parent directory of Graphic Workshop Professional. It must be correct or dire things will happen.

**AnnotateBackground:** This is the background colour for the Caption function.

**AnnotateBorderFrameSize:** This is the frame thickness for the Caption function.

**AnnotateFlags:** This is a set of flags used by the Caption function.

**AnnotateFontName:** This is the most recently used font name in the Caption function.

**AnnotateForeground:** This is the foreground colour for the Caption function.

**AnnotateFrame:** This is the frame colour for the Caption function

**AnnotatePadding:** This is a fudge factor to pad the Caption function text away from its frame. You can change this to vary the spacing.

**AnnotatePointSizeFont:** This is the font size of the Caption function.

**AnnotateText:** This is the most recently used text in the Caption function. The "\n" symbol represents a carriage return.

**AutoCreateThumbnail:** Set this item to zero to suppress the automatic creation of thumbnails for new files, or to one to create thumbnails whenever new files are written by Graphic Workshop.

**ButtonList:** Each character represents one button in the tool bar. Don't mess with this one.

**CatalogFontName:** This is the name of the font used in the Catalog function It's set by the Catalog dialog.

**CatalogLandscapeDeep:** This is the thumbnail depth value for landscape-oriented catalogs.

**CatalogLandscapeWide:** This is the thumbnail width value for landscape-oriented catalogs.

**CatalogOptions:** This is a set of flags for the Catalog function.

**CatalogPortraitDeep:** This is the thumbnail depth value for portrait-oriented catalogs.

**CatalogPortraitWide:** This is the thumbnail width value for landscape-oriented catalogs.

**CDRSize:** This is the magnification factor for images written to CDR files. If you increase this, the size of the images which appear in CDR files created by Graphic Workshop will increase.

**CentrePrintedImages:** Set this item to zero to have printed images appear in the upper left corner of the page, or to one to have them appear in the center of the page.

**CentreThumbnails:** Set this item to zero to have thumbnail images appear in the upper left corner of each thumbnail, or to one to have them appear in the center of each thumbnail.

**CentreViewImages:** Set this item to zero to have viewed images appear in the upper left corner of View windows, or to one to have them appear in the center of View windows.

**CloseProgressWhenDone:** Set this item to zero to always leave the progress window open when a batch of files have been processed, or to one to close the progress window unless there have been errors.

**ControlFontName:** This is the name of the font used for drawing text throughout Graphic Workshop. Don't mess with it.

**CopyOptions:** This is a set of flags used by the Move/Copy function.

**CreateExeCompressed:** Set this item to zero to create uncompressed DOS EXE pictures, or to one to create compressed DOS EXE pictures.

**CreateGif89:** Set this item to one to create GIF 89a files, or to zero to create GIF 87a files.

**CreateIffCompressed:** Set this item to one to compress IFF, LBM and PSD files, or to zero to create them uncompressed.



**CreateIffPBM:** Set this item to one to write 256-colour LBM files with PBM line structures, or to zero to create them with ILBM line structures.

**CreateMacbinaryHeader:** Set this item to one to add Macbinary headers to MacPaint files being create by Graphic Workshop, or to zero to suppress the creation of headers.

**CreateTarga16:** Set this item to one to create sixteen-bit Targa files when writing true-colour images to the TGA format, or to zero to create 24-bit Targa files.

**CreateWindowsExe:** Set this item to one to create Windows EXE pictures, or to zero to create DOS EXE pictures.

**CurrentFilter:** This is the most recently selected item in the View-mode Filter dialog.

**DefaultFileExtension:** This is the default file extension.

**DefaultDirWide:** This is the default width in pixels of the directory tree when Graphic Workshop creates a new browser window.

**DefaultViewMode:** This is the default view mode when Graphic Workshop creates a new browser window.

**DefaultViewZoom:** This is the default zoom mode for View windows. Set it to 2 for no magnification.

**DetailFontSize:** This is the size of the font used in the Details dialog.

**DirectoryTreeDialogs:** Set this item to one to have the Change Directory and Move and Copy dialogs use Windows tree controls, similar to the ones which appear in Graphic Workshop's browser windows. Set this item to zero to use list box controls to select directories.

**DisplayInfoPalette:** Set this item to one to show the palette window in File Information dialogs, or to zero to suppress it.

