

## **CorelWEB.GRAPHICS SUITE Readme**

This file contains last-minute changes to the CorelWEB.GRAPHICS SUITE and provides information that may not be documented elsewhere.

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## **CorelWEB.GRAPHICS SUITE General Notes**

CorelWEB.GRAPHICS SUITE is a comprehensive collection of Web publishing applications for creating compelling Web pages.

The CorelWEB.GRAPHICS SUITE includes the following programs:

- CorelWEB.DESIGNER - WYSIWYG Web page creation with no need to learn HTML
- CorelWEB.DRAW - based on the award-winning DRAW! illustration technology
- CorelWEB.MOVE - easy animation to spice up Web pages
- CorelWEB.GALLERY - over 7,500 Internet-ready images in a visual multimedia file manager
- CorelWEB.Transit - converts word processing documents to HTML
- CorelWEB.WORLD - easy VRML authoring

### ***Plus:***

- AT&T Worldnet Service including Netscape Navigator Internet browser
- WebSite from O'Reilly & Associates, Inc. (Server Software)

### **Please Note:**

From within CorelWEB.DESIGNER you can launch the other applications. This integration will allow you to easily insert files created in the other programs into WEB.DESIGNER. You can easily merge HTML files, and create and insert graphics, animations, and VRML into WEB.DESIGNER.

### **Related Topics**

[CorelWEB.DESIGNER](#)

[CorelWEB.DRAW](#)

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## **CorelWEB.DESIGNER**

### **Viewing your Web pages in a Browser**

The display of pages in CorelWEB.DESIGNER may vary slightly to the display in the Browser. It is recommended that you preview your document in a Browser before publishing the document.

### **Large files and Images**

- Please note that you may encounter some problems with larger files. Large files may cause screen distortion when scrolling or selecting text. To refresh the screen, use the Refresh Window command under the View menu.
- Using the Undo command in a file which has a large image may cause a screen redraw.

### **File referencing/viewing images**

If images referenced in your Web page are not visible in a browser when tested locally, relative file references may not have been created. To ensure that all images will be visible when tested locally, save all images in the same directory as the HTML file or in a subdirectory of the HTML file. Images not saved in this manner will have absolute references and will not be displayed when tested locally. Note: All images saved within the server root should be visible once loaded on a server.

### **Resizing WEB.MOVE Animations and Applets**

Resizing CorelWEB.MOVE Animations in CorelWEB.DESIGNER will display a stretched rendering of your animation. In a browser, however, the animation will be displayed unstretched, but in a frame with the dimensions specified in CorelWEB.DESIGNER. As a result, reducing the size of your CorelWEB.MOVE animation in CorelWEB.DESIGNER will result in the animation being cropped.

You may also experience this with other applets which do not check the height and width specified in the HTML. Therefore, when inserting applets into web pages, it is recommended that you preview the page to ensure that the frame specified in the Applet properties is large enough so as not to crop the applet.

### **Progressive .jpg images in WEB.DESIGNER**

WEB.DESIGNER will not display progressive .jpg images. These will be displayed with a default icon. However, the image will display in Browsers that support progressive .jpps.

### **Copying Images with Image Maps**

- If you have created an image map for an image in CorelWEB.DESIGNER, a server-side map will be created and placed within your document directory. This map file will have the .MAP extension. In addition, client-side image map tags will be automatically added to the HTML code. The client side image map tags will be placed at the end of the HTML document below the </HTML> tag.
- If you cut or copy an image with an image map, the image map attributes will be copied along with the image. If you do not want the image to retain the image map attributes, double click on the image, click on the Image Map tab and uncheck the Use Image Map option.

### **Scaling Images and Image Maps**

Coordinates in an image map file do not get adjusted after you scale an image. Therefore, it is recommended that you create your image map after you scale your image to the desired size.

### **If you remove the server-side URL from the Image Map dialog box**

CorelWEB.DESIGNER creates a server-side image map file as well as adding client-side map tags to the HTML document. If you remove the server-side image map URL for the image, you will be asked to specify a server side map file or create a new one. You may then Browse for the server-side map that was removed, edit and resave it or create a new map file. When you save the server-side map file, client-side image map tags will be automatically added to the HTML document.

### **Right and Left Aligned image in Forms**

If an image is inserted into cell that has the ALIGN = LEFT or ALIGN = RIGHT attribute, the image may

temporarily not display. To rectify this problem, place the cursor on the first blank line and press the <Enter> key until the Form border encompasses the image.

### **Pasting Images from WEB.DRAW**

When an image containing an image map is selected and cut or copied in WEB.DRAW and pasted into WEB.DESIGNER the image map tags will be attached to the image. The full image map will always be copied. Therefore, if only selected objects are copied from WEB.DRAW and pasted into WEB.DESIGNER, the image map will not match up with the object. In order to remove the image map, select the image, choose Properties from the Edit menu and then click on the Image Map tab, uncheck the Use Image Map option. In order to insert a complete image and image map from WEB.DRAW, launch WEB.DRAW from the Applications Toolbar in WEB.DESIGNER, create the image and image map and then choose File | Publish to WEB.DESIGNER.

