



Corel DRAW Technical Support

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Corel DRAW 3.0 Font Manager

This fax details the Corel DRAW 3.0 Font Manager, and how to add different types of fonts for use in Windows 3.1 and Corel DRAW 3.0.

The Font Manager:

Upon startup, the CorelDRAW! 3.0 Font Manager carries out the task of enumerating available fonts and setting up the Fonts listbox (available through the Text Roll-up, the Edit Text dialog, and the Character Attributes dialog). It is capable of reading three types of fonts: Windows 3.1 True Type, ATM Type 1, and CorelDRAW! WFN format.

The 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 listbox. If any name conflicts arise (i.e. an ATM font name and weight matches a previously enumerated True Type name) that ATM font is skipped. Lastly, it reads the CorelDrwFonts section of the Coreldrw.ini file and adds

any listed, unmatched, WFN font names to the Fonts listbox. When you select a font from within CorelDRAW!, its type (TTF, ATM, or WFN) is described below the display window where a font sample is given.

Adding fonts:

TrueType:

True Type fonts should be added through the Fonts dialog within the Windows 3.1 Control Panel.

Adobe Type One:

Adobe Type 1 fonts should be added through the Adobe Type Manager Control Panel.

CorelDRAW WFN Fonts:

Custom CorelDRAW! WFN fonts (that had been converted for use in previous versions of DRAW!) should be added in the following manner:

- Using the File Manager, make a backup copy of both the 2.xx Coreldrw.ini file and the 3.0 Coreldrw.ini file
- Open the Coreldrw.ini file, from your 2.xx directory, in Notepad
 - Locate the [CorelDrwFonts] section
 - Select the line(s) referencing the font(s) in question and Copy the selection to the the clipboard
 - Open the Coreldrw.ini file, from the new DRAW! 3.0 directory
 - Locate the [CorelDrwFonts] section
 - Place your cursor on a new line in the [CorelDrwFonts] section and

select Paste (from the Edit menu or Shift-Insert on the keyboard)

- The number (0,1 or 3) at the end of the line(s) may be deleted, as the

handling of resident PostScript fonts has changed with this version

- Save the file and close Notepad

- Copy the WFN font file(s) to the FONTS directory (as referenced by

the 'FontsDir' line in the [CDrawConfig] section of the DRAW! 3.0

Coreldrw.ini file)

Mapping 2.xx fonts to 3.0 fonts:

When opening files from previous versions of DRAW!, the Font Manager will consult the [CORELDRW20FontMap] section of the Coreldrw.ini file for several critical pieces of information. When a 2.xx file is read, all references to fonts are in the form of a WFN filename (e.g. BAHAMAS.WFN). The FontMap maps a WFN filename to a Font name. This Font name is the name that one sees in the Fonts listbox. It does not, in any way, relate to the underlying Font Technology (a font might be installed on the system as True Type, Type 1, or WFN). The Font Map also references the width of the space character for each weight. This is the space character that was used in DRAW! 2.xx. It is necessary in order to retain visual accuracy (compared to the 2.xx file) of the text in the file. If a particular weight does not exist, this value will be 0. The space character is handled quite differently in DRAW! 3.0 so new text entries may not be spaced identically to those in the same font brought in from 2.xx files.

When a 2.xx file is opened and a particular font is not found, a Message box will appear indicating that the font file was either 'Bad or Missing'. In this case, the default font will be assigned to the text in question. If this situation arises then either there is no entry in the FontMap for the font filename called by the 2.xx CDR file, or the name referenced in the FontMap entry is incorrect. The following procedure will ensure that the proper font is recognized when opening an old file :

- Copy WFNSPACE.EXE from the DRAW directory to the directory

where the 2.xx WFN file is located

- At the DOS prompt type: **wfnspace filename.wfn**
(filename is the DOS filename of the font)

- You will be presented with the width of the space characters for each

weight: WFNFilename=FONTname nnn,bbb,iii,ttt

- Make a note of the width values (nnn,bbb,iii,ttt)
- Using an ASCII text editor, add a line to the [CorelDrw20FontMap] section in your DRAW! 3.0 Coreldrw.ini as follows:

Filename.WFN=FONTname nnn,bbb,iii,ttt

where:

Filename.WFN is the filename of the WFN font exactly as it

appears in the 2.xx Coreldrw.ini file (case sensitive)

Fontname is the name of the font exactly as it appears in the

Fonts listbox (either through CorelDRAW!, ATM, or Windows)

nnn is the width of the space character for the Normal weight

bbb is the space width for the Bold weight (0 if there is none)

iii is the space width for the Italic weight

ttt is the space width for the BoldItalic weight

Thank you!