

**Windows NT (5.0 only): I can't seem to find that new Adobe Gamma thingamabob, even though I just installed the whole program. Where is it?**

The new Adobe Gamma Control Panel—a utility that generates ICC monitor profiles and can adjust monitor display under certain conditions—cannot be automatically installed in the Control Panels folder under Windows NT due to limitations of that system. Under NT, if you want Adobe Gamma to appear in the Control Panel folder, copy the Adobe Gamma.cpl file from the Program Files\Common Files\Adobe\Calibration folder into the WINNT\System32 folder. Because Windows NT doesn't allow direct control of hardware by any application, Adobe Gamma can't affect the display on your monitor in NT. But you should still use Adobe Gamma to generate a monitor profile based on the settings (x and y values) given to you by your monitor manufacturer for white point and phosphors. These values will then be given to Adobe Photoshop 5.0 via the ICC profile you've generated with Adobe Gamma and will be used to calculate proper display of your images. For more information about this process, see the Technical Guides on Adobe's Web site.

**Micro Tip**

*Can't see extensions on your Windows files? In Explorer, choose Options from the View menu, click View, and uncheck Hide MS-DOS File Extensions For File Types That Are Registered. (In Windows NT, uncheck Hide File Extensions For Known File Types.)*

**Windows (3.0x and 4.0x): I'm having trouble pasting screen shots into Photoshop. The program doesn't always seem to remember what I last copied. Is there a way to fix this?**

Many users have told us that from time to time they can't paste a screen shot (taken by using the F13 or Print Screen key) into Photoshop for Windows; either nothing happens, or you keep getting the first thing you copied to the Clipboard. But you can make it work every time by adding lines to Photoshop's .INI file as described in the following procedure. (If you have a specific need for 96-ppi screen shots, see the second-to-last paragraph of this answer for a different method to obtain them.)

Exit Photoshop. Locate and double-click on the Photos40.ini (or Photos30.ini) file in the Prefs subfolder of the Photoshop folder. On a new line at the bottom of the file, type the following:

```
AlwaysImportClip=1
```

This line forces Photoshop to always (or always try to) import images from the Clipboard, regardless of their formats.

If you work with large screen shots (especially if your monitor is set to a high resolution, such as 1,024 by 1,280 pixels at 24-bit color), you can also force Photoshop to allow more data to be imported via the Clipboard. By default, Photoshop's Clipboard is limited to 4,096 K of data, but you can increase this limit by adding the following line to the Photos30.ini or Photos40.ini file:

```
MaxClip=xxxx
```

For xxxx, type a multiple of 1,024 that's larger than 4,096 (for example, MaxClip=5120, or MaxClip=8192). Then restart Photoshop after you've added the line(s) above.

You may find that colors shift in Windows screen shots when they're pasted into Photoshop. You should be able to avoid this if you change your Monitor Gamma to 2.2 (by default it's set to 1.8 in Photoshop 4.0). To do this, choose Monitor Setup from the Color Settings submenu of the File menu (in Photoshop 4.0) or from the Preferences submenu (in Photoshop 3.x), and type 2.2 in the Gamma field. This is the Gamma of Windows. If you're using Photoshop primarily for screen graphics, you may want to keep your Gamma at 2.2 to see your graphics as they'll display in other applications. If you're working primarily with natural images for print, you may want to change the Gamma back to 1.8. See "The Full Gamut" on page 51 for more information on Gamma settings.

You may also have noticed that screen shots get pasted in at a resolution of 72 ppi, even though Windows monitors typically have a screen resolution of 96 ppi. If you happen to need 96-ppi screen shots in Photoshop, you can get them by first pasting from the Clipboard into Windows Paint (from the Start menu, choose Paint from the Accessories submenu of the Programs menu). Once your data is in Paint, save it, select all, copy again, switch to Photoshop, and paste one last time. Incidentally, this technique would solve your initial problem with pasting screen shots—with the added benefit of not having to edit your .INI file.

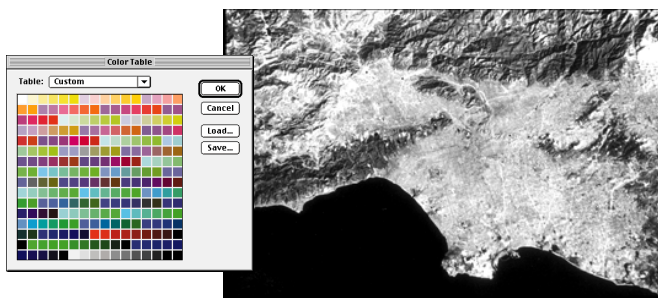
For lots more information about capturing screen shots, see "Hot Shots" by Olav Martin Kvern on page 61.

