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Click  for technical information about Corel's import formats.

-  Adobe Illustrator 1.1, 88, 3.0 (\*.AI)
-  Adobe Photoshop (\*.PSD)
-  Adobe Portable Document File (\*.PDF)
-  Ami Professional 1.1, 1.2 (\*.SAM)
-  Ami Professional 2.0, 3.0 (\*.SAM)
-  ANSI Text (\*.TXT)
-  AutoCAD Drawing (\*.DWG)
-  AutoCAD DXF (\*.DXF)
-  CALS Compressed Bitmap (\*.CAL)
-  CompuServe Bitmaps (\*.GIF)
-  Computer Graphics Metafile (\*.CGM)
-  CorelDRAW (\*.CDR)
-  CorelCHART (\*.CCH)
-  CorelDRAW Compressed (\*.CDX)
-  CorelDREAM 3D (\*.D3D)
-  CorelDREAM 3D (\*.RD3)
-  Corel Metafile (\*.CMF)
-  Corel PHOTO-PAINT (\*.CPT, \*.CPT6)
-  Corel CMX Compressed (\*.CPX)
-  Corel Presentation Exchange 5.0 (\*.CMX, \*.CDR, \*.PAT)
-  Corel Presentation Exchange 6.0 (\*.CMX, \*.CDR, \*.PAT)
-  CorelTRACE (\*.AI)
-  EPS {Encapsulated PostScript} (\*.EPS, \*.DCS)
-  Enhanced Windows Metafile (\*.EMF)
-  Frame Vector Metafile (\*.FMV)
-  GEM files (\*.GEM)
-  GEM Paint File (\*.IMG)
-  HP Plotter HPGL (\*.PLT)
-  IBM .PIF {GDF} (\*.PIF, \*.PF)
-  JPEG Bitmap (\*.JPG, \*.JFF, \*.JTF)
-  Kodak Photo-CD (\*.PCD)
-  Legacy 1.0, 2.0 (\*.LEG)
-  Lotus .PIC (\*.PIC)
-  Macintosh PICT (\*.PCT, \*.PIC)
-  MACPaint Bitmap (\*.MAC)
-  MET Metafile (\*.MET)
-  Micrografx 2.x, 3.x (\*.DRW)
-  Micrografx Designer 6.0 (\*.DSF)
-  Microsoft Rich Text Format (\*.RTF)
-  Microsoft Word 3.x (\*.DOC)
-  Microsoft Word 4.x (\*.DOC)
-  Microsoft Word 5.0, 5.5 (\*.DOC)
-  Microsoft Word for Macintosh 4.0 (\*.DOC)



Microsoft Word for Macintosh 5.0 (\*.DOC)

-  Microsoft Word for Windows 1.x (\*.DOC)
-  Microsoft Word for Windows 2.x & 6.x (\*.DOC)
-  MPEG Animation (\*.MPG)
-  NAP Metafile (\*.NAP)
-  OS/2 Bitmap (\*.BMP)
-  PaintBrush (\*.PCX)
-  Picture Publisher 4 (\*.PP4, \*.PP5)
-  Portable Network Graphic (\*.PNG)
-  PostScript {Interpreted} (\*.PS, \*.EPS, \*.PRN)
-  SCITEX (\*.CT, \*.SCT)
-  Targa Bitmaps (\*.TGA, \*.VGA, \*.ICB, \*.VST)
-  TIFF 5.0 Bitmaps (\*.TIF, \*.SEP)
-  Video for Windows (\*.AVI)

-  Wavelet Compressed Bitmap (\*.WVL, \*.WI)
-  Windows Metafile (\*.WMF)
-  Windows 3.x/NT Resource (\*.CUR, \*.DLL, \*.EXE, \*.ICO)
-  Windows 3.0 Bitmaps (\*.BMP, \*.DIB, \*.RLE)
-  WordPerfect 4.2 (\*.WP, \*.WP4)
-  WordPerfect 5.0 (\*.WP, \*.WP5)
-  WordPerfect 5.1 for Windows (\*.WP, \*.WP5)
-  WordPerfect 6.0 for Windows (\*.WP, \*.WP6)
-  WordStar 2000 (\*.WSD)
-  WordStar (\*.WSD)
-  WordPerfect Graphic (\*.WPG)
-  XYWrite (\*.XY\*)

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**See also**

[Recommended formats for importing graphics from other applications](#)

## Recommended formats for importing graphics from other applications

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

## **Importing CorelDRAW (\*.CDR, \*.CMF, \*.CMX, \*.CCH, \*.AI, \*.PAT)**

### **Technical Notes**

#### **CorelDRAW (\*.CDR)**

Imports graphics in CorelDRAW's native format. Useful for merging separately-created graphics into a single drawing. Importing adds the image to the current drawing, unlike open where it adds the image to a new page.

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.

**Note:** Only available in CorelDRAW, Corel PHOTO-PAINT (which imports CorelDRAW files as bitmap images) and CorelDREAM 3D.

#### **Text from earlier versions 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.

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

Corel Presentation Exchange 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.
- Saving files with Presentation Data attached will add to the file size.

#### **Limitations (Unsupported Features \*.CMX version 5.0)**

Interactive/Transparency Fills

Multiple Layers

Multiple Pages

Text: Text on Path

#### **Notes:**

Two versions are available: Version 5.0 (Older Corel products) and Version 6.0 (32 bit).

This file format is only available in Corel PHOTO-PAINT (which imports .CMX files as bitmap images), and CorelDRAW.

#### **CorelCHART (\*.CCH)**

Allows you to import CorelCHART files from a previous version of the CorelDRAW Suite.

#### **CorelTRACE (\*.AI)**

Imports bitmaps converted to vector graphics created by CorelTRACE. CorelTRACE is used to convert bitmaps to vector graphics and text. This file format is only available in CorelDRAW, Corel PHOTO-PAINT (which imports CorelTRACE files as bitmap images) and Corel DEPTH.

#### **Corel Metafile (\*.CMF)**

You can import Corel Metafiles into CorelDRAW for editing. Similar format to .CMX. This file format is only available in Corel PHOTO-PAINT (which imports .CMF files as bitmap images) and CorelDRAW.

## **Importing 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.

### **Limitations (Unsupported Features)**

Rotated and skewed bitmaps are not supported

PostScript, full color bitmap, two color bitmap, texture and vector fills

Interactive and Transparency Fills

Multiple layers

Multiple Pages

Bitmap Powerclips

**Note:** Only available in Corel PHOTO-PAINT (which imports .WMF files as bitmap images) and CorelDRAW and Corel DEPTH.

## **Importing Frame Vector Metafile (\*.FMV)**

### ***Technical Notes***

#### **Limitations (Unsupported Features)**

PostScript, full color bitmap, two color bitmap, texture and vector fills

Interactive and Transparency Fills

Multiple Pages

Text Fit to Path

Bitmap Powerclips

**Importing Bitmaps (\*.BMP, \*.DIB, \*.RLE, \*.CAL, \*.GIF, \*.CPT, \*.CPT6, \*.IMG, \*.MAC, \*.PCX, \*.PP4, \*.PP5, \*.PSD, \*.PNG, \*.PCD, \*.CT, \*.SCT, \*.TGA, \*.VGA, \*.ICB, \*.VST, \*.TIF, \*.SEP, \*.WVL, \*.WI)**

**Technical Notes**

Imports bitmap graphics created in paint programs such as Corel PHOTO-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 Corel applications.

SCITEX (.CT/SCT), a high-quality four-color (CMYK) bitmap format, can be imported by Corel applications.

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.

<b>Full Image</b>	Imports the complete file.
<b>Crop</b>	Imports a portion of the file. Crop the image interactively with the mouse or precisely with the <b>Select Area to Crop</b> field. Opens the file as a new image.
<b>Resample</b>	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.
<b>Partial Load</b>	(Corel PHOTO-PAINT only) Allows you to open a portion of an image. Unlike Crop, it does not open as a new image, but has a link to the original file. When saved, this partial image is placed into the file it came from. This function is used primarily to edit large images when computer memory is limited.

**Adobe PhotoShop (\*.PSD) Bitmaps**

Corel 7.0 imports Adobe PhotoShop .PSD files. .PSD files support mono, grayscale, and color up to 32-bit CMYK. This filter is only available in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE, and CorelDREAM 3D. Duotone and multitone .PSD images are converted into grayscale when loaded into Corel PHOTO-PAINT.

**CAL Bitmaps**

Corel 7.0 imports CALS (Computer Aided Acquisition and Logistics Support) .CAL files. .CAL files are a mono (1-bit) format. This filter is only available in CorelDRAW, Corel PHOTO-PAINT, and Corel OCR-TRACE.

**CPT Bitmaps**

Corel 7.0 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. This filter is only available in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE, and CorelDREAM 3D.

**GIF Bitmaps**

Corel 7.0 imports .GIF files conforming to the 87A and 89A specifications. Preview of interlaced .GIF images is not supported. This filter is only available in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE. This filter supports up to 8 bit color.

**GIF Multiframe Bitmaps**

Corel 7.0 imports .GIF files conforming to 89A specifications. Preview of interlaced .GIF images is not supported. This filter is only available in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE. This filter supports up to 8 bit color.

**IMG Bitmaps**

Corel 7.0 supports full imports .GEM Raster .IMG files. This filter is only available in CorelDRAW, Corel PHOTO-PAINT, and Corel OCR-TRACE.

**MAC Bitmaps**

Corel 7.0 imports MACPaint .MAC files. .MAC files are a mono (1-bit) format that has either .RLE compression or not compression. This filter is only available in CorelDRAW, Corel PHOTO-PAINT and Corel OCR-TRACE.

**PCX Bitmaps**

Corel 7.0 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. This filter is only available in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE, and CorelDREAM 3D.

**Portable Network Graphic (\*.PNG)**

Corel 7.0 imports .PNG files from 1 bit black & white to 24 bit color.

**SCITEX (.CT, SCT) bitmaps**

SCITEX bitmap is a 32-bit color or 8-bit grayscale 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. This filter is only available in CorelDRAW, Corel PHOTO-PAINT, and Corel OCR-TRACE.

#### **TGA Bitmaps**

Corel 7.0 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)

**Note:** This filter is only available in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE and CorelDREAM 3D.

#### **TIFF Bitmaps**

Corel 7.0 imports black & white, color, and gray-scale TIFF files up to and including the 6.0 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 the application decodes the file compression.

TIFF 6.0 support includes:

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

Corel 7.0 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.

**Note:** This filter is only available in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE and CorelDREAM 3D.

#### **Picture Publisher (\*.PP4) Bitmaps**

Corel 7.0 imports Picture Publisher .PP4 files. .PP4 files support mono, color, and grayscale. This filter is only available in CorelDRAW, Corel PHOTO-PAINT and Corel OCR-TRACE.

#### **Picture Publisher (\*.PP5) Bitmaps**

Corel 7.0 imports Picture Publisher .PP5 files. .PP5 files support mono, color, and grayscale. This filter is only available in CorelDRAW, Corel PHOTO-PAINT and Corel OCR-TRACE.

#### **Wavelet (.WVL, .WI) Bitmaps**

Corel 7.0 imports Wavelet .WVL and .WI files. The files are 24-bit (16.7 million color) format. This filter is only available in CorelDRAW, Corel PHOTO-PAINT, and Corel OCR-TRACE.

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

Corel 7.0 imports .BMP files conforming to the Windows and OS/2 .BMP specification. They may be either color, (up to 24 bit), gray-scale, or black & white, and will print accordingly, depending on your printer. Corel will also handle .RLE's (compressed bitmaps).

## **Importing Adobe Illustrator (\*.AI)**

### ***Technical Notes***

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

Corel 7.0 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.

