

Read this file for last-minute changes to CorelDRAW 6 information that is not documented elsewhere.

Installation information

Bypassing AUTORUN

Microsoft Windows 95 provides an AUTOPLAY feature that runs while you insert CD-ROMs into the CD-ROM drive. CorelDRAW supports this feature by launching AUTORUN.EXE after you insert the CorelDRAW CD #1. To bypass this feature, press the SHIFT key while inserting CD #1.

Remaining files after UNINSTALL

You can choose to uninstall all or portions of the CorelDRAW suite of applications using the UNINSTALL program. UNINSTALL does not remove any files you created. If you perform an uninstall and files still remain, you can use the Windows 95 Explorer to delete them. If you rename shortcuts, UNINSTALL won't be able to delete them.

Uninstalling files remaining in memory

When uninstalling components from CorelDRAW, you may notice that some files cannot be deleted because they are in use by Windows 95, or another process. To bypass this, restart Windows 95, and use Windows Explorer to delete them.

Low system resources

When Windows 95 is low on resources, SETUP may display the following message: "DDE Client Transaction Failed". When this message displays, restart Windows 95 and reinstall CorelDRAW.

Printing

Postscript Printers

1. Postscript Level 1 printers may not be able to print complex fills such as texture, and color bitmap, when used in text or graphics. Every attempt has been made to alert the user through the use of the Complex Warning dialog box when this is the case.
2. The Windows '95 Postscript driver has an option to enable/disable a Postscript Error handler. This Postscript error handler is not functional regardless of the setting used. For the benefit of our users, we have included the Adobe Postscript Error handler in the \DRAW\EHANDLER directory on CD #1.
3. OPI (Open Prepress Interface) - Bitmap images that have been used in conjunction with lens or the bitmap masking effects are not supported by OPI.
4. Printing to Windows NT Postscript printer drivers. At the end of a print job, a blank page and an error page may follow the printed output. The error message may read, "offending command: /timeout". This error occurs as the result of an omission of the [Ctrl+D] character at the end of the Postscript file.
5. Printing to file with the Adobe 3.0.1 printer driver will not generate a *.PRN file. As a workaround, the port can be changed to the printer port FILE:. See the Windows '95 help topics about changing printer settings.

Imposition, Trapping, and other PostScript parsing software

Software applications such as Trapwise, Lino utilities, Color Central, Archetype Intersep OPI, Ultimate Imposition, 3M applications and others that offer powerful features such as imposition, layout, trapping, and image replacement often rely on PostScript files that are strictly DSC (Adobe Document Structuring Convention) conforming.

The Windows '95 PostScript printer driver does not allow applications such as CoreIDRAW to output DSC conforming PostScript files. To do this, you must enable the ConformToDSC (PS) option in the Special Settings area of the Print-Options tab. This causes the Corel Print Engine to post-process Windows PSCRIPT generated PostScript files to conform them to the DSC standard.

NON Postscript Printers

Text Overlapping Graphics

Some printer drivers fail to support text objects overlapping graphic objects. Often, the result is text printing above or below other objects (when it should be vice versa). To correct this problem, modify the Text Output Method in the Special settings of the Print Options - Options Tab to All text as Graphics.

HP DesignJet 650C Series Printers

CorelDraw 6 is now capable of supporting page sizes beyond 36x36 inches. Due to a limitation in the Microsoft Windows '95, environment the maximum attainable page size is approximately 55x55 inches. Larger page sizes may be attainable if the resolution in the driver is lowered.

HP DeskJet 5xx Series Printers

The HP Deskjet 5xx printer driver included with Windows '95 incorrectly reports that duplexing is a supported feature. As a result, the Manual Duplexing option does not become available.

EPSON Color Stylus Printer

Complex fills and rotated bitmaps may not print correctly with the printer driver provided in Windows '95. These problems can be overcome by using the Windows 3.1 printer driver 1.06E or later provided by the printer manufacturer. Follow the installation instructions included with the Manufacturer's diskette.

To print with the Windows 3.1 driver, you may need to modify a setting in the EPSON printer spooler. Select the Epson printer from the list of printers in the EPSON spooler list. Click File and Setup. In the setup, enable the Use Print Manager setting.

HP DeskJet 1200C Printer

Printing objects with complex fills can generate large files. We recommend that you modify the Special Settings. Fill Clipping to Use Software Clipping For Fills when printing to this printer. The Special Settings can be found in the Print Options - Options Tab. NOTE: You must restart the application if this change is made to take effect.

HP Color LaserJet Printer

Printing objects with complex fills can generate rather large files. We recommend that you modify the Special Settings. Fill Clipping to Use Software Clipping For Fills when printing to this printer. The Special Settings can be found in the Print Options - Options Tab. NOTE: You must restart the application if this change is made to take effect.

HP LaserJet 4 and 5 Series Printers

The Windows '95 driver when set in vector mode may print some fills or bitmaps as if they were transparent when overlapping other objects. To correct this problem, change the graphics mode option to print high level objects as Raster graphics instead of Vector

graphics.

Scanners

Preview option

Scan and Print dialog boxes now contain a Preview option. It is intended to show you what the original Picture looks like compared to the scanned or printed picture.

Scanning under Windows NT 3.51

The CorelDraw 6 suite of applications support scanning on Windows 95. However, the SCSI drivers are not supported on NT 3.51.

Future Domain SCSI Cards

Future Domain SCSI cards are not supported under Windows 95. Therefore, scanners configured with this card will not work.

Switching transfer modes

If you scan and no image is produced or the image looks corrupted, switch transfer modes. Corel PHOTO-PAINT and Corel OCR-TRACE allow you to change the mode in which the scanner will transfer data to the host application. You can find this option in Options under the Tools menu. In the Advanced Tab, select a different transfer Mode.

Locating scanner drivers

If you do not find a driver for your scanner in the list of Corel Drivers, install the software interface that was shipped with the scanner. If that software is not compatible with Windows 95, contact the hardware vendor for a software update.

