The information in this help file is only accessible through the application.

Adobe Illustrator Export (AI) dialog box

Displays the available Adobe Illustrator file formats you can use. To use a different format, click the down arrow and choose one from the list.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Click to export text as editable characters.

Click to export a file that will be edited on a Macintosh system.

Click to export a file that will be edited on a PC compatible system.

Enable this check box to convert spot colors to process colors when you export the file.

Enable this check box to simulate effects you have applied to outlines (such as adding arrowheads, corners, or creating dashed lines) in Adobe Illustrator. The outlines will appear as they did in your Corel application, but won't be editable. Disable this check box if you want to edit the outlines in Adobe Illustrator.

Enable this check box if you want to include placed images in the exported file.

Enable this check box to simulate complex filled curves. The filled outlines will appear as they did in your Corel application but won't be editable. Disable this check box if you want to edit the fill in Adobe Illustrator.

PCD Import dialog, Image tab

Displays the available image sizes. To use another size, click the down arrow and choose one from the list.

Displays the available color depths. To use another color depth, click the down arrow and choose one from the list.

Displays the Photo CD image you are opening.

PCD Import dialog, Enhancement tab (w/ Gamut selected)

Click to apply Gamut CD (TM) color correction, which uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image. Gamut mapping ensures that the colors in a computer image can be reproduced by a printer.

Click to apply Kodak color correction, which allows you to alter color tints and adjust brightness, saturation, and contrast.

Displays the Photo CD image you are opening.

Enable this check box if you want to brighten or darken the lightest pixels in your image. Specify the brightness value you want the lightest pixels to map to by typing a brightness value in the Absolute White box, below.

Type in the brightness value to which you want the lightest pixels in your image to map.

Enable this check box if you want to brighten or darken the darkest pixels in your image. Specify the brightness value you want the darkest pixels to map to by typing a brightness value in the Absolute Black box, below.

Type in the brightness value to which you want the darkest pixels in your image to map.

Click to view how the image would look if you applied the current settings.

Displays the color of the pixel under your cursor. If your cursor is not currently on the Preview window, the color is the last one assessed.

To select a specific area for color correction, click this button, then click and drag on the Preview window to define an area.

To specify neutral colors, click this button, and then click pure whites, blacks and grays in the Preview window.

Click to reset the preview image to its original state before any enhancements were made.

PCD Import dialog, Enhancement tab (w/ Kodak selected)

Click to apply Gamut CD (TM) color correction, which uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image. Gamut mapping ensures that the colors in a computer image can be reproduced by a printer.

Click to apply Kodak color correction, which allows you to alter color tints and adjust brightness, saturation, and contrast.

Displays the Photo CD image you are opening.

Click to view how the image would look if you applied the current settings.

Click to return all controls in the dialog box to their default settings.

Controls the amount of red in the image. Positive values add red; negative values decrease it.

Controls the amount of green in the image. Positive values add green; negative values decrease it.

Controls the amount of blue in the image. Positive values add blue; negative values decrease it.

Controls the saturation of the image. Positive values increase the saturation; negatives values decrease it.

Controls the brightness of the image. Positive values brighten the image; negative values darken it.

Enable this check box to use Scene Balance Adjustment, which is an adjustment made by the photo-finisher at the time the image was scanned and preserved on the Photo CD disc.

Enable this check box to check for out-of-gamut colors. Out of gamut colors display as pure red or pure blue.

Displays the available methods of contrast adjustment. To use a different one, click the down arrow and choose one from the list.

OS/2 BMP Export dialog box

Click to use OS/2 version 1.3 file format. This format does not support file compression.

Click to use OS/2 version 2.0 or later. This format supports file compression.

JPEG Export dialog box

Displays the original image before any enhancements have been made.

Displays the image after the enhancements have been made.

Resets the preview window to display the image before any enhancements were made.

Lets you preview how the image will look before the image is exported.

Move the slider or enter a number in the box to adjust the compression of the image.

Toggles between the original/result image view and the result image.

Move the slider or enter a number in the box to adjust the smoothing of the image.

Enable this check box to use progressive loading. When you set an image to load progressively, it appears on-screen in entirety, but at a low, blocky resolution. As the image data loads, the quality improves from unfocused to clear.

Enable this check box to use the most optimal encoding method.

Select an Encoding method sub format from the list box. You can select Standard or optional compression format.

Automatically displays the refreshed result image in the result image window.

GEM Export dialog box

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Click to export curves as combinations of small line segments.

