

PC (4.0 only): Photoshop was running fine before I switched video cards. Now that I have a Matrox MGA card, the redraw in Photoshop is excruciatingly slow. What should I do?

Start by making sure that you're using the latest driver for your video card. There's also an adjustment you can make that will considerably increase performance with your card.

First, quit out of Photoshop if it's running. Locate the file called "Photos40.ini" (it's in the "Prefs" folder inside your Photoshop folder), make a backup copy of it, and open it in a text editor—if you double-click on this file, it should open up in Notepad. Anyplace following the [Photoshop] line, add a new line and type the following text:

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INVERTDIB=0
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(Note that the character at the end of that line is a zero, not a capital letter O as in "Orange.") Then save the file in text format. Relaunch Photoshop and things should be much speedier.

PC/Mac (4.0 only): I recently upgraded to Photoshop 4.0, and now it's taking forever to open my files. The same files opened faster in Photoshop 3. Why?

There are several common causes for this kind of performance slowdown. Here are a few things to check.

Try turning down the image-cache setting. To do so, select "Memory & Image Cache..." (in Windows) or "Image Cache..." (on the Mac) from the Preferences submenu on the File menu. The default "Memory & Image Cache" (Windows) or "Image Cache" (Mac) setting level is 4; valid settings can range from 1 to 8.

When Photoshop 4.0 opens a file, it builds and stores (or "caches") multiple views of your document. These additional views speed up zooming, panning, and compositing within the document, but creating them in the first place takes time when you open the file. Higher "Memory & Image Cache" or "Image Cache" settings result in more views cached; this results in faster performance when panning and zooming, but causes opening files to take longer. If you prefer to forgo the cached views alto-

gether, simply set the cache level down to 1, which should make images load at the same speed as they did in Photoshop 3.0.x. (Of course, you'll then lose the performance benefits of image caching, but you can't have it both ways.)

Note that a high image-cache setting has a particularly pronounced effect on the time it takes to open TIFF files saved with LZW compression. If you're using files saved this way, you may want either to turn down the image-cache setting or to resave the TIFF files without LZW compression (or in some other graphics file format).

Disable the Detect Watermark plug-in if you don't use it frequently. Another thing to watch for is the Detect Watermark plug-in. When installed, this plug-in will check every image you open for an embedded digital watermark, which slows down the opening process. If you have this plug-in installed but don't actually use it often, you may want to disable it until you really need it. To disable the plug-in, just move it to someplace outside of the Photoshop folder and its subfolders, and then restart Photoshop. By the way, the Detect Watermark plug-in is not installed by default; if you do want to use it you'll need to copy it to your Photoshop plug-ins folder from the Photoshop 4.0 application CD-ROM. You'll find it in the GOODIES\PLUG_INS\DIGIMARC\DIGIOPEN.8BE folder (Windows) or in the Optional Plug-ins:Digimarc:Detect Watermark folder (Mac).

If you're on a Power Mac or AV Quadra, try the Enable Async I/O plug-in. Here's one last item for Mac users to check. On MacO/S computers using Power PC processors, Photoshop's Enable Async I/O plug-in can speed up all disk operations, including opening files. This plug-in allows asynchronous read/write operations to the hard disk under system 7.5.1 or later.

Under Photoshop 3.0.x, the Enable Async I/O plug-in is installed and enabled automatically, but under Photoshop 4.0 the plug-in is installed but disabled—its folder name has an Option + L character ("–") in it, making it invisible to Photoshop. To enable the plug-in, open the "Extensions" folder within your Photoshop plug-ins folder. Look for the folder called "– Enable Async I/O" and simply remove the special "–" character, changing the folder's name to "Enable Async I/O." Then restart Photoshop.

