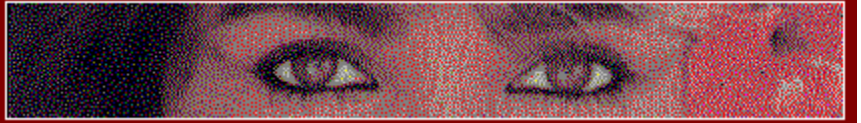


SELECT EXIT FROM THE FILE MENU TO QUIT



## **Please Read This Entire Document Before Proceeding**

# **NEW FEATURES OF GRAPHIC WORKSHOP**

**If you'd like to see this file again in the future, click on the What's New icon.  
Complete documentation for Graphic Workshop can be found by double clicking on the GWS  
Documentation icon.**

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### **RELEASE 1.1t**

**This release of Graphic Workshop for Windows includes the following new features and updates:**

- Graphic Workshop now features the extraordinary Pegasus JPEG libraries. This has reduced the read and write times for JPEG images and improved the image quality for JPEG-compressed files. See GWS Documentation for more about Pegasus.
- Improved the Print function to get around still more Deskjet problems and generally clean up the print function. There's a Centre Printed Images option available too.
- Added a Move and Copy Files function to the main window. This includes optional CRC checking to reduce the likelihood of incorrectly copied files to something less than the odds of winning a state-run lottery -- that is, very nearly impossible.
- Improved the PNG support. Please consider converting your GIF files to PNG... it will save you some disk space and help free the high seas of pirates.
- Added MPEG support. Note that you must have Windows 95, Windows NT or WIN32 installed in Windows 3.1 for the MPEG functions of Graphic Workshop to run. This is somewhat preliminary MPEG, with more to come in the next release.

- Added long file name support for Windows 95 users -- both of 'em.
- Improved the uudecoder -- Graphic Workshop will now prompt you for the sections of multiple-part uuencoded graphics.
- Plus several performance enhancements...

**There have been numerous other minor changes to this version of Graphic Workshop... as well as a few bug fixes. Please consult the GWS Documentation file for a more complete list of them.**

**NOTE: We have changed the names of some of the DLL files that accompany the sixteen-bit version of Graphic Workshop. If you have an earlier sixteen-bit version of Graphic Workshop installed on your system, you can delete the old DLL files to free up some disk space. Specifically, you can delete THNL.DLL, STAT.DLL, SPIN.DLL, GIF.DLL and PNG.DLL. They have been replaced by THNL16.DLL, STAT16.DLL, SPIN16.DLL, GIF16.DLL and PNG16.DLL.**