Paint Shop Pro 5.03
Release Notes

Thank you for purchasing Paint Shop Pro 5! We've never before offered a program that contains so many new features, and we're excited about this release. After you've had a chance to try out the program, we think you'll agree that Paint Shop Pro is now the most versatile image editing solution for graphics presentation in the office, at home, and on the Web.

Please remember that this is a licensed version of Paint Shop Pro and can not be freely distributed. Please see the license agreement that came with this software for limits on copying Paint Shop Pro.

CONTENTS

Changes from Paint Shop Pro 5.01

To improve productivity and efficiency, we have made the following enhancements:
- Paint Shop Pro is now fully compatible with Kai's Power Tools version 5.
- PSD format support has been enhanced for greater compatibility with Adobe® Photoshop® version 5.
- Support for the SciTex format has been modified for greater compatibility with supporting third party applications.
- Significant performance improvements have been made to the program when working with large images. These improvements enhance the painting, resizing, undo, and rotation functions.
- When the File Associations dialog is used to change file types currently associated with Paint Shop Pro, the changes will now be reflected in the Windows File Types dialog without restarting Paint Shop Pro.
- The Status Bar will now provide a more accurate indication of progress when opening or saving large TIFF files.

Based on user input and feedback, we have made the following changes and corrections:
- After deleting one or more files through the browser and selecting a new folder, the contents of the folder will now display rather than requiring the folder to be re-selected.
- When the "Surround current selection" command in the Select Area dialog box is used after the current selection has been contracted, the new selection will be properly defined.
- Interrupting the movement or deletion of multiple files in the browser will no longer cause browser thumbnails to display incorrectly.
- The Undo system has been updated to address issues that could occur when this command is used after

duplicating layers, moving selections, changing the active layer, using the Color Replacer, creating multiple text edits, and using the Shapes tool on a 4-bit image.
- An issue that could cause parts of the crop marquee to disappear when viewing at 1:1 has been corrected.
- An issue that could cause some users to encounter a slight rounding of rectangle edges using the program in Windows NT 4.0 has been resolved.
- The color palette of an image will now update when the image is converted to grey scale.
- An issue that could cause the Eyedropper tool to pick an incorrect color index number when used on an open image from the Edit Palette dialog box has been addressed.
- When a new layer is added to an image using the Paste As New Layer command, the program will now prompt the user to save changes to the file if the image is closed before it is resaved.
- Pressing the CTRL key when a painting tool is active and the cursor is placed outside the canvas area will no longer cause an error message.
- Changing the active layer or hitting the Delete key when the Deformation tool is active will no longer generate an error.
- The Color Replacer will no longer generate an error message when used on a selection that has been moved.
- Using the Circle deformation under Windows 98 will no longer generate an error message.
- Crop functionality has been modified to prevent the creation of a crop marquee that is larger than the target image. Some users may have encountered an error when defining a marquee or resizing an image with an existing marquee.
- When a resize operation is performed on an image and the user's system does not have sufficient available memory to perform the operation, a message indicating this condition will be displayed and the operation will abort. Users may have encountered an error when encountering this situation in previous versions of Paint Shop Pro.
- An option will now be displayed when the user attempts to load a selection from disk that is larger than the target image. Previously, this condition could cause an error.
- Screen capture functionality has been modified to address an issue that could prevent proper operation when the program is used on a multi-monitor system.
- An issue that could cause an error when using blend modes with the Fill Tool in Mask Edit mode has been resolved.

Changes from Paint Shop Pro 5.0

We have added the following features:

- A Brush size control for pressure-sensitive tablets
- A Redo command to reapply edits after using the Undo command -- You can make this function active by selecting its check box on the Undo tab of the Paint Shop Pro Preferences dialog box.
- Automatic image scrolling while making Point-to-Point and Smart Edge selections

To improve productivity and efficiency, we have made the following enhancements:

- Undo operations are now optimized to save only the portions of an image that have changed. This minimizes the disk space used and increases the overall speed of the Undo operation and the program.
- The selected color in the Edit Palette dialog box is always the foreground color
- TIFF file format LZW compression produces smaller files while retaining image quality

