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## **Corel support services**

Corel recognizes that support needs vary from user to user, so we offer you a wide range of choices when you need answers to the technical queries you may have when you use Corel applications.

If you have a question about CorelDRAW, first look in the CorelDRAW 5.0 Manual or consult on-line Help.

You can also find late-breaking updates and technical information by double-clicking the Readme Icon in the CorelDRAW 5.0 program group.

If you cannot find the answer, you can speak to a Technical Support Representative located in North America or in Europe.

If you have problems after hours or on weekends or holidays, you can contact *IVAN* - our Interactive Voice Answering Network.

We also offer Electronic Support Services - the Compuserve forum and a bulletin board.

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## How to reach Corel in North America

### Technical Support

Corel is committed to providing customers with high-quality, timely technical support. Technical Support Representatives are available on 1-800 line to answer your technical questions. A fee is charged for the technical support, but there is no additional charge to your telephone bill. Also, you may opt to call on a 1-900 line. You will not be charged by Corel for this support option, but a charge will appear on your telephone bill. We also offer a number of free support options which you can access at any time.

### Free Support Services

These services include IVAN, our Interactive Voice Answering Network and the Automated Fax System.

### Calling 1-800-818-1848 (US and Canada)

Each CorelDRAW product includes **one free technical support credit** in the box. This credit will be valid for one 15-minute technical support call. The technician answering the call **will not** use your credit if the issue which you are calling about is a known or documented problem with the software which does not have a fix.

You have the option of buying additional credits as follows:

One credit - \$25.00US/\$30.00CDN.

A five-pack of credits - \$100.00US/\$120.00CDN

A ten-pack of credits - \$175.00US/\$240.00CDN

If you do not have any remaining credits when you place your call, the technical support representative you reach will be able to sell one of the above options.

You can reach a representative Monday to Friday, excluding holidays.

### Calling 1-900-896-8880 (US only)

If you do not wish to purchase these credits, you can call the 1-900 number at a rate of \$2.00 per minute. This option may benefit you if you have a question you believe can be answered briefly, or if you are an occasional user of technical support.

You can reach a representative Monday to Friday, excluding holidays.

### Before You Call

Before calling Technical Support, please have the following information available. It will assist the Technical Support Representative in helping you with your problem more quickly and efficiently:

- A brief description of the problem, including the exact text of any error messages received, and the steps needed to recreate it.
- Type of computer, monitor and video card (display adapter) you are using.



- Type of pointing device you are using (i.e. mouse, tablet).
- Type of printer you are using.
- The version of CorelDRAW, DOS and Microsoft Windows you are running.
- A list of any programs loaded into RAM (i.e. TSR's).
- The contents of the AUTOEXEC.BAT and CONFIG.SYS files.

### **Corels Address**

Corel Corporation  
1600 Carling Avenue  
Ottawa, Ontario, Canada  
K1Z 8R7

### **Customer Service**

Customer Service Representatives answer questions about specifications and pricing, and sell all the Corel products. They can also issue replacement disks. There is no charge for calling Customer Service. Customer Service Representatives **cannot** transfer you to a Technical Support Representative.

### **Telephone Numbers**

800-77-COREL (US and Canada)

800-836-3729 (US only)

613-728-3733 (outside US and Canada)

## How to reach Corel worldwide

### Corel European Technical Support

Corel is committed to providing customers with high-quality, timely technical support. CorelDRAW customers residing outside North America can contact Corel Technical Support Representatives in Dublin, Ireland. These representatives take calls in German, French, Spanish, Italian, Dutch and English. Calls are handled on toll lines. A charge will appear on your telephone bill, but there is no additional charge by Corel for the technical support.

### Telephone Number

353-1-4781900

### Before You Call

Before calling Technical Support, please have the following information available. It will assist the Technical Support Representative in helping you with your problem more quickly and efficiently:

- A brief description of the problem, including the exact text of any error messages received, and the steps needed to recreate it.
- Type of computer, monitor and video card (display adapter) you are using.
- Type of pointing device you are using (i.e. mouse, tablet).
- Type of printer you are using.
- The version of CorelDRAW, DOS and Microsoft Windows you are running.
- A list of any programs loaded into RAM (i.e. TSR's).
- The contents of the AUTOEXEC.BAT and CONFIG.SYS files.

### Corels Addresses

#### Canada

Corel Corporation  
1600 Carling Avenue  
Ottawa, Ontario, Canada  
K1Z 8R7

#### Ireland

Corel Corporation Limited  
Europa House, 3rd Floor  
Dublin 2, Ireland

### Third-Party Worldwide Support

Corel has developed a working partnership with the following organizations who will also provide technical support to customers residing out of North America:

Country	Company	Phone & Fax
Australia	Webster & Associates Pty Ltd., Unit 2, 25 Frenchs Forest Road,	Phone: 011 612 975 3182

	Frenchs Forest, NSW 2086	Fax: 011 612 975 4273
<b>Benelux</b>	Brightware Solutions B.V., Postbus, 3620 AD Breukelen	Phone: 011 31 3462 611 23 Fax: 011 31 3462 654 09
<b>Denmark</b>	DTP Service, Bymestervej 2, DK- 2400 Copenhagen	Phone: 011 45 35 82 82 66 Fax: 011 45 35 82 82 23
<b>Finland</b>	Subroutine OY, Harakanite 18, Sähkötalo, 02600 Espoo, Finland	Phone: 011 358 0 512 1491 Fax: 011 358 0 516 365
<b>Germany</b>	EDCON Computer GmbH, Ennsstr. 17, 47809 Krefeld	Phone: 011 49 2151 91 96 30 Fax: 011 49 2151 91 96 51
<b>Germany</b>	DTP Partner GmbH, Kredenburgstr.44, 22041 Hamburg	Phone: 011 49 40 65 737 456 Fax: 011 49 40 65 737 441
<b>UK</b>	Channel Market Makers, The Old Bank, School Grounds, Southampton Road, Cadnam, Southampton SO4 2NF, UK	Phone: 011 44 703 812 755 or 703 814 142 Fax: 011 44 703 813 830
<b>Japan</b>	Sumitomo Metal Industries, LTD. Mita Nittodai Building 11-36 Mita, 3-Chome, Minato-ku, Tokyo 108, Japan	Phone: 011 81 354 769 816 Fax: 011 81 354 769 886
<b>Austria</b>	Update EDV, Landstrasser Hauptstr. 146/8, A-1030 Wien	Phone: 011 43 1 718 02 76 Fax: 011 43 1715 41 41 99

### Customer Service

Customer Service Representatives answer questions about specifications and pricing, and sell all the Corel products. They can also issue replacement disks. There is no charge for

calling Customer Service. Customer Service Representatives **cannot** transfer you to a Technical Support Representative.

Customer Service worldwide for the UK, France and Germany is handled by Alexander and Lord, Dublin, on behalf of Corel Corporation. Customer Service for all other countries is handled by Corel in Canada.

### **Telephone Numbers**

UK	0800-58-1028
France	0590-6512
Germany	0130-815074
Other Countries	613-728-3733 (Customer Service in Canada)

***See also***

[IVAN](#)

[Electronic Support Options](#)

[How to use Automated Fax System](#)

## **How to use the Automated Fax System**

Technical Support maintains an automated fax system where up-to-date information about common issues and tips and tricks is stored in numbered documents. If you have a fax machine, you have access to this service 24 hours a day, 365 days a year. There is a catalogue of documents available. You can fax this catalogue to yourself and then order any document at your convenience.

### **Calling the Automated Fax System**

To access the automated fax system, dial **613-728-0826** and request **extension 3080**. You will be prompted for a document number and your own fax number. The document you request will be sent to you.

### **To Obtain a Catalogue of Document Numbers:**

Call the Automated Fax System (613-728-0826) and request document 2000.

## **Electronic support options**

### **BBS**

Technical Support operates a BBS service, which allows you to download any available program files that have been modified by our engineers between releases. The BBS is also handy when you call for technical support - a technical support agent may request that you upload troublesome files to the BBS.

### **Calling the BBS**

(613) 728-4752 or

(613) 761-7798

Both lines are set for 8-bit word, 1-stop bit, no parity. The supported speeds on these Hayes 288 modems are 2400-28,800 baud.

### **COMPUSERVE**

Technical Support operates a forum on CompuServe. Any available program files that have been modified between releases will be available via CompuServe. As well, you will often find utilities and interesting information that have been made available by forum members. Corel sysops provide technical support to CompuServe users wishing to request support in this manner.

### **CompuServe Command**

GO COREL- to access the CorelDRAW and CorelVentura forums

### **Joining CompuServe**

As a Corel customer, you are entitled to a free introductory Membership to CompuServe, including:

a FREE one-month membership to access all of CompuServe's Basic Services,

a \$15 introductory usage credit to explore the Corel Forum and CompuServe's other Extended and Premium Service Offerings,

a private user ID number and password,

a complimentary subscription to CompuServe Magazine, CompuServe's monthly computing publication.

Start connecting with Corel and other CompuServe members by calling:

<b>US and Canada</b>	1(800) 524-3388 and asking for representative #369
<b>United Kingdom</b>	0800-289-378
<b>Germany</b>	0130-37-32
<b>Rest of Europe</b>	ask for representative #369



## **IVAN**

IVAN is our Interactive Voice Answering Network. This system contains answers to commonly-asked CorelDRAW questions, and allows customers to solve their own problems 24 hours a day, 7 days a week. This system is regularly updated with the latest information, tips & tricks and also provides a feature whereby you can request that IVANs solutions be faxed to you.

### **Calling IVAN**

Dial (613) 728-1990. There is no charge for the IVAN service beyond the cost of the telephone call. IVAN **will not** transfer callers to a technical support representative.



## Diagnosing GPF's, application errors and system lockups.

General Protection Faults, Application Errors and system lockups generally indicate memory problems. These problems can include memory shortages, memory conflicts, and sometimes corrupted files. Unless an error or lockup becomes predictable, it is often difficult to pinpoint the exact cause of the problem. The following lists a number of steps that should be followed when dealing with random and predictable system problems. If the problem can be re-created, then follow the steps one at a time to determine which step solves the problem.

After any GPF, application error or lockup:

1. Save files that are currently open, if possible.
2. If the lockup occurred while working in CorelDRAW, check the \COREL50\DRAW subdirectory for \*.ABK files. These are CorelDRAW autobackup files which you can rename to a .CDR file extension to attempt to recover the file you were working on. You must rename the file to CDR before exiting from Windows.
3. Exit from all applications including Windows.
4. Ensure that the system meets Corel's minimum requirements ie. 386DX with 8 MB of RAM.
5. Reboot the system. In the case of repeatable problems, you should definitely reboot the system using a bootable floppy disk with a minimal system configuration. Here are the steps for creating that disk:

Format a diskette for the A: drive, using the following DOS command:

```
FORMAT A: /S      (NOTE: /S copies system files)
```

Copy the AUTOEXEC.BAT and CONFIG.SYS files to the diskette  
Edit them so they contain the following lines, only:

### **Autoexec.bat**

```
@ECHO OFF
PROMPT $P$G
PATH=C:\;C:\DOS;C:\WINDOWS
```

### **Config.sys**

```
DEVICE=C:\WINDOWS\HIMEM.SYS
FILES=40
BUFFERS=30
```

\*\*\*Add any other drivers that are necessary for the system to operate, for example a CDROM driver, if you are running DRAW directly from the CD\*\*\*

6. Run the SET command from a DOS prompt to determine the location of the TEMP directory. Change to that directory and delete any \*.TMP files. Ensure that the TMP files are being created on an UNCOMPRESSED drive.

If the GPF, Application Error or lockup becomes predictable, follow the above steps, then continue with steps 7-20

7. Run either Checkdisk with the fix parameter ie. CHKDSK /F or SCANDISK /ALL (if using DOS 6.2) to locate any possible disk errors (e.g. lost clusters, lost allocation units, cross-linked files). Ensure that the bytes total memory line reads 655,360. Any other number could indicate a virus.
8. Check for viruses using the DOS virus checker MSAV.EXE and run VSAFE.COM for constant monitoring of file writes/loading.
9. Before restarting Windows, open the WIN.INI file in a DOS editor and ensure that there is nothing after the Load= and Run= statements. If there are entries on those lines, insert a semi-color (;) in front of the 'L' in Load and the 'R' in Run. This will prevent the applications from loading. Make sure that the WIN.INI does not exceed 64KB in size.
10. Restart Windows. Try adding the following parameters to the WIN command, if necessary, to determine where the problem lies:

Win /3 /D:FSVX /B

/3 -> forces 386 enhanced mode

/D:F -> turns off 32-bit disk access.

/D:S -> specifies that windows should not use ROM address space between F000:0000 and 1 MB for a break point.

/D:V -> specifies that the ROM routine handles interrupts from the hard drive controller instead of using Windows internal code.

/D: X -> Excludes all of the adapter area from the range of memory Windows scans to find unused space.

/B -> Starts Windows bootlog, for diagnosing why Windows won't start. Creates a file called BOOTLOG.TXT in the Windows directory.

11. Disable or uninstall alternative window shells to the Program Manager (ie. Norton Desktop, DashBoard, Central Points PCTools for Windows...)
12. Turn off all TSR's (Screen savers, Disk cache displayers, Mouse watchers, etc...)
13. Change video to the standard Windows VGA driver (16 colors 640x480 resolution). Other graphic cards using comparable VGA resolutions may be accessing different memory addresses and may be causing a memory problem (Video or GPF related). To reload the Windows VGA driver, try the following:

From a DOS prompt (make sure Windows is shut down), change to the Windows directory.

Type SETUP and change the Video to VGA. Restart windows.

If you are already running the Windows VGA driver and wish to reload it because you suspect that it may be corrupted:

From a DOS prompt (make sure Windows is shut down), change to the Windows directory.

Type SETUP and change the Video to something other than VGA. Restart windows. Repeat the setup procedure, but choose VGA. This will reload the original driver files from the Window 3.1 diskettes.

\*\*\*If the video or GPF problem goes away when running VGA, contact the Video Manufacturer for updated drivers.\*\*\*

**Note:** If you are running a video manufacturers driver and are trying the VGA test, please make sure you have the install diskette from the manufacturer. This may be required to set your video back to the original state after the test.

14. Recreate the windows SWAP file with the following procedure;

Control Panel -> 386 Enhanced -> Virtual Memory -> Change.

Set the SWAP file size to NONE, then restart Windows.

Repeat this procedure, then set the SWAP file size to 10 MB Permanent (preferred by Windows).

You may have to run an OPTIMIZER (eg. Norton SpeedDisk, PCTools Optimize, etc...) to access a larger continuous section of disk space. Make sure that the swap file is located on an UNCOMPRESSED drive.

15. Reload any device or file causing the problem from diskettes or CDROM. This may involve a setup or an unarcng procedure.

\*\*\*Please contact the manufacturer if you are unsure of the proper procedures\*\*\*

A font file may have to be re-added or re-loaded from disk or CDROM. To determine whether the font is the problem, use this test:

Control Panel -> Fonts, highlight the font you think may be causing the problem. Check the preview window. If there is no display, then the .FOT file is probably corrupted. If the number of bytes displays 0 (zero), then it is also likely that the font file is corrupted.

16. Try reloading the printer driver. Verify with Microsoft that you have the most up-to-date Postscript or Non-Postscript drivers.

17. Check the Properties of the designated program's icon. Are the Command line and Working directory correct? Try re-establishing the Command line and/or Working directory.

18. Try executing the program directly from File Manager.

19. Check BIOS date;

**AMI BIOS:**

1987 causes system reboot when a floppy is accessed through FileManager.

1989 causes intermittent system hangs.

1991 causes serial port problem; mouse or modem stops working.

**PHOENIX:**

Any BIOS dated 1988 or earlier should be upgraded.

**AWARD:**

Should be version 3.1 or higher.

20. If none of these steps resolve the problem, please contact Technical Support for further assistance.

## 1000 Series Errors

The error messages listed below are the result of memory shortages or memory conflicts on your system. Usually, you can bypass these messages and continue working. However, you should always:

1. Save your file immediately, if possible.
2. Exit Windows.
3. Reboot your system.

Since these memory problems are often intermittent, you should save your work at regular intervals during your CorelDRAW session.

### The 1000 series of error messages:

- |             |                                     |
|-------------|-------------------------------------|
| <b>1000</b> | Allocate memory failed              |
| <b>1001</b> | Lock memory failed                  |
| <b>1002</b> | Reallocate memory failed            |
| <b>1010</b> | Memory block exceeded length limits |

See the steps below on dealing with memory error messages. These error messages are often intermittent, making troubleshooting difficult. If they become persistent and predictable, treat them like General Protection Faults.

### Restoring files after a memory error or system lockup

If you work on a file for several hours only to have the system produce an unrecoverable memory error or lock up completely, you will want to recover that information. There are three possible sources of backup files. You will have a 50-100% chance of restoring lost data by accessing these files.

**ABK files** - created by DRAW while you work, and saved when the system locks up or crashes. By default, these files will be stored in the \COREL50\DRAW subdirectory, though the path can be modified using the Special; Preferences; Advanced command. Also, the amount of time between autobackups can be set here. The information stored in an ABK file will only be held until the next autobackup occurs, so if the system crashes, rename any ABK files to CDR extensions immediately. Then, attempt to open the CDR file in DRAW.

**BAK files** - created by DRAW when you save a file for the second time. These files are copies of the current CDR file as it was last saved. You will only find a BAK file if you have saved the file more than once. These files will be stored in the same subdirectory as the CDR file and with the same name. Rename the files to a different name with a CDR extension to open them in DRAW.

**TMP files** - created by Windows as you work in DRAW applications. They are saved only if the system crashes or locks up. If you cannot open the DRAW file or did not have a chance to save the file before the crash, you may be able to restore some the information by

renaming the TMP file to a DRAW extension. This process holds true for most of the DRAW modules. The TMP files will be stored in a subdirectory dictated by a line in the AUTOEXEC.BAT file. The best way to determine where these files are is to run the SET command at the DOS prompt and to look for a line stating TEMP=... Check this subdirectory for any files with a TMP extension, a byte size other than zero (0), and a date and time that match when the crash occurred. Rename the file(s) and attempt to open them in the DRAW application. There is approximately a 50% chance of success with this process. Windows requires 5-10 MB of free disk space on the drive where TMP files will be created.

### **What to do after a memory error has appeared**

1. Try to clear the error message. If possible, exit from the DRAW application and exit and re-start Windows. If it isn't possible to clear the message, re-boot the system.
2. Try opening the CDR file, if you had saved the file. If this is not possible, try importing it.
3. Search for an ABK file and rename it.
4. Search for a TMP file and rename it.
5. Search for a BAK file and rename it.
6. At the DOS prompt, change to the directory where TMP files are stored and delete any remaining TMP files.

### **After a lockup or crash**

Reboot the system and follow steps 2-6 above.

## 2000 Series Errors

Errors numbered 2000 - 2013 are all Disk errors based on read, write, create, seek and open file problems. They usually occur because the drive where Windows TMP files are stored is full.

**TMP files** - created by Windows as you work in DRAW applications. The TMP files will be stored in a subdirectory whose location is determined by a line in the AUTOEXEC.BAT file. The best way to determine where these files are is to run the SET command at the DOS prompt and to look for a line stating TEMP=... Check this directory for TMP files and delete any that exist from DOS, not from Windows. Windows requires 5-10 MB of free disk space on the drive where TMP files will be created.

### Troubleshooting 2000 Series Errors

1. Exit Windows.
2. At the DOS prompt, change to the directory where TMP files are stored and delete any files with the .TMP extension.
3. Make sure you have 5-10 MB of free disk space to accommodate future TMP files. If not, clear space on the hard disk or redirect the SET TEMP statement in AUTOEXEC.BAT to another drive.

