You have successfully received Technical Support fax **#4013**. This document contains 5 pages.

CorelMOVE! Issues

This document outlines many of the facts, features and limitations associated with CorelMOVE! It will provide answers to many of the questions you may have while using this application.

The CorelMOVE! color palette is limited to 256 colours. There could be slight differences in colors if an object is created using a 16 colour VGA driver, then played on a system with a different video driver. When using the VGA driver, there could also be slight differences between the colours on the palette and colours applied to objects on screen.

Each item in the animation should be assigned a descriptive name. If an object is used more than once, assign a different name to each occurence. This will help differentiate between items in the Timelines Rollup.

When transition effects last longer than the duration of a frame on screen (as determined by Frame Per Second speed in Animation Options), the frame will pause on the screen until the transition effect is complete. This pause may be evident if there is actor moving on screen at that time.

All positions in CorelMOVE! are indicated in pixels, according to the size of the Animation Window as indicated under Animation Options.

When using the SCALE function in the Paint Toolbox, make sure to select the object in the paint window by double clicking the Selection tool.
If using Anti-Alias in the Paint Toolbox, the pixels at the edge of the object will blend into the background colour of the Paint window. This will cause problems if the background colour is changed at a later point. Use Anti-Alias only if the colour of the background in the animation window is identical to the background colour of the Paint window.

If you create an object in another application, and wish to edit it using CorelMOVE!'s Paint Toolbox, you must convert the objects using the Convert option under Object Information. It is not possible to change the Registration Point of Actors created in CorelDRAW! or CorelPHOTO-PAINT!. To do so, convert actors to CorelMOVE! format, then change the Registration Point under the Edit menu.

When using the Paint Toolbox to create or edit Actors and Props, double clicking on certain tools will bring up options for those tools. For example, double clicking on the square tool changes it to a filled square tool. Double clicking on the Spraycan tool allows you to change the spray size options for that tool.

If you are creating an object you do not wish to be moved after placement on the working screen, select Lock in the Prop Information box.

CorelMOVE! does not have a white 'colour' in its palette. White objects created in the Paint Toolbox will appear as transparent when placed on the working screen.

When creating new Actors and Props, a list of available Object Editors is displayed in the dialogue box. The applications listed in this box are those that are approved creators of CorelMOVE! objects. This list is limited to CorelMOVE!, CorelDRAW! and CorelPHOTO-PAINT!

When working in the Paint Toolbox at 1 to 1 zoom, you cannot change the size of the eraser tool. To erase smaller areas, select Zoom and change to 8x times zoom. The pixels will be displayed larger, and can be erased with the eraser tool.

To add new points to a path, between existing points, first select the point to the left, then click on the path. Otherwise, the end point of the path will be moved to that spot, creating an erratic path.

When adding objects to an animation, newer objects will always be placed above the previous. You can use the ARRANGE menu to move their position relative to one another, or click on the object in the Timelines Rollup and drag up or down the list to move its position. Note that Actors will only arrange around other Actors, Props will only arrange around other Props.
When using the Node Edit tool while in CorelDRAW! and moving to another frame in the Frame Select Rollup, the objects might not redraw correctly. Selecting another tool should redraw the screen properly.

Double clicking the mouse will close the shape when using the polygon tool.

Bitmaps imported into CorelMOVE! are quite large, and should be resized using the Scale function in the Paint Toolbox.

A JPEG file will be imported into CorelMOVE! even when the CANCEL button is pressed.

An object cannot be copied to the clipboard from CorelDRAW! and pasted as

an actor into CorelMOVE! The suggested method is to create a CorelDRAW! file and import it into a frame in CorelMOVE!

You can not select CREATE FROM FILE and select a CorelDRAW! *.CDR file. As above, create a NEW object and use CorelDRAW! as the creating application, importing the image onto a frame in CorelDRAW!.

If you experience problems with Cues set to start on Frame 1, when using Wait For, Mouse Click On, Prop Named, set the cue to start on Frame 2.

Transition effects set to Frame 1 of an animation will not be applied. To obtain the desired transition effect, set it to enter at Frame 2 or 3.

Cloning in CorelMOVE! functions differently than in CorelDRAW! In CorelMOVE!, if you create an object and Clone it, then delete the original, the Clones will remain.

When using the Paint Toolbox , there is a brush style that does not function. In the Paintbrush tool, double clicking on the tool on the 3rd row, 7th across does not work.

After copying an object from a Corel application to the clipboard, the information is erased from the clipboard when the application is closed. This is a function of OLE2.

The .WAV sound file format has numerous variations, depending on the originating application. CorelMOVE! supports the original Microsoft definition of this format. If you have problems working with a specific file, it may not strictly be following that format.

Sounds can be played only if system has sound capabilities, such as through Sound Blaster. Most internal computer speakers are not capable of supporting sound in CorelMOVE!.

Sound files used in animations will play completely unless the animation ends first. If the length of the animation is increased, by adding additional frames, after the sound file has been placed, sound will be cut at the original ending frame. In this case, lengthen the duration of the sound through the Timelines Rollup.

A sound must be placed into an animation to enable the Play A Sound Cue. A sound placed in an animation will begin playing at the frame on which it is entered. If you deselect the Sound in the Timelines Rollup by clicking it off, the sound will not play during the animation, but will be available for use with the Cue.

If using a long .WAV file as a background soundtrack in an animation, do not attempt to synchronize objects to that sound file. Screen redraw issues make syncronization very difficult.

The Volume and Priority Sliders in the Sound Information dialogue box have no effect.

If using Media Player to play a CorelMOVE! file, and the CorelMOVE! player does not appear as a device in the drop down menu, you must edit the MPLAYER.INI file and verify the entry: CORELMOVE=350, CorelMove Player. It is possible that the value may have been set to 0.

The AVI Import option does not work in CorelMove. The redistributable Video for Windows driver (MSVIDC.DRV) was not included in our setup. However, the file is available on our BBS (613-728-4752) and in the Corel Forum (section 6) on Compuserve. Install as follows:

1. Copy the driver (MSVIDC.DRV) to the WINDOWS\SYSTEM subdirectory.

2. Add the following statement to the [drivers] section of \WINDOWS\SYSTEM.INI:

    VIDC.MSVC=msvidc.drv

3. Add the following statement to the [drivers.desc] section of \WINDOWS\CONTROL.INI:

    msvidc.drv=Microsoft Video 1 Compressor

If you are importing an AVI file containing sound, the two items must be imported separately. First, the AVI file as an Actor, then the AVI as a Sound. Both should be imported onto the same frame to maintain synchronization. When importing FLI or AVI files, make sure you have enough frames in your animation to accommodate the cels in the imported file. The imported file can be truncated if there are not enough frames. The length of the AVI or FLI file imported into CorelMOVE! is limited to 250 cels. Any additional cels in the imported file will be truncated. A message will advise you if this is the case. Import of AVI files as Actors is limited to 8 bit and 24 bit images. 16 bit images contained in the AVI file will not import.

Importing large AVI or FLI files (100 frames or more) for use as an Actor in CorelMOVE! may cause your system to run very low on memory, or even slow to a halt. The problem also occurs when creating an Actor using CorelDRAW! (and OLE 2.0) which contains too many cels. The complexity of the Actor is determined by the size of the cels, as well as by the number of cels. To avoid these problems, it is recommended that you restrict yourself to

Actors of 50 cels or less.