**Windows/Mac: I have a grayscale image that I'd like to convert to a false-color image for a scientific application. Is there any way to do this without painting every last pixel?**

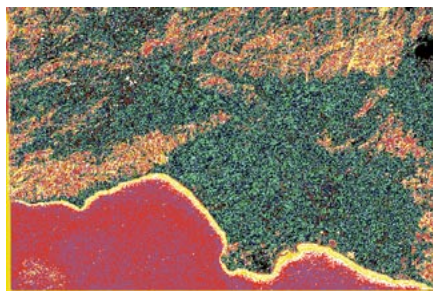


You bet. This is one of the things that indexed color does best. In fact, in the old days before the Web became so prevalent, this was a typical use for indexed color. Here's what you need to do. Convert your grayscale image to indexed color by choosing Indexed Color from the Mode submenu of the Image menu. Then choose Color Table from the Mode submenu of the Image menu. In the Color Table dialog box, you can choose from among the built-in color tables that are supplied with Photoshop—Black Body, Grayscale, Mac OS System, Spectrum, or Windows System—or you can choose Custom and create a color table to meet your specific needs. In either case, the gray levels in your image will be remapped to the new color table.

Depending on the effect you're trying to achieve, it may take some editing and massaging to get the custom color table just right, but once you do, you'll want to save it. That way, any time you want to convert a grayscale image to your particular flavor of false color, you can just switch to indexed-color mode and load your custom table.



*False color conversions such as the one pictured here are useful in isolating topographical features on complex maps.*



**Micro Tip**  
*Toggle Preserve Transparency on or off for any nonbackground layer using the Forward Slash (/) key.*

**Windows/Mac (5.0 only): I'm running an older system and I'm afraid that the new multiple-undo feature will really slow down my computer. Is there anything I can do about that, besides buying a new, faster computer?**

Although we're always tempted to suggest that you exploit every excuse to run out and buy a faster computer, in this case that's really not necessary. The addition of Photoshop's History palette/multiple-undo feature really shouldn't slow things down very much at all. Try it out for a while and see if you think, as we do, that this new feature hardly affects performance. If you find that you would rather not have all those undos available, you can limit Photoshop to a single undo, or just a few. (You set the Maximum History States option from the History Options menu in the History palette.) You can also use the Purge command from Photoshop's Edit menu to clear out the steps in your History palette.

**Windows/Mac (5.0 only): Whenever I open a file in Photoshop 5.0, it says "converting colors." How can I stop it from changing my files?**

By changing your defaults. Photoshop uses the program's default color settings and may convert files as you open them into its current working color space (which it reads from the ICC profile information specified in the RGB and CMYK Setup dialog boxes from the Color Settings submenu of the File menu). Of course, this will occur only when the file is from an earlier version of Photoshop or was defined with a different color space than the current one. For best results you should calibrate your system, select an appropriate working color space, and set your Assumed Profiles preferences correctly. It's when your Profile Setup isn't accurate

that you may see shifting colors in your files as you open them.

For the most part, you *do* want Photoshop to convert your files into the (appropriate) current working color space. (If you don't, they will still be in the other space, and they won't display accurately.) But in some cases—most notably, for Web images—you should probably turn off Photoshop's color management and not convert your files when you open them.

To control how files open in Photoshop, choose Profile Setup from the Color Settings submenu of the File menu. In the Profile Setup dialog box, choose None for all the options under Assumed Profile and Ask When Opening for all the options under Profile Mismatch Handling. Now you can control each image individually and avoid unwanted changes.

For more information, you can obtain two detailed Technical Guides on color management in Photoshop on our Web site at [www.adobe.com/supportservice/custsupport/TECHGUIDE/PSHOP/html](http://www.adobe.com/supportservice/custsupport/TECHGUIDE/PSHOP/html). Also, make sure you check out "The Full Gamut" by Bruce Fraser on page 51 of this issue.

**Windows/Mac (5.0 only): When I have Black Ink selected for my grayscale setup in Photoshop 5.0, I see a different preview than I did in Photoshop 4.0. What has changed?**

What's changed is the approach. Adobe received feedback from prepress professionals who thought that the dot-gain values that had been used in Photoshop 4.0 (and earlier) produced results that were too dark. So in Photoshop 5.0 the algorithm's been changed, and this should result in better (but lighter) results. There is no simple conversion for going between new dot-gain numbers and old numbers, but if you would prefer to use the old dot-gain numbers from Photoshop 4.0, you can bring those into Photoshop 5.0. Here's how.

