3D Model (3DMF)

The 3DMF file format, developed by Apple Computer Inc., is one of the native file formats of QuickDRAW. This file format facilitates the exchange of three-dimensional data between applications, and supports Virtual Reality Modeling Language (VRML).

QuickDraw's 3DMF (3D metafile format) can contain any 3D information the user can create, including all types of geometries and objects, textures, lights, shaders, cameras, active renderers, material properties, hierarchical information and more. Both text and binary formats are supported and 3DMF files are supported across Mac, Windows, and Unix platforms.

Importing notes

When you import a 3DMF file into CorelDRAW the 3D editing controls appear on the toolbar. Controls appear that let you adjust the render settings, distant and ambient light, spot lights, point lights and more. When you finish making adjustments you click the Drawing Page to render the image. If you want to make more changes after rendering double-click the image to restore the editing controls. 3DMF images import onto the center of the Drawing Page. You are not given the option to place the image before import. Multi-importing of 3DMF files is supported in Corel PHOTO-PAINT and Corel VENTURA only. In these applications, you make changes in rotation, camera angle and light source in the Import 3D Model dialog box before importing the image. Once the 3D image has been imported and rendered, you are unable to make further modifications to the 3D element of the image.

Adobe Illustrator (AI)

The AI file format, developed by Adobe Systems for the Windows and Macintosh platforms, is a native file format of Adobe Illustrator. It is primarily vector based, although later versions, such as versions 6.0 and 7.0, support bitmap information. Files created by applications implementing the full AI specification can be large and complex and may be slow to render.

Versions supported

Corel applications provide full support for all AI file formats up to and including Adobe Illustrator 88, 1.1, 3.x, 4.x, 5.x, 6.0, and 7.0.

Importing notes

The AI file format is used as an alternative for those postscript file formats that don't import properly through the All Files (*.*) option.

Corel applications support the following features when importing .AI files:

- Adobe Photoshop paths
- Adobe Illustrator 7.0 files
- CMYK fills
- Pantone fills (if the Pantone color is one not supported by the Corel application the fill will imported as CMYK)
- nested groups, filled open paths, locked objects, and locked object groups
- text and vectors
- bitmaps saved as an inline images

Corel applications cannot import .AI files containing bitmaps that are linked as .EPS files.

Exporting notes

Corel applications support the following features when exporting to the AI file format:

- A maximum of 50 fountain steps
- Pantone Process colors
- Multiple layers (Adobe Illustrator versions 6.0 and 7.0)
- Inline images (Adobe Illustrator versions 6.0 and 7.0) instead of linking images as EPS files.
- Cropped bitmap support for (Adobe Illustrator versions 6.0 and 7.0)
- PowerClip object bitmaps (Adobe Illustrator versions 6.0 and 7.0)
- Bitmap pattern fills (Adobe Illustrator versions 6.0 and 7.0)
- Texture fills (Adobe Illustrator versions 6.0 and 7.0)
- No dependency on the Courier font
- Nested groups

Adobe Illustrator and Corel applications differ in the way paths are wound and filled. Therefore, curves with multiple subpaths exported from Corel applications do not always fill properly in Adobe Illustrator. To facilitate a proper fill, enable the Simulate Complex Filled Curves check box in the Adobe Illustrator Export dialog box.

Enable the Simulate Outline Effects check box to render complex outlines as filled polygons. The resulting image has an increased number of nodes and looks closer to the original. Disable the Simulate Outline Effects check box to remove outline effects such as calligraphy and arrowheads in favor of outlines that are easier to edit. The removed outline effects are retained in the EPS portion of the AI file format.

Adobe Photoshop (PSD)

The PSD file format, developed by Adobe Systems for the Windows and Macintosh platforms, is a native file format of Adobe Photoshop. The PSD file format is bitmap based.

Versions supported

Versions 2.5 to 4.0 of the PSD file format can be imported into a Corel application. Only version 4.0 is supported for exporting to the PSD file format.

Corel applications support the following color depths when importing or exporting to the PSD file format:

- 1-bit Black & White
- 8-bit Grayscale
- 8-bit Grayscale Multi-Channel (Export from Photo-paint only)
- 16-bit Grayscale
- Duotone Multi-Channel (Export from Photo-paint only)
- 4-bit Paletted
- 8-bit Paletted
- 24-bit RGB
- 24-bit RGB Multi-Channel (Export from Photo-paint only)
- 24-bit LAB (Export from Photo-paint only)
- 24-bit LAB Multi-Channel (Export from Photo-paint only)
- 32-bit CMYK
- 32-bit CMYK Multi-Channel (Export from Photo-paint only)
- 48-bit RGB (Doesn't support objects or channels on export) (Export from Photo-paint only)

Notes

Duotone and multitone .PSD images are converted to grayscale when loaded into Corel PHOTO-PAINT.

The PSD file format also supports the following:

- RLE compression
- Maximum image size of 30,000 x 30,000 pixels
- Channels (Export from Photo-paint only)
- Objects (Export from Photo-paint only)
- Masking information

Adobe Portable Document Format (PDF)

The PDF file format, developed by Adobe Systems, is the native file format of the Adobe Acrobat exchange system. It is a metafile format which allows a file saved in a single format to be opened, viewed, browsed, and printed on any of the major desktop computing platforms (DOS, Macintosh, Windows, and UNIX). It is based on Adobe PostScript, a page-description language used by laser printers and imagesetters; therefore, the PDF file format can describe any page, regardless of the composition of formatted text and graphics. In addition, PDF files are highly compressed making them optimal for online viewing and transportation via e-mail, the World Wide Web and intranets.

Versions supported

Corel applications provide full import support for PDF file formats up to and including version 3.01.

Importing notes

You can import a multipage .PDF file into a Corel application. Corel VENTURA only imports the first page of a PDF file. To import other single pages of a multipage document you need to use the Adobe Placeable Enhanced PDF Page file format.

Other notes

The PDF file format has the following features:

- "Pre-rasterized" and compressed graphics. - Roughly 25% of size for vector graphics (with no loss of image quality) and anywhere from .5% to 75% of size for bitmap graphics (depending on settings). All PDF files are scalable (800%) and printable on postscript and non-postscript printers.
- Embedded Type 1 and TrueType fonts (optional) - the type characters and instructions for kerning and manipulating fonts are embedded in the file so users don't need the font to view or process it. Simple changes are also possible.
- Simplified postscript code - Many postscript files have graphic elements that need to be rasterized in RIP devices, sometimes without success. The simplified code of PDF files reduces the complexity of these elements.
- Forms and indexing features - Indexes can be made across many documents stored on servers.
- Sound and QuickTime files linkage- Makes Acrobat Exchange a complete presentation generator and driver.
- Enabled hypertext-like linking - Interactive links between pages and views across documents.
- Supports, CCITT Group 3, CCITT Group 4, LZW, and JPEG compression types

Adobe Placeable PDF Page (PDF)

The Adobe Placeable Enhanced PDF Page is used to import a single page from a multi-page PDF file. The PDF file format, a metafile, is a native file format of the Adobe Acrobat exchange system. It is based on Adobe PostScript which is a page-description language used by laser printers and imagesetters.

Importing notes

An Adobe Placeable Enhanced PDF file comes into a Corel application as an EPS (Encapsulated Postscript) file. Only the header information is displayed.

Adobe Type 1 Font (PFB)

PFB Files

A Printer Font Binary (PFB) file (i.e., "outline" files) has mathematical descriptions in the PostScript page description language for each character of the typeface. Applications and printers use PFB files to print fonts, and ATM uses them to smooth fonts (i.e., "rasterize") on-screen.

Type 1 Font Files

Most Type 1 fonts are single master fonts, which only permit style editing (e.g., Roman, italic, bold). A single master Type 1 font contains two files: a PFM file and a PFB file.

Some Type 1 fonts are also available in multiple master format. You can customize design elements of multiple master fonts such as weight, width, style, and optical size. A multiple master base font is the multiple master font itself, from which you create variations called multiple master instances. A multiple master base font is composed of a PFM file, a PFB file, and an MMM file. A multiple master instance is composed of a PFM file and a PSS file.

AutoCAD (DXF)

The DXF file format is a native file format of AutoCAD. It is vector based and supports up to 256 colors. It can also store three-dimensional objects.

Versions supported

Corel applications support version 12, 13, and 14 of the DXF file format.

Importing notes

When importing a 3-dimensional image, ensure that it is saved with the view which you want to use in the Corel application. Whenever possible, use polylines in DXF files rather than regular lines. This reduces the complexity of the file when it is imported into a Corel application.

Special characters in text strings:

- 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 character becomes a "?" in Corel applications, including the degrees symbol, the +/- tolerance symbol, and the circle dimensioning symbol.

Corel applications do not support the following when importing .DXF files:

- Shape entities
- 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 3D shapes, such as cones, spheres, and torids
- 3D extrusion of circles, arcs, and text
- 3D extrusion of polylines with a specified width and/or dashed patterns
- Invisible lines in 3D face entities
- Automatic wireframes
- Hidden lines removal
- Extrusion direction assumed to be parallel to the z-axis
- Binary DXF file format
- Paper space entities within a model space
- AutoCAD layers cannot be mapped to CorelDRAW layers
- MLINE command
- Objects created with AutoCAD 3rd party applications
- DXF files greater than 30" in either X or Y direction are scaled to within a 10" size when imported

Other notes on importing .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 four 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 results in the highest resolution, it also increases the file size greatly. A curve resolution of 0.004 inches is recommended.
- Solid and trace entities are filled, provided the view is not 3D (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 import into Corel applications incorrectly due to a lack of header information.