## **5000 Series Errors**

The 5000 series of error messages occur as a direct result of a memory conflict in your system. Usually such conflicts are object- or file-specific and can be easily isolated. When such an error occurs, and CorelDRAW will allow, save your work and exit from DRAW and Windows.

In all cases, another contributing factor to the generation of 5000-series errors is inadequate space for Windows to create temporary files. These files are created by Windows as you work in DRAW applications. The TMP files will be stored in a subdirectory whose location is determined by a line in the AUTOEXEC.BAT file. The best way to determine where these files are is to run the SET command at the DOS prompt and to look for a line stating TEMP=... Check this directory for TMP files and delete any that exist from DOS, not through Windows. Windows requires 5-10 MB of free disk space on the drive where TMP files will be created.

### **5000**

These errors occur because of a memory conflict on your system. Fault can be easily isolated because the message is either file- or object- specific. If the error message returns, follow the instructions below to isolate the offending object and delete it. Check whether you have adequate Temp space. If not, delete .TMP files. (TMP files are created on your system while you work in CorelDRAW.)

### **5001**

These errors occur as a result of two conflicting pieces of data. Exit from CorelDRAW and delete the CORELDRW.INI file. When you restart CorelDRAW, this file will be re-created.

### **5002**

These errors occur as a result of two conflicting pieces of data. Exit from CorelDRAW and delete the CORELDRW.INI file. When you restart CorelDRAW, this file will be re-created.

## **Locating and dealing with corrupted objects**

- Open the problem file. Select one object, then use Shift+Tab to scroll through the objects on the page. Sometimes a very small object that you didn't notice will become selected. This object may be corrupted. Try deleting the object or dragging it off the page. Then save the remaining objects using Selected Only on the Save screen.
- Another way to locate a corrupted file is to marquee select half of the objects, then print, save, export as required, using the Selected Objects Only feature. If a problem occurs again, marquee select a smaller number of objects until you locate the corrupted object by process of elimination. Then try to delete the object.
- Try saving the file as a version 4.xx file or exporting as CGM if you are having trouble saving, printing or exporting. Re-open or import the file and try again.
- For large files, often the error can be reproduced by selecting the offending object and copying it to the clipboard. To isolate the object, marquee select half of the objects on your page and copy them to the clipboard. If no error occurs, marquee



select another area and try the same. Once the error occurs, you will need to select fewer objects from that area and continue with the copying process until you have located the offending object. Once identified, delete and recreate it.

## Dealing with memory-related errors

The common troubleshooting steps associated with handling memory errors are:

1. Save the file immediately.
2. Exit the application and Windows.
3. Reboot the system.
4. At the DOS prompt, type SET. The screen will display the directory where Windows temp files (\*.TMP) are saved. (e.g., TEMP=C:\WINDOWS\TEMP.)
5. Change to that directory and delete any files with the .TMP extension. Any TMP files created by Corel will automatically be deleted. Any TMP files you find will be files created by other Windows applications and can be safely deleted.
6. Make sure you have 5-10 MB of free disk space to accommodate future TMP file creation.

If the messages become persistent and predictable, treat them like General Protection Faults.

## **OLE Problems**

1. Sometimes the REG.DAT file becomes damaged, generating OLE Error Messages in the Corel applications. If you encounter these error messages, close the Corel application and open the Windows File Manager. Double click on REGEDIT.EXE. If this file opens, you will see the Registration Information Editor. Locate the Corel application which had the OLE problem and delete it from the list. You can do this by highlighting the item, then clicking on Edit and Delete File Type. Then, exit from the Registration Information Editor and exit and restart Windows. When you open and close the Corel application, it will re-register itself in REG.DAT.
2. If you cannot open the Registration Information Editor, rename REG.DAT to REG.OLD, then exit and restart Windows, and open and close the Corel Application.
3. Another requirement for OLE to function properly is having SHARE.EXE loaded in the AUTOEXEC.BAT file. By default, the SHARE statement is placed at the end of the AUTOEXEC.BAT file. This means that it may not execute properly if you have a batch file which starts Windows listed before this reference. If so, move the SHARE statement up under the PATH and PROMPT statements.

## Enhancing system performance

Here are a number of considerations for improving the performance of CorelDRAW:

- the microprocessor and clock speed are important. A 486-50 will run CorelDRAW more quickly than a 386-33.
- a math co-processor will enhance the performance of some functions.
- ensure that you have at least 10 megabytes of free disk space on the drive where Window \*.TMP files will be created ( you can determine the location of this directory by typing SET at the DOS prompt and looking for the TEMP= line).
- ensure that you have 10-20 megabytes of free disk space on the drive where you store your CorelDRAW files.
- work in wireframe mode, or use the layers feature in CorelDRAW to reduce screen re-draw time.
- follow the suggestions in the chapter on 'Optimizing Windows' in your Window's User's Guide.
- consider establishing a Swap file to provide Windows with extra memory. See your Windows User's Guide for more details.
- you may want to consider an accelerated video card. We unfortunately cannot make recommendations on any hardware.

## Troubleshooting techniques

While working in CorelDRAW modules, you may encounter problems printing, saving files, opening files, importing, exporting, etc. Though each problem may have a different cause, there are some general steps you can follow in attempting to troubleshoot your problem. In many cases, it will save you a call to Technical Support.

### 1. Can you duplicate the problem?

Try performing the same function again. This is the first step in troubleshooting. Occasionally, a temporary memory problem will interrupt a function, and simply trying again will allow you to complete that task.

#### No

Problems that can't be reproduced are difficult to explain. Continue working, but note details of the circumstances if the problem does occur again. That will enable Technical Support to assist you more effectively if you decide to call.

#### Yes

If you can duplicate the problem, it may be file-, program- or system-specific. Proceed to the next step.

### 2. Is the problem system-specific?

Before spending time analyzing the causes of a problem, determine if the problems occur only on one system. If you have access to another computer, try your function or file here. If the problems are printing related, try using a different printer. If the problems persist on more than one system, zero in on file specific issues. If not, concentrate on the system settings, installation and hardware issues.

If you do not have access to another system running CorelDRAW, proceed to the next step.

### 3. Is the problem file-specific?

If you can reproduce the problem, the culprit may be the file itself, the Corel program or something about this particular system. This step attempts to determine if the problem is unique to this file or if it may be caused by a program or system issue.

If you are having problems saving, printing or exporting, etc., try opening another file of the same type and perform the same function. If subsequent file works properly, you are most likely dealing with a file that contains a corrupted object(s) or may too complex for the particular function you are trying to perform. If so, see the notes below on Dealing With Complexity Issues or Dealing With Corrupted Objects or Files.

If you are having problems opening or importing, try opening or importing other files into the same application. Also, try importing the problem file into other applications, e.g., if you have trouble importing a CGM file into DRAW, try importing it into a different Windows application. The goal is to determine whether problems are contained in the file or are caused by something else.

#### 4. Is the problem software-specific?

If a problem is reproducible but not limited to just one file, the problems are being caused by the Corel program, other software on the system, (e.g., drivers, Windows, etc.) or by hardware. Try the same files and functions on another system running CorelDRAW to determine whether the root of the problem is based on one system or is generated by the software. If this test is not possible, try to collect as much information as possible about whether the problem occurs only in Corel applications. You can do this by performing similar functions like printing or importing into other Windows applications. If problems appear in other applications, the cause is at a more basic level than Corel. Sometimes video or printer drivers can cause problems. Sometimes there are problems with a particular Windows setup.

If following the above steps do not allow you to resolve the problem you are encountering, you may wish to contact Technical Support.

#### Dealing With Complexity Issues

- Reduce the number of nodes in objects in your drawings.
- Reduce the number of fountain stripes if the file contains fountain fills.
- Do not combine text with other objects (to create masks and clipping holes).
- Break a complex object into smaller less detailed objects.
- Remove any extraneous outlines.
- For Postscript printing problems, try setting the Number of Points in Curves to 300 (in the Print Options; Options dialog box), and enabling the Auto Increase Flatness option in the Print Options, Options dialog box.
- For printing, saving, or exporting problems, try marquee selecting some of the objects and using the Selected Objects Only feature to determine the complexity or number of objects in this file.
- Use the Edit; Select All command to select all objects and ensure that there are no stray objects off the page.

#### Dealing With Corrupted Objects or Files

- Open the problem file. Select one object, then use Shift+Tab to scroll through the objects on the page. Sometimes a very small object that you didn't notice will become selected. This object may be corrupted. Try deleting the object or dragging it off the page. Then save the remaining objects using Selected Only in the Save dialog box.
- Another way to locate a corrupted files is to marquee select half of the objects, then print, save, export as required, using the Selected Objects Only feature. If a problem occurs again, marquee select a smaller number of objects until you locate the corrupted object by process of elimination. Then, try to delete the object.

- Try saving the file as a version 4.xx file or exporting as CGM if you are having trouble saving, printing or exporting. Re-open or import the file and try again.
- For large files, often the error can be reproduced by selecting the offending object and copying it to the clipboard. To isolate the object, marquee select half of the objects on your page and copy them to the clipboard. If no error occurs, marquee select another area and try the same. Once the error occurs, you will need to select fewer objects from that area and continue with the copying process until you have located the offending object. Once identified, delete and recreate it.

## Tips & tricks for troubleshooting

### Problems Caused by Windows TMP files

Windows generates temporary files as you work in Corel applications. Many functions such as printing, saving, importing and exporting can be affected by a shortage of temp space. We recommend you have at least 10 MB of free disk space on the drive where TMP files will be written. (You can identify that location by running the SET command at the DOS prompt.) Delete any TMP files from the DOS prompt that you find in this subdirectory. In CorelDRAW 5.0, Corel will automatically delete its own TMP files when you restart the application after a crash. Rather than being limited by the amount of free disk space on the drive identified in the TEMP= statement, you now have the ability to direct Corel to send an overflow of TMP files to a different drive(s). This can be done in the CORELAPP.INI file as follows:

[TempPaths]	>	these two lines will already exists
Cleanup=1	>	
0=D:\TEMP	>	add statements such as these
1=E:\MYSTUFF	>	starting with 0= and adding a drive and subdirectory. You can add references to floppy drives, network drives, etc.

### The Impact of CORELDRW.INI

This file contains all default settings that are established in CorelDRAW. It may become corrupted over time and cause a number of problems. You can try deleting this file as CorelDRAW will regenerate it the next time you open the program. You will find it in the \COREL50\CONFIG subdirectory. Make sure you have exited from DRAW before you delete this file.

### Damaged Program Files

If you suspect problems with program files including import and export filters, you may want to consider running the SETUP program again, and re-installing the portions of the program that may be causing problems.

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#### **See also**

[What To Do If Your Print Job Doesn't Print](#)



## Having memory problems?

The common troubleshooting steps associated with handling memory errors are:

1. Save the file immediately.
2. Exit the application and Windows.
3. Reboot the system.
4. At the DOS prompt, type SET. The screen will display the directory where Windows temp files (\*.TMP) are saved. (e.g., TEMP=C:\WINDOWS\TEMP.)
5. Change to that directory and delete any files with the .TMP extension. Any TMP files created by Corel will automatically be deleted. Any TMP files you find will be files created by other Windows applications and can be safely deleted.
6. Make sure you have 5-10 MB of free disk space to accommodate future TMP file creation.

If the messages become persistent and predictable, treat them like General Protection Faults.

## Fonts & Text

Upon startup, the CorelDRAW font manager enumerates available fonts and sets up the Fonts list box (available through the Text Roll-Up, the Edit Text dialog box, and the Character Attributes dialog box). It reads three types of fonts: True Type (TTF), Adobe Type 1 (PFB) and CorelDRAW WFN

The CorelDRAW font manager first polls the Windows True Type engine for available TTF fonts. It then determines whether ATM is enabled and, if so, adds all available Type 1 fonts to the Fonts list box. Next, it looks for any available WFN fonts. Any unmatched WFN font names are added to the Fonts list box. When you choose a font from within CorelDRAW, its type (TTF, ATM, or WFN) is shown below the display window where a font sample is given.

**Note:** If the same font name exists in both the Type 1 and True Type format, CorelDRAW will choose to use the Type 1 version in priority over the True Type version of the font.

## How to install True Type fonts

The True Type engine is internal to Windows, which means that you do not require a third-party font manager to use True Type fonts in Windows applications. For an application to make use of a True Type font, that font must be installed through Windows. This is true for CorelDRAW 5.0 and any other Windows 3.1-compatible application that supports True Type.

There are two files associated with an installed font: the True Type font file (extension TTF) and the resource file (extension FOT). During the CorelDRAW 5.0 installation, both files for each True Type font will be copied into the WINDOWS\SYSTEM directory. Windows requires that the FOT (resource) files reside in this directory. The TTF file does not have to be in this same directory, but the FOT file maintains a pointer to the TTF file. It is important that the TTF file is not moved or deleted from the directory it gets installed into. If you think this may have happened, it is always safe to remove and re-add the font through the Windows Control Panel.

### Windows Control Panel Install

To add third-party or custom True Type fonts, you should follow the Windows True Type font installation procedure. This involves accessing the Fonts dialog box through the Windows Control Panel. Once a font has been installed into Windows, it will be available in DRAW 5.0. This installation option is a good choice when adding one or two fonts.

### FONTMINDER

An introductory version of FONTMINDER, a font management tool from Ares Software, is included on CorelDRAW 5.0 CD #1 **only**. For information on the introductory and full versions of FONTMINDER, consult FONTMINDERs online help.

## How to install Adobe Type 1 fonts

The use of Adobe Type 1 fonts under Windows is made possible by the Adobe Type Manager (ATM). For an application to use a Type 1 font, that font must be installed correctly through ATM. This holds true for CorelDRAW 5.0 and any other application that supports Adobe Type 1 fonts.

The CorelDRAW CD has a fonts directory that contains all 825 of Corel's fonts in both True Type (TTF) and Adobe Type 1 (ATM) format. The install will set up the True Type fonts in Windows. If you wish to use the Adobe Type 1 fonts, they must be installed manually.

When installing CorelDRAW, choose a Custom install and do not install any of the fonts. The install procedure sets up the True Type fonts only. The ATM fonts must be manually installed.

- Run the ATM Control Panel.
- Select the Add Fonts button and then select the CD-ROM drive and the FONTS\ATM directory, then the subdirectory where the fonts are located.
- Select some, or all, of the fonts and then touch the Add button.
- Once the fonts have been added, close the ATM Control Panel.
- Restart Windows.

Once a Type 1 font has been installed into ATM, it will be available for use in CorelDRAW. If a True Type font of the same name is also installed, the Type 1 font takes priority when name conflicts occur.

## Opening files containing text

If you create a file in CorelDRAW that contains text, a font name reference will be saved with the CDR file. This allows Corel to accurately open your file again and display the text in the appropriate typeface. On occasion, you may share your Corel files with other users, take CDR files to a Service Bureau, open old CDR files in new versions of CorelDRAW, etc. In these cases, typefaces may be incorrect when the file is opened. Sometimes complications will arise if you are opening an old file (created in version 2.0, 3.0 or 4.0). Re-opening your own file on your own system, as long as the font list is the same as when the file was created, will be a smooth process.

With the introduction of the PANOSE font matching system in CorelDRAW 5.0, you are no longer forced to deal with Corel substituting the default font for any text strings using a font that is not present on the system. If PANOSE font matching is enabled, it chooses the available font that is most similar to your original typeface if that original cannot be located.

### How CorelDRAW locates a font to use

If you open a file created in DRAW 2.0 (using WFN fonts), Corel will:

- Check the \COREL50\SYMBOLS directory for the WFN font and will use it if available
- Check for the equivalent True Type Font if available.
- Use PANOSE to determine the closest match

If you open a file created in 3.0 (using Adobe Type 1 format fonts), Corel will:

- Check for the AT1 font and use it if available.
- Check for the equivalent True Type Font and use it if available.
- Use PANOSE to determine the closest match.

If you open a file created in 5.0 (using True Type fonts), on a different system with a different font list, Corel will:

- Check for the True Type font and use it if available.
- Use PANOSE to determine the closest match.

## What to do if your print job doesn't print

When you print a file through a Corel application:

1. Corel processes the information. You will see a percentage bar increase to 100% or a band count.
2. If the process is completed successfully, the print job is passed to the Windows Print Manager. You can watch the job progress by double clicking the Print Manager icon to open the Print Manager.
3. If everything runs smoothly, the print job is passed to the printer.

At any one of these stages, the process may break down. The first step in determining where the problem lies is to identify at which of the above three steps printing stopped.

If you have problems while printing a file, consider the following troubleshooting tips to determine where the problem lies and how to resolve it.

### Printing Stops in the Corel Application

- Exit and re-start the Corel application.
- Has the file printed before? Is this a repeatable problem?
- Is it one file or all files which are having print problems?
- Ensure that the default printer is correct.
- While working in CorelDRAW, temporary files are created and placed on your system. Exit Windows and delete any .TMP files found in the Windows temp directory. Ensure that you have at least 5-10 MB of free disk space in the Windows temp directory.
- Check System Resources and Free Memory in the Help menu of the Windows Program Manager. If these values are low, exit and re-start Windows. Also, make sure you do not have other Windows applications running.
- Is the Print Manager on? Try disabling it.

### Printing Stops in the Print Manager

- Open the WIN.INI file. Find the reference to **TransmissionRetryTimeout=45**. Set this value to **999** (this sets the time that Windows waits for the printer to report that it is ready to receive more data). A value of 999 is equal to an infinite amount of time. Once changed, exit from Windows and then start it again.
- Check Load and Run statements in WIN.INI. Programs and utilities can be set to run automatically when Windows is started by adding references to these lines. Type a semi-colon (;) in front of either line if there is anything referenced. Remember to save, exit and restart Windows after making changes to the WIN.INI.
- Move any icons found in the Windows Startup group to another icon group.
- While working in CorelDRAW, temporary files are created and placed on your system.

Exit Windows completely delete any .TMP files found in the Windows temp directory. Make sure you have at least 5-10 MB of free disk space in the Windows temp directory.

- Is Fast Printing Direct to Port on? Try disabling it.
- Make sure you are using an up-to-date printer driver.
- Will other Windows applications print? If not, look at Windows setup or configuration issues, as the problem is occurring at a more basic level than CorelDRAW.

### **Printing Stops in the Printer**

- Maximize time-outs on the printer if possible. Refer to your printer documentation for instructions.
- Check time-outs on the network, if applicable.
- Check how much RAM is resident in the printer. A minimum of 1.5 megabytes is required to print a full page of graphics to a 300dpi device. To print fairly complex files, we recommend a minimum of 4 megabytes of RAM in the printer. (Some files may require more than 4 megabytes.)
- Do you print directly or through a switchbox or network? If possible, try connecting directly.
- Make sure you are using an up-to-date printer driver.
- Which port are you using? If you're using LPT1, try LPT1.DOS.

### **Printing tips and tricks**

If you send a file to print and receive no output or partial output, try the following suggestions:

#### **Finding and dealing with a corrupted object**

If your file prints to a certain point and then stops, you may have a corrupted object in the file. The output is created in the same order as the objects were created, so to find the offending object, locate the one created after the last printed one. To do this, select the last printed object, hold down the Shift key and hit the Tab key once. The object that becomes selected is most likely the source of the problem.

Another way to locate the offending object is to split the graphic into four quadrants and print each quadrant individually using the Print Selected Only option in the Print dialog box. By process of elimination, you should be able to find which quadrants do not print until you have split the sections up, leaving only one object unprintable. If this object does not print by itself, you can delete and re-create it or reduce its complexity as follows.