### **Limitations (Unsupported Features)**

Cropped Bitmaps

PostScript, full-color bitmap, two-color bitmap, and texture fills

Interactive and Transparency Fills

Multiple layers

Multiple Pages

Bitmap Powerclips

### **Notes:**

To import .AI files successfully, choose the Adobe (.AI, .EPS) import filter.

This filter is only available in CorelDRAW, Corel PHOTO-PAINT (which imports Adobe Illustrator files as bitmap images) and Corel DEPTH.

**Importing Adobe Portable Document File (\*.PDF)**  
***Technical Notes***

Imports files created by the Adobe Acrobat document exchange system.

**Limitations (Unsupported Features)**

Cropped Bitmaps

PostScript, full color bitmap, two color bitmap and texture fills

Interactive and Transparency Fills

Multiple layers

Text Fit to Path

Bitmap Powerclips

## **Importing .GEM Files (\*.GEM)**

### ***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 Corel. 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 Corel that corresponds to the color of the pattern fill of the original .GEM object.

### **Line End Styles**

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

- 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 the application with no end caps (no arrows)

### **Symbols**

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

### **Text in .GEM Files**

- Except for .GEM Artline, text in your .GEM file will come into the Corel application 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 on your system that it most closely resembles.
- 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 the Corel application.
- Unsupported keyboard characters appear as question marks. Underlined text from the .GEM format is not supported.

**Note:** This filter is only available in Corel PHOTO-PAINT (which imports .GEM files as bitmap images) and CorelDRAW.

## **Importing Computer Graphics Metafile (\*.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.

### **Markers**

Corel'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 will probably not correspond to the one used in the originating program. However, you can easily change this in the Corel application.

### **Limitations (Unsupported Features)**

Cropped Bitmaps

PostScript, full-color bitmap, two-color bitmap and texture fills

Interactive and Transparency Fills

Multiple layers

Multiple Pages

Bitmap Powerclips

Text fit to path

Lens effects

**Note:** This filter is only available in Corel PHOTO-PAINT (which imports .CGM files as bitmap images) and CorelDRAW.

## **Importing Macintosh PICT (\*.PCT, \*.PIC)**

### **Technical Notes**

Imports graphics created in Macintosh programs such as MacDraw. Corel 7.0 can import vector and bitmap images contained in these files.

### **Objects**

Objects that contain a fill and an outline will open 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. The Corel application 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 Corel 7.0.

### **Text**

- Text in the PICT file will open as editable text.
- If a typeface in the imported file is not available on your system it will default to the font on your system that it most closely resembles.
- Unsupported Macintosh fonts appear in the application 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.
- Unsupported characters appear as question marks.
- The following PICT text styles are supported: Bold, Italic, Outline, Shadow, and any combination of these. Underlined text is not supported.

### **Limitations (Unsupported Features)**

Cropped Bitmaps

PostScript, full-color bitmap, two-color bitmap, vector, and texture fills

Interactive and Transparency Fills

Multiple layers

Multiple Pages

Bitmap Powerclips

Lens effects

### **Notes:**

To import .PCT/.PIC files successfully choose the .PCT import filter.

This filter is only available in Corel PHOTO-PAINT (which imports Macintosh PICT files as bitmap images) and CorelDRAW.

## **Importing HP Plotter HPGL (\*.PLT)**

### **Technical Notes**

Imports vector graphics created by programs such as AutoCAD.

### **Formats Supported**

Corel 7.0 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 Corel's maximum page size. If your image does not fit in the page, it will automatically be scaled down unless you select a stretch factor that will make your image smaller than the 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 a Corel application, 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.

### **Line Types**

Corel 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 line type pattern, as shown in the following table:

<b>HPGL line:</b>	<b>CorelDRAW line type:</b>
#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 a Corel application as editable text when the application that generated the file is capable of

exporting text as text.

- Once in the application, 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.

**Note:** This file format is only available in Corel PHOTO-PAINT (which imports HPGL Plotter files as bitmap images) and CorelDRAW.

## **Importing 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.

### **DXF File Complexity**

If your .DXF file is too complex to import into Corel, 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 Corel's HPGL import filter.

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

- Corel 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 the Corel application.
- 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 Corel incorrectly due to a lack of header information.

### **AutoCAD features not supported in Corel 7.0**

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

- Shape entities - Corel applications 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 toroids
- 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.
- Corel 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 Corel, including the degrees symbol, the +/- tolerance symbol, and the circle dimensioning symbol.

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

**Note:** This file format is only available in CorelDRAW, Corel PHOTO-PAINT (which imports AutoCAD files as bitmap images) and CorelDREAM 3D.

**Importing AutoCAD Drawing (\*.DWG)**  
***Technical Notes***

CorelDRAW 7 only supports AutoCAD 12 and AutoCAD 13 \*.DWG files.

## **Importing IBM .PIF (\*.PIF, \*.PF)**

### ***Technical Notes***

Imports vector graphics created on IBM mainframes.

### **Unsupported Functions**

- No "Set Background Mix" or "Set Foreground Mix" orders are processed. Instead, the objects are overlayed 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.
- "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. 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 the font selection list. The text, spacing, and alignment attributes may then be changed as desired.

### **Notes:**

WINDOWS 95 might confuse IBM .PIF with its own .PIF (Program Information Files). If this occurs you will get a "Security Privileges" error message when trying to import the file. To solve this, rename the file with a ".PF" extension.

This file format is only available in Corel PHOTO-PAINT (which imports IBM .PIF files as bitmap images) and CorelDRAW.

**Importing Lotus .PIC (\*.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. Any "non-Title" text will come in as the Monospaced typeface.

**Notes:**

To import .PIC files successfully choose the .PIC import filter.

This file format is only available in Corel PHOTO-PAINT (which imports Lotus files as bitmap images) and CorelDRAW.

## **Importing ANSI Text (\*.TXT)**

### ***Technical Notes***

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 Corel 7.0 allow you to import text in several popular word processor file formats.

#### **Character Limits**

Corel applications allow 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.)

**Note:** This file format is only available in CorelDRAW.

## **Importing .EPS {Encapsulated PostScript} (\*.EPS)**

### ***Technical Notes***

Corel 7.0 imports .EPS files in a "Placeable" format. The applications display the "thumbnail" or preview in the working file.

If the .EPS file contains a placeable header (i.e., 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.

#### **Notes:**

This filter will import files exported from a Corel application to .EPS format.

EPS file formats cannot be imported properly using the All Files import option. To import .EPS placeable files successfully, choose the .EPS import filter.

This file format is only available in CorelDRAW and Corel OCR-TRACE.

## **Importing PostScript {Interpreted} (\*.PS), (\*.EPS), (\*.PRN)**

### ***Technical Notes***

Corel 7.0 applications can interpret .EPS, .PRN, and .PS 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 Corel 7.0 applications.

- If text was exported as text it should be importable as editable text. Point size and font information should be maintained, however text strings may be split into several substrings. You may use the Combine command in CorelDRAW to join the substrings into one text string.
- PostScript (Interpreted) will import the Corel .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.

### **Notes:**

EPS file formats (.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.

This file format is only available in Corel PHOTO-PAINT (which imports PostScript Interpreted files as bitmap images) and CorelDRAW.

**Importing JPEG Bitmap (\*.JPG, \*.JFF, \*.JTF)**  
***Technical Notes***

JPEG is a standard format developed by the Joint Photographers Experts Group, allowing the transfer of files between a wide variety of platforms, using superior compression techniques.

**Note:** This file format is only available for CorelDRAW, Corel PHOTO-PAINT (except in CMYK color format), and Corel OCR-TRACE.

## Importing Kodak Photo CD images (\*.PCD)

### Technical Notes

Imports Kodak Photo CD images into Corel 7.0. 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 and color.

- Wallet (128x192)
- Snapshot (256x384)
- Standard (512x768)
- Large (1024x1536)
- Poster (2048x3072)
- Billboard (4096x6144) - only if the file supports this size.

**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.

Click on the **Enhancement** tab if you want to color-correct the image before importing it.

### 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 over brighten 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** Turns off the Scene Balance Adjustment

**Balance Adjustment** The photo finisher 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**

If the changes you've made are too extreme, the preview colors will display out-of-gamut pixels as pure red or pure blue.

**Notes:**

Other Kodak compatible applications may install Kodak's PCDLIB.DLL into the Windows folder instead of the Windows\System folder. This will result in an error message.

This file format is only available for CorelDRAW, Corel PHOTO-PAINT, and Corel OCR-TRACE.

**Importing Micrografx 2.x, 3.x (\*.DRW)**  
***Technical Notes***

Imports graphic files created in Micrografx Draw 2.x or 3.x into CorelDRAW.

**Unsupported Features**

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

**Fountain Fills**

Gradient (or fountain fills) created in Micrografx \*.DRW files are broken down into several polygons.

**Note:** This file format is only available in Corel PHOTO-PAINT (which imports Micrografx files as bitmap images) and CorelDRAW.

**Importing Micrografx Designer 6.0 (\*.DSF)**  
***Technical Notes***

Imports files created and saved in Micrografx Designer 6.0.

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

### ***Technical Notes***

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

### **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 page size. This may affect the placement of text.

**Note:** This file format is only available in CorelDRAW.

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### ***See also***

[General Notes on Importing Text files](#)

**Importing WordPerfect Graphic (\*.WPG)**  
***Technical Notes***

Imports graphics created in WordPerfect applications.

**Features not supported**

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

**Note:** This file format is only available in Corel PHOTO-PAINT (which imports WordPerfect Graphic files as bitmap images) and CorelDRAW.

## **Importing Ami Professional (\*.SAM)**

### ***Technical Notes***

Imports text files created in Ami Professional.

**Note:** Two versions are available; Ami Professional 1.1, 1.2 and Ami Professional 2.0, 3.0.

### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

---

### **See also**

[General Notes on Importing Text files](#)

## **Importing Microsoft Word 5.0, 5.5 (\*.DOC)**

### ***Technical Notes***

Imports text files created in Microsoft Word.

### **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 page size. This may affect the placement of text.

**Note:** This file format is only available in CorelDRAW.

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### ***See also***

[General Notes on Importing Text files](#)

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

### ***Technical Notes***

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

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

- Corel 7.0 supports the embedded field method for building indexes in Microsoft Word. Corel 7.0 does not support the style implied method for building indexes in Microsoft Word.
- Corel 7.0 will convert Word's "Normal" text style to CorelDRAW's default text style.
- Whenever possible, the application 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. As a result, soft line and page breaks will often appear in new locations if you are converting to a "fixed pitch" or "non-scaleable" font.

#### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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#### ***See also***

[General Notes on Importing Text files](#)

## **Importing 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.

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

- CorelDRAW 7.0 will try to match all the fonts in your document with the same or similar fonts, depending on your system font configuration.
- CorelDRAW 7.0 supports the embedded field method for building indexes in Microsoft Word. Support is not available for the style implied method for building indexes in Microsoft Word.
- Corel 7.0 will convert Word's "Normal" text style to a default text style, which can be set under the Text tab in the Preferences dialog box.
- Whenever possible, the application 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. As a result, soft line and page breaks will often appear in new locations if you are converting to a "fixed pitch" or "non-scaleable" font.

#### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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#### **See also**

[General Notes on Importing Text files](#)

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

### ***Technical Notes***

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

### **Unsupported Features**

CorelDRAW 7.0 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 page size. This may affect the placement of text.

**Note:** This file format is only available in CorelDRAW.

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### ***See also***

[General Notes on Importing Text files](#)

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

### ***Technical Notes***

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

### **Unsupported Features**

Corel 7.0 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 page size. This may affect the placement of text.

**Note:** This file format is only available in CorelDRAW.

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### ***See also***

[General Notes on Importing Text files](#)

## **Importing WordPerfect 5.0 (\*.WP, \*.WP5)**

### ***Technical Notes***

Imports text files created in WordPerfect 5.0.