Based on user input and feedback, we have made the following changes and corrections:

- In Windows Explorer, right-clicking a folder and choosing the "Browse with Paint Shop Pro" command opens the Paint Shop Pro Browser, even if the current directory does not contain any readable files.
- The Paint Shop Pro Browser reads any root directory, i.e. C: or D:
- The Resize and Bicubic resample methods no longer duplicate pixels along the top and right of an image; previously, this resulted in an image shifting down and to the left.
- Paint Shop Pro and the Drop Shadow effect from EyeCandy 3.01 work together properly with an 8-bit floating selection (preview) or an 8-bit image (output).
- The Text tool accepts larger font sizes.
- The Drop Shadow effect functions properly with 8-bit images.

- The File Open and Save As dialog boxes automatically correct the extension of file types with multiple extensions.
- The Sharpen filter no longer produces a seam in some images.
- Selecting Undo after using the Rotate All Layers operation with an active selection now maintains the selection.
- After a TIFF Group 4 image has been changed, Paint Shop Pro prompts the user by opening the Save As dialog box instead of automatically saving the image.
- New images now display properly in their windows.
- Pasting a graphic as a New Selection when the image is zoomed in now centers the cursor and the selection in the image window.
- When the Paint Shop Pro program window is maximized, restored, or resized, any minimized image windows now appear within Paint Shop Pro's workspace.

Changes from Paint Shop Pro 4

One of the most significant changes is the addition of image layers. Layers give you the ability to edit portions of an image without affecting other areas. We have added dozens of other features, including:

- Multiple-level Undo / with Undo history
- Picture Tube brush
- Support for CMYK color separations and output
- Explorer-style file Browser
- Free-form Deformation tool
- Adjustable Crop tool
- Additional Retouch brushes
- Push brush
- Bezier curves
- Anti-aliased objects
- On-screen grids and rulers
- Customized file associations
- Increased file format support, including Paint Shop Pro (PSP), 24-bit Amiga (IFF), multi-layer Photoshop (PSD), FlashPix (FPX), Kodak Digital Camera (KDC), Scitex CT (SCT), Pro Photo-CD (PCD), and enhanced metafiles (EMF)
- Direct support for Kodak digital cameras
- Support for pressure sensitive drawing tablets
- Improved TWAIN support
- Support for Adobe Photoshop-compatible file format and import/export plug-ins
- Monitor gamma correction
- Windows 98 and Windows NT 5.0 ICM 2.0 color management

In addition, Paint Shop Pro now includes Animation Shop. Animation Shop is a powerful new way to create and save Animated GIF files for use on the World Wide Web or in multimedia presentations. Animation Shop features include:

- Animation Wizard for creating new animations from collections of still images and existing animations
- Drawing tools for modifying the frames in an animation
- Support for transparency in animations
- Configurable Optimization Wizard, giving you precise control over the size of your completed animation
- Powerful customizable frame transitions and frame effects
- Customizable Text effects
- Multiple-level Undo
- Cutting and pasting of frames between Animation Shop and Paint Shop Pro
- Ability to drag-and-drop frames within and between animations
- Intuitive filmstrip-style interface

Paint Shop Pro 4 Users - Frequently Asked Questions

This section is designed to help users familiar with Paint Shop Pro 4 get acquainted with Paint Shop Pro 5. It addresses some common questions that have been common with users of previous versions.

1. TWAIN scanning: The TWAIN Select Source and Acquire command are located under the File menu in the Import > TWAIN submenu. After Paint Shop Pro starts the data source (your scanner dialog), it remains open, even after a scan. You must close the data source by selecting the appropriate button or control on the data source's window. This change in functionality allows multiple scans to be completed without having to reopen the data source each time.