#### **Reducing the complexity of a graphic**

If printing problems seem to be caused by a complex object, the following steps will be helpful in reducing the complexity of a single object

- Reduce the number of nodes on the path. Control points and nodes each add 1 byte to the object's size. This is easiest to do using the Auto Reduce feature in the Node

Edit Roll-Up.

- If the object has a fountain fill, reduce the number of fountain stripes it contains.
- Avoid combining text with other objects (for example, to create clipping holes or masks).
- Break the object up into smaller less complex objects.
- Remove any extraneous outlines.

If these steps cannot be taken or do not work, you can take a more global approach to the problem. The following steps will be helpful in reducing the overall complexity of the file.

### **Reducing the overall complexity of a file**

- In the Print dialog box, choose the Options button. In the Options dialog box that opens, click the Options button.. You will find a setting called **Number of Points in Curves**. This setting can be modified to enable complex files to print. You can set values between **200** and **20,000**. The default setting is 1500. When printing files that have complex fills (i.e.: fountain fills, vector fills, bitmap fills and postscript textures) within complex shapes (text or a freehand drawn shape), set the value to 600 or less to help simplify the data sent to the printer. Lowering this number will lengthen print times, however the file will be more likely to print.
- In the Print dialog box, choose the Options button. In the Options dialog box that opens, click the Options button. In this Options dialog box that opens is a **Set Flatness To** value. Increasing this value will simplify the print job. As a rule, try keeping the value to a maximum of 3 or 4, otherwise you will impact image quality. You can also use the **Auto Increase Flatness** option to simplify printing. However, using this option reduces image quality, so you should only use it if the reduction in image quality still renders the image acceptable.

**Note:** When bezier curves are used to describe a path on a PostScript printer, the interpreter must 'flatten' the path to render it as a series of straight lines. The **Set Flatness to** setting affects the degree of accuracy used during the 'flattening' process, and hence the number of straight lines that are used to describe the curved path. The higher the value, the less accurate the 'flattened' or 'approximated' path will be. A circle, for example, will start to look more like a hexagon as the Flatness setting is increased.

### **Postscript Specific Checklist:**

Download the Postscript Error Handler using the Windows Control Panel; Printers icon; Setup; Options; Advanced. If Postscript is having difficulty interpreting the file, an error code will appear.

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#### **See also**

[PostScript Printing Errors](#)

[Troubleshooting Techniques](#)

[Color Management](#)

[CORELPRN.INI](#)



## Working with service bureaus

When you work with a service bureau, you should talk to the person who will be managing your job.

The more information you give a service bureau, the faster and subsequently less expensive a job is. If you do not have all the necessary information to complete the steps below, contact the service bureau.

Some service bureaus can accept drawings in CDR form. Others will request a PRN file (Print File) which is a self-contained file that can be copied to an output device even if that computer doesn't have CorelDRAW loaded.

### Preparing a Print File (PRN) For a Service Bureau

- Set up a printer driver for the device the bureau will be using, e.g. Linotronic 330, in the Windows Control Panel, under Printers. Set this device up on a port such as LPT1: or LPT2:. Make it your default printer.
- Set the correct resolution in the Control Panel, Advanced Printer options.
- Set the correct paper size in the Control Panel under Printer Setup. If you are setting a Custom Page Size, ensure that the Width is always the smaller value and that values are entered in hundredths of an inch, e.g., 10 inches would be entered as 1000. Then, set the Orientation. If cross hairs, crop marks or file information is required on your Linotronic file output, choose a page size in CorelDRAW which is smaller than the size the output device will use. For instance, if the final size of your file is to be 8.5" by 11", then choose A3, Tabloid or 10"x14" as your printing size in the Printer Setup menu, provided the printer can handle these sizes.
- In the Corel application, choose File; Print. Verify that the printer reference is correct.
- Choose Print to File, and For Mac, if the service bureau uses a Mac front-end.
- In the Options, Options dialog box, choose any icons to set Crop Marks, Cross Hairs, Film Negative, Emulsion, etc.
- For color separations, choose the Options button; Separations tab and enable Print Separations.
- Click OK, then give the file a name. A PRN extension is added.

### Sending a CDR File to a Service Bureau

Make sure the service bureau has all of the fonts loaded that you have used in the file.

### Predicting whether a high-resolution Postscript device will handle your file

Here are some steps to avoid costly service bureau errors with complex files. If you have access to a Postscript printer, you can do a test before you send the file to the bureau.

Reduce the **Set Flatness To** setting to .25. Print the file to your printer. This procedure will simulate the complexity of an image setter printing at 1200 dpi. A value of .12 simulates printing at 2500 dpi. If your file will not print to a laser postscript printer at this flatness setting, it likely won't print to an image setter. Change the flatness back to 1 before sending your file to the service bureau and follow the above steps for creating a file for the service

bureau.

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**See also**  
Color Separations

## CorelPRN.INI File

The CorelPRN.INI file contains the switches and defaults associated with Printing. The print engine in CorelDRAW 5.0 is shared by all of the modules, therefore each module accesses the CorelPRN.INI file at print time. Some of the options within this file must be manually edited using a text editor like Notepad. Other options are automatically adjusted by the selections and changes you make at print time.

### [Config]

#### **PSBitmapFontLimit=<0 to 250>**

This option applies to text being printed on a PostScript printer. If the font used meets certain criteria, a bitmap version of the font is created in the printer's memory. Bitmap character descriptions are used because they look better at small point sizes and print faster than the normal character outline descriptions. The fonts created in this way consume a large amount of PostScript memory. As a result, you may need to limit the number of such fonts created to avoid a PostScript error when printing a CorelDRAW document.

The following criteria must be met for a font to be created in this way in printer memory:

- The font is not a resident or downloaded PostScript font as indicated in the [PSResidentFonts] section of CORELDRW.INI.
- The printed character size is no larger than 75 pixels. This corresponds to a point size of 18 at 300 dpi, 9 points at 600 dpi, and so on.
- The text is not scaled or skewed.
- The text does not have an outline or a fill other than a uniform fill.
- The text does not have any envelopes (non-linear transformations) applied to it.
- The drawing is not being printed using the **Scale** option or **Fit To Page** option in the Print dialog box.
- Default: 8
- Range: 0 to 250

#### **PSBitmapFontSizeThreshold=<0 to 32767>**

This option applies to text being printed on a Postscript printer. The value set here determines if a BMP representation of the font can be created by the printer if that font is not loaded on the printer. The value represents the bitmap height in pixels. The higher the value, the bigger the bitmaps. If a bitmap cannot be created, the text can be sent to the printer as curves.

### **TextAsClip**

If a non-Postscript device is having difficulty rendering exotic fills (i.e. vector or texture fills) in text objects, this switch should be disabled.

- 0 Disabled

1 Enabled

**Default:** 1

### **TileOverlapPercentage**

When printing tiled pages from the Corel 5.0 applications, the amount of overlap across tiles is based on the imageable area of the printer as reported by the driver. By default, the overlap is 1.5% of the imageable area. In many cases, the driver reports inaccurate information, hence the overlap becomes too small or too large.

The following switch may be added to the [Config] section of the CORELPRN.INI to control this:

TileOverlapPercentage=15

Default: 15

Range 10 - 500

Units - tenth of a percent

The value specified here is the amount of overlap used for each tile (in tenths of a percent). The higher the value, the more overlap is used.

### **PSComplexityThreshold=<200 to 20,000>**

Specifies the threshold at which CorelDRAW decides a filled path is too complex for successful printing on a PostScript device. The value is a count of the number of segments in an individual path. If a path contains more segments than the limit set here, the program will break it up into sections without modifying its appearance. Setting the PSComplexityThreshold to 3000 is sufficient to disable it.

Even shorter paths containing complex fills such as fountain fills, vector/bitmap fills, can cause problems with a PostScript printer (typically indicated as a Limitcheck Error). If this occurs, reset the variable to a lower value, such as 600.

This value can be modified within CorelDRAW. Choose File; Print; Options; Options tab and set Number of Points in Curves.

**Default:** 1500

### **PSOverprintBlackLimit=<0 to 100%>**

For use with color separations. This setting will cause overprinting to be applied automatically to objects that are at least 95% black, by default. Change the value to cause the print engine to search for different percentages of black.

**Default:** 95%

### **ExtentPad=xx**

XX is the amount of padding required to adjust the printable area Extents so that an image with fit-to-page applied will not get cut off. The value is in 1000ths of an inch; the default is 100 (= 0.1 inch). A value of 2000 will add an additional inch to the non-printable margin reported by the printer driver on all sides.

**Units=xx**

This flag is created by the print engine. Its purpose is to remember from session to session which units were used in the Print Options dialog box. The values for xx are the same as those stored in the Coreldrw.ini for any unit controls. For example, units=2 will sets the default unit in the print options dialog to millimeters.

**CropMarksToImage=0/1**

This flag is used to provide printer's marks at the corners of images rather than at the corners of the logical page (set up in the application) when crop marks are enabled. As images are scaled up or down in the Print Preview, the crop marks will move in or out proportionally with the scale factor. The default is 0 (off), which forces the printer's marks to remain on the four corners of the page specified in the application.

**PSSetBoundingBox=0/1**

This flag allows you to disable the attempt to set the %%**BoundingBox** comment output by the Windows PostScript driver (PSCRIPT.DRV).

**WarnBadOrientation=<0 or 1>**

Specifies whether CorelDRAW issues a warning message when the page orientation in CorelDRAW and the printer page orientation do not match. When a mismatch is detected, CorelDRAW asks if you want to change the printer orientation to match the drawings.

When batch printing through CorelMosaic, CorelDRAW will always adjust the printer orientation as required.

- 0 Disable warning
- 1 Issue warning

**Default:** 1

**DumpEntireBitmap=<0 or 1>**

This switch determines whether bitmaps are sent to non-PostScript printers all at once or in smaller blocks (below 64K). Usually, the driver tells the application which method it can or cannot handle. If you find that bitmaps do not print as expected, try disabling this feature, forcing bitmaps to be output in a number of smaller blocks.

**UseColorProfile=<0 or 1>**

This switch enables the Color Profile, i.e. color circuits on Postscript and non-Postscript printers. If colors need to be converted at print time (for example, if the file contains an RGB bitmap and you are printing to a CMYK color printer), using the color profile will improve color integrity. This switch affects vector and bitmap information, but has no impact on black and white output devices. In most cases, the color profile should be used, and is enabled by default. Some printer drivers perform their own color correction, e.g. HP1200C, and in these cases, Corel's color profile should be disabled to avoid conflict.

**Note:** This option can also be modified in the Print dialog box by enabling **Printer Color Profile**.

**Default:** 1

**PreviewImage=<0,1>**

This setting controls the default behavior of the Preview in the Print Options dialog box. Normally, your graphics are rasterized and previewed for placement and positioning purposes. There is a checkbox in the Print Options dialog box to turn the preview off temporarily. If you wish to disable this feature by default, change the setting to 0.

**Default: 0**

**PSRegistrationMarkType=<0,1,2>**

This setting determines which style of registration marks are used when printing PostScript separations. The settings are as follows:

- 0 Corel logo registration mark
- 1 Standard bullseye registration mark (default)
- 2 Half-inverted bullseye

**Default: 1**

**UseTextBand**

"UseTextBand = 0"

When set to zero, each character of text is sent to the printer as a graphic object. Leaving this switch set to 0 decreases the quality and speed of printed text.

"UseTextBand = 1"

This is the default. It causes text to be printed using text bands instead of graphic objects.

**PSColorBitmapsAsGrayscale=<0,1>**

This setting applies when outputting color bitmaps on monochrome PostScript devices. Normally, color bitmaps would be converted to grayscale in this situation to conserve disk space and virtual memory and to limit processing time. There may be cases, however, where you would like CorelDRAW to output full-color information (even if the driver only supports monochrome printing). In this case, change the value to 0.

**Default: 1**

**PSSpotFountainsAsProcess=<0,1>**

This setting applies to fountain fills that involve more than one spot color. Normally in this case, the fill would be converted to process before printing occurs. If you are experienced in spot color work of this nature and wish to have CorelDRAW separate spot fountain fills on their respective spot plates, change the value to 0. These types of fills will *only* retain their

spot color information when separating directly from CorelDRAW (CHART, VENTURA, etc.). The spot color information *will not* be retained during EPS export.

**Default:** 1

### **PSDownloadType1Fonts=<0,1>**

This setting controls whether Adobe Type 1 fonts (available through ATM software) are treated in the normal Windows fashion when output to a PostScript printer. By default, fonts are either downloaded with the print job or they will have already been downloaded and the driver treats them as resident. This work is done by the PostScript driver installed on your system. If you disable this option, CorelDRAW will output text set in Type 1 fonts as either curves or bitmaps, depending on the size, fill, transformations etc.. In most cases, it's best to leave this setting in its default state. Text output will be very fast and the quality will be high.

**Note:** This option is available as a checkbox in the Options tab of the Print Options dialog box. The setting in the CORELPRN.INI merely sets the default state of this checkbox.

**Default:** 1

### **PSConvertTrueTypeToType1=<0,1>**

This setting controls whether True Type fonts are converted to Adobe Type 1 format when printing to a PostScript printer. In this manner, high quality letterforms may be output very quickly. To disable this conversion and downloading process, change the value to 0. In this case, text will be output as either curves or bitmaps, depending on the nature of the object.

**Note:** This option is available as a checkbox in the Options tab of the Print Options dialog box. The setting in the CORELPRN.INI sets the default state of this checkbox.

**Default:** 1

### **CORELPRN.INI File - [PSDrivers]**

If you are printing to a PostScript device and you find that the specific PostScript options in the Print dialogs are not available, add the name of your driver here.

## Color separations

When a drawing is output professionally by a service bureau, each color has to be printed separately on the printing press. Therefore, a multicolor image requires each color to be output on a separate sheet of paper, film or metal plate. In the final stage of a print job, these plates are combined to generate the final product. This process is referred to as color separation.

When a color proof is created, each of the colors in the drawing are output on a separate piece of acetate in color. By laying the sheets of acetate on top of each other and lining them up exactly, a color proof can be created of the final product.

### Pantone vs. Process Separations

If you create a drawing using Pantone colors, each color is placed on an individual sheet of film during the color separation process. Each Pantone color is unique, like the paint chips you might find at a paint store.

Process colors are mixtures of the four basic inks, Cyan, Magenta, Yellow and Black. An infinite number of colors can be created by mixing these four colors in different combinations. When your drawing has been created using process colors, your color-separated output will contain a maximum of four sheets of film. In many cases, the process color method is most cost-effective way to print, since each sheet of film adds significant cost to your service bureau print job.


### Fountain fills


If you design a file containing fountain fills that blend one color to another, create those fills using process colors. Color-separated fountain fills often produce incorrect results. The exception to this rule is if you create a fountain fill blending one tint of a Pantone color to another tint of the same color.

In CorelDRAW, color separation is accessed through the Print dialog box. Choose Print from the File menu, and then click Options. In the Print Options dialog box, click the Separations button. AutoTrapping is also available in this menu.

### Film Negative and Emulsion Down

Two other options that are associated with printing separations are Film Negative and Emulsion Down. These settings control whether your film will produce a positive or negative image, and which side of the film the image will go onto. It is not always necessary to have these options selected; it depends on the type of output you are producing. Also, the only time you would set these options is if you create a PRN file rather than giving a CDR file to the service bureau. Talk to your service bureau before creating the PRN file to see what they require. Often, the service bureau will create the film negative for


you. The Film Negative () and Emulsion (

) options are found in the Print Options, Separations dialog box. To enable these options, click their icons.

### Crop Marks and Cross Hairs

When you choose to print crop marks, they will be created on the corners of your page. You must define a larger page in the print driver than in the Page Setup dialog box to have room



for these marks to be printed. To enable Crop Marks, click the Crop Marks () icon in the Print Options, Separations dialog box.

---

**See also**

[Working with Service Bureaus](#)

## Printing to non-PostScript printers

### Font Rasterizer

The Font Rasterizer switch in the [Config] section of the Corelapp.ini file determines the method CorelDRAW uses to render small point size text objects on GDI devices (i.e., non-PostScript printers). If the Font Rasterizer is enabled (as it is by default), text objects are sent to the device driver as bitmaps. If the Font Rasterizer is disabled, text objects are sent to the device as curves.

The advantage of sending small point size text objects as bitmaps is that they will print faster and look better. Text at small point sizes cannot be rendered as well as curves; there aren't enough pixels available to reproduce the curves smoothly. As well, sending the text objects as bitmaps will incorporate any available hinting for that font. Therefore, text objects will look better if the Font Rasterizer left is on.

It may be necessary to disable the Font Rasterizer when outputting to certain non-postscript printers such as the HP Paintjet. If problems arise printing text to a non-PostScript printer, e.g., the text does not print or does not print correctly, the Font Rasterizer may have to be disabled.

### Rasterize

The Rasterize switch can be added to the [Config] section of the CORELPRN.INI file. By default, this switch is disabled, but it can be added and set to a value of 1 to enable it. This switch is sometimes required when outputting texture fills to non-PostScript printers. If texture fills output correctly, there is no need to add this switch.

**Note:** Printing will be considerably slower with the Rasterize switch enabled, but it is sometimes the only way that a texture fill will print at all.

### Video Driver

With non-postscript devices, you should be aware of non-Windows-3.1-supported video drivers. When an image on the CorelDRAW screen is output, it is rasterized from information in the video driver. Therefore, if a drawing is not printing correctly, or just not printing, go to the Windows Setup icon and check the video driver that Windows is using. If Windows is set up for anything other than the standard VGA video driver, make a backup of the System.ini file and switch to the standard VGA driver.

**Note:** It is important to make a backup of the System.ini file before making any changes to the Windows Setup. If you want to return to the original configuration, simply rename this backup file back to System.ini.

## PostScript printing errors

You can enable a Postscript Error Handler in the Windows Control Panel by double clicking the Printers icon and then choosing Setup, Options, Advanced. This error handler defines the errors that the Postscript language encounters when processing a file. Listed below are some of the common Postscript error codes, their definitions, and solutions where applicable.

### **Offending Command : OB**

The likely cause of this error is that you chose **Negative** in the Postscript driver options in the Control Panel's Printer. Setup, Options Advanced dialog box, as well as choosing the **Film Negative** icon in Corel's Print, Options dialog box. You should choose only one of these two options; the CorelDRAW **Film Negative** option is preferable.

### **Error: Limitcheck. Offending Command=Nametype: EOCLIP**

This message indicates a path implementation error, usually where Postscript is unable to complete the clipping routine for filled objects. Try these suggestions:

1. Enable Auto Increase Flatness in the CorelDRAW Print, Options dialog box.
2. Set the **Number of Points in Curves** value to 300, in the Print, Options, Options dialog box.
3. Remove any extraneous outlines from objects.
4. If printing separations, try printing just one separation at a time.
5. Substitute solid color fills for gradients or pattern fills in irregularly-shaped objects.

### **Error: Limitcheck. Offending Command=Nametype: EOFILL**

This message indicates a path implementation error when Postscript is completing a fill routine. Set the **Number of Points in Curves** value to 300, in the Print, Options, Options dialog box.

### **Error: Limitcheck. Offending Command=Nametype: LINETO or CURVETO**

An implementation limit has been exceeded, usually indicating too many nodes on a straight or curved path. Use the Auto Reduce Nodes option in the Node Edit Roll-Up in CorelDRAW, or manually remove extraneous nodes from the objects.

### **Error: Stack Overflow**

The stack limit has been exceeded, often indicating embedded EPS files, too many nodes on a path, or complex fill patterns and bitmap fill patterns in complex shapes. Try the suggestions for EOCLIP above.