### **Typing text beside images that have image maps or hyperlinks associated with them**

If the cursor is placed directly beside the image before typing, the text may retain the hyperlink attribute <HREF> tag from the image. In order to remove the attribute from the text, select the text and click on the Hyperlink button or choose Hyperlink from the Format menu. The hyperlink/image map attribute will be retained on the image only.

### **Right and Left Aligned images in Tables**

If an image is inserted into a cell that has the ALIGN = LEFT or ALIGN = RIGHT attribute, the image may temporarily not display. To rectify this problem, place the cursor on the first blank line and press the <Enter> key.

### **Replace Function**

The Replace command will replace single words only.

### **Tables**

- Functionality is limited to creating tables with text, images, horizontal rules, embedded files and applets only.
- Color can be applied to Table Cells by Choosing Select Table, Select Row, or Select Cell and then choosing a color from the Font/Cell Color list on the formatting toolbar. (Color in tables will only display in browsers that support the color in table extension.
- If existing Web pages are opened in WEB.DESIGNER that contain lists or forms within tables or nested tables, these will not be displayed in the cells. However, the html code will be retained as long as the cells and tables exist in the document.
- When printing a document that contains a table that is longer than one page, the outside border may not be printed.
- Occasionally WEB.DESIGNER's display of tables may slightly vary from the display provided by specific browser's. Therefore, it is recommended that you preview your document in the Browser before publishing the document.
- CorelWEB.DESIGNER does not support the <TD> and <TH> attributes COLSPAN and ROWSPAN.
- When no width is specified for Table Width in the Table Properties dialog, WEB.DESIGNER will adjust column width to fit the contents of the cell with the widest line of text or widest object. However, WEB.DESIGNER will only extend a column as a percentage of the Window. For example if a Table with 3 columns and no width is specified, CorelWEB.DESIGNER will extend the column to 33% of the Window size as its maximum width. Some Browsers will adjust column width based on the contents of other cells in the table, therefore their display may be slightly different.
- Some Browsers set the vertical alignment of cells to default to the middle without specifying this attribute. CorelWEB.DESIGNER defaults all cells to top vertical alignment. You can change the vertical alignment in the Cell Properties dialog box.
- WEB.DESIGNER displays empty cells for editing purposes. Some browsers will not display empty cells, therefore tables created in WEB.DESIGNER may not display exactly as in the browser.
- If an HTML document is opened into CorelWEB.DESIGNER that contains empty rows (<TR></TR> tags with no <TD> or <TH> tags inside), the display of the table may be distorted. Since some browsers do not display these empty rows, it is recommended that these lines be taken out or commented out of

the HTML source code). In order to display a break between rows, insert a row ( Table menu) and leave the cells empty, this will produce the same effect in the Browser.

- It is not recommended to copy the <Caption> tag inside the table cells, as it is not valid HTML. The Corel.WEB.DESIGNER HTML parser will interpret the caption tag as the beginning of a new table and divide the existing table into two separate tables.

#### **Adding Comments to HTML Source:**

Comments can be added to the HTML Source. Comments will not appear in the displayed page or in the Browsers display, but are useful to make notations to the author and other viewers of the page. To add comments, choose HTML Source from the Edit menu.

The following are examples of the syntax for comments:

```
<!--This page was created by: Name/Date -->
```

```
<! Place a comment here    Place another comment here >
```

#### **Related Topics**

[CorelWEB.GRAPHICS SUITE](#)

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## CorelWEB.DRAW

### Note:

Progressive JPG's are not compressed.

### Publishing with Barista

Corel's Barista technology is a Java-based publishing technology that allows you to use your favorite Corel software to publish Web pages in the Java programming language. This means you can apply all the features and layout control enjoyed by Corel products when publishing to the Web and not be restricted to limitations imposed by HTML. In addition to supporting HTML features like hyperlinks, graphics and tables, pages publishing with Barista also enjoy richer formatting options, multi-column WYSIWIG documents, and complex graphics.

When your page is published using Corel Barista, the following happens:

1. A Web page, or .htm file, is created according to the directory and filename you specified.
2. A subdirectory with the same name is automatically created and placed alongside your output file. All the necessary page contents is stored in this subdirectory.
3. It will also be necessary to place the Barista class files in the same directory as your Web page in order to properly view the page through a browser. (The Barista Class files were installed with your Corel application and placed in a program subdirectory called /Barista.)

Hint: Its a good idea to keep all your Barista output in a single directory on your Internet server or local hard disk so you only need to copy the Barista classes once.

### Barista Class Files

Like other Java Applets, Barista uses special Java program files, or .class files, that provide the necessary publishing instructions for your page or document. Whenever a Barista page is viewed through a browser, the Class files are downloaded along with your page so the browser will be able to correctly display the page and any pages that follow. (Class files are normally downloaded only once and reused during the same browser session.)