1. In Photoshop 4.0, choose Printing Inks Setup from the Color Settings submenu of the File menu. In the Printing Inks Setup dialog box, make sure your preferred standard is selected, and then click Save.
2. Store the resulting printing-inks file in a logical place where you'll be able to find it, preferably in a place where it will be backed up (in Windows, this custom file will be saved with the extension .API). Click Save again and then click OK.
3. Switch to Photoshop 5.0 and load the custom dot-gain settings in the CMYK Setup dialog box (choose CMYK Setup from the Color Settings submenu of the File menu).
4. In CMYK Setup, make sure that the Built-in option is selected for CMYK Model type, click Load to load your custom API file, and then click OK.

**Windows/Mac (5.0 only): I wanted to throw away my Photoshop 5.0 Prefs file, but it's not there anymore. What did you guys do with it?**

The Photoshop 5.0 preferences have been moved and subdivided: one overall file has been made into three separate files for your benefit. The three files are named Adobe Photoshop 5 Prefs.psp, Color Settings.psp, and Actions Palette.psp (Windows) and Adobe Photoshop 5 Prefs, Color Settings, and Actions Palette (Mac). You can find them in the Adobe Photoshop Settings subfolder of your Photoshop 5.0 folder.

Why are three Preferences files better than one? If, heaven forbid, one of Photoshop's Preferences files were to become corrupt and you decided to throw it away, it wouldn't take all the other

**Tip: Windows/Mac (5.0 only)**

**Disk space: the sky's (almost) the limit**

*In previous versions of Photoshop, if you worked on very large files, you might have occasionally exceeded the limits of Photoshop's available scratch-disk space (which was limited to a maximum of two scratch-disk files, each of which were limited to a maximum of 2 GB). Now the limits on the amount of accessible scratch-disk space have been raised dramatically.*

*Photoshop 5.0 supports up to four scratch-disk volumes (you can see this by choosing Scratch Disks from the Preferences submenu of the File menu). Photoshop will write scratch-disk files to the first designated drives, beginning a new file after the first one reaches a size of 2 GB (which is the largest file size that Photoshop can handle) and creating additional scratch-disk files on the same volume until the space is exhausted. If necessary, Photoshop will write additional scratch-disk files to your next designated scratch-disk volume, and the process will continue from there.*

*Photoshop 5.0 supports a maximum of 100 scratch-disk files, each of which can be a maximum of 2 GB, for a total of up to 200 GB (this is not a typo) of space—assuming, of course, that you can afford that much disk space. We hope you never have to work on a file that big!*

preferences down with it. For example, if you've created some elaborate Actions that you haven't saved to a separate file (shame on you!), and you had to delete the general or the color Preferences file, you wouldn't lose your Actions settings.

**Windows/Mac (5.0 only): I'm having trouble cropping images. When I drag the crop boundary near the edge of the image window, it snaps to the edge of the window and seems to hug that edge no matter what I do. Sometimes it's helpful, but other times it's really annoying. Isn't there some way to get it to stop being so clingy when I don't want it to?**

Yes, don't fret; you can tame the crop rather than having the crop tame you. When you drag to define an area with the crop tool in Photoshop 5.0, you can resize that area before you actually crop it. You can even drag the crop border out beyond the edge of the canvas, which actually provides a sneaky way to enlarge the canvas (we like to call this "reverse cropping"). Because you may not always want to drag your cropping bounding box beyond the edge of the canvas, the crop border is set up by default to snap to the document edge when you get near it, as a safeguard. That's what is bothering you now.

To temporarily disable this "sticky" behavior, first make an initial selection with the crop tool and then hold down Ctrl (Windows) or Command (Mac) as you drag to refine the selection area. Ctrl or Command prevents the cropping boundary from snapping to the edges as you cross them.

**Windows/Mac: Can Photoshop create animated GIFs?**

Sorry, Photoshop itself doesn't do animation, but if you're looking for an easy way to animate images that were created in Photoshop, check out Adobe ImageReady, a new optimization program for Web graphics. One good timesaving idea is to create your animation using Photoshop layers and then open the Photoshop file in ImageReady—ImageReady and Photoshop can exchange files seamlessly with all layers and layer effects intact. Once the file is opened in ImageReady, choose Make Frames From Layers from ImageReady's Layers palette; ImageReady will automatically generate an animated sequence from your layers.

If you're not already familiar with the program, see "Take It Online" in the Adobe Announces section of *Adobe Magazine*, Summer 1998, page 16, or go to [www.adobe.com/prodindex/imageready/main.html](http://www.adobe.com/prodindex/imageready/main.html) for more information about ImageReady.

**Windows/Mac: When I added some new plug-in filters, some of my old ones disappeared. What happened?**

Adding the new filters probably put you over the limit of what the basic Filter menu can show. Look on the Other submenu of the Filter menu; all of your "missing" filters should show up there.