### **General Notes and Limitations**

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

### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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### ***See also***

[General Notes on Importing Text files](#)

## **WordPerfect for Windows 5.1 (\*.WP, \*.WP5)**

### ***Technical Notes***

Imports text files created in WordPerfect for Windows 5.1.

#### **General Notes and Limitations**

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

#### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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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 Corel 7.0 as it did in the source application. However, there may be some formatting attributes and page layout features in the text which are not supported. 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 Corel 7.0 handles the conversion of special features in the imported file.

### Unsupported Features

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

### Fonts and Character Sets

Corel 7.0 provides font matching support. If you are not satisfied with the default font matches, you can modify the font matching settings in CORELDRW.INI. Fonts are converted by size and by family provided the source file format includes font family information which the application can access.

Corel 7.0 will automatically convert .RTF files to the Microsoft Windows ANSI character set. The Macintosh Character Set and Standard IBM PC Code Page 437 are also supported.

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:** Corel 7.0 will automatically convert characters to logical equivalents if they are not matched between the source code page and the application's code page. If there is no logical equivalent for the unidentifiable character, the application will mark that character space with the underscore symbol (\_).

### Font Family and Font Size Translation

Corel 7.0 supports the conversion of font sizes. The following table shows Corel 7.0's font family conversion capabilities.

<b>Word Processor</b>	<b>From .RTF to Corel 7.0</b>
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 Corel 7.0 will support all of the font families supported by that application format. "Limited font support" means that CorelDRAW 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, 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 Corel 7.0 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 Corel 7.0 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 page size. This may affect the placement of text.

### Anchored Text and Frames

Also known as Absolute Positioned Objects or APO's, Corel 7.0 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. The file will appear as it did in the source application; however, the style sheet in the original application is not imported.
- Text contained within a frame or a positioned object is retained.

## **Importing WordPerfect for Windows 6.0 (\*.WP, \*.WP6)**

### ***Technical Notes***

Imports text files created in WordPerfect for Windows 6.0.

#### **General Notes and Limitations**

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

#### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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#### ***See also***

[General Notes on Importing Text files](#)

**Importing Enhanced Windows Metafile (\*.EMF)**  
***Technical Notes***

Imports graphics in a format used by many newer Windows programs. Corel 7.0 substitutes fonts missing from an .EMF file to similar fonts available on your system.

**Limitations (Unsupported Features)**

Multiple Pages

**Note:** This file format is only available in Corel PHOTO-PAINT (which imports .EMF files as bitmap images) and CorelDRAW.

## **Importing Legacy 1.0, 2.0 (\*.LEG)**

### ***Technical Notes***

Imports text files created in Legacy 1.0, 2.0.

### **Unsupported Features**

Corel 7.0 does not support footnotes or endnotes.

### **Page Size**

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

### **Characters**

Characters are limited to 8,000.

**Note:** This file format is only available in CorelDRAW.

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### **See also**

[General Notes on Importing Text files](#)

**Importing .MET Metafile (\*.MET)*****Technical Notes***

Imports graphics in a format specific to IBM's Presentation Manager for OS/2. Used as a method for interchanging data between applications under OS/2.

**Limitations (Unsupported Features)**

This filter supports only basic drawing features such as solid outlines, solid fills, and both True Type and Type 1 fonts.

**Note:** This file format is only available in Corel PHOTO-PAINT (which imports .MET files as bitmap images) and CorelDRAW.

## **Importing WordPerfect 4.2 (\*.WP, \*.WP4)**

### ***Technical Notes***

Imports text files created in WordPerfect 4.2.

#### **General Notes and Limitations**

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

#### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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#### ***See also***

[General Notes on Importing Text files](#)

## **Importing Microsoft Word 3.x (\*.DOC)**

### ***Technical Notes***

Imports text files created in Microsoft Word 3.x.

### **Unsupported Features**

Corel 7.0 does not support footnotes or endnotes created in Microsoft Word 3.x.

### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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### ***See also***

[General Notes on Importing Text files](#)

## **Importing Microsoft Word 4.x (\*.DOC)**

### ***Technical Notes***

Imports text files created in Microsoft Word 4.x.

### **Unsupported Features**

Corel 7.0 does not support footnotes or endnotes created in Microsoft Word 4.x.

### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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### ***See also***

[General Notes on Importing Text files](#)

## **Importing Windows 3.x/NT Resource (\*.CUR, \*.DLL, \*.EXE, \*.ICO)**

### ***Technical Notes***

Imports Windows 3.x/NT Resource graphics.

### **Windows 3.x/NT Bitmap Resource (\*.EXE)**

Imports bitmap graphic elements found within executables. These bitmaps are 32 pixels x 32 pixels and no more than 4-bit (16 colors). You can select a color for Transparent and Inverse masks.

### **Windows 3.x/NT Cursor Resource (\*.CUR, \*.EXE, \*.DLL)**

Imports Cursor graphic elements that are used in Windows pointers. These bitmaps are 32 pixels and no more than 4-bit (16 colors). You can select a color for Transparent and Inverse masks.

### **Windows 3.x/NT Icon Resource (\*.ICO, \*.EXE, \*.DLL)**

Imports Icon graphic elements found within executables. These bitmaps are 32 pixels x 32 pixels and no more than 4-bit (16 colors). You can select a color for Transparent and Inverse masks.

**Note:** This file format is only available in CorelDRAW, Corel PHOTO-PAINT, and Corel OCR-TRACE.

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### ***See also***

[Import - Bitmaps](#)

## **Importing WordStar 2000 (\*.WSD)**

### ***Technical Notes***

Imports text files created in WordStar 2000.

#### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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#### **See also**

[General Notes on Importing Text files](#)

## **Importing WordStar (\*.WSD)**

### ***Technical Notes***

Imports text files created in WordStar.

### **WordStar 3.3, 3.31, 3.45, 4.0 (\*.WSD)**

#### **General Notes and Limitations**

- Merge dot commands are not supported.
- Printer dot commands are not supported.
- Display commands are not supported.

#### **Page Size**

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

### **WordStar 5.0, 6.0, 7.0 (\*.WSD)**

#### **General Notes and Limitations**

- Corel 7.0 does not support footnotes or endnotes created in WordStar.
- Font information is printer-dependent in WordStar. Corel 7.0 will use its default font for fonts it can not match.
- Merge dot commands are not supported.
- Printer dot commands are not supported.
- Display commands are not supported.

#### **Page Size**

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

### **WordStar for Windows 1.x, 2.0 (\*.WS1, \*.WS2)**

#### **General Notes and Limitations**

- Merge dot commands are not supported.
- Printer dot commands are not supported.
- Display commands are not supported.

#### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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#### **See also**

[General Notes on Importing Text files](#)

## **Importing XYWrite III, III Plus, IV, Windows (\*.XY3, \*.XYP, \*.XY4, \*.XYW)**

### ***Technical Notes***

Imports text files created in XYWrite.

### **General Notes and Limitations**

- XYWrite programming language not supported.

### **Page Size**

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

**Note:** This file format is only available in CorelDRAW.

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### **See also**

[General Notes on Importing Text files](#)

## **Importing MPEG Animation (\*.MPG)**

### ***Technical Notes***

Animation file format developed by Motion Picture Experts Group of the International Standards Organization. Maximum image size is 4095 pixels by 4095 pixels by 30 frames per second. Filter used to import 8-bit color and 24-bit color animation. Audio is not supported in Corel PHOTO-PAINT.

**Note:** This file format is only available in Corel PHOTO-PAINT.

**Importing Video for Windows (\*.AVI)**  
***Technical Notes***

Animation file format developed by Microsoft Corporation. Supports 1-bit, 4-bit color and gray; 8-bit color and grayscale; and 24-bit color. Audio is not supported.

**Note:** This file format is only available in Corel PHOTO-PAINT.

**Importing CorelDRAW Compressed (\*.CDX)**  
***Technical Notes***

A Corel metafile format which uses an internal proprietary compression algorithm to reduce file size.

**Note:** Only available in CorelDRAW and Corel PHOTO-PAINT (which imports CorelDRAW Compressed files as bitmap images).

**Importing Corel .CMX Compressed (\*.CPX)**  
***Technical Notes***

A Corel metafile format which utilizes an internal proprietary compression algorithm to reduce file size.

**Note:** Only available in CorelDRAW and Corel PHOTO-PAINT (which imports .CPX files as bitmap images).

**Importing .NAP Metafiles (\*.NAP)**  
***Technical Notes***

Also known as NAPLAS, this vector file format is supported by PC and Unix platforms and communications applications. This file format is mainly used to communicate graphic images between computers.

**Limitations (Unsupported Features)**

This filter supports only basic drawing features such as solid outlines, solid fills, and both True Type and Type 1 fonts.

**Note:** Only available in CorelDRAW and Corel PHOTO-PAINT (which imports .NAP files as bitmap images).


**Importing CorelDREAM 3D (\*.D3D)**  
***Technical Notes***









































This is a native file format of CorelDREAM 3D.

**Importing CorelDREAM 3D (\*.RD3)**  
***Technical Notes***

This is a native file format of CorelDREAM 3D.

## Export file formats

Click  for technical information about Corel 7.0's export formats.

-  Adobe Acrobat (\*.PDF)
-  Adobe Illustrator 6.0, 5.x, 4.x, 3.x, 1.1, 88 (\*.AI)
-  ANSI Text (\*.TXT)
-  AutoCAD DXF (\*.DXF)
-  Autodesk FLIC (\*.FLI)
-  CALS Compressed Bitmap (\*.CAL)
-  Computer Graphics Metafile (\*.CGM)
-  CompuServe Bitmaps (\*.GIF)
-  CorelDEPTH (\*.DEP)
-  CorelDRAW (\*.CDR)
-  CorelDREAM 3D (\*.D3D, \*.R3D, \*.A3D)
-  Corel PHOTO-PAINT (\*.CPT)
-  Corel Presentation Exchange 5.0 (\*.CMX, \*.CDR, \*.PAT)
-  Corel Presentation Exchange 6.0 (\*.CMX, \*.CDR, \*.PAT)
-  Desktop Color Separation (\*.DCS)
-  Encapsulated PostScript (\*.EPS, \*.DCS)
-  Enhanced Windows Metafile (\*.EMF)
-  GEM Files (\*.GEM)
-  GEM Paint File (\*.IMG)
-  FMV File (\*.FMV)
-  HP Plotter HPGL (\*.PLT)
-  IBM PIF (\*.PIF, \*.PF)
-  JPEG Bitmaps (\*.JPG, \*.JFF, \*.JTF)
-  Macintosh PICT (\*.PCT, \*.PIC)
-  MACPaint Bitmap (\*.MAC)
-  Matrix/Imapro SCODL (\*.SCD)
-  MET Metafile (\*.MET)
-  Micrografx 2.x, 3.x (\*.DRW)
-  MPEG (\*.MPG)
-  OS/2 Bitmaps (\*.BMP)
-  PaintBrush (\*.PCX)
-  SCITEX (\*.CT, \*.SCT)
-  Targa Bitmaps (\*.TGA, \*.VGA, \*.ICB, \*.VST)
-  TIFF Bitmaps (\*.TIF, \*.SEP)
-  TrueType Fonts (\*.TTF)
-  Video for Windows (\*.AVI)
-  Wavelet Compressed Bitmap (\*.WVL, \*.WI)
-  Windows Metafile (\*.WMF)
-  Windows 3.0 Bitmaps (\*.BMP, \*.DIB, \*.RLE)
-  WordPerfect Graphic (\*.WPG)

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### See also

[Recommended formats for exporting graphics](#)

## **Exporting Adobe Illustrator 6.0, 5.x, 4.x, 3.x, 1.1, 88 (\*.AI)**

### **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 Corel 7.0 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 the Blend feature. The maximum number of bands supported is 50. The number of bands is determined by the Preview Fountain Steps setting on the Display tab of the Options dialog box, under Tools.