2. GIF Transparency: The method used to create Transparent GIF files has changed considerably from version 4. To set the transparent color, known and referred to in Paint Shop Pro 5 as "Palette Transparency," choose Set Palette Transparency from the Colors menu. If the image you are working on is currently not paletted, you will be prompted to convert the image to 256 colors. After conversion (if needed), a dialog box that allows you to set the transparent color will open. Simply move the cursor to the desired color in the image (you will notice your cursor changes to an eye dropper) and click the left mouse button to set the color underneath the dropper to transparent. To see the effect before committing to the change, click the Proof button. Press OK to set the selected color to transparent. If the image needs some touching up, you can actually edit the image with transparency enabled by choosing View Palette Transparency from the Colors menu. When you are satisfied with the image, open the File menu and choose Save As. In the file type drop-down list, select "CompuServe GIF" and press OK.

3. Filling Floating Text: If you want to fill all the letters of a floating selection created with the Text tool at one time, just change the Flood Fill tool's Match mode option (on the Tool Controls tab of the Control palette) to "None."

4. Why would you use the new Save Copy As command? The Save Copy As command was added because most graphic file formats can not hold all the information and complexity contained in an image created in Paint Shop Pro version 5. The Save Copy As command allows you to save an image file without altering any of your current image's characteristics.

   Basically, Save Copy As allows you to take your wonderful multi-layer creation and save it as a GIF or BMP file without actually changing your image. The contents of the GIF or BMP file will be limited to what the file format is allowed to contain, but your image will still be as good as it can be. Here is a sample scenario: You are asked to create a GIF file for your company's new Widget Pro web page. Even though the final result must be a 256-color image, you know that you can create a great 16 million color image, leverage the anti-aliasing and layers of Paint Shop Pro 5, and reduce the color depth as the last step. You create the image layering in the company logo, the copyright text, a picture of your dog, a nice giant drop-shadowed "Widget" title and so on. You save the image as a PSP file because you know this is a lossless format that will perfectly preserve all of your layers, selections, attributes, comments, etc.

   The next day you want to send a preview of your wonderful creation to your boss for approval, so you perform some last minute clean up, choose Save Copy As from the File menu, select GIF as your file type since this is the file type that that will be needed in the end, and name it "WidTest.GIF". Paint Shop Pro automatically does all the work to get your creation into a 256-color GIF file and off you send it. You can now continue working without reloading your original image because "Save Copy As" did not change your working document in any way. A "Save As" would have updated your document's native file type to GIF, file name to "WidTest.GIF" and would have marked the document as "clean" meaning that it will not prompt you to save it.

5. Where's the DPI (dots per inch) setting? When a file is loaded, the DPI information is read from the file and stored within Paint Shop Pro. When you save the file, the DPI information is written back out to the file. DPI information in version 4 was not read from the file, and the numbers specified in the File Preferences dialog were always used when writing files back out. To change the DPI of a document in Paint Shop Pro 5, choose the Resize command from the Image menu. Select the "actual / print size" option, and the current DPI settings will be shown. Change the DPI settings as desired.

6. Where did Resample go? Resample is now an option for the Resize command. Just choose the Resize command from the Image menu. Near the bottom of the dialog box is a "Resize Type" drop-down list. The Smart size option will use the best type of resize/resample for your image. If you wish to choose a specific option, change it in this drop-down list.

7. How do you set the print size? Since Paint Shop Pro 5 now handles document DPI, the only size option available in the Print Setup dialog box is scale. If you wish to change the document's true physical size, use the Resize command in the Image menu.