Synchronous transfers

Microtek and AGFA devices require the Synchronous transfers to be disabled to be recognized properly on Adaptec Cards. If problems occur, reduce the transfer rate of that SCSI ID.

HP scanners

If you are using an HP Scanner, the Deskscan software will not recognize the scanner. Use the supplied Corel Twain Driver or contact HP for a software update.

Cannon CJ-10

Canon CJ-10 is not recognized as a SCSI Device under Windows 95 and therefore cannot be recognized by the Twain Software.

Color correct images

If you were able to Scan in Windows 3.x, but the scanner is no longer a supported Device, you may still Colour Correct Images using the new Colour Manager in Corel PHOTO-PAINT 6 and OCR-TRACE 6. Scan your image in Windows 3.x and select File, Acquire from file. This is the equivalent of colour correcting a scanned image.

Color Manager Wizard

Scanner Calibration

When performing scanner calibration, click Calculate to generate the scanner profile after selecting the four fiducial markers. Then, click Preview to open a dialog box with two images. The left image shows the image scanned without color correction, while the right image shows the image scanned with color correction.

Printer Calibration

When calibrating your printer (for CMYK printers) you can select preview when selecting the K curve. The left image is the one you would see on screen, and the right image is the print result. The Preview button is disabled if you chose not to calibrate your monitor.

Rotation of scanned targets

Rotation of scanned targets for both scanning and printing. This option is intended to make the scanning portion of the Colour Manager easier and quicker to use from within the Colour Wizard.

Preset device profiles

All Preset Device Profiles may need to be tweaked in order to be accurate on your system. If you find that Scanning, On-Screen and or Printing to produce incorrect results, you may have to manually tweak the Profiles, e.g. adjusting the White Point or Ambient light of the monitor.

Color Manager and printing

When using the color manager for printing, be sure to turn off all color correction in the printer driver. If the printer driver's color correction is not turned off, you will receive unexpected results.

Highest Color Profile

In order to create the Highest Color Profile for your scanner, we recommend you use an IT8 Professional Target supplied by either Kodak and Agfa.

Fonts

Additional steps for installing multilingual Bitstream fonts in Windows 95

There are 10 Bitstream multilingual fonts provided with CorelDRAW 6.0:

- Baskerville Win95BT (baskern.ttf)
- Baskerville Bold Win95BT (baskerb.ttf)
- Baskerville Bold It Win95BT (baskerbi.ttf)
- Baskerville Italic Win95BT (baskeri.ttf)
- Oz Handicraft Win95BT (ozhandn.ttf)
- PosterBodoni Win95BT (pstrbod.ttf)
- Zurich Win95BT (zurichn.ttf)
- Zurich Bold Win95BT (zurichb.ttf)
- Zurich Bold It Win95BT (zurichbi.ttf)
- Zurich Italic Win95BT (zurichi.ttf)

For the multilingual Bitstream fonts to be read correctly in Windows 95, you must edit the [FontSubstitutes] section of the WIN.INI file. You must add four lines for each Bitstream multilingual font that you have installed.

1. Open the WIN.INI by choosing Run from the Start Button.
2. Type WIN.INI.
3. Click OK.
4. Find the [FontSubstitutes] section.
5. Add the following four lines for each Bitstream multilingual font that you have installed, substituting the Bitstream font's menu name in place of "FontMenuName". See the following text and the sample below these directions.
 - FontMenuName Cyr, 0=FontMenuName,204
 - FontMenuName CE, 0=FontMenuName,238
 - FontMenuName Greek, 0=FontMenuName,161
 - FontMenuName Tur, 0=FontMenuName,162
6. Save the WIN.INI file.
7. Restart Windows 95.

In the sample below, the lines for Century Schoolbook™, Zurich™ Win95 BT, Baskerville WIN95BT, and Poster Bodoni WIN95 BT have already been added to the end of the section.

```
[FontSubstitutes]
Helv=MS Sans Serif
Tms Rmn=MS Serif
Times=Times New Roman
Helvetica=Arial
MS Shell Dlg=MS Sans Serif
Arial Cyr,0=Arial,204
Arial CE,0=Arial,238
Arial Greek,0=Arial,161
Arial Tur,0=Arial,162
Courier New Cyr,0=Courier New,204
Courier New CE,0=Courier New,238
Courier New Greek,0=Courier New,161
Courier New Tur,0=Courier New,162
Times New Roman Cyr,0=Times New Roman,204
Times New Roman CE,0=Times New Roman,238
Times New Roman Greek,0=Times New Roman,161
Times New Roman Tur,0=Times New Roman,162
CentSchbook BT Cyr,0=CentSchbook BT,204
CentSchbook BT CE,0=CentSchbook BT,238
CentSchbook BT Greek,0=CentSchbook BT,161
CentSchbook BT Tur,0=CentSchbook BT,162
Baskerville Win95BT Cyr,0=Baskerville Win95BT,204
Baskerville Win95BT CE,0=Baskerville Win95BT,238
Baskerville Win95BT Greek,0=Baskerville Win95BT,161
Baskerville Win95BT Tur,0=Baskerville Win95BT,162
PosterBodoni Win95BT Cyr,0=PosterBodoni Win95BT,204
PosterBodoni Win95BT CE,0=PosterBodoni Win95BT,238
PosterBodoni Win95BT Greek,0=PosterBodoni Win95BT,161
PosterBodoni Win95BT Tur,0=PosterBodoni Win95BT,162
Zurich Win95BT Cyr,0=Zurich Win95BT,204
```

Zurich Win95BT CE,0=Zurich Win95BT,238
Zurich Win95BT Greek,0=Zurich Win95BT,161
Zurich Win95BT Tur,0=Zurich Win95BT,162
OzHandicraft Win95 Cyr,0=OzHandicraft Win95,204
OzHandicraft Win95 CE,0=OzHandicraft Win95,238
OzHandicraft Win95 Greek,0=OzHandicraft Win95,161
OzHandicraft Win95 Tur,0=OzHandicraft Win95,162