PNG Options dialog box

Enable this check box to use interlacing when loading the image. Interlacing loads the image on-screen in entirety, but at a low, blocky resolution. As the data loads, the image quality improves from unfocused to clear.

Resource Color dialog box (importing .CUR and .ICO)

This group of controls allows you to specify colors to convert transparent or inverse colors to when you open the file for editing.

Displays the cursor or icon file you are opening.

Displays the color the transparent areas of the icon or cursor will become while you edit the image. To convert transparent areas to a different color, click the down arrow and click a color on the color picker.

Displays the color any inverse colors will become while you edit the image. Colors you have specified as inverse in an icon or cursor file display as the inverse of the background they are on. To convert inverse colors to a different color, click the down arrow and click a color on the color picker.

Displays the size of the icon or cursor, as well as the number of colors it uses.

Displays the size of the icon or cursor, as well as the number of colors it uses.

GIF dialog box

Displays the image's Color Palette.

This group of controls allows you to select which areas or colors in the image will become transparent.

Click if you don't want any areas of your image to display as transparent on a Web Browser.

Click to make the masked area of your image transparent. To select a color for the Web Browser to exclude from the display, click Select Color, and select a color that is not used in your image.

Click to make a color from the image transparent. When the Web Browser sees this color, it knows not to display it. Use this to make transparent backgrounds. To select the color, you can click the color in the Preview window, click it on the Color Palette, or enter its index number in the Index box.

Click to invert the image's mask.

Enable this check box to use interlacing when loading the image. Interlacing loads the image on-screen in entirety, but at a low, blocky resolution. As the data loads, the image quality improves from unfocused to clear.

Displays the selected color's index value. If you know the index number of the color you want to make transparent, you can type it here to select it.

Click to open the Color dialog box, which lets you select a color that will be transparent when displayed on a Web Browser.

Displays the color that is selected to become transparent when displayed on a Web Browser.

Displays the color component values of the select color.

Displays the color component values of the select color.

Displays the color component values of the select color.

Displays the original image before enhancements.

Displays the result image after any enhancements are made.

Toggles between the original/result image view and the result image view.

Click to select the color to make transparent.

Automatically displays the refreshed result image in the result image window.

Resets the image to its original format before any enhancements were made.

Previews any enhancements that have been applied to the image.

HPGL Export dialog box (.PLT), pen tab

Displays the pens you can assign to individual colors so the image can be reproduced on a plotter.

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Displays the pens you can assign to individual colors so the image can be reproduced on a plotter.

Displays the pens you can assign to individual colors so the image can be reproduced on a plotter.

Displays the color assigned to the selected pen. To use another color, click the down arrow and choose one from the list. If there are more pens than you need, you can define the extra pens as Unused.

Displays the color assigned to the selected pen. To use another color, click the down arrow and choose one from the list. If there are more pens than you need, you can define the extra pens as Unused.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the velocity assigned to the pen in mm. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Displays the velocity assigned to the pen in cm per second. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Click to define the selected pen as unused.

Click to reset all controls in the dialog box to their default settings.

Lists all available pen libraries (saved groups of settings). To save the current settings as a pen library, type in a name and click Save.

Lists all available pen libraries (saved groups of settings). To save the current settings as a pen library, type in a name and click Save.

Click to save the current settings as a pen library. This option becomes available once you've typed a name for the pen library in the Pen libraries list box.

Click to delete the selected pen library from the Pen Libraries list box.

HPGL Export dialog box (.PLT), page tab

This group of controls allows you to set scaling options.

Click if you want to scale the graphic before importing or exporting it. Enter a percentage in the box, or use the scroll arrows to adjust the existing value.

Displays the scaled size at which you are importing or exporting the graphic. At 100 per cent, the image is imported or exported at its original size. To scale the graphic, type a value in the box or use the scroll arrows to adjust the existing value.

Click to fit the image to the page size defined below.

This group of controls allows you to select page size settings.

Displays the selected page size. To use another size, click the down arrow and choose one from the list.

Displays the selected page size. To use another size, click the down arrow and choose one from the list.

Displays the width of the page. To change the page width, type a value in the box.

Displays the width of the page. To change the page width, type a value in the box.

Displays the unit of measurement used to calculate page width. To use another unit of measurement, click the down arrow and choose one from the list.

Displays the height of the page. To change the page height, type a value in the box.

Displays the height of the page. To change the page height, type a value in the box.

Displays the unit of measurement used to calculate page height. To use another unit of measurement, click the down arrow and choose one from the list.

These controls allows you to align the image either in the center or at the bottom left of the printable area.