Hints for Using Paint Shop Pro 5

- If you use an 800 x 600 monitor, some tools on the Tool palette may not be visible when the Tool palette is docked in its default position along the left side of the window. Undock the palette or dock it along the upper edge of the window to view all the tools.
- You can drag-and-drop thumbnails from the Browser into a document to insert new layers into a document.
- You can drag-and-drop layers from the Layer palette onto a document to copy layers between documents.
- When using the File / Save As command, the image in memory (your current document) will NOT be altered to suit the new image format. For example, saving a 24-bit image as a GIF file will not cause your 24-bit image in memory to be color reduced to 8-bit. Of course, the saved GIF file will be 8-bit.
- The File / Save As command always defaults to the image's "native" type and directory. The File / Save Copy As command remembers the last used type and directory.
- The palette transparency options (for formats such as GIF and PNG) are now located under the Colors menu as "Set palette transparency."
- You can <Shift>-Click the New Layer button on the Layer palette to create a new layer without opening the Layer Properties dialog box.
- Use the <Tab> key to hide all floating palettes to make more room for working on images; press the <Tab> key again to restore them.
- You can open a new window of an image at a smaller zoom factor to see a "thumbnail" view when editing details. Choose the New Window command in the Window menu. All changes will appear in the second window as well as the first.
- Selections can be saved along with an image by saving the selection into an alpha channel. Multiple alpha channels can be saved into an image, each with its own name. Masks can also be saved into alpha channels.
- The LZ77 compression option in the Paint Shop Pro file format is completely lossless and can significantly reduce the file size. This is the only format that will save all document attributes intact.
- Custom brush tips increase the flexibility of the brushes in Paint Shop Pro. To create or load a custom brush tip, click the Brush Options button on the Brush Tip tab of the Control palette (the brush icon in the upper right) and choose Custom. If you have a portion of the current image selected, you will be able to save that selection as a new custom brush tip.

Changes from Animation Shop version 1.00

We have added two new transitions to Animation Shop 1.01, 1.02, and 1.03:

- The underwater transition, which applies distortion and sunlight reflection so that the image looks as if it is underwater. You can set the intensity of the sunlight and waves and the depth of the water.
- The stained glass transition, which makes the image appear as if it is a stained glass window with sunlight shining through from behind. You can apply parameters for the number of samples of the image (which affects the realism and length of the output), the air absorption (which affects the length of the light rays), and the intensity, color, and movement of the light.

Based on user input and feedback, we have made the following enhancements and corrections:

- Animation Shop 1.03 permits vertical placement of text in the Text Marquee transition.
- GIF file format compression produces smaller files while maintaining image quality.
- The Resize Animation dialog box now functions properly.

Changes from Animation Shop version 1.01

- Animation Shop 1.01 mistakenly included unsupported file formats in the open and save file type lists. These have been removed.
- The Minimize and Restore commands now work properly.

Changes from Animation Shop version 1.02

We have made the following improvements in version 1.03:

- You can customize the Text Marquee transition.
- You can type negative numbers in the Customize Transition dialog boxes.
- Saving an image in the Paint Shop Pro format (PSP) creates a thumbnail of the image.
- When using the Transition dialog box, right-clicking the End With button updates the last frame of the transition.
- The Cancel button of the Animation Wizard now functions properly.
- The Cancel button of the Create New Animation dialog box now functions properly.

Animation Shop – Frequently Asked Questions

Why did my animation file size get larger after optimizing?
After optimizing, the Optimization Wizard shows you the new and the old file sizes. In some cases, the new size will be larger than the old size. There are three possible reasons for this:

1. The animation has changed since it was last saved. If you open a 10-frame animation and add 100 frames to it, the size of the new 110-frame animation is going to be larger than the original 10-frame animation.
2. The "Use Transparency to boost compression" optimization is on. This can sometimes make images larger. You can turn this option off by clicking the "Customize…" button on the optimization wizard quality page.
3. You used a different dither method. The dither method chosen can have a dramatic effect on file size. Error diffusion dither gives better color fidelity than nearest color dither, but it results in larger file sizes.

How do I position text precisely?
Animation Shop does not have a way to reposition text after it has been added to a frame. However, if you need precise control of text position, you can do the following:

1. Create a new animation that has a transparent canvas and a frame size large enough to hold the text you want to add.
2. Add the text to the blank frame.
3. Using the Arrow tool, drag the frame containing the text into the main animation file and position it.

How do I control drag and drop?
There are several keys that can be used to control the behavior of drag-and-drop:

- Hold down the <Ctrl> key at the start of a drag operation to change the drag from a move to a copy. If you don't hold down the <Ctrl> key, the drag is always a move operation.
- Hold down the <Shift> key while dropping to snap the drop location to a grid on the target frame. When you release the mouse button, the dropped frames will be snapped to the closest spot on a 3x3 grid on the target.
- Drop between two frames to insert a new frame(s) at that location. Drop onto a frame to paste the dropped frame(s) into the drop target.
- You can drag multiple frames simultaneously.
- If Propagate Paste is turned on, the drop operation is repeated either until the end of the animation or until a change in selection state is reached. That is, if dropped into a selection, the paste is repeated until the end of

the selection. If the drop target is not selected, the paste is repeated until the end of the animation or until the first selected frame is reached.

