QuickShow Light for Windows
by Alchemy Mindworks Inc.

QuickShow Light for Windows is neither freeware, shareware or commercial software. It's bookware. If you like *QuickShow Light for Windows*, please read Steven William Rimmer's new novel **The Order**, ISBN 1-895268-02-8, published by Jam Ink Publishing. If you enjoy it, tell your friends about it. Send us your comments about **The Order**, a photocopy of the cover and your receipt from the bookshop where you bought it and we'll consider you a registered user of *QuickShow Light for Windows*.

Alternately, send us $40.00, the normal registration fee for this package. The book's a lot cheaper, and generally more fun.

If you can't find **The Order** locally, you can order it through Alchemy Mindworks Inc. The cost is $6.99 plus shipping ($2.50 in Canada, $3.00 to the US, $4.50 international). We can accept payment by cheque, Visa or American Express. We are:

> **Alchemy Mindworks Inc.**
> **P.O. Box 500**
> **Beeton, Ontario**
> **CANADA**
> **L0G 1A0**

You can also order by phone at 1-800-263-1138 or 1-905-729-4969. See **BOOKWARE.WRI** for complete information.

Registered users of *QuickShow Light for Windows* are entitled to good karma and a number to shut off the beg notice. Also included will be the opportunity not to be turned into a light lunch by a leather-winged demon of the night. Please see the section of this document which deals with shareware and registration.

Introduction
QuickShow Light for Windows is a simple multimedia slide show package for image

files. It will allow you to quickly assemble slide shows of images. Each slide can have distinct display characteristics. Individual slides can have special effects provided by WAV, MIDI and Video for Windows AVI files. A slide show can be as simple or as complex as you like.

Here are some examples of setting up slide shows under *QuickShow Light for Windows*:

- Click on the Tag All button, click on the Show button and all the images in your current directory will be shown at intervals of about five seconds.
- Click on the Tag All button, use the Defaults dialog to adjust the global display characteristics, click on the Show button, and all the images in your current directory will be shown at intervals of whatever you like with your choice of matt colours, framing and special effects.
- Select the images you want to view and click on Show to display selected pictures.
- Select the images you want to view and double click on selected images to assign them specific display characteristics. Then click on Show to display the selected pictures. Display characteristics include things like the display time, the matt colour, where the image will appear on your screen, how it will be framed and titled and what special affects will accompany it.

Complex slide shows can be saved to disk and recalled for later use.

QuickShow Light for Windows has been designed to be simple enough for young children, politicians and most species of single-celled organisms to operate successfully.

NOTE: If your slide shows include special effects, you must have the MCI drivers for Wave Audio, MIDI and AVI Video for Windows installed in your Windows Control Panel Drivers applet prior to using *QuickShow Light for Windows* or nothing very interesting will happen.

QuickShow Light requires a minimum of four megabytes of memory to run reliably, with eight megabytes preferable. Larger images may require more memory still.

Supported File Formats
QuickShow light supports most bitmapped graphic file formats. Here's the complete list:

MacPaint	Monochrome image files from Macintosh systems
GEM/IMG	Primarily used by Ventura Publisher
PC Paintbrush PCX	The native file format of Z-Soft's PC Paintbrush software
CompuServe GIF	Among the most widely used PC image file formats
TIFF	Supports them all, including Group III, IV and LZW
Deluxe Paint/Amiga IFF/LBM	Only supports pure IFF files and Delux Paint LBM files
PC Paint Pictor PIC	Supports them all, including high colour PIC
Truevision Targa	Supports all Targa files
Windows /OS2 BMP/DIB	Supports all BMP files, including those from OS/2
Windows 3 RLE	Supports most Windows RLE files
Microsoft Paint MSP	This is the old monochrome paint format from Windows 2

Halo CUT	This is the very obscure Halo cut format
PFS:First Publisher ART	Only supports uncompressed ART files
JPEG JPG	All JPEG files will be displayed in 256 colours
Kodak Photo-CD	All PCD files will be displayed at PCD_BASE resolution
Sun Raster RAS	These are files from Sun unix workstations
HRZ SSTV	These are high colour slow scan television files
WordPerfect Graphics WPG	Only supports bitmapped WPG files. If your WPG files do not display they are vector files, and are not supported by *QuickShow Light for Windows.*

You can tag up a variety of different file types for a slide show. *QuickShow Light* will sort them out.