Click to align the image in the center of the printable area.

Click to align the image starting at the bottom left of the printable area.

These controls allows you to set the page orientation.

Displays the current page orientation.

Click to change the page orientation to portrait.

Click to change the page orientation to landscape.

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

HPGL Export dialog box (.PLT), advanced tab

These controls allow you to select whether the plotter will create simulated fills, and the method it will use.

Displays how the plotter will create simulated fills. You can use a series of parallel lines or a crosshatch pattern. To use a different method, click the down arrow and choose one from the list.

Displays the line spacing used for both the Parallel Lines and Crosshatch options. To change the line spacing, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line spacing used for both the Parallel Lines and Crosshatch options. To change the line spacing, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the Parallel Lines and for the vertical lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the Parallel Lines and for the vertical lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the Parallel Lines and for the vertical lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the horizontal lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the horizontal lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the horizontal lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

These controls allow you to specify the size of the lines used to represent the curves in the image.

Displays the size of the line segments used to create curves in the image. The smaller the line segments, the smoother the curve appears. To change the value, type a new one in the box, or adjust the existing one using the scroll arrows.

Displays the unit of measurement used to determine the size of the line segments used to create the curves in your image. To use a different unit of measurement, click the down arrow, and choose one from the list.

Enable this check box to removes lines that are hidden in the original image because they are covered by a filled object on a higher layer but would normally appear in the plotted image.

Enable this check box to weld together overlapping objects so that the outline displays as a single shape.

Not Welded Welded

Enable this check box to prevent the width and velocity settings from the Pen tab from being saved with the file. Enable this option if you will be printing the image on a plotter that does not recognize these options.

HPGL Options dialog box (.PLT import)

Displays the pens you can assign to individual colors in order to reproduce the image on the page.

Displays the pens you can assign to individual colors in order to reproduce the image on the page.

Displays the color assigned to the selected pen. To use another color, click the down arrow and choose one from the list. If there are more pens than you need, you can define the extra pens as Unused.

Displays the color assigned to the selected pen. To use another color, click the down arrow and choose one from the list. If there are more pens than you need, you can define the extra pens as Unused.

Displays the width of the selected pen in mm. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Displays the velocity assigned to the pen in cm per . To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Click to define the selected pen as unused.

Lists all available pen libraries (saved groups of settings). To save the current settings as a pen library, type in a name and click Save.

Click to save the current settings as a pen library. This option becomes available once you've typed a name for the pen library in the Pen libraries list box.

Click to delete the selected pen library from the Pen Libraries list box.

Enable the check box if you want to scale the image as you import it.

Displays the size at which the image will be imported. If you want to scale the image, enable the check box and type a value in the box.

Displays the size at which the image will be imported. If you want to scale the image, enable the check box and type a value in the box.

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

Enable this check box to override the current pen widths.

Resets the pen settings to their default settings.

TGA Export dialog box

Click to use the normal file format. You can't save masks if you use the normal TGA file format.

Click to use the enhanced TGA file format, which saves any masks along with the image. You can't save black and white images as .TGA files.

WMF Export dialog box

Click to export text as editable characters.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Enable this option to include a header with the file that specifies the dimensions of the image. You should use this option, unless you know that the application you are going to use to edit the image doesn't recognize placeable headers.

EPS Export dialog box

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Click to export text as editable characters.

Enable this check box to include PostScript font information with the image. When the image is printed, the fonts will be downloaded to the printer.

Enable this option to have a bitmap or vector thumbnail included as a header with the file. When you import the image into an application, you will be able to view the thumbnail in the Preview window. If you don't include a header, the Preview window will have an X through it.

Displays the format of the thumbnail you are exporting with the file. You can use a vector format (WMF) or a bitmap format (TIFF). To use the other format, click the down arrow and choose it from the list box.

Displays the color depth of the thumbnail you are saving with the file. To use another color depth, click the down arrow and choose one from the list.

Displays the resolution of the thumbnail you are saving with the file. To change the resolution, type a value in the box, or use the scroll arrows to adjust the existing value.

These controls let you specify auto-trapping options.

Enable this check box to create a color trap by causing any object that contains 95 per cent or more black to overprint any underlying objects.

Enable this check box to create color trapping by assigning an outline to an object that is the same color as its fill, and having it overprint underlying objects.

Displays the current Maximum trap value. To change this value, type a new value in the box, or adjust the existing value using the scroll arrows.

Displays the current Text Above value, which is the minimum size to which auto-spreading is applied.

