

To move an object

1. Select the object.
2. Drag the object to the location you want.
As you drag, the object is replaced by a dotted rectangle.
3. Release the mouse button.

{button ,AL(` size_obj_proc;layer_proc;;;','0,"Defaultoverview",,)} Related Topics

To scale an object

1. Select the object.
2. Move the mouse pointer over one of the corner handles until it becomes a cross.
3. Drag the handle until the object is scaled to the size you want.
4. Release the mouse button.

{button ,AL(` size_obj_proc;;;;','0,"Defaultoverview",)} Related Topics

To stretch an object

1. Select the object.
2. Move the mouse pointer over one of the middle handles until it becomes a cross.
3. Drag the handle until the object is stretched to the size you want.
4. Release the mouse button.

{button ,AL(` size_obj_proc;;;;','0,"Defaultoverview",)} Related Topics

To scale/stretch an object in multiple directions

1. Select the object.
2. Move the mouse pointer over one of the handles until it becomes a cross.
3. Hold down the SHIFT key.
4. Drag the handle until the object is stretched or scaled to the size you want.
5. Release the mouse button.

Tip

- Release the mouse button before you release the SHIFT key.

{button ,AL(` size_obj_proc;;;;;',0,"Defaultoverview",)} Related Topics

To stretch/scale in 100%-increments

1. Select the object.
2. Move the mouse pointer over one of the handles until it becomes a cross.
3. Hold down the CTRL key.
4. Drag the handle until the object is stretched or scaled to the size you want.
5. Release the mouse button.

Tip

- Release the mouse button before you release the CTRL key.

{button ,AL(` size_obj_proc;;;;;',0,"Defaultoverview",)} Related Topics

To stretch/scale in 100%-increments from the object's center

1. Select the object.
2. Move the mouse pointer over one of the handles until it becomes a cross.
3. Hold down the CTRL and SHIFT keys.
4. Drag the handle until the object is stretched or scaled to the size you want.
5. Release the mouse button.

Tip

- Release the mouse button before you release the CTRL and SHIFT keys.

{button ,AL(` size_obj_proc;;;;;',0,"Defaultoverview",)} Related Topics

To leave a copy of the object behind

1. Select the object.
2. Hold down the CTRL key.
3. Drag the object to the location where you want to place the copy.
4. Release the mouse button and the CTRL key.

{button ,AL(` size_obj_proc;;;;','0,"Defaultoverview",)} Related Topics

To rotate an object

1. Double-click the object. The object's handles change to double-headed arrows.
2. Move the mouse pointer over one of the corner arrows until it becomes a cross.
3. Drag in a circular motion around the object.
4. Release the mouse button.

{button ,AL(`rotate_proc;;;;;'0,"Defaultoverview",)} Related Topics

To constrain an object's angle of rotation

1. Double-click the object. The object's handles change to double-headed arrows.
2. Move the mouse pointer over one of the corner arrows until it becomes a cross.
3. Hold down the CTRL key.
4. Drag in a circular motion around the object.
5. Release the mouse button.

Tip

- Release the mouse button before you release the CTRL key.

`{button ,AL(`rotate_proc;;;;';0,"Defaultoverview",)}` Related Topics

To move an object's center of rotation

1. Double-click the object. The object's handles change to double-headed arrows.
2. Drag the center of rotation to the desired spot.
3. Release the mouse button.

{button ,AL(`rotate_proc;;;;;','0,"Defaultoverview",,)} Related Topics

To slant an object

1. Double-click the object.

The object's handles change to double-headed arrows.

2. Drag the handles in the direction you want to slant:

- drag handles on vertical sides in a vertical direction
- drag handles on horizontal sides in a horizontal direction.

3. Release the mouse button.

{button ,AL(`rotate_proc;;;;','0,"Defaultoverview",)} Related Topics

To constrain the object's movement when slanting

1. Double-click the object. The object's handles change to double-headed arrows.
2. Hold down the CTRL key.
3. Drag the handles in the direction you want to slant:
 - drag handles on vertical sides in a vertical direction
 - drag handles on horizontal sides in a horizontal direction.
4. Release the mouse button.

Tip

- Release the mouse button before you release the CTRL key.

{button ,AL(`rotate_proc;;;;';0,"Defaultoverview",)} Related Topics

To move an object in front of all others

1. Select the object.
2. Click Tools, Arrange, To Front.

{button ,AL(`layer_obj_proc;;;;','0,"Defaultoverview",)} Related Topics

To move an object behind all others

1. Select the object.
2. Click Tools, Arrange, To Back.

{button ,AL(`layer_obj_proc;;;;','0,"Defaultoverview",)} Related Topics

To move an object forward one

1. Select the object.
2. Click Tools, Arrange, Forward One.

{button ,AL(`layer_obj_proc;;;;','0,"Defaultoverview",)} Related Topics

To move an object backward one

1. Select the object.
2. Click Tools, Arrange, Backward One.

{button ,AL(`layer_obj_proc;;;;','0,"Defaultoverview",)} Related Topics

To copy an object to the Clipboard

1. Select an object.
2. Click Edit, Copy.

{button ,AL(` clipboard_proc;;;;;'0,"Defaultoverview",)} Related Topics

To cut an object to the Clipboard

1. Select an object.
2. Click Edit, Cut.

{button ,AL(` clipboard_proc;;;;;'0,"Defaultoverview",)} Related Topics

To paste an object from the Clipboard

1. Select a slide.
2. Click Edit, Paste.

{button ,AL(` clipboard_proc;;;;;'0,"Defaultoverview",)} Related Topics

To duplicate an object

1. Select the object.
2. Click Edit, Duplicate.

Note

- The copied object is offset slightly from the original. The default amount is 0.10 inches.

{button ,AL(` clipboard_proc;;;;;'0,"Defaultoverview",)} Related Topics

To group objects

1. Select one of the objects you want to group.
2. Hold down the SHIFT key and select each of the other objects you want to group.
3. Click Tools, Arrange, Group.

The objects are now a group. Selecting any object in the group results in the selection of all other objects in the group.

Tip

- You can edit individual objects in a group by holding down the CTRL key and clicking on the object.

{button ,AL(` groupobj_proc;;;;;'0,"Defaultoverview",)} Related Topics

To ungroup objects

1. Select any object in the group.
2. Click Tools, Arrange, Ungroup.

The objects can now be selected individually.

- **Tip** If you have grouped two or more groups together, click Tools, Arrange, Ungroup to ungroup each level at time.

{button ,AL(`groupobj_proc;selectobj_proc;;;',0,"Defaultoverview",`proc4')} [Related Topics](#)

To select an object in a group

- ▶ Hold down the CTRL key and click on the object.
If you have nested groups (groups within groups), continue clicking until the object you want is selected.

{button ,AL(` groupobj_proc;selectobj_proc;;;',0,"Defaultoverview", `proc4')} [Related Topics](#)

Sample map data

CoreIMAP provides sample map data for each overlay. You can replace the sample data with your own data or edit the sample map data.

```
{button ,AL(` Information_to_map;Using_exact_matching_of_colors_with_data;Using_range_matching_of_colors_with_data;Grouping_data_using_steps;Plotting_data_on_your_map;How_data_is_mapped;',0 ,"Defaultoverview",)} Related Topics
```

Map overlay

A map overlay is a bitmap representing a geographical area.

Notes

- You can attach or remove each overlay from the map at any time.
- You can only apply map data to one overlay at a time. If you add a new set of map data, it will replace the previous data. If you want quick access to the data being replaced, you can click the Save As Sample button in the Data input box before adding new map data.

{button ,AL(` Sample_map_data;Information_to_map;;;',0,"Defaultoverview",)} Related Topics

Custom colors

You can create a custom color by selecting a color from the color palette and changing the levels of hue, saturation, or luminosity, or the amounts of red, green, or blue. You can apply the newly created color to the custom colors palette bar and then use it for the map, legend or title.

```
{button ,AL(`Using_exact_matching_of_colors_with_data;Using_range_matching_of_colors_with_data;
;;;,0,"Defaultoverview",)} Related Topics
```

Information on map

CoreIMAP allows you to manipulate the information plotted on your map using the Edit Data box. You can use map overlay and region name list boxes to assist you in adding or renaming regions in the first column.

Notes

- The information in the first column represents the conventional geopolitical names recognized by CoreIMAP. Using this set of data, CoreIMAP identifies the regions on the map.
- The information in the second column represents the data associated with the region in the first column. It appears as colors applied to map regions. You can apply as many as sixteen colors to the map regions.
- The information in the third column represents additional information about the data or region. It appears as patterns applied to the region. You can apply as many as six different patterns to the regions of the map.

`{button ,AL(` Sample_map_data;Grouping_data_using_steps;Plotting_data_on_your_map;How_data_is_mapped;;',0,"Defaultoverview",)} Related Topics`

Map label

A map label is a text object containing a region name. You can apply the label by selecting the Text Label tool from the Draw toolbar and clicking on the region you want labeled. You can subsequently edit or move the label like any other text object.

Note

- By default, labels (and other objects) are anchored. This means they will also resize when the zoom is invoked. Therefore, unlike other mapping products that distort zoomed in labels, CoreIMAP lets you view text of proportional size when zooming in.

Gridlines

Gridlines represent the longitude and latitude coordinates of the map.

`{button ,AL(` Longitude;Latitude;Degrees;Information_bar;;',0,"Defaultoverview",)}` [Related Topics](#)

System of measurement for distance

You can select your preferred system of measurement, such as miles or nautical miles instead of kilometers, via Tools Options. These units are used with the Distance tool.

Longitude

The distance on the earth's surface, measured east or west from the prime meridian, to the meridian passing through a position, in degrees, minutes, and seconds. At the equator each degree of longitude is approximately 69 miles or 111 kilometers.

`{button ,AL(`Latitude;Degrees;Gridlines;;;',0,"Defaultoverview",)}` [Related Topics](#)

Latitude

The distance north or south of the earth's equator, measured in degrees along a meridian, as on a map or globe. A region of the earth considered in relation to its distance from the equator. Lines of latitude are parallel to the equator, and each degree of latitude is approximately 69 miles or 111 kilometers.

{button ,AL(` Longitude;Degrees;Gridlines;;; ,0,"Defaultoverview",)} Related Topics



Degrees

A unit of latitude or longitude, equal to 1/360 of a circle. CoreMAP measures the lines of longitude and latitude in degrees, minutes, and seconds, with north, south, east, or west direction. For example, 90° 30' 10" W indicates a longitude of 90 degrees, 30 minutes, and 10 seconds west of the prime meridian in Greenwich, England.

`{button ,AL(` Longitude;Latitude;Gridlines;;;',0,"Defaultoverview",)}` [Related Topics](#)

Frame

CoreIMAP allows you to display or hide the patterned line outlining the map area.

```
{button ,AL(`Gridlines;Longitude;Latitude;Degrees;;',0,"Defaultoverview",)}
```

[Related Topics](#)



Using exact matching of colors with data

If you enabled exact on the Match check box from the Format Legend dialog box, CorelMAP matches each unique item of data (taken from the second column) with one of 16 unique colors. CorelMAP repeats this process of color matching until it has matched all items of data. If you have more than 16 unique items of data, CorelMAP automatically changes the color matching process to range matching, thereby displaying colors as part of a spectrum.

[{button ,AL\(`Using_range_matching_of_colors_with_data;Custom_colors;;;','0,"Defaultoverview",\)}](#)
Related Topics



Using range matching of colors with data

If you enabled range on the Match check box in the Format dialog box, CorelMAP groups your data (taken from the second column) into the number of groups indicated in the Steps list box. Each group is assigned a distinct color. CorelMAP repeats this process of color matching until it has matched all groups of data with a different color. Color selection can be either from the 16 default colors, or using a gradient of two.

{button ,AL(`Using_exact_matching_of_colors_with_data;Custom_colors;;;',0,"Defaultoverview",)}
Related Topics



Grouping data using steps

If you enable Range using the Match check box in the Format Legend dialog box, then you create groups of data based either on the default value for steps or on a value that you specify in the Steps list box in the Format dialog box. The number of steps specified determines the number of groups within a range of data. To determine the range for a group, CoreIMAP takes the difference between the largest and smallest value in the range and divides it by the number of steps.

For example,

If your data items are 1.5, 3.5, 5.5, and 7.5 and you specify three steps, CoreIMAP will :

- subtract the smallest value from the largest ($7.5 - 1.5 = 6.0$)
- divide the difference by three ($6.0/3.0 = 2.0$)

The result is three groups with an increment of two. The first group has numbers 1.5 and 3.5, the second group has 5.5, and the last group has 7.5. CoreIMAP then matches each group of data with one of 16 different colors. CoreIMAP repeats this process until it has matched all three groups of data with a different color.

`{button ,AL(`Using_range_matching_of_colors_with_data;Using_exact_matching_of_colors_with_data;Plotting_data_on_your_map;How_data_is_mapped;;;,0,"Defaultoverview",)} Related Topics`

Plotting data on your map

CoreIMAP can plot your own data if it is provided in three columns, representing region, data, and attribute fields respectively. You should make sure the region names in the first column are either the map codes or conventional geopolitical names that CoreIMAP recognizes. .

```
{button ,AL(` Sample_map_data;Information_to_map;Grouping_data_using_steps;How_data_is_mapped;Using_exact_matching_of_colors_with_data;Using_range_matching_of_colors_with_data;Grouping_data_using_steps;',0,"Defaultoverview",)} Related Topics
```

What is CoreIMAP?

CoreIMAP is a geographic mapping utility, that you can use to present useful information on a map. It includes extensive color and draw features that will help you create impressive, easily understood visual presentations. You can use CoreIMAP with your own data or with the sample data provided.

{button ,AL(` How_data_is_mapped;Selection_of_sample_maps;Corel_Map_documentation;;;',0,"Defaultoverview",)} Related Topics

How data is mapped

The data in the first column, titled Region represents the conventional geopolitical names recognized by CoreIMAP. Using this data, CoreIMAP identifies the regions on the map.

The data in the second column, titled Data Value, is applied to map regions identified in the first column in a color coded format. Data represent text or numeric information about a Region; for example, the number of car dealerships in a given region.. CoreIMAP can apply as many as sixteen different colors to the map regions.

The data in the third column, titled Attribute, appears as patterns applied to the same map regions. Attributes represent additional information associated with the Data in the second column and the region. For example, to complement the Data values representing car dealerships in a region, the Attributes column could display the top selling car. Regions with the same model of car (or attribute) would share the same pattern. CoreIMAP can apply as many as six different patterns to the regions of the map.

`{button ,AL(` Sample_map_data;Information_to_map;Plotting_data_on_your_map;Grouping_data_using_steps;;',0,"Defaultoverview",)}` [Related Topics](#)

CoreIMAP sample maps

CoreIMAP provides the following maps by default:

- Australia by State
- Canada by Province
- Europe by Country
- European Union
- Japan by Prefecture
- Mexico by Estado
- USA by State (continental)
- World Countries

Note

- Additional sample maps are available on the second CD in the Mapdata directory. You can also purchase data from Strategic Mapping Inc. For more information on how to purchase map data, click About CoreIMAP from the Help section.

`{button ,AL(`Map_overlay;Map_formatting;;;',0,"Defaultoverview",)}` [Related Topics](#)

CorelMAP documentation

The documentation that comes with CorelMAP includes an overview that explains how CorelMAP works and how to use its features. There is also additional How To information.

Help

This online documentation provides a comprehensive list of 'How to' instructions, a brief summary of the program commands, and complete information on the program tools and how to use them. CorelMAP help also provides information on the program's button and tool bars.