Exporting notes

When you export a drawing to the DXF file format it is saved in a vector format that can then be accepted by CAD/CAM programs and devices such as AutoCAD and certain computer-driven sign and glass cutters. Only the outlines of the objects are exported.

Corel applications do not support the following features when exporting to the DXF file format:

- Calligraphic pen effects, dashed and dotted lines, or arrowheads. All line weights are converted to solid lines 0.003" thick.
- Bitmaps
- Fills. Texture fills are replaced with a solid gray fill. All objects except rectangles are broken into several segments when exported. For example, an ellipse will export as 4 quarter arcs. Because of this, all objects except rectangles will lose their fill. White fills will export as black.
- Filled objects that have no outlines will have an outline appended to them in the .DXF export process.
- The DXF file format does not support file compression so .DXF files can become quite large, if text is exported as curves.

AutoCAD Drawing (DWG)

The DWG file format is vector based and is a native of AutoCAD.

Versions supported

Corel applications support versions 12,13, and 14 of the DWG file formats.

Importing notes

The following features are supported when importing a .DWG file:

- When a color depth is not specified, the DWG file format uses the default color depth option which is 256 colors.
- Only one viewport is imported from a multi-viewport .DWG file.
- AutoCAD ensures that colors from 1 to 7 remain the same when exporting to another system. The 7th color is either black or white depending on the background of the file.

Corel applications do not support the following features when importing .DWG files:

- Control codes and special characters embedded in text shapes
- The Mline command
- The Tolerance command symbols
- Body, Region and 3D solids
- Elevation
- Extended ASCII characters
- Shape entities, e.g., symbols

CALS Compressed Bitmap (CAL)

The CAL file format supports a monochrome (1-bit) color depth. It is used as a data graphics exchange format for computer aided design and manufacturing, technical graphics, and image processing applications.

Version supported

Corel applications provide full support for Type I .CAL files.

Other notes

The CAL file format supports an unlimited image size and uses the CCITT 4 compression type during import and export.

Compuserve Bitmap (GIF)

The GIF file format, developed by CompuServe Inc., is bitmap based. It can be used to store multiple bitmaps in a file. The GIF file format is supported by the World Wide Web, MS-DOS, Macintosh, UNIX, Amiga, and other platforms.

Versions supported

Corel applications import versions 87A and 89A of the GIF file format, but export to version 89A only. Version 87A supports basic features and interlacing. The newer version, 89A, includes all the features found in 87A plus the ability to have transparent colors. Version 89A also includes comments and other data of the image file.

Importing notes

Corel applications support the following color depths when importing .GIF files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted

Only the first frame is available when importing an animated .GIF file.

Exporting notes

- Corel applications support the following color depths when exporting to the GIF file format:
  - 1-bit Black-and-white
  - 256 shade (8-bit) grayscale
  - 16 color (4-bit) and 256 color (8-bit) paletted
- Masks are used to create transparent areas in files (export from Corel PHOTO-PAINT only. Masks will not be saved in 1-bit black & white files.)

Other notes

The GIF file format supports a maximum image size of 64,535 pixels by 64,535 pixels and uses LZW compression.

Computer Graphics Metafile (CGM)

The CGM file format can contain both vectors and bitmaps but .CGM files usually contain one graphic type or the other - rarely both. The CGM file format normally stores information in ASCII format but can also store information in a binary format to produce smaller files. The CGM file format can be used in all applications. However, it is especially designed to work in vector graphics applications such as CorelDRAW.

Versions supported

Corel applications support all versions of compatible ANSI CGM file formats.

Importing notes

Corel's .CGM import filter imports vector graphics from such programs as Harvard Graphics, Lotus Freelance, and Arts & Letters. The filter also gives you access to graphics produced on mini and mainframe computers, as well as Clipart from vendors such as MGI and New Vision. The .CGM filter only accepts markers supported by the CGM file format standard. Private-use markers are ignored.

Text is editable, provided the file is exported by the originating program using the correct text options. The typeface you see may not correspond to the one used in the originating program. However, you can easily change this in the Corel application.

The following features are not supported by Corel's .CGM import filter:

- 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

Exporting notes

Corel's .CGM export filter saves drawings in a vector format for use in desktop publishing programs, such as Corel VENTURA or Aldus PageMaker.

The .CGM export filter supports radial and linear fountain fills but not square or conical ones. PostScript textures are converted to solid gray 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.

CorelDRAW (CDR)

The CDR file format is a native of CorelDRAW. It can contain both vectors and bitmaps.

Versions supported

CorelDRAW and Corel VENTURA can import versions 5 to 8.

Importing notes

The Import feature of CorelDRAW adds a .CDR file to the current drawing, unlike the Open feature which adds the .CDR file to a new page. An imported CorelDRAW file appears as a group of objects. Use the Ungroup command in the Arrange menu to manipulate individual objects within the imported graphic.

To import a .CDR file into another application such as Corel VENTURA, the .CDR file must be saved in CorelDRAW with the Corel Presentation Exchange (CMX) Data option enabled. Corel VENTURA can import CorelDRAW files without Presentation Exchange Data, only if CorelDRAW is installed on your computer system. The CMX file format does not maintain OLE and object links (e.g., links between blend objects in CorelDRAW).

Drop shadows created in CorelDRAW may appear with a white box around them when imported into Corel VENTURA and printed.

Exporting notes

To export a .CDR file into another application such as Corel VENTURA the Save Presentation Exchange Data option must be enabled. The .CDR file is saved in CMX file format (along with the .CDR format) for use in OLE operations. This option is found in the Save As dialog box and not in the Export dialog box.

You can't export a CorelDRAW file from Corel VENTURA.

Other notes

The CDR file format uses proprietary compression.

CorelDRAW Compressed (CDX)

The CDX file format is a native file format of Corel ArtShow. It can contain both vectors and bitmaps. Only CorelDRAW can read .CDX files.

Importing notes

When you import a .CDX file, it creates a temporary file in your windows system TEMP directory called CDRUNCOM.cdr. This is the uncompressed version of the file.

Other notes

The CDX file format uses an internal proprietary compression algorithm.

Corel CMX Compressed (CPX)

The CPX file format is a native file format of Corel ArtShow 5. It can contain both vectors and bitmaps.

Importing notes

When you import a .CPX file, it creates a temporary file in your system TEMP directory called CMXUNCOM.tmp. This is the uncompressed version of the .CPX file. To view this uncompressed file, change its extension to .CMX and import it.

Other notes

The CPX file format uses an internal proprietary compression algorithm.

Corel Image Map (HTM)

The Corel Image Map filter exports you image as an image map. An image Map allows you to associate links to separate web pages on your website by clicking on different areas of an image. This is a very useful tool because it makes navigation of your site easier for your visitors.

An image map consists of:

The IMAGE file -- An image in the GIF or JPG format

The MAP file -- A textfile which maps coordinates on the image to links on your web site.

THE MAP FILE

In general, a map file contains the coordinates of each region you wish to make active and their corresponding URL links. The geometric shapes in the imagemap are mapped-out using a program like Mapedit. Basically, this or any other GIF file is opened in Mapedit and the desired regions are outlined using the mouse. After a region is outlined, you are prompted to enter a URL link. When complete, a map file is generated with the [.map] file extension.

THE IMAGE MAP PROGRAM

Imagemap is a CGI program that resides on the web server. On the NYIC web servers, this program resides in the /cgi-bin directory.

Client-side and server side image maps

Client-side image maps do not require the presence of a server-side script in order to interpret the coordinates of the "hot" regions of your multi-clickable image. The client-side image map is much more efficient than the server-side image map and it allows the visitor to see the actual URL associated with the mapped regions in the status bar of their web browser.

Corel PHOTO-PAINT 7 and 8 (CPT)

The CPT file format, a native file format of Corel PHOTO-PAINT, is bitmap based. In Corel PHOTO-PAINT, masks, floating objects, and lenses are included when an image is saved as a .CPT file.

Corel applications can import and export .CPT files, including those that contain color and grayscale information.

Importing notes

Corel applications support the following color depths when importing .CPT files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale and 256 shade (8-bit) grayscale multichannel
- 16-bit grayscale
- Duotone multichannel
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB and 24-bit RGB multichannel
- 24-bit LAB and 24-bit LAB multichannel
- 32-bit CMYK and 32-bit CMYK multichannel
- 48-bit RGB

Corel applications support the import of channels, objects and masks.

Exporting notes

Corel applications support the following color depths when exporting to the CPT file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Only Corel PHOTO-PAINT supports the following color depths when exporting to the .CPT file format:

- 256 shade (8-bit) grayscale multichannel
- 16-bit grayscale
- Duotone multichannel
- 24-bit RGB multichannel
- 24-bit LAB multichannel
- 32-bit CMYK multichannel
- 48-bit RGB

Other notes

The CPT file format supports an unlimited image size when importing and exporting. Its compression type is mixed. The CPT file format supports Notes in the Open and Save/Export dialog boxes. For more information about version 6 of the CPT file format see, "Corel PHOTO-PAINT 6 (CPT)."