### **Offending Command: Stack Underflow**

The stack does not have enough objects for the requested operation. Try the suggestions given for EOCLIP above.

### **Error: Invalid restore**

This message may appear after canceling a print job. Try clearing the Print Manager and repeating the printing process.

### **Error: invalid font**

This error message may appear if the file requires a font that has become corrupted. Try re-

installing font.

## Troubleshooting printing problems

### Printer Drivers

Corel does not develop or distribute printer drivers. We rely on the printer manufacturer or Microsoft to provide drivers that are supported in the Windows environment. If you can print in Windows, you should be able to print from Corel applications.

### Printed Output Is Incorrect

If you print a file from Corel and the output is incorrect:

- Check the print preview. The print preview displays the file exactly as it should print. If this screen does not look correct, the printout will not be correct either.
- Check cables and connections for potential communication problems. A sign of communication problems are ASCII characters appearing on your page where graphics should be appearing, i.e., happy faces, stars, etc.
- If printing Postscript, are you using genuine Adobe Postscript or an emulation? You will sometimes encounter problems with Postscript emulation, especially when printing fonts.
- Make sure you are using the most up-to-date printer driver.
- Try changing your video driver to plain VGA.
- Check the [Automated Fax System](#) catalogue for topics dealing with specific printing problems.

### Dealing With Complexity Issues

- Reduce the number of nodes in objects.
- Reduce the number of fountain stripes if the file contains fountain fills.
- Do not combine text with other objects (to create masks and clipping holes).
- Break a complex object into smaller, less detailed objects.
- Remove any extraneous outlines.
- For Postscript printing problems, set the Number of Points in Curves to 300 (in Print Options; Options dialog box), and enable Auto Increase Flatness.
- For printing, saving, or exporting problems, try marquee selecting some of the objects and using the Export Selected Objects Only feature to determine the complexity or object number limit in this file.
- Click Edit; Select All to ensure that there are no stray objects off the page.

## **Dealing With Corrupted Objects or Files**

- Open the problem file. Select one object, then use Shift+Tab to scroll through the objects on the page. Sometimes a very small object that you didn't notice will become selected. This object may be corrupted. Try deleting the object or dragging it off the page. Then save the remaining objects using Selected Only in the Save dialog box.
- Another way to locate a corrupted file is to marquee select half of the objects, then print, save, export as required, using the Selected Objects Only feature. If a problem occurs again, marquee select a smaller number of objects until you locate the corrupted object by the process of elimination. Then, try to delete the object.
- Try saving the file as a version 4.xx file or exporting as CGM if you are having trouble saving, printing or exporting. Re-open or import the file and try again.
- For large files, often the error can be reproduced by selecting the offending object and copying it to the clipboard. To isolate the object, marquee select half of the objects on your page and copy them to the clipboard. If no error occurs, marquee select another area and try the same. Once the error occurs you will need to select fewer objects from that area and continue with the copying process until you have located the offending object. Once identified, delete and recreate it.

## **OLE**

OLE stands for Object Linking and Embedding. Designed by Microsoft and first introduced in Windows 3.1, OLE allows you to easily move information from one application into another and edit it from within the second application. Embedding means that information from one application resides in a second application and is stored with it. Linking means that information from one application is tied to a second application and can be updated when changes are made in the first application, but that information is not actually stored with the second file.

A new OLE feature added to CorelDRAW 5.0 is Drag and Drop.

**Drag and Drop** - This feature allows you to click on an image in one Windows application and drag it into another application, into another file or to a different location within the same file.

### **OLE Registration - REGEDIT.EXE and REG.DAT**

1. During the installation of CorelDRAW 5.0, OLE files are installed into the WINDOWS\SYSTEM directory.
2. To have OLE function correctly, Windows registers all applications with OLE capabilities in a file called REG.DAT. You can modify the registration information by opening a file called REGEDIT.EXE. Both files are found in the WINDOWS\SYSTEM subdirectory.

For more information on using OLE in your Corel files, refer to the CorelDRAW User's Manual

## Clipboard: General pasting limitations

### Unsupported Features

Objects containing the following effects cannot be pasted into other non-Corel applications:

- PostScript textures
- Pattern fills

### Unsupported Metafile Features

The following Windows Metafile features cut/copied to the clipboard from other programs can not be pasted into CorelDRAW:

- Background commands ( SetBkMode and SetBkColor)
- Pattern fills (only uniform fills are currently supported)
- Clipping regions
- Flood fills
- Individual pixel manipulations
- No ROP2 modes, other than R2\_COPYPEN (i.e., no combining of pen colors)
- WINDING polygon fill mode (ALTERNATE mode is supported)

### Pasting Text

The amount of text and the spacing and text attributes CorelDRAW assigns to text pasted from other applications varies depending on the font chosen and the available memory on the system.

### Artistic Text

- Spacing: Program Defaults
  - Inter-character = 0% of "space" width
  - Inter-word = 0% of "space" width
  - Inter-line = 100% of point size

- Text Attributes:

Current defaults

### Paragraph Text

- Spacing:
  - Program defaults as per Artistic Text unless otherwise set in the Text Spacing dialog Box.
- Text Attributes:



## Current defaults

**Note:** When pasting text into CorelDRAW, if you click on the artistic text tool and then on the page before pasting, the resulting text string will be treated as artistic text. If you do not click on the page, text will be treated as paragraph text.

## Color management

You may have had the frustration of creating a file in CorelDRAW and having colors in the printed output appear radically different than what you saw on the monitor. The same discrepancies can occur when scanning. Many factors are responsible for the wide variation in color that you may encounter when comparing monitors, printed and scanned output. Manufacturers, drivers, and lighting conditions are all different, so it's difficult to predict what your color output will look like. For this reason, Corel has introduced a new color management system. The new color management system in CorelDRAW 5 addresses many of the inherent problems associated with artificial color reproduction. The key issues that need to be overcome to achieve consistent and reliable color results (scanning, viewing and printing) are:

- improper calibration of equipment
- inaccurate color mapping from one device to another (assuming both use the same color model)
- inaccurate color mapping from one color space to another (e.g., from scanning to display to output)
- accommodating hardware limitations and the inability to map colors from one color space to another

A color management system provides a mechanism for consistently and reliably specifying colors, as well as for transferring colors accurately from one device to another.

### Using Color Management in CorelDRAW 5.0

Click on Color Manager under the File menu. Refer to the CorelDRAW Manual for instructions on creating a Basic System Profile and setting Calibration options..

### Disabling Color Management

To disable the effects of Color Management on the monitor, click on View; Color Correction and choose None. To disable the effects of Color Management when printing, disable the box next to Color Profile in the Print dialog box.

---

#### **See also**

[What To Do If Your Print Job Doesn't Print](#)

## **INI files and other customizable files**

The user interface in CorelDRAW 5.0 has been modified so that you rarely need to open INI files to customize the program settings. In fact, many of the settings that were offered in the INI files have now been removed, since most controls can be set through dialog boxes in the CorelDRAW 5.0 applications. You will find many settings such as Auto Backup time, Delay When Moving, include Text in Metafiles available in the Special, Preferences dialog box.

The INI files that are noteworthy in CorelDRAW 5.0 are the CORELDRW.INI which controls DRAW settings, CORELAPP.INI which controls settings for all applications, and the CORELPRN.INI which controls printing settings.

Another file you can modify is the CORELDRW.DOT file, which allows you to define and edit dashed and dotted line patterns.

## **CORELDRW.INI**

This file contains few switches for you to modify. It tracks the settings you make using the Corel dialog boxes. Its function is similar to the CDCONFIG.SYS file in Version 3.0, or the CORELDRW.CFG file in Version 4.0. These files can occasionally become damaged and result in strange things happening in your session of CorelDRAW, such as the inability to print or save. You can delete the CORELDRW.INI file if you suspect it has become damaged. Corel will automatically regenerate it the next time you open CorelDRAW. Make sure you exit from CorelDRAW before deleting this file.

## **CORELAPP.INI**

This file contains switches and settings that affect the working environment of all Corel applications. You can modify it by opening it in a text editor or word processor and referring to the information below:

### **[Config] section**

Contains the following information required to run the CorelDRAW 5.0 applications:

#### **ProgramsDir=<?>**

Directory for program files

**Default:** C:\COREL50\PROGRAMS

#### **DataDir=<?>**

Directory for data files

**Default:** C:\COREL50\PROGRAMS\DATA

#### **CustomDir=<?>**

Directory for custom files

**Default:** C:\COREL50\CUSTOM

#### **ColorDir=<?>**

Directory for color files

**Default:** C:\COREL50\COLOR

#### **DrawDir=<?>**

Directory for draw files

**Default:** C:\COREL50\DRAW

#### **ChartDir=<?>**

Directory for chart files

**Default:** C:\COREL50\CHART

#### **ShowDir=<?>**

Directory for show files

**Default:** C:\COREL50\SHOW

**PhotoPaintDir=<?>**

Directory for paint files

**Default:** C:\COREL50\PHOTOPNT

**MoveDir=<?>**

Directory for move files

**Default:** C:\COREL50\MOVE

**TraceDir=<?>**

Directory for trace files

**Default:** C:\COREL50\TRACE

**MosaicDir=<?>**

Directory for mosaic files

**Default:** C:\COREL50\MOSAIC

**VenturaDir=<?>**

Directory for ventura files

**Default:** C:\COREL50\VENTURA

**FontsDir=<?>**

Directory for wfn fonts, ie. symbols

**Default:** C:\COREL50\SYMBOLS

**FiltersDir=<?>**

Directory for import and export filters

**Default:** C:\COREL50\PROGRAMS

**BigPalette=<0 or 1>**

- 0 specifies the standard-sized color palette
- 1 specifies a larger-sized color palette. Useful if you have a large, high-resolution monitor such as the Sigma Laserview.

**Default: 0**

**BigToolbox=<0 or 1>**

- 0 specifies the standard-sized toolbox
- 1 specifies a larger-size toolbox. Useful if you have a large, high-resolution monitor such as the Sigma Laserview.

**Default: 0**

**FontRasterizer=<0 or 1>**

This determines whether characters are displayed and printed as bitmaps (through Windows or ATM) or as curves (handled completely by DRAW). You only need to change this switch if your printer driver is having problems showing text. It's best to leave the switch on (1), since bitmaps are hinted at small sizes.

**TTFOptimization=<0 or 1>**

Can be set at either 0 or 1. Default is 1, which will speed up access to the TrueType Font engine in Windows. 0 points CorelDRAW directly to Windows, which increases the access time. Some printers and screen drivers will be incompatible with the default setting. Therefore, change to 0.

- 0 disable, uses Windows TrueType driver
- 1 enable uses CorelDRAW internal TrueType driver

**Default: 1**

**TextureMaxSize=**

The value entered here determines the maximum allowed object width (in device pixels) before resolution of the bitmap texture is lowered. If the object width does not exceed this threshold, the default resolution is used for the bitmap texture. If the object width exceeds the threshold, the resolution is decreased until the bitmap fits within the threshold. For optimal performance, the number must be a power of 2 + 1, e.g., 257, 1025, 2049.

**SpellLanguage=<language>**

Specifies the dictionary the Spell Checker uses to check spelling. The choices are English, French, German, Swedish, Spanish, Italian, Danish, Dutch, Portuguese, Norwegian or Finnish.

**SpellDict, HyphenateDict, ThesaurusDict=<appropriate dictionary file>**

Specifies the dictionary files used by the Spell Checker, Hyphenation and Thesaurus features. These lines must not be changed.

**UseClippingForFills**

Most device drivers support clipping. Corel assumes that the device is using its own clipping

routine, but if this is not so, you may encounter slowdowns in print time or screen re-draw. Enable Corel's clipping routine as follows to speed up these operations:

- 3 Use device's clipping; do not use Corel's
- 2 Use device's clipping routine on print devices only
- 1 Use device's clipping routine on display devices only
- 0 Do not use device's clipping; use Corel's

**Default: 3**

### **[ColorCalibration] section**

This section contains settings that affect the programs color calibration feature.

#### **SystemColorProfile=<?>**

Defines the current default color profile on the system.

**Default: \_DEFAULT.ccs**

#### **ProfileMatchMode=<0, 1 or 2>**

Three modes of operation are available for color matching in the user profile.

- 0 = Automatch
- 1 = Photographic
- 2 = Illustration

**Default: 0**

### **[TempPaths] section**

#### **Cleanup=<?>**

Any TMP files created by Corel applications that are saved due to abnormal program termination, e.g., rebooting or GPFs, are automatically deleted at the startup of a Corel application. A different value is reflected in the Cleanup line depending upon whether a Corel application is running.

- 0 = Application is running
- 1 = Application shut down properly



## CORELDRW.DOT

This file contains rows of numbers which define the Dashed and Dotted line styles available in the Outline Pen dialog box. By editing these definitions, you can change the appearance of the corresponding line style. You can also add up to 25 definitions of your own for a total of 40 line styles. Before editing this file, make a backup copy of it somewhere, just in case you need to access the original default values.

### Defining a Dashed and Dotted line style

When you open the CORELDRW.DOT file in your ASCII editor, you will see rows of numbers. Each row represents a line definition, and contains 3 to 11 numbers.

nNumbers n,1DotLength n1,SpaceLength n2,DotLength n2SpaceLength..... n5DotLength n5SpaceLength

where:

n Numbers	the number of elements (both dots/dashes and spaces) that define the line style. This must be a value between 2 and 10
nxDotLength	the length of the dot/dash. A value of 1 yields a dot, anything greater yields a dash
nxSpaceLength	the length of the spaces between the dots/dashes

To create a line style, specify the length of the dots/dashes and the gaps between them. Dots are created by defining short dashes (one unit wide) and then specifying **Round** as their **Line Cap** style in the Outline Pen dialog box. Perfectly round dots are not currently available in CorelDRAW. However, unless your line is quite heavy, the dots should appear round. Definitions consisting of more than three numbers in a row define lines made up of dots, spaces and dashes of varying lengths. You can define lines with up to 10 elements (dot/dashes and spaces). When these lines are used in a drawing, the line pattern is followed left to right through the definition, and then repeated through the length of the line.

### Example

2 1 5

Defines a line consisting of 2 elements. The first element is a dot (since it is only one unit wide) followed by a five-unit-wide space. These units are relative to the line's width, which is considered to be 1.

To alter the spacing between the dots in this example, change the number 5. Similarly, to create a dashed line with equal dash and space widths, change the 1 to a 5 in this example.

## **Scanner support**

Below is a list of scanner drivers provided with CorelDRAW 5.0. To scan directly into CorelPhoto-Paint or CorelTrace, you must have one of the following scanners or a TWAIN compliant scanner provided by the scanner manufacturer.

CANON CJ10 BJ10

EPSON 300C

HP SCANJET PLUS

HP SCANJET IIC

LOGITECH SCANMAN

LOGITECH SCANMAN PLUS

LOGITECH SCANMAN 256/32

MICROTEK 200

MICROTEK 300

MICROTEK 400

MICROTEK 600

MICROTEK 800

MICROTEK 1850

UMAX UC630

UMAX UC1200S

RICOH IS50/IS60/IS410/FS2

RICOH IS11

Microtek Scanmaker II

Fujitsu ScanPartner 10/M3096Gm/Hm

Epson ES-600C SCSI only

AVR8000

Logitech-provided SAPI interface driver

## **CorelDRAW Technical Support**

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# **CorelCHART Technical Support**

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## **CorelCHART 5 - Notes to Upgraders**

### **Productivity**

CorelCHART 5 continues to evolve as a powerful charting and presentation tool. As with all CorelDRAW applications, CorelCHART includes a new ribbon bar and tear-off toolbox which allows you to access commonly used functions quickly and easily. Also as part of the CorelDRAW application suite, all of the following now ship with CorelCHART!

- Over 22,000 clipart images
- Over 825 TrueType and Type 1 fonts
- 100 royalty-free photos on CD
- Over 1000 MOVE actors, props & sounds
- 75 Corel Ventura style sheets and templates
- 50 CorelDRAW professionally-designed templates

The following new features pack greater punch into both Chart View and Data Manager:

- significant gains in performance, including dynamically interruptible displays
- enhanced text capabilities, including 3D text view (for 3D charts) and exotic fills
- a new Status Line and Color Palettes
- OLE2 "drag and drop" capabilities--for importing graphics, changing chart types, moving information or opening files
- powerful Color Management System which calibrates monitors, printers and scanners
- color correction of Kodak Photo CD images on import
- access to Corel MOSAIC as a roll-up

### **Documentation**

- enhanced Online Help, including comprehensive commands and procedural documentation and context sensitivity
  - the new graphical Online Help for Screens, tools and menus make it easy to find help on any user interface item
  - approximately 200 new How to topics provide quick answers and an improved Help Search index makes it easy to find them
  - an improved glossary
- comprehensive user Manual

### **Charting**

Eleven new chart types have been added to CorelCHART 5 (Polar, Radar, Bubble, Gantt and their subtypes), providing more options for conveying spreadsheet data graphically. Users can enhance their presentations even further by applying CorelDRAW fills and outlines and three-dimensional text effects.

- styled lines--apply a range of line-ending shapes and dashed lines to chart components
- a revised Toolbox, including standard Corel Zoom, Pencil, Outline and Fill tools
- OLE server capability

### **Data Management**

The Data Manager now features a larger spreadsheet size (16,384 rows and 256 columns) and approximately 276 new functions (Math And Trig, Statistics, Finance, Engineering, Lookup And Reference, Logic, Information, Conversion, Date and DDE). CorelDRAW fills and outlines can be applied to spreadsheet cells to create visually impressive tables. Independent style definitions and an advanced WYSIWYG in-cell editor allow you to customize cell formatting, while improved connectivity through CorelQUERY to popular database and spreadsheet programs makes it easier to import, export and query data for further manipulation. Independent spreadsheet formatting styles allow you to maintain consistency and minimize the effort required to duplicate similar settings. The following are some of the other new features:

- OLE 2.0 client
- Drag and drop cell editing to move data
- Improved import/export, clipboard and OLE support
- Autofill--automatically extend a range of numbers. Includes autofilling of date sequences (days, weeks, month, quarter, year and so forth), autofilling of numeric and alphabetic sequences, including roman numeral sequences (e.g., A, B, C, ... i, ii, iii, I, II, III). Automatic linear regression of numeric data.
- User-specified series completion functions using regressions. Regression models to include linear, growth, log, fibonacci, string, autofill, exponential, polynomials and exponential power series of user- specified order

# **CorelMOSAIC Technical Support**

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[INI Files](#)

## **Corel MOSAIC 5 - Notes to Upgraders**

- available as a roll-up window in all CorelDRAW 5 applications; used to open or import files using drag and drop
- libraries, catalogs and directories are now referred to as collections
- full support of the Corel printing capabilities and options for printing thumbnails or files associated with thumbnails
- thumbnails can be displayed on 3D buttons in the display
- Kodak Photo-CD format now supported as any other format; the PhotoCD menu no longer required.
- improved Online Help interface; includes step by step instructions in secondary windows that remain on top on-screen as you perform the steps, graphical representation of the screen and menus for easier access to relevant help topics
- addition of a glossary and keyboard shortcuts sections in Online Help



# **CorelMOVE Technical Support**

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## **CorelMOVE 5 - Notes to Upgraders**

- new morphing capability
- improved import and export capabilities
- enhanced ability to create actors in CorelDRAW, Corel PHOTO-PAINT AND CorelCHART
- display multiple library roll-ups on screen
- over 300 new actors, props, and sounds (now totalling over 1000)

# **Corel PHOTO-PAINT Technical Support**

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## Corel PHOTO-PAINT 5 - Notes to Upgraders

### Masking

Corel PHOTO-PAINT has new masking features which include color masks, transparency masks and a set of Masking tools.