By the way, you can tell whether asynchronous read/write operations are enabled by looking in the efficiency indicator in the lower-left corner of your image window—make sure "Efficiency" is chosen from the drop-down menu there. If, next to the efficiency value, you see a "dagger" character (†) in Mac Photoshop 3.0.5 or an asterisk (*) in Mac Photoshop 4.0, you're getting the benefit of asynchronous disk operations. Note that for asynchronous disk operations to work on the Mac, a number of conditions must be met: you must be using an AV Quadra or a MacO/S computer with a Power PC processor; you must be running Photoshop 3.0 or later; Photoshop's Enable Async I/O plug-in must be loaded; and your hard disk must be formatted with a utility that's compatible with Apple's SCSI Manager 4.3.1 or newer.

PC/Mac (4.0 only): I have oodles of "third party" plug-ins—those from companies other than Adobe—that worked fine in Photoshop 3.0.x. Will they work in 4.0?

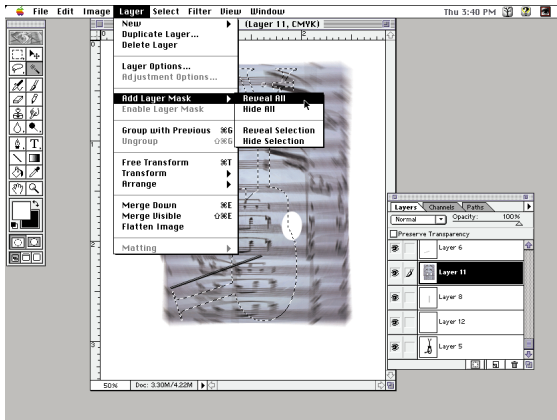
It depends on the plug-in. Some will undoubtedly work without a hitch in Photoshop 4.0, but others may need to be updated for compatibility. If you're having trouble with an older plug-in, contact the plug-in developer to see if an update is available.

Tip: PC/Mac 4.0 only**Gray be gone**

Are you tired of seeing that dull gray background when you're working in Photoshop's full-screen mode with the menu bar? (That's the mode you get by clicking the middle icon at the bottom of the toolbar; also, you can cycle through the three modes by pressing the F key on your keyboard.) You can change it to any color you like. Simply define a foreground color (click once on the foreground-color icon in the toolbar), then Shift-click with the paint-bucket tool anywhere on the gray background. Your foreground color fills the entire area.

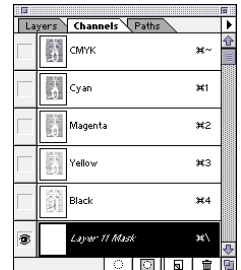
Altering this background is probably not a good idea if you're doing serious color work, since the background color can skew your color perception (a neutral gray minimizes this effect).

To get back to the neutral gray, define a foreground color of neutral gray (for instance, 0% C, 0% M, 0% Y, and 50% K, or 128 R, 128 G, and 128 B) and use the paint-bucket trick again.



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Create your layer mask: Make a selection and copy it to the Clipboard. Then, make sure the target layer in your target image is active. From the Add Layer Mask submenu of Photoshop's Layer menu, choose either "Hide All" or "Reveal All," depending on how you want your mask to behave. (If the Add Layer Mask submenu is grayed out, you probably have the Background layer targeted, or your document is in a color mode that doesn't support layers, such as "Indexed Color" or "Bitmap.")



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Target only the layer mask channel: In Photoshop's Channels palette, click in the layer mask channel's left-column spot to make its eye icon appear, and then click on all the other eye icons to make those channels inactive.



PC/Mac (4.0 only): In Photoshop 3.0, I could paste a selection into a layer mask. But if I try that in Photoshop 4.0, all I end up with is a new layer that contains what I just pasted. Is there a way in Photoshop 4.0 to paste a selection into a layer mask?

Yes. Here are the basic steps. For specific instructions, see the illustrations and captions above.

First, make a selection and copy it to the Clipboard. Next, create a layer mask (shown in step 1 above). Target only the layer mask channel using the Channels palette (shown in step 2 above). And finally, paste—your selection will become a floating selection in the layer-mask channel.

PC/Mac (4.0 only): I see that Photoshop 4.0 can save files in PDF format, but it doesn't always seem to be able to open PDF files. What's up with that?