**DitherBrightness:** This is the brightness value for the Dither dialog.

**DitherContrast:** This is the contrast value for the Dither dialog.

**DitherOptions:** This is a set of flags used by the Dither dialog.

**DitherThumbnails:** This is the dithering mode for thumbnails. Set it to Zero for no dithering, one for Bayer dithering and two for error-diffused dithering.

**DropOptions:** This is a set of flags used for Drag and Drop.

**EffectsOptions:** This is a set of flags used for the Effects dialog.

**ExpandPrintedHalftones:** Set this item to one to expand printed halftones, or zero to leave them unexpanded.

**FastFifRead:** Set this item to one to buffer FIF files in memory, or to zero to read them a block at a time from disk.

**FileCommentPath:** Set this item to point to a text file from which to fetch a custom file comment. This will be added as a comment block to files created by Graphic Workshop if you have the Write File Comments item enabled. The file pointed to by this item must be a pure ASCII text file, not a formatted word processing document.

**FileMenuRange:** This is the maximum number of items that will appear in the recently visited directory list in the Graphic Workshop File menu. Set it to zero to suppress the list entirely.

**FilenameUnderbars:** Set this item to one to prepend processed file names with underbars, or to zero to use the source name when creating a new name for a processed file. This does not apply to files created by the Convert function, which always uses source file names.

**FontCaptionSize:** The size of the caption font used in creating TrueType font sample bitmaps.

**FontDepth:** The depth of TrueType font sample bitmaps.

**FontSampleSize:** The size of the sample font used in creating TrueType font sample bitmaps.

**FontSampleText:** The example text used in creating TrueType font sample bitmaps.

**FontWidth:** The width of TrueType font sample bitmaps.

**IconTransparentColour:** The colour used to fill transparent pixels in icons.

**IncludeRemoteDrives:** Set this item to one to include remote network drives in the directory tree displays of new browser windows, or to zero to suppress them.

**InvertTextFiles:** Set this item to one to invert bitmaps created from TXT files black for white, or to zero to leave them as is.

**JpegCompression:** This is the JPEG/ART quality factor. It should range from 10 for unspeakably ugly to 100 for almost perfect reproduction.

**LastTipDate:** This is the date of the last time the Tip of the Day window was open.

**LogoDelay:** This is the number of milliseconds the logo window will remain visible before it closes itself.

**MaximizeNewBrowsers:** Set this item to one to have Graphic Workshop create new browser windows maximized, or to zero to have Graphic Workshop create new browser windows at normal size.

**MaximizeViewWindow:** Set this item to one to have Graphic Workshop create View windows maximized, or to zero to have it set them to the dimensions of the graphics to be displayed.

**MaximumMysteryFileDimension:** This item helps the Identify Mystery Files function do some sanity checking when it thinks it's figured out what a mystery file is. If either dimension of the file is greater than this value, it assumes it has not found a match. Set this value to zero to allow files of any dimensions.

**MoveCopyPath:** This is where the Move/Copy function stores its most recently used destination path.

**MovieQualityFactor:** This is the quality factor for writing AVI files. It should range from 100 for unspeakably ugly to 10000 for almost perfect reproduction.

**MultipleImageGIF:** Set this item to one to have Graphic Workshop recognize multiple-image GIF files, or to zero to have it ignore all but the first image in multiple-image GIF files.

**NormalThumbFontSize:** This is the point size of the font used to display file names in the normal thumbnail mode for browser windows.

**NormalTextFontSize:** This is the point size of the font used to display file names in the normal text mode for browser windows.

**NoThumbnailImage:** This path can be filled in to point to a THN file to be used as the image displayed in thumbnail-mode browser windows when no thumbnail is available, should you really dislike the grey no-thumbnail symbol.

**PasswordProtect:** Set this item to one to create password-protected PNG files, or to zero to create normal PNG files.

**PegasusJpeg:** Set this item to one to have Graphic Workshop default to using the Pegasus JPEG library. Set it to zero to have Graphic Workshop use the IJG JPEG library. See the discussion of JPEG in the Formats document for more about this.

**PersistentPasswords:** Set this item to one to preserve your PNG password for the duration of your current Graphic Workshop session, or to zero to be prompted for your password each time it's required.

**PhotoCDResolution:** This is the currently selected Photo-CD read option.

**PngAddCompFac:** Set this to one to have all PNG files written with an extra tEXt chunk that includes the compression factor used.