Copyright Information

Bitstream® multilingual Character Set fonts for Microsoft® Windows 95

Font naming conventions

To simplify the process of identifying the fonts we supply with the CorelDRAW 6.0 applications, Corel has developed a new naming convention for the font files. This will have no effect on the internal naming used within the font, it is a filename change only. The Windows font name was shortened to a maximum of 7 characters and a suffix, as listed below, was added to form the new filename. These suffixes are as follows:

a = Headline
b = Bold
c = Condensed
d = Demi
e = Extended
g = Engraved
h = Heavy
I = Italic
k = Black
l = Light
m = Medium
n = Normal
O = Outline
p = Expanded
r = Rounded
s = Semi
u = Ultra
v = Cursive
x = Extra

Some exceptions may exist. The fonts available with the CorelDRAW 6.0 applications will be added to your Font listing in addition to the fonts you may currently have installed from previous versions of the products. Therefore, there may be duplication in the fonts you have installed.

CorelDRAW 6

CorelDRAW 1.0 and CorelDRAW 2.0 file formats

CorelDRAW version 1.0 and 2.0 file formats are not supported by CorelDRAW 6.0. If you try to open these images, you'll get a message informing you that these file formats are not supported.

Opening files from previous versions of CorelDRAW

Opening files from previous versions of CorelDRAW may appear to be slow. All files from previous versions need to be converted to 32-bit format when they are first opened in version 6.0. Additionally, file sizes will also be larger due to the 32-bit format conversion. Please remember that 2x the amount of information originally in the file is now being saved.

Support for WFN files

WFN fonts are no longer supported by CorelDRAW 6.0. Previous format files, when opened under version 6.0, result in the font being mapped to its TrueType or Adobe Type 1 equivalent, first by name and then by the Panose database supplied by Corel.

Customizing CorelDRAW 6 menus structure to look like CorelDRAW 5

To change your menu structure to that of version 5.0's, access the \COREL\DRAW directory and rename your CDRMENU.CD5 to CDRMENU.CFG. If you no longer wish to use it, rename it using the CD5 extension and, when you next launch CorelDRAW, your application will revert to the default 6.0 settings. Some items available with the 6.0 menu configuration may be missing in the 5.0 configuration.

Scroll bar changes in Windows 95

Changes made to the ScrollBar setting under Windows 95 within the Control Panel, Display, Appearance dialog box will affect the settings of your scroll bar width within CorelDRAW 6.0. Because the Page Counter controls, located beside the application's bottom scrollbar, are also associated with these scrollbars, you will notice that they, too, become smaller.

Zoom tool during the initial launch of CorelDRAW 6

When you first launch CorelDRAW 6.0, you will notice that a Zoom tool tearoff is available on the main drawing area. Zoom behavior from the toolbox item has changed significantly in CorelDRAW 6.0. The default Zoom tool available from the toolbox is now a persistent Zoom, i.e. you will not automatically revert to the Pick tool following the Zoom action you have selected. Additionally, selecting the Panning Tool from this flyout is also a persistent tool. The traditional Zoom tools are available to you as we have presented them on the launch, and also as a separate Property switch for the Zoom tools in general. To return to the same behavior as CorelDRAW 5.0, select the new Zoom Tool (ensure it is depressed), right click your mouse right over the tool, and choose Properties from the pop-up. Once in the Zoom Properties dialog box, enable the Traditional checkbox, and then click OK. Your tools have now been reset to the 5.0 behavior. The traditional tools will not function in the same manner as the new Zoom Tools. Double-clicking will not automatically bring up your Tool Properties for this tool.

Enable Multitasking switch

The Enable MultiTasking option on the Tools, Options, Advanced page is recommended only when you want to print, while at the same time continue to edit another file open within the same CorelDRAW session. File input functions have not been optimized for use with this switch. Using this switch in conjunction with File I/O operations may lead to unstable behavior within the application.

Using CalComp WINTAB 16-bit drivers

Problems have been reported when using CalComp's WINTAB drivers (16-bit) in CorelDRAW 6.0 in conjunction with the Layers Roll-Up, View Manager, and Select by Attributes Roll-Up. Problems include no listing within the detail areas of these roll-ups. To work around this problem, disable the 'Tablet Manager' which is installed with your tablet. Also, please use the puck as a mouse with no predefined functions.

CorelDRAW on CorelNET

CorelNET is an Internet Web site providing a variety of product information and support services to those using Corel Corp products. One of its most popular features is its online discussion areas, in which visitors can post technical questions to be answered by a team of moderators. Discussion areas are currently devoted to Draw, Ventura and PhotoPaint, as well as such general topics as fonts and output. You'll also find one devoted specifically to Draw 6/Windows 95 topics.

Beyond technical support, the CorelNET site provides related areas for user groups, service bureaus and publications covering Corel Corp products. The site also plays host to regular live online discussions, and provides a variety of product updates and patches for download. Press releases, product information and pricing, corporate background data, and a variety of mailing lists are available, such as The Corel Customer Newsletter. To subscribe to this, send email to customernews-sub@discuss.corelnet.com.

You'll find CorelNET on the Web at <http://www.corelnet.com>. You can receive regular postings of new services on CorelNET by subscribing to The CorelNET Digest, by sending email to cnd-sub@discuss.corelnet.com.