**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.

**End caps (Round, Square):** These will be lost upon export.

**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 object and is converted to curves.

**Cropped Bitmaps:** These are ignored in the exported file.

**Multiple Layers:** Adobe Illustrator 6.0 is the only version which will support multiple layers.

### **Outline Attributes**

To accurately reproduce calligraphic outlines, corner styles, and line caps, click Tools, Options and enable the CalligraphicText check box on the Text tab. The outlines will export as a group of polygons which match the appearance of the outlines in the application, but which add significantly to the size of the exported file.

### **General Notes and Suggestions**

- To make the export conversion easier, avoid combining objects in your file.
- 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 Corel 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 (usually the default font) or prints in Courier, export the file again with Export Text as Curves enabled in the Export AI dialog box. This option should be selected whenever your file contains a font not available in Adobe Illustrator.

### **Export Options**

**Format:** Adobe Illustrator 6.0, Adobe Illustrator 5.x, Adobe Illustrator 4.x, Adobe Illustrator 3.0, Adobe Illustrator 1.1, Adobe Illustrator 88

**Text as:** Text (Using PC or MAC Characters), Curves

**Color Conversion:** Convert all Spot Color to Process Colors

**Note:** This file format is only available in CorelDRAW, CorelDEPTH and Corel OCR-TRACE.

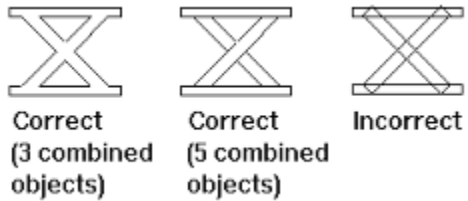
## Exporting TrueType Fonts (\*.TTF)

### Technical Notes

Saves a graphic from CorelDRAW as Adobe Type 1-compatible text, or as a symbol character. Either can be made available for use in other Windows applications through Adobe TypeManager Version 3.01 and Higher.

### Limitations

- Type 1 and TrueType fonts exported from CorelDRAW 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.

## **Exporting AutoCAD (\*.DXF)**

### ***Technical Notes***

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

### **Unsupported Features**

The following 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.

### **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 may easily balloon to 500K or more in the .DXF format.

**Exporting Bitmaps (\*.BMP, \*.CAL, \*.GIF, \*.CPT, \*.IMG, \*.JPG, \*.JFF, \*.JTF, \*.MAC, \*.PCX, \*.TGA, \*.VGA, \*.ICB, \*.VST, \*.TIF, \*.WVL, \*.WI, \*.PNG)**

**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 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**

Corel 7.0 uses the following compression schemes:

<b>Adobe Photoshop</b>	Adobe Photoshop (PSD) bitmap format. This format supports 1-Bit (Black and White) up to 32-Bit CMYK color images. Objects and Masking information is also supported.
<b>CALS</b>	CCITT (International Telegraph and Telephone Consultative Committee) Group 4. This file format is supported in CorelDRAW, and Corel OCR-TRACE.
<b>CompuServe GIF</b>	LZW (Version 89A). This file format is supported in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE and Corel CAPTURE.
<b>Corel PHOTO-PAINT</b>	Depends on the number of colors exported. 1 Bit (Black & White) Only: Huffman, CCITT Group 3-Dim 1, CCITT Group 3-Dim 2, CCITT Group 4 4 Bit (16 colors) and above: RLE/Packbit or LZW This file format is supported in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE and Corel CAPTURE.
<b>GEM Paint File IMG</b>	RLE (Run-Length Encoding). This file format is supported in CorelDRAW, Corel PHOTO-PAINT, and Corel OCR-TRACE.
<b>JPEG Bitmaps</b>	JPG (Joint Photographic Experts Group/JPEG File Interchange Format) Using the Quality factor, you can choose from a large size file with high quality as your exported file, to a small size file with low quality. A factor (2-255) can be set; default is 10. This file format is supported in CorelDRAW, Corel PHOTO-PAINT and Corel OCR-TRACE.
<b>MACPaint Bitmap</b>	RLE (Run-Length Encoding). This file format is supported in CorelDRAW and Corel OCR-TRACE.
<b>OS/2 Bitmaps</b>	RLE (Standard Version 1.3 and Enhanced Version 2.0 or later). This file format is supported in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE and Corel CAPTURE.
<b>Paintbrush PCX</b>	RLE (PCX Version 3.0). This file format is supported in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE, and Corel CAPTURE.
<b>Port. Net. Graphics</b>	Portable Network Graphics (PNG) is a new standard for graphic exchange. An excellent file format for the lossless, portable, well-compressed storage of raster images. PNG provides a replacement for the .GIF format and can also replace many common uses of TIFF format. Indexed-color, grayscale, and truecolor images are supported.
<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. This file format is supported in CorelDRAW, Corel PHOTO-PAINT and Corel OCR-TRACE.
<b>TIFF</b>	Corel 7.0 includes TIFF (Tagged Image File Format) 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. This file format is supported in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE and Corel CAPTURE.
<b>Wavelet Bitmap</b>	Supports 24-bit color and Wavelet compression. This file format is used primarily to store bitmap information at high compression levels. This file format is supported in CorelDRAW, Corel

PHOTO-PAINT and Corel OCR-TRACE.

**Windows BMP**

RLE (Run-Length Encoding). Very few applications support compressed .BMP files, and will generate error messages or display the bitmap improperly. This file format is supported in CorelDRAW, Corel PHOTO-PAINT, Corel OCR-TRACE and Corel CAPTURE.

**Fountain Fills**

The number of bands used to represent fountain fills in the exported file is determined by the Preview Fountain Steps setting on the Display tab of the Options dialog box, under Tools.

## **Exporting GEM (\*.GEM)**

### **Technical Notes**

Saves drawings in vector format for use in .GEM Artline, Delrina, Perform and Corel VENTURA (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 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 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
- Lenses
- Layers
- Multiple Pages
- Vector Fills
- Transparencies

#### **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. 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.

**Note:** This file format is only available in CorelDRAW, Corel PHOTO-PAINT and Corel OCR-TRACE.

## **Exporting Computer Graphics Metafile (\*.CGM)**

### ***Technical Notes***

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

### **Unsupported Features**

- PostScript Textures are converted to solid gray fills.

### **Fountain Fills**

- Only Radial and Linear fills are supported; Conical and Square are not supported.

The number of bands used to represent fountain fills in the exported file is determined by the Preview Fountain Steps setting on the Display tab of the Options dialog box, under Tools.

### **Export Options**

- Option for different types of .CGM files now available.

**Note:** This file format is only available in CorelDRAW and Corel OCR-TRACE.

## **Exporting HP Plotter HPGL (\*.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 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 lines, 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 the 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 the 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 file match the plotter page. If the plotted image appears distorted, try changing the orientation of the page then re-exporting the file.

### **Objects with no outlines**

Since this filter deals with outlines only, any filled objects in your file that have no outlines will have outlines 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:** This file format is only available in CorelDRAW and Corel OCR-TRACE.

## **Exporting IBM PIF (\*.PIF, \*.PF)**

### ***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.

### **Limitations**

- Colors 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.
- WINDOWS 95 might confuse IBM .PIF with its own .PIF (Program Information Files). If this occurs, you will get a "Security Privileges" error message when trying to import the file. To solve this, rename the file with a ".PF" extension.

### **Outlines Attributes**

Corel 7.0 will export the following outline effects as polygons, provided you click Tools, Options and enable the CalligraphicText check box on the Text tab.

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

### **Unsupported Features**

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

### **Exporting Text as Text**

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.

### **Convert curves to Polylines**

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 curves.

**Note:** This file format is only available in CorelDRAW.

## **Exporting MACINTOSH Picture (\*.PCT)**

### ***Technical Notes***

Saves drawings in PICT2 (color) format for use in many Macintosh graphics programs.

#### **Outline Attributes**

Corel 7.0 will export the following outline effects as polygons, provided you click Tools, Options and enable the CalligraphicText check box on the Text tab. 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 Features**

- PostScript texture fills. These are exported as a gray fill.

#### **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 that has been converted to curves cannot be edited as text.

#### **Fountain Fills**

The number of bands used to represent fountain fills in the exported file is determined by the Preview Fountain Steps setting on the Display tab of the Options dialog box, under Tools.

#### **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 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.

## **Exporting 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 recommend that you export to the size of the final printed image. A good rule of thumb is two pixels (dpi) per line of output resolution (lpi). If your final image will be reproduced at a 150-line screen, save your 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 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 on the Display tab of the Tools, Options menu.

**Note:** This file format is only available in CorelDRAW, Corel OCR-TRACE and Corel PHOTO-PAINT.

## **Exporting Matrix/Imapro SCODL (\*.SCD)**

### **Technical Notes**

Saves images 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 that you click Tools, Options and enable the CalligraphicText check box on the Text tab. 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 from the Paper list box of the 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. Click File, Page Setup and choose Slide from the Paper list box.
2. Click the Portrait button in the Page Size section. 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.

## **Exporting 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 your Corel 7.0 application.

#### **Image Header Size**

Header format is .WMF or TIFF: Black and White, 4-bit gray or color, or 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 might 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.

You also have the option of exporting without a header.

#### **File Contents**

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

#### **Text**

- If you have Adobe PostScript typefaces and you want to use them in place of your Corel 7.0 application's typefaces, make sure all the necessary fonts have been downloaded to your printer.
- Choose **Include Fonts** and your Corel 7.0 application will download the font into the EPS file.  
No fonts will be downloaded if you export text as curves.
- 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.

**Note:** This file format is only available in CorelDRAW, Corel PHOTO-PAINT and Corel OCR-TRACE.

## **Exporting 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 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 the Preview Fountain Steps setting on the Display tab of the Options dialog box, under Tools.

### **Export Options**

**Text as:** Text or Curves.

**Note:** This file format is only available in CorelDRAW, CorelDEPTH and Corel OCR-TRACE.

## **Exporting 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 Tools, Options and enable the CalligraphicText check box on the Text tab. The outlines will export as a group of polygons which match the appearance of the outlines, but will 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 Features**

- PostScript fills
- Bitmaps
- Texture fills export as solid gray

#### **Colors**

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

**16 Colors** Matches colors 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 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 the application and export the file again with 16 colors selected.

#### **Export Options**

**Text as:** Text or Curves.

**WordPerfect version 1.0 or version 2.0**

**Note:** This file format is only available in CorelDRAW and Corel OCR-TRACE.

## **Exporting CorelDRAW**

### ***Technical Notes***

Saves drawings as vector graphics. You can use vectors of various formats in desktop publishing programs such as Corel VENTURA. You can also edit them in Corel programs such as Corel PHOTO-PAINT.

### **Scaling Vectors**

Vectors define a picture as a list of graphic primitives (rectangles, lines, text, arcs, and ellipses). Vectors are mapped point by point to the page, so if you enlarge or decrease a vector the image will not distort, just change size.

### **Corel Filters**

CorelDRAW can export the following Corel vector file formats:

<b>CMX</b>	Presentation Exchange between various Corel applications such as PHOTO-PAINT. Two versions are available: Version 5.0 and Version 6.0 (32 bit).
<b>CorelDRAW CDR</b>	Saves your work in CorelDRAW's native format. A version of your drawing is saved in .CMX format (along with the .CDR format) for use in OLE operations, unless you disable the Save Presentation Exchange Data option.

**Exporting ANSI Text (\*.TXT)**  
***Technical Notes***

Saves Artistic and Paragraph text using the ANSI character set.

**Unsupported Features**

- Underlining
- Embedded graphics
- Columns
- Tables

**Note:** This file format is only available in CorelDRAW.

## **Exporting Enhanced Windows Metafile (\*.EMF)**

### ***Technical Notes***

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

### **Unsupported Features**

- Multiple Pages
- Multiple Layers

### **EMF File Complexity**

EMF 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.

