

IMPORTANT CONFIGURATION NOTES FOR 64-BIT WINDOWS USERS:

1. In Microsoft Windows Vista 64-bit and Windows 7 64-bit operating systems, the Artsystems program is installed by default in the **C:\Program Files (x86)\Artsystems GalleryPro** folder which is a different location from 32-bit machines (**C:\Program Files\Artsystems GalleryPro**). (Installations of **Artsystems Collections** and **Artsystems Studio** follow similar file paths, i.e., **C:\Program Files (x86)\Artsystems Collections** and **C:\Program Files (x86)\Artsystems Studio**, respectively.)

2. Microsoft Windows Vista 64-bit and Windows 7 64-bit operating systems use a service called **UAC (User Account Control)**. The UAC is designed as a further level of security for your pc to prevent the installation of malware or other potentially unwanted programs from installing on your computer without your knowledge. The UAC accomplishes this by running an application as a standard user even when the actual user has full administrative rights.

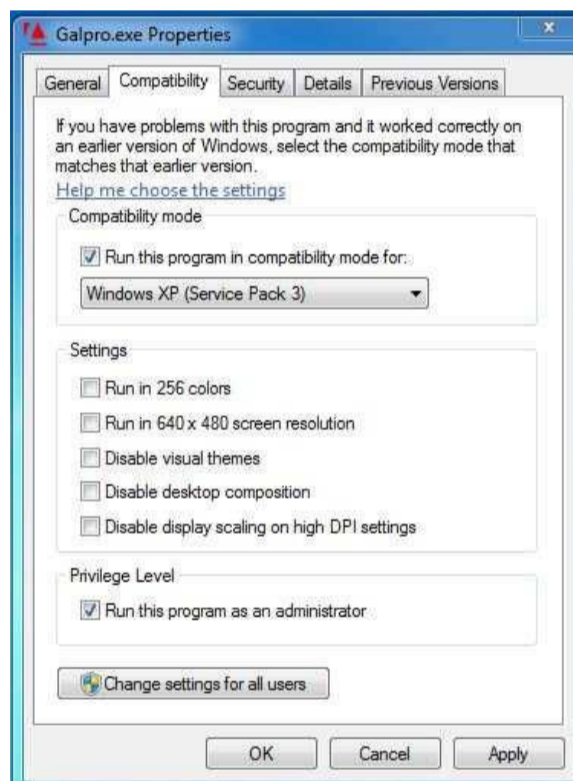
Artsystems software works best with administrative rights. Microsoft provided a solution for this in the application properties called Compatibility.

After installation of GalleryPro and prior to using the program, Artsystems highly recommends setting the compatibility properties for the program.

To do this go to the program path, by default, this is **C:\Program Files (x86)\Artsystems GalleryPro** to locate the **galpro.exe** file.

Right click on the galpro.exe file and select **Properties**, then select the **Compatibility** tab and check **Run As Windows XP (Service Pack 3)**.

At the bottom of this tab also check **Run As Administrator**, click **OK**. You are now ready to run Artsystems GalleryPro on your 64-bit workstation.



3. In Microsoft Windows Vista 64-bit and Windows 7 64-bit Operating Systems, the Artsystems data (**data.asd**) file should be moved to a location outside of the application path (**C:\Program Files (x86)\Artsystems GalleryPro**), and all of the files with the extension **.rep** should be moved to the data folder as well