Photoshop can open only those PDFs that were written by Photoshop. Other PDF files (such as those created by Adobe Acrobat or Illustrator) show up in Photoshop's "Open" dialog box, but when you try to open one, Photoshop displays an error message reading, "Could not open [filename] because this is not an Adobe Photoshop PDF image file."

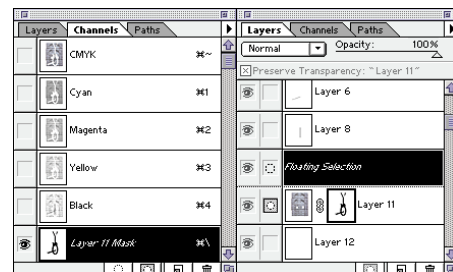
There is a way to get such a PDF file into Photoshop if you have Illustrator 5.5 or later: Use the "Open..." command within Illustrator to open the file, resave it as an Adobe Illustrator file, and then open and rasterize it in Photoshop.

PC/Mac (4.0 only): What has happened to the Amiga IFF plug-in? I used it all the time in Photoshop 3.0.x, and now it's gone. How can I get it back?

Don't worry, it hasn't vanished. Several of the less widely used Photoshop plug-ins are no longer installed by default, but are nonetheless included on the Photoshop application CD. These include both the Amiga IFF and Amiga HAM plug-ins. To use these plug-ins, just copy them from the Photoshop 4.0 application CD-ROM to Photoshop's designated plug-ins folder, and then re-

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Paste: Your selection will become a floating selection in the layer-mask channel.



start Photoshop. On Windows, the Amiga IFF plug-in is called "Aiff8b.8bi," and is located inside the GOODIES\PLUG-INS folder; on the Mac, it's called "Amiga IFF" and can be found in Other Goodies:Optional Plug-ins:File Format.

PC/Mac (4.0 only): I work in a service bureau where we routinely save high-resolution DCS EPS files from drum-scanner software. When I try to open these files in Photoshop 4.0, I get a dialog box asking for information about how to rasterize this "generic" EPS file; once the file is opened, it looks awful—like a low-resolution image. Also, my Scitex CT files with clipping paths open up in Photoshop 4.0 minus the clipping paths and all the image data that was outside the paths! These files used to open in Photoshop 3 just fine. What's going on here?

These problems are probably caused by the new generic EPS Parser in Photoshop 4.0. We'll explain in a minute, but first, the so-

lution: simply remove the EPS Parser plug-in from Photoshop's plug-ins folder. Under Windows, the file's called EPSParsr.8by, and it's located in PLUGINS\FORMATS; on the Mac, it's called "EPS Parser," and is in the "Parser" folder inside Photoshop's "Plug-ins" folder. Now restart Photoshop. Your EPS DCS and Scitex CT files should open properly.

Here's what's going on. Photoshop 3.0.x had no generic EPS parser—that is, no way to open EPS files created by most applications other than Photoshop or Illustrator. This meant that when Photoshop 3 opened your EPS DCS or Scitex CT files, they appeared to be files written by Photoshop, so it simply opened them up without any rasterization (conversion).

Photoshop 4.0 includes a generic EPS Parser that can rasterize most EPS files created by other applications (as long as they're written correctly by the creating application). With the EPS Parser plug-in installed, when Photoshop 4.0 encounters an EPS file it checks to see whether it was written by Photoshop. If it finds that it was written by Photoshop, Photoshop opens the file directly (i.e., with no conversion). If it finds that the file was written by Illustrator, it uses the generic EPS Parser to open it. And if it sees a file that appears to have been written by another application, Photoshop also invokes the generic EPS rasterizer—even if the image data doesn't need to be rasterized (as in the case of your EPS DCS or Scitex CT files).

As long as you don't need to open and rasterize vector EPS files (e.g., EPS files from Illustrator), you can leave the parser outside the Photoshop folder.