<b>Color Mask Roll-Up</b>	selects colors, sets color tolerance and applies color masks
<b>Transparency Masks</b>	uniform or gradient transparencies that can be edited in the Layers/Objects Roll-Up
<b>Masking tools</b>	Mask flyout has mask tools that define various mask shapes, such as circles/ellipses, rectangles/squares. The Mask Brush tool paints a mask area. As well, the Mask Node Edit tool allows the editing of a defined mask.

### Objects

Objects can be created using the object tools and layered in the image. Objects can be moved to new files or between OLE-compliant applications using drag-and-drop. There are two types of objects: simple and complex. Complex objects are built and can contain any number of defined areas. These areas are defined using the Object tools.

<b>Layers/Objects Roll-Up</b>	edits channels of the objects or the entire image, layers objects and edits transparency masks.
<b>Object tools</b>	Object flyout has object tools that define various object shapes, such as circles/ellipses, rectangles/squares. The Object Brush tool paints an object area. As well, the Object Node Edit tool allows the editing of a complex object before it is built.

### Partial Areas

Corel PHOTO-PAINT allows you to load images as partial areas and work on specific areas of an image one at a time. This is particularly useful the file is very large. Partial areas can be saved as a new image.

### New Filters

There are a number of new filters available on the Effects menu such as Vignette, Mesh Warp and Smoked Glass.

### Opening Different File Formats

Corel PHOTO-PAINT now opens a number of file formats such as vector files including CorelDRAW (.CDR) and KODAK Photo CD (.PCD) files.

**Fill Roll-Up**

The Fill Roll-Up accesses most of the fills available in CorelDRAW. Color, texture, fountain fills and bitmaps fills are available.

**Interface Improvements**

Addition of a ribbon bar and a text ribbon bar for quick access to frequently used menu commands and text formatting options.

# **CorelSHOW Technical Support**

[Corel Support Services](#)

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[Import/Export - File Transfer Information](#)

[Color Management](#)

[INI Files](#)

## **CorelSHOW 5 - Notes to Upgraders**

- significant gains in performance
- direct on-screen text entry (artistic and paragraph text)
- easy bullet point creation
- speaker notes
- ability to quickly apply an independent background to a slide
- enhanced portable screen show format
- one step access to OLE servers
- quick access of files through drag and drop from File Manager, the Mosaic Roll-Up window or other CorelSHOW presentation files

### **Interface improvements:**

- addition of a ribbon bar and text ribbon bar for quick access to frequently used menu commands and text formatting options
- new status line providing information as you rest the mouse cursor on tools and menu commands
- floating toolbox
- improved Online Help interface which includes step by step instructions in secondary windows that remain on top on-screen as you perform the steps

# **CorelTRACE Technical Support**

[Corel Support Services](#)

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## **CorelTRACE 5 - Notes to Upgraders**

- additional tracing options for the OCR method:
- define image quality as to optimize OCR process to produce best results possible
- five foreign language dictionaries on CD-ROM for tracing of accentuated characters
- tracing options grouped in one dialog box; more intuitive and provides faster access.
- addition of a Ribbon bar which includes buttons for quick access to frequently used commands, tracing methods, settings file and roll-up windows
- ability to open image files by using Drag and Drop from the File Manager or the Mosaic Roll up
- improved Online Help interface; includes step by step instructions in secondary windows that remain on top on-screen as you perform the steps, graphical representation of the screen, tools and menus for easier access to relevant help topics
- addition of a glossary and keyboard shortcuts sections in Online Help

# **Ventura Technical Support**

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[Import filter features & limitations](#)

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## **Common error messages**

General Protection Faults (GPF)

Other memory errors

OLE problems

## **Troubleshooting tips**

[Enhancing system performance](#)

[Troubleshooting techniques](#)

[Having memory problems?](#)

## **Working with fonts & text**

[How to install TrueType fonts](#)

[How to install Adobe Type 1 fonts](#)

[Note on Bitstream Facelift fonts](#)

## **Note on Bitstream Facelift fonts**

Corel has been advised that the Bitstream Facelift product is no longer being sold. Bitstream still supports the current user base of the product. Facelift fonts are therefore no longer supported in Corel VENTURA; they may not display or print properly.

## Notes to Upgraders

If you're upgrading from a previous version of CorelDRAW, choose the following topics for information about what's new in CorelDRAW 5.

- [Overview](#)
- [CorelDRAW 5 New Features](#)
- [CorelDRAW Screen](#)
- [CorelDRAW Toolbox](#)

## **Overview**

The theme for CorelDRAW 5 is not only to provide you with new functions, but to enhance the power of existing ones. CorelDRAW 5 offers sophisticated prepress tools such as the new Color Manager for producing professional-quality color output.

Current users of CorelDRAW 3 or 4 will experience greater productivity when working with Version 5 due to its substantial gains in speed and performance. The new ribbon bar and tabbed dialogs in all CorelDRAW 5 applications provide quicker and easier access to commonly-used functions. You can customize your working environment using Corel's innovative Roll-Ups and floating toolbar, and tear-off flyouts.

Inserting images into any CorelDRAW 5 application is now faster and easier with the addition of OLE 2 drag and drop support. You can drag and drop images from the Corel MOSAIC Roll-Up which is accessible in virtually every CorelDRAW 5 application.

A powerful color management system has been added to CorelDRAW 5, allowing you to custom calibrate your monitor, printer, and scanner to achieve a more accurate on-screen representation of colors used in your documents.

CorelVENTURA is new addition to the Corel family of graphics software applications. We think you'll find it to be a powerful addition to your set of tools.

Complete with 6 full-featured applications, 7 utilities, over 825 fonts, and over 22,000 clipart images, CorelDRAW 5 is by far the most powerful and value-packed software on the market.



## CorelDRAW 5 New Features

Following are some of the new features you'll find in CorelDRAW 5.0.

- significant gains in performance
- OLE2 drag and drop capabilities
- powerful color management system which calibrates monitors, printers and scanners
- new Ribbon bar for easy access to commonly-used commands
- floating toolbar
- access to Corel MOSAIC as a roll-up via the File menu
- color correction of Kodak Photo CD images on import
- new special effects:
  - ⇒ Lenses (i.e. Transparency, Magnify, Brighten, Invert, Color Limit, Color Add, Tinted Grayscale, and Heat map)
  - ⇒ PowerClip (ability to mask by pasting inside)
- ability to create and save macro effects
- improved 3D extrusion (now with 3 light sources and preset effects)
- weld, trim and intersection tools
- faster paragraph text handling
- live dimensioning
- precise sizing and positioning of objects using a roll-up
  - PANOSE font substitution and standard font downloading
- direct access to .INI settings such as auto-backup via the Preferences dialog box
- PostScript Interpretation

## **CorelDRAW Screen**

The appearance of the CorelDRAW screen remains mostly as it was in release 4.0, with a few exceptions. They are as follows:

### **The View Menu**

What was the "Layout" menu in DRAW 4 has been renamed to the "View" menu.

### **Status Line**

By default, the Status Line is now at the bottom of the CorelDRAW screen. You can change this default using the Preferences, View dialog box to place it at the top of the screen.

### **Ribbon Bar**

The ribbon bar is the bar of icons under the CorelDRAW menus. The icons represent commonly-used functions such as printing, saving, cutting, pasting, etc. They also open roll-ups and perform operations such as grouping and ungrouping objects.

### **Menu & Tool help**

When you place the cursor over a menu, ribbon bar, or toolbox item, help on the item now appears in the Status Line. The help describes the item and, where applicable, its function.

### **Toolbar flyouts**

The toolbar tools which include flyouts now have arrows in the bottom right corner of their icon. These arrows indicate that when you click and hold the mouse button down on the tool, a flyout will open.

### **Roll-ups**

CorelDRAW 5 adds more of the popular and easy-to-use roll-ups that originated in version 3.0. You use them to access the new Lens, PowerClip, and Presets features. Roll-ups are also now used for Dimensioning, MOSAIC, and transforming objects. Arranging roll-ups on your screen is now done via the Roll-Ups command in the View menu.

## The Toolbox



Pencil Tool




Zoom tool




Text Tool

## **Pencil Tool**

The Pencil tool flyout features a new icon, , which is used for drawing callouts.

**Zoom tool** 

The Zoom tool flyout includes a new icon, , for zooming in on selected objects only.


## **Text Tool**



















































The Text tool flyout no longer contains the Symbols icon for accessing the Symbols Roll-Up. In CoreIDRAW 5, you access symbols through the Symbols Roll-Up command in the Special menu.



## Import File Filters - Technical Notes

Click  for technical information about CorelDRAW's import filters.

-  Adobe Illustrator 1.1, 88, 3.0 \*.AI, \*.EPS
-  Ami Professional 2.0, 3.0 \*.SAM
-  Video for Windows \*.AVI (CorelMove only)
-  AutoCAD DXF \*.DXF
-  Compuserve Bitmaps \*.GIF
-  CorelCHART, \*.CCH
-  CorelDRAW \*.CDR
-  CorelPHOTO-PAINT \*.CPT
-  Corel Presentation Exchange, \*.CMX
-  CorelTRACE \*.EPS
-  EPS (Placeable) \*.EPS
-  Excel for Windows 3.0, 4.0 \*.XLS
-  GEM files \*.GEM
-  GEM Paint / HALO files \*.IMG (Corel Ventura only)
-  Ventura Generated \*.GEN (Corel Ventura only)
-  Computer Graphics Metafile \*.CGM
-  HP Plotter HPGL \*.PLT
-  IBM PIF (GDF) \*.PIF
-  JPEG Bitmap \*.JPG
-  Kodak Photo-CD \*.PCD
-  Lotus PIC \*.PIC
-  Lotus 123 1A, 2.0 \*.WK?
-  Lotus 123 for Windows 3.0 \*.WK?
-  Macintosh PICT \*.PCT
-  Macintosh Sound \*.SND (CorelMove only)
-  Micrographx 2.x, 3.x \*.DRW
-  Microsoft Rich Text Format \*.RTF
-  Microsoft Word 5.0, 5.5 \*.\*
-  Microsoft Word for Windows 1.x \*.\*
-  Microsoft Word for Windows 2.x & 6.x \*.DOC
-  Microsoft Word for Macintosh 4.0 \*.\*
-  Microsoft Word for Macintosh 5.0 \*.\*
-  Paintbrush (3.0 and above) \*.PCX (Corel Ventura only)
-  PostScript (Interpreted), \*.EPS, \*.PS
-  SCITEX \*.CT
-  Targa Bitmaps \*.TGA
-  Text \*.TXT
-  8-bit ASCII (Corel Ventura only)
-  TIFF 5.0 Bitmaps \*.TIF
-  Soundblaster Audio \*.VOC (CorelMove only)
-  Windows 3.0 Bitmaps \*.BMP
-  Windows Metafile \*.WMF
-  WordPerfect Graphic \*.WPG
-  WordPerfect 5.0 \*.\*
-  WordPerfect 5.1 for Windows \*.\*
-  WordPerfect 6.0 for Windows, \*.\*
-  WordStar (Corel Ventura only)
-  Xywrite (Corel Ventura only)

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**See also**



Recommended formats for importing graphics from other applications

## Recommended formats for importing graphics from other applications

<b>Program</b>	<b>Recommended import format</b>
Adobe Illustrator	AI (EPS)
Arts & Letters	AI (EPS), Clipboard
AutoCAD	DXF, HPGL (PLT files)
ASCII text	Clipboard and Paragraph text import
CorelDRAW	CDR, Clipboard
CorelTRACE	CorelTRACE EPS
Excel (Graphs)	Clipboard
GEM Artline	GEM
GEM Graph	GEM
GEM Draw Plus	GEM
Harvard Graphics	CGM
Lotus 1-2-3	Lotus CGM (more recent versions) or Lotus PIC
Lotus Freelance Plus	CGM
Macintosh-based vector packages	MACINTOSH PICT, AI
Micrografx Designer, Graph Plus	DRW, AI (EPS)
Scan Gallery	TIF
WordPerfect	.WPG

### Import - CorelDRAW (CDR)

#### **Technical Notes**

Imports graphics in CorelDRAW's native format. Useful for merging separately-created graphics into a single drawing.

Imported CorelDRAW files appear as a group of objects. Use the Ungroup command in the Arrange menu to manipulate individual objects in the imported graphic.

#### **Text from earlier version of CorelDRAW**

Inter-character spacing may appear slightly off in files created in earlier versions of CorelDRAW. This happens only to certain typefaces, and is unnoticeable in most cases. The effect may be more apparent when letters are immediately adjacent to other graphics elements, or with text fitted to a curve. To correct the spacing, use the Shape tool to re-adjust character spacing. For text on a curve, straighten the text and refit it to the curve.

## **Import - Windows Metafile (WMF)**

### ***Technical Notes***

Imports graphics in a format used by many Windows programs, including Harvard Draw, Lotus Freelance Graphics and Aldus Persuasion.

CorelDRAW substitutes fonts missing from a WMF file to similar fonts available on your system.

## **Import - BMP, CPT, CT, GIF, PCX, PCC, TGA, TIF, JPG, JFF, JFT, PCD**

### **Technical Notes**

Imports bitmap graphics created in paint programs such as CorelPHOTO-PAINT and Windows Paintbrush (BMP).

Compuserve (GIF) and Targa (TGA) are color bitmap formats commonly used to store digitized photographs.

OS/2 BMP's can also be imported into CorelDRAW.

SCITEX (CT), a high-quality four colour (CMYK) bitmap format, can be imported by CorelDRAW.

TIFF is a bitmap file format used by many digital scanners.

You can import black & white, color and gray-scale bitmap graphics.

You can also modify the size and resolution of your bitmap before importing.

**Full Image** Imports the the complete file.

**Crop** Imports a portion of the file. Crop the image interactively with the mouse or precisely with the **Select Area to Crop** field.

**Resample** Allows you to change the size and level of resolution of the imported bitmap file. Use the Width and Height number boxes to control the size of the file. Adjust Resolution with the Horizontal and Vertical number boxes. If you choose Identical values, an adjustment to one axis will change the other.

### **Windows & OS/2 BMP Bitmaps**

CorelDRAW imports BMP files conforming to the Windows BMP specification. They may be either color, gray-scale or black & white and will print accordingly, depending on your printer. CorelDRAW will also handle RLE's (compressed bitmaps).

If the RLE was created in CorelDRAW 3.0, or if "bands" appear where they should not, some edit the CORELFLT.INI. In the [CorelBMPImport] section of the CORELFLT.INI, add the following line: Import Corel30RLE=1. If this section is not in the CORELFLT.INI, simply create it.

### **CPT Bitmaps**

CorelDRAW imports Corel PHOTO-PAINT CPT files. CPT files are a RGB TIFF 6.0 format. Import support for "objects" placed into a CPT file is not supported except by Corel PHOTO-PAINT.

### **GIF Bitmaps**

CorelDRAW imports GIF files conforming to the 87A and 89A specifications. Preview of interlaced GIF images is not supported.

### **PCX Bitmaps**

CorelDRAW imports PCX files conforming to the following specifications: 2.5, 2.8, and 3.0. These files can contain 1, 2 or 4 color planes. Files containing 3 color planes cannot be imported.

### **TGA Bitmaps**

CorelDRAW imports 16- and 24-bit Targa files. It also imports the following variations:

- uncompressed color-mapped images
- uncompressed RGB images
- RLE compressed color-mapped images
- RLE compressed RGB images (types 1, 2, 9 and 10 as defined by AT&T Electronic Photography and Imaging Center)
- some 32-bit TGA's are imported, ignoring the last 8 bits

## **TIFF Bitmaps**

CorelDRAW imports black & white, color and gray-scale TIFF files up to and including the 5.0 specification. TIFF files compressed using the CCITT, Packbits 32773 or LZW compression algorithms can also be imported. However, you may notice additional loading time with these, as CorelDRAW decodes the file compression.

TIFF 6.0 support includes:

- TIFF 6.0 using JPEG compression
- TIFF 6.0 files with CMYK data

CorelDRAW does not support other TIFF 6.0 extensions such as YCbCr.

However, CMYK TIFFs are read by the Four Color TIFF import filter. Also, CorelDRAW will read the stand-alone version of the JPEG extension.

## **SCITEX bitmaps**

SCITEX only imports full 32-bit color images, it does not support grayscale .ct files. SCITEX bitmaps are a 32-bit color format created from high end scanners which can be processed or modified for output by film recorders or to high end page layout programs. SCITEX is ideal for color separated images as it is a native 32-bit CMYK format.

## **Import - CorelTRACE**

### ***Technical Notes***

Imports bitmaps converted to vector graphics created by CorelTRACE. CorelTRACE is used to convert bitmaps to vector graphics and text.

## **Import - Adobe Illustrator (.AI, .EPS)**

### ***Technical Notes***

Imports vector graphics created by Adobe Illustrator for Windows or Macintosh.

CorelDRAW provides full support for all Adobe Illustrator formats up to and including 3.0, Illustrator 88 and 1.1.

Imported Illustrator graphics come into the program as a group of objects. Use the Ungroup command in the Arrange menu so you can manipulate objects in the imported graphic.

**Notes:** EPS file formats (AI, EPS placeable, PostScript Interpreted) cannot be imported properly using the All Files import option. To import AI files successfully choose the AI import filter. AI import does not support masks in AI 3.0 files.

## **Import - GEM Files**

### ***Technical Notes***

Imports vector graphics created by programs such as GEM Draw and GEM Artline. Also imports GEM files from earlier versions of Ventura Publisher.

### **Object Interior Fills**

Objects in GEM that have a solid or percentage fill of a particular color will also have a corresponding fill in CorelDRAW. However, custom fills (i.e., grids, hatches, ball bearings, etc.) used in the GEM programs are not supported. Objects containing such fills will have a tinted color fill in CorelDRAW that corresponds to the color of the pattern fill of the original GEM object.

### **Line End Styles**

The types of end styles imported by CorelDRAW's GEM filter depend on the package that created the GEM file. From GEM Artline, no end caps or corners will import into CorelDRAW. In a file created in GEM Draw, the following will occur in CorelDRAW:

- Round end caps on both ends of a line will be successfully imported
- A round end cap on only one end of a line will be successfully imported
- Lines with arrows will come into CorelDRAW with no end caps

### **Symbols**

The symbols available in GEM Artline are created as text objects. They are imported as curves in CorelDRAW.

### **Text in GEM Files**

- Except for GEM Artline, text in your GEM file will come into CorelDRAW as editable text. If your file was created in Artline, your text string will come across as a curve.
- If a typeface from the imported file is not available on your system it will default to the font it most closely resembles that is available on your system.
- Text in the imported file may not align exactly as it did in the original file. This is due to the differences in font sizes, and inter-character and inter-word spacing between the two programs. Such misalignment is easily corrected in CorelDRAW.
- Unsupported keyboard characters appear as question marks in CorelDRAW. Underlined text from the GEM format is not supported.



## **Import - GEM Paint / HALO (\*.IMG) Files**

This import filter is available only in Corel VENTURA. The .IMG format is the bitmap format of the GEM environment. This filter is useful for longtime users of Ventura.

In previous versions of Ventura for Windows, the import of bitmap images, stored in formats other than GEM, resulted in Ventura duplicating the imported file and assigning them the .IMG extension. This required users to keep two versions of the same bitmap on their system.

The .IMG import allows you to import the .IMG files directly and eliminates the need to keep two versions of bitmaps.

## **Import - Ventura Generated (.GEN) Files**

This import filter is available only in Corel VENTURA.