Note that *QuickShow Light for Windows* does not support vector file formats such as DXF, CGM, CDR, EPS and so on, nor is it likely to in the immediate future.

QuickShow Light may run on systems with four megabytes of memory. To reliably display large pictures, JPEG or Photo-CD files, some TIFF files and images on systems with high colour or true colour displays we recommend a minimum of eight megabytes of memory.

QuickShow Light will display images based on your current Windows screen driver. If there is insufficient colour depth in your current driver, it will dither. Dithered images can look coarse and a bit ugly, especially sixteen colour dithers. If your displayed images don't look right, obtain the appropriate super VGA Windows screen driver for your display card and install it.

Running QuickShow Light for Windows
When you first boot up *QuickShow Light for Windows*, you will see a listing of all the files in your current directory which *QuickShow Light* knows how to display. The button bar at the top of the *QuickShow* window provides access to its commonly used functions. These functions are duplicated in its menu items as well.

You can change directories from within *QuickShow Light for Windows* by double-clicking on a drive or directory entry, or by opening the Change Directory dialog from the File menu.

Only tagged files will be displayed. You can tag individual files by clicking once on them. Clicking a second time will untag previously tagged files. You can tag all the files in a directory by clicking on the Tag All button.

With one or more files tagged, click on the Show button to begin your slide show. There will be a brief wait while your first file is loaded. Note that this is not a nag screen... it takes a few seconds for the first image to load.

Left to its own devices, *QuickShow* will display each of your tagged images and then return you to the main *QuickShow* window. By default, you can abort a slide show by clicking once with the right button of your mouse. There will be a brief delay while

QuickShow does some housekeeping.

The action of the right mouse button is defined in the QuickShow Setup dialog. However it's configured, holding down the Shift key and clicking the right mouse button will always stop the current show and holding down the Ctrl key and clicking the right mouse button will always proceed immediately to the next image in the show.

Images can be painted on your screen during a show in one of a number of ways, called "transitions". The simplest is painting it on your screen, a **normal** transition. More elaborate transitions include wipes from various directions, tiling an image, rastering an image and so on. The transition for an image can be set in its Defaults dialog. If you select **random**, one of the available transition functions will be selected randomly. Each image has two transitions... one for painting your picture on your screen, the **In** transition, and one for removing it, the **Out** transition. Transitions will not work for pictures smaller than 64 pixels in either direction... the normal transition will be used in these cases.

Display Defaults
The default display characteristics of a *QuickShow* slide show define the delay time, matt colour, image framing, title and effects of any for those images in the show that don't have specific display characteristics assigned to them. You can adjust the default display characteristics by clicking on the Defaults button in the *QuickShow* window. A dialog will appear. Here's what its items do:

Time delay: Sets the number of seconds between images. Note that this is actually the minimum delay time... it might increase if it takes a while to load the next image in a slide show.
Orientation: Sets the location of the image on your screen, assuming the image is smaller than the screen it will be displayed on.
Image Frame: Defines how the image will be framed. You can have no frame, a simple black frame or various three dimensional frames. Frames with titles will display the title text, to be discussed in a moment. The complex frame with titling may truncate your title text if the text is too long to fit. Note that the framing options assume there's enough room on your screen to draw the image you've asked to display and a frame around it. If the image is too large, some or all of its frame may be invisible.
Effect: The effect field should contain the path to a WAV, MID or AVI file which is to be played when an image is first displayed. Click on the Browse button to locate the file you'd like to use. If the file can't found or can't be played when you run your slide show, it will be ignored. If this field is blank, no effect will be used. Keep in mind that if you assign an effect for a slide show as a default, it will play for every image which uses the default display characteristics.
Terminate with Image: If an effect begins playing with this image, it will terminate when the image does if this option is enabled. Otherwise, it will continue into subsequwnt images until it runs out or until the show is stopped. Subsequent effects will be ignored as long as the current effect is playing.
Title: This is the text which will be displayed below each image if you select an Image

Frame option which includes a title. If this field is blank, the individual titles of the images being displayed will be used.

