

# ***PRN Viewer***

version 3.0

## **About PRN Viewer**

This utility may be used to peek into PostScript PRN files created by CorelDRAW!. It will be most useful in determining exactly what fonts are required to be resident in, or downloaded to, the output device. It also displays other information that you may find useful. It offers an on-screen display as well as a simple printed report. The report will be sent to the device designated by Windows to be the default printer.

## **Installation and Requirements**

The following files are contained in the compressed, self-extracting archive called PRNVW.EXE:

|             |                              |
|-------------|------------------------------|
| PRNVIEW.EXE | The PRN Viewer program       |
| PRNVIEW.WRI | PRN Viewer documentation     |
| THREED.VBX  | Custom Visual Basic controls |

PRN Viewer requires that the Visual Basic runtime support files VBRUN300.DLL and THREED.VBX be either in the same directory as PRNVIEW.EXE, in the Windows System directory, or elsewhere in the path. The VBRUN300.DLL may be downloaded as VBRUN3.ZIP from the MSBASIC forum on CompuServe.

The PRN Viewer program itself may be run from anywhere on the system as long as the support files are present. Check the Windows manual if you are not familiar with the procedure for adding a new icon to a Program Manager group.

## **Using PRN Viewer**

PRN Viewer may be started by double-clicking on its icon in the Program Manager, by double clicking on its filename in the File Manager, or by entering its path and filename in the command line of the Run dialog box. Once it is running, it may be moved about the screen by dragging the title bar and it may be minimized as you would any other window. When you close PRN Viewer, the Window coordinates will be saved in a file called PRNVIEW.INI and the program will display at these same coordinates the next time it is run. The last selected directory will also be recorded in the PRNVIEW.INI (which will be saved in the

directory from which the program itself was launched).

The opening screen offers standard controls for selecting drives, directories and files. Once you have located and selected a PRN file, the Get Info button becomes enabled. You may either click on this button or double click on a PRN filename to display the information pertinent to this file.

If the selected PRN file was created by CorelDRAW! or some other Corel application, the path and filename will be displayed in the title bar and the file specific information will fill the dialog box. Also, a Corel icon will appear below the Cancel button with an indication as to which version and application was used to produce the output file. If the file was not created by a Corel application, PRN Viewer will continue to attempt to extract information from the file but the results are unpredictable. It was designed to read PostScript code created by CorelDRAW! and the other applications in the Corel box.

The information that PRN Viewer will attempt to secure is as follows:

*PRN File Name:* The DOS filename of the PRN file selected.

*PRN File Size:* The file size, in bytes.

*Source File:* The DOS filename of the original file used to create the PRN.

*Needed fonts:* A list of the PostScript names of all the fonts required to be resident in or downloaded to the PostScript output device.

*Supplied fonts:* A list of the fonts supplied within the PostScript file.

*Resolution:* The resolution, in dots per inch, specified in the driver setup when the file was produced.

*Page Size:* PRN Viewer will attempt to extract the printer page size requested by the user. This may not always work, however, as there are many PostScript drivers and variations thereof, each of which has potential to setup page sizes slightly differently. It should always work with PSCRIPT created .PRN files. It will not work with ADOBEPS created .PRN files.

*Orientation:* The orientation of the page, portrait or landscape.

*Screen:* The overall screen frequency set for the job. It will either be an explicit value or 'Device's Default', in which case the default screen set for the device will be used. In the case of separations, this screen will be overridden by the screens specified for individual colors.

*Negative:* Yes or No. This will be important in determining whether a Negative image control should be invoked by the device operator.

*Emulsion:* Up (default) or Down. This will be important in determining whether an Emulsion setting should be invoked by the device operator. If both the operator and the PRN file ask for Emulsion Down, the result will be Emulsion Up.

*Flatness:* The degree of accuracy used by the PostScript interpreter when interpreting and 'flattening' paths. The default is 1.00. Higher values will lead to less accurate rendering of curved paths.

*AutoFlatness:* If enabled, PostScript path complexity errors will be trapped and offending paths will be retried at higher flatness settings. Although this may

overcome Limitcheck errors, it may also lead to extended production times and higher costs.

*AutoTrapping*: When this option is enabled, DRAW!'s auto-spreading algorithm will be invoked.

*Scale*: The scale at which the original graphic will be output. 100% is the default.

*Fountain Steps*: The maximum number of steps that will be used in rendering a fountain fill.

*Control D's*: When running print jobs from a Macintosh, or over certain networks, there must be no Control D's (PostScript end of job markers) in the file. These marker are, however, recommended when outputting PostScript from a PC.

*Color Name*: This list, as well as the Frequency and Angle lists described below, will only be visible when the selected PRN file describes a series of color separations. Each color (Process and Spot) used in the file will be displayed here.

*Frequency*: The screen frequency values in this list will correspond with the color names (and consequentially the specific color separations) on the same level of the previously described list.

*Angle*: The screen angles in this list will correspond with the color names (and consequentially the specific color separations) on the same level of the Color Name list.

The Print button will compile a simple report on the selected PRN file (with the same information seen on screen) and send it to the device that is designated as the default printer for Windows. You may click on the Cancel button or hit Escape on the keyboard to go back to the main PRN Viewer screen.

### **Enhancements since v1.0**

- the ability to read PRN files created by CoreIDRAW! 4.0 (this includes those from Draw, Chart, Show and Mosaic)
- more accurate page size detection
- context sensitive help panel in the Main screen
- an icon to represent page orientation in the Info screen

### **Enhancements since v2.0**

- the ability to read PRN files created by CoreIDRAW! 5.0 (this includes those from Draw, Paint, Ventura, Chart, Show and Mosaic)
- an icon to represent emulsion and negative in the Info screen
- an icon to represent composite or separated output
- a progress meter is displayed during file reading
- a list of downloaded or 'supplied' fonts within the .PRN file
- a Color Profile field for CoreIDRAW! 5.0 .PRN files

### **Contacting the author**

If you have any questions on the use of PRN Viewer, or if you have noticed certain problems or anomalies with the software please contact the author through one of the following means:

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### **The stuff at the end of the document**

PRN Viewer is freeware. Please pass it on to anyone who may find it useful.

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Rus Miller  
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