Enable this check box to export bounding boxes on objects.

Displays the number of steps used to reproduce fountain fills. To change this value, type a new value in the box, or adjust the existing value using the scroll arrows.

Enable this check box to convert color bitmaps to grayscale. Use this option when you are going to print the file on a black and white printer.

Enable this check box to automatically increase the number of steps used to create fountain fills. Use this option to reduce banding.

Enable this check box to indicate to the service bureau's Open Pre-Press Interface (OPI) server to substitute the corresponding high-resolution images for the low-resolution ones in your file. This substitution is done before your print file is rasterized and imaged to film.

Enable this check box to export the file with the colors as defined in the current printer's profile.

Enter a user name to identify the options you have selected.

Displays the uncompressed image header size in bytes.

Postscript Import dialog box (.PS)

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Click to export text as editable characters.

Enable to return any postscript errors that might occur during conversion.

Move the slider to specify the amount of virtual memory.

Move the slider to specify the amount of virtual memory.

SCODL Export dialog box (.SCD)

Click to set the image background color to white.

Click to set the image background color to black.

Enable this check box to export the full page rather than just the selected objects.

WordPerfect Graphic export dialog box (.WPG)

Enable this check box to export the image as a 16 color image.

Enable this check box to export the image as a 256 color image.

Enable this check box to export text as editable characters.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Click to export the file as WordPerfect Version 1.

Click to export the file as WordPerfect Version 2.

CGM Export dialog box

Displays the selected Computer Graphics Metafile format you are exporting your file as. To export your file as another format, click the down arrow and choose one from the list.

PICT Export dialog box

Click to export text as editable characters.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Enable this check box when you are exporting a file that will be edited on a Macintosh system.

Wavelet Export dialog box (.WI)

Move the slider to adjust the compression of the file.

Move the slider to adjust the contrast of the file.

Move the slider to adjust the Edge of the file.

Select the speed of the encoding method you want to use from the list box. The speeds are normal and fast.

Select the number of paths you want to use in the image.

Displays the image size in bytes.

Displays the file size in bytes.

Lets you preview the final image.

Toggles between the Original/result image preview and the result of the conversion.

Resets the result window to display the original image.

Displays the original image.

Displays the image after any changes are made.

Automatically displays the refreshed result image in the result image window.

MPEG Export dialog

Move to set the level of compression. MPEG uses lossy compression, so the higher the compression level, the more data will be lost.

Move to set the level of compression. MPEG uses lossy compression, so the higher the compression level, the more data will be lost.

Move to control the speed and quality of the file.

Move to control the speed and quality of the file.

Enable this check box to export just the audio portion of the file.

Enable this check box to export just the video portion of the file.

Enable this check box to export both the audio and video portions of the file.

PIF export dialog

Click to export text as editable characters.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Click to export curves as curves.

Click to export curves as combinations of small line segments.

DCS Export dialog box

Click to use DCS Version 1 file format. Use this format when working with CMYK images only. This will create five separate PostScript files: cyan, magenta, yellow, black, and main. The main file does not contain a composite image; instead, it points to the separation files.

Click to use DCS Version 2 file format. Use this format when working with CMYK or duotone images.

Click to create a single file when exporting in DCS Version 2 format. The separation and main files are combined in a single file.

Click to create multiple color-separation files. The main file does not contain a composite image; instead, it points to these separation files.

Corel Barista Export dialog box

Click to export the bitmap as a .GIF file.

Click to export the bitmap as a .JPEG file.

HTML Image Map Export dialog box

Select an image map type from the list box. The image type can be Client side, which means the code for the image map must be reside on the user's computer, or server side which means the code for the image map must reside on the server.

Open Flashpix image dialog overviews

Enhancement Property Page

Changes amount of blue in the overall image.

Changes the amount of green in the overall image.

Changes the amount of red in the overall image.

Changes the amount of light emitted in the image.

Changes the contrast between the pixels of your image to improve the focus and enhance edges.

Changes the saturation. Saturation is the purity of a color — the extent to which a color is made purely of a selected hue rather than a mixture of that color and its complement.

Changes the ratio between the lightest part of the image and the darkest part of the image.

Updates the preview window to reflect the settings in the dialog box.

Resets any values you change to the default settings.

Displays a preview of the image that reflects the settings in the dialog box.

Disables any transformations, such as size and color, previously applied to the image.

Scene Contents Property Page

Displays the caption assigned to the file when the image was saved.

Displays the description of the people in the image that was added when the image was saved.

Displays the description of the things in the image that was included when the image was saved.