Loop: If this item is enabled, the slide show will run continuously. When the last image is reached the show will start over. It will keep running until it's aborted with the right mouse button. If this item not enabled, the show will run once and stop.

Transition: The In item selects the transition effect which brings an image into view. The Out item selects the effect which removes an image from your screen. The Normal selection will display images with no effect. The Random selection will ransomly select one of the available transitions.

Colour: This sets the colour for the background matt, that is, the area between your image and the edge of your monitor. It's grey by default. The current background colour will be displayed in the Background Colour field. Note that if you'll be using an Image Frame option with a title, dithered background colours don't make for particularly readable text. Some frame options don't work with some colour choices, and frames will not show up against a black background.

Specific Displays

Each image in a slide show can have its own specific characteristics which will override the defaults. To set the specific characteristics for an image, double click on it. A dialog like the one for the Defaults function will appear. Anything you set in this dialog will only affect the image you have double clicked on. There are a few changes in this dialog, to wit:

Use Current Defaults: If this item is selected, the current defaults will be selected and none of the other fields in this dialog will be active. If it's not selected, you can edit the fields in the dialog to assign specific characteristics to this image.

View: Click on this button to see your image as it will appear in a slide show.

A thumbnail of your selected image will appear in the upper right corner of this dialog if:
- A THN file for the image has previously been created with Graphic Workshop for Windows. See the discussion of Graphic Workshop for Windows later in this document.
- The image has come from a Kodak Photo CD. Note that as fetching thumbnails from a Photo CD is fairly time consuming, you can switch off thumbnails in this case through the Setup function of *QuickShow Light*.

Other Functions

To rename files, select all the ones you want to rename and select Rename from the File menu. A dialog will appear for each file, allowing you to enter a new name for it. Note that renamed files will always have the same extensions as their original names had.

To delete files, select all the ones you want to rename and select Delete from the File menu.

The Setup function of the File menu will allow you to enter your name and registration number at such time as you register *QuickShow Light*, as well as to adjust some of its

characteristics. Note that your name and number must match the name and number on the letter we send you. The case, spacing and punctuation matter.

The Use Photo CD Thumbnails setting determines whether the Details dialog will display thumbnails for Photo CD images.

The Alternate Display Driver setting determines how *QuickShow Light* will display large images. If you encounter images which don't display, or don't display correctly, toggle this. Some super VGA Windows screen drivers get a bit peculiar when they're confronted by large pictures.

When you exit *QuickShow Light*, your current window location and other parameters will be saved. They'll be restored the next time you run *QuickShow Light*.

The About dialog for *QuickShow Light* will be a grey window with a unicorn for registered users and a black window with a woodcut of a woman for unregistered users. Registered users can see the unregistered About dialog by holding down the left shift key and selecting About. If you hold down the left shift key and click on the Ok button of the unregistered dialog, a window will appear with the version numbers of the DLLs that *QuickShow Light* uses. This may be important if you find odd things happening when you run *QuickShow.*

Navigating While a Show is in Progress
If you click the left mouse button while an image is being displayed, a dialog will appear to allow you to choose the next image to be displayed. Note that this dialog may not pop up immediately if you click while the next image in the show is being loaded. The navigation dialog will allow you to select the next image, the previous image or any other image in the current slide show. To select an image from the list, double click on the image you want to display next, or click one on the image and then on Ok.

The right mouse button may perform one of several functions, depending on how you have configured it in the Setup dialog. Its current function will be displayed in the navigation dialog called up by the left mouse button, and in the prompt screen which appears prior to the first image appearing in a show.

If you hold down the Ctrl key and click on the right mouse button, the next image will be displayed. If you hold down the Shift key and click on the right mouse button, the current show will terminate. These functions will be available no matter which option you have assigned to the right mouse button in the Setup dialog.

Loading and Saving Slide Shows
You can save a particular set of display characteristics and defaults for the files in a directory as an SHW file. If it's subsequently loaded back into *QuickShow Light* all the previously tagged files will be retagged and assigned their former display characteristics.