Command summary

Menu:	Functions:
File	Perform basic file operations and program tasks, such as creating files, opening or saving files, and printing.
Edit	Perform basic editing of map features such as Cut, Copy, and Delete.
View	Change the display features of the current map.
Map	Control the appearance of the map and add or remove overlays and edit map data.
Tools	Calculate the shortest distance between two points, insert text labels, edit CorelMAP options, and arrange objects.
Window	Open a window or make it active, and arrange windows on the screen.
Help	Access the online help for CorelMAP. The online help includes extensive reference information not included in the printed documentation.

{button ,AL(^ Selection_of_sample_maps;;;;; ,0,"Defaultoverview",)} Related Topics

Keyboard shortcuts

The following shortcuts can be used in place of menu commands.

Shortcut:	Command equivalent:
CTRL + O	Click File, Open
CTRL + S	Click File, Save
CTRL + P	Click File, Print
CTRL + Z	Click Edit, Undo
CTRL + X	Click Edit, Cut
CTRL + C	Click Edit, Copy
CTRL + V	Click Edit, Paste
DEL	Click Edit, Delete when object is selected
CTRL + M	Click View, Entire map
CTRL + W	Click View, Refresh Map
CTRL + PgUp	Bring to Front
CTRL + PgDn	Bring to Back
Shift + PgUp	Forward One.
Shift + PgDn	Backward One.
CTRL + G	Group
CTRL + U	Ungroup

{button ,AL(` Mouse_shortcuts;;;;;','0,"Defaultoverview",)} [Related Topics](#)

Mouse shortcuts

Right-Click:

Command equivalent:

Legend Area

Click Hide Legend, hides the map Legend
Click Edit Title Map, Displays the Format dialog box at the Display tab
Click Format, Displays the Format dialog box at the Legend tab
Click What's This, activates the What's This help tool

Map Area

Click Zoom, activates Zoom Factor dialog box
Click View, Entire Map, shows entire map
Click Latitude, shows Latitude gridlines
Click Longitude, shows Longitude gridlines
Click Degrees, shows Degrees on gridlines
Click Frame, shows the map Frame
Click Distance, activates the Distance tool
Click Format, displays the Format dialog box at the Display tab
Click What's This, activates the What's This help tool

Title Area

Click Hide Title, hides the map Title
Click Format, displays the Format dialog box at the Display tab
Click What's This, activates the What's This help tool

{button ,AL(` Keyboard_shortcuts;;;;;','0,"Defaultoverview",)} [Related Topics](#)

To use sample map data as default

1. Click Tools, Options.
2. Enable the Use Sample Data check box.

**{button ,AL(`To_disable_the_use_of_sample_data;To_add_information_to_a_map;To_replace_informati
on_on_a_map;To_save_your_data_as_sample;;;',0,"Defaultoverview",)} Related Topics**


To add a map overlay

1. Click Map, add Overlay.
2. Choose an overlay from the list box.

{button ,AL(`To_remove_a_map_overlay;Map_overlay;;;','0,"Defaultoverview",)} Related Topics

To pan the map



1. On toolbar, click the Pan tool ().
2. Place the Pan tool on the map and drag the map into place.

Notes

- Panning does not change the magnification or zoom factor of the view; it just recenters the map in the map frame.
- To disable the Pan tool, click the Pick tool icon.

{button ,AL(`To_view_Entire_map;To_zoom_in_on_a_map;To_zoom_out_on_a_map;To_change_the_default_zoom_factor;;',0,"Defaultoverview",)} Related Topics

To view the entire map

- Click View, Entire map.

{button ,AL(`To_zoom_out_on_a_map;To_zoom_in_on_a_map;To_pan_the_map;To_change_the_default_zoom_factor;;',0,"Defaultoverview",)} Related Topics

To zoom in on a map

1. Click View, Zoom.
2. Specify the Zoom Factor and choose a value greater than the current setting. The zoom enlarges the map by the zoom factor specified in the Zoom dialog box. (The default setting for the zoom factor is 100%) The maximum zoom magnitude is 500% and the minimum zoom magnitude is 20%.

Notes

- When zooming in, you enlarge the map by the value of the zoom factor. If you select a zoom factor of 500% the map will increase to its maximum size and not enlarge any further on a subsequent zoom in.
- You can also zoom in on the map by clicking the Zoom In tool on the Tool Box. You can then use the marquee selection method; drag to define a rectangular zoom area. As you drag, a temporary rectangular boundary appears. When you release the mouse button, the expanded map area within the boundary fills the map frame.

{button ,AL(`To zoom_out_on_a_map;To change the_default_zoom_factor;To_pan_the_map;To_view_Entire_map;;',0,"Defaultoverview",)} Related Topics

To zoom out on a map

1. Click View, Zoom.
2. Specify the Zoom Factor and choose a value less than the current setting. The zoom reduces the map by the zoom factor specified in the Zoom dialog box. (The default setting for the zoom factor is 100%) The maximum zoom magnitude is 500% and the minimum zoom magnitude is 20%.

Notes

- When zooming out, you reduce the size of the map by the value of the zoom factor. If you select a zoom factor of 20%, the map will decrease to its minimum size and not reduce in size any further.

**{button ,AL(`To_zoom_in_on_a_map;To_change_the_default_zoom_factor;To_pan_the_map;To_view_En
tire_map;;',0,"Defaultoverview",)} Related Topics**

To remove a map overlay

1. Click Map, Remove Overlay.
2. From the list box, choose an overlay.

{button ,AL(`To_add_a_map_overlay;To_view_Entire_map;;;','0,"Defaultoverview",)} Related Topics

To measure distances

1. Click Tools, Distance.
2. Click a region of the map.
3. Drag to a new location.

Notes

- To measure the distance of several points and keep a total of all distances measured, repeat steps 2 and 3 Click Cancel to end the process.
- Use the Reset to Zero button to set the distance to zero.

{button ,AL(` To_select_a_system_of_measurement_for_distance;;;;','0,"Defaultoverview",)} Related Topics

To add region information to a map

1. Click Map, Edit Data.
2. Choose overlay from the Using Map Overlay list box.
3. Click name or ID to determine how CoreIMAP will identify a region.
4. Choose a region from the Region list box.
5. Click Add Region.

Notes

- The information in the first column represents the conventional geopolitical names. Using this set of data, CoreIMAP identifies the regions on the map.
- The information in the second column appears as colors applied to map regions identified in the first column. CoreIMAP can apply as many as sixteen colors to the map regions.
- The information in the third column appears as patterns applied to the same map regions. CoreIMAP can apply as many as six different patterns to the regions of the map.

{button ,AL(`To_replace_information_on_a_map;Plotting_data_on_your_map;How_data_is_mapped;To_edit_information_on_a_map;;To_disable_the_use_of_sample_data;To_delete_a_Region;',0,"Defaultover view",)} Related Topics

To replace region information on a map

1. Click Map, Edit Data.
2. Choose an overlay from the Using Map Overlay list box.
3. Click name or ID to determine how CoreIMAP will identify a region.
4. Choose a region from the Region list box.
5. Insert the region by placing your cursor inside the chosen Region of the Region column, then clicking Paste Region.
6. Add your new information to the Data and the Attribute columns of the chosen Region.

{button ,AL(`To_add_information_to_a_map;To_delete_a_Region;Plotting_data_on_your_map;How_data_is_mapped;;To_disable_the_use_of_sample_data;To_use_sample_map_data;To_save_your_data_as_sample;'0,"Defaultoverview",)} Related Topics

To edit data and attribute information on a map

1. Click Map, Edit Data.
2. Click inside the Data text box of the chosen Region, enter your new data.
3. Click inside the Attribute text box of the chosen Region, enter your new text.
4. Repeat steps three and four, to edit information of other regions.

{button ,AL(`To_add_information_to_a_map;Grouping_data_using_steps;Plotting_data_on_your_map;;To_disable_the_use_of_sample_data;;',0,"Defaultoverview",)} Related Topics

To add a region label to a map

1. Click Tools, Text Label.
2. Click the map where you want to add a label.

`{button ,AL(`To_remove_a_label_from_your_map;To_format_font_in_background_of_legend_title_area;To_display_the_text_toolbar;To_hide_the_text_toolbar;To_format_legend_labels_on_the_current_map;To_align_the_Legend_title',0,"Defaultoverview",)}` [Related Topics](#)

To choose a system of measurement for distance

1. Click Tools, Options.
2. From the Distance Units list box, choose a unit of measurement (e.g., kilometers, statute miles or nautical miles).

{button ,AL(`To_measure_map_distances;;;;';0,"Defaultoverview",)} Related Topics

To display longitude

1. Click View, Map Accessories.
2. Enable Longitude.

`{button ,AL(`To_hide_longitude;To_display_latitude;To_hide_latitude;To_display_degrees;To_display_G
ridlines;',0,"Defaultoverview",)} Related Topics`

To hide longitude

1. Click View, Map Accessories.
2. Disable Longitude.

{button ,AL(`To_display_longitude;To_display_latitude;To_hide_latitude;To_hide_degrees;To_hide_Grid lines;',0,"Defaultoverview",)} Related Topics

To display latitude

1. Click View, Map Accessories.
2. Enable Latitude.

```
{button ,AL(`To_hide_latitude;To_display_longitude;To_hide_longitude;To_display_degrees;To_display_Gridlines;',0,"Defaultoverview",)} Related Topics
```

To hide latitude

1. Click View, Map Accessories.
2. Disable Latitude.

`{button ,AL(`To_display_latitude;To_display_longitude;To_hide_longitude;To_hide_degrees;To_hide_Gridlines;' ,0,"Defaultoverview",)} Related Topics`

To display degrees

1. Click View, Map Accessories.
2. Enable Degrees.

`{button ,AL(`To_hide_degrees;To_display_longitude;To_display_latitude;To_display_the_information_bar;To_display_Gridlines;',0,"Defaultoverview",)}` Related Topics

To display the map frame

1. Click View, Map Accessories.
2. Enable Frame.

`{button ,AL(`To_hide_the_map_frame;To_view_Entire_map;To_display_the_map_toolbar;To_display_the_text_toolbar;To_display_the_draw_toolbar;',0,"Defaultoverview",)} Related Topics`

To hide the map frame

1. Click View, Map Accessories.
2. Disable Frame.

{button ,AL(`To_display_the_map_frame;To_view_Entire_map;To_display_the_map_toolbar;To_display_the_text_toolbar;To_display_the_draw_toolbar;',0,"Defaultoverview",)} Related Topics

To hide degrees

1. Click View, Map Accessories.
2. Disable Degrees.

**{button ,AL(`To_display_degrees;To_hide_longitude;To_hide_latitude;To_hide_Gridlines;To_hide_the_in
formation_bar';0,"Defaultoverview",)} Related Topics**

To disable use of sample data as a default

1. Click Tools, Options.
2. Disable the Use Sample Data check box.

**{button ,AL(`To_use_sample_map_data;To_add_information_to_a_map;To_replace_information_on_a_m
ap;;;;',0,"Defaultoverview",)} Related Topics**

To remove a label from a map

1. Select the label located on the map.
2. Press Delete.

```
{button ,AL(`To_add_a_label_to_a_map;To_format_legend_labels_on_the_current_map;To_display_the_text_toolbar;;To_align_the_Legend_title;To_format_the_legend_label_fonts',0,"Defaultoverview",)}
```

Related Topics

To change the default zoom factor

1. Click Tools, Options.
2. Adjust the zoom factor of zoom in and zoom out with the scroll buttons. The zoom in value must be of a range between 100% and 500% (the maximum zoom in magnitude is 500%). The zoom out value must be of a range between 20% and 100% (the minimum zoom out magnitude is 20%).

Notes

- When zooming in, you enlarge the size of the map by the value of the zoom factor. If you select a zoom factor of 500% the map will increase to its maximum size and not enlarge any further on a subsequent zoom in.
- You can also zoom in on the map by clicking the Zoom In tool on the Map toolbar. You can then use the marquee selection method; drag to define a rectangular zoom area. As you drag, a temporary rectangular boundary appears. When you release the mouse button, the expanded map area within the boundary fills the Entire map frame.
- You can also enter another number by clicking inside the Zoom tool list box and typing a number.

{button ,AL(` To_zoom_in_on_a_map;To_zoom_out_on_a_map;To_view_Entire_map;To_pan_the_map;;',0 , "Defaultoverview",,)} Related Topics

To save data as the sample

1. Click Map, Edit Data.
2. Modify information if required in the Region, Data, and the Attribute columns.
3. Click Save As Sample.

{button ,AL(`To_disable_the_use_of_sample_data;;;;;To_replace_information_on_a_map;To_add_information_to_a_map;`,0,"Defaultoverview",)} Related Topics

To delete a Region

1. Click Map, Edit Data.
2. Place your cursor in the text box in one of the Region, Data, or Attribute columns, then click Delete Region to remove the information.

{button ,AL(`To_add_information_to_a_map;To_replace_information_on_a_map;To_save_your_data_as_sample;;;;',0,"Defaultoverview",)} Related Topics

To format the map layout

1. Click Map, Format.
2. Choose the Layout tab.
3. Choose a map format.

**{button ,AL(`To_format_Display;To_format_Grid;To_format_Legend;To_format_a_background_fill_in_m
ap_area;;To_format_a_background_pattern_in_map_area',0,"Defaultoverview",)} Related Topics**

To format the background color in the title area

1. Click Map, Format.
2. Choose the Display tab.
3. Choose a color from the Title Custom Color list box.

{button ,AL(`;To_format_a_background_custom_color_in_legend_area;To_format_a_background_custom_color_in_map_overlay_area;To_format_a_background_fill_in_title_area;To_format_a_background_pattern_in_title_area;',0,"Defaultoverview",)} Related Topics

To format the background color in the map area

1. Click Map, Format.
2. Choose the Display tab.
3. Choose a color from the Map Custom Color list box.

```
{button ,AL(`To_format_a_background_custom_color_in_title_area;To_format_a_background_custom_color_in_legend_area;To_format_a_background_custom_color_in_map_overlay_area;To_format_a_background_fill_in_map_area;To_format_a_background_pattern_in_map_area;`,0,"Defaultoverview",)}
```

Related Topics

To format the background color in the legend area

1. Click Map, Format.
2. Choose the Display tab.
3. Choose a color from the Legend Custom Color list box.

{button ,AL(`To_format_a_background_custom_color_in_title_area;;To_format_a_background_custom_color_in_map_overlay_area;To_format_a_background_fill_in_legend_area;To_format_a_background_pattern_in_legend_area;',0,"Defaultoverview",)} Related Topics

To format the background color in the map overlay area

1. Click Map, Format.
2. Choose the Display tab.
3. Choose a color from the Map Overlay Custom Color list box.

{button ,AL(`To_format_a_background_custom_color_in_title_area;;To_format_a_background_custom_color_in_legend_area;To_format_background_fill_in_the_map_overlay_area;To_format_a_background_pattern_in_map_overlay_area';0,"Defaultoverview",)} Related Topics

To align the legend title

1. Click Map, Format.
2. Choose the Display tab.
3. Choose Legend Title from the Title list box.
4. Click an alignment button.

