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Corel PHOTO-PAINT! Issues

This document outlines several of the facts and limitations associated with CorelPHOTO-PAINT! as well as tips for improving system speed and performance.

Toolbox & Roll-ups can only be manipulated if an image is open on the screen.

Some options in the Effects menu require complex and lengthy memory calculations. Therefore, processing may be slow. If the wait cursor appears active, let the process go to its conclusion.

The color calibration settings under the File; Prepress and the File; Edit Tone Map are also duplicated under other menus. This makes it convenient to apply these features to all applicable functions.

Under File; Prepress you can create new color circuits. Unless you are producing extremely high quality output, ie.1270 dpi and above, choose Better as your color circuit Quality. Selecting Best causes large delays in the saving of a circuit. A 486 DX66 will take approximately one hour to save a circuit in this mode versus a few minutes in Better quality.

TWAIN stands for Technology Without An Interesting Name and refers to an open industry imaging interface.

Corel provides drivers for the following scanners, to allow direct scanning into CorelPHOTO-PAINT!:

Canon model CJ10, BJ-10
Epson 300C
HP Scanjet Plus and IIc
Logitech Scanman, Scanman Plus, Scanman 256/32
Microtek 200, 300, 400, 600, 800, 1850

Other scanners must be fully TWAIN compatible and TWAIN drivers must be obtained from the scanner manufacturer to allow direct scanning.

NOTE: For specific details on scanning issues, request the following documents from IVAN:

Microtek Scanner Issues - document 4015

HP Scanner Issues - document 4016

Memory Issues and System Speed

CorelPHOTO-PAINT! is a bitmap editing application. Bitmaps, by their very nature, require plenty of disk space and memory. When a bitmap is opened in CorelPHOTO-PAINT!, it is rendered on screen as a 24 bit image no matter how it has been saved. This feature allows you to have full access to all editing tools. A duplicate copy of the image is held in memory to permit you to undo a mistake.

Therefore, an 8 bit image at 200 kilobytes in size converted to 24 bit format takes up three times as much space (in memory). This is maintained twice, once for the image you are editing and once for the Undo step.

If certain features such as Split Channels are applied, each color channel requires the same amount of memory again. The 200 kilobyte bitmap may now take up over 5 megabytes of memory space. This figure does not include the hard disk space required by Windows temporary files.

SUGGESTIONS:

try to keep on-screen separations and open images to a minimum.

Close all applications except CorelPHOTO-PAINT!

Eliminate all unnecessary TSRs

Run CHKDSK /F at the DOS prompt to eliminate hard disk errors

Run SET at the DOS prompt to look for the TEMP= line. Check the stated location for any files with .TMP extensions. Delete these files.

Ensure that there is at least 10 meg of free hard disk space in the TEMP location. (preferably more) If not, try to free additional space on this drive. You can also set the temp files to a different drive with more space by modifying the SET TEMP= line in the AUTOEXEC.BAT file.

Try to constrain maximum image size to 10 meg if possible. Working with larger size files is possible but performance will decrease as file size grows.

Create both high and low resolution versions of your bitmaps. Import the low resolution copies into your CorelDRAW! files until print time. These will serve as place holders and allow faster manipulation of the files.