This simply means that all Barista class files will need to be located in the same directory as your .htm file to be properly viewed by the browser. Depending on how you have chosen to organize your Web page files, this means either:

- publishing your Web page to the Barista subdirectory installed with your software, or
- copying all the files contained in the Barista subdirectory to the location of your Web page output file. (Be sure to copy all subdirectories and their contents as well.)

### Special notes for Win 3.1x Users

Java .class files are unique in that the file extension is five characters instead of the maximum three allowed by the Windows 3.1x operating system. If you are a Windows 3.1x user, this means you will be unable to view your Barista output from your local computer but will need to first upload them to your Internet server for proper viewing.

In order to circumvent the 3-character file extension limitation with Windows 3.1x, a special Barista.zip file has been installed with your Corel application software which contains all the necessary .class files. You will need to copy this zip file to your server along with your Web page output files and ask your Webmaster to unzip them into the same directory using WinZip or any other decompression utility that

supports long file names. Simply instruct your Webmaster to place the unzipped files in the same directory as your Web page .htm file.

### Special notes for UNIX Servers

- When copying Barista class files to a UNIX server be sure to maintain the exact same letter case.
- A Barista.tar file has been provided containing the Barista class files for copying convenience.

### The Barista File Structure

The following files and directories are required to run a Barista HTML file:

|                |      |                  |           |
|----------------|------|------------------|-----------|
| Barista.class  | file | VDoc.class       | file      |
| down.gif       | file | VPage.class      | file      |
| downd.gif      | file | VPanel.class     | file      |
| downp.gif      | file | VPopupMenu.class | file      |
| IHandler.class | file | VSPanel.class    | file      |
| nextn.gif      | file | VToolbar.class   | file      |
| nextn.gif      | file | VWindow.class    | file      |
| prevh.gif      | file | ZStorage.class   | file      |
| prevn.gif      | file | ar.class         | file      |
| Scroller.class | file | effect.class     | file      |
| up.gif         | file | loader.class     | file      |
| upd.gif        | file | webmove.class    | file      |
| upp.gif        | file | corel            | directory |

The corel directory, located within the Barista folder on your CorelWEB.GRAPHICS SUITE CD, contains four subdirectories that are required to view a barista file.

### Current requirements to run your Barista (.htm) file are:

1. Netscape 2.x (must be the 32-bit version) or Hot Java. Mac users need the equivalent Mac version of Netscape for the Mac this is at least Netscape Navigator version 3 beta 5.
2. ALL class files from the directory Barista must be copied to the same directory as the Java HTML file you've created.

### Note:

If you have any problems viewing a Corel Barista file you should first try to solve the problem by clearing your browser's cache. If you are using Netscape Navigator 2.x this is accomplished by choosing "Options" from the menu items, then "Network Preferences...", followed by the "Clear Memory Cache Now" and "Clear Disk Cache Now" buttons, and finally clicking on "OK".

### Related Topics

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## **CorelWEB.MOVE**

### **Current requirements to run your Java file are:**

1. The 32-bit version of Netscape 2.x or Hot Java. Mac users need the equivalent Mac version of Netscape for the Mac this is at least Netscape Navigator version 3 beta 5.

### **Notes for Windows 3.1x Users**

When you save the HTML file using CorelWEB.MOVE, one HTML file and one directory containing two files are created. For example if you Publish to Java and save the file as Sample1.htm, a file called "Sample1.htm" will be created. A "sample1" directory will also be created and inside that directory is a gif file called Startup.gif and a cjlw file called Sample1.cjlw.

Using Windows 3.1 or Windows for Workgroups 3.11 you will not be able to display Java animation files because the Java class files use long file names. However, you can display them by placing them on your 32 bit file server (unix, mac, Windows NT, or Windows 95 server) along with the Barista class files located on the CD ROM. Copy the class files ar.class, effect.class, loader.class and webmove.class from the Barista directory on the setup CD to the same directory on your server as your HTML files and their associated directories.

### **Viewing Java Animations in Windows 95 and Windows NT**

When you save the HTML file using CorelWEB.MOVE, one HTML file and one directory containing two files are created. For example if you Publish to Java and save the file as Sample1.htm, a file called "Sample1.htm" will be created. A "sample1" directory will also be created and inside that directory is a gif file called Startup.gif and a cjlw file called Sample1.cjlw.

### **In Windows 95**

When Publishing to Java, ensure that the Copy Class Files option is checked in the Publish to Java dialog. This will copy the class files that are needed to run your WEB.MOVE animation.

### **In Windows NT**

The following class files are needed to run your animation:

ar.class  
webmove.class  
effect.class  
loader.class

Copy the above files from the Barista folder located on your CD-ROM and place them in the same directory as your HTML file and its associated folder.

### **Placing your Files on a Server**

When placing your files on a server you are required to transfer the Class files (ar.class, webmove.class, effect.class, and loader.class) along with your HTML file and its associated folder to your server.