**{button ,AL(`To_format_font_in_background_of_legend_title_area;To_format_the_legend_label_fonts;T
o_align_the_Legend_title;;;',0,"Defaultoverview",)} Related Topics**

To format the font of the legend title

1. Click Map, Format.
2. Choose the Display tab.
3. Choose Legend Title from the Title list box.
4. Click Font.
5. Choose a font, point size, and other display features.

```
{button ,AL(`To_align_the_legend_title;To_format_the_legend_label_fonts;To_align_the_Legend_title;;;  
'0,"Defaultoverview",)} Related Topics
```

To format the legend color markers on the current map

1. Click Map, Format.
2. Choose the Legend tab.
3. For each Data Value, choose a color from the Color list box.

{button ,AL(` To format legend labels on the current map;To format an attribute pattern;To format the legend label fonts;To align the Legend title;To replace default colors with custom colors on Legend;',0,"Defaultoverview",)} Related Topics

To format the legend labels on the current map

1. Click Map, Format.
2. Choose the Legend tab.
3. For each Data Value, type your label in the Label text box.

{button ,AL(` To format legend color markers on current map;To format an attribute pattern;To format the legend label fonts;To align the Legend title;To replace default colors with custom colors on Legend;',0,"Defaultoverview",)} Related Topics

To format an attribute pattern

1. Click Map, Format.
2. Choose the Legend tab.
3. For each Attribute, choose a pattern from the Pattern list box.

**{button ,AL(`To_format_a_background_pattern_in_title_area;To_format_an_attribute_label;To_format_a_background_pattern_in_map_area;To_format_a_background_pattern_in_legend_area;To_format_a_b
ackground_pattern_in_map_overlay;',0,"Defaultoverview",)} Related Topics**

To format an attribute label

1. Click Map, Format.
2. Choose the Legend tab.
3. For each Attribute, type your label in the Label text box.

{button ,AL(`To_format_an_attribute_label;To_format_the_legend_label_fonts;Map_label;To_add_a_label_to_a_map;To_remove_a_label_from_your_map;',0,"Defaultoverview",)} Related Topics

To format the legend label font

1. Click Map, Format.
2. Choose the Legend tab.
3. Click the Font button.
4. Change the appearance of the label by choosing different options in the Font dialog box.

**{button ,AL(`To_align_the_Legend_title;To_format_an_attribute_label;To_format_legend_labels_on_the
_current_map;;;`,0,"Defaultoverview",)} Related Topics**

To enable automatic display of gridlines

1. Click Map, Format.
2. Choose the Grid tab.
3. Enable the Automatic Intervals checkbox.

```
{button ,AL(`To_disable_automatic_display_of_gridlines;To_display_longitude;To_display_latitude;To_change_the_latitude_gridline_color;To_change_the_longitude_gridline_color;',0,"Defaultoverview",)}
```

Related Topics

To change the degree intervals of longitude

1. Click Map, Format.
2. Choose the Grid tab.
3. Disable Automatic of the Grid dialog box.
4. Choose an interval or type a value in the Longitude list box.

`{button ,AL(`To_change_the_degree_intervals_of_latitude;To_display_degrees;To_hide_degrees;To_change_Font_of_degrees;;",0,"Defaultoverview",)} Related Topics`

To change the longitude gridline color

1. Click Map, Format.
2. Choose the Grid tab.
3. Choose a color from the Longitude Color list box.

{button ,AL(` To_change_the_latitude_gridline_color;To_display_longitude;To_hide_longitude;To_change_the_degree_intervals_of_longitude;To_change_the_degree_intervals_of_latitude;',0,"Defaultoverview",)} Related Topics

To change the degree intervals of latitude

1. Click Map, Format.
2. Choose the Grid tab.
3. Disable Automatic from the Grid dialog box.
3. Choose an interval or type a value in the Longitude list box.

```
{button ,AL(`To_change_the_degree_intervals_of_longitude;To_change_the_latitude_gridline_color;To_enable_automatic_display_of_gridlines;To_display_latitude;To_hide_latitude;','0,"Defaultoverview",)}
```

Related Topics

To change the latitude gridline color

1. Click Map, Format.
2. Choose the Grid tab.
3. Choose a color from the Latitude Color list box.

{button ,AL(` To change the longitude gridline color;To change the degree intervals of latitude;To display latitude;To hide latitude;To enable automatic display of gridlines;`,0,"Defaultoverview",)}
Related Topics

To change the frame color

1. Click Map, Format.
2. Choose the Grid tab.
3. Choose a color from the Frame Color list box.

{button ,AL(`To_display_the_map_frame;To_hide_the_map_frame;;;','0,"Defaultoverview",)} Related Topics

To change the font of degrees

1. Click Map, Format.
2. Choose the Grid tab.
3. Click the Degrees Font button.
4. Change the Font by choosing different options from the Font dialog box.

```
{button ,AL(`To_display_degrees;To_hide_degrees;To_change_the_degree_intervals_of_latitude;To_change_the_degree_intervals_of_longitude;To_display_the_information_bar;',0,"Defaultoverview",)}
```

Related Topics

To disable automatic display of gridlines

1. Click Map, Format.
2. Choose the Grid tab.
3. Disable the Automatic Intervals checkbox.

```
{button ,AL(`To_enable_automatic_display_of_gridlines;To_hide_longitude;To_hide_latitude;To_change_the_longitude_gridline_color;To_change_the_latitude_gridline_color;',0,"Defaultoverview",)}
```

Related Topics

To increase zoom in magnitude

1. Click Tools, Options.
2. Adjust the magnitude of the Zoom In.

Notes

- When zooming in, you enlarge the size of the map by the value of the zoom factor. If you select a zoom factor of 500% the map will increase to its maximum size and not enlarge any further on a subsequent zoom in.
- You can also zoom in on the map by clicking the Zoom In tool on the Map toolbar. You can then use the marquee selection method; drag to define a rectangular zoom area. As you drag, a temporary rectangular boundary appears. When you release the mouse button, the expanded map area within the boundary fills the map frame.
- You can also enter another number by clicking inside the Zoom tool list box and typing a number.

{button ,AL(`To_decrease_Zoom_In_magnitude;To_increase_Zoom_Out_magnitude;To_decrease_Zoom_Out_magnitude;To_change_the_default_zoom_factor;To_zoom_in_on_a_map;',0,"Defaultoverview",)}
Related Topics

To decrease zoom in magnitude

1. Click Tools, Options.
2. Adjust the magnitude of the Zoom In.

Notes

- When zooming in, you enlarge the size of the map by the value of the zoom factor. If you select a zoom factor of 500% the map will increase to its maximum size and not enlarge any further on a subsequent zoom in.
- You can also zoom in on the map by clicking the Zoom In tool on the Map toolbar. You can then use the marquee selection method; drag to define a rectangular zoom area. As you drag, a temporary rectangular boundary appears. When you release the mouse button, the expanded map area within the boundary fills the map frame.
- You can also enter another number by clicking inside the Zoom tool list box and typing a number.

{button ,AL(`To_increase_Zoom_In_magnitude;To_increase_Zoom_Out_magnitude;To_decrease_Zoom_Out_magnitude;To_change_the_default_zoom_factor;To_zoom_in_on_a_map;',0,"Defaultoverview",)}
Related Topics

To increase zoom out magnitude

1. Click Tools, Options.
2. Adjust the magnitude of the Zoom Out.

Tip

- To zoom out to the default setting of 100%, click Entire map.

Notes

- When zooming out, you decrease the map by the value of the zoom factor. If you select a zoom factor of 20% the map will decrease to its minimum size and not decrease any further.
- You can also zoom out on the map by clicking the Zoom Out tool on the Map toolbar.

{button ,AL(`To_decrease_Zoom_Out_magnitude;To_increase_Zoom_In_magnitude;To_decrease_Zoom_In_magnitude;To_change_the_default_zoom_factor;To_zoom_out_on_a_map;`,0,"Defaultoverview",)}
Related Topics

To decrease zoom out magnitude

1. Click Tools, Options.
2. Adjust the magnitude of the Zoom Out.

Tip

- To zoom out to the default setting of 100%, click Entire map.

Notes

- When zooming out, you decrease the map by the value of the zoom factor. If you select a zoom factor of 20% the map will decrease to its minimum size and not decrease any further.
- You can also zoom in on the map by clicking the Zoom In tool on the Map toolbar.

{button ,AL(`To_increase_Zoom_Out_magnitude;To_increase_Zoom_In_magnitude;To_decrease_Zoom_In_magnitude;To_change_the_default_zoom_factor;To_zoom_out_on_a_map;';0,"Defaultoverview",)}
Related Topics

To change the default number of legend steps

1. Click Tools, Options.
2. Click in the Steps number box and type an integer between 1 and 16.

{button ,AL(`To_format_legend_color_markers_on_current_map;;;;';0,"Defaultoverview",)} Related Topics

To change the number of legend steps of current map

1. Click Map, Format.
2. Click Legend tab.
3. Enable range.
4. Click on the Steps list box and choose an integer.

{button ,AL(`To_format_legend_color_markers_on_current_map;;;;';0,"Defaultoverview",)} Related Topics

To hide the map title

1. Click View.
2. Disable Title.

To display the map title

1. Click View.
2. Enable Title.

To hide the legend

1. Click View.
2. Disable Legend.

To display the legend

1. Click View.
2. Enable Legend.

Map formatting

CorelMAP allows you to format the map. You can customize the layout, display, legend, and grid on the map from the Format dialog box.

Layout

There are three areas to a map: the title, the legend, and the area containing the map itself. Layout allows you to choose the arrangement of these areas.

Display

Allows you to alter the display features including the colors of the title, legend, and map areas. Map and legend titles are also defined and formatted in this tab.

Legend

Data values and their attributes are formatted in the Legend tab.

In addition to formatting marker colors, patterns, and labels, this tab enables you to define how you want your data plotted. Data can either be grouped according to range categories or plotted as exact matches. When data is plotted as a range you can specify the number of data groups (steps) to display.

Grid

Allows you to define how the map's gridlines are placed. They can be manually set to occur at specified intervals or CorelMAP can automatically adjust the interval depending on the current zoom factor. Frame color and degree fonts are also formatted in this tab.

```
{button ,AL(` custom_colors;gridlines;using_exact_matching_of_colors_with_data;using_range_matching_of_colors_with_data;grouping_data_using_steps;plotting_data_on_your_map;',0,"Defaultoverview",)} Related Topics
```

Enable

An option is enabled when there is a check mark beside it.

Disable

An option is disabled when there is no check mark beside it.

Identifies the version of CoreIMAP.

A map overlay is a bitmap representing a geographical area. An attached overlay becomes an integral part of the map. The Add Overlay dialog box allows you to add an overlay to the map.

Displays a map of the world.

Places the chosen overlay in the background without sample data.

Highlights the default overlay before you choose from the list below.

Shows the list of available overlays.

Ignores all changes and closes the Add Overlay dialog box.

Adds the chosen overlay and incorporates it with the map.

The Clear Data dialog box allows you to clear data from the Map Data dialog box.

Allows you to replace the sample data with your own data.

Ignores any changes made to the sample data and closes the Clear Data dialog box.

Accepts the changes made to the sample data and closes the Clear Data dialog box.

Opens the Customize Overlays dialog box.

Add a new overlay from your disk or CD-ROM drive to a new location on your Hard Drive.

Search for a location on your Hard Drive to add or remove an overlay.

Choose the CD-ROM drive as source location for adding or removing an overlay.

Choose the Disk drive as source location for adding or removing an overlay.

Choose the Disk drive as target location for adding or removing an overlay.

A list of currently installed overlays.

Remove an overlay from the list of currently installed overlays.

Click to return to the map without applying any changes from the overlay changes you selected in the Customize Overlays dialog box.

Click to close the dialog box and apply the overlay changes you selected in the Customize Overlays dialog box.

Checks to see if there are regions with the same ID.

Combines regions with the same ID.

Uses data from the first region among a group with the same ID.

Uses data from the last region among a group with the same ID.

Ignores the changes and closes the dialog box.

Opens the on-line help file of CoreIMAP.

Accepts the changes and closes the dialog box.

Adds or deletes information of a region on the map.

Text box to enter the attribute of the region in the first row.

Text box to enter the attribute of the region in the second row.

Text box to enter the attribute of the region in the third row.

Text box to enter the attribute of the region in the fourth row.

Text box to enter the attribute of the region in the fifth row.

Text box to enter the attribute of the region in the sixth row.

Text box to enter the attribute of the region in the seventh row.

Text box to enter the attribute of the region in the eighth row.

Text box to enter the data of the region in the first row.

Text box to enter the data of the region in the second row.

Text box to enter the data of the region in the third row.

Text box to enter the data of the region in the fourth row.

Text box to enter the data of the region in the fifth row.

Text box to enter the data of the region in the sixth row.

Text box to enter the data of the region in the seventh row.

Text box to enter the data of the region in the eighth row.

Deletes a row containing information of a region.

Inserts a row containing information of a region.

Load sample data from the `sampledat.txt` file in the `Mapview` directory.

Displays the chosen overlay.

Displays the chosen region in Name or ID format.

Displays the region in ID format.

Displays the region in Name format.

Text box of the region in the first row.

Text box of the region in the second row.

Text box of the region in the third row.

Text box of the region in the fourth row.

Text box of the region in the fifth row.

Text box of the region in the sixth row.

Text box of the region in the seventh row.

Text box of the region in the eighth row.

Replaces information in a row.

Replaces the sample data with the current information.

Ignores the changes and closes the dialog box.

Accepts the change you can have made and closes the dialog box.

Adjusts the zooming magnitude of the zoom tool.

Displays a list of different zoom magnitudes.

Ignores the changes and closes the dialog box.

Accepts the changes and closes the dialog box.

Map formatting

CoreIMAP allows you to format the map. You can customize the layout, display, legend, and grid on the map from the Format dialog box.

Layout

There are three areas to a map: the title, the legend, and the area containing the map itself. Layout allows you to choose the arrangement of these areas.

Display

Allows you to alter the display features including the colors of the title, legend, and map areas. Map and legend titles are also defined and formatted in this tab.

Legend

Data values and their attributes are formatted in the Legend tab.

In addition to formatting marker colors, patterns, and labels, this tab enables you to define how you want your data plotted. Data can either be grouped according to range categories or plotted as exact matches. When data is plotted as a range you can specify the number of data groups (steps) to display.

Grid

Allows you to define how the map's gridlines are placed. They can be manually set to occur at specified intervals or CoreIMAP can automatically adjust the interval depending on the current zoom factor. Frame color and degree fonts are also formatted in this tab.

```
{button ,AL(`custom_colors;gridlines;using_exact_matching_of_colors_with_data;using_range_matching_of_colors_with_data;grouping_data_using_steps;plotting_data_on_your_map;',0,"Defaultoverview",)} Related Topics
```

Aligns the title to the center.

Changes the color of the highlighted region.

Lists the types of fills for the highlighted region.

Chooses another pattern for the highlighted region on a map.

Aligns the title to the left.

Changes the color of the legend's background area.

Lists the types of fills for the legend's background area.

Changes the pattern of the legend's background area.

Changes the color of the map's background area.

Lists the types of fills for the map's background area.

Changes the pattern of the map's background area.

Changes the color of the map object's background area.

Lists the types of fills for the map object's background area.

Changes the pattern of the map object's background area.

Aligns the title to the right.

Shows how the title will appear on the map.

Changes the color of the title's background area.

Lists the types of fills for the title's background area.

Changes the font of the title.

Lists the titles to you can change.

Changes the pattern of the title's background area.

Measures the distance between points on the map.

Ignores the changes and closes the dialog box.

Shows the distance between two points on the map.

Resets the distance in the Total box.

Totals the distance of several points on the map.

List box to enter the map overlay name.

Name of the map overlay.

Activates the Open dialog box.

Changes the file property to Read-Only, thereby preventing any modifications to the file.

hidden dialog

Chooses the drive where the overlay file is located.

hidden dialog box.

Click to return to the map without applying any changes from the settings you selected.

Click to close the dialog box and apply the settings you selected.

Hidden dialog.

Lists the directories where you can find the overlay file.

[Click to access the contents menu of the online help.](#)

Activates the Open dialog box.

Changes the file property to Read-Only, thereby preventing any modifications to the file.

hidden dialog

Allows you to enter the name of the overlay.

Chooses the drive where the overlay file is located.

A list of files by type.

[Click to return to the map without applying any changes from the settings you selected.](#)

Click to close the dialog box and apply the settings you selected.

A list of available folders.

Lists the directories where you can find the overlay file.

[Click to access the contents menu of the online help.](#)

Changes the gradient color spectrum of map regions.

Changes the first of two colors used to create the gradient color spectrum of map regions.