**Note:** This file format is only available in CorelDRAW and Corel OCR-TRACE.

**Exporting Micrografx (\*.DRW)**  
*Technical Notes*

Saves graphic files in Micrografx Draw format.

**Unsupported Features**

- Raster operations
- Gradient or fountain fills (broken down into several polygons)

**Exporting MPEG Animation (\*.MPG) file format**  
***Technical Notes***

Exports images in an animation file format developed by the Motion Picture Experts Group of the International Standards Organization. Maximum image size is 4095 pixels by 4095 pixels by 30 frames per second. Filter used to import 8-bit color and 24-bit color animation. Audio not supported in Corel PHOTO-PAINT.

**Note:** This file format is only available in Corel PHOTO-PAINT.

## **Exporting MET Metafile (\*.MET)**

### ***Technical Notes***

This filter is not available with CorelDRAW. It saves drawings in .MET. Only vector objects can be exported in this format. Any bitmaps in the drawing will be ignored.

### **Limitations**

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

### **Outline Attributes**

Corel 7.0 will export the following outline effects as polygons, provided you click Tools, Options and enable the CalligraphicText check box on the Text tab.

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

### **Unsupported Features**

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

## **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.

<b>Program</b>	<b>Recommended format</b>	
	<b>PostScript printers</b>	<b>Non-PostScript printers</b>
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:**

<b>Program</b>	<b>Recommended format</b>
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:**

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

**Exporting CorelDEPTH (\*.DEP)**  
**Technical Notes**

A native file format for CorelDEPTH. This file format is used to export CorelDEPTH artwork and allows further changes to a CorelDEPTH document.

**Exporting Autodesk Animation (\*.FLI,\*.FLC) file format**  
***Technical Notes***

Exports an image in an animation file format that is native to Autodesk Animator and Animator Pro. Maximum image size is 64,000 pixels by 64,000 pixels. Supports 8-bit color. Not well-suited for animating real-world images.

Note: This file format is only available in Corel PHOTO-PAINT.

**Exporting Video for Windows (\*.AVI)**  
***Technical Notes***

An animation file format developed by Microsoft Corp. and supported by Windows, Windows NT, and OS/2 multimedia applications. Video for Windows supports 256 colors and .RLE compression. It is used primarily to store audio, video, and graphics information used in multimedia applications.

**Note:** This file format is only available in Corel PHOTO-PAINT.

**Exporting Desktop Color Separation (\*.DCS)**  
***Technical Notes***

Exports images created in Corel PHOTO-PAINT into a 32-bit file format used primarily by service bureaus. Saves files as four-plated images (CMYK) plus one master OR V.2 file.

**Exporting CorelDREAM 3D (\*.D3D, \*.R3D, \*.A3D)**  
***Technical Notes***

A native file format of CorelDREAM 3D.

**Exporting Frame Vector Metafile (\*.FMV)**  
***Technical Notes***

This file format will export images to Adobe Framemaker format.

**Unsupported CorelDRAW features**

- Poscript, Texture, Vector, 2 Color and Full color bitmap fills
- Layers, Lenses and Multiple Pages
- Fitted Text to a Path
- Powerclipped Bitmaps

**Exporting Adobe Portable Document File (\*.PDF)**  
***Technical Notes***

A native file format of Adobe Acrobat exchange system.

**Unsupported CorelDRAW features**

- Poscript, Texture, Vector, 2 Color and Full color bitmap fills
- Layers and Lenses
- Powerclipped Bitmaps

## **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. You can edit this information from within the second application, meaning you no longer have to delete and re-copy. Embedding means that information from one application resides in a second document and is stored with it. Linking means that information from one application is tied to a second document and can be updated when changes are made in the first application, but that information is not actually stored with the second file.

### **OLE features in Corel 7.0:**

**"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, to a different spot within the same file, or onto the desktop.

### **OLE Registration - REGEDIT.EXE**

1. During the installation of Corel 7.0, OLE files are installed into the \WINDOWS\SYSTEM directory.
2. In order to have OLE function correctly, Windows "registers" all applications with OLE capabilities in files called USER.DAT and SYSTEM.DAT. You can modify the registration information by opening an application called REGEDIT.EXE. These files are found in the \WINDOWS directory.

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

## **Clipboard: General pasting limitations**

### **Unsupported Features**

Objects containing the following effects can not 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, plus the spacing and text attributes CorelDRAW assigns to text pasted from other applications, varies depending upon the font chosen.

### **Artistic Text**

- Spacing: Document 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.

If the originating application is closed, the text is inserted based on the method used (Paste or Paste Special).

ASCII/ANSI text will paste in using the document defaults for Artistic and Paragraph text, whereas RTF text will paste and retain the font, size, line, and character attributes (e.g., underline, strikeout).





# Corel Technical Support

## **Corel services and support**

## Corel services and support

Corel is committed to providing customers with high-quality, timely technical support. This section describes the range of support services available.

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{button ,AL('PRC Corel services and support;',0,"Defaultoverview",)} Related Topics

## Principle technical support services

### 1-613-728-7070 (North America Only)

Free technical support is available for 30 days from the day you place your first call to technical support. Corel representatives are available to respond to calls from Monday to Friday, 8:30 a.m. to 7:30 p.m., Eastern Standard Time.

During and after your principal support period, you can also use the basic services described below.

### Basic Services

Corel offers the following technical support options, most of which are available 24 hours a day, 365 days of the year. These services are useful if you prefer not to pay for support or encounter problems during off-hours.

### Interactive Voice Answering Network (IVAN)

The Interactive Voice Answering Network contains answers to commonly asked Corel questions and is available 24 hours a day, 365 days a year. It is regularly updated with the latest information, tips, and tricks. You can also request that IVAN's solutions be faxed to you.

To call IVAN, dial **613-728-7070**. There is no charge for this service beyond the cost of the telephone call.

### Automated FAX on Demand

Technical Support maintains an automated FAX on Demand system of numbered documents that contain up-to-date information about common issues, tips, and tricks. This service is available 24 hours a day, 365 days a year.

### Calling the Automated FAX on Demand System

Dial **613-728-0826**, extension **3080**. You will be asked for a document number and your fax number.

The document you request is automatically sent to you. To fax a catalog of documents to yourself, call the Automated FAX on Demand System number and request document 2000.

### Bulletin Board System (BBS)

If you have a modem and communications software package, you can access Corel's Bulletin Board Service (BBS). You can download files, including printer drivers, troubleshooting information, and utilities, and you can transfer problem files to Customer Support through the BBS. For an explanation of how to access and use the BBS, call **(613) 728-4752**. To access the European BBS, call **(+353)-1-708-2700**.

### Compuserve

Interact with other users and Corel technicians to obtain product information and support. Compuserve is available 24 hours a day, 7 days a week, including holidays. Corel representatives will respond from 8:30 to 5:00 Eastern Standard Time, from Monday to Friday, excluding holidays.

If you have a CompuServe membership, you can access Corel's technical information by entering GO COREL (for English), GO CORELGER (for German), GO CORELFR (for French), GO CORELNL (for Dutch) and GO CORELSCAN (for Scandinavia) at the CompuServe prompt. On this forum, you can quickly search Corel's technical information database for answers to many of your technical questions or problems. This site also contains printer drivers and other files you can download.

### Internet Services

#### World Wide Web site (WWW)

The World Wide Web address for Corel's products on the Internet is <http://www.corel.com>. At this location, you can quickly search Corel's Searchable Knowledge Base. From the database, you can read, print, or download documents that contain answers to many of your technical questions or problems. This site also contains printer drivers and other files you can download.

#### CorelNET

CorelNET is an independent Web site devoted to helping you use Corel's software more effectively. This user-oriented site provides a wide variety of application-related content, including dozens of moderated discussions and tips and tricks areas of all kinds. You can visit the site at <http://www.corelnet.com>.

#### File Transfer Protocol (FTP)

You can download updates, patches, and utilities by accessing our anonymous FTP site at <ftp://ftp.corel.com>.

### Extended Technical Support services

For details on the support options available after your principal support expires, please contact Corel Technical Support at **613-728-7070**.

Please note: The terms of Corel's technical support offerings are subject to change without notice.

## Worldwide Technical Support

Corel customers residing outside North America can contact Corel Technical Support representatives in Dublin, Ireland, or a local Authorized Support Partner. Technical support outside North America is available to you at the following locations. If your country is not listed below, please check the Services and Support section on our World Wide Web site at: <http://www.corel.com>. You may also dial **(353)-1-7082500** for information on reaching Technical Support.

### Extended Technical Support services

To request an up-to-date listing of Corel's Authorized Support Partners worldwide, and a copy of Corel's Extended Technical Support Policy, contact Corel Technical Support at **(353)-1-7082500**.

### Access numbers for Corel Technical Support

#### Latin America

Argentina	(0541) 954-6500
Brazil	011 5505 4725
Chile	562 671-3060
Columbia	916196012
Mexico	525 254-0173

#### Middle East

Dubai	971.6.510.227
Isreal	02-6793-723

#### Eastern Europe

Czech Republic	42-2-627-3487
Poland	(0048)-(71)-728-141 ext. 289

#### Europe

Austria	(01)-589-241-30
Belgium-French	+353-1-708-2355
Belgium-Dutch	+353-1-708-2366
Denmark	35-25-80-30
Finland	(90)-229-060-30
France	(1)-40-92-76-20
Germany	01805-2582-11
Italy	06 523 54 237
Netherlands	+353-1-708-2366
Norway	22-97-19-30
Portugal	+353-1-708-2333
Spain	+353-1-708-2388
Sweden	0680-711-751
Switzerland-French	0848-80-85-90
Switzerland-German	0848-80-85-90
United Kingdom	0171 - 298 85 16

#### Asia Pacific

Australia	07 3244 3311
Hong Kong	8100-3729
India	91 11 3351948
Japan	03-5645-8379
Malaysia	800-1090

New Zealand	09 526 1155
Singapore	1-800-773-1400
South Korea	82-2-639-8778
Taiwan	(886) 2-593-3693

#### **Africa**

South Africa	021-658-4222
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Please note: The terms of Corel's technical support offerings are subject to change without notice.

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**{button ,AL('PRC Corel services and support','0,"Defaultoverview",)} Related Topics**

## Before calling Technical Support

Please have the following information available before calling Technical Support. This will assist the Technical Support representative to help you more quickly and efficiently.

- A brief description of the problem, including the exact text of any error messages received, and the steps necessary to recreate the problem.
- The type of computer, monitor, pointing device (for example, mouse, tablet), printer, and video card (display adapter) in use.
- The versions of Microsoft Windows, and the Corel product in use. Choose the About Windows 95 command from the Help menu in Explorer to find which version of Windows you are running.
- A list of any programs loaded into RAM (for example, TSRs). Check the Startup folder in the Programs menu to determine if you are running any other programs.

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{button ,AL('PRC Corel services and support;',0,"Defaultoverview",)} Related Topics

## Customer service worldwide

Corel Customer Service is operated by a number of third-party companies on behalf of Corel. If you would like additional information on Corel products or services, please call one of the telephone numbers listed below. If your country is not listed, please call the general number listed below. General customer service and product information can also be accessed through the World Wide Web at <http://www.corel.com>.

### Telephone numbers

United States	1-800-772-6735
Canada	1-800-772-6735
Australia	1-800-658-850
Austria	0660 5875
Belgium	0800 1193
Denmark	800 187 55
Finland	0800 1 13502
France	05 90 65 12
Germany	0130 815074
Ireland	1 800 242800
Italy	1678 74791
Japan	03 5645 8567
Luxembourg	0800 2213
Netherlands	06 022 2084
New Zealand	0800 COREL 1
Norway	800 11661
Portugal	05055 3001
South Africa	0800 23 4211
Spain	900 95 35 38
Sweden	020 791 085
Switzerland	155 8224
UK	0800 581028
General	353-1-706-3912

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{button ,AL('PRC Corel services and support;',0,"Defaultoverview",)} [Related Topics](#)

## **Error messages and troubleshooting**

## Unexpected condition error messages

Please check the following items after restarting your machine:

- Can you repeat the error?
- Does it occur at the same time consistently?