While you can save SHW files anywhere you like, they always pertain to the files in a

particular directory. If you load an SHW file from a previous session and some or all of the files it expects to find in your current directory are missing, they'll be ignored.

Note that an SHW file is text... it can be edited with Windows Notepad. Be very careful if you attempt to do so... *QuickShow Light* can get somewhat cross if it's confronted by a mangled SHW file.

If you wish to create slide shows of files on a CD-ROM, you'll have to store your SHW files somewhere else.

There are two particular SHW files that *QuickShow Light* looks for when it first boots up or changes directories. If it finds a file called AUTOLOAD.SHW, it will automatically load it. If it finds a file called AUTOEXEC.SHW, it will automatically load and play it.

Technical Support
Please do not call our 800 number for technical support. There is no one there who can answer technical questions. They can only take credit card orders.

Technical support is available at 1-905-729-3831, 10:00am to 5:00pm EST most business days. If you call and get an answering machine... it does happen... please try back later. We are unable to return calls for technical support.

You can also contact us by FAX at 1-905-729-4156, by modem at 1-905-729-4609 or by mail at the address to be found later in this document. Our CompuServe account is 70451,2734.

We will provide limited technical support to unregistered users, at our discretion, to help you evaluate this software.

Please keep in mind that one of the reasons that this package is very inexpensive is that its price does not include the overhead for a large technical support organization. Before you contact us, please read this document in its entirety.

If you contact us for technical support, please be prepared to tell us what type of computer you're using, how much memory it supports, the version of DOS and Windows you're using, what type of display card is in your system, how many colours your current Windows screen driver supports and the nature of the file or files that are giving you trouble.

Shareware and Registration
If you like *QuickShow Light* and find it useful, you are requested to support it, as outlined at the beginning of this document. Doing so will entitle you to telephone support, notification of updates, and other worthwhile things. It will also avail you of a registration number to shut off the closing beg notice. More to the point, though, it'll make you feel good. We've not infested *QuickShow Light* with excessive beg notices, crippled it or had it verbally insult you after ten days. We trust you to support this

software if you like it.

If you want to see additional features in *QuickShow*, register it. If we had an Arcturian mega-dollar for everyone who has said they'd most certainly register their copy if we'd add just one more thing to it, we could buy ourselves a universe and retire.

Oh yes, should you fail to support this program and continue to use it, a leather winged demon of the night will tear itself, shrieking blood and fury, from the endless caverns of the nether world, hurl itself into the darkness with a thirst for blood on its slavering fangs and search the very threads of time for the throbbing of your heartbeat. Just thought you'd want to know that.

Our address is:

Alchemy Mindworks Inc.
P.O. Box 500
Beeton, Ontario
L0G 1A0
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Our ordering line is:	**1-800-263-1138** from the US and Canada
	1-905-729-4969 from elsewhere
Our FAX line is:	**1-905-729-4156**
Our BBS line is:	**1-905-729-4609**
Our CompuServe ID is:	**70451,2734**
Our Internet address is:	**alchemy@accesspt.north.net**

QuickShow Heavy
The existence of a light version of *QuickShow Light* probably implies that there must be a heavy one about. The full version of *QuickShow for Windows* includes the facilities of the light version, plus:

- A drag and drop interface to arrange slide shows interactively
- Optional on the fly scaling for large images
- Optional 24-bit reading for Photo CD and JPEG images
- A DOS run-time... it does everything the Windows version does, save for special effects
- Branching and interactive slide shows
- Textured and gradient matts
- More elaborate text and titling options
- ... and quite a bit more.

The complete version of QuickShow for Windows is expected in late 1994 as of this writing.

One of the reasons we've released *QuickShow Light* as bookware was to see if there's sufficient interest in this sort of application to warrant the eighteen-hour days and general

bartering with the gods involved in completing the full version of the package.

If you register *QuickShow Light*, you'll be entitled to a discount on the registration fee of the full version of *QuickShow for Windows* at such time as it's released if you'd like to upgrade to it.

We will be most interested to hear any suggestions registered users of *QuickShow Light* have for the complete version.