Beyond the standard, automatically installed filters that always appear on the Filter menu, Photoshop can handle 13 more categories below the line near the bottom of the menu. All additional ones will appear under the Other submenu. ♦

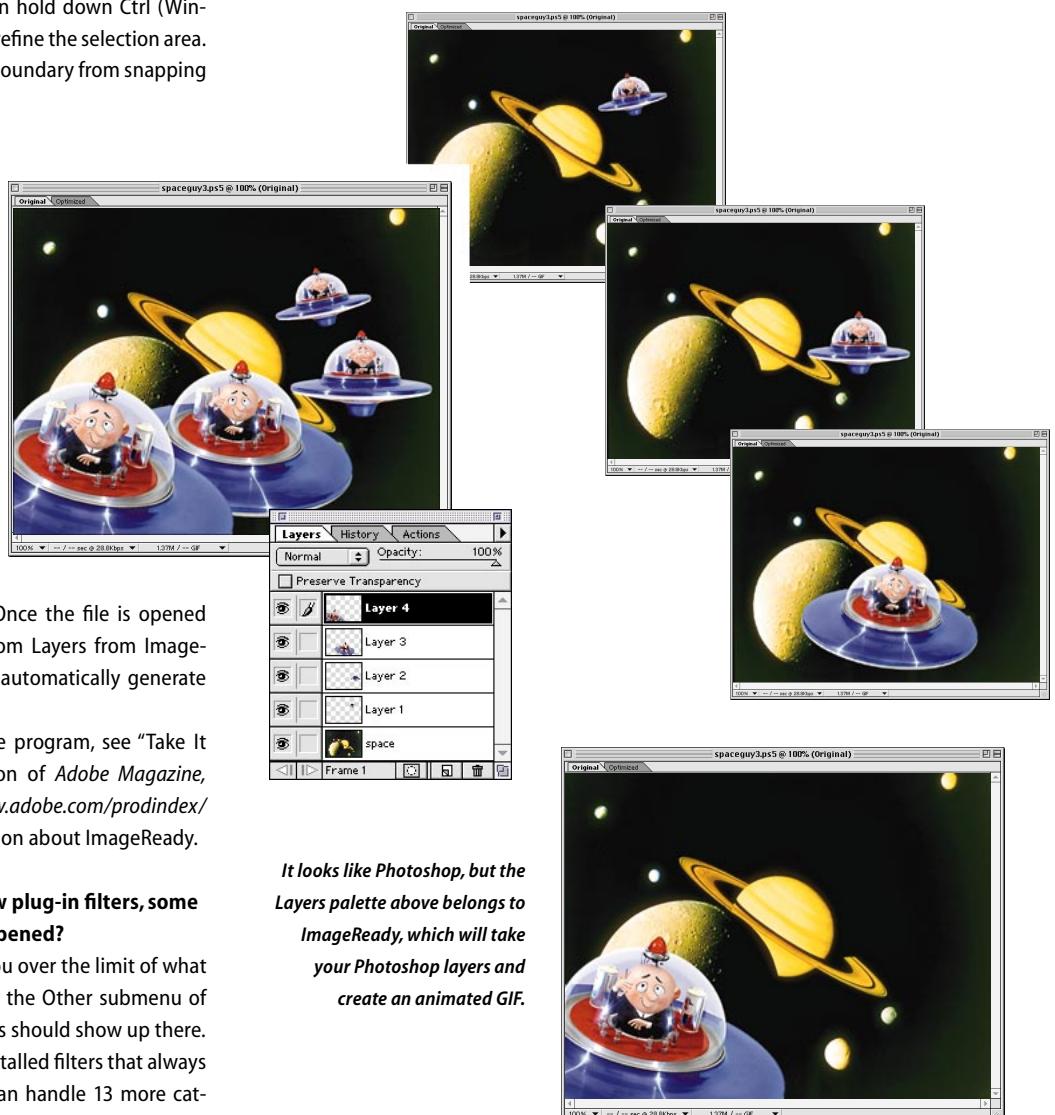
### Tip: Windows/Mac (5.0 only)

#### Trouble with your upgrade serial number?

If you have purchased Photoshop 5.0 as an upgrade (that is, you owned and used an earlier version of the product), be aware that it requires the serial number from your previous version of Photoshop—upgrade versions don't have their own serial number. The seven-digit number on the Photoshop 5.0 upgrade registration card (for example, PWW501V) may look like a serial number, but it's just a tracking code that Adobe uses internally for processing registrations.

If you've removed Photoshop 4.0, please be aware that you must retain your original Photoshop media—the diskette or CD from the version that has the serial number—as well as the previous serial number itself. You'll need these items to install the upgrade and for any future reinstalls.

If you have any trouble with your serial number, call Adobe Customer Services at (800) 492-3623.



*It looks like Photoshop, but the Layers palette above belongs to ImageReady, which will take your Photoshop layers and create an animated GIF.*