Mac only (2.5 and later): When I try to save files in the PICT format, I sometimes get an error message that says the image is too wide to be saved as a PICT. Is there some kind of width limit I'm exceeding?

Unfortunately, there is: Photoshop cannot save RGB PICT files that are wider than 4,096 pixels. To determine how wide your image is, choose "Image Size..." from the Image menu and, in the "Image Size" dialog box, set the "Width" field's unit to pixels. If the number there is greater than 4,096 (and your document is in RGB mode), you'll need to save the file in some format other than PICT, reduce the image's resolution or width, or change to some color mode other than RGB—the PICT format also supports the "Bitmap," "Grayscale," and "Indexed Color" modes.

Mac only (3.0 and later): Sometimes when I run the Displace filter on an image, things just seem to go haywire. The displacement doesn't work correctly, and I get some strange, hard-to-read text over my image that sometimes looks like it's in a bunch of different languages. What's going on here?

Don't worry—it isn't speaking in tongues. The problem stems from trying to use a file containing layers as your displacement map. Photoshop can't use files that contain layer information for a displacement map; when you try to use one, it displays text across your file warning you that something has gone wrong. Although it can be hard to read (it depends on your document), the text should say, "Photoshop 3.0 is required to open this file" in English and six other languages. Just

Tip: Mac only

Not-so-simple text

(3.0 and later) Ever need to open a file in Photoshop 3.0's native format but Photoshop wasn't handy to do the job itself? Here's a sneaky way out of this dilemma. (Use this trick only if you're in a real pinch, as it changes your image to a PICT and could therefore skew its colors or alter it in other undesirable ways.)

If you have SimpleText and QuickTime 2.5 installed on your Mac, humble little SimpleText can open a file saved in Photoshop 3.0's native format. Just launch SimpleText, select "Open..." from the File menu, and choose your Photoshop file. You'll be presented with another dialog box asking for a name to save the image to (by default SimpleText adds a "Picture" suffix to the original file's name). Click the "Save" button and your former Photoshop file will be saved in PICT format, and the resulting PICT file will open up in a SimpleText window.

There are certain types of Photoshop 3.0 native files that SimpleText can't open—for instance, files that contain layers. If it runs into a file it can't open, it'll display an image window that contains the message, "Photoshop 3.0 is required to open this file" in seven languages.

QuickTime 2.5 is available from Apple's World-Wide Web site at www.apple.com.

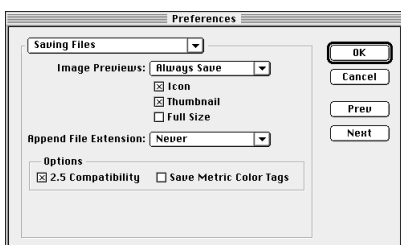
save a flattened copy of the image you're using for your displacement map, and it should work correctly.

Another way to prevent this is to save your files with the "2.5 Format Compatibility" option selected in the "More Preferences" dialog box (Photoshop 3.0) or the "Saving Files" portion of the "Preferences" dialog box (Photoshop 4.0). When you save a document with this on, Photoshop saves a flattened version of your image within your Photoshop file so Photoshop 2.5 (which doesn't support layers) can open it. By default this option is selected, but you may have deselected it in order to reduce the size of the Photoshop-format files you save.

Mac (4.0 only): I can't seem to get Photoshop 4.0 to run on my Mac. When I try to launch it I get a message that says something about DragLib. What on earth is DragLib?

DragLib is actually a shared library component that's part of the MacO/S software in System 7.1.3 and earlier. If you run System 7.1.2 and try to launch Photoshop, you'll get a message saying that DragLib is missing and Photoshop can't be launched. Fortunately, the fix is right there on your Photoshop 4.0 application CD.

Simply install the tryout version of Adobe PageMaker that you'll find inside the "Product Tryouts" folder on the CD (the "Minimum Install" option will work just fine)—doing so will install the files you need to fix the DragLib problem. Reboot your Mac, and Photoshop should launch successfully. ♦



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