How do I change the time a set of frames is displayed?
Duration is set on a per frame basis. First, select the frame or frames that you want to change. Next, either choose Frame Properties from the Edit menu or right-click with the mouse and choose Properties from the pop-up menu. Now enter the time to display each frame, in increments of .01 seconds.

How do I change the number of times an animation is played?
From the Edit menu, choose Animation Properties, and click the Looping tab.

Why can't I see this change in Animation Shop?
The Animation Shop Play (Animation) view repeats the animation continuously for as long as the view is open.

Why don't I have options for frame size, frame position, and removal methods?
In order to keep your file size as small as possible, these features are automatically determined by the optimizer when an animation is saved as a GIF file.

How do I make my web page visible behind an animation?
Make sure that the canvas color is set to transparent. From the Edit menu, choose Animation Properties, click Canvas Color tab, and select a transparent canvas. You should be able to see the checkerboard background behind the animation wherever you want the web page to be visible. You can the Eraser or Flood Fill tool to make portions of your animation transparent.

I want to make a transition that runs in reverse; for example, fading in instead of fading out. How do I do that?
First, create the transition in the normal way. Then, select these new frames and choose Reverse Frames from the Edit menu.

Can I save my animation as an AVI file?
No. Although this version of Animation Shop does not support saving to an AVI file, it can read them.

Can I edit my animation in Paint Shop Pro?
Yes. Animation Shop can read files saved by Paint Shop Pro, and images can be transferred between the two programs using the Cut and Paste commands.

Paint Shop Pro Application Notes

The following changes were made too late to be included in the written documentation:

- When the Deformation tool is active, use the right mouse button to constrain the proportions (width and height) of the selection to their current settings.
- In a paletted image (one with 16 to 256 colors), clicking the foreground or background color box opens the Select Color From Palette dialog box, not the Edit Color dialog box. You can not open the Color dialog box from the Select Color From Palette dialog box.
- When you decrease the color depth of an image, one of your choices is 64K rather than the 16K that appears in the manual.
- To open the Edit Color dialog box when working with a paletted image, choose the Edit Palette command from the Colors menu.
- When the Edit Palette and Select Color From Palette dialog boxes are open, you can choose colors from any document visible within Paint Shop Pro. This is also true when the Color and Set Palette Transparency dialog boxes are open.
- There is an option to turn off the display of save and image processing confirmation/warning dialog boxes. Select it on the Dialogs and Palette tab of the Paint Shop Pro Preferences dialog box.
- If you decrease color depth using the Decrease Color Depth - X Colors function, when the total number of colors is 16 or below, the resulting bit depth will be 4-bits per pixel. When it is 17 or higher, the depth will be 8-bits per

pixel. The number selected is the TOTAL number of colors in the resulting image regardless of the "Include Windows Colors" setting.
- The Send command from the File menu sends the image in its native file format whenever possible. It only sends the image as a PSP file if it can't use the native format.
- The Wind deformation from Paint Shop Pro 4 is included in this version.
- The Browser does not display RAW format files.
- Trying to save a file format that is read-only (CDR, CGM, etc.) will bring up the Save As dialog box.