**PngCompression:** This is the PNG compression factor. It should range from one for fast writes and poor compression to nine for slow writes and more aggressive compression.

**PngDetailCrc:** Set this item to one to display the CRC values for PNG details or to zero to suppress them.

**PrintBackground:** This is the colour used for the background of printed pages.

**PrintBrightness:** This is the brightness expansion value for printing.

**PrintContrast:** This is the contrast expansion value for printing.

**PrintFileNames:** Set this item to one to print file names, or to zero to suppress them.

**PrintFontName:** This is the name of the font to be used to print file names for printed graphics.

**PrintFontSize:** This is the font size to be used to print file names for printed graphics.

**PrintIntegral:** Set this item to one to print at integral sizes, or to zero to print with scaling.

**PrintMode:** This is a set of flags used by the Print Options dialog.

**PrintOptions:** This is another set of flags used by the Print Options dialog.

**PrintSize:** This is the integral print size used by the Print Options dialog.

**PrintTitleText:** This is where the title text for the Print dialog is stored.

**PromptBeforeMoving:** Set this item to one to be prompted before Graphic Workshop moves files, or to zero to move files without prompting.

**PromptBeforeOverwrite:** Set this item to one to be prompted before Graphic Workshop overwrites files, or to zero to overwrite files without prompting.

**PromptForDestination:** Set this item to one to be prompted for a new destination directory whenever Graphic Workshop is about to create one or more files, or to zero to have Graphic Workshop write new files to the source directory.

**PromptforDestName:** Set this item to one to be prompted for a new file name whenever Graphic Workshop is about to create a file.

**PromptForFileComments:** Set this item to one to be prompted for file comments whenever Graphic Workshop is about to create a file. The Write File Comments item must be also enabled for this item to be recognized.

**RasterizeMetafilesToClip:** Set this item to one to rasterize metafiles to bitmaps before they're pasted to the clipboard, or to zero to paste them as metafiles.

**ReadCDRBitmaps:** Set this item to one to have Graphic Workshop search CDR files for bitmaps, or to zero to always display CDR thumbnails.

**ReadJpegRgb:** Set this item to one to have JPEG and FIF files read as 24-bit objects, or to zero to have them read as eight-bit objects.

**RegistrationCode:** This is your registration code. It probably doesn't look like your registration code – it's encrypted.

**RegistrationName:** This is your registration name, also encrypted.

**RightClickMenuInView:** Set this item to one to have Graphic Workshop display a menu when you right-click in View or Crop mode, or to zero to have it exit View and Crop mode when you right-click.

**RelaxedUUE:** Set this item to one for relaxed multiple-block UUE decoding, or to zero for strict single-block UUE decoding.

**RememberOpenWindows:** Set this item to one to have Graphic Workshop remember all its open browser windows between sessions.

**ScaleInterpolate:** Set this item to one to have the Scale dialog use Interpolated/Integrated scaling.

**ScaleMaintainAspect:** Set this item to one to have the Scale dialog use the Maintain Aspect Ratio option.

**ShowAnimationPreview:** Set this item to one to see preview images in the Select Image dialog for multiple image files.

**ShowDriverMessage:** Set this item to one to have Graphic Workshop display the driver warning dialog if it finds itself running on a system with a sixteen- or 256-colour display driver.

**ShowProcessorMessage:** This item will be set to zero if the processor warning dialog has been displayed and the "Show me this message again" item was disabled. The warning will appear if you attempt to run Graphic Workshop Professional on a system with a processor Windows thinks isn't a Pentium. Note that this includes some non-Intel Pentium-compatible processors. Users of systems running Cyrix chips and other Pentium-compatibles can ignore this warning.

**ShowStartupWindow:** Set this item to one to have the startup logo window displayed when Graphic Workshop boots up.

**ShowTextListIcon:** Set this item to one to show the grey document icon to the left of file name entries in browser windows set to normal text mode, or to zero to suppress it.

**ShowTipOfTheDay:** Set this item to one to show the Tip of the Day window once a day when Graphic Workshop boots up, or to zero to suppress it.

**ShowViewTitlePath:** Set this item to one to include the complete paths of the file names displays in the caption bars for View and Crop mode, or to zero to just show the file names.