If the answer to either question is yes, please make note of the steps taken to reproduce or cause this error, along with information about your system and its setup and call Technical Support.

If the answer is no, try using the suggestions provided in [Diagnosing IPF's and System Lockups](#).

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`{button ,AL('PRC Error messages and troubleshooting;',0,"Defaultoverview",)} Related Topics`

## OLE error messages

Sometimes the registry 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 Explorer. 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 the registry.

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{button ,AL('PRC Error messages and troubleshooting','0',"Defaultoverview"),} [Related Topics](#)

## Diagnosing IPF's and system lockups.

The operation of current computer systems depends upon the dynamic and interactive manipulation of data in computer memory. Invalid Page Fault (IPFs) or Illegal Operation Error Messages are caused by a misallocation of available memory by the operating system. Optimal performance of your system is essential for the correct operation of true 32-bit software, and can be achieved by following the steps outlined in this document. Before attempting to diagnose and correct errors within the WINDOWS 95 environment, the following precautions are strongly recommended:

- A. Create a Startup Disk to allow recovery of basic computer function in the event of complete system failure. The Startup Disk may be created during the WINDOWS 95 installation process or after installation is complete by selecting Start, Settings, Control Panel. Double click on the Add/Remove Programs icon and choose the Startup Disk tab. Click Create Disk.
- B. Copy the SYSTEM.DAT, USER.DAT, CONFIG.SYS, AUTOEXEC.BAT, WIN.INI and SYSTEM.INI files, plus CD-ROM and other device drivers to a folder on the STARTUP diskette, or to an additional diskette if there is not enough space on the Startup Disk.

**Note:** These files are essential to the operating system. If you are unsure about how to edit the contents of these specific files, contact a Microsoft Representative for further assistance. Please back up all files before making any changes by copying these files to a floppy diskette or to another directory.

## Recovering Lost Files

If the system has failed from within an active Corel application, an attempt should be made to save any files that are currently open. If the lockup occurred while working in CorelDRAW, check for .ABK or .BAK files on the system. These are CorelDRAW autobackup files that may be renamed to a .CDR extension to recover the open file. You must rename the file to a .CDR extension before exiting Windows '95.

## Troubleshooting Steps

A system IPF may be eliminated by one of the following independent troubleshooting steps, or by a combination of these steps. Try to recreate the IPF error after completing each of the steps in order to determine whether or not the problem has been solved.

1. Exit all applications; select Shut Down; restart the computer. Try to duplicate the error which caused the original failure. The error condition may not reappear if it was caused by a momentary memory conflict.
2. Simultaneously press CONTROL, ALT, and DELETE on the keyboard. The Close Program dialog box opens. With the exception of Explorer, highlight an item and click End Task. You will have to repeat this sequence of steps for each item you disable. Launch the application again and test for the IPF error. If the error has been eliminated, restart the tasks that you ended until the conflicting program or device has been identified.
3. Disable the Windows Background, Screen Saver and any third-party memory managers, then test for the IPF error.
4. Remove all applications from the Startup folder.
5. Verify that all devices (CD-ROM, display adapters, monitor, mouse, sound) are operating properly. Click Start, Settings, Control Panel, System, Device Manager. By double-clicking on a device and viewing the properties of that device, the Device Status may be viewed. Any device with a memory conflict will display a yellow 'flag' with an exclamation point inside it. Devices which are not recognized by WINDOWS 95 will be displayed with a red X. Devices with missing or incorrect software drivers will be identified as Other Devices.
6. All applications require an area of hard disk space to be set aside for the creation of temporary files used during the course of normal operations. At the DOS Command Prompt, enter the command SET to find the TEMP directory path(s). A TEMP directory path will be generated:

TMP=C:\WINDOWS\TEMP

TEMP=C:\WINDOWS\TEMP

Windows '95 supports TEMP files in the Windows\Temp directory by default. This TEMP directory must be located on a drive with ample space for expansion. If the drive where the Temp directory is located has less than 100-200 MB of free space (increase this space if performing intensive graphics work), relocate the TEMP directory to an uncompressed drive by modifying or constructing appropriate statements in the AUTOEXEC.BAT file as follows:

SET TEMP=D:\TEMP (where D: represents any drive with adequate disk space)

SET TMP=D:\TEMP

7. Click Start, Control Panel, System, Performance. Select the following settings:

Graphics -> Turn OFF any video acceleration. This prevents possible memory conflicts.

Virtual Memory -> Virtual Memory (Swap File) is space reserved on the hard drive to store information the computer memory requires on an ongoing basis. You may specify your own settings to re-direct this space as follows:

- ) Select "Let Me Specify My Own Virtual Memory Settings."
- ) Relocate the virtual memory to a NON-COMPRESSED drive with ample available space for expansion, and specify a Minimum value roughly twice as large as the amount of RAM memory on the computer. Allow WINDOWS 95 to set its own Maximum value.

- ) Reboot the computer when prompted. Windows will revert to managing the virtual memory by expanding or contracting it within the boundaries of your specified settings.

Note: In addition to Temp space, allow 100 MB for virtual memory (if you are performing intensive graphics work).

8. Click Start, Run and type the command SYSEDIT in the Open list box. Click OK. A series of windows containing system configuration files will cascade within this dialog box.

Edit each configuration file by placing the letters REM or a semi-colon (followed by a space) in front of inappropriate statements as follows:

#### **AUTOEXEC.BAT**

REM out any lines that reference: Set mouse..., set lmouse..., set msinput..., set temp=C:\DOS..., set sound..., set sb16..., set midi..., set vibra..., DOS command line entries (i.e.: Display.SYS..., Power.EXE..., Share.EXE).

#### **CONFIG.SYS**

REM out any lines that reference: HIMEM.SYS, EMM386.EXE..., SETVER.EXE...,

Close window and save changes if prompted.

In the WIN.INI file, two lines must be disabled by placing a semi-colon (; [space]) in front of the line: (if applicable) “load=...” becomes “; load=“ and “run=...” becomes “; run=“

**Note:** Some terminate-and-stay-resident programs (TSRs) require system resources that may conflict with the normal operation of your computer. If this step solves the IPF error problem, contact the manufacturer of that program or driver.

To determine if any of these TSRs are being loaded by the WIN.INI, click Search, Find, and then type in the name of the TSR (e.g., Search / Find “POINTER.EXE”). If an entry is found, disable the line by placing a semi-colon (; [space]) at the beginning of the line. Close the window and save your changes if prompted.

9. Run the Scandisk\* utility; click Start, Programs, Accessories, System Tools, ScanDisk. The "Automatically fix errors" check box should be enabled. This will repair lost clusters and corrupted sectors of the hard disk.
10. The drive partitions should be defragmented. Defragmentation consolidates the information stored on the hard drive so that it is more easily accessed, and prevents read/write errors when the hard drive is activated. Click Start, Programs, Accessories, System Tools, Disk Defragmenter.
11. Reboot the system. When "Starting Windows '95" appears press F8. Choose Step-by-Step Confirmation. Choose NO to avoid executing the AUTOEXEC.BAT and CONFIG.SYS files. Choose YES when prompted for all other questions.
12. Install the Standard VGA display driver. Click Start, Settings, Control Panel. Double-click the Display icon and choose the Settings tab. Click Change Display Type. Click Change beside the Adapter Type box. Click the Show all devices button. Choose Standard display types, Standard Display Adapter (VGA) from the Models list box. If the video card installed on the system is not supported by WINDOWS 95, have a backup copy of the driver on hand.
13. Check system resources; click Start, Programs, Accessories, System Tools, Resource Meter\*. This will place the resource meter in the bottom right hand corner of the display. Double-clicking this icon will display system statistics. Low values for System Resources, User Resources, or GDI Resources indicate that system performance is deficient, and may be the cause of IPF errors.
14. Uninstall the application. Click Start, Settings, Control Panel. Double-click the Add/Remove Programs icon. Choose the application to Uninstall, or run Corel's own Uninstall utility located in the Corel folder. Reboot the computer and reinstall the application when finished.
15. Safe Mode removes all specific system configuration settings, and loads generic WINDOWS 95 device drivers. It is a method of determining if system settings and device-specific drivers, etc., are interfering with the normal operation of hardware and software. To operate in Safe Mode, reboot the computer. When the "Starting Windows '95" appears, press F8. Select Safe Mode. This will bypass all startup routines including registry entries, CONFIG.SYS and AUTOEXEC.BAT files, and the [Boot] and [386Enh] sections of the SYSTEM.INI file. The standard VGA display driver will also be installed at this time. If the installed video card is not supported by WINDOWS 95, be sure to have a backup copy of the driver on hand.

**Note:** The user will notice reduced system speed and lower display resolution during this test. Safe Mode may also disable any CD-ROM devices. Re-booting the computer will return the system to the default configuration at any time.

16. Empty the RECYCLE BIN (if activated) of unwanted files. Invoke Recycle Bin | Properties and select "Use one setting for all drives". Select 0%, then select "Do not move files to the Recycle Bin..." This procedure prevents WINDOWS 95 from filling the hard disk with copies of deleted files. Because the Recycle Bin uses hard disk space, disabling it allows resource-intensive software to access the previously-reserved space.

**Note:** All subsequently-deleted files will be irretrievable.

17. Reboot the computer. When "Starting Windows '95" appears, press F8 and select Command prompt only. Start WINDOWS 95 by entering these commands on consecutive re-boots, or enter either of these commands if a specific condition is suspected:

WIN /D:X ->This disables the adapter area (from A000 to FFFF) which WINDOWS 95 scans for unused space. This may resolve memory problems on systems using video accelerator cards.

18. If the system locks up while using text of any kind, re-install the font currently in use.

19. Click Start, Settings, Control Panel. Double-click the System icon. Choose the Performance tab and click File System. Choose the Troubleshooting tab and enable the "Disable new file sharing and locking semantics" check box.

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{button ,AL('PRC Error messages and troubleshooting;',0,"Defaultoverview",)} Related Topics

## Troubleshooting Windows NT 3.51

The operation of current computer systems depends upon the dynamic and interactive manipulation of data. Optimal performance of system hardware is essential for the correct operation of Corel software. Before attempting to diagnose problems within the Windows NT environment, the following precaution is strongly recommended.

### Create a Repair Disk

This is invaluable for the recovery of basic computer function in the event of complete system failure. Copy any CD-ROM or other device drivers to a subdirectory on the repair diskette, or to an additional diskette if there is not enough space on the Repair Disk. To do this click File, Run from Program Manager. Type in rdisk and click OK.

**Note:** The following files mentioned in this document are essential to the operating system. If you are unsure as to how to edit the contents of these specific files, please contact a Microsoft Representative for further assistance. Please back up all files before making any changes by copying these files to a floppy diskette.

### Troubleshooting Steps

A system error may be eliminated by one of the following independent troubleshooting steps, or by a combination thereof. It is advisable, therefore, to try to recreate the error after completing each of the following steps. This will indicate whether or not the problem has been solved and will prevent the user from taking any unnecessary steps.