Imports files generated by Corel VENTURA such as tables of contents and indexes. Corel VENTURA automatically assigns the .GEN file extension to all files it generates. They are ASCII text files which can easily be imported in other Corelo VENTURA documents by using this filter.

## **Import - CGM**

### ***Technical Notes***

Imports vector graphics from such programs as Harvard Graphics, Lotus Freelance and Arts & Letters. Also gives you access to graphics produced on mini and mainframe computers, as well as clipart from vendors such as MGI and New Vision.

### **Bitmaps**

Bitmaps are not supported.

### **Markers**

CorelDRAW's CGM import filter only accepts markers supported by the CGM standard. Private-use markers are ignored.

### **Text in CGM Files**

- Text will be editable, provided the file was exported by the originating program using the correct text options (for example, in Harvard Graphics 3.0, you must select the CGM font).
- The typeface you see in CorelDRAW will probably not correspond to the one used in the originating program. However, you can easily change this in CorelDRAW.

## **Import - Macintosh PICT (PCT)**

### ***Technical Notes***

Imports graphics created in Macintosh programs such as MacDraw. CoreIDRAW can import vector and bitmap images contained in these files.

### **Objects**

Objects that contain a fill and an outline will come into CoreIDRAW as a group of two objects. One object will be the outline and the other the fill.

### **Colors**

While not always obvious, PICT fills are often bitmap patterns. CoreIDRAW will try to maintain these fills as bitmap patterns.

### **Pattern Outlines**

Pattern outlines are converted to a solid color.

### **Arrowheads and Dashed Lines**

These are not supported from MacDraw II into CoreIDRAW.

### **Text**

- Text in the PICT file will come into CoreIDRAW as editable text.
- If a typeface in the imported file is not available on your system it will default to the font it most closely resembles that is available on your system.
- Unsupported Macintosh fonts come into CoreIDRAW as the default font.
- Text alignment may not quite agree with the original file. This is due to the differences in font size, and inter-character and inter-word spacing between the two formats. Any misalignment is easily corrected in CoreIDRAW.
- Unsupported characters appear as question marks in CoreIDRAW.
- The following PICT text styles are supported: Bold, Italic, Outline, Shadow and any combination of these. Underlined text is not supported.

## Import - HP Plotter (HPGL)

### Technical Notes

Imports vector graphics created by programs such as AutoCAD.

### Formats Supported

CorelDRAW can interpret a SUBSET of the HPGL and HPGL/2 command set. A stepping factor of 1016 plotter units = 1 inch will be used.

### Image Size

The dialog box includes a Scale option for resizing the imported image. Use this option to import images larger than CorelDRAW's maximum page size. If your image does not fit in the CorelDRAW page, it will automatically scaled down unless you select a stretch factor that will make your image smaller than the CorelDRAW page.

- Curve resolution factor can be set to a value between 0.0 and 1.0 inches. The entered value can be very accurate, up to eight decimal places are accepted. While a setting of 0.0 will result in the highest resolution it will also greatly increase file size. A curve resolution of 0.004 inches is recommended.

### Colors in HPGL Files

The HPGL format does not contain color information. Instead, the various objects in an HPGL file have certain pen numbers associated with them. When imported into CorelDRAW, each pen number is assigned a specific color. You can specify the color assigned to a particular pen. This makes it easy to match the original colors of the graphic.

#### Pen Selection

The Pen Selection list contains 256 pens, although not all of the pens may be assigned.

#### Pen Color

You can change the color assignments by choosing the pen and then choosing a new color for that pen from the Pen Color field.

Choosing Custom colors brings up a color definition dialog box that allows you to define a custom color using the RGB values.

#### Pen Width

You can change the pen width assignments by choosing the pen and then choosing a new width for that pen from the Pen Width field.

#### Pen Velocity

You can change the pen velocity by choosing the pen and then choosing a new velocity for that pen from the Pen Velocity field. This is only useful for exporting HPGL files.

#### Pen Unused

Allows you to set a defined pen to (Unused).

#### Reset

Allows you to reset the current Pen Library pen settings back to the last saved settings.

### Fills

Only certain types of objects in the HPGL file will be filled in CorelDRAW.

### Line Types

CorelDRAW supports numerous HPGL dotted, dashed and solid line types. The pattern number of a certain line in an HPGL file will be translated to a CorelDRAW line type pattern, as shown in the following table:

*HPGL line:*            *CorelDRAW line type:*

#0	Solid
#1	Dotted
#2	Small dash
#3	Large dash
#4,5	Dot-dash
#6	Double dot-dash
#7 and over	As per # 2

### **Text in HPGL files**

- Text will only come into CorelDRAW as editable text when the application that generated the file is capable of exporting text as text.
- Once in CorelDRAW, text strings will be assigned the Monospaced font, but can subsequently be assigned any typeface and size.
- Imported text has no outline color, only a fill color. The fill color is based on its associated pen number in the original HPGL file.

## **Import - AutoCAD (DXF)**

### **Technical Notes**

Imports vector graphics created by AutoCAD.

### **Preparing the file in AutoCAD**

To create a DXF file from AutoCAD, use the DXFOUT utility while in that program. If the image is 3-D, save it with the view that you want to transfer over to CorelDRAW. Whenever possible, use polylines rather than regular lines. This reduces the complexity of the file when it is imported into CorelDRAW.

**Note:** DXF v11 and v12 are not fully supported.

### **DXF File Complexity**

If your DXF file is too complex to import into CorelDRAW, configure your AutoCAD output device as an HP7475 Plotter and perform a Plot-to-File of your drawing. You should then be able to import this plot file using CorelDRAW's HPGL import filter.

### **General notes and limitations on imported DXF files**

- CorelDRAW tries to center the imported image in an 18x18 inch area. This size is not guaranteed though, especially with 3-D images. Drawings larger than 18x18 inches can be scaled to fit within these dimensions. You will see a dialog box that allows you to enter a scale factor. You may scale an image up or down as long as it is not larger than 18 x 18 inches.
- Dashed lines in the DXF file will be given a similar dashed line pattern in CorelDRAW.
- If you have a problem with the scattering of "dimension entities" in your imported file, go back to your original drawing in AutoCAD and explode the dimension entity before creating the DXF file.
- The line width of a polyline is imported as the minimum line width which that polyline had in AutoCAD. The maximum line width is 4 inches. Variable line width information is not retained when the file is imported.
- Curve resolution factor can be set to a value between 0.0 and 1.0 inches. The entered value can be very accurate, up to eight decimal places are accepted. While a setting of 0.0 will result in the highest resolution it will also greatly increase file size. A curve resolution of 0.004 inches is recommended.
- Solid and trace entities are filled, provided the view is not 3-D (i.e., they are filled on x-y axis view only).
- A point is imported as an ellipse of minimum size. An extruded point is imported as a line segment with two nodes. PDMODE is not considered.
- Files exported as "Entities only" may come into CorelDRAW incorrectly due to lack of header information.

### **AutoCAD features not supported in CorelDRAW**

The following features in AutoCAD are not supported when importing a DXF file into CorelDRAW:

- Shape entities - CorelDRAW cannot read .SHX files
- Polylines including variable-width polylines, elevation (group 38), mesh M and N vertex counts (groups 71 and 72), smooth surface M and N densities (groups 73 and 74) and smooth surface type (group 75)
- Special 3-D shapes such as cones, spheres and tori
- 3-D extrusion of circles, arcs, and text
- 3-D extrusion of polylines with width and/or dashed patterns
- Invisible lines in 3-D face entities
- Automatic wireframes
- Hidden lines removal
- Extrusion direction assumed to be parallel to the z-axis

- Binary DXF format
- Paper Space Entities within a Model Space
- AutoCAD layers cannot be mapped to CorelDRAW layers.

#### **Text in the DXF File**

Text generated in AutoCAD and imported via DXF will show the following differences:

- Various justifications on text entries may not be preserved. Normal text placement (no justification) works best.
- CorelDRAW has limits on values for text's point size and skew. If the AutoCAD text object exceeds these limits, the object is brought within these limits when it is imported.

#### **Special characters in text strings:**

- Control characters are ignored.
- Overscore and underscore indicators are ignored.
- If a character is referred to by number, the number must be three digits. i.e. character 65 is %%065.
- %%010 is considered to be a carriage return and line feed.
- Any non-standard characters become a "?" in CorelDRAW, including the degrees symbol, the +/- tolerance symbol, and the circle dimensioning symbol.

The typefaces used in AutoCAD are matched by PANOSE font matching with the closest available face in CorelDRAW. If a font is not found the default font will be used.

**Note:** Arc angles are rounded to the closest tenth of a percent. Angles smaller than a tenth of a degree are rounded up. Text objects that are smaller or larger than Corel limits are ignored.



## **Import - IBM PIF (GDF)**

### ***Technical Notes***

Imports vector graphics created on IBM mainframes.

### **Unsupported Functions**

- No "Set Background Mix" or "Set Foreground Mix" orders are processed. Instead, CoreIDRAW will overlay objects in the order they are read in. Each will have its own defined color where there is no overlap.
- No "Call Segment" orders are processed.
- No "Set Character Set" orders are processed.
- "Set Paper Color" is not supported.
- "Set Pattern Symbol" is not supported.

### **PIF Line Types**

- "1", "3", "4" and "6" become a "three-unit dash followed by a five- unit space" type of line in CoreIDRAW.
- "2" and "5" become a "one-unit dash followed by a five-unit space" type of line.

**Note:** The translation of line types is not dependent on the contents of CORELDRW.DOT. These conversions are actually a non-alterable part of the PIF import filter.

### **Text in PIF Files**

When text strings are imported, the characters are assigned the Monospaced typeface in CoreIDRAW. If for some reason this is not available, the text is assigned the Toronto typeface. If neither one is available, the text will be assigned whatever font resides at the top of CoreIDRAW's font selection list. The text, spacing and alignment attributes may then be changed as desired.

## **Import - Lotus PIC**

### ***Technical Notes***

Imports graphs from Lotus 1-2-3.

### **Color**

The colors contained in a PIC file are translated to a standard set of eight colors.

### **Text**

- Text contained in the file will come in as editable text.
- "Title" text will come in as the Toronto typeface in CorelDRAW. Any "non-Title" text will come in as the Monospaced typeface.

## **Import - Text (.TXT)**

### ***Technical Notes***

In CorelDRAW, imports text directly into a Paragraph text frame.

### **Allowable formats**

Text imported with this filter must be in ASCII format. When preparing text for import, use your word processor's non-document mode or save the file as "text only" (i.e., ASCII format). Text attributes such as bold, italics, and underlining will be ignored, while tabs and indents will be converted to spaces.

Other text filters included with CorelDRAW allow you to import text in several popular word processor file formats.

### **CorelDRAW Character Limits**

CorelDRAW allows a character limit of 8000 characters per paragraph of Paragraph text. (A paragraph is defined as a block of text ending in a carriage return.)

### **Text import into Corel VENTURA**

This file format corresponds to the 7-bit Text import filter found in previous versions of Ventura. Text files of that particular format come typically from applications such as Notepad or Write.

## **Import - ASCII 8-bit Text (.TXT)**

This import filter is available only in Corel VENTURA.

### ***Technical Notes***

The ASCII standard uses 7 bits for data and one parity bit. This allows 128 characters. To allow the import of non-English characters, the 8-bit ASCII import filter was developed; it uses the parity bit as data thus allowing the Corel VENTURA character set to be represented in a pseudo-ASCII format.

Please note that ASCII characters below decimal 32 (except tab-decimal 9-) are not translated to or from Corel Ventura Publisher.

Loading as an ASCII or 8 Bit ASCII file requires two carriage return-line feed combinations to create a new paragraph. Loading as a WordStar file treats single carriage returns as a new paragraph. Most spreadsheet and database files should be loaded as WordStar files.

### ***Text from mainframe computers***

Some ASCII files, especially those transferred via a communication program to your PC from mainframe computers, do not have two pairs of carriage return (decimal 13) and line feed (decimal 10) characters at the end of each paragraph ([CR][LF][CR][LF].) Additional carriage returns without a matching line feed (or vice versa) will cause unpredictable results.

## **Import EPS (Placeable) (.EPS, .PS, .AI)**

### ***Technical Notes***

CorelDRAW imports EPS, PS, and AI files in a "Placeable" format. CorelDRAW displays the "thumbnail" or preview in the working file.

If the EPS file contains a "placeable header" (ie. a small bitmap representation of the image) the placeable header is imported and displayed. The EPS information remains attached to the header and is used when the image is printed to a PostScript printer. This is similar to how EPS files are handled by many desktop publishing packages. The EPS file is not editable, nor can text in the EPS file be edited.

Imported placeable graphics come into the program as a group of objects. This filter is useful for importing any files that are not in the AI form.

EPS files placed in CorelDRAW are parsed for DSC color comments to determine which Spot and Process colors are used within them. This is necessary to properly separate them to PostScript output devices.

Some EPS files from outside sources may reference Spot, or user-defined, colors that are not directly supported by the Corel applications. This includes Pantone color names that have been abbreviated (e.g., PANTONE Wm Red). Separation of these colors is not supported. If the string "unknown PANTONE color" appears in the separation colors list in the Separations section of the Print dialog box, this situation has occurred. This color will not separate properly and will yield an empty separation. You should either deselect the unknown color in the list before outputting separations, or re-create the EPS file using only colors recognized by the Corel applications.

**Note:** This filter will import files exported from CorelDRAW to EPS format. EPS file formats (AI, EPS placeable, PostScript Interpreted) cannot be imported properly using the All Files import option. To import EPS placeable files successfully, choose the EPS placeable import filter.

## **Import PostScript (Interpreted) (.EPS, .PS, .AI)**

### ***Technical Notes***

CorelDRAW can interpret EPS, PS, and AI files. This filter is primarily for importing print files.

The EPS information that is used when the image is printed to a PostScript printer can be imported into CorelDRAW.

- Note: This filter is useful for importing any PostScript files that are not in the AI form.
- If text was exported as text it should be importable as editable text. Point size, font information should be maintained.
- PostScript (Interpreted) will import the CorelDRAW EPS format.
- Due to the way PostScript describes gradient fills if you are importing a file with large or complex gradient fills you may generate a very large number of objects. This may lead to a very large file, or, if the file grows too large, you may not be able to import the file due to memory limitations.
- If the file you are importing is too large or complex you may not be able to import the file due to memory limitation errors.
- There is an option in CORELFLT.INI to increase the Virtual Memory that the interpreter will allocate when it initializes. This may help you import larger or more complex files. Set VMSize=n (where n is megabytes of allocated memory, 2 is the default) to a larger number.

**Note:** EPS file formats (AI, EPS placeable, PostScript Interpreted) cannot be imported properly using the All Files import option. To import PostScript Interpreted files successfully choose the PostScript Interpreted import filter.

## **Import JPEG Bitmap (.JFF, .JTF, .JPG, .CMP)**

### ***Technical Notes***

JPEG is a standard format developed by the Joint Photographers Experts Group, allowing transfer of files between a wide variety of platforms, using superior compression techniques. This import filter also supports Lead bitmaps with a CMP extension.

## **Import CorelCHART (.CCH)**

### ***Technical Notes***

If you choose Save Corel Presentation Data when saving your CorelCHART file you'll be able to exchange information between CorelCHART and other Corel applications.

- Corel Presentation data does not maintain links between objects that make up a CorelCHART file. If you have data in a CorelCHART file that you've updated after importing the CCH file into another CorelDRAW file, that data will not update automatically.
- If you have not saved the CorelCHART file with Presentation Data attached Corel will open CorelCHART via OLE, ask for the the CMX data, and then import the Presentation Data. This may take a significant amount of time.
- Saving files with Presentation Data attached will add to the file size.



## **Import Corel Presentation (\*.CMX)**

### ***Technical Notes***

Corel Presentation format is a special file format for exchanging information between Corel applications. It resembles the native .cdr format but will not maintain links to objects or other data.

- Corel Presentation data does not maintain links between objects. For example, if you have data in a CorelCHART file that you've updated after importing the CCH file using the Corel Presentation format into another CorelDRAW file, that data will not update automatically.
- If you have not saved the CorelCHART file with Presentation Data attached Corel will open the Corel application via OLE, ask for the the CMX data, and then import the Presentation Data. This may take a significant amount of time.
- Saving files with Presentation Data attached will add to the file size.

## Importing Kodak Photo CD images

### Technical Notes

Imports Kodak Photo CD images into CorelDRAW. Kodak Photo CD images are derived from 35mm film negatives or slides which have been converted to digital format and stored on a compact disc (CD).

**Note:** Photo-CD images may be subject to copyright. Corel will not display a warning about this.

### Resolution

When you import PCD files, a dialog box will appear prompting you to choose the desired file resolution.

- Wallet (128x192)
- Snapshot (256x384)
- Standard (512x768)
- Large (1024x1536)
- Poster (2048x3072)
- Billboard (4096x6144)

**Note:** High resolutions require large amounts of disk space.

### Colors

- 16.7 million (24 bit)
- 256 colors (8 bit)
- 16 colors (4 bit)
- 256 grayscale (8 bit)

The **Image Size** indicator will update to reflect the choices you have made regarding Resolution and Color.

Use **Apply Image Enhancement** if you want to color correct the image before importing it into CorelDRAW.

### Color Correction Method

#### GamutCD (TM)

This color correction method uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image.

**Set Active Area** Use the mouse to specify an active area within the image in the view field. This ensures GamutCD will base its color correction on the area of the photo that you are going to use and helps cut out any black borders left over from the original scan.

**Set Neutral Colors** Define neutral colors by clicking on pure whites, blacks and grays within the Active Area.

**White in Image** Choose this option if you have good white elements in the photo. If you do not have a white, disable this option as the Gamut mapping will overbrighten your picture as it maps the lightest elements of your picture to white.

This option will assist GamutCD in enhancing the tonal range of your image and removing color cast. If your white is not pure white you may wish to lower the 255 setting in the number box to the right.

**Black in Image** Choose this option if you have good black elements in the photo. If the image does not have blacks, disable this option as the Gamut mapping will darken your picture as it maps the darkest elements of your picture to black.

This option will assist GamutCD in enhancing the tonal range of your image and removing color cast. If your black is not pure black you may wish to raise the setting in the number box to the right from 0.

**Fast Preview** Displays the effect the GamutCD settings you have chosen will have on the image.

**Best Preview** Displays the effect the GamutCD settings you have chosen will have on the image. This method will be more accurate than fast preview but take longer to build.

### **Kodak Color Correction**

This color correction method allows you to alter color tints, adjust Brightness and Color Saturation, as well as make adjustments to the level of contrast.

**Remove Scene Balance Adjustment** Turns off the Scene Balance Adjustment the photofinisher applied at the time the original image was scanned and placed on the Photo CD disk.

**Color Metric** Allows you to adjust contrast by pre-set amounts.

**Show Out-Of-Gamut Colors** If the changes you've made are too extreme the preview will display out-of-gamut pixels as pure red or pure blue.

**Note:** Other Kodak compatible applications may install Kodak's PCDLIB.DLL into the Windows directory instead of the Windows\System directory. This will result in an error message with CorelDRAW. See the README file installed with CorelDRAW for information on how to fix this problem.

## **Micrographx 2.x, 3.x (.DRW)**

### ***Technical Notes***

Imports graphic files created in Micrographx Draw 2.x or 3.x into CoreIDRAW.

### **Unsupported Features**

- Clip regions are not supported.
- Most raster operations are not supported.

### **Fountain Fills**

Gradient (or fountain fills) created in Micrographx .DRW files are broken down in to several polygons.