Corel PHOTO-PAINT 6 (CPT)

The CPT file format, a native file format of Corel PHOTO-PAINT, is bitmap based. The .CPT file format supports: objects, masks, and layers.

Importing notes

Corel applications support the following color depths when importing .CPT files:

- 1-bit Black-and-white
- 256 shade (8-bit) grayscale
- Duotone
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Exporting notes

The following color depths are supported when exporting to the .CPT file format:

- 1-bit Black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) paletted
- 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Other notes

The CPT file format uses the following compression types: LZW, PackBits, Huffman, CCITT 3-1 DIM, CCITT 3-2 Dim and CCITT 4. The maximum image size that the filter supports is unlimited. For more information about versions 7 and 8 of the CPT file format see, "Corel PHOTO-PAINT 7 and 8 (CPT)."

Corel Presentation Exchange (CMX)

The CMX file format was originally developed to save files created in CorelDRAW with the data necessary to open and edit them in other Corel applications.

Versions supported

Corel applications support version 5 6, 7 and 8 of the CMX file format.

Corel WordPerfect Graphic (WPG)

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 colors). WordPerfect version 5 of the WPG file format 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. It is also possible to store Encapsulated PostScript (EPS) code in a .WPG file.

Versions supported

Corel applications support version 1.0 and 2.0 when exporting to the WPG file format.

Importing notes

Corel applications can import graphics created in Corel WordPerfect.

Exporting notes

Options in the WPG Export dialog box control how colors in the file are exported. The 16 Color option matches colors to a standard set of 16 colors. Choosing this option usually yields acceptable results on a .VGA file display.

The 256 Colors option may yield a truer representation of your file. However, colors may appear as shades of gray, depending on the video adapter and driver used. If this happens, export the file using the 16 color option instead.

Dashed lines of any style and width open as solid lines in Corel WordPerfect and Corel Presentations. You can export text as editable text characters or curves.

Other notes

To accurately reproduce calligraphic outlines along with corner styles and line caps, enable the Calligraphic Text check box. The outlines export as a group of polygons that match the appearance of the outlines. However, this adds significantly to the size of the exported file.

Fountain fills tend to contain coarse banding, therefore, try using the 256 Colors option for images that have such fountain fills.

Crop Image

The Crop Image dialog box lets you select the exact area and size of the image you want to keep. Cropping cuts away selected areas on an image without affecting the resolution or dimensions of the areas that remain. Crop around a selection or border in your image to create irregularly-shaped bitmaps.

Resample Image

The Resample dialog box lets you add pixels to or subtract pixels from a bitmap image. Resampling changes the amount of information in an image and can involve changes to resolution or dimensions. You can resample the image down (downsample) which reduces the number of pixels, eliminates unusable detail and reduces the file size.

Desktop Color Separation (DCS)

The DCS file format, developed by QuarkXPress, is an extension of the standard Encapsulated PostScript (EPS) file format. Generally, the DCS file format consists of five files. Four of the five files contain information about high-resolution color. This information is expressed in CMYK (cyan, magenta, yellow and black) format. The fifth file, considered the master file, contains a PICT preview of the .DCS file. DCS files that are imported from Corel PHOTO-PAINT 6, however, can be saved in a single file.

Versions supported

Corel applications support versions 1.0 or 2.0 of the DCS file format and also support File Type Single or Multiple options.

Importing notes

Corel applications support all color depths when importing .DCS files; however, to import this type of file in Corel VENTURA, the Encapsulated Postscript filter should be used.

Exporting notes

Corel PHOTO-PAINT supports all color depths when exporting .DCS files, and supports masks that are created in 256 shade (8-bit) grayscale and 32-bit.

Other notes

Corel applications provide full support for a maximum .DCS file size of 4,294,967,295 x 4,294,967,295 pixels.

Encapsulated PostScript (EPS)

The EPS file format, developed by Adobe Systems Incorporated, stores high-resolution PostScript illustrations. An .EPS file is a series of codes and information that determine the output of an image.

The EPS file format usually contains two parts. The first part is the PostScript language description of the graphic that is read by RIP (Raster Image Processor) on PostScript output devices. The second part enables a preview of the bitmap image in WMF or TIF file format (PICT file format is used by the Macintosh platform). However, the preview option requires an image header. If there is no image header, a gray fill displays and lists the filename and the originating application name.

You can also import an EPS file using the PostScript Interpreted filter. This filter interprets the PostScript information and displays the objects in the PostScript file rather than displaying a bitmap header.

Version supported

Corel applications support version 3 of the EPS file format.

Importing notes

A drawing saved in EPS file format can be imported into Corel applications to be scaled and cropped.

Corel applications support the following color depths when importing .EPS files:

- 1-bit Black-and-white
- 256 shade (8-bit) grayscale
- 16-bit grayscale
- Duotone
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Corel applications such as CorelDRAW 9 and Corel VENTURA 9 import .EPS files in a "Placeable" or "Interpreted" header format. The applications display the "thumbnail" or preview version of the working file. Imported placeable graphics come into the program as a group of objects. The header file format is either .WMF or .TIF: black-and-white, 16 shade (4-bit) grayscale or color, or 256 shade (8-bit) grayscale or color. You can set the header resolution from 1 to 300 dots per inch (dpi). The default header resolution is 72 dpi. If the application 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 the 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 EPS file format 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.

Exporting notes

On a PostScript printer, except for device limitations, graphics exported in EPS file format print from other programs exactly as how they do from current Corel applications.

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.

Masks can be used to define a 'clipping path' when exporting an .EPS file from Corel PHOTO-PAINT.

Only Corel PHOTO-PAINT supports the following color depths when exporting to the .EPS:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK (also supported by Corel DRAW and Corel VENTURA)
- 16-bit grayscale
- Duotone

The necessary fonts must be installed in your computer so that the .EPS file prints correctly. Choose the Include Fonts option. The fonts cannot be installed if you export text as curves. If a font used in the file is not resident on the printer or has not been installed, either the text will print in Courier, or the drawing will not print.

Corel VENTURA lets you save a page as an EPS file.

Other notes

The EPS file format supports an unlimited image size during an import and export.

- Some EPS files from outside sources may reference spot or user-defined colors that are not directly supported by some Corel applications. Abbreviated PANTONE color names (e.g., PANTONE Wm Red) can result in an unknown PANTONE color appearing in the Separations tab of the Print Options dialog box. This color will not separate properly and will yield an empty separation. You should either deselect the unknown color in the list before outputting separations, or save the .EPS file again using only colors recognized by the Corel application. Using PANTONE Spot colors in your EPS files will ensure that the colors will separate as anticipated.

- Spot colors in .EPS files won't separate properly if converted to CMYK from the Print Options dialog box.

- EPS file formats may not import properly using the All Files (*.*) file format. To import them, choose the EPS import file format.

Clipping paths in imported .EPS files do not display in Corel VENTURA. As a result, the image header in the file (if it has one) obscures the surrounding text on screen. The text, however, does print correctly. To see the clipping path on screen, re-import the file using the PostScript Interpreted filter. Right-click the image, click Picture, Convert Picture to Graphic Object(s).

Enhanced Windows Metafile (EMF)

The EMF file format was developed for Windows applications. Applications such as Corel VENTURA can read .EMF files. It is a metafile format used to import graphics from Windows applications. Corel VENTURA substitutes fonts missing from an .EMF file to similar fonts available on your computer.

Importing notes

Current Corel applications substitute fonts missing from an .EMF file to similar fonts available on your system.

Corel applications do not support the following features when importing .EMF files:

- Multiple pages
- hatch fills

Exporting notes

Corel applications do not support the following features when exporting to the EMF file format:

- Multiple pages
- Multiple layers

Exported .EMF files can become very large if your graphics contain a lot of curves or text. This can cause problems in Corel applications that impose limits on the size of imported files.

Text exports as individual characters.

Frame Vector Metafile (FMV)

The FMV file format was developed by Adobe FrameMaker. It can contain both vectors and bitmaps.

Version supported

Corel applications provide support for version 5.0 of the FMV file format during export.

Importing notes

Corel applications do not support the following features when importing .FMV files:

- Multiple Pages
- Text Fit to Path
- Bitmap Powerclips

Exporting notes

Corel applications do not support the following features when exporting to the FMV file format:

- Layers
- Multiple Pages

GEM Files (GEM)

The GEM file format is a vector file format supported by programs such as GEM Draw. Objects in the .GEM file that have a solid or percentage fill of a particular color have a corresponding fill in Corel VENTURA. However, custom fills (i.e., grids, hatches, ball bearings, etc.) used in GEM programs are not supported. Objects containing such fills have a tinted fill color in Corel VENTURA that corresponds to the color of the pattern fill of the original .GEM file.

Importing notes

Corel applications import vector graphics created by programs such as GEM Draw. They also import .GEM files from earlier versions of Corel VENTURA.

The types of end styles supported by the GEM file format depend on the package that created the .GEM file. Corners of files that are created in GEM Draw do not import into Corel applications such as Corel VENTURA.