Displays the description of places in the image that was included when the file was saved.

Displays the description of the events in the image that was added when the file was saved.

Displays any comments the author added when the image was saved.

Summary Property Page

Displays the name of the file's author.

Displays the subject that was assigned when the file was created.

Displays the date and time that the file was created.

Displays the date and time that the file was last changed.

Displays the name of the person who last made changes to the file.

Displays the keywords that the author assigned to the file for keyword file searches.

Displays the revision number that was assigned to the file when it was saved.

Displays any comments that was included when the file was saved.

Displays the title of the file.

Save As Dialog

Provides a space where you can describe the people in the image.

Provides a space where you can describe the things in the image.

Provides a space where you can describe the places in the image.

Provides a space where you can describe the events in the image.

Provides a space where you can describe the contents of the image to appear in the caption.

Provides a place where you to add comments about the image.

Summary Property Page

Provides a space where you can assign a title to your image. This title appears in the Summary property page when the image is opened.

Provides a space where you can type your name.

Provides a space where you can describe the subject of your image.

Provides a space where the person who works on the file last can place their name.

Provides a space where you can describe the image for keyword searches.

Provides a space where you can type the revision number.

Provides a space where you can type any other information about the file.

Removes transformations such as changes to size and orientation which were applied to the image.

Raw Image header information overview

The Header Information for Raw Image dialog box displays information about the image you are opening, allows you to change the dimensions of the image, and allows you to change attributes such as displaying the image upside-down.

Type in the width of the image in pixels.

Type in the height of the image in pixels.

Displays the units of measurement of the image.

Type in the bit depth of the image.

Type in the size of the image header.

Type in the size of the image header.

Enable this check box to load the image upside down.

Displays the selected image type. To select another type of image, click the down arrow and choose one from the list.

Type in the bit depth of the image.

Specifies the image characteristics.

Type in the byte number that marks the start of the palette.

Type in the number of colors in the palette.

Click to use red, green, and blue as the order of palette entries.

Click to use green, blue, and red as the order of palette entries.

Click to use equal numbers of red, green, and blue palette entries. For example, if the image is 256 colors, you would have 256 reds, 256 greens, and 256 blues.

Allows you to change palette attributes.

Gif 89a

File settings

Enable to automatically choose the width and height of the paper.

Type a number in the box or scroll to adjust the width of the image.

Type a number in the box or scroll to adjust the height of the image.

Type a number in the box or scroll to adjust the number of colors in the image.

Type a number in the box or scroll to adjust the Background color settings.

Enable the check box to loop the frames. Looping means that the frame sequence will repeat after it has completed.

Enable this check box to make the animation loop and repeat itself continuously.

Enable this button and type a number in the box to specify the number of times the animation will repeat.

Enable this check box to save only the difference between the files rather than the entire image files.

Frame settings

Disable to select and specify a transparent color within the image.

Enable to select and specify a transparent color.

Type a number or scroll to select the image color you want to make transparent.

Click to select a color from the color palette to make transparent.

Displays the position of the frame within the sequence.

Enable to use the global palette.

Enable to use the local palette consisting of colors found in the image.

Enable to interlace the pixel rows of the image. Interlacing means that the image refreshes itself after each frame is loaded.

Type a number in the box to adjust the frame delay. The frame delay is the amount of time between frames.

Choose an option from the list to determine how the previous frame will disappear.

Click to apply only the frame settings that have changed.

Click to apply all frame settings.

Click to preview the animation.

Move the slider to adjust the index of the color palette.

The color palette of the image.

Selects the color from the image you want to make transparent.

Resets the image to its original format before any changes were made.

Displays the image you are currently working with.

FPX Export

Displays a preview of the original image.

Displays a preview of the resulting image

Automatically displays the result image as the changes are made.

Choose a compression type from the list. The compression types are as follows: None, Single color, JPEG unspecified, and JPEG by Quality.

Choose a decimation type from the list. The types of decimation are as follows: Standard (2x2) and Gaussian (4x4).

Move the slider to adjust the quality of the image.

Toggles between original/result window and result window.

Opens the image properties dialog where you can provide a summary and description for the image.

Resets the image to its original format before any changes were made.

Previews the modified image.

TTF

Type in a family name for the font you want to export.

Enable if you want to export the font as a symbol.

Select a style from the list box. The styles are Bold, BoldItalic, Italic, and normal.

Select a grid size from the list.

Type in or scroll to the space width you want. The space width controls the amount of space between each character.

Displays the new font.

Displays a list of characters and their numbers.