Language Dictionaries databases

CorelDRAW provides support for the follow dictionaries:

Hyphenators:

Danish Hyphenator	HDANIS10.DAT
Dutch Hyphenator	HDUTCH11.DAT
English Hyphenator	HENGLI16.DAT
Finnish Hyphenator	HFINNI14.DAT
French Hyphenator	HFRENC05.DAT
German Hyphenator	HGERMA06.DAT
Italian Hyphenator	HITALI09.DAT
Norwegian Hyphenator	HNORWE13.DAT
Portuguese Hyphenator	HPORTU12.DAT
Spanish Hyphenator	HSPANI08.DAT
Swedish Hyphenator	HSWEDI07.DAT

Proof Readers:

Danish ProofReader	PDN2S152.DAT
Dutch ProofReader	PDU1M111.DAT
UK and US English ProofReader	PEN3M111.DAT
Finnish ProofReader	PFN2S111.DAT
French ProofReader	PFR1M111.DAT
German ProofReader	PGR1M111.DAT
Italian ProofReader	PIT1M140.DAT
Norwegian ProofReader	PNO2S120.DAT
Brazilian Portuguese ProofReader	PPB3M140.DAT
Spanish ProofReader	PSP3M150.DAT
Swedish ProofReader	PSW2S131.DAT

Thesaurus:

Danish Thesaurus	RDNTF300.DAT
Dutch Thesaurus	RDUTF300.DAT
English UK Thesaurus	REKTF400.DAT
English US Thesaurus	REUTF410.DAT
Finnish Thesaurus	RFNTF400.DAT
French Thesaurus	RFRTF300.DAT
Italian Thesaurus	RITTF310.DAT
Brazilian Portuguese Thesaurus	RPBTF331.DAT
German Thesaurus	RGRTF400.DAT
Norwegian Thesaurus	RNOTF313.DAT
Spanish Thesaurus	RSPTF302.DAT
Swedish Thesaurus	RSWTF300.DAT

Note:

- The ProofReader dictionaries (except for Spanish and Brazilian Portuguese) allow you to choose error messages to display in either the language of the dictionary or US English.
- Language dictionaries can be installed when you install the Corel applications. You can install them after installation by copying the appropriate .DAT file into the \PROGRAMS\DATA directory.

Save Settings

The Tools menu contains the Save Settings menu item. Selecting this option while in the CorelDRAW application will save the following settings, which will then be applied to all new files that you open within CorelDRAW:

- Styles
- Page Setup (orientation, Page color, show border, etc.)
- View Settings (wireframe, preview, rulers visible/not, bitmap display)
- Rulers, Grid and Guidelines setup (including global variables)
- Levels of Undo
- Nudge and Place Duplicate/Clone settings
- Fountain Fill steps setting
- Extrude Facet Size setting
- Text options, including Greek Text Below, Frame Formatting, Non-Printing Character Display
- Print Range
- Proofreading and Type Assist settings

Mixing Areas for the Color Roll-Up and Color dialog boxes

The Color Roll-Up and the Color dialog boxes (such as the Uniform Fill dialog box) each have mixing areas, each with their own size and default bitmap. When a new bitmap is loaded into a mixing area, it is resized to fit that particular mixing area. When the bitmap is then saved, the file is saved at the resolution of the current mixing area. You should be aware of this when loading bitmaps from one mixing area into another.

Coexistence with previous versions of CorelDRAW and Corel VENTURA

CorelDRAW 6 can coexist on the same hard drive as other versions of CorelDRAW or Corel VENTURA, provided that each version is installed in a separate directory. For example, CorelDRAW 6 is installed in the C:\COREL directory, while CorelDRAW 5 is installed in the C:\COREL50 directory.

Sharing texture libraries

CorelDRAW 6.0 allows you to share your Texture Libraries with other users. To do this, backed up CORELDRW.TXR and LIBRARY.TXR in the \CUSTOM directory to CORELDRW.TX1 and LIBRARY.TX1. Copy the new texture libraires to CORELDRW.TXR and LIBRARY.TXR into the \CUSTOM directory and restart CorelDRAW. Note that you cannot merge Texture Libraries. You can now use the texture library from another user.

Microsoft Intellitype Keyboard and POINTER32.DLL

Problems have been reported using the Microsoft Intellitype Keyboard (firmware version 2) and POINTER32.DLL. When the Snap To feature has been activated for these drivers via the Windows 95 controls, the Snap To behaviour provided by CorelDRAW will be unpredictable. To work around this problem, disable the hardware/software Snap To feature.

IBM PIF format

Windows 95 has reserved the .PIF extension for the operating system. Therefore, rename any IBM PIF file extension from .PIF to .PF for use in the CorelDRAW suite of applications.

Corel PHOTO-PAINT

Displaying Adobe Photoshop PSD 32-bit images

Corel PHOTO-PAINT 6 and Adobe Photoshop manage CMYK images in a different manner. You may notice that colors in the image created by Photoshop are not identical to the colors displayed in Corel PHOTO-PAINT.

Andromeda plugins

Andromeda 32-Bit plugins do not work properly if the image contains a mask. Also, the ESC key will not work.

Alien Skin 16-Bit/32-Bit

Alien skin 16-Bit plugins version 2.0 may become unstable when used with Corel PHOTO-PAINT. In this case, use the 32-Bit version.

General plugins

Some 16Bit plug-ins may not operate correctly in the new Windows 95 environment.

Non-Postscript printing from Corel PHOTO-PAINT

You may experience banding on your printed image due to the image being sent to the printer in 64KB chunks. To remove the banding effect, you can change the output setting to send the entire image (bitmap) to the printer in one chunk. Select the Options Tab and change the Special Settings Option in the Print Options dialog box to Bitmap Printing and set Type to Output Entire Bitmap. Note, the printer must have sufficient memory for the entire image.

Corel PRESENTS

Rearranging slides

If you are rearranging slides in Slide Sorter view, you must select the slide you want to move and drag it between two other slides. A vertical line appears when you drag the slide. If you drag the slide to the left, the vertical line displays on the left of the slide that will be displaced when you release the mouse button. If you drag a slide to the right, it displays on the right of the slide that will be displaced when you release the mouse button.