Paint Shop Pro 5 Accelerator (Shortcut) Keys:

Command	Keyboard Shortcut
File Menu	
New	Ctrl + N
Open	Ctrl + O
Browse	Ctrl + B
Save	Ctrl + S
Save-As	F12
Delete	Ctrl + Del
Print	Ctrl + P
Edit Menu	
Undo	Ctrl + Z
Undo History	Shift + Ctrl + Z
Cut	Ctrl + X
Copy	Ctrl + C
Paste:	
As New Image	Ctrl + V
As New Layer	Ctrl + L
As New Selection	Ctrl + E
As Transparent Selection	Shift + Ctrl + E
Into Selection	Shift + Ctrl + L
View Menu	
Full Screen Edit	Shift + A
Full Screen Preview	Shift + Ctrl + A
Normal Viewing	Ctrl + Alt + N
Image Information	Shift + I
Grid	Ctrl + Alt + G
Image Menu	
Flip	Ctrl + I
Mirror	Ctrl + M
Rotate	Ctrl + R
Resize	Shift + S
Colors Menu	
Brightness/Contrast	Shift + B
Gamma Correction	Shift + G
Highlight/Midtone/Shadow	Shift + M
Hue/Saturation/Luminance	Shift + H
Red/Green/Blue	Shift + U
Colorize	Shift + L
Posterize	Shift + Z
Edit Palette	Shift + P

Load Palette	Shift + O

Layers Menu

Select Current Layer	Ctrl + (layer number)

Selections Menu

Select All	Ctrl + A
Select None	Ctrl + D
From Mask	Shift + Ctrl + S
Hide Selection Marquee	Shift + Ctrl + M
Inverse	Shift + Ctrl + I
Promote Layer	Shift + Ctrl + P
Float	Ctrl + F
Defloat	Shift + Ctrl + F

Masks Menu

Hide All	Shift + Y
Invert	Shift + K
Edit	Ctrl + K
View Mask	Ctrl + Alt + V

Capture Menu

Start	Shift + C

Window Menu

New Window	Shift + W
Duplicate	Shift + D
Fit To Window	Ctrl + W

Paint Shop Pro Browser Menus

File Menu

New Folder	Ctrl + B
Update Thumbnails	F5

View Menu

Refresh Tree	Ctrl + F5

Find Menu

File Name	Alt + F3

ImageFile Menu

Delete	Ctrl + Del

Other

Center Floating Tool Palettes	Shift + Ctrl + T
Hide/Restore all floating palettes	Tab
Hide/Restore Histogram	H
Hide/Restore Layer palette	L
Hide/Restore toolbar	T
Hide/Restore Controls palette	O
Step through tools	Spacebar

Animation Shop Accelerator (Shortcut) Keys:

Command	Keyboard Shortcut

File Menu

New	Ctrl + N
Open	Ctrl + O
Save	Ctrl + S
Save As	F12

Edit Menu

Undo	Ctrl + Z
Cut	Ctrl + X
Copy	Ctrl + C
Paste	
As New Frames	Ctrl + V
Into Selected Frames	Ctrl + E

Window Menu

Duplicate	Shift + D

Merging Tube Control Files

If you installed this version of Paint Shop Pro over another version and want to keep tubes you created or changes you made to the tubes in the previous version, you need to merge the new control file and the old backup control file.

To merge the two files:
1. Open two instances of WordPad.
2. In the first instance, open the Tubes.ctl file, which is located in the Paint Shop Pro 5/Tubes folder. This file is the new control file. You need to add the new tube and edited tube information to it.
3. In the second instance, open the Tubes.bak file, which is also located in the Paint Shop Pro 5/Tubes folder. This file is the backup copy of the old control file. It contains the tube file information you need to move to Tubes.ctl.
4. a) If you created a tube in the previous version of Paint Shop Pro:
   In the Tubes.bak file, copy the information on the tube from the TubeName line through the TubeSelectionMode line, and then paste this data into the Tubes.ctl file. **NOTE:** These entries <u>must</u> be inserted alphabetically by TubeName.
   b) If you changed the setting for a tube in the previous version of Paint Shop Pro:
   In the Tubes.bak file, copy the information on the tube from the TubeName item through the TubeSelectionMode item, and then paste it over the existing entry in the Tubes.ctl file.
5. Save the Tubes.ctl file.
6. Close both instances of WordPad. After you have checked that the tubes appear properly in the newly installed version of Paint Shop Pro, you can delete the Tubes.bak file.