- Round end caps on both ends of a line are successfully imported
- A round end cap on only one end of a line are successfully imported
- Lines with arrows are imported into the application with no end caps (no arrows)

Text in your .GEM file comes into the Corel application as editable text.

If a typeface from the imported file is not available on your computer, the missing typeface is replaced by the font on your computer that it most closely resembles.

Text in the imported file may not align exactly as in the original file. This is due to the differences in font sizes, and inter-character and inter-word spacing between the two programs. Underlined text from the GEM file format is not supported.

Unsupported keyboard characters appear as question marks.

Exporting notes

The following occur when .GEM files are exported:

- 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 the GEM file format supports.
- Fountain fills often appear quite coarse because of the limited color availability in the GEM file format
- 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 therefore cannot be edited.
- The GEM file format limits the number of objects per file. This poses problems if the original file contains many complex objects.

Corel applications do not support the following features when exporting to the GEM file format:

- Bitmaps
- Bitmap pattern fills
- PostScript Textures (converted to uniform mid-gray fills)
- Dotted and dashed lines
- Lenses
- Layers
- Multiple Pages
- Vector Fills
- Transparencies

Convert .GEM files to curves before exporting them to GEM drawing programs such as GEM Draw. You 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 show in Wireframe view if you import the exported file. The lines do 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 support Bezier curve information.

Other notes

The GEM file format supports RLE compression and has a maximum picture size of 64,000 pixels by 64,000 pixels.

GEM Paint File (IMG)

The IMG file format was developed by Digital Research. It is bitmap based and is mainly used on the Atari ST platform. However, the .IMG file is also frequently found in the PC desktop publishing environment.

Importing notes

In versions 1 through 4 of Corel VENTURA, the IMG file format is used to import pictures. The .IMG files are normally smaller and therefore displayed quickly on screen.

GIF Animation (GIF)

The GIF file format, developed by CompuServe Inc., is bitmap based. It can be used to store multiple bitmaps in a file. When the multiiple images are displayed in rapid succession the file is called an animated .GIF file. Corel PHOTO-PAINT and animated GIF files

You can save movies you create in Corel PHOTO-PAINT as animated GIF files. Animated GIF images "move" when displayed on web pages.

The GIF file format is supported by the World Wide Web, MS-DOS, Macintosh, UNIX, Amiga, and other platforms.

Versions supported

Corel applications import versions 87A and 89A of the GIF file format, but export to version 89A only. Version 87A supports basic features and interlacing. The newer version, 89A, includes all the features found in 87A plus the ability to have transparent colors. Version 89A also includes comments and other data of the image file.

Importing notes

Corel applications support the following color depths when importing animated .GIF files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit)
- 256 color (8-bit) paletted

Exporting notes

- Corel applications support the following color depths when exporting to the GIF file format:
  - 1-bit Black-and-white
  - 256 shade (8-bit) grayscale
  - 16 color (4-bit)
  - 256 color (8-bit) paletted
- Masks are used to create transparent areas in files (export from Photo-paint only.)

Other notes

The GIF file format supports a maximum image size of 64,535 pixels by 64,535 pixels and uses LZW compression.

HPGL Plotter File (PLT)

The PLT file format, developed by Hewlett-Packard is vector based. It is used in programs such as AutoCAD for printing drawings on plotters. Corel VENTURA and other Corel applications can interpret a SUBSET of the HPGL and HPGL/2 command set. A stepping factor of 1016 plotter units = 1 inch is used.

Versions supported

Corel applications support versions 1 and 2 of PLT file formats. However, some features of version 2 are not supported.

Importing notes

A Scale option is included for resizing the imported image. Use this option to import images larger than Corel's maximum page size.

The curve resolution factor can be set to a value between 0.0 and 1.0 inches. The value can be very accurate; up to eight decimal places are accepted. While a setting of 0.0 results in the highest resolution it also greatly increases file size. A curve resolution of 0.004 inches is recommended.

The PLT file format does not contain color information. Instead, the various objects in a .PLT 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.

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

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 .PLT files.

You can set a defined pen to the Unused option. You can also reset the current Pen Library pen settings back to the previously saved settings.

Only certain types of objects in the .PLT file are filled.

Corel applications support numerous dotted, dashed, and solid line types of the PLT file format. The pattern number of a certain line in a .PLT file is translated to a line type pattern.

The following occurs when .PLT files containing text are imported into Corel applications:

- Text imports into a Corel application as editable text. The application that generates the file is capable of exporting text as text.
- Once in the Corel application, text strings are assigned the default font, but can be subsequently assigned any typeface and size.
- Imported text has no fill color, only an outline color. The fill color is based on its associated pen number in the original .PLT file.

Exporting notes

Only the outlines of objects are exported to the PLT file format.

During the export function the following occurs:

- Dotted lines, dashed lines, and arrowheads are mapped to standard line types of the PLT file format.
- Bezier curves are converted to line segments.
- Outline thickness and calligraphic settings, are lost.
- Outline colors are limited to eight: black, blue, red, green, magenta, yellow, cyan, and brown.

Hyper Text Markup Language (HTM)

Hypertext Markup Language (HTML) is the World Wide Web authoring standard. HTML is comprised of markup tags that define the structure and components of a document. The tags are used to tag text and integrate resources (such as images, sound, video, and animation) when creating a Web page.

HTML has changed radically over the last few years. The number of HTML tags has grown, allowing Web authors to greatly enhance the design of pages.

Importing notes

The HTM import filter can be installed during a custom installation (Import/Export File Types - Internet File Types). The HTM import filter is designed to simply extract as much editable information from a web document as possible. It makes an attempt to read as much as it can and bring objects into CorelDRAW in a manner similar to the original layout.

In CorelDRAW, imported .HTM files that exceed the boundaries of the drawing page continue down the workspace without a page break. If you want to export these files back to the internet, keep in mind that the Publish To Internet option ignores all objects that are not within the confines of the drawing page.

Exporting notes

HTML text frames in .HTM files often overlap, causing difficulties during export. As a solution, try exporting the .HTM file to the GIF or JPEG file format.

IBM PIF (PF)

The PF (Program Information Files) file format is a vector format used by IBM 3270 work stations. Corel applications save drawings in PF file format.

Version supported

Corel applications support version 1.0 of the PF import filter.

Importing notes

Corel applications do not support the following features when importing an .PF file:

- Set Background Mix or Set Foreground Mix orders. Instead, the objects are overlaid in the order they are read in. Each has its own defined color where there is no overlap.
- Call Segment orders.
- Set Character Set.
- Set Paper Color.
- Set Pattern Symbol.

IBM 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. 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.

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 Monospaced or Toronto is available, the text is assigned the font that resides at the top of the font selection list. The text, spacing, and alignment attributes may then be changed as desired.

Exporting notes

The following occur when PF files are exported:

- Colors are color-mapped to provide the best possible match to the PF file format's 16-color palette.
- Because of the limited number of colors in PF, fountain fills usually look poor.
- Texture fills are converted to solid gray fills.

Current Corel applications export the following outline effects as polygons, provided you enable the Calligraphic Text check box.

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

Corel applications do not support the following features when exporting to the PF file format:

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

Exporting text as text creates smaller files, and the text can be edited in the destination application. Fonts and spacing may not be maintained.

Select Polylines to export curve objects as polylines, when the application in which you intend to use the exported file does not support Bezier curves.

Other notes

Windows might confuse IBM .PF with its own .PF (Program Information Files). When this occurs, the error message "Security Privileges" appears. To solve this, rename the file with a ".PF" extension using a DOS Window.

JPEG Bitmaps (JPG)

The JPG file format is an international standard for image compression developed by The Independent JPEG Group. It is bitmap based and is also known as JFIF (JPEG File Interchange Format).

Importing notes

Corel applications support the following color depths when importing .JPG files:

- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Exporting notes

The .JPG file Quality feature helps you export a large file with high quality and a small file with low quality. You also have the option of saving your file as a progressive .JPG file. Keep in mind that some applications can not open progressive .JPG files. If you have difficulty opening your file in another application, resave your file without the progressive option. This file format is supported in Corel applications such as CorelDRAW, Corel PHOTO-PAINT and Corel VENTURA.

Corel applications support the following color depths when exporting to the .JPG file format:

- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Other notes

The .JPG file supports a maximum image size of 64,000 pixels by 64,000 pixels and offers compression with almost no losses at ratios up to 20 to 1.

Kodak FlashPix Image (FPX)

The .FPX file is a bitmap image file format.

Importing notes

You can view the image you are importing and adjust various image settings. For example, 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.

Corel applications support the following color depths when importing .FPX files:

- 256 shade (8-bit) grayscale
- 24-bit RGB

Exporting notes

Corel applications support the following color depths when exporting to the FPX file format:

- 256 shade (8-bit) grayscale
- 24-bit RGB

Only Corel PHOTO-PAINT supports masks where the masked area alone is exported.

Other notes

The FPX file format uses compression types such as, None, Single Color, JPEG Standard, JPEG Unspecified and, JPEG By Quality.

Kodak Photo CD Image (PCD)

Kodak Photo CD images are derived from 35-mm film negatives or slides that have been converted to digital format and stored on a compact disc (CD). The PCD file format is bitmap based.