Importing text from Word to PRESENTS Outline

Tabs are used in PRESENTS as the distinguishing markers between slides, bullets, and bullet levels. If you create the text for your presentation outline in Microsoft Word and import it into PRESENTS, do not format the text in Word. Perform all the required formatting of levels in the PRESENTS Outline, using the Promote and Demote buttons.

Working with master layouts

If you change a layout, it disables its links to the master layout. Any changes you make to the master layout will not be applied to the unlinked attributes with the changed layout. To restore the link to the master layout, switch to Master Layout view. Right mouse click and choose the Frame Attributes command. Enable the check boxes of the options for which you want to restore the link to the master layout.

When the Layout icon is unavailable

The Layout icon on the standard toolbar is not active until you apply a layout to your slide.

When the Insert Background command are unavailable

When in Background View, use the Libraries dialog box to add a new background. You can use the Insert Background option in any other view, and Edit background for modifying an existing background color.

When canceling from the Map Wizard

If you insert a map from PRESENTS and then cancel while in the Map Wizard, a map is still inserted onto the slide. To remove the map, click any blank area of the slide, then select the map and press the DELETE key.

When exiting from the Map server

If you click Exit while in the Map server, PRESENTS will close. Save your changes, then reopen the PRESENTS application.

When editing time slows down

If you include many OLE objects in your presentation, such as bitmaps or video files, it may take longer to do basic tasks such as editing. To speed up the editing time, click View, Timelines. Disable the check box beside all OLE objects in the presentation to hide objects. Enable the check boxes again before you run your presentation. You can also wait until you've finished all other aspects of creating your presentation before inserting large OLE objects.

When transitions lag in preview mode

When previewing closing transitions in the Object Properties dialog box, there is a time delay that is equal to the time you've set for your transition to run. For example, if you have set your timing so that there are five seconds of slide time before the closing transition appears, you have to wait five seconds for the closing transition to appear in the preview box.

Saving a presentation as an executable file

1. Click File, Save.
2. Choose the drive and folder where you want to save the file in the Save in box.
3. Type a filename in the File Name box.
4. Choose Self Running Presentation (.exe) from the Save as Type list box.
5. Click Save. The Runtime File Options dialog box appears.
6. Enable the Embed Fonts in Runtime File check box to ensure that even if the fonts you used in your presentation are not installed on the machine that you're running the executable file, you won't lose your font styles.
7. Enable the Copy animation files check box to copy animation files that you inserted into the presentation to the same directory as you are saving the executable file.
8. Click OK.

Note

- The presentation options you selected in the Tools, Options, Presentation Options dialog box in PRESENTS are saved with the executable file.
- Saving the presentation as an executable file may take several minutes, depending on the size of your presentation.
- A .CRP file is automatically created when you save the presentation as an executable file. Ensure that the two files remain in the same directory, along with any files you inserted into the presentation, e.g., .AVI, sound.

Corel PRESENTS runtime format

The paper tutorial refers to the option to Save Corel PRESENTS Runtime format as a Screen Show .EXE. The Runtime format is .CRP and there is a second option to save a Self Executing Presentation as {filename.exe}. The first option requires the Runtime Player which is included with Corel PRESENTS, while the second option simply requires a double click on the {filename.exe} to run the presentation. When saving a presentation as a Corel PRESENTS runtime file, it is recommended that the file be created at the same resolution that the file will be displayed on.

Load From option

There is no Load From option in the Libraries dialog box for Layouts as is indicated in the paper tutorial. The presets layouts provide an abundant list of layouts for presentations.

Setting margins

The margins are set through the Page Setup dialog box under the File menu. The Margins and Size tabs as shown in the Slide Properties dialog screen in the paper tutorial, are not there.

Placing objects on the Background View

If you have any difficulty placing objects on the Background View so they will appear on every page, you can import onto the page and then cut/copy and paste it onto the background.

User interface customization

Delete the .CFG file in the \PRESENTS folder and .ACL file if you have any problems with user interface customization. These files are recreated by PRESENTS if they are missing.

Importing CorelCHART 3.0 files

CorelCHART 3 files are not supported by Corel PRESENTS.

Importing CorelCHART 4.0 files

When importing CorelCHART 4 files into Corel PRESENTS, any exotic fills (fountain fills, 2 color fills, vector fills, texture fills), imported objects, d.g. bitmaps, and freehand drawn objects are not supported.

Importing CorelCHART 5.0 files

When importing CorelCHART 5 files into Corel PRESENTS, any exotic fills (vector fills, texture fills, and pictographs), imported objects ie bitmaps, and freehand drawn objects are not supported.

PRESENTS Runtime files

Corel PRESENTS allows you to save Runtime files (.CRP) for use with the Corel PRESENTS Runtime Player. The Runtime Player has several options such as Embed Font Information, Copy Links to Animation Objects, and Play Presentation at Original Size. Play Presentation at Original Size will ensure that the slideshow will run at the resolution that the file was originally created on and that appropriate scaling of objects occurs. This is particularly important when bitmaps have been imported so that distortion of the image will not occur.

Applying fills

When applying fills such as two color, full color or vector patterns, we recommend you do so directly in PRESENTS, or export the file from CorelDRAW and import into PRESENTS. Copying objects with these fills through the clipboard or by drag and drop may not retain all the fill information.

Charts containing texture, bitmap or vector fills

If you have charts with texture, bitmap or vector fills inserted in a Corel PRESENTS file and the colors appear to be displaying incorrectly, try the following steps to correct this:

1. Go to the Windows directory where Windows 95 is installed.
2. Find Regedit.exe or Application and double click on this file.
3. Go to the folder with HKEY_CLASSES_ROOT and double click to open this folder.
4. Scroll down to the .CCH folder and select it. Delete this folder using the delete key.
5. Scroll down further to the CorelCHART.6 folder and select it. Delete this folder using the delete key.
6. Find the folder named: CLSID and double click it.
7. Scroll until you find the folder with the numbers: 2CDB9A40.FODE. When you click this folder, Chart6.0 Object will be displayed on the right.
8. Delete the 2CDB9A40.FODE folder.
9. Close Regedit by clicking on the Registry menu and selecting Exit, double click the control menu icon or use Alt + F4.
10. Go to the Programs folder where Corel6 is installed (Note: the default folder is Corel).
11. Find CHARTSVR.EXE or Application and double click this file.
12. You will see a message: "This server can only be run from a container application" - click OK.
13. You can now launch Corel PRESENTS and use CorelCHART.