Roll Your Own
If you're interested in writing your own multimedia applications, you might want to have a look at the book *Multimedia Programming for Windows*, by Steven William Rimmer, published by Windcrest/McGraw Hill (ISBN 0-8306-4539-X). It includes source code for applications to play WAV, MIDI and AVI files, to display and animate bitmaps, to play CD Audio and to work with Photo-CD images through the Kodak Photo-CD libraries. It also includes a CD-ROM with about a hundred megabytes of example graphics, sounds, music, movies and PCD files... as well as some traditional music audio tracks.

Advanced Multimedia Programming for Windows, by Steven William Rimmer, offers a more detailed discussion of numerous elements of multimedia, including writing your own screen savers, using Video for Windows 1.1, recording MIDI files and creating special effect bitmap transitions like the ones in QuickShow. It's due out in late 1994.

If you're interested in writing programs which use graphics, you'll find everything you need to know in *Bitmapped Graphics, second edition*, by Steven William Rimmer. It's published by Windcrest/McGraw Hill (ISBN 0-8306-4208-0). It features code to pack and unpack MacPaint, IMG, PCX, GIF and TIFF files, as well as chapters on screen drivers, dithering and printing.

An additional book on this subject, *Supercharged Bitmapped Graphics*, published by Windcrest/McGraw Hill (ISBN 0-8306-3788-5), discusses the GIF 89a, WordPerfect, BMP, IFF/LBM, TGA, MSP, 24-bit PCX and colour TIFF file formats, as well as such subjects as colour dithering and colour printing.

Bitmapped Graphics for Windows, by Steven William Rimmer, published by Windcrest/McGraw Hill (ISBN 0-8306-4206-4), deals with the most popular image file formats in a Windows environment.

Super VGA Graphics, by Steven William Rimmer, published by Windcrest/McGraw Hill (ISBN 0-8306-4428-8), will provide you with extensive source code to work with super VGA graphic functions. It deals with sixteen, 256 and 32,768 colour displays. It will show you how to read and write GIF and PCX files, draw graphic objects, manage buttons and a mouse cursor, use image fragments, print graphics to a number of output devices and write a 256-colour arcade game, among other things.

Constructing Windows Dialogs, published by Windcrest McGraw Hill (ISBN 0-07-053009-2), is an exhaustive programmer's resource for everything to do with Windows and its user interface. Learn how to work both with the standard Windows control elements and several third party control libraries, such as CTL3D and BWCC. Also included are chapters dealing with the Windows common dialog library, adding WAV files and other multimedia elements to your applications, adding graphics to your dialogs and writing custom control libraries.

Canned Code for DOS and Windows, published by Windcrest/McGraw Hill (ISBN 0-8306-4512-8), is a toolbox of functions to handle innumerable awkward tasks that crop up in writing software. Amongst its pages you'll find functions to do high speed screen access, display a PCX file, access a dBASE DBF database, unpack a WordPerfect document, draw a fractal, play music, use a mouse, drive a laser printer, generate fireworks and a great deal more.

If your local bookstore doesn't have these books, they can be mail or phone ordered from Christies of Cookstown, P.O. Box 392, Cookstown, Ontario L0L 1L0, Canada. Their phone number is 1-705-458-1562. It has a FAX machine on it after hours. As of this writing, they're open seven days a week.

Bundling *QuickShow Light*
If you'd like to include *QuickShow Light* with your product, please get in touch with us. We have several ways to help you do this so your users get the most out of our software and we won't have to set our leather winged demon of the night on 'em.

Shareware Distributors
We will, at our discretion, send out disks of our shareware applications to shareware distributors. Alternately, you can download the current versions of our applications from our bulletin board at 1-905-729-4609.

We encourage you to use our bulletin board, as it will allow you to keep your copies of our applications up to date.

If you obtain current copies of our shareware, you have our permission to distribute them under the following terms. No written permission from us is required if you abide by these terms.

> That nothing be added to, deleted from or changed in the archive files which contain our packages. This includes adding ZIP file comments to them.

> That our shareware is not included in or bundled with other hardware or software without our written permission.

> That no printed documentation regarding our shareware is included with the package without our written permission.

That hard copy explaining that our packages are shareware is included with the disks.