### **Summary**

To run a java animation in your Web page, you must place the following Class files (ar.class, webmove.class, effect.class, and loader.class) in the same directory as your HTML file and its associated folder on your server.

### **Publishing sound files to Java files:**

- Java limitations may result in distorted sounds or problems with the synchronization between sound and video
- stereo sounds are not supported by Java (sounds will be exported in mono format when publishing to a Java file)

### **Running under WinNT:**



If you are using WinNT, 256 colors the following tools in the Paint Editor have been disabled:

- Edit menu: Select All
- Toolbox: Lasso tool (for all color settings)
- Effects menu: Tinting towards Foreground and Background, Morph cel and Anti-Alias

**Note:**

If you have any problems viewing a CorelWEB.MOVE animation you should first try to solve the problem by clearing your browser's cache. If you are using Netscape Navigator 2.x this is accomplished by choosing "Options" from the menu items, then "Network Preferences...", followed by the "Clear Memory Cache Now" and "Clear Disk Cache Now" buttons, and finally clicking on "OK".

Due to the Beta status of Netscape 3.0 Beta 5 for the Macintosh, its Java Virtual Machine is not fully supported. You may find that some repeating WEB.MOVE animations do not repeat in this environment unless the mouse pointer is moved into the animation's frame during playback.

**Known Problems:**

- WinNT, 256 Colors, Paint Editor: A line of characters is added to the bottom left of the image in the Paint Editor after exiting.
- WinNT, 256 Colors, Paint Editor: colors of objects may change upon exiting the Editor.
- WinNT, 256 Colors, Paint Editor: putting a marquee around objects may change the color within the marquee box.
- WinNT, 256 Colors, Paint Editor: color pick-up tool may not pick up the correct color.
- WinNT, 256 Colors, Paint Editor: color chosen from the Color Palette may not match the actual color used.
- WinNT, Paint Editor: cutting, rotating, scaling, or moving areas selected with the Marquee tool will not remove the original copy if you are using the onion skin.
- There may be a redraw problem when transitions have been applied to two or more props.
- Using "undo" after ctrl+click+drag on an object in the Paint Editor will erase not only the new multiple copies of the object but the original as well.
- Hyperlink URL doesn't work if the animation is only 1 frame long.
- Text in the timeline rollup status line (at the very bottom) is cut off if using certain font sizes, screen resolutions and graphics cards. (If you have this problem, try using the Windows Standard display scheme or increasing your scrollbar size to 16 or greater.)
- Using Revert Paint to undo an effect while you have an area selected with the marquee tool will bring back the original cel without removing the current one.
- Pausing an animation in Move will not pause sound.
- The Progress bar doesn't update when importing a large file.
- The Preview windows don't work for many file types in the Import dialog.
- There is no Busy cursor present when overwriting an existing MPG-MP2 sound file.
- Web.Move IPFs in 256 color on exit if you have ATI software installed.
- An Aperture width of 1 for the spray can tool doesn't work.
- Playing an actor in Netscape that has more than 125 cels causes errors and may crash the program.
- An Out of memory error may occur when trying to export too many wave files to a movie file.
- Using font options after undoing the typing of text in the Paint Editor will restore the previous text.
- Text typed in the default location in the top left corner (if the cursor isn't placed on a specific location) will be lost after changing cels or closing.
- Help button doesn't work in Object Sizing Options dialog.
- Black color may sometimes disappear in the Morph dialog when using an actor from the 3D group from the libraries. (The black color does not permanently disappear only in the Morph dialog.)

**Known Cue problems:** When using cues to set pauses in an animation, you should keep in mind that the timing and placement of these pause cues whose actions are conditional on mouse clicks can make a difference to how the animation will run as Java. WEB.MOVE runs the cues starting at the beginning frame specified. However, when running Java, the cues are read and then run LAST after all other objects at that point in time have been read,

giving the impression that the cue doesn't run until the frame following it's starting frame.

For example, if you wish to pause your animation at the very beginning until a prop is clicked on, you should set your cue from frame 1-2, and then set your prop to start at frame 2.

You should also be aware that if you disable one prop and enable another using a pause cue, there should also be one frame between the end of the first prop and the beginning of the second prop, whether this break be in the middle of the animation or when the animation loops around.

Example: (Both examples are 20 frame animations).

1) Prop1 has timeline frames 1-10, Prop2 has timeline frames 11-20. Your cue to pause at the end of Prop1 before Prop2 appears must be placed in the timeline frames 8-9.

2) Prop1 has timeline frames 1-10, Prop2 has timeline frames 11-19. To set a cue to pause at the end of Prop2 before Prop1 appears again, you need the cue set in frames 17-18.

**Note:**

Using pause cues and actors do not have the same restrictions as props; you do not need to place the cues one frame from the end of the first actor's duration. Neither do you need one frame between the end of one actor and the beginning of another.

**Related Topics**

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## **CorelWEB.GALLERY**

When you run CorelWEB.GALLERY you are required to have the CorelWEB.GRAPHICS SUITE CD in the CD-ROM drive to access the images.