Importing notes

When you import .PCD files, a dialog box appears prompting you to choose the desired file resolution and color. High resolutions require large amounts of disk space. The Image Size indicator will update to reflect the choices you have made regarding resolution and color. Click the Enhancement tab if you want to color correct the image before importing it.

The Color Correction Method GamutCD uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image.

Set...	To...
Active Area	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.
Neutral Colors	Define neutral colors by clicking pure whites, blacks, and grays within the Active Area
White in Image	Maintain the good white elements in the photo. If you do not have a white, disable this option because gamut mapping will overbrighten your picture as it maps the lightest elements of your picture to white.
	This option will assist GamutCD in enhancing the tonal range of your image and removing color cast. If your white is not pure white, you may wish to lower the 255 setting in the number box to the right.
Black in Image	Maintain the good black elements in the photo. If the image does not have blacks, disable this option because 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	See the effect of the GamutCD settings on the image
Best Preview	See the effect of the GamutCD settings on the image. This method is more accurate than fast preview but takes longer to build.

The Kodak Color Correction method lets you alter color tints, adjust brightness and color saturation, as well as make adjustments to the level of contrast.

Set...	To...
Remove Scene	Turn off the Scene Balance Adjustment
Balance Adjustment	Adjust the photo finisher applied at the time the original image was scanned and placed on the Photo CD disk.
Contrast	Adjust contrast by preset amounts.
Show Out-Of-Gamut	Adjust extreme changes. The preview colors will display out-of-gamut pixels as pure red or pure blue.

Corel applications support the following color depths when importing .PCD files:

- 256 shade (8-bit) grayscale
- 256 color (8-bit) paletted
- 24-bit RGB

Available import sizes are:

- Base Over 64－64 x 96
- Base Over 16－128 x 192
- Base Over 4－256 x 384
- Base 512 x 768
- Base Times 4－1024 x 1536
- Base Times 16－2048 x 3072

Other notes

Compression is proprietary.

Lotus Pic (PIC)

The Lotus PIC file format was created by Lotus 1-2-3 for use in Lotus Print Graph. It is vector based.

Version supported

Corel applications support version 1 of the PIC file format.

Importing notes

Enables the import of graphs created in Lotus 1-2-3. The colors contained in a .PIC file are translated to a standard set of eight colors. Text contained in the file is imported as editable text. Title text is imported as the Toronto typeface unless that typeface is not available. Any non-title text is imported as the Monospaced typeface.

Macintosh PICT (PCT)

The PCT file format was developed for the Macintosh by Apple Computer Inc. It is a native file format of QuickDraw. It can contain both vectors and bitmaps. The PCT file format is widely used in Macintosh applications where graphics are used.

Versions supported

Corel applications support versions 1 and 2 of the PCT import filter.

Importing notes

Objects that contain a fill and an outline open as a group of two objects. One object is the outline and the other is the fill.

Fills in PCT file formats are often bitmap patterns. Corel applications try to maintain these fills as bitmap patterns. Pattern outlines are converted to a solid color. Arrowheads and dashed lines are not supported from MacDraw II in current Corel applications.

Text in the .PCT file opens as editable text. If a typeface in the imported file is not available on your computer, it defaults to a font on your computer that it most closely resembles.

Text alignment may not match the original file because of 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 text styles of the PCT file format are supported: bold, italic, outline, shadow, and any combination of these. Underlined text is not supported.

During a .PCT file import, features such as multiple layers and multiple pages are not supported.

Exporting notes

Corel applications export outline effects as polygons, provided you enable the Calligraphic Text check box. This maintains the exact image, but creates a larger file. Calligraphic effects and line caps appear as separate objects grouped with the line to which they are applied.

Filled objects with an outline are exported as a group of two objects. One object is the outline and the other is the fill.

Outlines on text are exported, provided the text is converted to curves prior to export. Text that has been converted to curves cannot be edited as text.

PostScript texture fills are exported as a gray fill.

Other notes

The colors available on the Macintosh are device dependent and vary with the type of view you use. If you have a view that uses 8-bit color, you are limited to a total of 256 colors. The colors of your file are matched as closely as possible. A view that uses 24-bit color displays colors that are virtually identical to the ones you use.

The PCT file format supports PackBits and JPEG compression.

MACPaint Bitmap (MAC)

This bitmap file format, developed by Apple Computer Inc., is supported by Macintosh platforms. The MAC file format is used mainly by Macintosh graphics applications to store black-and-white graphics and clipart.

Importing notes

Corel applications support a color depth of 1-bit black-and-white when importing a .MAC file.

Exporting notes

Corel applications support a color depth of 1-bit black-and-white when exporting to the MAC file format.

Other notes

The MAC file format supports a maximum image size of 576 x 720 pixels and RLE compression.

MET MetaFile (MET)

The MET file format is used to import graphics created in IBM's Presentation Manager for OS/2. It is used to exchange data between applications under OS/2.

This file format supports only basic drawing features such as solid outlines, solid fills, and both True Type and Type 1 fonts. Corel applications can only import .MET files.

Version supported

Corel applications support version 2 of the MET file format.

Micrografx 2.x, 3.x (DRW)

The DRW file format was developed by Micrografx, Inc. for Micrografx Designer. It can contain bitmaps and vectors.

Versions supported

The DRW file format supports graphic files created in Micrografx Designer 2.x or 3.x, into Corel applications such as CorelDRAW and Corel VENTURA.

Importing notes

Corel applications can't import gradient or fountain fills.

Exporting notes

When exporting from CorelDRAW 7 or 8 to the DRW file format, the objects are placed on the second layer. To access these objects you must enable the second layer to be current in the layer manager of Micrografx Designer. However, when you import these objects back into CorelDRAW 7 or 8, the objects import into the first layer.

Micrografx Designer 6.0 (DSF)

The DSF file format was developed by Micrografx, Inc. for Micrografx Designer. It can contain bitmaps and vectors.

Importing notes

The DSF file format does not support layers. All items are imported into Corel applications as a group on one layer. Bitmap fills of an image are ignored during import. Multiple pages are not supported. All items are imported on the same page.

NAP MetaFile (NAP)

The NAP file format is supported by PC and UNIX platforms and communications applications. This file format is mainly used to transfer graphic images between computers. It can contain bitmaps and vectors.

Importing notes

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

OS/2 Bitmap (BMP)

The OS/2 file format, developed by Microsoft Corporation and IBM, is supported by Intel machines running OS/2, MS-DOS, Windows, and Windows NT. It is also supported by numerous applications, including non-OS/2 and non-PC applications.

Versions supported

Corel applications support Standard Version 1.3 and Enhanced Version 2.0 or later versions of the BMP file format.

Importing notes

Corel applications support the following color depths when importing .BMP files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

Exporting notes

Corel applications support the following color depths when exporting to the BMP file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

Other notes

The BMP file format supports a maximum image size of 64,535 pixels by 64,535 pixels. OS/2 uses RLE compression.

PaintBrush (PCX)

The PCX file format is a bitmap file format and is used in cross-platform applications.

Versions supported

Corel applications support version 2.5, 2.8, and 3.0 of the PCX file format.

Importing notes

Corel applications support the following color depths when importing .PCX files:

- 1-bit Black and White
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

Exporting notes

Corel applications support the following color depths when exporting to the PCX file format:

- 1-bit Black and White
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

Other notes

The PCX file format supports a maximum image size of 64,535 x 64,535 pixels during import and export. It also supports RLE compression.

Picture Publisher 4 (PP4)

The PP4 file format was developed by Micrografx for Picture Publisher 4.

Importing notes

Corel applications support the following color depths when importing .PP4 files:
- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 256 shade (8-bit) grayscale multichannel
- 16-bit grayscale
- Duotone multichannel
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 24-bit RGB multichannel
- 24-bit LAB
- 24-bit LAB multichannel
- 32-bit CMYK
- 32-bit CMYK multichannel
- 48-bit RGB

Other notes

The PP4 file format supports LZW compression and a maximum image size of 65,535 x 65,535 pixels.

Picture Publisher 5 (PP5)

The PP5 file format was developed by Micrografx for Picture Publisher 5.

Importing notes

The .PP5 files support mono, color, and grayscale.

Corel applications support the following color depths are supported when importing .PP5 files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16-bit grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 24-bit LAB
- 32-bit CMYK
- 48-bit RGB

Only Corel PHOTO-PAINT supports the following color depths when importing .PP5 files:

- 256 shade (8-bit) grayscale multichannel
- Duotone multichannel
- 24-bit RGB multichannel
- 24-bit LAB multichannel
- 32-bit CMYK multichannel

Other notes

The PP5 file format supports LZW compression and a maximum image size of 4,294,967,295 x 4,294,967,295 pixels.

Portable Network Graphics (PNG)

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

Version supported

Corel applications support version 1.0 of the PNG file format.

Importing notes

Corel applications support the following color depths when importing .PNG files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

Exporting notes

Corel applications support the following color depths when exporting to the PNG file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

The PNG file format supports masks when exporting from Corel PHOTO-PAINT. Masks cannot be saved in 1-bit black-and-white and 256 color (8-bit) paletted.

Other notes

The PNG file format supports LZ77 compression and can import or export a maximum image size of 30,000 x 30,000 pixels.