Changes the second of two colors used to create the gradient color spectrum of map regions.

Ignores the changes and closes the dialog box.

Accepts the change you can have made and closes the dialog box.

Map formatting

CoreIMAP allows you to format the map. You can customize the layout, display, legend, and grid on the map from the Format dialog box.

Layout

There are three areas to a map: the title, the legend, and the area containing the map itself. Layout allows you to choose the arrangement of these areas.

Display

Allows you to alter the display features including the colors of the title, legend, and map areas. Map and legend titles are also defined and formatted in this tab.

Legend

Data values and their attributes are formatted in the Legend tab.

In addition to formatting marker colors, patterns, and labels, this tab enables you to define how you want your data plotted. Data can either be grouped according to range categories or plotted as exact matches. When data is plotted as a range you can specify the number of data groups (steps) to display.

Grid

Allows you to define how the map's gridlines are placed. They can be manually set to occur at specified intervals or CoreIMAP can automatically adjust the interval depending on the current zoom factor. Frame color and degree fonts are also formatted in this tab.

{button ,AL(`custom_colors;gridlines;using_exact_matching_of_colors_with_data;using_range_matching_of_colors_with_data;grouping_data_using_steps;plotting_data_on_your_map;',0,"Defaultoverview",)} Related Topics

Using the settings you have chosen, CorelMAP displays the gridlines automatically.

Changes the Degrees Font displayed on the map.

Changes the frame color of the map.

Changes the color of the latitude gridlines.

Changes the degree intervals of the latitude gridlines.

Changes the color of the longitude gridlines.

Changes the degree intervals of the longitude gridlines.

Map formatting

CoreIMAP allows you to format the map. You can customize the layout, display, legend, and grid on the map from the Format dialog box.

Layout

There are three areas to a map: the title, the legend, and the area containing the map itself. Layout allows you to choose the arrangement of these areas.

Display

Allows you to alter the display features including the colors of the title, legend, and map areas. Map and legend titles are also defined and formatted in this tab.

Legend

Data values and their attributes are formatted in the Legend tab.

In addition to formatting marker colors, patterns, and labels, this tab enables you to define how you want your data plotted. Data can either be grouped according to range categories or plotted as exact matches. When data is plotted as a range you can specify the number of data groups (steps) to display.

Grid

Allows you to define how the map's gridlines are placed. They can be manually set to occur at specified intervals or CoreIMAP can automatically adjust the interval depending on the current zoom factor. Frame color and degree fonts are also formatted in this tab.

```
{button ,AL(`custom_colors;gridlines;using_exact_matching_of_colors_with_data;using_range_matching_of_colors_with_data;grouping_data_using_steps;plotting_data_on_your_map;',0,"Defaultoverview",)} Related Topics
```

Displays a map layout with a legend to the right and a title at the top.

Displays a map layout with a legend at the bottom and a title at the top.

Displays a map layout with a legend at the bottom.

Displays a map layout with a title at the top and a legend to the left.

Displays a map layout with a legend to the right.

Displays a map layout with a title at the bottom.

Displays a map layout with a legend to the right and a title a the bottom.

Displays a map layout with a title at the top.

Displays a map layout without a legend or title.

Map formatting

CorelMAP allows you to format the map. You can customize the layout, display, legend, and grid on the map from the Format dialog box.

Layout

There are three areas to a map: the title, the legend, and the area containing the map itself. Layout allows you to choose the arrangement of these areas.

Display

Allows you to alter the display features including the colors of the title, legend, and map areas. Map and legend titles are also defined and formatted in this tab.

Legend

Data values and their attributes are formatted in the Legend tab.

In addition to formatting marker colors, patterns, and labels, this tab enables you to define how you want your data plotted. Data can either be grouped according to range categories or plotted as exact matches. When data is plotted as a range you can specify the number of data groups (steps) to display.

Grid

Allows you to define how the map's gridlines are placed. They can be manually set to occur at specified intervals or CorelMAP can automatically adjust the interval depending on the current zoom factor. Frame color and degree fonts are also formatted in this tab.

{button ,AL(`custom_colors;gridlines;using_exact_matching_of_colors_with_data;using_range_matching_of_colors_with_data;grouping_data_using_steps;plotting_data_on_your_map;',0,"Defaultoverview",)} Related Topics

Changes the color of the data value in the first row.

Changes the color of the data value in the second row.

Changes the color of the data value in the third row.

Changes the color of the data value in the fourth row.

Changes the color of the data value in the fifth row.

Changes the color of the data value in the sixth row.

Chooses the number of steps from one to sixteen.

A Text box allowing you to enter the decimal place of your data values.

Changes the label of the attribute in the first row.

Changes the label of the attribute in the second row.

Changes the label of the attribute in the third row.

Changes the label of the attribute in the fourth row.

Changes the label of the attribute in the fifth row.

Changes the label of the attribute in the sixth row.

Changes the label of the data value in the first row.

Changes the label of the data value in the second row.

Changes the label of the data value in the third row.

Changes the label of the data value in the fourth row.

Changes the label of the data value in the fifth row.

Changes the label of the data value in the sixth row.

Changes the font of the label.

Changes the pattern of the attribute in the first row.

Changes the pattern of the attribute in the second row.

Changes the pattern of the attribute in the third row.

Changes the pattern of the attribute in the fourth row.

Changes the pattern of the attribute in the fifth row.

Changes the pattern of the attribute in the sixth row.

Matches each step with a specific color you choose.

Matches each range with a specific color you choose.

Resets each color to its default value.

Allows you to format the color.

Changes the general options such as display and default values used by CoreIMAP.

Opens the on-line help file of CoreIMAP.

Displays map data with values and no attributes.

Displays map data with values and attributes.

Displays the default colors of the legend.

Changes the background color of the highlighted region.

Changes the background color of the map legend.

Loads the default values of all map options.

Changes the background color of the map.

Changes the background color of the map overlay.

Changes the default colors with custom colors that you create with the color palette.

Changes the CoreIMAP's default value for the number of steps

Enables or disables the use of sample data for the map.

Changes the background color of the map title.

Changes the system of measurement of CoreIMAP.e.g. changing miles to kilometers.

Allows you to enter a specific value for the zoom magnitude of the zoom in tool.

Allows you to enter a specific value for the zoom magnitude of the zoom out tool.

Ignores the changes and closes the dialog box.

Accepts the change you can have made and closes the dialog box.

An error message dialog box.

An error message.

Accepts the change and closes the dialog box.

Displays region names applicable to more than one overlay.

Lists the overlays available for matching with a region name.

Displays the current choice from the list of overlays.

Ignores the changes and closes the dialog box.

Opens the online help file of CorelMAP.

Accepts the change you can have made and closes the dialog box.

Opens the Remove Overlay dialog box,

Displays a world map.

Displays the currently chosen overlay.

Displays a list of the overlays available to remove.

Click to return to the map without applying any changes from the map overlay settings you selected.

Click to close the dialog box and apply the settings you applied to the map overlays.

Map Wizard used for adding overlays and sample data to the map.

Displays the currently chosen overlay.

Includes sample data with the overlay.

Displays the overlay currently chosen.

Lists the available overlays to add to the map.

Proceeds to the next step of the Map Wizard.

Returns to the previous step of the Wizard.

Ignores the changes and closes the dialog box.

Accepts the changes and closes the dialog box.

Displays all the available map layouts for the map.

Returns to the previous step of the Map Wizard.

Displays a map layout with a legend to the right and a title at the top.

Displays a map layout with a legend at the bottom and a title at the top.

Displays a map layout with a legend at the bottom.

Displays a map layout with a title at the top and a legend to the left.

Displays a map layout with a legend to the right.

Displays a map layout with a title at the bottom.

Displays a map layout with a legend to the right and a title a the bottom.

Displays a map layout with a title at the top.

Displays a map layout without a legend or title.

Moves to the next step of the Map Wizard.

Ignores the changes and closes the dialog box.

Accepts the changes and closes the dialog box.

Displays how the sample data will appear on the map.

Returns to the previous step of the Wizard.

Displays the map with only data values added.

Displays the map with data values and attributes added.

Proceeds to the next step of the Map Wizard.

Ignores the changes and closes the dialog box.

Accepts the change you can have made and closes the dialog box.

Remove data dialog box

[Click to return to the map without applying any changes from the settings you selected.](#)

[Click to return to the map without applying any changes from the settings you selected.](#)

[Click to access the contents menu of the online help.](#)

Click to close the dialog box and apply the settings you applied to the map overlays.

Saves your new data as the default sample for the chosen overlay.

Click to apply the settings you selected.

Click to close the dialog box and apply the settings you applied to the map overlays.

Changes the decimal places of the numeric data on the legend.

From the chosen overlay, CoreIMAP adds the data of all the regions onto the map.

// Commands (ID_* and IDM_*)

Entire Map

This command allows you to display the map in its entirety within the frame. In other words, CoreIMAP displays a full view of the map.

Note

- Seeing the entire map suggests that there are no longer any hidden areas that resulted from panning the map.

`{button ,AL(`Pan_the_map;Zoom_in_tool;Zoom_Out_tool;;;',0,"Defaultoverview",)}` [Related Topics](#)

Add Map overlay-

A map overlay is a bitmap representing a geographical area. When attached to the map, it becomes an integral part of it.

Notes

- You can attach an overlay from the map at any time.
- You can only apply map data to one overlay at a time. If you add a new set of map data, it will replace the previous data. If you want quick access to the data being replaced, you can click the SAVE as sample button in the Data input box before adding new map data.

{button ,AL(` Sample_map_data;Opens_the_Map_Data_dialog_box;HID_MAP_REMOVEOVERLAY;;;',0,"Defaultoverview",)} Related Topics

Remove a Map overlay-

A map overlay is a bitmap representing a geographical area. When attached to the map, it becomes an integral part of it.

Notes

- You can remove an overlay from the map at any time.
- You can only apply map data to one overlay at a time. If you add a new set of map data, it will replace the previous data. If you want quick access to the data being replaced, you can click the Save as sample button in the Data input box before adding new map data.

{button ,AL(` Sample_map_data;Opens_the_Map_Data_dialog_box;HID_MAP_ADDOVERLAY;;;',0,"Defaultoverview",)} Related Topics

The Distance tool-

When you use the Distance tool, CoreIMAP displays a dialog box showing Distance and Total. The value in the Distance box represents the shortest distance between two points you selected on the map. The value in the Total box represents the total distance between all points you selected on the map.

`{button ,AL(`System_of_measurement_for_distance;;;;';0,"Defaultoverview",)}` [Related Topics](#)

Edits the map legend (from the right mouse button)

Activates the Format dialog box and the Display tab. From this window, you can: change the background fills to all areas of the map. You can also change the names of all the labels and their alignment.

```
{button ,AL(` HID_HIDELEGEND;HID_LEGENDTITLE;HID_VIEW_LEGEND;;;',0,"Defaultoverview",)}
```

Related Topics

Opens the Map Data dialog box

CorelMAP allows you to manipulate the information plotted on your map using the Map Data box. You can use map overlay and region name list boxes to assist you in adding regions in the first column.

Notes

- The information in the first column represents the conventional geopolitical names recognized by the CorelMAP. Using this set of data, CorelMAP identifies the regions on the map.
- The information in the second column represents the data associated with the region in the first column. It appears as colors applied to map regions. You can apply as many as sixteen colors to the map regions.
- The information in the third column represents additional information about the data or region. It appears as patterns applied to the region. You can apply as many as six different patterns to the regions of the map.

Tip

- You can use more than sixteen regions in the worksheet range. When your data contains more than sixteen regions, CorelMAP places the numerical data of each region into groups. CorelMAP places these groups within the lowest and highest values of the column range.

{button ,AL(` Sample_map_data;;;;;`,0,"Defaultoverview",)} Related Topics

Zoom Factor

The Zoom factor is a value applied to the zoom. Values greater than 100% will enlarge the map while values smaller than 100% will reduce the map. The maximum zoom magnitude is 500% and the minimum zoom magnitude is 20%.

Note

- When using the zoom, you enlarge the map by the value of the zoom factor. If you select a zoom factor of 500% the map will increase to its maximum size and not enlarge any further.

```
{button ,AL(`Zoom_In_tool;Zoom_Out_tool;To_display_the_map_toolbar;;;',0,"Defaultoverview",)}
```

Related Topics

Adds, edits or removes data on your map

The data in the first column, titled Region represents the conventional geopolitical names recognized by CoreIMAP. Using this data, CoreIMAP identifies the regions on the map.

The data in the second column, titled Data Value, is applied to map regions identified in the first column in a color coded format. Data Values represent items or categories of items found in a Region. For example, the number of car dealerships for each city or territory. If a city or territory is represented twice, it will have the same color both times. CoreIMAP can apply as many as sixteen different colors to the map regions.

The data in the third column, titled Attribute, appears as patterns applied to the same map regions. Attributes represent quantities or other values related to the Data Values in the second column. For example, to complement the Data Values representing car dealership the Attributes column, you could display sales volumes, or number of employees. Attributes with the same sales volumes or number of employees would share the same patterns. CoreIMAP can apply as many as six different patterns to the regions of the map.

{button ,AL(`HID_MAP_DATA;;;;',0,"Defaultoverview",)} Related Topics

Measure map distances

When you use the Distance tool, CoreIMAP displays a dialog box showing Distance and Total. The value in the Distance box represents the distance between two points you selected on the map. The value in the Total box represents the total distance between all points you selected on the map.

`{button ,AL(`System_of_measurement_for_distance;;;;';0,"Defaultoverview",)}` [Related Topics](#)

Hides or displays the legend-

You can hide or display the map legend. By hiding the legend, a white empty space will replace the space of the legend.

```
{button ,AL(`Using_exact_matching_of_colors_with_data;Using_range_matching_of_colors_with_data;
Grouping_data_using_steps;;;',0,"Defaultoverview",)} Related Topics
```

Edit the legend title

You can edit the legend title by changing the font or the alignment of the legend title.

```
{button ,AL(`Using_exact_matching_of_colors_with_data;Using_range_matching_of_colors_with_data;
Grouping_data_using_steps;;;',0,"Defaultoverview",)} Related Topics
```

Editing Text labels-

A map label is a text tag you apply to the map using the Draw toolbar. The text tool allows you to type custom text on the label, while the label tool will display the region name the label is positioned over.

Note

- By default, labels (and other objects) are anchored. This means they will also resize when the zoom is invoked. Therefore, unlike other mapping products that distort zoomed in labels, CorelMAP lets you view text of proportional size when zooming in.

{button ,AL(`Text_toolbar;;;;';,0,"Defaultoverview",)} Related Topics

Changes the font of your text

You can change the font of a title, or a map label. However, zooming on the map affects the text differently. This depends on where the text is located. For example, if you zoom on the map the text label will adjust to the zoom magnitude but the text on the map title will remain the same.

`{button ,AL(`Map_label;;;;',0,"Defaultoverview",)}` [Related Topics](#)

Hides the map title

You can hide the map title allowing you to display a larger area of the map. Instead of displaying the map title, you can place a map label at the top of the map. Your label will adjust with each zoom magnitude of the map.

`{button ,AL(`Frame;Degrees;Latitude;Longitude;Gridlines;',0,"Defaultoverview",)}` [Related Topics](#)

Edits the map title-

You can edit the map title by changing the font, the color pattern, or fill, in the background and the alignment of the title.

```
{button ,AL(`Map_label;;;;;',0,"Defaultoverview",)} Related Topics
```

Information bar

As you move your mouse pointer over the map from one area to another, the Information bar identifies the region's name and the coordinates in degrees.

`{button ,AL(` Degrees;Longitude;Latitude;;;',0,"Defaultoverview",)}` Related Topics

Longitude

Longitude is the distance on the earth's surface, measured east or west from the prime meridian, to the meridian passing through a position, in degrees , minutes, and seconds. At the equator each degree of longitude is approximately 69 miles or 111 kilometers.