## **Microsoft Rich Text Format (.RTF)**

### ***Technical Notes***

Imports text files created and saved in Microsoft Word's Rich Text Format into CoreIDRAW.

### **Unsupported Features**

- Table of Contents and Indexing Data
- Some graphics

### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

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### ***See also***

[General Notes on Importing Text files](#)

## **WordPerfect Graphic (.WPG)**

### ***Technical Notes***

Imports graphics created in WordPerfect applications into CoreIDRAW.

### **Features not supported**

- WPG version 2 is not fully supported.
- Graphics Text Type 2.
- WPG version 6 is not supported.

## **Ami Professional 2.0, 3.0 (.SAM, 9)**

### ***Technical Notes***

Imports text files created in Ami Professional 2.0 or 3.0 into CorelDRAW.

### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

### **Ami Professional files in Corel VENTURA chapters**

In Corel VENTURA 5, the following error message appears when you open a VENTURA 4.2 chapter which includes Ami Professional files: "The file is invalid or has an unsupported format...".

Opening the text files in Ami Professional and saving them again allows the files to load as part of the chapter in Corel VENTURA 5.

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### ***See also***

[General Notes on Importing Text files](#)

## **Excel for Windows 3.0, 4.0 (.XLS, 9)**

### ***Technical Notes***

Imports spreadsheets created in Excel for Windows 3.0 or 4.0 directly into a frame in CoreIDRAW.

The cell widths in Excel create a ruler line in the target file with the tab stops matching the cell widths.



## **Lotus 123 1A, 2.0 (.WK?)**

### ***Technical Notes***

Imports spreadsheets created in Lotus 123 1A or 2.0 directly into a frame in CorelDRAW.

It is important to specify the currency setting with the Options / Spreadsheet Currencies command in Lotus 123 before converting spreadsheets containing international currency symbols and conventions.

The cell widths in Lotus 123 create a ruler line in the target file with the tab stops matching the cell widths.

## **Lotus 123 for Windows 3.0 (.WK?)**

### ***Technical Notes***

Imports spreadsheets created in Lotus 123 3.0 for Windows directly into a frame in CorelDRAW.

It is important to specify the currency setting with the Options / Spreadsheet Currencies command in Lotus 123 before converting spreadsheets containing international currency symbols and conventions.

The cell widths in Lotus 123 create a ruler line in the target file with the tab stops matching the cell widths

## **Microsoft Word 5.0, 5.5, 6.0 (\*.\*)**

### ***Technical Notes***

Imports text files created in Microsoft Word into CoreIDRAW.

### **Unsupported Features**

Endnotes or footnotes.

### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

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### ***See also***

[General Notes on Importing Text files](#)

## Microsoft Word for Windows 1.x (\*.\*)

### *Technical Notes*

Imports text files created in Microsoft Word 1.x for Windows into CoreIDRAW.

#### **General notes and limitations**

- CoreIDRAW supports the **embedded field** method for building indexes in Microsoft Word. CoreDRAW does not support the **style implied** method for building indexes in Microsoft Word.
- CoreIDRAW will convert Word's "Normal" text style to Draw's default text style, Avalon.
- Whenever possible, CoreIDRAW will automatically convert characters that are available in the sets "Symbol" or "MS Linedraw" to the corresponding PC character set entries.
- Most fonts are proportionally spaced and text is reflowed when imported into CoreIDRAW. As a result, soft line and page breaks will often appear in new locations if you are converting to a "fixed pitch" or "non-scalable" font.

#### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

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#### **See also**

[General Notes on Importing Text files](#)

## Microsoft Word for Windows 2.x & 6.x (\*.DOC)

### *Technical Notes*

Imports text files created in Microsoft Word for Windows 2.x or 6.x into CorelDRAW.

#### **General notes and limitations**

- CorelDRAW will try to match all the fonts in your document with the same or similar fonts, depending on your system font configuration.
- CorelDRAW supports the **embedded field** method for building indexes in Microsoft Word. CorelDRAW does not support the **style implied** method for building indexes in Microsoft Word.
- CorelDRAW will convert Word's "Normal" text style to Draw's default text style, which can be set under the Text tab in the Preferences dialog box.
- Whenever possible, CorelDRAW will automatically convert characters that are available in the sets "Symbol" or "MS Linedraw" to the corresponding PC character set entries.
- Most fonts are proportionally spaced and text is reflowed when imported into CorelDRAW. As a result, soft line and page breaks will often appear in new locations if you are converting to a "fixed pitch" or "non-scalable" font.

#### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

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#### **See also**

[General Notes on Importing Text files](#)

## **Microsoft Word for Macintosh 4.0 (\*.\*)**

### ***Technical Notes***

Imports text files created in Microsoft Word 4.0 for the Macintosh into CoreIDRAW.

### **Unsupported Features**

CoreIDRAW does not support footnotes or endnotes created in Microsoft Word for Macintosh 4.0.

### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

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### ***See also***

[General Notes on Importing Text files](#)

## **Microsoft Word for Macintosh 5.0 (\*.\*)**

### ***Technical Notes***

Imports text files created in Microsoft Word 5.0 for the Macintosh into CoreIDRAW.

### **Unsupported Features**

CoreIDRAW does not support footnotes or endnotes created in Microsoft Word for Macintosh 5.0.

### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

## **WordPerfect 5.0 (\*.\*)**

### ***Technical Notes***

Imports text files created in WordPerfect 5.0 into CoreIDRAW.

### **General Notes and Limitations**

- Text in WordPerfect's Table of Contents and Index functions are not supported by CoreIDRAW.
- WordPerfect Style Sheets are not supported.
- Equations and formulas created in WordPerfect's equation language are converted to regular text by CoreIDRAW.
- Graphic features like HLine and VLine are not converted to CoreIDRAW.

### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.



## **WordPerfect for Windows 5.1 (\*.\*)**

### ***Technical Notes***

Imports text files created in WordPerfect for Windows 5.1 into CoreIDRAW.

### **General Notes and Limitations**

- Text in WordPerfect's Table of Contents and Index functions are not supported by CoreIDRAW.
- WordPerfect Style Sheets are not supported.
- Equations and formulas created in WordPerfect's equation language are converted to regular text by CoreIDRAW.
- Graphic features like HLine and VLine are not converted to CoreIDRAW.

### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

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### ***See also***

[General Notes on Importing Text files](#)

## General Notes on Importing Text files

Generally, the text file that you are importing will look the same in CoreIDRAW as it did in the source application. However, there may be some formatting attributes and page layout features in the text which CoreIDRAW does not support. In such cases, the program will try to simulate the results of a feature when a reasonable substitution can be made.

Following is an explanation of how CoreIDRAW handles the conversion of special features in the imported file.

### Unsupported Features

- Header, footers, footnotes and endnotes
- Underlining
- Embedded graphics
- Columns
- Tables
- Macros

### Fonts and Character Sets

CoreIDRAW provides font matching support. If you are not satisfied with the default font matches, you can modify the font matching settings in the COREIDRW.INI. Fonts are converted by size and by family provided the source file format includes font family information which CoreIDRAW can access.

CoreIDRAW will automatically convert RTF files to the Microsoft Windows ANSI character set. CoreIDRAW also supports the Macintosh Character Set and Standard IBM PC Code Page 437.

Because languages other than English use more than 256 characters, code page definitions (i.e., tables of information that define the character sets used by your computer) will lack certain characters found in other languages.

**Note:** CoreIDRAW will automatically convert characters to logical equivalents if they are not matched between the source code page and CoreIDRAW's code page. If there is no logical equivalent for the unidentifiable character, CoreIDRAW will mark that character space with the underscore symbol (\_).

### Font Family and Font Size Translation

CoreIDRAW supports the conversion of fonts sizes. The following table shows CoreIDRAW's font family conversion capabilities.

Word Processor	From RTF to CoreIDRAW
WordPerfect	All fonts supported
Microsoft RTF	All fonts supported
Microsoft Word PC	All fonts supported
Ami Professional	All fonts supported
Microsoft Word Macintosh	Limited font support
Word for Windows	All fonts supported

"All fonts supported" means that CoreIDRAW will support all of the font families supported by that application format. "Limited font support" means that CoreIDRAW will support only selected fonts from the fonts supported by that application format. This typically includes Standard PostScript fonts and the Standard HP PCL fonts.

When converting Macintosh files to CoreIDRAW, font support will be limited by the supported font families of the PC formats.

Conversion of formats other than those listed in the table above will map to fonts that CoreIDRAW deems as the "best-fit."

### Proportional versus Non-Proportional Fonts

You may encounter alignment problems when converting from a proportional font to a non-proportional font, and vice versa. Therefore, if you import a document created in a non-proportional font to CoreIDRAW where a proportional font is used, there will be pages that have more text per page than did the original.

### **Page Size and Margins**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text..

### **Anchored Text and Frames**

Also known as Absolute Positioned Objects or APO's, CoreIDRAW will convert anchored text and frames from WordPerfect 5.x, Microsoft RTF, Microsoft Word for Windows, Microsoft Word for Macintosh 4.0 and 5.0, and Ami Professional. In all other cases, the content of the frame or APO will convert to regular text.

### **Miscellaneous Formatting**

- Center-right and full justification are applied to the entire paragraph. RTF does not allow these attributes to be applied to individual lines of a paragraph.
- Source documents that contain Table of Contents and Indexing converts into the appropriate functions in RTF.
- Automatic Outlining data converts to regular text.
- Style sheet properties are converted to RTF. In CoreIDRAW, the file will appear as it did in the source application, however, the style sheet in the original application is not imported.
- Text contain within a frame or a positioned object is retained.

## Microsoft Word for Windows 6.0 (\*.\*)

### *Technical Notes*

Imports text files created in Microsoft Word 6.0 for Windows into CoreIDRAW.

#### **General notes and limitations**

- CoreIDRAW supports the **embedded field** method for building indexes in Microsoft Word. CoreDRAW does not support the **style implied** method for building indexes in Microsoft Word.
- CoreIDRAW will convert Word's "Normal" text style to Draw's default text style, Avalon.
- Whenever possible, CoreIDRAW will automatically convert characters that are available in the sets "Symbol" or "MS Linedraw" to the corresponding PC character set entries.
- Most fonts are proportionally spaced and text is reflowed when imported into CoreIDRAW. As a result, soft line and page breaks will often appear in new locations if you are converting to a "fixed pitch" or "non-scalable" font.

#### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

---

#### **See also**

[General Notes on Importing Text files](#)

## **WordPerfect for Windows 6.0 (\*.\*)**

### ***Technical Notes***

Imports text files created in WordPerfect for Windows 6.0 into CoreIDRAW.

### **General Notes and Limitations**

- Text in WordPerfect's Table of Contents and Index functions are not supported by CoreIDRAW.
- WordPerfect Style Sheets are not supported.
- Equations and formulas created in WordPerfect's equation language are converted to regular text by CoreIDRAW.
- Graphic features like HLine and VLine are not converted to CoreIDRAW.

### **Page Size**

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

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### **See also**

[General Notes on Importing Text files](#)

## **Video for Windows (\*.AVI)**

### ***Technical Notes***

Imports Video for Windows files into CorelMove.

### **General Notes and Limitations**

some AVI compression types such as Microsoft RLE can be configured to produce small files of low quality through to large files of high quality.

## **Soundblaster Audio (\*.VOC)**

### ***Technical Notes***

Imports sound files into CorelMove.

### **General Notes and Limitations**

compressed \*.VOC files are not supported.

## **Macintosh Sound (\*.SND)**

### ***Technical Notes***

Imports Macintosh (MacBinary) sound files into CorelMove.

### **General Notes and Limitations**

these files do not have extensions on the Mac. When converted to PC format, users must add to the \*.SND extension so they can be imported into CorelMove.



## **PC Paintbrush (\*.PCX)**

### ***Technical Notes***

Many popular graphics and scanning programs save images in PCX format. Corel VENTURA supports PCX versions 3.0 and above, including 24-bit PCX images.

### **General Notes and Limitations**

- Corel VENTURA displays all colors produced using the original graphics or scanning program.
- A PCX format image saved once from Windows Paint does not contain a palette (definition of colors for the image). When this image is loaded into Corel VENTURA, Corel VENTURA will, to the best of its ability, generate a palette for the image. The colors produced in this palette may not be the same as those produced in Windows Paintbrush. If the image is saved a second time from Windows Paintbrush before being loaded into Corel VENTURA, the palette will be saved with the image and Corel VENTURA will not be required to generate the palette.

## WordStar

Corel VENTURA can read and write standard WordStar 3.3, 3.4, 4.0, 5.X and 7.0 for DOS as well as versions 1.X and 2.0 for Windows. Other versions of WordStar may also work.

Corel VENTURA automatically converts standard WordStar attributes to Corel VENTURA text attributes. Corel VENTURA also reads all WordStar dot commands as text, so you should eliminate these codes from the text file before loading the file into Corel VENTURA.

<b>Attribute</b>	<b>Keyboard keys</b>
Start/Stop Bold	Ctrl B
Start/Stop	Ctrl T
Superscript	
Start/Stop Subscript	Ctrl V
Start/Stop Strike-thru	Ctrl X
Start/Stop Underline	Ctrl S
Discretionary Hyphen	Soft hyphen
Non Break Space	Ctrl O

All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordStar using the < > commands outlined in Text attributes.

Foreign characters entered in WordStar 3.4 which are not available in both the Corel VENTURA *and* the IBM character sets do not display or print.

## WordStar tabs

When you press the tab key, WordStar does not always place a tab character into the text, but instead inserts multiple spaces. Corel VENTURA requires the actual tab character in order to correctly format tabular information. If you use WordStar 3.0, turn the Vari-Tab feature within WordStar Off. When using WordStar 4.0 or 5.X, use the non-document mode and type Ctrl + PI for a tab character. The tab character will not display on the screen, but it will be inserted in the text and recognized by Corel VENTURA as a tab.

## Text attributes

Corel VENTURA correctly translates, displays, and prints text attributes, such as boldface and underline, from each word processor supported. Similarly, any text attributes added using the Text tool are stored back in the word processor's native file format.

However, because Corel VENTURA can create a much wider range of text attributes than any word processor, and because combinations of these attributes are treated differently within Corel VENTURA, many attributes are stored back into the original file using the codes shown below.

For instance, the beginning of medium italic text is set by inserting the following directly before the text to be italicized: <MI>

In general, attributes native to the word processor, such as boldface, when used alone, are translated back to the original attribute when a chapter is saved in Corel VENTURA. When used in combination with other attributes, they are translated back to the original attribute using combinations of the following Corel VENTURA codes.

<b>Attribute</b>	<b>Code</b>
Medium weight type	<M>
Bold weight type	<B>
Italics	<I>
Underline	<U>
Double underline	<=>
Overscore	<O>
Strike-thru	<X>
Small	<S>
Superscript	<^>
Subscript	<v>
Color index	<Cn>
Typeface	<Fn>
Point Size	<Pn>
Base Line Jump	<Jn>
Begin Kerning	<Kn>
Kern/Track	<%n>
Resume Normal	<>

**Note:** All attributes are terminated at the end of a paragraph, even if the Resume Normal character code (<D>) is not encountered. Also, all previous attributes are terminated any time new attributes are set.


## **Xywrite**
























Corel VENTURA can read and write standard Xywrite 3.0,3.X, 4.0 and 1.0 (for Windows) files..

Corel VENTURA automatically converts standard Xywrite text attributes to Corel VENTURA text attributes.

All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into Xywrite using the < > commands outlined in [Text attributes](#).

## Export File Filters - Technical Notes

Click  for technical information about CorelDRAW's export filters.

-  Adobe Illustrator 88, 3.0, AI, EPS
-  Adobe Type 1 Font, PFB
-  AutoCAD DXF, DXF
-  Compuserve Bitmaps, GIF
-  CorelPHOTO-PAINT, PCX
-  GEM Files, GEM
-  Computer Graphics Metafile, CGM
-  HP Plotter HPGL, PLT
-  IBM PIF, PIF
-  JPEG Bitmaps, JPG, JFF, JTF
-  Macintosh PICT, PCT
-  MPEG Move \*.MPG (CorelMove only)
-  OS/2 Bitmaps, \*,BMP
-  QuickTime for Windows \*.MOV (CorelMove only)
-  SCITEX, \*,CT
-  Matrix/Imapro SCODL, SCD
-  Encapsulated PostScript, EPS
-  Targa Bitmaps, TGA
-  TIFF Bitmaps, TIF
-  TrueType Fonts, TTF
-  Windows 3.0 Bitmaps, BMP
-  Windows Metafile, WMF
-  WordPerfect Graphic, WPG

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### **See also**

[Recommended formats for exporting graphics from CorelDRAW](#)

## Export - Adobe Illustrator 88, 3.0 AI, EPS

### Technical Notes

Saves drawings in the Adobe Illustrator vector format. This format is used by the Macintosh and Windows versions of Adobe Illustrator. Only vector objects can be exported in this format; any bitmaps in the drawing will be ignored.

### AI vs. EPS

The AI format is a subset of the EPS format that CorelDRAW also exports. When you export to AI, you may sacrifice some of the drawing effects that only EPS supports.

### Limitations

**Fountain fills:** These are exported as a series of filled bands, similar to the effect you get using CorelDRAW's Blend feature. The number of bands is determined by the **Preview Fountain Steps** setting in the Preferences - Views dialog box.

**Texture fills:** If these are included in your file, they are replaced with a solid gray fill.

**Arrowhead line caps:** These are simulated by drawing them as separate objects.

**Fit Text to Path:** This function is supported, however, each character is exported as a separate text string.

**Character attributes:** If a text object contains characters with special attributes (kerning, rotation, typeface changes and scaling) each is exported as a separate text object.

### Bitmaps

Bitmaps are ignored in the exported file.

### Outline Attributes

To accurately reproduce calligraphic outlines, corner styles, and line caps, click the **CalligraphicText** box under the Text tab in Preferences. The outlines will export as a group of polygons which match the appearance of the outlines in CorelDRAW, but which add significantly to the size of the exported file.

### General Notes and Suggestions

- Avoid combining objects in your CorelDRAW file to make the export conversion easier.
- During the export conversion, objects can become complex, making it much more difficult to edit them in other drawing packages or even in CorelDRAW if they are re-imported. To avoid this problem, keep a copy of the image in CDR format and use CorelDRAW for all editing needs.
- If you are creating a file with the intention of printing it in programs such as Ventura or PageMaker, then export it using the EPS filter, not the AI filter. The EPS filter supports more drawing effects than the AI filter, and generally yields better results.

### Text

- If exported text displays in another font or prints in Courier, export the file again with the **Send Text as Curves** selected in the Export AI dialog box. This option should be selected whenever your CorelDRAW file contains a font not available in Adobe Illustrator.

## **Export - Corel Presentation Exchange (CMX)**

CMX is a concise file format which contains all the information needed to represent a CorelDRAW image. However, CMX does not support any link information. For example, in CorelDRAW, the first and last object of a blend group are linked. When you export this blend group to CMX, the link information for these two objects is lost.

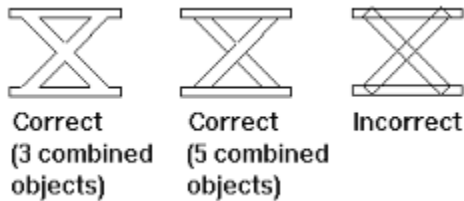
## Export - Adobe Type 1/TrueType Fonts

### Technical Notes

Saves a graphic as an Adobe Type 1-compatible text, or a symbol character that can be made available for use in other Windows applications through Adobe TypeManager Version 2.0.