CorelDREAM 3D

Using freeform modeler

When working in the freeform modeler, remember this tip. If you overlap the nodes of an envelope with those of an extrusion line, select the entire envelope line and move it away from the extrusion line. Grabbing the overlapping nodes will change the extrusion line and not the envelope's node.

DREAM 3D performance

Dream 3D will slow down once you run out of RAM, since it uses the scratch disk as temporary RAM. If you run into this condition, try working with fewer objects on the screen and use Better Preview only to check the composition of your work. Also, try to make the objects invisible.

Speeding up slower systems

To speed up rendering time with slower systems, use fewer light sources.

Undoing camera changes

Undoing camera changes only undoes moves. Translations such as point will not be recognized by the Undo command. Instead, the camera will return to the last location it was moved from.

Additional texture maps

DREAM provides additional texture maps on CD # 1 in the \TILES directory.

Saving large files

High resolution (300 dots per inch or larger) images, with all masking channels active, cannot be saved in .CPT and .TIF file formats. When rendering these large files, you will be unable to save them. To bypass this problem and utilize all masking channels, we recommend that you render and save the image in .PSD file format.

Plugins

Corel DREAM 3D will work with Type one - 32-bit plugins only. For example, Kai's Power Tools (KPT) Convolver works correctly with Corel DREAM 3D. Any other type of plugin will not be detected by Corel DREAM 3D.

Corel MOTION 3D

General Issues

1. Running with low resources may cause some redraw problems.
2. When importing dxf objects, several similar surfaces will be added to the surface library and will remain there even if the .DXF object is removed from the file.
3. After panning around in wireframe mode, the camera may not refresh itself automatically and objects appear to be in bounding box mode; however, this can be corrected by selecting the refresh window option in the view menu.

Defining the Size of the Movie

To provide a method of accurately defining the size of the final output of Corel MOTION 3D animation, a frame has been added to the Camera View that defines the area that has been set in the Scene Setup dialog box. For example, if you need to create an AVI file that is 200x200, you can enter these values into the Window Size of the Scene Setup dialog box. The Camera View will then display a frame that outlines the area specified. If you want to move objects in the scene relative to specific points in the backdrop image, it is best to resize the camera view window to match this frame. Do this by moving your cursor to the side of the splitter window, the cursor will change shape at this point, and click-drag the window frame to the designated position. Alternatively, you can use the SET button in the Window Size to set the size to match the current size of the Camera View. 120x120 is the minimum size that may be set in MOTION 3D.

Factors affecting Ray-Trace rendering Time

Ray Tracing is a process where the path of the light rays in the 3D world are calculated through each pixel on the objects being rendered. The attributes of the pixel determine how the light ray will bounce off or be absorbed by the surface. Therefore, the more sources of light the more calculations are required. Also reflective surfaces force additional calculations to determine the path of the reflected light. In Ray trace mode, objects may have a Transparent surface, so that light rays will pass through the surface. Therefore, the time required to render an scene can vary significantly depending on parameters such as:

- Anti-Aliasing
- Size of Window being rendered
- Complexity of Outline of objects being rendered, especially if Anti-Aliasing is on
- Number of light sources
- Reflective surface, see the Ray Trace controls in the Scene Setup to limit the Reflection Depth
- Transparent Surfaces. See the Ray Trace controls in the Scene Setup to limit the Transparency Depth
- Bevels

Textured look

To give your objects a textured look, create a bitmap in Corel PHOTO-PAINT with a texture fill, then apply that bitmap as a SKY in MOTION 3D. If you don't want all of the objects to have the texture, turn down the Reflectiveness setting for that object's surface.

Saving props

When creating props, you can only select one object to save as a prop. If you wish to bring in several objects, you must create a parent-child hierarchy and save the parent object as the prop.

To create a hierarchy, drag the name of the child object onto the name of the parent object in the Timelines dialog box (Ctrl+L). You will see a "-" sign to the left of the parent-object name. The names of the children of that parent are placed below the parent and indented. An object may have only one parent, but multiple children. The order of the child object names in the list is not important. It is best if this process is done before any object manipulation or animation is done.

Manipulating Timelines

When manipulating multiple eventmarks in the Timelines, you can use the CTRL key when dragging the last eventmark to proportionally change the spacing between eventmarks.

Making precise camera movements

When trying to make precise camera movements, use the Transform dialog box for finer control.

Creating outlines using CorelDRAW

To create complex models, you can create your outlines in CorelDRAW. Save them as .CMX files and then either import the outline or drag and drop the files from the Explorer into the Object Editor.

Using fog effects

The fog effect works such that as you move your object away from the camera, it blends in with the background color. To create a nice fog effect while using a backdrop, set your background color to match the color of the backdrop as closely as possible. Then, as your object approaches the camera, it will appear to be coming out of the mist.

Using several tools

If you find yourself using several tools more often than you use the same tool over and over, disable the Sticky Tools option in the Special, Options menu.

Zooming In and Zooming Out

When editing small or large objects in the Workshop, you can zoom in or out to see the 3D model view by pressing F2 (Zoom In) or F3 (Zoom Out). This will give you a good sense of how your 3D model appears.

Decreasing file size

To decrease the file size when making a movie or rendering, make sure you have selected a Compressor driver in the Save Compression Options dialog box. To obtain good compression, configure your Compression Quality to about 75%. You can also set the frame rate at about 10-14 frames per second in the File, Scene Setup dialog box. This should create a file of good size.