`{button ,AL(`Latitude;Degrees;Gridlines;;;',0,"Defaultoverview",)}` [Related Topics](#)

Latitude

Latitude is the distance north or south of the earth's equator, measured in degrees along a meridian, as on a map or globe. A region of the earth considered in relation to its distance from the equator: temperate latitudes. Lines of latitude are parallel to the equator, and each degree of latitude is approximately 69 miles or 111 kilometers.

{button ,AL(` Longitude;Degrees;Gridlines;;;',0,"Defaultoverview",)} Related Topics

Degrees

A unit of latitude or longitude, equal to 1/360 of a circle. CoreIMAP measures the lines of longitude and latitude in degrees, minutes, and seconds, with north, south, east, or west direction. For example, 90 30' 10"W indicates a longitude of 90 degrees, 30 minutes, and 10 seconds west of the prime meridian in Greenwich, England.

`{button ,AL(`Longitude;Latitude;Gridlines;;;',0,"Defaultoverview",)}` [Related Topics](#)

Frame-

CoreIMAP allows you to display or hide the patterned line outlining the map.

`{button ,AL(`Entire_Map;;;;;','0,"Defaultoverview",)}` [Related Topics](#)

Deletes selected objects or nodes

Allows you to delete selected objects or nodes. If no further action has been performed, you can restore a deleted object or node using the Undo command.

`{button ,AL(`HID_CUT;HID_COPY;;;','0,"Defaultoverview",)}`` Related Topics

Hide or display the map title

You can hide or display the map title without affecting the area of the map. This can also be done by clicking Title from the View menu.

Displays the legend-

CoreIMAP displays the map legend, when you enable the Legend checkmark on the View menu.

Refreshes the screen

Refreshes the screen showing changes made to the map data.

Adds a label to the map-

A map label is a text tag you apply to the map using either the Tool Box or choosing Text Label tool from the Tools menu. The Artistic text tool allows you to type custom text on the map, while the Text Label tool will display the region name the label is positioned over.

- **Note** By default, labels (and other objects) are anchored. This means they will also resize when the zoom is invoked. Therefore, unlike other mapping products that distort zoomed in labels, CorelMAP lets you view text of proportional size when zooming in.

Longitude

The distance on the earth's surface, measured east or west from the prime meridian, to the meridian passing through a position, in degrees , minutes, and seconds. At the equator each degree of longitude is approximately 69 miles or 111 kilometers.

{button ,AL(`Latitude;Degrees;Gridlines;;;',0,"Defaultoverview",)} Related Topics

Map Layouts

Displays different map layouts that are available before you apply one of them to the map.

`{button ,AL(`HID_MAP_LAYOUT;;;;','0,"Defaultoverview",)}` [Related Topics](#)

Customize map overlays

Opens the Customize Overlays dialog box allowing you to choose which overlays to install or remove from your computer.

Note

- Changes do not take effect in the Add/Remove Overlay dialogs or Wizards until the Client application is closed and then reopened.
- You can link CoreIMAP to files located on a CD ROM drive or a Network drive. However, the disk or network connection must be active each work session with CoreIMAP.

Anchors an object to the map

Allows you to anchor an object to the map. Anchoring allows CorelMAP to adjust the size and position of the objects when you change the zoom magnitude or pan the map.

```
{button ,AL(`HID_TOOLS_ARRANGE_BRINGTOFRONT;HID_TOOLS_ARRANGE_SENDBACK;HID_TOOLS_ARRANGE_FORWARDONE;HID_TOOLS_ARRANGE_BACKWARDONE;HID_TOOLS_ARRANGE_GROUPUNGROUP;0,"Defaultoverview",)} Related Topics
```

Bring a hidden object to appear on top of an object

Allows you to place an object on top of a group of objects that are stacked one on top of the other. This is most apparent when the objects are of different colors.

```
{button ,AL(`HID_TOOLS_ARRANGE_ANCHORTOMAP;HID_TOOLS_ARRANGE_SENDBACK;HID_TOOLS_ARRANGE_FORWARDONE;HID_TOOLS_ARRANGE_BACKWARDONE;HID_TOOLS_ARRANGE_GROUPUNGROUP;0,"Defaultoverview",)} Related Topics
```


Moves a visible object behind another object

Moves a visible object to the back of a group of objects. This is most apparent when the objects are of different colors.

```
{button ,AL(`HID_TOOLS_ARRANGE_ANCHORTOMAP;HID_TOOLS_ARRANGE_BRINGTOFRONT;HID_TOOLS_ARRANGE_FORWARDONE;HID_TOOLS_ARRANGE_BACKWARDONE;HID_TOOLS_ARRANGE_GROUPUNGROUP;0,"Defaultoverview",)} Related Topics
```

Move object forward one layer within a group

Moves an object forward one layer within a group of objects that are stacked on top of each other. This is most apparent when the objects are of different colors.

```
{button ,AL(`HID_TOOLS_ARRANGE_ANCHORTOMAP;HID_TOOLS_ARRANGE_BRINGTOFRONT;HID_TOOLS_ARRANGE_SENDBACK;HID_TOOLS_ARRANGE_BACKWARDONE;HID_TOOLS_ARRANGE_GROUPINGROUP;',0,"Defaultoverview",)} Related Topics
```

Moves the chosen object back one layer

Moves an object backward one layer within a group of objects that are stacked on top of each other. This is most apparent when the objects are of different colors.

```
{button ,AL(`HID_TOOLS_ARRANGE_ANCHORTOMAP;HID_TOOLS_ARRANGE_BRINGTOFRONT;HID_TOOLS_ARRANGE_SENDBACK;HID_TOOLS_ARRANGE_FORWARDONE;HID_TOOLS_ARRANGE_GROUPUNGROUP;0,"Defaultoverview",)} Related Topics
```

Groups or ungroups chosen objects

The command Group, groups all selected objects together so they can be selected and manipulated as a single object.

To break a group apart to make changes to an individual object, use the Ungroup command.

```
{button ,AL(`HID_TOOLS_ARRANGE_ANCHORTOMAP;HID_TOOLS_ARRANGE_BRINGTOFRONT;HID_TOOLS_ARRANGE_SENDBACK;HID_TOOLS_ARRANGE_FORWARDONE;HID_TOOLS_ARRANGE_BACKWARDONE;',0,"Defaultoverview",)} Related Topics
```

▪

Fit text to the path

Adjusts the text label to fit the object path. For example, if the path is curved the text will follow the same direction.

Align objects onto a straight line

This applies to any group of objects drawn on the map such as rectangles, circles or polygons.

```
{button ,AL(`HID_TOOLS_ARRANGE_ANCHORTOMAP;HID_TOOLS_ARRANGE_BRINGTOFRONT;HID_TOOLS_ARRANGE_SENDBACK;HID_TOOLS_ARRANGE_FORWARDONE;HID_TOOLS_ARRANGE_BACKWARDONE;`,0,"Defaultoverview",)} Related Topics
```

Cut object

Temporarily removes an object from the map and pastes it to the clipboard.

`{button ,AL(`HID_COPY;;;;;`,0,"Defaultoverview",)}` [Related Topics](#)

Copy object

Makes a copy of the chosen object to the clipboard

`{button ,AL(`HID_CUT;;;;','0,"Defaultoverview",)}` [Related Topics](#)

Change the unit of measurement to miles

You can select your preferred system of measurement, such as miles or nautical miles instead of kilometers. These units are used with the Distance tool.

Change the unit of measurement to kilometers

You can select your preferred system of measurement, such as miles or nautical miles instead of kilometers. These units are used with the Distance tool.

Open the help file

Opens the CorelMAP Help Contents screen. From this screen, you can choose the type of Help you want. When you are in Help, clicking on the Contents button takes you back to the opening screen.

`{button ,AL(`HID_HELP_HELPTOPICS;HID_HELP_WHATSTHIS;;;',0,"Defaultoverview",)}` Related Topics

Using What's This?

Changes the cursor to the What's This cursor. When you click a component of the application, a help topic about the object you clicked is displayed.

Hide map accessories

By enabling the Clear All menu command, CoreMAP clears the display of all accessories from the map. This command can only be used when a map accessory is already displayed on the map.

{button ,AL(`HID_VIEW_MAPACCESSORIES_VIEWALL;;;',0,"Defaultoverview",)} Related Topics

Load Defaults

Click Load Defaults to reset the changes you made back to the default settings.

`{button ,AL(`HID_GRADIENT;;Custom_colors;Using_exact_matching_of_colors_with_data;Using_range_matching_of_colors_with_data;',0,"Defaultoverview",)} Related Topics`

Gradient color

Shows the different colors on the map or legend by using a gradient scale of two colors.

```
{button ,AL(` Using_range_matching_of_colors_with_data;To_change_default_legend_colors;To_format_a_background_custom_color_in_title_area;To_format_a_background_custom_color_in_title_area;Custom_colors';0,"Defaultoverview",)} Related Topics
```

Map format

CorelMAP allows you to format the map. You can customize the layout, display, legend, and grid on the map from the Format dialog box.

Layout

There are three areas to a map: the title, the legend, and the area containing the map itself. Layout allows you to choose the arrangement of these areas.

Display

Allows you to alter the display features including the colors of the title, legend, and map areas. Map and legend titles are also defined and formatted in this tab.

Legend

Data values and their attributes are formatted in the Legend tab.

In addition to formatting marker colors, patterns, and labels, this tab enables you to define how you want your data plotted. Data can either be grouped according to range categories or plotted as exact matches. When data is plotted as a range you can specify the number of data groups (steps) to display.

Grid

Allows you to define how the map's gridlines are placed. They can be manually set to occur at specified intervals or CorelMAP can automatically adjust the interval depending on the current zoom factor. Frame color and degree fonts are also formatted in this tab.

{button ,AL(`custom_colors;gridlines;using_exact_matching_of_colors_with_data;using_range_matching_of_colors_with_data;grouping_data_using_steps;plotting_data_on_your_map;',0,"Defaultoverview",)} Related Topics

Help contents

Opens to the Contents page of the CorelMAP Help dialog box.

`{button ,AL(`;;HID_HELP_WHATSTHIS;HID_HELP_HELPTOPICS;;',0,"Defaultoverview",)}` Related Topics

What's This?

By clicking What's This? from the menu, you get a help topic on an object you selected with your mouse pointer.

Clears the data from the Map Data dialog box-

CoreIMAP allows you to remove the information plotted on your map.

The Distance tool-

When you use the Distance tool, CoreIMAP displays a dialog box showing Distance and Total. The value in the Distance box represents the shortest distance between two points you selected on the map. The value in the Total box represents the total distance between all points you selected on the map.

```
{button ,AL(`To_display_the_map_toolbar;To_measure_map_distances;;;',0,"Defaultoverview",)}
```

Related Topics

Map Layouts

Displays different map layouts that are available before you apply one of them to the map.

`{button ,AL(`HID_MAP_LAYOUT;To_format_the_map_layout;;;',0,"Defaultoverview",)}` [Related Topics](#)

Clears the data from the Map Data dialog box-

CoreIMAP allows you to remove the information plotted on your map using the Map Data box.

Edit the map data-

CoreIMAP allows you to edit the map data for a chosen overlay. (Note, you can plot data for only one overlay at any time.)

Map Overlays

You can change the overlay you want data mapped to by selecting a new one in the Using Map Overlay list box. If the overlay was not previously included in your map it will now be added.

Sample data will be supplied for the new overlay automatically depending on whether the Use Sample Data checkbox is selected in Tools, Options. If not selected, you can load sample data from this dialog.

Adding or replacing region names

Region names can be conveniently added in either ID or full-name format. They can either be added as new data records, or pasted to replace existing region names.

Saving sample data

Your new data can be saved as the default sample data. This means any time sample data is used for that overlay, your edited data will be applied.

{button ,AL(` Sample_map_data;Information_to_map;Grouping_data_using_steps;How_data_is_mapped;;,0,"Defaultoverview",)} Related Topics

Change the map options

CoreIMAP allows you to change many program features in the Tools Options dialog. Settings will be applied to all operations in the current map and can also be elected to apply as the CoreIMAP default.

General display

Zoom in and Zoom out factors affect the percentage of zoom applied when the Toolbar zoom buttons are used. Your preferred unit of measure can also be set in the General Display group box.

Map data

Allows you to specify whether sample data should be used when overlays are added to a map and whether the sample data should include data values and their attributes or data values only. Data precision and preferred number of data range steps can also be specified.

Background colors

Allows you to define the preferred colors to be applied to the map overlay, map background, title area and legend area.

Related Topics {button ,AL(` Custom_colors;System_of_measurement_for_distance;;;',0,"Defaultoverview",)}

Index to CorelMAP online help

The Contents page of the CorelMAP online help covers all topics specifically related to using the map.

`{button ,AL(` Corel_Map_documentation;;;;;' ,0,"Defaultoverview" ,)}` Related Topics

Change the map legend-

From the Display Legend page of the Format dialog box , you can add data labels, add or edit the legend title and change features in the background.

{button ,AL(` Grouping_data_using_steps;Using_range_matching_of_colors_with_data;Using_exact_matching_of_colors_with_data;;;',0,"Defaultoverview",)} Related Topics

Hide or display the toolbar

From the view menu, you can hide or display all the toolbars such as the Draw toolbar, the Text toolbar, the Map toolbar, or any flyout that you moved to a new location.

`{button ,AL(`Gridlines;Longitude;Latitude;Degrees;Frame;',0,"Defaultoverview",)}` [Related Topics](#)

View all map accessories-

From the View menu you can hide or display all the map accessories such as the degrees, the frame, longitude, and latitude.

`{button ,AL(`Gridlines;Longitude;Latitude;Degrees;Frame;',0,"Defaultoverview",)}` [Related Topics](#)

About CoreIMAP

This dialog box gives your information on the version of the application, copyright and trademark, and where to find additional map data in the setup package.

`{button ,AL(`What_is_CoreIMAP;Corel_Map_documentation;;;',0,"Defaultoverview",)}` Related Topics

CoreIMAP Context Sensitive Help

Context Sensitive Help is a method of accessing help topics related to the object selected with your mouse pointer.

{button ,AL(`What_is_CoreIMAP;Corel_Map_documentation;;;',0,"Defaultoverview",)} Related Topics

Change the map display

From the Display page of the Format dialog box, you can change the display of the map.

`{button ,AL(`Gridlines;Longitude;Latitude;Degrees;Frame;',0,"Defaultoverview",)}` [Related Topics](#)

Undo command (Edit menu)

Reverses actions performed during the current session. Use Undo after making a change that you do not want to implement. Immediately after choosing Undo, the Redo command becomes available, allowing you to restore what you just undid. The command name changes to Can't Undo when the last action taken cannot be undone.

You cannot Undo the following actions:

- Any change of view (Zoom-in, Zoom-out, etc.)
- Any file operations (Open, Save, Import, etc.)
- Any selection operations

The name of the Undo command changes depending on the last action; for example, Undo Fill or Undo Rotate.

Cut command/button

Removes an object from the current file and places it on the Clipboard, you can paste the object onto another map or another Windows application.

Notes

- To permanently remove the selected object, use the Delete command in the Edit menu.

Copy command/button

Places a copy of an object onto the Clipboard. Once it is on the Clipboard, you can paste the object into another Windows application or a Corel application.

Notes

- Objects copied from other programs are usually pasted onto the center of the map.

Paste command/button

Places a copy of the object currently on the Clipboard onto the active map. The object remains on the Clipboard until you copy or cut another object or end the current Windows session.

Notes

- When objects that are cut or copied from other programs are pasted into the active map they are placed in the center of the map.

Nodes

The points at the end of lines and curved segments.