PostScript Interpreted (PS, PRN, and EPS)

The PostScript Interpreted import filter can import PS, PRN, and EPS PostScript files. When you use this filter, the PostScript information is converted to objects in the Corel Application. The PostScript interpreted filter lets you import multiple pages. In contrast, the EPS filter is only used to import EPS PostScript files, and this filter displays the EPS bitmap header or, if there is no header, it displays a gray box.

Importing notes

The PS import filter converts RGB bitmaps into CMYK.

Font information is maintained only if the font was embedded in the original file prior to import.

Files that are too large may not import into Corel VENTURA due to memory limitations. This problem can be caused by complex gradient fills that increase the number of objects in the graphic.

EPS file formats (EPS placeable, PostScript Interpreted) may not import properly using the All Files file option. To import PostScript Interpreted files successfully, choose the PostScript Interpreted import file format.

Corel Raster Image (RAW)

The Corel Raster Image filter lets you open bitmap files that won't open with other filters. If you have a bitmap file which doesn't have any objects, a recoqnizable extension or doesn't "Auto-sense" in the Filter Manager (import dialog) you can use this filter to try to open the file. The filter does this by skipping the image header when reading the file. This is helpful because when a filter reads most bitmap files, the first chunk of data it finds is the header. Headers store attributes of the graphics data that may change from file to file , such as the height and width of the image and the number of colors it contains. If a format always stored images of the same size, type, and number of colors a header wouldn't be necessary -   the values for that format would simply be hard-coded into the filter. As it is, most bitmap file formats have headers, and your filter must know the internal structure of the header for each format it is to read.

If your image header is corrupted or is a non-standard format, a regular filter may not be able to read it. That's where the Corel Raster Image filter comes in. When you try to open a file, the filter displays a dialog in which you can specify any information you know about the file such as the image dimensions, header size, and color depth. You can use trial and error to determine missing information. If you enter incorrect information, the filter displays a message telling you the total image size you've specified and the total actual image size. "Image size" refers to the sum of the image dimensions and the header size (and the palette in a paletted image.) You can experiment with different values until you hit the ones that allow the image to open.

Other Raw Data Import dialog options

To open an image upside down enable Upside Down Data. If you think the image is an RGB image created in a Windows environment, enable Extra Channel. Windows RGB images have four channels instead of three. You can enable 8 Bits/Channel, 16 Bits/Channel, 8 Bit Mask or 16 Bit Mask depending on how many channels and what size mask you think the image has. You can also choose an image type and specify the image bit count (8 bits/pixel, 24 bits/pixel. etc.)

Tip

- Some file formats have standard header sizes, for example .BMP files all have 54 byte headers. Knowing these standard sizes means having to guess one less piece of information when trying to open files.

SCITEX CT Bitmap (SCT)

The SCT file format is used for importing 32-bit color and grayscale SCITEX images. SCITEX bitmaps are created from high-end scanners. The bitmaps are then processed for output by film recorders or high-end page layout programs. SCITEX is ideal for color-separated images because its native color depth is 32-bit CMYK.

Importing notes

Corel applications support the following color depths when importing .SCT files:

- 256 shade (8-bit) grayscale
- 32-bit CMYK

Exporting notes

The .SCT file is saved in 32-bit color format or 256 shade (8-bit) grayscale.

Other notes

The SCT file format supports a maximum image size of 4,294,967,295 x 4,294,967,295 pixels.

SCODL (SCD)

The SCD (Scan Conversion Object Description Language) is a raster file format used by film recorders to make slides.

Targa Bitmap (TGA)

The TGA file format, developed by Truevision Inc., is bitmap based. It is commonly used to store digitized color photographs. TGA is supported by MS-DOS, Windows, UNIX, Atari, Amiga, and other platforms and applications. It is used widely in paint, graphics, and imaging applications.

Importing notes

Corel applications import .TGA files in 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)
- Masks

Corel applications support the following color depths when importing .TGA files:

- 256 shade (8-bit) grayscale
- 256 color (8-bit) paletted
- 24-bit RGB

Exporting notes

The type of .TGA file produced depends on the number of colors exported. For example, a 24-bit color .TGA file is exported as a RLE-compressed RGB bitmaps.

Masks can be exported from Corel PHOTO-PAINT only. They cannot be saved in 1-bit black-and-white and 256 color (8-bit) paletted.

Corel applications support the following color depths when exporting to the .TGA file format:

- 256 shade (8-bit) grayscale
- 4-, 8- and 16-bit paletted
- 24-bit RGB

Other notes

The TGA file format supports RLE compression and supports a maximum image size of 64,535 x 64,535 pixels.

TIFF Bitmap (TIF)

The TIF file format is a standard file format used in most paint, imaging, and desktop publishing programs, and with digital scanners. The TIF file format is bitmap based, and is versatile and compatible with Macintosh and PC platforms. This file format is supported in Corel applications such as CorelDRAW, Corel PHOTO-PAINT and Corel VENTURA.

Versions supported

Current Corel applications include versions 4.2, 5.0 and 6.0 of the TIF file format.

Importing notes

Corel applications support the following color depths when importing .TIF files:
- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16-bit grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 24-bit LAB
- 32-bit CMYK
- 48-bit RGB

Exporting notes

Version 6.0 of the TIF file format is automatically used, when it is exported in CMYK (cyan, magenta, yellow and black). Version 5.0 is used, when you export the .TIF file in 16-million colors. Version 4.2 is used when you export the .TIF file in 256 colors or less. There is no other way to specify a particular version of the TIF file format.

Corel applications support the following color depths when exporting to the TIF file format:
- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Only Corel PHOTO-PAINT supports the following color depths when exporting to the TIF file format:
- 16-bit grayscale
- 48-bit RGB
- Masks

Masks cannot be saved in the following color depths:
- 1-bit black-and-white
- 16-bit grayscale
- 48-bit RGB

Other notes

The TIF file format supports Notes in the Open and Save/Export dialog boxes.

The TIF file format can be compressed in various forms such as CCITT and Packbits 32773. For best results, try using LZW compression. However, you may notice additional loading time as the application decodes the file compression type. The TIF file format supports a maximum image size of 4,294,967,295 x 4,294,967,295 pixels.

True Type Font (TTF)

The TTF fonts print as bitmaps or vectors depending on the capabilities of your printer. True Type fonts print as they appear on screen and can be resized to any height.

Visio (VSD)

The VSD file format can contain bitmaps and vectors. It is currently not supported in Corel PHOTO-PAINT.

Version supported

Corel applications except for Corel PHOTO-PAINT support version 4.0 of the VSD import filter.

Wavelet Compressed Bitmap (WI)

This WI file format is used to store bitmap information at high compression levels.

Importing notes

Corel applications support the following color depths when importing .WI files:

- 256 shade (8-bit) grayscale
- 24-bit RGB

Exporting notes

Corel applications support the following color depths when exporting to the WI file format:

- 256 shade (8-bit) grayscale
- 24-bit RGB

Other notes

The WI file format supports Wavelet compression. It also supports a minimum image size of 16 pixels and a maximum of 2048 pixels.

Windows Bitmap (BMP)

The BMP file format was developed as a standard to be used across various platforms.

Importing notes

Corel applications support the following color depths when importing .BMP files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

Exporting notes

Corel applications support the following color depths when exporting to the BMP file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

Other notes

The BMP filter supports RLE compression and a maximum image size of 65,535 x 65,535 pixels.

Windows Metafile (WMF)

The WMF file format, developed by Microsoft Corporation, can contain vectors and bitmaps. It is supported by Windows and several Windows-based graphics applications up to a 24-bit color depth.

Importing notes

Corel VENTURA and CorelDRAW substitute fonts that are missing from a .WMF file to similar fonts available on your computer. The WMF file format does not support PANOSE font matching.

The WMF file format does not support rotated and skewed bitmaps.

There is no preview available for the .WMF file.

Exporting notes

The WMF file format is used to export graphics that are created in programs such as CorelDRAW and Corel VENTURA.

A header contains additional information such as sizing. Therefore, a .WMF file can be successfully exported to CorelDRAW if the header is included.

Text exports as individual characters. WMF files can be very large if your file contains a lot of curves or text. This can cause problems in programs such as Corel VENTURA, which imposes limits on the size of imported files.

The WMF file format is 16 bits while CorelDRAW is 32 bits. When exporting a .WMF file, the 32 bit numbers are converted to 16 bits. For example, lines that are 0.01388 inches and thinner appear hairline because there isn't enough precision in the WMF filter to specify these widths accurately. Straight lines, curved lines, and calligraphic lines are exported as rectangles if thicker than 0.014 inches. Lines that are thicker than 0.003 inches are exported as arrows. Dashed lines are always exported as rectangles.

Resource Color dialog box

The Resource Color dialog box is used for resource file formats, such as .ICO, .CUR, and .EXE, which are used to create icons and bitmaps for Windows 3.1, Windows NT, and Windows 95 interfaces. For more information, see the appropriate file format:

Windows 3.x/NT Icon Resource (ICO)

Windows 3.x/NT Cursor Resource (CUR)

Windows 3.x/NT Bitmap Resource (EXE)

Windows 3.*x*/NT Icon Resource (ICO)

The .ICO file is a resource file format used to create icons for Windows 3.1, Windows NT, and Windows 95 interfaces.

Importing notes

The ICO file format supports icon graphic elements found within executables. You can select a color for Transparent and Inverse masks.