Manipulating duplicate objects

To duplicate objects and manipulate the position of a duplicated object, hold down the CTRL key while clicking and dragging the original object to the desired position. This method avoids using the menu commands, setting the duplicate positions, and using the ALT keys.

Reducing rendering times

To maximize working time and avoid long rendering times, make sure the rendering mode is set to Wireframe or Shade Fast. When you have finished creating your Motion 3D, you can change the rendering mode to Ray Trace or Shade Better prior to making a movie or saving your MOTION 3D file.

Draw Backfaces

When you move the Camera into or through an object, you may want to enable Draw Backfaces in the Object Properties dialog box. Normally, this option is disabled because it reduces rendering time. The backfaces are normally not seen in the animation, so calculating them is wasted time. Use the right mouse button to quickly access the Properties dialog box.

Controlling light

If you have a lot of Camera movement in your animation, lights may appear in your scene. Moving the lights may not be desirable, since it may change the effect you are trying to create. In this case, you can use the Object Properties for the Light (right mouse button on the light) and set the light to Invisible.

Locating an object

If you're having trouble locating an object in the current view, use the Timelines dialog box (Ctrl+L) and select the object in the Object Name list. The object will be highlighted in the view. You can also select an object in the view to have its name highlighted.

Selecting files when running MOTION 3D from CD-ROM

When loading a stagehand, backdrop or sky, you must click the select folder button (if there are no files listed in the filename list) and select the appropriate subdirectory in the Corel MOTION 3D folder. Each tab in the stagehand and the environments dialog box has a separate folder (e.g. there is a cameras folder, a lights folder, a props folder, a backdrops folder, and a sky folder).

Creating movies

When creating and saving movies to formats other than AVI, the following notes should be observed:

1. Rendering a movie to Autodesk format (.FLI, .FLC) your movie must be set up for 256 colors.
2. Rendering a movie to Quicktime format, your movie must be set up for 24-bit color.
3. Rendering a movie to MPEG may cause some problems.

Morphing a text object

Morphing a text object and a bevel to the interpolated object, the text string will be changed to interpolated text. The bevel should be applied to the start or end objects.

Using Raytrace with anti-aliasing

A movie scene set to raytrace with anti-aliasing on and contains text with bevels may appear to stop functioning during the make movie process, but it is still rendering. Note that it takes some time to render to a movie with a combination of options.

Apply to all eventmarks

The Apply to all Eventmarks option in the workshop must be toggled using the keyboard shortcut. Mouse clicking has no effect.

Using shortcuts

Shortcuts in some of the property pages may not work.

Exporting to TGA format

Exporting to TGA format in enhanced mode may result in a file that will cause problems in other applications.

Object hierarchy

If you create a hierarchy that involves making an object that has movement into a child of an object that has no movement, the movements of the child object will be discarded and cannot be retrieved even if you dismantle the hierarchy. In other words, create the hierarchy before animating any portion of the hierarchical model.

CoreIDEPTH

CoreIDEPTH tool names have changed since the paper documentation was printed.

- Hand tool has been renamed to Pan tool.
- Perspective Box tool has been renamed to Perspective adjustment tool.
- Magnifying Glass tool has been renamed to Zoom tool.
- 3D Box has been renamed to 3D Cube.

Corel MULTIMEDIA MANAGER

Drag and Drop between MULTIMEDIA MANAGER and Word 6

Dragging and dropping multimedia objects from MULTIMEDIA MANAGER to Microsoft Word 6 results in Word 6 not displaying the object correctly. To bypass this problem, copy the object to the clipboard and paste it into the Microsoft Word document, or double-click the object after dropping it into Word.

Objects and masks

Objects and masks can not be seen in Corel PHOTO-PAINT files (*.CPT). Only the background layer is visible. To have all objects visible in OCR-TRACE, the objects must be merged into the background from within Corel PHOTO-PAINT.

Corel OCR-TRACE

Outline color

Open paths and object outlines cannot be assigned a color, the color applies only to object fills.

Objects and Masks

Objects and masks cannot be seen in Corel PHOTO-PAINT files (*.CPT). Only the background layer is visible. To have all objects visible in OCR-TRACE the objects must be merged into the background from within Corel PHOTO-PAINT.

Bitmap view

Large images may not display in the Bitmap View when running under Windows 95. Whether they display depends on available resources at the time of opening the file. The image can be traced and the text can be recognized. This problem does not exist in Windows NT 3.51.

Clipping Objects

Hole filling objects, Mosaic objects, and 3D Mosaic objects are not clipped to the edges of the Trace Block or to the edge of the page.

OCRTRACE.INI file

The OCR-TRACE initialization file, OCTRACE.INI, provides an option called UseMask which can have a value of 1 or 0. When set to 1, a white object is created in the Background layer or the Mosaic layer which will cover any portions of objects that are outside of the page or the Trace Block. When set to 0, this mask is not created.

There is an option called UseOverlappingForOutline. By default, OCR-TRACE adds one pixel to the size of all objects for the Outline trace method. This is done to reduce the number of "holes" in the result created by noise removal. Setting the value for this entry to zero will turn off this function. One is the default value. The value can only be changed when OCR-TRACE is not running.

Trace results file

Trace results that are saved to formats other than CMX will likely have more objects than were displayed in OCR-TRACE. This is because other formats do not support combined objects. Combined objects are used to create holes. The objects will be broken into multiple objects by the file format in order to achieve a similar effect.

Copy, paste and undo functions

Using Copy and Paste and the Undo functions in the text view will cause the bitmap view highlight of the selected text to become misaligned.

Copy to clipboard

The .WMF format is not copied to the clipboard correctly. To bypass this, export the file as WMF and import it into the client application. Corel Presentation Exchange 6.0 is the default format for pasting into Corel DRAW from Corel OCR-TRACE.

Trace results file section

Trace results saved in the Corel Presentation Exchange 5.0 format do not accurately represent the original trace result (objects are not all saved properly). The recommended format to save trace results to is Corel Presentation Exchange 6.0.