### Limitations

- Type 1 and TrueType fonts exported from CoreIDRAW are unhinted.
- Each exported character must comprise a single object. Multiple objects must be combined using the Combine command in the Arrange menu before exporting. You cannot export multiple objects or grouped objects
- Avoid intersecting lines. Any object in your character should lie completely inside or outside of others, as shown in the example below:



- Fill and outline attributes applied to objects are not exported.
- Adobe Type 1 fonts you create are compatible with Adobe TypeManager version 2.0, but not with earlier versions.



## **Export - AutoCAD DXF**

### ***Technical Notes***

Saves drawings in a vector format accepted by CAD/CAM programs and devices, such AutoCAD and certain computer-driven sign and glass cutters. Only the outlines of objects are exported.

### **Unsupported CorelDRAW Features**

The following CorelDRAW features are not supported when exporting to DXF file format:

- Calligraphic pen effects, dashed and dotted lines, or arrowheads. All line weights are converted to solid lines 0.003" thick.
- Bitmaps are not exported.
- Layers information is not exported to this format.

### **Texture fills**

Texture fills are replaced with a solid gray fill. All other fills are ignored.

### **Objects with no Outlines**

Filled objects that have no outlines will have an outline appended to them in the DXF export process.

### **File Size**

DXF files created with this filter can become quite large, especially if text is exported as curves. A complex drawing occupying only 20 or 30K in CorelDRAW may easily balloon to 500K or more in the DXF format.

### **Colors**

Options in the Export DXF dialog box control how colors in the CorelDRAW file are exported:

**Standard Colors (7):** Matches colors in the CorelDRAW file to the seven colors available in DXF.

**Full Colors (255):** May yield a truer representation of your CorelDRAW file. But because results vary depending on the video adapter and driver used by AutoCAD or other applications, colors may turn out to be very poorly matched.

### **Text**

Text is automatically exported as curves so that its appearance is maintained in the exported file. Note, text exported as curves cannot be edited as text in the destination application.

## Export - Bitmaps

### Technical Notes

Saves drawings as bitmap graphics. You can use bitmaps of various formats in desktop publishing programs such as Corel Ventura. You can also edit them in paint programs such as Corel PHOTO-PAINT and PC Paintbrush.

### Scaling Bitmaps

Bitmaps are mapped pixel by pixel to the page, so if you enlarge a bitmap in another application the resolution will not increase. What you see will be an apparent loss of resolution, your bitmap will become "jagged". If you shrink a bitmap, the result should be acceptable, but you will be wasting disk space storing information which is not used. A common rule of thumb is to sample bitmaps to size, with two pixels of information for every one line of screen. If your picture will print on a high resolution printer with a 150 line screen you'd sample your photo to 300 dpi resolution.

### File Size

To avoid unnecessarily large bitmap files (a full page at 300 dpi uncompressed can take several megabytes of disk space), scale the CorelDRAW graphic so that it's the same size as the space it will occupy in your word processing or page layout package or change the destination size in the dialog box.

### Compression Schemes

CorelDRAW uses the following compression schemes:

<b>Windows BMP</b>	RLE (Run-Length Encoding). Very few applications support compressed BMP files, and will generate error messages or display the bitmap improperly. Only 4- or 8-bit BMP files can be compressed.
<b>Compuserve GIF</b>	LZW (GIF Version 89A)
<b>Paintbrush</b>	RLE (PCX Version 3.0)
<b>Targa TGA</b>	Exports either RLE-compressed color-mapped images or RLE compressed RGB images (types 9 and 10 as defined by AT&T Electronic Photography and Imaging Center). The type of file produced depends on the number of colors exported: 24-bit color TGA files will be exported as RLE-compressed RGB bitmaps. Very few applications support compressed TGA files.
<b>TIFF</b>	CorelDraw 5.0 includes TIFF 4.2, 5.0 and 6.0 filter formats. If you export as CMYK, you will automatically use the 6.0 filter. If you export as 16 million colors, you will automatically use the 5.0 filter. If you export as 256 colors or less, you will automatically use the TIFF 4.2 filter. There is no other way to specify a particular version of TIFF.

### Fountain Fills

The number of bands used to represent fountain fills in the exported file is determined by the **Preview Fountain Step** setting in the Preferences - View dialog box.

## Export - GEM

### Technical Notes

Saves drawings in vector format for use in GEM Artline, Delrina Perform and Ventura Publisher (Version 2.0 to 4.2).

### Limitations

- Objects' fills and outlines, arrowheads, and segments in dotted and dashed lines are exported as separate polygons.
- Colors in the exported file are matched to the 16 colors GEM supports.
- Fountain fills often appear quite coarse because of the limited color availability in GEM.
- Texture fills are replaced by a solid gray fill.
- Breaks sometimes occur where outlines come to a point. Whether this is noticeable (or even occurs) depends on the size of your objects, the thickness of the outline, and the angle at which the outline meets at the point.
- Text is exported as curves and is therefore uneditable.
- GEM limits the number of objects per file. This poses problems if the original CorelDRAW file contains many complex objects. If the limit is exceeded, a less-than-complete image may come into Artline. If this occurs, try simplifying the file, and then re-export it to GEM.

### Unsupported CorelDRAW Features

- Bitmaps
- Bitmap pattern fills
- PostScript Textures (converted to uniform mid-gray fills)
- Corners (joins) will appear round in GEM Artline
- Dotted and dashed lines

### Bezier Curves

Convert to curves for GEM drawing programs such as GEM Artline. You will get smaller file sizes. Bezier curves are converted to line segments. Objects with more than 128 points (after conversion to segments) are broken into smaller objects which are then grouped.

Subdividing objects like this produces "clipping lines" that will show in wireframe view if you import the exported file into CorelDRAW. The lines will not appear in the printed output.

Select **Polylines** if you want to export curve objects as polylines rather than Bezier curves. Select this option if the application in which you intend to use the exported file does not understand Bezier curve information.

## **Export - CGM**

### ***Technical Notes***

Saves drawings in a vector format for use in desktop publishing programs, such as Ventura Publisher or Aldus PageMaker.

### **Unsupported CoreIDRAW Features**

- PostScript Textures are converted to solid gray fills.
- Bitmaps

### **Fountain Fills**

The number of bands used to represent fountain fills in the exported file is determined by the **Preview Fountain Steps** setting in the Preferences - View dialog box.

## **Export - HP Plotter (.PLT)**

### **Technical Notes**

Saves drawings in a vector format used primarily by computer-driven sign and glass cutters. Only the outlines of objects are exported.

### **Unsupported CoreIDRAW Features**

- Most fill types are ignored. Solid fills may be simulated, see Advanced Options in the HPGL Export dialog box. Texture fills are converted to a solid gray fill.
- Bitmaps

### **Limitations**

- Dotted and dashed lines and arrowheads are mapped to HPGL's standard line types
- Bezier curves are converted to line segments
- Any outline is exported with a width of one pen width. Both thickness and calligraphic setting are lost.

### **Colors**

HPGL files contain "pen numbers" that correspond to the drawing pens available in a plotter. These pens are installed by the user and can be any color. The pen numbers and color assignments selected in CoreIDRAW's HPGL Pen Options dialog box should be paired with the pen assignments in the plotter.

When the file is exported, the colors it contains are analyzed for their CMYK content. They are then matched as closely as possible to the current pen library.

As many as 256 pens can be defined, but most plotters use eight or fewer pens. You can define the color, width and velocity of your pens in the Pen Options of HPGL Export dialog box.

**Note:** Any changes made to CoreIDRAW's Pen Color assignment list affect both the HPGL Import and Export filters.

### **Page Options**

So that the image is properly positioned when plotted, make sure the page size and orientation of your CoreIDRAW file match the plotter page. If the plotted image appears distorted, try changing the orientation of the CoreIDRAW page then re-export the file.

### **Objects with no outlines**

Since this filter deals with outlines only, any filled objects in your CoreIDRAW file that have no outlines will have an outline appended to them in the HPGL export process.

### **Text**

Text is automatically exported as curves so that its appearance is maintained in the exported file. Text exported as curves cannot be edited as text in the destination application.

**Note:** You should disable the Pen Width and Pen Velocity options when plotting to devices that do not like these commands.

## Export - IBM PIF

### Technical Notes

Saves drawings in PIF format which you can convert to GDF format for use by IBM mainframe programs. Only vector objects can be exported in this format. Any bitmaps in the drawing will be ignored.

### Limitations

- Colors in CorelDRAW are color-mapped to provide the best possible match to PIF's sixteen-color palette.
- Because of the limited number of colors in PIF, fountain fills will usually look poor.
- Texture fills are converted to solid gray fills.

### Outlines Attributes

CorelDRAW will export the following outline effects as polygons, provided you set **CalligraphicText** box in **Clipboard** under the Text tab in Preferences.

- Objects created using the calligraphic pen
- Line caps
- Custom outline thicknesses

### Unsupported CorelDRAW Features

- PostScript Textures
- Bitmaps
- Two-color and Full-color pattern fills

### Exporting Text as Text or Curves

Exporting **Text As Text** will create smaller files, and the text will be editable in the destination application. Fonts and spacing may not be maintained.

Exporting **Text As Curves** will create larger files, and the text is not editable as text in the destination application. The appearance of the fonts is maintained. Use this option if you:

- used fonts in your drawing that are not available in the application in which you intend to use the exported file.
- are not satisfied with the appearance of the exported text.

### Convert curves to

Select **Polylines** if you want to export curve objects as polylines rather than Bezier curves. Select this option if the application in which you intend to use the exported file does not understand Bezier curve.

## **Export - MACINTOSH Picture (.PCT)**

### **Technical Notes**

Saves drawings in PICT2 (color) format for use in many Macintosh graphics programs. Only vector objects can be exported in this format. Any bitmaps in the drawing will be ignored.

### **Outline Attributes**

CoreIDRAW will export the following outline effects as polygons, provided you click the **CalligraphicText** box in **Clipboard** under the Text tab in Preferences. This will maintain the exact image, but will create a larger file.

- Calligraphic pen effects.
- Line caps

Calligraphic effects and line caps appear as separate objects grouped with the line to which they are applied.

### **Unsupported CoreIDRAW Features**

- Bitmaps
- PostScript texture fills. These are exported as a gray fill.
- Two-Color and Full-Color pattern fills

### **Objects with Fills and Outlines**

Filled objects with an outline export as a group of two objects. One object will be the outline and the other the fill.

Outlines on text will export, provided the text is converted to curves prior to export. Convert the text by choosing the Convert to Curves command in the Arrange menu. Text converted to curves cannot be edited.

### **Fountain Fills**

The number of bands used to represent fountain fills in the exported file is determined by the **Preview Fountain Steps** setting in the Preferences - View dialog box.

### **Colors**

The colors available on the Macintosh are device-dependent, varying with the type of display you're using. If you have a display that uses 8-bit color, you are limited to a total of 256 colors. The colors in your CoreIDRAW file will be matched as closely as possible. A display that uses 24-bit color will display colors that are virtually identical to the ones you used in CoreIDRAW.

### **Text**

Text is automatically exported as curves so that its appearance is maintained in the exported file. Note, text exported as curves cannot be edited as text in the destination application.

## **Export - SCITEX (.CT, .SCT)**

### ***Technical Notes***

Export format which saves drawings in a 32-bit color format which can be processed or modified for output by high end film houses and film recorders. SCITEX is ideal for color separated images as it is a native 32-bit CMYK format.

Saves drawings in a format used for high-end image setting. This format maintains CMYK color correction.

**Recommended:** Since you're using the SCITEX format for high-end applications, we recommended that you export to the size of the final printed image. A good rule of thumb is two pixels (dpi) per each line of output resolution (lpi). If your final image will be reproduced at a 150-line screen, save your CoreIDRAW image at 300 dpi. Consult your output bureau or printer for the technical specifications.

### **File Size**

To avoid unnecessarily large bitmap files (a full page saved as SCITEX CT at 300 dpi can take over 27 megabytes of disk space), scale the CoreIDRAW graphic so that it's the same size as the space it will occupy in its final destination or change the destination size in the dialog box.

### **Scaling Bitmaps**

If you enlarge a bitmap in another application, you will lose resolution. If you shrink a bitmap, the result should be acceptable, but you will be wasting disk space storing information which is not used. If possible scale photos to the size and resolution you will need for the final output.

### **Fountain Fills**

The number of bands used to represent fountain fills in the exported file is determined by the **Preview Fountain Step** setting in the Preferences - View dialog box.



## Export - Matrix/Imapro SCODL (.SCD)

### Technical Notes

Saves drawings in a format which can be processed for output on SCODL devices such as ink-jet printers, thermal printers and film recorders.

### Outline Attributes Option

CorelDRAW will export the following outline effects as polygons provided you click the **CalligraphicText** box in **Clipboard** under the Text tab in Preferences. This will maintain the exact image, but will create a larger file.

- Corner types
- Calligraphic Pen effects
- Line caps and arrows
- Fountain fills

### Unsupported CorelDRAW Features

- PostScript Textures
- Bitmaps
- Two-Color and Full-Color pattern fills

### Producing Slides with full PostScript Effects

Agfa-Matrix offers an Adobe PostScript RIP for their film recorders. This device virtually eliminates all the limitations listed above. Some color slide-making service bureaus have this or similar equipment available.

### Aspect Ratio

If you are beginning a new drawing, choose **Slide** in the File Page Setup dialog box. This automatically sets the page dimensions to 11.00" by 7.33", the same aspect ratio as a 35 mm slide. Page orientation will be set to Landscape.

If you are working with an existing drawing, select **Slide** as your page size. You will then have to scale and/or reposition objects in your drawing so that they lie within the page boundary. Any objects outside the page area will cause an error message when the file is exported. Correct this situation, otherwise these objects will be cropped out of the film image and the image will be distorted.

### Working in Portrait Orientation

Slides can be produced in Portrait orientation as follows:

1. Choose Slide as the **Page Size** in the Page Setup dialog box.
2. Choose **Custom** and change the Orientation to **Portrait**. Do not change the page dimensions.
3. When your drawing is complete, change the Orientation back to **Landscape**.
4. Select all objects in the drawing.
5. Rotate the drawing 90 degrees (either clockwise or counterclockwise) to place objects onto the landscape page.
6. Export the drawing.

## **Export - Encapsulated PostScript (.EPS)**

### ***Technical Notes***

Saves drawings in vector format for use in desktop publishing and word processing programs, such as Corel Ventura and Microsoft Word. On a PostScript printer, graphics exported in EPS format will print from other programs exactly as they did from CorelDRAW.

### **Tip on exporting in EPS format**

To edit these files in the future, always save them in CorelDRAW format before you export them.

### **Image Header Size**

Header format is TIFF 4.2: Black and White, 4 bit gray or color, 8 bit gray or color. You can set header resolution from 1 to 300 dpi. The default header resolution is 72 dpi.

If the program importing the EPS file has a limitation on the image header size, you may receive an error message stating that the file you're trying to bring in is too large. To keep file size down, choose Black and White and lower the header resolution before exporting the file. The setting determines the resolution of the header only and has no impact on the print quality of your drawing. The maximum header resolution is 300 dpi.

Color headers are very useful when viewing placed EPS files. If the application you are exporting to does not support color headers, try exporting with a mono header instead.

### **Texture Fills**

Texture fills are exported as solid gray fills.

### **File Contents**

Along with the graphic, EPS files exported from CorelDRAW contain filename, program name and the date. CorelDRAW automatically determines the size of the bounding box.

### **Text**

- If you have Adobe PostScript typefaces and you want to use them in place of CorelDRAW's typefaces, make sure all the necessary fonts have been downloaded to your printer.
- Choose **Include Fonts** and CorelDRAW will download the font into the EPS file.  
No fonts will be downloaded if you export text as curves.
- If you want CorelDRAW to always assume that the downloadable typefaces are available, then you should modify the PSResidentFonts section of your CORELFNT.INI file.
- If a font used in the file is not resident on the printer or has not been downloaded into the file, either the text will print in Courier, or the drawing will not print.

## **Export - Windows Metafile (.WMF)**

### ***Technical Notes***

Saves drawings in a vector format familiar to many Windows applications. Corel Ventura and Microsoft Word are popular programs that can read WMF files.

### **Unsupported CorelDRAW Features**

- PostScript functions including PostScript textures fills and halftone screens.
- Two-Color and Full-Color patterns appear as gray in the WMF file.
- Texture fills are exported as solid gray fills.

### **WMF File Complexity**

WMF files can be very large if your graphic contains a lot of curves or text. This can cause problems in programs such as Ventura Publisher and PageMaker, which impose limits on the size of imported files.

### **Image Header**

You have the option of including an image header with the exported WMF file. This makes it possible to view the contents of the file in programs such as PageMaker, Ventura and Word for Windows. However, the presence of this header may also make the WMF file impossible to read by applications not designed to handle it.

### **Fountain Fills**

The number of bands used to represent fountain fills in the exported file is determined by **Preview Fountain Steps** setting in the Preferences - View dialog box.

## **Export - WordPerfect (.WPG)**

### ***Technical Notes***

Saves drawings for use in WordPerfect Version 5.0 and later.

### **Outline Attributes**

To accurately reproduce calligraphic outlines along with corner styles and line caps, click the **CalligraphicText** box under the Text tab in Preferences.. The outlines will export as a group of polygons which match the appearance of the outlines in CorelDRAW, but add significantly to the size of the exported file.

### **Fountain Fills**

Fountain fills tend to contain coarse banding, try using the 256 color option.

### **Unsupported CorelDRAW Features**

- PostScript fills
- Bitmaps
- Textures fills export as solid grey

### **Colors**

Options in the Export WPG dialog box control how colors in the CorelDRAW file are exported:

**16 Colors** Matches colors in the CorelDRAW file to a standard set of 16 colors. Choosing this option usually yields acceptable results on a VGA display.

**256 Colors** May yield a truer representation of your CorelDRAW file. But because results vary depending on the video adapter and driver used in WordPerfect, colors may appear as shades of gray. If this happens, go back to CorelDRAW and export the file again with 16 colors selected.

### **Text**

Text is automatically exported as curves so that its appearance is maintained in the exported file. Note, text exported as curves cannot be edited as text in the destination application.

## **Export - QuickTime for Windows (\*.MOV)**

### ***Technical Notes***

Allows you to take CorelMove files to QuickTime for Windows

### **General Features and Limitations.**

If several sounds are included in the Move file, only the last one will be exported in the \*.MOV file

## **Export - MPEG Movie (\*.MPG)**

### ***Technical Notes***

Allows you to create MPEG Movie files from CorelMove files

### **General Features and Limitations.**

Sounds must be set at 44 Mhz or an error message will be generated.

## Recommended formats for exporting graphics

### To Page Layout and Desktop Publishing programs without graphics editing capabilities:

The following recommendations are based on the type of printer you are using. Generally, if you have a PostScript printer and the program you are exporting to supports PostScript, use the EPS format. Otherwise, use the format shown in the table.

Program	Recommended format for:	
	PostScript printers	Non-PostScript printers
Ami Professional	EPS	WMF
Delrina Perform	GEM	GEM
PageMaker	EPS	WMF
Corel Ventura	EPS	CMX
WordPerfect	EPS	WPG

### To page layout and desktop publishing packages with graphics editing capabilities:

Program	Recommended format
Adobe Illustrator	AI
Arts & Letters	WMF, EPS (using Decipher)
AutoCAD	DXF
GEM Artline	GEM
Macintosh-based vector programs	Macintosh PICT, AI
Micrografx Designer	CGM
PC Paintbrush	PCX

### To graphics devices:

Device	Recommended format
Matrix, Genographic Solataire film recorders	SCODL (if PostScript compatibility is not available)
Computer-driven cutters, machines and plotters	HPGL or DXF outlines