Corel applications support the following color depths when importing .ICO files:

- 1-bit black-and-white
- 16 color (4-bit) paletted
- 256 color (8-bit) paletted

Other notes

The ICO file format supports a maximum image size of 32 x 32 pixels.

Windows 3.*x*/NT Cursor Resource (CUR)

The .CUR file is a resource file format that is used to create icons for Windows 3.1, Windows NT, and Windows 95 interfaces.

Importing notes

The CUR file format supports cursor graphic elements that are used in Windows pointers. You can select a color for Transparent and Inverse masks.

Corel applications support the following color depths when importing .CUR files:

- 1-bit black-and-white
- 16 color (4-bit) paletted
- 256 color (8-bit) paletted

Other notes

The CUR file format supports a maximum image size of 32 x 32 pixels.

Windows 3.x/NT Bitmap Resource (EXE)

The .EXE file format is a resource file format that is used to create bitmaps (e.g., dialog boxes) for Windows 3.1, Windows NT, and Windows 95 interfaces.

Importing notes

The EXE file format supports icon graphic elements found within executables. You can select a color for Transparent and Inverse masks.

Corel applications support the following color depths when importing .EXE files:

- 1-bit black-and-white
- 16 color (4-bit) paletted
- 256 color (8-bit) paletted

Other notes

The EXE file format supports a maximum image size of 32 x 32 pixels.

A metafile is a file format that can contain bitmaps, vector images, and text.

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

Adobe Illustrator Export (AI) dialog box

Lets you choose an Adobe Illustrator file format.

Enable to export text as curves.

Enable to export text as editable characters.

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

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

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

Enable to simulate effects you have applied to outlines (such as adding arrowheads, corners, or creating dashed lines) in Adobe Illustrator.

Enable to include placed images in the exported file.

Enable to simulate complex filled curves.

Enable to correct colors using the current profile.

Enable to include the version 7 preview image.

PCD Import dialog

Lets you choose the a image size.

Lets you choose the a color depth.

Displays the original image before any enhancements have been made.

Displays the image after the enhancements have been made.

Displays a preview of the image.

Resets the image to its original state.

Lets you specify the amount of red in the image.

Lets you specify the amount of green in the image.

Lets you specify the amount of blue in the image.

Lets you specify the saturation of the image.

Lets you specify the brightness of the image.

Enable to have Subtract Scene Balance remove the scene balance adjustment that is made by the photofinisher when the original image is scanned and placed on the photo CD disk.

Enable to check for out-of-gamut colors, which are pure red or pure blue.

Lets you choose a contrast level, which is the difference in tone between the dark and light areas of an image.

OS/2 BMP Export dialog box

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

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

JPEG Export dialog box

Displays the original image, before enhancements.

Displays the image with the enhancements you applied.

Resets the image to its original state.

Displays a preview of the image.

Lets you specify the compression level of the image. Higher or lower compression levels affect the file size and quality of the image.

Lets you specify the smoothing of the image. Smoothing makes transitions between adjacent colors less pronounced.

Enable to use progressive loading. As the image data loads, the quality improves from unfocused to clear.

Enable to have a encoding method chosen that will produce the smallest file.

Lets you choose an encoding method subformat. Depending on the image, one of the available options will yield a smaller file size.

Displays the current image size.

Displays the current file size.

Displays the available encoding methods and lets you choose a encoding method.

Displays the available properties and lets you choose which properties you want.

GEM Export dialog box

Enable to export text as curves.

Enable to export curves as combinations of small line segments.

PNG Options dialog box

Enable to use interlacing when you load the image. As the data loads, the image quality improves from unfocused to clear.

BRS Import dialog box (importing .CUR and .ICO)

Displays the original image.

Displays the image with the enhancements you applied.

Enable to be able to choose the color of the transparent areas of the icon or cursor when you edit the image.

Enable to be able to choose the color of any inverse colors when 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.

Displays the color of any inverse colors when you edit the image.

Displays the color index options and lets you choose a option.

Displays the color of the transparent areas of the icon or cursor when you edit the image.

Resets image the to its original state.

Displays a preview of the image.

Displays the current image size in pixels.

Lets you choose image's color from color palette.

GIF dialog box

Lets you choose the color of the image from the Color Palette.

Enable to have no areas of the image display as transparent when you open the image in a Web browser.

Enable to make the masked area of the image transparent.

Enable to make a color from the image transparent. Use Image Color to make transparent backgrounds.

Enable to invert the image's mask.

Enable to use interlacing when you load the image. As the data loads, the image quality improves from unfocused to clear.

Lets you specify the index value of the color.

Opens the Color dialog box, which lets you select a color that is transparent when displayed in a Web browser.

Displays the color that is selected to become transparent when displayed in a Web browser.

Lets you specify the color component values of the selected color.

Displays the original image.

Displays the image with the enhancements you applied.

Makes color transparent when selected.

Resets the image to its original format.

Displays a preview of the image.

Displays the transparency options that are available.

HPGL Export dialog box (.PLT), pen tab

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

Lets you choose the color assigned to the selected pen.

Lets you specify the width of the selected pen.

Lets you specify the velocity assigned to the pen, in cm/s.

Displays the velocity assigned to the pen, in cm per second.

Lets you specify the velocity assigned to the pen.

Select to define the pen as unused.

Resets the image to its original.

Lets you choose a pen library. A pen library is a saved groups of settings.

Saves the current settings as a pen library.

Deletes the selected pen library from the Pen Libraries list box.

HPGL Export dialog box (.PLT), page tab

Displays the Scaling options and lets you adjust its settings.

Enable to scale the graphic before you import or export it.

Lets you specify the scaled size at which you are importing or exporting the graphic. At value of 100 percent, import or export of the image is at its original size.

Enable to fit the image to the page size.

Displays the page size and lets you adjust its settings.

Lets you choose a page size.

Displays the width of the page.

Lets you choose the unit of measurement used to calculate page width.

Displays the height of the page.

Lets you choose the unit of measurement used to calculate page height.

Displays the Plotter Origin, and lets you align the image in the center or at the bottom left of the printable area.

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

Enable to align the image at the bottom left of the printable area.

Displays the page orientation and lets you choose an orientation.

Displays the current page orientation.

Enable to set the page orientation to portrait.

Enable to set the page orientation to landscape.

Lets you specify the number of plotter units per inch.

HPGL Export dialog box (.PLT), advanced tab

Displays the Plotter Fills and lets you specify whether the plotter creates simulated fills.

Lets you choose how the plotter creates simulated fills with either parallel lines or a crosshatch pattern.

Lets you specify the line spacing used for the Parallel Lines and Crosshatch options.

Lets you specify the line angle used for the Parallel Lines and for the vertical lines of the Crosshatch option.

Lets you specify the line angle used for the horizontal lines of the Crosshatch option.

Displays the Curve Resolution and lets you specify the size of the lines used to represent the curves of the image.

Lets you specify the size of the line segments used to create curves in the image. The smaller the line segments, the smoother the curve appears.

Lets you choose the unit of measurement that determines the size of the line segments used to create the curves in your image.

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

Enable to weld overlapping objects so that the outline displays as one shape.

Not Welded   Welded

Enable to prevent the width and velocity settings an the Pen tab from being saved with the file.

HPGL Options dialog box (.PLT import)

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

Lets you choose the color to assign to the selected pen.

Lets you specify the width of the selected pen, in mm.

Displays the width of the selected pen.

Lets you specify the velocity assigned to the pen, in cm.

Displays the velocity assigned to the pen.

Lets you specify the velocity assigned to the pen.

Select to define the pens as unused.

Lets you choose a pen library. A pen library is a saved group of settings.

Saves the current pen settings as a pen library.

Deletes the selected pen library from the Pen Libraries list box.

Lets you specify the scaling percentage of the image when you import.

Enable to scale the image when you import.

Lets you specify the size at which the image is imported.

Enable to override the current pen widths.

Resets the pen settings to their default settings.

Enable to override the current pen colors.

Displays the velocity assigned to the pen in cm/s.

TGA Export dialog box

Enable to use the Normal file format. You can't save masks if you use the Normal TGA file format.

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

WMF Export dialog box

Enable to export text as editable characters.

Enable to export text as curves.

Enable to include a header with the file that specifies the dimensions of the image.

EPS Export dialog box (DRAW)

Displays the options you can apply to the .EPS file before you export it, and lets you choose options.

Enable to include a bitmap or vector thumbnail as a header with the file. When you import the image, you can view the thumbnail in the Preview window. If you don't include a header, the Preview window displays an X.

Lets you choose a vector (WMF) or a bitmap (TIFF) thumbnail format when are export the file.

Lets you choose the color depth of the thumbnail you are saving with the file.

Lets you specify the resolution of the thumbnail you are saving with the file.

Displays the format options for exporting text and lets you choose the format.

Enable to export text as curves.

Enable to export text as editable characters.

Enable to include PostScript font information with the file.

Displays the projected uncompressed image header size in bytes.

Displays the printer color profiles and lets you choose printer profile.

Enable to export the file with the colors defined in the current printer's profile.

Enable to use the selected profile for your composite printer.

Enable to use the selected profile for your separations printer.

Lets you specify a color mode for the .EPS file.

Displays the selected profile.