Noise reduction

The unit for noise reduction on the outline and center line pages of the Trace Settings dialog box is not pixels. Noise reduction is actually measured in 0.0001 inch increments.

Multiple page documents

Changes to images in a multiple page document must be saved before switching pages and before the document is Traced or Recognized or the changes will not be included in the results.

Corel CAPTURE

CAPTURE initialization file

The CAPTURE initialization file, CAPTURE.INI, provides an option called FixWidthForMaintainRatio which can have a value of 1 or 0. When set to 1, the Width is the governing dimension for the Resizing controls on the Image page of the dialog box. The Height is the governing dimension when the option is set to 0.

Corel SCRIPT Editor

Use of commands within blocks of commands

The following commands cannot be executed within a block of commands.

- STATIC variable declarations
- EXIT SUB
- EXIT FUNCTION

Examples of command blocks are Loops, If statements, Select Case statements, Withobject and Begin Dialog. In other words, you cannot declare a STATIC variable or EXIT a procedure within a loop, case block, Withobject block or Dialog definition.

Functions using recursion

Functions that use recursion cannot pass their parameters by value. The easiest way to write a recursive function is to pass the parameters and then make a local copy of the variable. Operate only on the copy, to avoid corrupting the original.

Images in dialog boxes

Images in dialog boxes may appear with incorrect colors. This seems to only happen when the bitmap is stretched significantly from its original size. The safest way to display an image in a dialog is to maintain the images original size. This only happens with > 16 colors, when the screen is set to 24-bit color.

Sample scripts

CorelDRAW provides 28 sample scripts. These are:

- 11 DRAW scripts in the DRAW folder.
- 8 Photo-PAINT scripts in the PhotoPnt folder.
- 9 General scripts in the Scripts folder.

For descriptions of each script, open them with the Script Editor. Each should be described in the first few lines. If you are having difficulty with any of the scripts, read the comments in the script file itself.

CoreIMAP

CoreIMAP is a geographic charting package that provides a geographical representation of region data in many geographical areas. It can be used for plotting information such as the number of people per country by coloring in each country based on its population size.

Methods to add data to your map

- Use the Map Data dialog box and either use the sample data or create your own.
- Paste your data from another application such as Notepad. Your data should start with the region name followed by a tab and then by data values. It should be then be followed either by a tab and more data, (a data type attribute), or a return and a new region name.

Data set limitation

Although multiple overlays can be applied to the map area, data can be applied for only one of those overlays at a time. For example, if you want to represent data for all of North America, you must present Canada and the United States as separate map objects.

Use of Exact Match in Legend

Plotting data to the map using Exact Match treatment is not recommended when there are more than 16 data records. Since CoreIMAP has a limit of 16 legend colors, attempts to match more than 16 data records may corrupt the legend. We recommend that data records have distinct values when Exact Match is used; otherwise, duplicate color assignments will result.

Notes

Since CoreIMAP is a spherical representation of the earth, certain views of the earth will show multiple continent duplication. Text Placed in map overlay regions will circle around the world if a large enough text string is applied to a large enough map. Map Title, Subtitle, and Legend Title entries are only editable via the Map, Format Display dialog boxes. Legend text is only editable via the Map, Format Legend dialog box.

Germany.TV map file

The overlay Germany.TV takes between one and four and one half minutes to display due to the level of detail of the map data. A wait cursor is not displayed during this time.

CorelMEMO

Using custom bitmaps

You can use custom designed bitmaps instead of those supplied with CorelMEMO. The size of the document will increase depending on the size of the bitmap selected.

Resizing CorelMEMO in Corel PRESENTS

Stretching the CorelMEMO in a Corel PRESENTS document will not stretch the MEMO picture or the font size. It will keep the chosen settings based on the default size of 2" X 2".

CorelDRAW 6

Page B.9:

In the Guideline Setup dialog box, the three tabs that appear along the top should read Horizontal, Vertical, and Slanted.

Page B.20:

To assign functions to the right mouse button:

1. Click the Advanced tab in the Options dialog box.
2. In the Pop Up Menu Customization section, choose an option from the First Menu Item list box.
3. Click OK.

From now on, when you click the right mouse button, the option that you choose from the First Menu Item list box will appear along the top of the pop-up menu that appears. If you choose None, the standard pop-up menu appears.

TILES

The entire collection of tiles can be found on CD #1, not CD #1 and CD #2, as documented in the Libraries Catalog, Table of Contents.

Artbeats

Notice: The images from Artbeats are only a small sampling of the large volume of images available from Artbeats. These images were designed for screen display presentations and 3D rendering since they are completely seamless when tiled together. Artbeats CD-ROMs also contain files at a much higher resolution. Artbeats products are available from: Artbeats, Box 709, Myrtle Creek, OR, 97457 Tel: (503) 863-4429 Fax: (503) 863-4547. The art is c 1994 Artbeats. All rights reserved. Marbled Paper images: (c) 1993 Mimi Schleicher, (c) 1993 Diane Maurer, (c) 1993 Susan Pogany.

Corel PRESENTS 6

The Paper Tutorial has the following changes:

Page D12 and D37:

The Layout tab in the Libraries dialog box does not have a Load From button.

Page D22 and D36:

Slide Properties dialog box: there are no Margins and Size tabs.

Documentation reminder

Please forward suggestions for improvement of any component of your CorelDRAW 6 documentation package, online help or Tutorial to:

CorelDRAW Documentation Manager
Corel Corporation
1600 Carling Avenue
Ottawa, Ontario,
CANADA
K1Z 8R7

Software suggestions and comments

Forward suggestions for improvement or any new functional requirements for any component of your CorelDRAW 6 product to:

CorelDRAW Product Manager
Corel Corporation
1600 Carling Avenue
Ottawa, Ontario,
CANADA
K1Z 8R7