Path

The basic component from which objects in CorelMAP are constructed. A path can be open (line) or closed (circle). It can be made up of a single line or curve segment, or of many joined together. When two or more paths are combined into a single path, they are called subpaths.

Gradient

An effect created by blending one color into another through a series of intermediate steps.

Flyout

A menu command or tool that has two or more additional tool or menu commands. It appears when you click and hold the mouse button down on it.

Edit map data of an overlay

You can edit map data of a chosen overlay and save it as the default sample.

The Pan tool

Lets you change your viewpoint on a map by dragging it around the map window.

The Zoom tool flyout

Displays a flyout with three viewing icons used to modify the magnification level of your map. The various icons allow you to zoom in or out, or view the Entire Map. The magnification level at which you leave the map is the size at which the map prints.

The Pen tool flyout

Opens the Pen tool flyout. You can use the controls in this roll-up to define and apply pen attributes such as thickness, arrowheads, and color.

The Fill tool flyout

Opens the Fill tool flyout. Choose this tool to specify custom fill attributes, such as uniform fills, and fountain fills.

The Shape tool flyout

The function of the Shape Tool varies depending on the type of object selected. When used with lines and curves, it changes the shape by moving Nodes and Control point. With text, it is used to edit Character Attributes and do Kerning interactively. It rounds the corners of rectangles and squares and creates arcs and pie wedges when used with ellipses.

The Freehand flyout

Selects *Freehand* mode, a click-and-drag style of drawing similar to the way you move a pencil on paper.

Holding down the mouse button on the Freehand tool in the toolbox opens a flyout that lets you select the Bezier tool.

The Text flyout

Lets you enter text directly on the screen as strings of Artistic text. Entering text as Artistic text allows you to fit the text to a path and do manual kerning using the shape tool.

Holding down the mouse button on the Artistic Text tool in the toolbox opens a flyout from which you can select the Text Label tool.

The Map toolbar

The map toolbar allows you to pan the map, and calculate distances.

The Text toolbar

The text toolbar lets you edit the text on the map and on your legend

The Tool Box

The Tool Box allows you to add shapes and text to the map.

Map layout style

Allows you to choose a layout that displays or hides the map, legend, or title.

The Pick tool

From the Tool Box, the Pick tool allows you to select an object on the map.

The Shape tool

The Shape tool allows you to reshape objects on the map..

The Text Label tool

The Text Label tool allows you to add a text label of a chosen region name on the map.

Measure distances

The Distance tool allows you to measure map distances in miles, nautical miles, or kilometers.

Use Sample Data

Enables the Use Sample Data check box.

Copy

Places a copy of an object onto the Clipboard. Once it is on the Clipboard, you can paste the object into another Windows application or a Corel application.

Notes

- Objects copied from other programs are usually pasted onto the center of the map.

Paste

Places a copy of the object currently on the Clipboard onto the active map. The object remains on the Clipboard until you copy or cut another object or end the current Windows session.

Notes

- When objects that are cut or copied from other programs are pasted into the active map they are placed in the center of the map.

Cut

Removes an object from the current file and places it on the Clipboard. Once on the Clipboard, you can paste the object onto another map or another Windows application.

Notes

- To permanently remove the selected object, use the Delete command in the Edit menu.

Distance tool

When you use the Distance tool, CoreIMAP displays a dialog box showing Distance and Total. The value in the Distance box represents the shortest distance between two points you selected on the map. The value in the Total box represents the total distance between all points you selected on the map.

Pan Tool

Lets you change your viewpoint on a map by dragging it around the map window.

Map data

You can edit map data of a chosen overlay and save it as the default sample.

Map Layout style

Allows you to choose a layout that displays or hides the map, legend, or title.

Map Grid

Opens to the Grid tab of the Format dialog box.

Map Display

Shows the Display tab of the Format dialog box.

Map Legend

Opens to the Legend tab of the Format dialog box.

Help Topics

Help Topics command (Help menu)

Opens the Help Contents, which lists available Help topics. If you are viewing a Help topic and you want to return to Help Contents, click the Contents button.

Double-click on a book to view a list of associated topics.

Double-click on a topic to open the relevant information.

No related topics were found.

No procedure topics were found.

Changes the font for the selected text or the default font.

Changes a point size for the selected text or for the default font. The arrow located on the right of the Point size box is used to see the list of point sizes and make a selection. You can type the point size directly.

Applies or removes bolding for selected text or the default font.

Applies or removes italics for selected text or the default font.

Applies or removes underlining for selected text or the default font.

Draws rectangles, ellipses and polygons. Holding down the mouse button on the Shapes tool opens a menu that lets you choose the type of shape you want to draw.

Opens the Zoom flyout toolbar, which includes buttons to zoom in, out, Entire map.

Magnifies a portion of the screen.

Zooms out by a factor specified in Tool Options dialog box.

Freehand tool flyout. Draws lines and curves. Holding the mouse button down on the Freehand tool opens a menu that lets you choose the drawing mode—Freehand or Bezier—you want to use to draw.

Selects Freehand drawing mode, which is a click and drag style of drawing similar to moving a pencil on paper. Draws lines, curves. Holding the mouse button down on the Freehand tool opens a menu that lets you choose the drawing mode.

Selects the Bezier drawing tool, which is a connect-the-dots style of drawing where you specify the start and end points of the line/curve you want to draw. Draws lines, curves and dimension lines. You can also use the Freehand tool to trace bitmaps. Holding the mouse button down on the Freehand tool opens a menu that lets you choose the drawing mode and the type of dimension line you want to draw.

Draws rectangles, ellipses and stars. Holding down the mouse button on the Shapes tool opens a menu that lets you choose the type of shape you want to draw.

Draws rectangles and squares. Objects drawn with the Rectangle tool are assigned the current default Fill, Outline Pen, and Outline Color attributes.

Draws ellipses and circles. Objects drawn with the Ellipse tool are assigned the current default Fill, Outline Pen, and Outline Color attributes.

Enables you to add text directly on the screen as strings of Artistic Text, or Label Text.

Enables you to add text directly on the screen as strings of Artistic Text.

Opens the Outline Pen flyout menu, from which you can specify preset or custom attributes including outline thickness, line pattern, and calligraphic pen effects.


Opens the Outline Color dialog box or the Color Preferences dialog box if no object is selected.

Opens the Outline Pen dialog box, from which you can choose color, width, corners, line caps, arrows and calligraphy options.

Applies a white outline to the selected graphic object.

Applies a black outline to the selected graphic object.

Removes outlines from the selected graphic object(s).

You can also remove outlines by right-clicking the  at the left end of the Color Palette.

Applies a 0.2 point line width to the selected graphic object. Click it with no object selected to make this the default outline width for new objects you create.

Applies a 2 point line width to the selected graphic object.

Applies an 8 point line width to the selected graphic object.

Applies a 15 point line width to the selected graphic object.

Applies a 24 point line width to the selected graphic object.

Opens the Fill flyout menu, from which you can choose preset fills or set custom attributes including solid color, bitmaps, textures, and patterns.


Opens the Uniform Fill dialog box for specifying uniform fills.

Opens the Fountain Fill dialog box, from which you can create linear, radial, conical, or square fountain fills.

Selects white for the fill color.

Selects black for the fill color.

Selects 50% black for the fill color.

Removes the fill from the object, allowing objects behind it to show through. You can also remove fills by clicking with the left mouse button on the  button at the left end of the Color Palette.

Opens the Two-Color Pattern dialog box, from which you choose two-color pattern fills.

Draws the chosen geometric shape on screen. Objects drawn with the Geometric Shapes tool are assigned the current default Fill, Outline Pen, and Outline Color attributes.

A
B
C
D
E
F
G
H
I
J
K
L
M
N
O
P
Q
R
S
T
U
V
W
X
Y
Z

2D (two-dimensional)

3D (three-dimensional)

3D Riser

A sizes

ABK

Absolute reference

Active window

Actor

Al

Alignment, relative

Alignment, text

Alpha channel

Ambient_light

Amplify

Animation Frame

Animation Path

ANSI

Anti-alias

Application Command

Area

Argument

array

Artistic Text

Ascender

Ascending Scale

ASCII

[Aspect ratio](#)
[Attitude](#)
[Attributes](#)
[Auto-panning](#)
[Autotrace](#)
[AVI](#)
[Axis](#)
[Axis Gridlines \(3D charts\)](#)
[Axis Riser Grid Lines](#)
[Axis Text](#)

[B size](#)
[Background](#)
[Background View](#)
[Backup](#)
[BAK](#)
[Bar \(High-Low-Open-Close Chart\)](#)
[Baseline](#)
[Baseline Shift](#)
[Bezier Curve](#)
[Bezier drawing mode](#)
[binary](#)
[Bipolar Line](#)
[Bit depth](#)
[Bitmap](#)
[Bitmap texture](#)
[Black point](#)
[Bleed](#)
[Blend](#)
[BMP](#)
[Boolean variable](#)
[Bounding box](#)
[breakpoint](#)
[Brighten](#)
[Brightness](#)
[Brightness and Contrast filter](#)
[Bulb light](#)
[Bullet](#)
[by reference](#)
[by value](#)

[Calibration](#)
[Calibration bar](#)
[Calligraphic](#)
[callout](#)
[Cap height](#)
[Category](#)
[Category Axis Grid Lines](#)
[CDR](#)

Cel
Cel animation
Cell
Cell Addresses
Center of rotation
CGM
Channel
Character Attributes
Character Code
Character Set
Chart Objects
Chart Title
Charting Area
Charting Window
Check box
Child
Choke
Chromaticity
Cicero
CIE
Click
Clipart
Clipboard
Clipping hole
Clone
CMY
CMYK
Co-planar
Color depth
Color Manager
Color mask
Color mode
Color Palette
Color proof
Color Separation
Color Tolerance
Color, RGB
Colorimetric
Column Header Area
Column Header Labels
Combination Charts
Combining
Command
Command button
compile-time
Complex Object
Component, shader
Composite
Compound blend

Concentric
Conical camera
Conical fill
connector lines
constant
Constant Value
Constrain
Continuous tone
Contrast
Control menu
Control object
Control point
Corel PHOTO-PAINT
CORELAPP.INI
CORELDRW.INI
CORELFLT.INI
CORELFNT.INI
CORELPNT.INI
CORELPRN.INI
CorelTRACE
CPT
Create Object Mode
Crop
Crop marks
Cross section
Crosshairs
Cursor
Curve Fit Correlation Coefficient
Curve object
Cusp
Cusp Node

Data Axis Major Grid Lines
Data Axis Minor Grid Lines
Data Cell
Data Marker
Data Range
Data Sheet Error Values
data type
Database
Datasheet
Datasheet Functions
debug
declaration, constant
declaration, variable
Default Paragraph Text
Default printer
Default settings
Defringe

Densitometer scale
Descender
Descending Scale
Deselect
Destination file
Device driver
Dialog box
DIC
Didot
Dimension lines
Direction keys
Directory
Display screen:
Distant light
Dither
Dithered color
DLL
Dot gain
Double-click
Downloadable fonts definitions
DPI
Draft Mode
Drag
Drawing window
Drive
Duotone
Dupont palette
DXF

Edit
Editable preview
Em
Embedded object
Emboss
Emulsion
En
End node
Envelope
EOF
EPS
Equalize filter
Exponential Regression
Expression
Extension
Extrude

Face
Fade
Fade out

Feathering
FH3
Fibonacci
Field
File previewer
Film
Film recorder
Filter
Financial Moving Average
Flyout
FOCOLTONE
Folder
Font
Footer
Footnote
Force Justification
Force Line Breaks
Formula
Formula Bar
Fountain fill
Four-color process
FPS
Frame
Freehand drawing mode
Full-color pattern
function
Functions
Functions, Shader

G-Buffer (Geometry Buffer)
Gamut
Gamut Mapping
GDF
GEM
GIF
Global Universe
Gradient
Gravity
Gray component replacement (GCR)
Grayscale image
Greeking
Grid
Grid Lines
Group
Guidelines
Gutter

Halftone
Halftone screen

Handles
Hanging Indent
Header
Headers (Category Axis)
Headers (Second Category Axis)
Hierarchy
Highlight
Highlighting box
Hints
Histogram
Hot Point
Hotkeys
Hourglass cursor
HPGL
HSB
Hue

Icon
identifier
Image setter
In-Cell Editing
Indent
initialization
Insert Video
Insertion Point
Instance
Integers
Intensity
Inter-character Spacing
Inter-Line Spacing
Inter-Paragraph Spacing
Inter-Word Spacing
Interruptible Display
intrinsic statement
Irrational Numbers
Isometric camera

Jaggies
JPEG (Joint Photographic Experts Group)
Justify

Kerning

LAB
Landscape
Layer
Leader Tabs
Left Wall
Letter Spacing

Limitcheck error
Line art
Line style
Linear fill
Linear Regression
Linked object
Lino
List box
Local Universe
LPI
Luminosity

Marquee
Marquee select
Mask
Mask Channel
Master
Master layer
Maximize
Mean
Menu
Menu bar
Merge mode
Minimize
Mirror
Mirror Editing
Mixed Reference
Modeling_box
Moire pattern
Monochrome
Moving Average
Multimedia
Multiple select
Mute

Natural Logarithmic Regression
Negative
Nested powerclips
Newspaper-Style Columns
Nodes
Non-Numeric Axis
Numeric Axis (Data, 2nd Data, X, Y)

Object
Object/Group Coordinate System
One-point perspective
Opacity
Opaque
Open Prepress Interface (OPI)

Operator
Operators
Order box
Orientation
Out-of-gamut color
Overprint

Page border
Paint Color
Paint mode
Paint program
Paint shape
Palette
PANTONE Process colors palette(definition)
PANTONE Spot colors palette(definition)
Paper Color
Paragraph Text
Parent
PAT
Path
Path name
PCT
PCX
Photo CD
Photographic Chroma Mapping
Photoshop PSD
PIC
Pica
PICT
PIF
Pipeline
Pitch
Pixel
Pixmap
Plane
Playback
PLT
Plug-in filters
Point
Point of view (also viewpoint)
Point Size
Polynomial Regression Line
Portable
Portrait
Position, absolute
Position, relative
Positive
PostScript
PostScript textures

[Power Law Regression](#)
[PowerLine Node](#)
[Powerlines](#)
[Presentation Window](#)
[Preset brush type](#)
[Preview](#)
[Preview screen](#)
[Primary mouse button](#)
[Printable page](#)
[procedure](#)
[Process color](#)
[Projection](#)
[Proof](#)
[Prop](#)
[Pure color](#)

[QuickTime](#)

[Radial fill](#)
[Radio button](#)
[Range Kerning](#)
[Rasterizer](#)
[Rational Numbers](#)
[Ray tracing](#)
[Real Numbers](#)
[Reference](#)
[Reflection](#)
[Refraction](#)
[Registration mark](#)
[Relative Reference](#)
[Render](#)
[Resample](#)
[Resident fonts](#)
[Resolution](#)
[return value](#)
[RGB](#)
[Right Wall](#)
[Riser Bar](#)
[Roll](#)
[Roll-up](#)
[Root](#)
[Rotate](#)
[Row Header Area](#)
[Row Header Labels](#)
[Row Title Area](#)
[Row Title Label](#)
[Ruler crosshairs](#)
[Rulers](#)
[run](#)

runtime

Sans Serif

Saturation

Scale

Scaling, object

Scaling, text

Scanner

Scatter Label (3D)

Scatter Line

Scatter Marker

Scientific Moving Average

Scitext

SCODL

Screen angles

Screen frequency

script

Scroll

Second Category Axis Title

Second Y Axis

Second Y Axis Scale

Second Y Axis Title

Secondary mouse button

Section (in numeric format)

seed value

Segments

Select

Sentence element

Separators

Sequence

Series Header

Series Title

Serif

Service bureau

Shader

Shader Tree

Shadow

Shape

Show Correlation Coefficient

Single Cel Actor

Skew

Skinning

Slide

Slide sorter

Slide View

Smooth

Smooth Curve

Smooth Factor Box

Smooth Node

[Snap](#)
[Source file](#)
[Speaker Notes](#)
[Specific Light](#)
[Spectral power distribution](#)
[Spot color](#)
[Spot light](#)
[Spreads](#)
[Square fill](#)
[Standard Deviation](#)
[Standard Illuminant](#)
[Start node](#)
[Status line](#)
[Stretch](#)
[Style Template](#)
[Styles](#)
[Subpaths](#)
[subroutine](#)
[Subscript](#)
[Superscript](#)
[Sweep Path](#)
[Symbol](#)
[Symmetrical](#)
[Symmetrical Node](#)
[Synchronization](#)
[syntax](#)

[Tab](#)
[Template](#)
[Text Styles](#)
[Texture fill](#)
[Texture map](#)
[TGA](#)
[Threshold](#)
[Thumbnail](#)
[TIFF \(Tagged Image File Format\)](#)
[Tile](#)
[Tiling](#)
[Timelines](#)
[Tint](#)
[Tints](#)
[Title bar](#)
[Toggle](#)
[Toolbox](#)
[TOYO Palette](#)
[trace](#)
[Transformation](#)
[Transition Effect](#)
[Translation](#)

Translucence
Transparency mask
Transparent
Trap
True Color
TrueType Fonts
TRUMATCH
Two-color pattern
Two-point perspective
Type Assist
Type style
type-declaration character
Typeface

Undercolor removal (UCR)
Uniform color
Universe

Values
variable
Vector graphics
Vertex
Viewpoint

Waveform
Weight
Welding
WFN
White Point
Whole Numbers
WIN.INI
Window
Wireframe view
WMF
Word Spacing
Working Box
Working Box System
Working page
WPG
WYSIWYG

X-Axis
X-height

Y Axis
Yaw
YIQ

Z-Axis Scale (Left)

Z-Axis Scale (Right)


Z-Axis Title (Left)

Z-Axis Title (Right)

Z-Buffer

Zero Line

To add Artistic Text

1. Click the Text tool and hold down the left mouse button.
2. Click the Artistic Text.tool  from the flyout.
3. Click the document window.
4. Type the text.

