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Chi, or Wonkos has access to over 3GB of stamps!

Posted by: Amandahugs | Tuesday, 12 December 2006 at 04:17 PM

So cute to support an job plagiarist in his first process that would have

Wow, I'm still using CS. Ever since I saw the Photoshop CS2 demo, I knew I had to get it. I'm not a designer or anything, I just like to do some stuff with my photos and make them look better.

Posted by: Nicole | Tuesday, 12 December 2006 at 04:17 PM

Hey, I'm an ex-Photoshop engineer (yeah, I'm a dinosaur), and I'm a big fan of your work. Keep it up!

Posted by: Tim Wright | Tuesday, 12 December 2006 at 04:17 PM

I don't know where to be the future, Apple OSX not as Adobe, or Linux. Photoshop is a great piece of software, but it's unfortunately available. I could use an open production suite of software, but I don't know what to use. Photoshop is a great piece of software, but it's unfortunately, the, don't know what to use. I don't know what to use. I don't know what to use. I

more awful - ugh - how about "worse"? thanks Mike

Posted by: Frank P. | Friday, 12 November 2010 at 06:42 PM

David,

I still have the working Windows 98 computer and Nero is still installed on it. I should use it again just for the fun of it.

CHEERS...Mathew

Posted by: Mathew D. Hargreaves | Friday, 12 November 2010 at 06:59 PM

Dear Richard,

Since I never even imagined, let alone wrote, anything like what you just said, you could not possibly have been "reading this right..."

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Dear James W.,

If you're still running CS1, then you're using a pretty basic function set compared to current Photoshop. Unless you're using third-party plug-ins a lot (and I'll bet you're not), moving up to CS5 - 64bit when you get the MacBook will be a no-brainer. For one, it'll run about twice as fast as CS, all other things being equal. And, should you be consuming more thean 2 GB of Photoshop memory, CS5 will be able to directly access the full 6GB of RAM you can put in a current MacBook, which means *much* faster performance.

See my previous columns on Photoshop performance, "Speeding up Photoshop with an External Drive" and "Maximum Photoshop Performance".

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Dear David B.,

Oh god, yes! Major performance gains. Read my two previous Photoshop performance columns (referenced in the previous paragraph). In fact, you can put 8GB in the newest MacBook Pro, and I would strongly advise it. Not only can CS3 take advantage of it, but it'll let Photoshop grab lots of RAM without you shutting down all your other apps.

pax / Ctein
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-- Ctein's Online Gallery http://ctein.com
-- Digital Restorations http://photo-repair.com
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Posted by: ctein | Friday, 12 November 2010 at 07:21 PM

mwg / Ctein

Mark Hobson put it better than I did with his Weston quote.

Posted by: Richard | Friday, 12 November 2010 at 10:14 PM

Dear Chris,

There are different sets of plugins for the two OS's. If you're running Mac OS, go here:

http://www.adobe.com/support/downloads/detail.jsp?ftpID=4047

For Windows, go here:

http://www.adobe.com/support/downloads/detail.jsp?ftpID=4048

pax / Ctein

Posted by: ctein | Friday, 12 November 2010 at 10:42 PM

So you might say the folks who made CS5 had brains so small they knew nothin' at all?

With apologies to any actual Adobe staff and Paul Simon. :)

Posted by: Mani Sitaraman | Friday, 12 November 2010 at 11:11 PM

I'm astonished that "GraphicConverter" has not been mentioned yet. Over the years this program has evolved into much, much more than its name suggests. For some people it could well be a Photoshop substitute, for others a complement. Here is an overview of the key features:

http://www.lemkesoft.com/content/193/key-features.html

By the way, has Photoshop yet learned lossless JPEG rotation? GraphicConverter has been able to do this for as long as I can remember...

Posted by: Roland | Saturday, 13 November 2010 at 02:51 AM

I was a professional software test engineer. I stopped 2 years ago...no use trying to battle ever tightening sales deadlines, mediocre management, offshoring and outsourcing...I have not worked on Abobe software but I guess, if I read this story right, that there are a lot of problems in that company as well. To be frank the development of software nowadays seems to outpace the producers...and marketeers only want to produce new versions every few month in order to keep the customers buying and the shareholders happy.

Greetings, Ed Kuipers

Posted by: Ed | Saturday, 13 November 2010 at 08:48 AM

Has anyone tried Pixelmator yet? It's Photoshop Light. Most of the basic functions of PS. Built from the ground up for the Mac. Fully 64-bit. Latest version REQUIRES Snow Leopard though, which is why I haven't upgraded. Uses Grand Central plus Core Image for speed gains etc.

Pixelmator is not for power users like Ctein though. But it's more than capable for those of us who rarely use all of Photoshop's capabilities. Plus you get a 30-day free trial.
http://www.pixelmator.com/

I should really bite the bullet and make the jump to SL so I can take advantage of this latest version, but I'm waiting to get an i7 iMac before doing so... Sigh... So many decisions....

Posted by: CK Lai | Saturday, 13 November 2010 at 07:57 PM

I agree with a lot of what has been said in both the article and comments, but...

I use CS4 (yes, I am skipping the 5 upgrade, not a lot there for me) for making a living in what has been described in one comment as "image manipulation tool for graphic arts". The key thing that sets it apart for me is it's large file handling capability and it's non-destructive editing capabilities; I couldn't do many of the jobs I do without "smart objects" and it is not unusual for a job to consist of a single PS file of over a Gigabyte and occasionally two.

As my use is "work related" I also need to be pretty sure that I can open a file that was created a long time ago, experience has taught me to not be surprised at suddenly having to open a ten year old file! As a former user of "Picture Publisher", an early PC image editing program which at the time was far superior to the then current Photoshop, I have been burnt by having old files I cannot easily access long after the program has been discontinued (these are files containing program specific content, smart objects, drop shadows etc not just simple images).

Where I agree with the thrust of the article and comments is, yes, development is obviously marketing driven and it also appears that bugs are sometimes not sorted but left to "the next version", also the interface is,er, idiosyncratic to put it politely. But what I must say is that if I didn't need it for things I can't get elsewhere there is no way I would buy it. I do photography as a hobby and am more than happy with Google Picasa (don't laugh) for my simple needs (it even recognises my 5DII raw files).

The bottom line is that if I could find the features that help me to earn a living quickly and easily for less money from a program I knew was here for the long haul I would jump at it, I've looked and I cant, would I buy it if I didn't need it for my work, never!

Steve

Posted by: Steve Hardy | Sunday, 14 November 2010 at 03:52 AM

i do photo editing for a national newspaper - color balance for press, clipping paths and the like- we use cs2 on PCs. 90% of the time i use the basic tools already available from version 1 - curves, pen tool, dodging and burning, chanel mixer, layer masks and such. to my opinion, cs2 has all what you need for everyday professional work, i would be happy if adobe engineers would concentrate their efforts on tweeking the math behind the tools, instead of wasting our time with all those new tools that are just scripts and actions in desguise.

Posted by: tal bedrack | Sunday, 14 November 2010 at 05:47 AM

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