**SlideshowBackground:** This is the colour of the background displayed by the Slide Show function

**SlideshowFontName:** This is the name of the font used to display file names in a slide show.

**SlideshowFontSize:** This is the size of the font used to display file names in a slide show.

**SlideshowOptions:** This is a set of flags used by the Slide Show function.

**SmallTextFontSize:** This is the point size of the font used to display file names in the small text mode for browser windows.

**SmallThumbFontSize:** This is the point size of the font used to display file names in the small thumbnail mode for browser windows.

**StartMaximized:** Set this item to one to have Graphic Workshop start maximized, or to zero have it start at normal size. This item is set by the state of the Graphic Workshop main window when Graphic Workshop terminates.

**StatusBarSteps:** This is the granulation of the Graphic Workshop status bar. Smaller numbers will create a smoother status bar, but will slow down pretty well everything Graphic Workshop does.

**TextBrightness:** This is the brightness expansion factor for ASCII graphics created by converting pictures to TXT.

**TextCharacterLevels:** These are the characters used to represent grey levels in ASCII graphics.

**TextCommentExtension:** This is the file extension for automatically generated comments.

**TextContrast:** This is the contrast expansion factor for ASCII graphics created by converting pictures to TXT.

**TextDoubleCharacters:** Set this item to one to create ASCII graphics with two characters for each pixel. This produces a more realistic aspect ratio for ASCII graphics.

**TextFileLimit:** Set this item to one to limit text files to 80 by 25 characters when they're read by Graphic Workshop.

**TextWriteInfo:** Set this item to one to have Graphic Workshop write a text file with file information rather than an ASCII graphic when you convert to TXT.

**ThumbnailDatabaseOptions:** This is a set of flags used by the thumbnail database. Don't mess with it.

**TiffAlternateDetails:** Set this item to one to have the Details display for TIFF files use hexadecimal numbers.

**TiffOptions:** This is the current TIFF write option.

**TiffResolution:** This is the resolution value written to TIFF and PCX files.

**TipFontSize:** This is the font size used by tool tip windows.

**TipOfTheDay:** This is the current tip of the day.

**TipWait:** This is the delay value in milliseconds for tool top windows.

**TransformOptions:** This is a set of flags used by the Transform dialog.

**UntagAfterView:** Set this item to one to unselect files after viewing.

**UntagAfterProcess:** Set this item to one to unselect files after processing.

**UseRecycleBin:** Set this item to one to send deleted files to the recycle bin, or to zero to delete them immediately.

**UseTextCommentFiles:** Set this item to one to use text comment files. The Write File Comments option must be enabled for this item to be recognized. When Graphic Workshop writes file comments and this item is enabled, it will look for a file with the same name as the file being written and the file extension specified in the TextCommentExtension field. If a file by this name is found, it will use its contents for the file comments about to be written. Text comment files must be pure ASCII, not formatted word processor documents.

**UseVirtualMemoryAlways:** Always store files in virtual memory when they're being processed, even if there's enough real memory available. Leave this set to zero.

**VectorOptions:** This is the current vector read option.

**VersionNumber:** This is the current version number of Graphic Workshop. It's used by the patcher – don't mess with this.

**ViewCorruptedFiles:** Set this item to one to be prompted to view partial images if a corrupt file is read by the View function.

**ViewFileComments:** Set this item to one to have Graphic Workshop display file comments after you exit View mode if any are present.

**ViewGamma:** This is the View mode gamma compensation value, times 100. A value of 100 represents a gamma of 1.00, that is, no compensation. You probably won't need to change this unless you have an old, funky Windows screen driver.

**ViewModeBackground:** This is the background colour for View mode.

**VirtualMemoryDrive:** This is the ASCII value of the lower case letter of the drive where Graphic Workshop will store virtual memory files. 99 is drive C, 100 is drive D and so on.

**WriteFileComments:** Set this item to one to have Graphic Workshop write file comments to those formats which support them.

**WriteGIFInterlaced:** Set this item to one to have Graphic Workshop write interlaced GIF files.

**WriteJpegProgressive:** Set this item to one to have Graphic Workshop write progressive JPEG files, or to zero have it write conventional JPEG files. Be warned – most applications which read JPEG files don't read progressive ones.

**WriteOS2Bitmaps:** Set this item to one to write OS/2 BMP files, or to zero to write Windows BMP files.