Note

- Once the text is on the page, you can use the text toolbar to change the font, point size, and other character attributes.

{button ,AL(` add_text_proc;default_proc;;;proc4',0,"Defaultoverview",`proc4')} Related Topics

To paste Artistic Text

1. Cut or copy the text to the Clipboard.
2. Open the document you want to paste the text into.
3. Click where you want the text to appear.
4. Click Edit, Paste.

Note

- If you paste the text before clicking the [Artistic Text](#) tool, the text will appear in the center of the page.

{button ,AL(`paste_proc;import_proc;add_text_proc;;;',0,"Defaultoverview",)} [Related Topics](#)

To select text with a Text tool

1. Click the Text tool and hold down the left mouse button.
2. Click the text tool you want to use from the flyout.
3. Click and hold the mouse button to the left of the first character you want to select.
4. Drag the mouse pointer over the characters you want to edit to select.

Notes

- To select one character at a time, hold down the SHIFT key and press an Arrow key.

{button ,AL(` select_text_proc;;;;',0,"Defaultoverview",)} Related Topics

new topic:

To select a Text tool

- If the Text tool you want to use is not active, hold the mouse button down on the tool button and choose Artistic Text from the flyout.

{button ,AL(` add_text_proc;default_proc;;;',0,"Defaultoverview",)} Related Topics

To select text with the Pick tool

- Click on any Artistic Text character with the Pick tool.

{button ,AL(`select_text_proc;;;;','0,"Defaultoverview",)} Related Topics

To type or edit text on screen

1. Select the text you want to edit.
2. Position the insertion point and make changes.

{button ,AL(`edit_text_proc;wts29_pro2_cd;;;','0,"Defaultoverview",)} Related Topics

To choose a new font

1. Select the text you want to change.
2. Choose a font from text toolbar.

{button ,AL(`edit_text_proc;default_proc;wts29_pro2_cd;;;',0,"Defaultoverview",`main')} Related Topics

To change font size

1. Select the text you want to change.
2. Click the Font Size list on the text toolbar.

Tip

- In text editing mode, select the text in the current object, click the Font list, and select a new font size or type in a new one.

`{button ,AL(`edit_text_proc;wts29_pro2_cd;;;',0,"Defaultoverview",`main')}` [Related Topics](#)

To copy and paste text

1. Select the text you want to copy.
2. Click Edit, Copy.
3. Place the cursor where you want the text copied to.
4. Click Edit, Paste.

`{button ,AL(`edit_text_proc;wts29_pro2_cd;;;','0,"Defaultoverview",)}`` Related Topics

To cut and paste text

1. Select the text you want to cut.
2. Click Edit, Cut.
3. Place the cursor where you want the text moved to.
4. Click Edit, Paste.

`{button ,AL(`edit_text_proc;wts29_pro2_cd;;;','0,"Defaultoverview",)}`` [Related Topics](#)

To fit text to a path


1. Draw a graphic object (ellipse, box, line, etc.) that has the shape you want to fit your Artistic Text to.
2. Select the graphic object.
3. Holding down the SHIFT key, select the Artistic Text you want to shape to the path.
4. Click Tools, Arrange, Fit Text to Path.

Tips

- You can edit Artistic Text strings directly on paths.
- Enable the Place on other side checkbox to move the text to the opposite side of the path.
- Click Edit if you want to change the Horizontal Offset and Distance From the Path by typing in numbers.


{button ,AL(`fit_path_proc;;;;','0,"Defaultoverview",)} Related Topics

To edit the shape of a text path with the mouse

1. Click the Shape tool .
2. Click the path (or object) you want to edit.
3. Move selected character nodes and control points.

`{button ,AL(`fit_path_proc;so07_pro2_cd;;;','0,"Defaultoverview",)}` [Related Topics](#)

To move Artistic Text along a path

1. Click the Shape tool .
2. Click the Artistic Text you want to move. The Shape tool's spacing arrows appear and character nodes (empty to indicate they are not selected) appear.
3. Marquee select the text you want to move. Selected nodes appear black.
4. Drag in the desired direction.

{button ,AL(`fit_path_proc;text_space_proc;wts12a_pro2_cd;;;',0,"Defaultoverview",)} Related Topics

To display the text toolbar

1. Click View, Toolbars.
2. Click Text Toolbar.

{button ,AL(`format_text_proc;default_proc;;;',0,"Defaultoverview",)} Related Topics

To draw a rectangle

1. Click the Rectangle tool.
2. Position the crossbar where you want one corner of the rectangle to appear.
3. Click and drag.

Tip

- Press SHIFT while dragging to draw the rectangle from the corner opposite to the mouse pointer.
- Press CTRL while dragging to constrain the shape to a square.
- Press CTRL and SHIFT while dragging to draw the rectangle from the center.

{button ,AL(`draw_proc;;;;;',0,"Defaultoverview",)} Related Topics

To draw a square

1. Click the Rectangle tool.
2. Position the crossbar where you want one corner of the square to appear.
3. Hold down CTRL, click and drag.

Tip

- Press SHIFT while dragging to draw the square from the corner opposite to the mouse pointer.
- Press CTRL and SHIFT while dragging to draw the square from the center.

`{button ,AL(` draw_proc;;;;;' ,0,"Defaultoverview",)} Related Topics`

To draw an ellipse

1. Click the Ellipse tool.
2. Position the crossbar where you want one corner of the ellipse's highlighting box to appear.
3. Click and drag.

Tip

- Press SHIFT while dragging to draw the ellipse from the side opposite to the mouse pointer.
- Press CTRL while dragging to constrain the shape to a circle.
- Press CTRL and SHIFT while dragging to draw the ellipse from the center.

`{button ,AL(`draw_proc;;;;','0,"Defaultoverview",)}` Related Topics

To draw a circle

1. Click the Ellipse tool.
2. Position the crossbar where you want the center of the ellipse to appear.
3. Hold down CTRL, click and drag.

Tip

- Press SHIFT while dragging to draw the circle from the center.

{button ,AL(`draw_proc;;;;','0,"Defaultoverview",)} Related Topics

To draw a star

1. Click the Star from the toolbar.
2. Mark the size you want the shape to appear on the slide.
3. Click the Node Edit tool.
4. Click and drag the shape to create the star image you want.

{button ,AL(` draw_proc;;;;','0,"Defaultoverview",)} Related Topics

To draw a geometric shape

1. Click the Geometric Shape tool from the toolbar.
2. Mark the size you want the shape to appear on the slide.

To draw curves with the Freehand tool

1. Open the Freehand flyout.
2. Click the [Freehand tool](#).
3. Click and [drag](#) along the desired path.

Note

- To erase part of the path you have drawn, hold down SHIFT while continuing to [drag](#) backwards. When you release SHIFT, you will resume drawing your line.

`{button ,AL(` draw_lines_proc;;;;',0,"Defaultoverview",)}` [Related Topics](#)

To draw a curve connected to another with the Freehand tool

1. Open the Freehand flyout.
2. Click the [Freehand tool](#).
3. Click and [drag](#) from the endpoint of another curve.

Note

- To connect the line segments, you must click within five [pixels](#) of the endpoint. You can adjust this five-pixel threshold by changing the pixel value in the AutoJoin box on the Curve, Bezier tool properties sheet.

{button ,AL(` draw_lines_proc;;;;','0,"Defaultoverview",)} [Related Topics](#)

To draw curves with the Bezier tool.

1. Open the Freehand flyout.
2. Choose the [Bezier tool](#).
3. Click where you want the curve segment to start and [drag](#).
As you drag, two [control points](#) move in opposite directions from the node. The distance between the control points and the node determines the height or depth of the curve. The angle of the control points determines the slope of the curve.
4. Click where you want the curve segment to end and drag.
As you drag, two more control points appear. These allow you to change the curve further.
5. Click where you want the next curve segment to end and drag.
As you drag, two more control points appear.
6. Repeat step 5 to draw more connected curves.
7. Press SPACEBAR twice or choose another tool to stop drawing connected curves.

Note

- Curves created with the bezier tool have [symmetrical nodes](#).

Tip

- Hold down CTRL as you position the control points to move in 15 degree increments. You can specify a different angle on the General page in the Options dialog box.
- To draw a curve with no change of direction (i.e., a curve with one bump) [drag](#) in the direction the curve is moving through the end node. Dragging in the opposite direction creates a curve with a smooth change in direction (i.e., a curve with two bumps).

`{button ,AL(` draw_lines_proc;;;;;','0,"Defaultoverview",)}` [Related Topics](#)

To draw a straight line with the Freehand tool

1. Open the Freehand flyout.
2. Click the [Freehand tool](#).
3. Click where you want the line to begin.
4. Click where you want the line to end.

Note

- To draw another line connected to the first, click the endpoint of the last line and continue drawing. You can streamline this action by double-clicking to finish each line segment and start the next. Remember to click, not double-click, when you finish the final segment.
- To connect the line segments, you must click within five [pixels](#) of the endpoint. You can adjust this five-pixel threshold by changing the pixel value in the AutoJoin box on the Curve, Bezier tool properties sheet.

Tip

- Hold down CTRL as you draw the line to constrain it to 15 degree increments. You can specify a different angle on the General page in the Options dialog box.

`{button ,AL(` draw_lines_proc;;;;;','0,"Defaultoverview",)}` [Related Topics](#)

To draw connected straight lines with the Bezier tool

1. Open the Freehand flyout.
2. Choose the [Bezier tool](#).
3. Click where you want the line to start.
4. Click where you want the line to end.
5. Click where you want the next line to end.
6. Repeat step 5 to draw more lines.
7. Press SPACEBAR twice or choose another tool to stop drawing connected lines.

{button ,AL(` draw_lines_proc;;;;','0,"Defaultoverview",)} [Related Topics](#)

To draw a closed shape with the Bezier tool

1. Draw the shape segment by segment.
2. When placing the final node, click the start node of the first segment.

{button ,AL(`draw_lines_proc;;;;','0,"Defaultoverview",)} Related Topics

The Freehand flyout can be opened by clicking on any of the tool buttons it contains. One of these is visible in the Toolbox.



The Freehand tool allows you to create a curve by dragging the mouse along the path of the curve.



The Bezier tool allows you to create a curve by placing and manipulating bezier nodes.



The Polygon tool allows you to create complex shapes by clicking and dragging.



The Shape flyout can be opened by clicking on any of the tool buttons it contains. One of these is visible in the Toolbox.

Shaping objects

Objects created in CorelMAP are constructed from basic elements called paths. A line, for example, is a path drawn between a start point and an end point. Each point is called a node. A line is an open path that cannot be filled. A closed path (e.g., a circle) can be filled. A path must have at least two nodes, and can have a virtually unlimited number of nodes. An object can consist of several separate paths, called subpaths (e.g., a donut created from a circle within a circle).

The Shape tool allows you to change the characteristics of a path and its nodes. Doing this allows you to reshape an object.

Three special types of shaping don't require converting the object to curves:

- rounding the corners of rectangles and squares
- creating arcs and pie wedges from ellipses and circles
- mirror editing objects created with the Polygon tool

To round the corners of a rectangle or square

1. Select the rectangle or square with the [Shape tool](#).
2. Click and drag one of the corner nodes along the outline of the rectangle or square.
As you drag, the four corner nodes each divide into two nodes with a round corner forming in between. As you continue to drag, the corners become increasingly round.
3. Release the mouse button when the rectangle/square is shaped the way you want.

{button ,AL(` shape_proc_basic;;;;;','0,"Defaultoverview",)} [Related Topics](#)

To convert an ellipse or circle into an arc or pie wedge

1. Select the ellipse or circle with the [Shape tool](#).
2. Drag the node at the side of the ellipse or circle around the outside to create an arc, or around the inside to create a pie wedge.
As you drag, the node divides into two nodes with the arc or pie wedge forming in between.
3. Continue dragging until the arc or pie wedge is the shape and size you want.

Note

- Holding down the CTRL key as you drag the arc or pie wedge constrains the movement to 15-degree increments.

`{button ,AL(` shape_proc_basic;;;;;' ,0,"Defaultoverview",)}` [Related Topics](#)

To mirror edit objects created with the Polygon tool

1. Select the object created with the Polygon tool using the [Shape tool](#).
2. [Mirror edit](#) the object using the features of the Shape tool.

{button ,AL(` shape_proc_basic;;;;';0,"Defaultoverview",)} [Related Topics](#)

To select the first or end node in a curve object

1. Select the curve object with the Shape tool.
2. Press HOME to select the first node and END to select the end node.

Notes

- On a closed curve, the first and last nodes are the same.
- In an object with subpaths, HOME selects the first node of the first object and END selects the last node of the last object.

{button ,AL(`shape_proc_basic;;;;',0,"Defaultoverview",)} Related Topics

To select a single node or segment on a curve object

- Click the node or segment with the [Shape tool](#).

Notes

- Selected [nodes](#) becomes highlighted in one of two ways: hollow if the associated segment is a line; solid if it's a curve.
- If the node is on a curve, control points extending from the selected node and those on either side of it appear.
- If you click the [segment](#), a dot appears.

{button ,AL(`shape_proc_basic;;;;';,0,"Defaultoverview",)} [Related Topics](#)

To select multiple nodes

- Hold down SHIFT and click the nodes you want to select.

Notes

- You can also drag a marquee box around the nodes to select them.

{button ,AL(` shape_proc_basic;;;;;' ,0,"Defaultoverview",)} Related Topics

To deselect one or more nodes

- Hold down SHIFT and click the nodes you want to deselect.