Technical Support

Technical support for Paint Shop Pro 5 can be obtained from:

USA and Canada

Jasc Software, Inc.
PO Box 44997
Eden Prairie, MN 55344 USA
Voice: (612) 930-9171 (8am to 6pm US Central Standard Time)
Fax: (612) 930-9172
Internet: techsup@jasc.com
Web: http://www.jasc.com

Australia

Communique Software
PO Box 777
Blacktown NSW 2148
Australia
Voice: +1-800-008-777 (Australia)
Fax: +61 2 9671 5624
Internet: support@comm-unique.com.au
Web: http://www.comm-unique.com.au

China - PeiJing

DCE-WinPreTon
2F, No. 34, Pei-Sh-Chau Rd., Hai-Ting Xu
Tel: 010-6874-8558
Fax: 021-6874-8555
Internet: support@winpreton.com
Web: http://www.winpreton.com.tw

China - ShangHai

DCE - WinPreTon
7F, No. 20 of New Building, Pan-Yang Rd.
ShangHai
PRC
Voice: +86 021-6474-1472
Fax: +86 021-6471-0555
Internet: support@winpreton.com
Web: http://www.winpreton.com.tw

Denmark, Norway, Sweden and Finland

Pro Soft
Benlose Skel 4 G
DK-4100 Ringsted
Denmark
Voice: +45 53-61-90-42
Fax: +45 53-61-93-91
Internet: support@prosoft.dk
Web: http://www.prosoft.dk

France

SARL Edition WSKA
46-48 route de Thionville
57140 WOIPPY
France
Voice: +33 03.87 30 85 57
Fax: +33 03.87 32 37 75
Internet: em@wska.com
Web: http://www.wska.com

Germany

Verlag Gisela Lakies
Dobro 14
29479 Jameln
Germany
Voice: +49 05864-1328
Fax: +49 05864-1312 od. 0171/2716629
Internet: verlag @lakies.com
Web: http://www.jasc.de

Italy

ITALSEL S.R.L.
Via Lugo, 1
40128 Bologna (ITALIA)
Voice: +39 (0)51-320409
Fax: +39 (0)51-320449
Internet: support@italsel.com
Web: http://www.italsel.com

Japan

P & A Inc.
No. 3 Hoko Bldg 6F
2-29-13 Akebono
Tachikawa, Tokyo
190-0012 JAPAN
Voice: +81 (0)42-525-9503
Fax: +81 (0)42-525-9502
Internet: support@panda.co.jp
Web: http://www.panda.co.jp

Malaysia and Singapore

Communique Software Sdn. Bhd.
P.O. Box 7205
40706 Shah Alam
Selangor Darul Ehsan
Malaysia
Voice: +60-3-7820150
Fax: +60 3-7820870
Internet: support@comm-unique.com.au
Web   http://www.comm-unique.com.au/my

Netherlands

BroCo Software
Postbus 446
3760 AK SOEST
The Netherlands
Voice: +31 035-6029596
Fax: +31 035-6014012
Internet: support@broco.nl
Web: http://www.broco.nl

New Zealand

Communique Software
P.O. Box 25-747 St. Heliers
Auckland New Zealand
Sales   0-800-577776 (toll-free)
Voice: +64 09 5288700
Fax: +64 09 5288700
Internet: support@comm-unique.com.au
Web: http://www.comm-unique.com.au

Spain

SRL Ediciones WSKA
c/ Ruiz de Alarcón, 7
28014 Madrid - España
Voice: +34 (1) 360 51 15
Fax: +34 (1) 523 36 42
Internet: spain@wska.com
Web: http://www.wska.com

Taiwan

WinPreTon
2F-2, No. 157, TaiLee Street
Taipei, Taiwan, R.O.C.
Voice: +86 2-336-9388
Fax: +86 2-308-7280
Internet: support@winpreton.com
Web: http://www.winpreton.com.tw

United Kingdom

Digital Workshop
43-44 North Bar
Banbury, OXON
OX16 8LY, England
Voice: +44 1295 273476
Fax: +44 1295 254590
CIS: 74431,1160
Internet   techsupport@digitalworkshop.co.uk

Web: http://www.digitalworkshop.co.uk