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

Enable to automatically increase the number of steps used to create fountain fills. This options reduces banding which is the appearance of stripes across a fountain fill.

Lets you specify the number of steps used to reproduce fountain fills.

Displays the PostScript levels you can use to export a file and lets you choose a level.

Lets you choose the PostScript level.

Displays the color mode used when you print your file and lets you choose a color mode.

Enable to reduce the size of a .EPS file by compressing bitmaps.

Lets you specify the compression quality of the bitmap image.

Displays Bounding Box options and lets you choose options.

Enable to align a bounding box to the objects in the file. A bounding box is a rectangular box that encloses all the selected items.

Enable to align the bounding box to page boundaries. All objects on page will now be enclosed inside of a bounding box.

Displays the bounding box you have selected.

Enable to set the amount by which the bleed extends beyond the edge of the area to be printed. A bleed limit is the extent to which an image can extend beyond the crop marks.

Lets you specify the amount of bleed you want to apply to the image. Usually, a bleed of .125 to .25 inches is enough.

Enable to use crop marks as alignment aids when you trim the print output to its final size.

Enable to have a number with decimal points.

Lets you specify a user name that is used in the .EPS file header.

Displays the Trapping options and lets you choose options.

Enable to maintain the current settings for objects. This ensures that the service bureau or print shop does not change overprint settings.

Enable to create a color trap by causing objects that contains 95 percent or more black to overprint underlying objects.

Enable to create a color trapping by applying an outline to an object that is the same color as it's fill and overprint underlying objects.

Enable to apply an auto-spread outline to the objects on the page. When auto-spread is enabled all the objects outlines on the page are the same width.

Lets you specify the amount of spread the auto-spreading assigns to an objects outline.

Lets you specify the minimum font size to which auto-spreading is applied. Applying auto-spreading to small font sizes can make the text illegible.

Postscript Import dialog box (.PS)

Enable to export text as curves.

Enable to export text as editable characters.

Enable to return postscript errors that might occur during conversion.

Lets you specify the amount of virtual memory.

Displays the virtual memory and lets you specify the amount of virtual memory.

Displays the text exporting options and lets you choose the file format.

SCODL Export dialog box (.SCD)

Enable to apply a white background to the image.

Enable to apply a black background to the image.

Enable to export the entire page, rather than only selected objects.

WordPerfect Graphic export dialog box (.WPG)

Enable to export the image as a 16 color image.

Enable to export the image as a 256 color image.

Enable to export text as editable characters.

Enable to export text as curves.

Enable to export the file in the format of WordPerfect Version 1.

Enable to export the file in the format of WordPerfect Version 2.

CGM Export dialog box

Lets you choose the CGM export format that best suits the application in which you want to open the exported file.

Wavelet Export dialog box (.WI)

Lets you specify the compression of the file. A high compression value produces a smaller file sizes but greater loss of image quality. Low compression results in larger files but less loss of image quality.

Lets you specify the contrast of the image. Contrast is the difference in tone between the dark and light areas of an image.

Lets you specify the edge of the image. Higher values result in sharper edges; lower values result in smoother edges.

Lets you choose the compression speed. Normal compression speed takes longer to save an image but gives better image quality. Fast compression speed takes less time to save an image but produces lower image quality.

Lets you choose a path for the image. Paths are another form of compression.

Displays the image size in bytes.

Displays the file size in bytes.

Displays a preview of the image.

Resets the image to its original file format.

Displays the original image.

Displays the image after modifications are made.

Displays image property options and lets you choose options.

Displays the encoding method options and lets you choose options.

MPEG Export dialog

Enable to use MPEG compression. MPEG uses lossy compression, so the higher the compression level, the more data is lost.

Lets you choose which compression algorithm is used when exporting image. The algorithm determines which compression is used between frames, and how those changes are to be stored in the file.

Enable to use MPEG2 compression. MPEG2 is the updated standard of MPEG. MPEG2 uses lossy compression.

Lets you specify the quality of the file. The Quality slider lets you balance file size against lost information.

Enable to export only the audio portion of the file.

Enable to export only the video portion of the file.

Enable to export the audio and video portions of the file.

DCS Export dialog box

Enable to use the DCS Version 1 file format. Use this format when you work with CMYK images only. This format creates 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.

Enable to use the DCS Version 2 file format. Use this format when you work with CMYK or duotone images.

Enable to create one file when you export in DCS Version 2 file format. The separation and main files are combined in one file.

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

Open Flashpix image dialog (Import FPX)

Lets you specify the amount of blue in the image.

Lets you specify the amount of green in the image.

Lets you specify the amount of red in the image.

Lets you specify the amount of light emitted in the image.

Lets you specify the contrast between the pixels in the image to improve the focus and enhance edges.

Lets you specify the saturation. Saturation is the purity of a color. The extent to which a color is made of a selected hue rather than of a mixture of that color and its complement.

Lets you specify the ratio between the lightest part of the image and the darkest part of the image.

Displays a preview of the image.

Resets image to its original state.

Displays the original image, before enhancements.

Enable to disable any transformations, such as size and color, applied to the image.

Displays the image after the enhancements have been made.

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

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

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

Raw Data Import dialog

Displays the images dimensions and lets you specify the width and height of the image dimensions in pixels.

Lets you specify the width of the image in pixels.

Lets you specify the height of the image in pixels.

Lets you specify the size of the image header.

Enable to load the image upside down.

Lets you choose an image type.

Lets you choose the bit depth of the image.

Enable if the image you're opening has four channels instead of three.

Enable if the image you're opening has eight bits per channel.

Enable if the image you're opening has 16 bits per channel.

Enable if the image you're opening has an eight bit mask.

Enable if the image you're opening has a 16 bit mask.

Gif 89a

File settings

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

Lets you specify the width of the image.

Lets you specify the height of the image.

Lets you specify the number of colors in the image.

Lets you specify the for the background color settings.

Enable to loop the frames. Looping means that the frame sequence repeats after it has completed.

Enable to specify the number of times that the animation repeats.

Enable to save only the difference between the files, rather than the entire image files.

Lets you specify the number of times the animation will repeat.

Displays a preview of the image.

Displays the original image.

Displays the image with the enhancements you applied.

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

Enable to make the animation loop and repeat itself continuously.

Displays the paper size options and lets choose options.

Displays the color options and lets you choose options.

Displays the frame repetition option and lets you choose options.

Frame settings

Enable to specify a transparent color in the image.

Enable to make a specified color transparent.

Lets you specify a color that you want to make transparent.

Select a color from the color palette to make transparent.

Lets you specify the position of the frame in the sequence.

Enable to use the global palette.

Enable to use the local palette which consist of colors in the image.

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

Lets you specify the frame delay. The frame delay is the amount of time between frames.

Lets you specify how the previous frame disappears.

Applies only the frame settings that have changed.

Applies all frame settings.

Lets you specify the index of the Color Palette.

Displays the color palette of the image.

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

Resets the image to its original state.

Displays the image you are currently working with.

Displays the transparency options and let you choose options.

Displays the palette options and lets you choose options.

Displays the positioning options and lets you choose options.

Select Color

Displays the transparency options and lets you choose options.

Displays the original image.

FPX Export

Displays a preview of the original image.

Displays a preview of the resulting image.

Refreshed result image displays automatically as you make changes to original image.

Lets you choose a compression type. Choose None for no compression; Single Color for one color images; JPEG Unspecified to let the filter choose the optimum compression level; and JPEG By Quality to choose the compression level yourself.

Lets you choose a decimation type. Decimation is another form of compression. Depending on the image, Standard (2x2) or Gaussian (4x4) yield a smaller file size with no loss of quality.

Lets you specify the quality of the image. Lower quality files are smaller and more compressed. Higher quality files are larger and less compressed.

Displays the image size in bytes.

Displays the file size in bytes.

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

Resets the image to its original state.

Displays the encoding methods that are available.

Properties:Displays the properties settings that are available.

Scene Contents

Lets you specify the people in the image.

Lets you specify the things in the image.

Lets you specify the places in the image.

Lets you specify the events in the image.

Lets you specify the contents of the caption that appears in the image.

Lets you add comments about the image.

Summary

Lets you assign a title to your image. This title appears in the Summary property page when the image is opened.

Lets you type in your name.

Lets you describe the subject of your image.

Lets you specify the name of the last person to work on the image.

Lets you specify keywords for the image.

Lets you specify a revision number.

Lets you add information about the image.

TTF

Displays the typeface options and lets you specify the typeface options.

Lets you create a family name for the font you want to export.

Enable to export the font as a symbol.

Lets you choose a font style. This option is not available with symbol fonts.

Lets you choose a grid size. You can change the grid size of the font only if you're exporting to a new typeface.

Lets you specify a space width. 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 you enabled.

Lets you specify the width of each character.

Lets you specify the design size of the characters.

Lets you choose a unit of measurement for the characters.

Opens the Options dialog box, where you can specify options, such as Family name, Space width, grid size, and character number.

Lets you specify a family name for the font you want to export.

Lets you specify the character space width. The space width controls the amount of space between each character.

Opens a dialog box that lets you load Adobe Font Metrics from a file.

Displays a list of characters and their numbers.

Displays the number of the current character.

Lets you specify the width of each character.

Deletes the current character from the character list.