CorelWEB.GALLERY will not run if it is installed to a directory that does not conform to Windows 3.1 standards.

Please note that all transparent images will appear black in CorelWEB.GALLERY. This may cause thumbnails to appear distorted.

### **Export Filters:**

CorelWEB.GALLERY has Export Filters for gif and jpg images. The gif filter includes the ability to export transparent gifs. The jpg filter exports regular and progressive jpps.

### **CorelWEB.GALLERY and Windows 3.X Standard Mode:**

CorelWEB.GALLERY requires Microsoft Windows to run in Enhanced mode. Standard Mode is not supported. For additional information on Microsoft Windows Enhanced mode, refer to the Windows documentation.

### **Object Linking and Embedding:**

When inserting large or complex OLE objects, especially ones containing large high-resolution bitmaps, you may encounter problems depending on available memory and system resources. This is a known limitation of the Microsoft OLE2 DLL's. If you experience problems trying to insert large OLE objects (e.g. blank objects appear or General Protection Faults occur), the work-around is to export the desired information from one application to a file on disk, then import the file into the other application.

### **Dragging Albums from the Gallery CD-ROM:**

In addition to installing Albums using SETUP, you can drag the album from the CD-ROM. If you do this, however, you must manually reset the link back to your hard drive. To do this,

1. Open an album.
2. Select the top-most album.
3. Go to File-Properties and insert the drive letter for your CD-ROM drive as the default drive.

### **Import and Export Filters:**

#### **Importing EPS files**

When importing EPS files do not use the All Files (\*.\*) option in the List Files of Type list box. You must choose a specific type of file such as EPS (Placeable).

#### **Conversions between Vector Formats and Bitmap Formats**

Vector formats are files contain graphics objects. For example, \*.CDR, \*.EPS, \*.WMF and .CGM are vector formats. Bitmap formats are composed of a series of dots or pixels. For example, \*.BMP, \*.GIF, \*.PCX and \*.TIF are bitmap formats. When converting formats, there are three possible types of conversions:

- vector to vector
- vector to bitmap
- bitmap to bitmap

Conversions of vector formats to other vector formats and bitmap formats to bitmap formats are straight forward. When converting from vector formats to bitmap formats, you may encounter differences in the output since the vector to bitmap is not a simple one-for-one conversion.

**Temporary (Temp) files:**

Each time you open a Corel application, a temp file ~CDRnnnn.tmp is created in a temp directory you specify during install. These files are normally deleted upon closing the application. When a Corel application is launched, it looks in the CORELAPP.INI file for:

```
[TempPaths]
Cleanup=1
0=D:\Temp
1=E:\Temp
```

If Cleanup=1, the application does not clean up the temp files on the hard drive when it is launched. It assumes that the temp files were cleaned up during the last session.

If Cleanup=0, the application did not exit normally during the last session. On the next launch, the application searches temp directories for any temp files and deletes them.

The Cleanup switch should not be edited manually. If there is a problem with Temp files not being cleaned up, please contact Technical Support.

The application searches the following paths in that order when looking for temp files for manipulation:

Set Temp=DosTempPath <-- the Temp variable specified in the AUTOEXEC.BAT

Ex: SET TEMP=E:\

User Temp Path<-- [TempPaths] in the CORELAPP.INI file [defined during setup or by user]

Ex: 0=D:\TEMP

Ex: 1=G:\TEMP1 etc...

Windows Path <-- the Windows directory for the current Windows session.

Ex: C:\WINDOWS

While the application is searching for and/or cleaning up temp files on the hard drive the user will see an hourglass. When this operation is complete the application will continue. This can occur when the opening screen is launching, when you are exiting, or while you are working in the program.

**Note 1:** If you did not select any temp paths during the install, Cleanup=1 will be the last line in the [TempPaths] section.

**Note 2:** It is recommended that files in the Temp directory be deleted only from DOS. Windows should always be closed before deleting temp files.

**Related Topics**

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## CorelWEB.TRANSIT

The current Template files (\*.hmp) including the default.hmp all point to the default directory structure c:\corelweb10\suite. If you install to any other directory you will need to edit all Template files to point to the install directory as specified in the setup.