1. Verify that the version of NT is 3.51 or higher. Corel products are not supported on earlier versions of this operating system. To do this click Help, About Program Manager from within the Program Manager. The version number should read version 3.51 (Build 1057) or higher.
2. Verify that a BETA version of NT is not being used. Corel products are not supported on BETA versions of any operating system. The version number should read version 3.51 (Build 1057) or higher.
3. Verify that the application in question conforms to Corel's minimum hardware/system requirements. These can usually be found on the outside sleeve of the packaging.
4. Exit all applications. Shutdown and then restart the computer. Try to duplicate the error which caused the original failure. The error condition may not re-appear if it was caused by a momentary memory conflict.
5. Disable the Windows Background, Screen Saver and any third-party applications to free up active memory space. The background and any Windows screen savers that are being used can be disabled by going into the Control Panel, Display icon and selecting (none) as the setting for both of these items.
6. Remove all applications from the Startup group. This can be done by simply dragging and dropping the icons in the startup group to another program group.
7. If the lockup occurs when typing using a specific font, reinstall that particular font. Remove the font from the Fonts list, via the Control Panel and reinstall the font from the original source disks. The fonts can be reinstalled by going into Control Panel, Fonts icon. Click File, Install New Font.
8. All applications (including CorelDRAW 7.0 setup) require an area of hard disk space to be set aside for the creation of temporary files used during the course of normal operations. Go into Control Panel and double-click on the System icon. Click the Performance tab and click Virtual Memory to view memory settings.

The TEMP directory must be located on a drive with ample space for expansion (at least 50 MB free, not including paging file).

9. Boot to VGA mode. This is done by shutting down the PC then selecting Windows NT 3.51 (VGA) at the NT boot menu.
10. Virtual Memory (Swap File or Paging File) is space reserved on the hard drive for RAM memory to store information it requires on an ongoing basis. You may specify your own settings to increase this space as follows: Double-click the System icon in the Control Panel and click the Performance tab; click Virtual Memory. Relocate the virtual memory to a NON-COMPRESSED drive, and specify a Minimum of 20MB and a Maximum of 50MB (increase as necessary) or a static figure of 50MB, for example, as this is often better for troubleshooting purposes.

Windows will manage the virtual memory by expanding or contracting it within the boundaries of your specified settings.

11. Uninstall the application by running Corel's Uninstaller utility (if applicable) located in the Corel folder. Reboot the computer and re-install the application when finished.
12. If Permissions are suspected, try logging in as Administrator in order to verify that the user has sufficient access rights to perform the desired actions. If you are not the Administrator, please contact the administrator before proceeding with the above action.
13. Under Windows NT, if applications (such as 16-bit TSRs or device drivers) attempt to access hardware directly they will immediately be terminated by the operating system. Therefore, it is always a good idea to disable these applications, especially for troubleshooting purposes.



## Enhancing system performance

Here are a number of considerations for improving the performance of Corel 7.0:

- The microprocessor and clock speed are important; e.g., a 586-60 will run Corel applications more quickly than a 486-33.
- A math co-processor will enhance the performance of some functions.
- Ensure that you have at least 20 MB of free disk space on the drive where Windows \*.TMP files will be created. You can determine the location of this directory by running the SET command at the DOS prompt.
- Ensure that you have 10-20 MB of free disk space on the drive where you store your Corel files.
- Work in wire frame mode, or use the layers feature in Corel 7.0 to reduce screen re-draw time.
- Follow the suggestions in the chapter on Optimizing Windows in your Windows 95 or Windows NT User's Guide.
- Establish a SWAP file to provide Windows with 'extra memory'. See your Windows 95 or Windows NT User's Guide for more details.
- Consider an accelerated video card. We unfortunately cannot make recommendations on any hardware.

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{button ,AL('PRC Error messages and troubleshooting;',0,"Defaultoverview",)} Related Topics

## Troubleshooting techniques

While working in Corel 7.0 modules, you may encounter problems printing, saving files, opening files, importing, exporting, etc. Though each individual 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**
- It is difficult to identify the cause of problems that can't be reproduced. Continue working, but take note of operating conditions if the problem does occur again. This 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 Step 2.

### 2. Is the problem system specific?

- This step is sometimes appropriate at the beginning of a troubleshooting session and is sometimes left to the end. Before spending a lot of time analyzing the cause of a problem, it is often a good idea to determine if the problems occur only on one system.
- If you have access to another computer, try the function or file there. Or, 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 finally hardware issues.
- If you do not have access to another system running Corel 7.0, proceed to the next step.

### 3. Is the problem file specific?

- If you can reproduce the problem consistently, the culprit may be the file itself, the Corel program, or something about your 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 performing the same function. If the function works properly with the second file, then the first file likely contains one or more corrupted objects, or is too corrupted for the function you are trying to perform. If this is the case, see the notes below on Dealing With Complexity Issues or Dealing With Corrupted Objects or Files.
- If you are having problems opening or importing a file, try opening or importing other files into the same application. Also, try importing taking the problem file into other applications. For example, if you have trouble importing a CGM file into CorelDRAW, try taking it into a different Windows application. The goal, again, 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 can be reproduced but is not limited to just one file, then the problem is being caused by the Corel program, by hardware, or by other software on the system (e.g., drivers, Windows, etc.).
- If it is possible, try the same files and functions on another system running Corel 7.0, determine whether the root of the problem is based on one system as opposed to being software generated. 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 trying to perform similar functions; e.g., printing, or importing into other Windows applications. If problems appear in other applications, then the cause is within the operating system of the computer hardware itself. Sometimes video or printer drivers can cause problems. There may even be problems with a particular Windows setup.

If following the above steps does not resolve your problem, you may wish to contact Technical Support.

## Dealing with complexity issues

- Reduce the number of nodes in a complex path.
- 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 Print Options; Options tab), and turning on Auto Increase Flatness.
- For printing, saving, or exporting problems, try marquee selecting only some of the objects and use the Selected Objects Only feature to determine the complexity or number of objects limit in this file.
- Click on Edit; Select All to ensure that there are no stray objects off the page.
- Reduce the number of objects (PHOTO-PAINT only).

- Reduce the complexity of the mask (PHOTO-PAINT only).
- Reduce the resolution of the image (PHOTO-PAINT only).

#### **Dealing with corrupted objects or files (CorelDRAW only)**

- Open the problem file. Select one object, then use Shift and 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 object within a 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 6.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, then 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. Delete the offending object and recreate it.

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`{button ,AL('PRC Error messages and troubleshooting';0,"Defaultoverview",)} Related Topics`

## Tips & tricks for troubleshooting

### The impact of CORELAPP.INI

This file contains default settings that are established in Corel 7.0. It may become corrupted over time and cause a number of problems. You can try deleting this file, as Corel 7.0 will regenerate it the next time you open the program. You will find it in the \COREL\CONFIG subfolder. Make sure you have exited from the application 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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{button ,AL("PRC Error messages and troubleshooting";',0,"Defaultoverview"),} [Related Topics](#)

## **Working with fonts and text**

## Fonts and text

Upon startup, Corel 7.0 enumerates available fonts and sets up the Fonts list box. It is capable of reading two types of fonts: True Type (TTF) and Adobe Type 1 (PFB).

The Corel 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.

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{button ,AL('PRC Working with fonts   text;',0,"Defaultoverview",,)} Related Topics

## 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. In order for an application to make use of a particular True Type font, that font must be installed through Windows. This holds true for Corel 7.0 and any other Windows-compatible application that supports True Type fonts.

### Windows NT

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

### Windows 95

In Windows 95 there is only the True Type font file (extension TTF). These files are registered during the install of Corel 7.0

In order to add third party or custom True Type fonts you should follow the Windows 95 True Type font installation procedure. This involves installing the soft fonts on to your hard disk. Then use the Fonts tool in the Windows 95 Control Panel to register the fonts in Windows 95. Once a font has been installed into Windows 95, it will be available in all applications.

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{button ,AL('PRC Working with fonts   text;','0,"Defaultoverview",)} [Related Topics](#)

## How to install Adobe Type 1 fonts

The use of Adobe Type 1 fonts under Windows 95 is made possible by the Adobe Type Manager (ATM) version 3.01 or higher. In order for an application to make use of a particular Type 1 font, that font must be installed correctly through ATM. This holds true for Corel 7.0 and any other application that supports Adobe Type 1 fonts.

The Corel CD #1 has a fonts directory that contains all 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 Corel 7.0, select 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 installed manually.

1. Run the ATM Control Panel.
2. Select the Add Fonts button and then select the CD-ROM drive and the FONTS\ATM folder, then the subfolder where the fonts are located.
3. Select some or all of the fonts, and then click the Add button.
4. Once the fonts have been added, close the ATM Control Panel.
5. Restart Windows.

Once a Type 1 font has been installed into ATM it will be available for use in Corel applications.

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{button ,AL('PRC Working with fonts text';0,"Defaultoverview",)} [Related Topics](#)

## Opening files containing text

If you create a file in a Corel application that contains text, a font name reference will be saved with the .CDR file. This allows the application to accurately open your file in the future while displaying the text in the appropriate typeface. On occasion, you may share your Corel files with other users, take .CDR files to a Service Bureau, or open old .CDR files in new versions of Draw. If you do, there is the potential that 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, 4.0 or 5.0). Obviously, 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 PANOSE font matching system in Corel 7.0, 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 is enabled, it chooses the available font that is most similar to your original typeface if that original cannot be located.

How Corel 7.0 locates a font to use

If you open a file created in a previous version of Corel using WFN fonts, True Type fonts, or Type 1 fonts, Corel will:

- Try to match the font by name.
- Use PANOSE to determine the closest match in either a True Type font or Type 1 font.

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{button ,AL('PRC Working with fonts   text';0,"Defaultoverview",)} [Related Topics](#)

## Printing information

## 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 progress meter increase to 100%.
2. If the process is completed successfully, the print job will be passed to the Windows Print Spooler.
3. If everything runs smoothly, the print job will then be 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 encounter problems while printing a file, consider the following troubleshooting tips in an attempt 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 an application, temporary files are created and placed on your system. Exit Windows completely and delete any .TMP files found in the Windows temp folder. While here, ensure that you have at least 15-20 MB of free disk space.
- Check system resources under Programs\Accessories\System Tools\Resource Meter and free memory for each drive from Windows Explorer by highlighting the drive icon, right-clicking, and choosing Properties from the flyout menu. If these values are low, exit and restart Windows. Also make sure you do not have other Windows applications running.
- Is the Print Spooler on? Try disabling it.

### Printing stops in the print queue

- Select the Printer Properties for the Printer from the Printer folder in the Windows Control Panel. Select the Details tab and increase the value for the Transmission retry.
- 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 an application, temporary files are created and placed on your system. Exit Windows completely and delete any .TMP files found in the Windows temp folder. While here, ensure that you have at least 15-20 MB of free disk space.
- Make sure you are using a Windows 95 or Windows NT compatible printer driver.
- Will other Windows applications print? If not, look at Windows setup or configuration issues, as the problem will be occurring within the operating system or the system hardware.

### 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 to see how much RAM is resident in the printer. A minimum of 1.5 MB is required to print a full page of graphics to a 300 dpi device. To print fairly complex files, we recommend a minimum of 8 MB of RAM in the printer. (Note: some files may require more than 8 MB).
- 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.

### 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 that finding the offending object is as simple as locating the object created after the last printed one. To do this, select the last printed object, hold down the shift key, and press TAB. The object currently selected is most likely the source of the problem.

A second possibility exists to isolate the offending object. Split the graphic into four quadrants and "print selected only" each quadrant. By a 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 the graphic

If the printing problems doesn't seem to be caused by a corrupted object, but by a complex object, the following steps will reduce 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 on the Node Edit Roll-Up.
- If the object has a fountain fill, reduce the number of fountain stripes.
- 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, for any reason, these steps cannot be taken or do not work, you can take a more global approach to the problem. The following steps will reduce the overall complexity of the file.

#### Reducing the complexity of the file

- In the Print dialog box, click the Options button to open the Print Options dialog box. On the Options page, click the PostScript Preference button. In the PostScript Preferences dialog box, you will find a setting called Maximum Points per Curves. This setting can be modified to enable complex files to print. You can set values between 20 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.
- Click File, Print, Options. Click Options tab, PostScript Preferences; you will notice an option to **Set Flatness To**. Increasing this value will simplify the print job. As a general rule, try increasing the value to a maximum of 3 or 4, otherwise you will impact image quality. A better step is to select **Auto Increase Flatness**. This value will simplify printing while reducing the quality of the image, only to the point where degradation becomes noticeable.