Displays the number of the current character.

Enable to automatically select the character width based on the other options selected.

Type a number in the box or scroll to edit the width of each character.

Type a number in the box or scroll to edit the design size of the characters.

Select the unit of measurement you want to use from the list box.

Click to edit other TTF export options such as Family name, Space width, grid size and character number.

Type in a family name for the font you want to export.

Type in or scroll to the space width you want. The space width controls the amount of space between each character.

Click to load Font Metrics from a file.

Displays a list of characters and their numbers.

Displays the number of the current character.

Type a number in the box or scroll to edit the width of each character.

Click to delete the current character from the list.

Import Actor/Prop dialog box

The Import Actor/Prop dialog box lets you import actors and props which comprise, like building blocks, CorelMOVE (CMV) files. Choose one or more actors and/or props from the list provided to be opened onscreen.

Note

- When multiple actors and/or props are selected they are all included in a single image window. To edit or manipulate each actor/prop in a CorelMOVE file requires that you open each actor/prop individually.

CGM file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.CGM, Computer Graphics Metafile

The filename extension for Computer Graphics Metafile, a vector file format. CGM is primarily intended for storing graphics data ー specifically, vector information. CGM normally stores this information in ASCII format. It also allows the storage of information in a binary format to produce smaller files. All constituent parts of a CGM-format file are made up of simple objects used in all applications designed to work specifically with vector graphics (e.g., CorelDRAW).

The CGM dialog box lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

Macintosh PICT file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application. PICT, Macintosh.

.PICT, Macintosh

A vector file format for the Macintosh developed by Apple Computer Inc. and native to QuickDraw. PICT supports up to 24-bit color, PackBits and JPEG compression. Widely used in Macintosh applications where graphics are used.

The PICT dialog box lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

PIF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.PIF, IBM

The PIF file format is a vector format developed by IBM. It is supported by PC platform and IBM applications. It is not widely used today.

The PIF dialog box lets you export text as editable text characters or curves and curves as curves or polylines.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

AI file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.AI, Adobe Illustrator

The filename extension for Adobe Illustrator files — a vector graphic file format developed by Adobe Systems. AI is supported by Windows as well as a number of other Windows-based illustration applications, including CorelDRAW.

The dialog box lets you choose a specific Adobe Illustrator file format based on the program version where you will be editing the file (i.e., Adobe Illustrator 1.1, 88, 3.0). It also lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

WPG file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.WPG, WordPerfect Graphics Metafile

The filename extension for WordPerfect (5.0 & 5.1) graphics files. The WPG file format is primarily a vector graphic format, but can store both bitmap and vector data (which may contain up to 256 colors chosen from a palette of more than one million total colors). WordPerfect 5 can store either bitmap or vector image data (but not at the same time). WordPerfect version 5.1+ can store both bitmap and vector image data in the same file at one time. It is also possible to store Encapsulated PostScript (EPS) code in a WPG file.

The dialog box lets you export colors using one of two palette types (i.e., 16- or 256-colors) and export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

GEM file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.GEM, Raster (.IMG)

GEM file format is native to the Graphical Environment Manager developed by Digital Research. It is a bitmap file format supported by GEM, MS-DOS and Atari ST platforms. The GEM Raster file format is used mainly on the Atari ST platform, but is also found in the PC desktop publishing environment.. Supports RLE compression and up to 16,384 colors; the maximum image size possible is 64,000 pixels by 64,000 pixels. GEM raster images may be color, grayscale, or black and white and are always read and written in big-endenian format.

The dialog box lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

WMF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.WMF, Microsoft Windows Metafile

The filename extension for Microsoft Windows Metafile, a vector file format developed by Microsoft Corporation. Supported by Windows and several Windows-based graphics applications. Support of to 24-bit color. WMF is widely used to store and exchange vector and bitmap data between Windows-based applications.

The dialog box lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What’s This? online Help tool.

DXF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.DXF, AutoCADData eXchange Format

DXF is a vector file format native to AutoCAD, a computer aided design application. DXF supports up to 256 colors and can store three-dimensional objects. File compression is not possible. Supported also by several CAD and a few drawing programs, including CorelDRAW.

The dialog box lets you choose from two image export color options, the resolution of image curves, and the way in which overlapping objects are treated.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

MPEG file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.MPEG, Motion Picture Experts Group

MPEG is an animation file format developed by Motion Picture Experts Group of the International Standards Organization. It is supported by all platforms. Supports DCT compression. Maximum image size 4095 pixels by 4095 pixels by 30 frames per second. Used to encode audio, video, text, and graphical data. MPEG was designed to store audio and video data on CD-ROM for use in multimedia systems ─ Apple and Windows environments. MPEG uses lossy compression, consequently, as the compression level is increased, more data is lost.