These files include:

transit\tutorial\rtf\templ01.hmp  
transit\tutorial\rtf\templ03.hmp  
transit\tutorial\rtf\templ04.hmp  
transit\tutorial\rtf\templ05.hmp  
transit\tutorial\rtf\templ06.hmp  
transit\tutorial\rtf\templ07.hmp  
transit\tutorial\rtf\templ08.hmp  
transit\tutorial\rtf\templ09.hmp  
transit\tutorial\rtf\templ10.hmp  
transit\tutorial\rtf\templ11.hmp  
transit\tutorial\rtf\templ12.hmp

transit\tutorial\word\templ01.hmp  
transit\tutorial\word\templ03.hmp  
transit\tutorial\word\templ04.hmp  
transit\tutorial\word\templ05.hmp  
transit\tutorial\word\templ06.hmp  
transit\tutorial\word\templ07.hmp  
transit\tutorial\word\templ08.hmp  
transit\tutorial\word\templ09.hmp  
transit\tutorial\word\templ10.hmp  
transit\tutorial\word\templ11.hmp  
transit\tutorial\word\templ12.hmp

transit\tutorial\wperfect\templ01.hmp  
transit\tutorial\wperfect\templ03.hmp  
transit\tutorial\wperfect\templ04.hmp  
transit\tutorial\wperfect\templ05.hmp  
transit\tutorial\wperfect\templ06.hmp  
transit\tutorial\wperfect\templ07.hmp  
transit\tutorial\wperfect\templ08.hmp  
transit\tutorial\wperfect\templ09.hmp  
transit\tutorial\wperfect\templ10.hmp  
transit\tutorial\wperfect\templ11.hmp  
transit\tutorial\wperfect\templ12.hmp

transit\samples\quikstrt.hmp  
transit\samples\wordstyl.hmp

programs\default.hmp

If CorelWEB.DESIGNER is launched from within CorelWEB.Transit the CorelWEB.DESIGNER Help file will not be automatically located.

### Related Topics

[CorelWEB.GRAPHICS SUITE](#)

CoreWEB.DESIGNER

CoreWEB.DRAW

CoreWEB.MOVE

CoreWEB.GALLERY

CoreWEB.WORLD and CoreWEB.WORLD VIEWER

Worldnet Service including Netscape Navigator Internet browser

WebSite from O'Reilly & Associates, Inc.

## **CorelWEB.WORLD and CorelWEB.WORLD VIEWER**

CorelWEB.WORLD is a program for building 3D Spaces. CorelWEB.WORLD allows you to create 3D worlds in its own format (.mus) or in the VRML 1.0 standard format (.wrl).

The CorelWEB.WORLD Viewer is used to view 3D Spaces built with CorelWEB.WORLD and saved in (MUS) format. The CorelWEB.WORLD Viewer does not allow you to modify the 3D Space, as you can with the CorelWEB.WORLD program. You can move through the world, change camera views and activate sounds, movies and links to the World Wide Web.

The files installed with CorelWEB.WORLD and CorelWEB.WORLD Viewer are:

In the Corel.WEBWORLD directory

WEBWORLD.EXE - The 3D World Builder executable

WRLDVIEW.EXE - The 3D World Viewer executable

WEBWORLD.HLP - The help file

VRML (.WRL files) are supported by default by Microsoft's Internet Explorer 2.0 and as a plug-in for Netscape 2.0. Plug-ins for VRML are available from the Netscape web page and from the Corel web page at [Http://www.corel.com/corelweb/webgraphics/viewers/](http://www.corel.com/corelweb/webgraphics/viewers/).

Native files (.mus) are viewable in WRLDVIEW.exe

### **CorelWEB.WORLD**

#### **Creating your first basic 3D space:**

##### **1. Adding a Box:**

- a. Click Build, Add Box
- b. Draw a box in the middle of the Plane Builder window by clicking the mouse once on the location for the first corner of the box, and again at the location for the other corner of the box (the window on the right side with the grid).

##### **2. Adding a picture on one side of the box:**

- a. Move closer to the box using the direction arrows on the walker bar (bottom right corner, to move forward click and hold the mouse button on the button with the up arrow)
- b. Click View, Decorator > Pictures. If no thumbnails appear in the Pictures window at the bottom left of the screen, click View, Decorator > Directory... When the select directory dialog appears, pick a directory with image files and click OK.
- c. In the Pictures Decorator window (bottom left) click and hold down the mouse button on a picture thumbnail. Drag the mouse pointer to the wall in the 3D view and release to place the picture.

##### **3. Adding a URL to a picture:**

- a. Click on the picture in the 3D window.
- b. Click Edit, Attachment...
- c. In the dialog that appears, select Link to URL in the function dropdown box (or click the dropdown box and hit the L key).
- d. Type in the URL in the Input URL dialog (ex. <http://www.corel.com>) and click OK
- e. Click OK in the Attachment Editor dialog.
- f. Double Clicking on the picture should now launch your WWW browser (if one is installed) with the appropriate URL.

##### **4. Saving the 3D world:**

- a. Close the WWW browser (if open) and return to CorelWEB.WORLD.
- b. Click File, Save and enter a file name in the dialog that appears.



c. Your file will be saved in two formats:

1 .MUS is the webworld format, this includes information on everything in your 3D space (sounds, movies and functions)

2 .WRL is a VRML 1.0 file. This file is viewable by WWW browsers which read VRML files (ex. Netscape with Live3D plug-in)

d. Detailed Information on saving and publishing 3D worlds is contained in the CorelWEB.WORLD help file (look at the Saving and Publishing your world section in the Help Contents).