**Note:** When bezier curves are used to describe a path on a PostScript printer, the interpreter must first "flatten" the path in order to render it as a series of straight lines. The "Flatness" 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 stop sign as the Flatness setting is raised.

#### PostScript-specific checklist:

Enable the PostScript error information for the printer. This option is available under the PostScript tab of the Printers Properties in the Windows Control Panel. If PostScript is having difficulty interpreting the file, an error code will be printed.

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{button ,AL('PRC Printing information;',0,"Defaultoverview",)} [Related Topics](#)

## Working with service bureaus

When working with a service bureau for high resolution reproduction of your images, it cannot be stressed enough that you need to talk to the person who will be managing your job. Too many times, files are handed, or sent by modem, to a service bureau without key information.

The more interaction between the user and the 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 the drawing 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 the computer being used doesn't have Corel 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 95 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 Properties of the Printer.
- Set the correct paper size in the Printer Properties. If you are setting a Custom Page Size, ensure that the Width is always the smaller value. Then set the Orientation. If cross hairs, crop marks, or file information is required on your Linotronic file output, choose a page size that 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, click File, Print. Verify that the printer reference is correct.
- Choose Print to File, and For Mac, if the service bureau uses a Macintosh front-end.
- Click the Preview button and choose any desired icons to set Crop Marks, Cross Hairs, Film Negative, Emulsion, etc.
- If you desire color separations, choose the Options button; Separations tab and check Print Separations.
- Click on OK, then give the file a name. A PRN extension will automatically be added.
- Print out the job info sheet located under the Options Tab.

### Sending a .CDR File to a service bureau

There should not be any special considerations other than determining if 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, then print the file to your printer. This procedure will simulate the complexity of an image setter printing at 1200 dpi, and is more true for Level 1 PostScript RIPS. A value of .12 simulates printing at 2500 dpi. If your file will not print to a laser PostScript printer, at this flatness setting, then chances are it won't print to an image setter. Make sure to change the flatness 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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{button ,AL('PRC Printing information;',0,"Defaultoverview",)} [Related Topics](#)

## Color separations

When an image 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 separate plates are recombined to generate the final product. This process is referred to as color separation.

Another scenario that would require color separation would be the creation of a color proof. Each of the colors in the drawing are output on a separate piece of acetate and 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 an image using PANTONE colors, each PANTONE color will be placed on an individual sheet of film during the color separation process. Each PANTONE color is unique, and can be thought of as paint chips you see at a decorating 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 image 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, since each extra sheet of film adds significant cost to your service bureau print job.

### Fountain fills (Vector images only)

As a note, if you design a file containing fountain fills that blend one color to another, create those fills using process vs. PANTONE spot 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.

Color separations are accessed through the Print Menu. When you select the Options and Separations tab, Print Separations becomes available. AutoTrapping is also available in this menu.

### Film Negative and Emulsion Down

There are two other options that are associated with printing as separations: Film Negative and Emulsion Down. These settings control whether your film will produce a positive or negative image, and what side of the film the image will go onto. It is not always necessary to have these options selected. It is dependent upon the type of output you are doing. Also, the only time to set these options is when you create a PRN file rather than giving a bitmap 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. Select these marks by clicking on the icons found under the Preview option in the Print window. Emulsion is represented by an "E", and Film Negative by an icon that looks like a strip of photo film.

### Crop marks and cross hairs

When you choose to print crop marks and cross hairs, they will be created right on the corners of your Corel Page setup. To have room on the page to print these marks, you must define a larger page in the printer driver than in Corel's Page setup. Select these marks by clicking on the icons found under the Preview option in the Print window.

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{button ,AL('PRC Printing information;',0,"Defaultoverview",,)} [Related Topics](#)

## Printing to non-PostScript printers

### Font Rasterizer

The Font Rasterizer switch in the [Config] section of the CORELAPP.INI file determines the method used to render small point size text objects on GDI devices (i.e., a displays and non-PostScript printers). If the Font Rasterizer is enabled (as it is by default) text objects are sent to the device (or more specifically, 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 are just not 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 is left 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.

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{button ,AL('PRC Printing information;',0,"Defaultoverview",)} [Related Topics](#)

## PostScript printing errors

The PostScript Error Handler defines the errors that the PostScript language encounters when processing a file. Enable Print PostScript error information from the PostScript tab in the Properties dialog box for the printer. Listed below are some of the common PostScript error codes, their definitions, and solutions where applicable.

### **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:

- Enable Auto Increase Flatness on the Corel print screen under Options; Options tab and PostScript Preferences.
- Set Number of Points in Curves value to 300 under File; Print; Options; Options tab and PostScript Preferences.
- Remove any extraneous outlines from objects.
- If printing separations, try printing just one separation at a time.
- Consider substituting solid color fills for gradients or pattern fills in irregular-shaped objects.

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

This message indicates a path implementation error when PostScript is completing a fill routine. Set Number of Points in Curves value to 300 under File; Print; Options; Options tab and PostScript Preferences.

### **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.

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

The stack does not have enough objects for the requested operation. Again, try the suggestions given for EOCLIP.

### **Error: Invalid restore**

This message may appear after you cancel a print job. Try clearing the Print Spooler and repeating the printing process.

### **Error: invalid font**

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

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{button ,AL('PRC Printing information;',0,"Defaultoverview",)} [Related Topics](#)

## 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

- Check the print preview. The print preview displays the file exactly as it should print out. If this screen does not look correct, the print-out will not be correct either.
- Check cables and connections for potential communication problems. A communication problem is indicated by the appearance of ASCII characters on your page where graphics should be (e.g., 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.
- Check the [Automated Fax on Demand System](#) catalog for topics dealing with specific printing problems.

### Dealing with complexity issues

- Reduce the number of nodes.
- 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 Print Options; Options tab and PostScript Preferences), and turning on Auto Increase Flatness.
- 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 limit in this file.
- Click on 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 and 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 object is to marquee select half of the objects, then print, save, and 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 6.xx file or exporting it as a .CGM file 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, then 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 you've identified the offending object, delete and recreate it.

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{button ,AL('PRC Printing information;',0,"Defaultoverview",)} [Related Topics](#)

## Color management

## Color management

You may have experienced the frustration of creating a file in Corel 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 and printed and scanned output. Manufacturers are different, drivers are different, lighting conditions are different, and so on. In summary, it is very difficult to accurately 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 Corel 7.0 is significant because it addresses many of the problems associated with artificial color reproduction. The key issues that need to be overcome in order to achieve consistent and reliable color results (monitors, scanned output, and printed output) 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

The intention of a color management system is to provide a mechanism for consistently and reliably specifying colors, as well as for transferring colors accurately from one device to another.

### Using color management in Corel 7.0

Click on Color Manager under the Tool menu. Refer to the Corel Manual for detailed 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 check box next to Color Profile on the Print screen.

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

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The user interface in Corel 7.0 has been modified in such a way that you rarely need to open .INI files in order to customize the program settings. In fact, many of the settings that were offered in the various .INI files have now been removed, since most controls can be set through the user interface of the applications in Corel 7.0.

The .INI files that are noteworthy in Corel 7.0 are the CORELAPP.IN, which controls settings for all applications, and the individual .INI files for each specific application.

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## Application-specific .INI files

These files contain a few switches for users to modify, but primarily keep track of settings made through the user interface. If these files are damaged, an inability to print or save, or other strange things, can happen during a work session. You can delete the .INI file if you suspect it has become damaged. Corel will automatically regenerate the file the next time you open the application. Make sure you exit from the application before deleting this file.

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## CORELAPP.INI

This file contains switches and settings that affect the working environment of all Corel applications. The file can be modified 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 Corel 7.0 applications:

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

Directory for program files

Default: C:\COREL\DRAW70\PROGRAMS

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

Directory for data files

Default: C:\COREL\DRAW70\PROGRAMS\DATA

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

Directory for custom files

Default: C:\COREL\DRAW70\CUSTOM

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

Directory for color files

Default: C:\COREL\DRAW70\COLOR

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

Directory for CorelDRAW files

Default: C:\COREL\DRAW70\DRAW

#### **Dream3DDir=<?>**

Directory for CorelDREAM 3D files

Default: C:\COREL\ DRAW70\DREAM3D

#### **FontMasterDir=<?>**

Directory for Font Master files

Default: C:\COREL\ DRAW70\FONTMSTR

#### **MediaMgrDir=<?>**

Directory for Media Manager files

Default: C:\COREL\DRAW70\MEDIAMGR

#### **PhotoPaintDir=<?>**

Directory for Corel PHOTO-PAINT files

Default: C:\COREL\ DRAW70\PHOTOPNT

#### **TraceDir=<?>**

Directory for Corel OCR TRACE files

Default: C:\COREL\DRAW70\OCRTRACE

#### **FontsDir=<?>**

Directory for custom symbols

Default: C:\COREL\DRAW70\SYMBOLS

#### **FiltersDir=<?>**

Directory for import and export filters

Default: C:\COREL\DRAW70\FILTERS

#### **MapDir=<?>**

Directory for mapping files

Default: C:\COREL\DRAW70\MAPVIEW

#### **ScriptsDir=<?>**

Directory for the Corel SCRIPT files.

Default: C:\COREL\DRAW70\SCRIPTS

#### **Depthdir=<?>**

Directory for the CorelDEPTH files.

Default: C:\COREL\DRAW70\DEPTH

**Fountain Presets=<?>**

Specifies file for fountain fill presets.

Default: C:\COREL\DRAW70\CUSTOM\coreldrw.ffp

**Language=<?>**

Specifies the dictionary (Spell Language\Spelldict) accessed by Corel applications.

Default: English

**FontRasterizer=<0 or 1>**

Enables/disables the internal font rasterizer. The rasterizer improves the appearance of small sized fonts.

- 0 disables the font rasterizer. Disabling may be necessary for printer drivers that have problems with the rasterizer. A symptom of this would be text printing incorrectly.
- 1 enables the font rasterizer

Default: 1

**TTFOptimization=<0 or 1>**

Speeds up the access to the TrueType font engine.

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

Default: 1

**TextureMaxSize=<to 2048>**

Allows you to set the “resolution” of a bitmap texture fill. The value represents height and width in pixels.

Default: 257

**CPU For Bitmap Display Stretch =<?>**

If display colors are not correct at zoom levels greater than 100%, change the setting to 0.

Default: 1

**CPU For Bitmap Display Shrink = <?>**

If display colors are not correct at zoom levels less than 100%, change the setting to 0.

Default: 1

**[Color Calibration] section**

This section contains settings that affect the program’s color calibration feature.

**SystemColorProfile=<?>**

Defines the system color calibration profile generated by the user or defaults to \_default.ccm.

Default: \_DEFAULT.ccm

**Gamut Alarm Colors = <?>**

The Gamut Alarm colors are set in the Tools-Options dialog box in Corel PHOTO-PAINT

Default: RGB 255, 0, 255, 0, User

**[TempPaths] section**

**Cleanup=<?>**

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

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

**<?>=Drive\TEMP**

Refers to the temp drive locations and the order in which they will be used; e.g., 0=C:\TEMP (primary); 1=D:\TEMP (secondary).

**[ClipboardCorelMetafile] section**

This section specifies the contents of the CorelMetafile which is placed on the Clipboard by CorelDRAW.

**[Applications] section**

This section defines the path to the executable files used to launch each Corel 7.0 module.

**[DisplayInfo] section**

Represents values for the ruler setup settings in CorelDRAW 7.0.

**[Import] section**

Sets the global values for file I/O, importing and exporting.

**[Export] section**

Sets the global values for file I/O, importing and exporting.

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## CORELDRW.DOT

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

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

where:

nNumbers	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 (dots/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.

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