That no more than $10.00 (US) be charged for the distribution of whatever package our applications are part of. If you will be charging more than this, please get in touch with us for bundling rates.

You do have our permission to copy the ZIP files from our quad density disks to multiple lower density disks for distribution.

Please note that if you would like to distribute *QuickShow Light* in "rack" packaging, that is, in a store rather than directly from a shareware distributor, we request that you contact us for permission to do so. We will require a proof copy of the packaging you intend to use prior to giving our consent for rack packaging.

Revision History
Version 1.1a - General rewrite and improvements... added a navigation dialog to jump between images. Added special effect transitions. Added the option to allow special effects to run over multiple images.

Version 1.0b - Fixed a bug that created erratic slide shows in very large directories. Fixed a cosmetic bug which manifested itself when changing slides on some display adapters. Improved the memory management a bit. Fixed a bug in the Change Directory dialog.

Other Alchemy Mindworks shareware
The following are the other shareware packages we have available as of this writing. Our newsletter, available for the asking, will list all the current ones.

Graphic Workshop for DOS release seven
This is the last word in image programs. It converts, prints, views, dithers, transforms, flips, rotates, scales, crops, colour adjusts, catalogs, quantizes and wreaks special effects on MacPaint, GEM/Ventura IMG, PCX, GIF, JPEG, TIFF, WPG, MSP, IFF/LBM, BMP, RAS, HRZ, RLE, Halo CUT, Targa, EXE, TXT and preview EPS files. It drives CGA, Hercules, EGA, VGA and pretty well all super VGA cards. It will drive PostScript and LaserJet Plus laser printers, colour PostScript printers, colour inkjets and most dot matrix printers. It features batch processing, extended and expanded memory support, an intuitive user interface and easy to follow menus. It allows you to convert colour image files into superb black and white clip art for desktop publishing, among other things. The registered version includes a powerful VGA and super-VGA screen capture utility.

Pagan Daybook for Windows -- release 1.1
This is a small Windows application which will help you keep track of the pagan calendar. Never again be at a loss to know when the summer solstice occurs, or when to celebrate the festival of Fortunalia. It's considerably more interesting than a calendar that tells you when the bank holidays and long weekends fall. The Pagan Daybook is being offered as bookware... the cost of registration is to buy Steven

William Rimmer's new novel *The Order*. See CLICKME.EXE.

Pagan Daybook for DOS
This is a DOS text-mode implementation of the Pagan Daybook for Windows. It's also bookware, and if you register the Windows version you'll be registered for this one too.

Graphic Workshop for Windows release 1.1
Offering the same functionality as Graphic Workshop for DOS, the Windows implementation of this package offers a traditional Windows interface, multitasking and lots of things to click on. It converts, prints, views, dithers, transforms, flips, rotates, scales, crops, colour adjusts, scans, quantizes and wreaks special effects on MacPaint, GEM/Ventura IMG, PCX, GIF, TIFF, WPG, MSP, IFF/LBM, BMP, RLE, JPEG, ART, RAS, HRZ, Halo CUT, Targa, text and EXE picture files. Graphic Workshop for Windows will display and print on any card and printer respectively that can be driven by Windows. It features batch processing, an intuitive user interface and easy to follow menus. Includes several unicorns.

Multimedia Workshop for Windows Light
Multimedia workshop is a quick, easy to use file manager, browser and juke box for wave samples, MIDI music and Video for Windows AVI movies. With a user interface similar to that of Graphic Workshop for Windows, Multimedia Workshop will allow you to quickly audition WAV, MID and AVI files and to keep track of a collection of multimedia sounds and videos. Multimedia Workshop for Windows Light is being distributed as bookware.

Image Gallery release 1.1
Image Gallery is a visual database to help you keep track of a large number of image files quickly and effectively. It will create database files... galleries... of any combination of bitmapped image files, displaying them as small ``thumbnail'' images. It works with all the file formats supported by Graphic Workshop, with the exceptions of EPS, EXE and TXT. You can search a gallery visually or by key words. Each entry in a gallery supports key word and comment fields, as well as the dimensions, location and other specifics of each image. You can also print all or part of a gallery, producing hard copy catalogs of your images when you need them. Image Gallery will run with any VGA card. It uses a Microsoft compatible mouse and will drive any PostScript or LaserJet Plus compatible laser printer, and most dot matrix printers. Release 1.1 includes a full colour view function, exporting, colour thumbnails and multiple selection.