### **Tips and Known Problems:**

1. There is currently no restriction on what file format you can export to in the true image window, therefore a 0 byte file is created when Exporting 24-bit images to GIF.

2. Depending on the computer's speed, movies may not redraw often while being resized. If this occurs, release the mouse button periodically to see the result of resizing.

3. There is no resizing handle (small grey square in the corner) for transparent movies. To resize a transparent movie, it's easiest to click in the center then set the Move/Resize option on. When you move the pointer outside the movie boundary, the pointer will change to default and when you move the pointer inside the movie boundary it will change to the Move/Resize pointer. This technique can be used to find the upper right corner of the movie. An approximate location of the corner is usually good enough to click and drag for resizing the movie.

4. If the object height is set to the maximum (127), it is possible to drag the camera icon (in the camera control window) outside of the valid coordinates. The camera icon will disappear until it is lowered back to a valid height (use either the - key on the keypad or the lower camera button).

5. Polygon faces which cross may not appear to be transparent to the crossing face. These intersections will appear properly in VRML browsers.

6. The cutout box feature will not remove sections from polygon faces. If this feature is used to cutout a section containing both polygon faces and boxes or walls, there may be an extra horizontal face added.

7. Recording a walking show only takes into account movements made using the walker buttons or keyboard controls.

### **CorelWEB.WORLD Viewer**

CorelWEB.WORLD Viewer is used to view 3D Spaces built with CorelWEB.WORLD and saved in (MUS) format. CorelWEB.WORLD Viewer does not allow you to modify the 3D Space, as you can with the CorelWEB.WORLD program. You can move through the world, change camera views and activate sounds, movies and links to the World Wide Web.

### **What You See:**

When you start the CorelWEB.WORLD Viewer you will see an Open 3D Space dialog. Select any CorelWEB.WORLD file (.mus extension) by clicking on the file name then clicking open. Once the 3D space is loaded, it will appear in a window with controls for movement and camera view in the bottom right corner (the walker buttons).

### **How to move around:**

You can move or jump through 3D Spaces using the keyboard or the walker buttons. You can also move directly in front of an image using the Direct View when you click on the image and select Explore, Direct View from the menu (or right click on the image and select Explore, Direct View from the fly menu). Using the keyboard or Walker buttons, press the arrows in the direction you want to move.

### **How to look around:**

You can look around by manipulating the camera's height, tilt, and zoom qualities. You can adjust these features using the camera buttons in the Walker toolbox or by using the keyboard.

### **Keyboard controls:**

|                  |                          |
|------------------|--------------------------|
| 7, Home          | - Rotates left;          |
| 9, Page Up       | - Rotates right;         |
| 8, Up Arrow      | - Moves camera forward;  |
| 5, 2, Down Arrow | - Moves camera back;     |
| 4, Left Arrow    | - Moves camera left;     |
| 6, Right Arrow   | - Moves camera right;    |
| + (Keypad Plus)  | - Moves camera up;       |
| - (Keypad Minus) | - Moves camera down;     |
| Insert           | - Tilts the camera up;   |
| Delete           | - Tilts the camera down; |

Pressing Ctrl with any other key doubles the speed of the motion produced with the key.

### **How to look at pictures:**

Pictures can have text, sound, URLs (Web HyperLinks), and functions associated with them. When you move the cursor over a picture, indicators in the bottom-left corner of the 3D Space Window show the picture's characteristics.

If a function is associated with a picture, the cursor becomes a hand. Double-click on the picture to activate the function. If the picture contains text, the first line appears at the bottom of the 3D Space window. Click on the picture with your right mouse-button and select Display Attached Text to read the full text. If the picture contains sound, the Attached Sound indicator in the bottom-left corner of the 3D Space Window is displayed. To hear the sound, right click on the picture and select Play Attached Sound. If the picture is part of an album, the Album indicator in the bottom-left corner of the 3D Space Window is displayed. To leaf through the album, right click on the picture then select List Album. To see a picture in its original size and proportions, right click on the picture then select True Image.

### **Walking Show:**

Some prebuilt 3D Spaces have a Walking Show. A Walking Show takes you through the 3D Space by a predefined route. To start a Walking Show, select Walking Show in the 3D Space Window Menu. To stop the Walking Show, press any arrow key.

### **Note:**

The CorelWEB.WORLD Viewer and a VRML plug-in for Netscape Navigator are available at:  
<http://www.corel.com/corelweb/webgraphics/viewers/>

### **Related Topics**

[CorelWEB.GRAPHICS SUITE](#)

[CorelWEB.DESIGNER](#)

[CorelWEB.DRAW](#)

[CorelWEB.MOVE](#)

[CorelWEB.GALLERY](#)

[CorelWEB.TRANSIT](#)

[Worldnet Service including Netscape Navigator Internet browser](#)

[WebSite from O'Reilly & Associates, Inc.](#)

## **AT&T Worldnet Service including Netscape Navigator Internet browser**

### **Installing AT&T Worldnet Service Software on Windows 95 systems:**

After you have installed the CorelWEB.GRAPHICS SUITE programs, you can install the AT&T Worldnet Service including the Netscape Navigator Internet Browser by clicking the Install AT&T Worldnet service software icon located in the CorelWEB.GRAPHICS SUITE programs flyout. Or, you can install the AT&T Worldnet Service including the Netscape Navigator Internet Browser by double-clicking the Setup.exe located in the ATT32/disk1 folder on the CD-ROM. (Note: This will install AT&T's Netscape version 2.01 which supports Java.)