The dialog box lets you determine how much compression will be used when saving the file, the emphasis or quality of the file, and three unique export options.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

SCODL file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.SCODL

A file format used by film recorders for making slides. CorelDRAW exports files in SCODL (.SCD) format.

The dialog box lets you choose a background color when the image does not fill the entire slide frame or to enlarge the image to fit entirely within the slide area with no background area appearing.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

HPGL file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.HPGL, Hewlett Packard Graphics Language

Vector file format developed by Hewlett Packard. Created by programs such as AutoCAD for printing drawings on plotters. This file format is supported by both the PC and the Macintosh platforms and by all illustration applications. Widely used as a page description language.

The dialog box lets you select a list of pen colors and options to be assigned to each image color, create pen libraries, set page options (e.g., page size, fit to page, page orientation), and choose advanced fill and curve treatment options.

- For more information on the options included in this dialog box, use the What’s This? online Help tool.

EPS file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.EPS, Encapsulated PostScript

The filename extension for Encapsulated PostScript files. Corel applications can import and export EPS files. CorelDRAW and Corel PHOTO-PAINT can export to the generic EPS format, as well as to EPS files with clipping paths. Also, it is possible to import objects containing an EPS file. This file format is most commonly used to contain the graphics and image portions of a document.

The dialog box lets you export text as editable text characters or curves, choose image header options as well as fountain fill and color options.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

TTF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.TTF, TrueType Font

Fonts that print as a vector or a bitmap graphic depending on the capabilities of your printer. TrueType fonts print as they appear on screen and can be resized to any height.

The dialog box offers you several typeface information options, including font family name, style, and size.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

JPEG file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as a bitmap, vector graphicsound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.JPEG, Joint Photographics Experts Group

An international bitmap file format standard for image compression that offers compression with almost no losses at ratios up to 20 to 1. Also known as JFIF (for JPEG File Interchange Format). JPEG is supported by all platforms up to 24-bit color. Maximum image size is 64,000 pixels by 64,000 pixels. Supports JPEG compression. Used as a storage and exchange format for files containing data that has been compressed with JPEG.

The dialog box lets you specify how you want to import or export bitmap files.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

TGA file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.TGA, Targa Bitmap

The filename extension for files in Targa format which is a bitmap format developed by Truevision Inc. The TGA file format is commonly used to store digitized color photographs. Corel applications import files in this format. TGA is supported by MS-DOS, Windows, UNIX, Atari, Amiga and other platforms and many applications. Supports up to 32-bit color. No maximum image size. Supports RLE compression. Used widely in paint, graphics and imaging applications. Also widely used for still video editing.

The dialog box lets you specify how you want to import or export bitmap files.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

GIF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.GIF, Graphics Interchange Format

The filename extension for a bitmap file format created by CompuServe Inc. and commonly used to store digitized color photographs. Corel applications can import files in this format. The GIF format is supported by MS-DOS, Macintosh, UNIX, Amiga, and other platforms. Supports up to 256 colors. Maximum image size is 64,000 pixels by 64,000 pixels. Supports LZW compression. Mainly used as an exchange format, but is supported by many applications. Can store multiple bitmap images in a single file.

The dialog box lets you specify how you want to import or export bitmap files.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

WAVL file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

.WAVL, Wavelet Bitmap file format

A bitmap file format supporting up to 24-bit color. Supports Wavelet compression. Used to store bitmap information at high compression levels.

The dialog box lets you specify how you want to import or export bitmap files.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

CUR/ICO file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

CUR/ICO

CUR and ICO files are resource formats used to create icons for Windows 3.1, Windows NT and Windows 95 interfaces. Supports 1-bit and 4-bit color. Corel applications can only import these formats.

The dialog box lets you choose a transparency color and mask/background color and displays the current size and number of constituent image colors.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

DCS file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

Vector graphic

Vector images are stored as algebraic equations defining the various lines and curves of the drawing. They can also include bitmap information. They are created in illustration programs, such as CorelDRAW or bitmap tracing applications, such as Corel OCR-TRACE. Vector formats are not restricted to certain color depths.

File compression

Computer files are often stored in a compressed format to save space on your hard disk. There are several compression techniques that can be used, depending on the original file format. Generally, the more compressed a file is, the slower it is to read from and/or write to.