Notes

- You can also hold down SHIFT and drag a marquee box around the nodes you want to deselect. This method also selects any nodes inside the marquee box that are not selected.
- To deselect all of the nodes, click any white space away from the outline of the curve.

`{button ,AL(` shape_proc_basic;;;;;','0,"Defaultoverview",)}` [Related Topics](#)

To shape a curve object by moving its segments

1. Select the curve object with the Shape tool.
2. Click and drag the segment.

Note

- You cannot move line segments in this fashion.

`{button ,AL(` shape_proc_basic;;;;;','0,"Defaultoverview",)}` Related Topics

To shape a curve object by moving its nodes

1. Select the [curve object](#) with the [Shape tool](#).
2. Click and drag a node.

Note

- As you drag, the segments on either side of the node move. If the node is on a curved segment, the control points also move so that the angles at which the curve enters and leaves the node remain unchanged.

`{button ,AL(` shape_proc_basic;;;;;','0,"Defaultoverview",)}` [Related Topics](#)

To shape a curve object by moving several nodes at once

1. Select the curve object with the Shape tool.
2. Hold down SHIFT and click the nodes you want to select.
3. Click and drag any of the selected nodes.

{button ,AL(` shape_proc_basic;;;;','0,"Defaultoverview",)} Related Topics

To shape a curve object by moving its control points

1. Select the curve object with the Shape tool.
2. Click the node you want to manipulate.
3. Click and drag the control points.

Notes

- Control points only extend from the selected node and those on either side of it if the node is on a curved segment.

`{button ,AL(`shape_proc_basic;;;;','0,"Defaultoverview",)}` Related Topics

To constrain the movement of a node or control point

- Pressing CTRL while dragging forces the node or control point to move horizontally or vertically from its starting point.

{button ,AL(` shape_proc_basic;;;;;','0,"Defaultoverview",)} Related Topics

To delete a node or segment from a curve object

1. Select the curve object with the Shape tool.
2. Click the node you want to delete.
3. Press the DELETE key.

Note

- The position of the deleted node determines the change in the curve's shape.

Tips

- Deleting closely bunched nodes and segments helps to simplify complex curve objects. You can also delete them to smooth unwanted bumps along a curve.
- You can delete several nodes at once by selecting multiple nodes.

`{button ,AL(` shape_proc;;;;; ,0,"Defaultoverview",)}` Related Topics

To move a control point hidden under a node

1. Deselect all nodes on the [curve object](#).
2. Hold down SHIFT and click and drag the control point out from under the node.

{button ,AL(` shape_proc;;;;',0,"Defaultoverview",)} [Related Topics](#)



The Shape tool allows you to manipulate nodes and paths.

Working with toolbars

You have complete control over your toolbars. With simple mouse actions, you can dock, undock, resize, and move your toolbars anywhere on the screen.

The Toolbars dialog box to controls which toolbars are displayed on the screen at any given moment.

`{button ,AL(`keyboard_shortcuts;mouse_shortcuts;;;','0,"Defaultoverview",)}` [Related Topics](#)

To move a toolbar

1. Click the border of the toolbar.
2. Drag it to its new location. Right-click to cancel the movement.

Tip

- Double-click a toolbar's title or border to dock and undock it.

`{button ,AL(` cdrui_toolbars_proc;;;;;' ,0,"Defaultoverview" ,)}` [Related Topics](#)

To resize a toolbar

1. Move the cursor to the edge of a floating toolbar.
2. Drag the edge until the toolbar is the correct size. Right-click to cancel the movement.

`{button ,AL(`cdrui_toolbars_proc;;;;;' ,0,"Defaultoverview" ,)}` [Related Topics](#)

To display an existing toolbar

1. Click View, Toolbars.
2. Click the check box next to the toolbar that you want to activate.

`{button ,AL(`cdrui_toolbars_proc;;;;;' ,0,"Defaultoverview" ,)}` [Related Topics](#)

Context sensitive stuff

Displays the available toolbars. Enable the checkbox next to a toolbar to activate it.

Enables large toolbar buttons.

Enables medium toolbar buttons.

Enables small toolbar buttons.

COLOR MODEL RADIO BUTTON

Click the color model radio button to use a model for color editing. Color models are listed in the Model list box. Your choice of model is based on whether you are working with a drawing or an image. If you're working with an image, your choice is further limited by the image mode. When you choose a model, number boxes for the model's digital components are displayed to the left of the Model drop-down list.

PALETES RADIO BUTTON

Click the palettes radio button to use a color matching palette. Palettes are listed in the Type list box. You may want to use the palettes if you are working with spot or process color systems by DIC, DuPont®, FOCOLTONE®, PANTONE®, TOYO, or TRUMATCH®. By using these palettes along with a color reference book, you can be reasonably certain of how the colors will look when printed. The Uniform palette is also provided, with colors based on the RGB color model.

MIXERS RADIO BUTTON

Click the mixers radio button to use either the Color Blend or the Mixing area to create a custom color. The mixing modes are listed in the Mode list box.

LIST BOX

Lists the color models, color matching palettes, and mixing modes depending on the radio button that you enable. The label changes to "Model" for color models, "Type" for palettes, and "Mode" for mixers. Click this box to display the models, types, and modes that are available.

REFERENCE COLOR

The Reference Color swatch shows the color of the selected object when you open the dialog box, or the last color placed in the reference area from the color models, color matching palettes, mixers, or the custom palette. The contents of this swatch remains unchanged, regardless of the color editing you undertake, until you update it by clicking the Update Reference Color Button.

NEW COLOR

The New Color swatch shows the color of the selected object when you open the dialog box, or the last color selected from the color models, color matching palettes, mixers, or the custom palette. If this color is not available in the color gamut of the delivery system (which is usually your printer), the Printable Color swatch appears below it to show the color you'll print in place of the New Color. You can update the New Color with the Printable Color by clicking Update New Color button.

PRINTABLE COLOR

The Printable Color swatch shows the color that will print if the color in the New Color swatch is not possible in the printer's color space. The gamut mapping used to do this is determined using the Color Manager. Change the printable color to the new color by clicking the Update New Color button. When the edited color does fall within the printer's color space, this color does not display.

UPDATE REFERENCE COLOR BUTTON

Click the update reference color button to use the New Color as the Reference Color. This is useful when you are matching colors and wish to update your reference point. To swap the Reference and New Colors, use the Color Options, Swap Color menu selection.

UPDATE NEW COLOR BUTTON

Click the update new color button to use the Printable Color as the New Color, which you can then edit. This button appears only if the New Color is not available in the printer's color space and a Printable Color swatch is displayed.

COMPONENT FIELDS

The color component fields show the numeric values of the selected color. These fields are accessible when you have edited the New Color through a color model or a mixer. They are inaccessible (grayed out) if the color is selected from a color matching palette. Components change for each color model and palette selected. For colors in the custom palette, the components correspond to the color model or color matching palette through which the color was edited.

NAME FIELD

The color name field shows the name of the selected color, if a name is available. Color names are shown only for the color matching palettes, the custom palette, and the color buttons for the Color Blend (which correspond to swatches in the custom palette). Use this field to name a new color or to rename the selected color in the custom palette. Colors in the color matching palettes cannot be renamed.

CUSTOM PALETTE

Shows the colors in the current user palette. Use the scroll bar on the right to display other areas of the palette. You can create new custom palettes and save them to create a library of palettes.

COLOR OPTIONS BUTTON

Click this button to open the Color Options menu. Use this menu to add the selected color to the custom palette, to swap the Reference Color with the Selected Color, and to use the features of the color model, palettes, and mixers.

PALETTE OPTIONS BUTTON

Click this button to open the Palette Options menu. Use this menu to rename or delete the selected color on the custom palette, to open and save the custom palette, and to start a new custom palette.

CMY

Cyan, Magenta, Yellow. Use this color model if the drawing or image will be produced on a CMY device, such as a 3-ink printer. C, M, and Y values range between 0 and 255. The three-dimensional visual selector defines the C, M, and Y values; the vertical visual selector scales all current C, M, and Y values geometrically.

CMYK

Cyan, Magenta, Yellow, Black ("K" is used to indicate black). Use this color model to use CMYK values on a percentage scale (0 to 100). Color values correspond to CMYK swatches. The three-dimensional visual selector defines the level of cyan, magenta, and yellow; the vertical visual selector defines the level of black. This model is based on the printer primary colors.

CMYK 255

Cyan, Magenta, Yellow, Black ("K" is used to indicate black). Use this color model to use CMYK values on a computer-based scale (0 to 255). The three-dimensional visual selector defines the level of cyan, magenta, and yellow; the vertical visual selector defines the level of black. This model is based on the printer primary colors.

RGB

Red, Green, Blue. Use this color model if the drawing or image will be produced on a radiant device, such as a computer monitor or a television screen, or on a transparent media such as slides. R, G, and B values range between 0 and 255. The three-dimensional visual selector defines the R, G, and B values; the vertical Visual adjusts color brightness by scaling all current R, G, and B values geometrically. This model is based on the light primary colors.

HSB

Hue, Saturation, Brightness. An alternative to RGB. Hue determines color, saturation determines color depth, and brightness determines the percentage of white used to make the color lighter or darker. This model is the closest approximation to how we perceive color. There are three visual selectors. The circular selector is for hue (0 to 360), and the vertical selector is for brightness (0 to 100). The triangular selector is used to simultaneously adjust saturation (0 to 100) and brightness. Also known as HSV (hue, saturation, value). The HLS color model is a variant.

HLS

Hue, Lightness, Saturation. A variation on HSB and an alternative to RGB. Hue determines color (yellow, orange, red, etc.), lightness determines perceived intensity (lighter or darker color), and saturation determines color depth (from dull to intense). The circular visual selector defines the H value (0 to 360) and the S value (0 to 100); the vertical visual selector defines the L value (0 to 100).

LAB

The color model developed by Commission Internationale de l'Eclairage (CIE) based on three parameters: lightness (L^*), green to red chromaticity (a^*), and blue to yellow chromaticity (b^*). The square two-dimensional visual selector defines the a^* and b^* coordinates from -60 to 60; the vertical visual selector defines the L^* value from 0 to 100. This model is device-independent, and encompasses the color gamuts of both the CMYK and the RGB color models.

YIQ

YIQ is the color model used in television broadcast systems (North American video standard - NTSC). Colors are split into a luminance value (Y) and two chromaticity values (I and Q). On a color monitor, all three components are visible; on a monochrome monitor, only the Y component is visible. The square two-dimensional visual selector defines the I and Q values, and the vertical visual selector defines the Y value. All values are scaled from 0 to 255. In Corel PHOTO-PAINT, the Y component of the splitting process produces a grayscale image that is often superior to results obtained with a grayscale conversion using the Convert To command from the Image menu.

GRAYSCALE COLOR MODEL

Use grayscale to choose from 256 shades of gray. Each color is defined as a single value between 0 and 255, where 0 is darkest (black) and 255 is lightest (white). A single visual selector is used. A grayscale value can also be thought of in terms of the other color models: in RGB, a grayscale value corresponds to equal amounts of all RGB colors; in CMYK, a grayscale value corresponds to zero C, M, and Y values with a positive K value; in HSB, a grayscale value corresponds to zero H and S values with a positive B value.

UNIFORM PALETTE

The uniform palette offers 255 standard RGB colors for quick selection. Colors are expressed as RGB values to the right of the Type box. Use the scroll bar on the right to display other areas of the palette. Colors can be displayed by name through the Color Options menu (the color names correspond to the R, G, and B values).

DIC PALETTES

Offers colors that are available through the DIC Color Guide, DIC Color Guide Part II, and DIC Traditional Colors of Japan. Colors in these palettes are created by mixing DIC brand inks. Reproduction through Corel applications is achieved through the CMYK color space. Colors can be displayed by name or swatch through the Color Options menu. Swatches are identified by palette and color ID code:

- DIC id# for DIC Color Guide
- DIC Part II id# for DIC Color Guide Part II
- DIC Traditional id# for DIC Traditional Colors of Japan

DUPONT PALETTE

Offers colors that are available through the DuPont® Spectramaster® solid color library. This library was developed to provide a paint color selection and matching tool for industrial coatings and colorants. Colors are based on L*a*b* and are converted to RGB for display and CMYK for printing. Colors can be displayed by name or swatch through the Color Options menu.

FOCOLTONE PALETTE

Offers colors that are available through the FOCOLTONE® color system. Colors are based on CMYK, and therefore do not add additional color separation plates. Use the scroll bar on the right to display other areas of the palette. Colors can be displayed by name or swatch through the Color Options menu.

PANTONE SPOT COLORS PALETTE

Offers colors that are available through the PANTONE® Spot Colors (also known as PANTONE® Matching System). You define tint through the Tint Number Box, ranging from 0 (lightest) to 100 (darkest) to control saturation. You can also define PostScript options. Since spot colors correspond to solid inks and are not CMYK-based, each unique color applied to an object results in an additional color separation plate. In Corel DRAW, you can use spot colors freely. In PHOTO-PAINT, you can use spot colors only in CMYK images to affect duotones. Colors can be displayed by name or swatch through the Color Options menu. See also PANTONE® Process Color system.

PANTONE PROCESS COLOR PALETTE

Offers colors that are available through the PANTONE® Process Color system, which is based on the CMYK color model. The first 2,000 colors are two-color combinations; the remainder are three- and four-color combinations. Colors are based on CMYK, and therefore do not add additional color separation plates. Use the scroll bar on the right to display other areas of the palette. Colors can be displayed by name or swatch through the Color Options menu. See also PANTONE® Spot Colors.

TOYO PALETTE

Offers colors that are available through the TOYO 88 Color Finder system. The range of colors offered here includes those created using TOYO process inks and those that are reproduced using TOYO standard inks. These colors are defined using the L*a*b* color space and are converted to RGB for display and CMYK for printing. Colors can be displayed by name or swatch through the Color Options menu.

TRUMATCH PALETTE

Offers colors that are available through the TRUMATCH® color system. This system is based on the CMYK color model and therefore colors do not add additional color separation plates. Colors are organized by hue (red to violet), saturation (deep to pastel), and brightness (adding or removing black). Use the scroll bar on the right to display other areas of the palette. Colors can be displayed by name or swatch through the Color Options menu.

COLOR SEARCH FIELD

Click the Search field to find a color in the palette using the color name. You can search on a full or partial name. Color names consist of two parts: the first is the palette name, and the second is the color name or code. A search can be done using only the color name or code.

TINT FIELD

Used the Tint field to control the saturation of the selected PANTONE® Spot Color. This color parameter is available only for the PANTONE® Spot Color palette.

COLOR BLEND

Use the color blend to create a four-way blend of color and choose from the range of color variations. Grids are square, ranging in size from 3x3 to 12x12 (smaller grids produce more distinct colors while larger grids produce more subtle color variations). Colors are selected from the custom palette and can be mapped to the CMYK, RGB, and HSB color models.

COLOR BUTTON

The color button displays the color chosen for this corner of the grid. Click the color button in each corner to display the custom palette from which you can choose a new color.

AUTOBLEND BUTTON

Click this button to enable or disable automatic blending. When enabled, colors are automatically blended in the grid when a new color is selected in the color boxes. When disabled, colors are not automatically blended in the grid.

MIXING AREA

Use the mixing area to mix any number of colors from the color models, palettes, or color blend. The color in the New Color swatch is the active color in the mixing area.

PAINT BRUSH

Use the paint brush to apply color to the mixing area (the cursor changes to a paintbrush). Adjust the blend value through the Blend number box (this is a means of controlling color saturation). Brush size can be adjusted to small, medium, or large through the Color Options button.

EYEDROPPER

Used to pick up color from the mixing area (the cursor changes to an eye dropper).

BLEND FIELD

Click the Blend number box to increase or decrease the amount of color blending when you apply color to the mixing area. A large value increases the blending effect (the color is more transparent); a low value decreases the blending effect (the color is more opaque).