### **Installing AT&T Worldnet Service Software on Windows 3.1x systems:**

After you have installed the CorelWEB.GRAPHICS SUITE programs, you can install the AT&T Worldnet Service including the Netscape Navigator Internet Browser by clicking the Install AT&T Worldnet service software icon located in the CorelWEB.GRAPHICS SUITE programs directory. Or, you can install the AT&T Worldnet Service including the Netscape Navigator Internet Browser by double-clicking the Setup.exe located in the ATT16/disk1 folder on the CD-ROM. (Note: This will install AT&T's Netscape version 1.22)

The AT&T Worldnet Service Software is not available for Windows NT.

### **Related Topics**

[CorelWEB.GRAPHICS SUITE](#)

[CorelWEB.DESIGNER](#)

[CorelWEB.DRAW](#)

[CorelWEB.MOVE](#)

[CorelWEB.GALLERY](#)

[CorelWEB.TRANSIT](#)

[CorelWEB.WORLD and CorelWEB.WORLD VIEWER](#)

[WebSite from O'Reilly & Associates, Inc.](#)

## **WebSite from O'Reilly & Associates, Inc.**

You can install WebSite by double-clicking the WebSite icon located in the WebSite folder on the CD-ROM. OR, After you have installed the CorelWEB.GRAPHICS SUITE programs you can install WebSite to your system by clicking the WebSite install icon located in the CorelWEB.GRAPHICS SUITE programs group. (Note: WebSite is not available for Windows 3.1x.)

Detailed information on WebSite is located in the WebSite folder on the CD-ROM. The HTML pages can be viewed in your Browser. Double-click the Index.htm page to view the contents page and access this information.

### **What Comes with WebSite?**

WebSite includes the Web server and a full range of tools to manage the server and develop your web.

### **WebSite Server and Tools:**

The heart of WebSite, the server handles requests from clients (browsers) for documents, whether they be text, graphic, multimedia, or virtual. The WebSite server is a full 32-bit, multi-threaded HTTP server that runs under Windows NT or Windows 95. The server takes full advantage of the operating systems Registry and multithreading support. Under NT, the server can run as an application or as a service. Usually the server appears as an icon on your desktop or task bar with the status shown as either idle or busy. Configuring the server is the job of Server Admin.

### **Server Admin:**

Server Admin lets you configure the WebSite server to meet the needs of your environment. Although the install program handles the basic configuration, you will probably want to enhance your server by changing some settings. Mapping, identities for virtual servers, automatic directory listings, access control, and logging parameters are set through Server Admin.

WebView helps you build and manage your web by graphically depicting it. WebView shows all hypertext links between and within documents internal or external, broken or complete. WebView not only lets you see your web from a birds eye view, it also lets you edit individual files. In WebView you can launch an appropriate editing application based on the files type, or you can drag a file into the desired application using WebViews drag and drop capability. If youre building a new web, start with WebView. If you are managing an existing web, use WebView to make improvements and fix problems. WebView diagnoses HTML coding problems and lets you see activity reports on any part of your web. WebView works on any web, not just the local one. WebView also includes HTTP proxy support to work behind a firewall.

WebIndex and WebFind work together to provide full-text search capability for users of your web. WebIndex appears in the WebSite program group or program list while WebFind is a CGI program. WebIndex lets you create the indexes used in WebFind searches. Before WebFind can work, you must run the WebIndex program and indicate which portion of your Web is to be searchable. You can create multiple indexes with WebIndex and keep them separate or merge them. A variety of preferences allow you to tailor index contents. When users click on a WebFind hypertext link in one of your documents, WebFind first displays a search form for the user to complete and then executes the search.

### **Related Topics**

[CorelWEB.GRAPHICS SUITE](#)

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[CorelWEB.GALLERY](#)

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Worldnet Service including Netscape Navigator Internet browser

## **To Access the CorelWEB.GRAPHICS SUITE Web Page**

Free product updates, tutorials, and other related software will be available from the CorelWEB.GRAPHICS SUITE Web Page at: <http://www.corel.com/corelweb/webgraphics/downloads/>

Information on Corel's other Internet products can be found at: <http://www.corel.com/corelweb/>

## **To Send Software Suggestions and Comments**

Please forward suggestions for improvement of any component of your CorelWEB.GRAPHICS SUITE product to:

CorelWEB.GRAPHICS SUITE Product Development Manager  
Corel Corporation  
1600 Carling Avenue  
Ottawa, Ontario,  
CANADA  
K1Z 8R7