Compression can be lossless or lossy. Lossless compression retains all the original data through the compression and decompression processes. Lossless compression is recommended for storing text or numerical data, such as spreadsheets. Lossy compression loses some of the original data, but depending on your requirements, this loss may not make a difference in the final result of your work. Lossy compression can compress your original files to a much greater extent than lossless compression, and so it may be desired when disk space is at a premium.

Color depth

Color depth refers to the number of colors that can be supported in a file. A 1-bit file supports two colors (usually black and white), a 2-bit file supports four colors, a 4-bit file supports 16 colors, an 8-bit file supports 256 colors and a 24-bit file supports 16 million colors. A grayscale image is an 8-bit file, with 256 increments between black and white. The higher the color depth supported by a file, the more space the file takes up on disk.

Bitmap graphic

Bitmaps are images made up of an array of rectangular dots ("pixels"). They are created in imaging programs, such as Corel PHOTO-PAINT, or when a paper document is scanned.

PNG file format

The PNG (Portable Network Graphics format is intended to provide a portable, legally unencumbered, well compressed, well-specified standard for lossless bitmapped image files.

Although the initial motivation for developing PNG was to replace the GIF format, the design provides some useful new features not available in GIF, with minimal cost to developers.

Some features not availble in GIF format are Truecolor images(up to 48 bits per pixel), Grayscale images of up to 16 bits per pixel, Full alpha channel(general transparency masks, Gamma brightness indication, better detection of file corruption and faster load time in progressive display mode.

Kodak FlashPix file format

Kodak FlashPIx file format stores information for multiple resolutions in a single image file. Each image file contains a mathematical algorithm which controls the size of the image. Flashpix automatically chooses the resolution which best fits your needs.

FlashPix also randomly accesses individual 64-by-64-pixel "tiles" of the image. When you zoom, for instance, the PC only processes the tiles you want to view, not the entire image. Changes you make to the original file are stored as a different file, so that the original remains intact.

Kodak FlashPix file format/Enhancement

Kodak FlashPIx file format stores information for multiple resolutions in a single image file. Each image file contains a mathematical algorithm which controls the size of the image. Flashpix automatically chooses the resolution which best fits your needs.

FlashPix also randomly accesses individual 64-by-64-pixel "tiles" of the image. When you zoom, for instance, the PC only processes the tiles you want to view, not the entire image. Changes you make to the original file are stored as a different file, so that the original remains intact.

This screen allows you to view the image you are importing and adjust various image settings. From this screen you can adjust the amount of red, green and blue in the image as well as the brightness, contrast, saturation and sharpness of the image.

Kodak FlashPix file format/Scene Contents

This screen allows you to provide a description of the image you are saving. The description is loaded as the image is opened for viewing. Type a description of the various objects in the image in the description fields provided.

Kodak FlashPix file format/Summary

This screen allows you to provide a summary of the image you are exporting. The description is loaded as the image is opened for viewing. Type a summary of the various objects in the image in the description fields provided.

Photo CD dialog box

The Photo CD dialog box lets you specify image size and color mode, as well as make color corrections to your image.

Color Mode

Color mode affects the size of the file, the system's memory, and the quality of the printed image. It is important to choose a color mode that meets your end requirements.

- Choose 256 grayscale to create duotones and to print to a black and white laser printer.
- Choose 256 colors (8-bit) to create non-photographic images and to print to a low-end color printer (or if the system's memory is low).
- Choose 24-bit color to create high-quality photographic color images and to print to an RGB or CMY printer.
- For more information on the options included in this dialog box, use the What's This? online Help tool.

Photo CD Image Enhancement dialog box

The Enhancement tab of the Photo CD Image dialog box lets you apply color correction to a Photo CD-ROM image before importing it into PHOTO-PAINT. There are two color correction methods: GamutCD and Kodak.

- **GamutCD**
  Uses gamut mapping to enhance the color fidelity and tonal ranges of the image which ensures that the colors in a computer image can be reproduced by a printer.
- **Kodak**
  Lets you alter color tints, adjust brightness and color saturation, and adjust the contrast.
- For more information on the options included in this dialog box, use the What's This? online Help tool.

GIF 89a file format

Animated gifs are standard images complied together into an animation and formatted into the Gif 89a format. This GIF89a format allows multiple images to be compiled within a single GIF file. the resulting images can be used like frames in an animation sequence.

This page allows you to create an animation file using images you have already created. Animations are created by linking image files together and viewing them in sequential order. From this page you can adjust the page width and height, color options and frame flow.