Desktop Paint 256 release two
This is a complete rewrite of our popular super VGA paint package. Desktop Paint 256 is a powerful painting application. It will let you create and edit pictures stored in the MacPaint, GEM/Ventura IMG, PCX, GIF, TIFF, WPG, MSP, IFF/LBM, BMP, Halo CUT, and Targa formats. It features a rich selection of drawing and image manipulation tools, XMS and EMS support to work on large images and a user

friendly interface. Looking very much like monochrome Desktop Paint in colour, it's a powerful application which will be equally useful for picture collectors, artists and desktop publishing users. It supports Paradise (and compatibles), Headland Video 7, Tseng Labs 4000 series cards, Trident cards which use 8900 series chips, Oak Technologies cards, ATI VGA Wonder cards and all cards with VESA capabilities. Note that you must have one of these super-VGA cards to use Desktop Paint 256... it does not run in the standard 320 by 200 pixel "standard" VGA mode. Desktop Paint 256 requires a Microsoft-compatible mouse.

Desktop Paint 16
Desktop Paint 16 is a VGA paint package for use with images having up to sixteen colours. As with the monochrome implementation of Desktop Paint, it will read and write image files in the MacPaint, GEM/IMG, PCX files, GIF, TIFF, WPG, MSP, IFF/LBM, BMP and PIC formats. It has EMS and XMS support to handle images of virtually any size, an intuitive user interface and a wide selection of image creation and manipulation tools. Desktop Paint 16 can utilize fonts from many other sources, including Ventura Publisher, Macintosh FONT and NFNT resources and Windows FNT files. It requires a VGA card and a Microsoft- compatible mouse.

Desktop Paint release three
Desktop Paint is a powerful monochrome paint package fine tuned for use with desktop publishing applications. It will read and write image files in all the formats Graphic Workshop supports with the exceptions of EPS and RLE. It has EMS and XMS support to handle images of virtually any size, an intuitive user interface and a wide selection of image creation and manipulation tools. Desktop Paint can utilize fonts from many other sources, including Ventura Publisher, Macintosh FONT and NFNT resources and Windows FNT files. Desktop Paint requires a Microsoft-compatible mouse.

GrafCat release 3.1
GrafCat prints a visual catalog of your image files, with fifteen or sixteen pictures to a page, depending on the image orientation you choose. It supports all the file types that Graphic Workshop handles, and will drive any PostScript or LaserJet Plus compatible laser printer, including LaserJet II and LaserJet III series printers. This is a complete re-write of GrafCat... it now supports a file finder screen like the one in Graphic Workshop and numerous print options. It has an internal view mode like Graphic Workshop, and it can create thumbnail catalog graphics.

If you can't obtain them from the usual sources of shareware, they're available from us for $40.00 each preregisterd. They're also all available for downloading from our bulletin board at 1-905-729-4609.

Legal dogma
Neither the author nor Alchemy Mindworks Inc. assumes responsibility for any damage or loss caused by the use of these programs, however it comes down. If you can think of a way a picture program can cause you damage or loss you've a sneakier mind than any

of us.

All the registered trademarks used herein are registered to whoever it is that owns them. This notification is given in lieu of any specific list of trademarks and their owners, which would not be as inclusive and would probably take a lot longer to type.

If you register *QuickShow Light*, we will assume that you are doing so having tested the shareware version and ascertained that it's suitable for your hardware and requirements. We cannot provide refunds for shareware registration if you subsequently change your mind.

The JPEG reader in IFMT.DLL is based on code from the Independent JPEG Group. The Photo-CD reader in QSHOW.EXE is based on the Eastman Kodak PCDLIB library. Parts of the TIFF reader in IFMT.DLL is based on code by Sam Leffler.

QuickShow, Multimedia Workshop for Windows, Pagan Daybook, Graphic Workshop, Desktop Paint, Image Gallery and GrafCat are trademarks of Alchemy Mindworks Inc.

That's it...