

Known Problems with this release

1. Copy and paste files from the second session into the model track of the first. Then Cut and paste these files from the Model track into the CDDA. A dialog appears stating that they will not be copied as they have conflicting file names

2. Make a change in a Tab region. Click on another tab region. A dialog appears asking if you wish to save changes. Say No. Click on another Tab. The dialog appears again. Click cancel The change still seems to have been made.

3. The close/minimise/restore buttons for the current window disappear when auto maximise is checked

4. If an empty directory is added to a session when renamed it disappears

5. Drag a file down the tree view at the same time cursor down. Treeview fills with rubbish

6. There are still problems with the TOC

GD Workshop 2.3.14a

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Changed the name to GDWorkehop.exe

Delete multiple files used to delete the last selected file as well, this has been fixed

D-Type characters on filename tab

On file tree we now allow entry of dot

CPMW will now look for "GD Workshop.exe" or "GDWorkshop.EXE"

Problem with looking up filenames during emulation, sometimes deleted Files could be returned as valid filenames during emulation reads

Check for invalid track size used to check against data size plus gap / pause, this is now just the data size.

When changing the name of an empty directory it was possible for Workshop to complain and tell you the file already existed, even though it didn't

CPMW will now go through GDWorkshop's error handler on door close, before it simply sent the close door command, it's now more intelligent.

GD Workshop 2.3.13a

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Fixed TOC size

Fixed empty directories disappearing

Fixed Cut&Paste GPF

Fixed problem with adding files after a new project drop

Fixed problem with dropping long directory names on

Cut & Paste dirs.& files not drawing properly fixed

Deleting an audio track inserts it into the undo buffer

Tidy up after paste

Greying audio and data tracks when on file system & session tab

GD Workshop 2.3.12a

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Improved Drag&Drop in file tree

When showing invalid tracks this is done in a smaller box

When deleting multiple selection sector numbers are now calculated at the end

CDDA tracks can only have 1 file now

Filesource tab has been removed

F3 accelerator has been added for Check File Versions

GD Workshop Version 2.3.11A -- Release Notes

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Not released

Fixes to Bug list See attached

GD Workshop Version 2.3.10A -- Release Notes

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When entering into the second system area edit box the apply button was not made active

When adding files to workshop the short version of the name's length is checked against \_MAX\_PATH (256) if the names are larger than this a list of offending files will be displayed

If workshop fails to write to the emulator hard disk for any reason (creating a file larger than \_MAX\_PATH can do this), this are listed in a box

The file list button could appear if you un-docked the toolbar  
*From Release 2.3.8a*

The menu option close door & toolbar button close door act in the same way

When burning or test burning the disc is checked as in close door

you can now do an internal drag & drop into empty directories.  
*From Release 2.3.6a*

GD Workshop Version 2.3.9A -- Release Notes

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Padding track has been removed

Problem with dropping files into tree view and getting 4 sessions has been fixed     *This bug was caused by a change made in 2.3.8a*

Session delete now does not allow it to be deleted if the session is not empty

When dropping files in from a floppy disk that has been removed a message box will appear telling you which files have not been copied.

When you delete a track you loose all your undo information now

Logging will not try and get files names during the loading of a project

GD Workshop Version 2.3.8A -- Release Notes

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Deleting a track will now issue a warning and will then re-number the tracks

It is now not allowed to delete a file system if it contains any Nodes

Further modification to the TOC

Adding tracks now causes a proper refresh on the tree view

Removed switch views from menu

When creating a GD-ROM you will now be given 2 sessions and 3 tracks

Changed the door accelerator key to F9 (to match CodeScape)

GD Workshop Version 2.3.7A -- Release Notes

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Removed list button. This is a temporary fix to allow GD Workshop to be tested and released in a stable state.

Fixed TOC

GD Workshop Version 2.3.6A -- Release Notes

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Defaults button now sets emulation timeout to 30 seconds

When workshop finds one GD-M and more than 1 removable disk it no longer complains it can't find an emulator

On check file version the list view flickers, this was due to

a) the list was sorted

b) there was an update being issued after each print

On check links when the list is empty the CANCEL button now changes to an OK button

File add was broken, when it was being tested I set the maximum file path length to 1, this was bound to cause an error this has now been changed *Only in versions after 2.3.6a*

If you load a .CPJ file it was possible to create a new project of the same name this is now fixed

If you delete a GD-ROM and press undo the tree now shows up as a GDROM

Switching views from FileList to FileTree could go wrong and not hide the previous view, the solution was when you switch from a tree to a list you remember the pointer to the list view, when the list view is switch back to file you check this pointer and if it's valid switch back.

GPF on deleting file from Audio track and then emulating is fixed.

Copy file to emulator, abort the copy, then delete the file from the emulation and drop it back on now works this was a 2 part problem

- 1.The sizes were not checked only the filenames
- 2.The abort flag was not cleared for the second copy

The FileName tab now greys the directory name for files that are held in Audio tracks.