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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Editing the Interactive Transparency of an Object

Creating a transparency adds a grayscale mask over top of an object of any fill type. You can choose to create a uniform, fountain, pattern, or texture transparency.

When modifying a transparency by clicking the Edit button on the Property Bar, you are presented with comprehensive controls for creating a transparency mask. Although you may select colors within the dialog, these colors are converted to grayscale values when you exit the dialog. These grayscale values can be seen in the dialog if you apply the changes then click the Edit button a second time to re-enter the dialog.

As transparencies are simply grayscale masks applied on top of an object, the object can contain any fill - be that uniform, fountain, pattern, texture or PostScript. The type of fill is generated independently from the type of transparency mask. For example, you can create an object that has a color texture fill and a fountain transparency mask.

To remove an object's transparency, select the object, select the Interactive Transparency tool, then pick None from the Type combo or click the Remove button on the Interactive Transparency tool Property Bar.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Scrapbook

Favorite fills and outlines

Favorite Fills and Outlines do not work when dropping on a link group. To apply these effects to a link group drop the effect on the control instead.

Favorite Fills and Outlines can be deleted using the right mouse button pop-up menu over the favorite fill and outline. The delete key will not perform this operation.

Drag and drop

Dragging objects from Draw into the Tools/Browse, or the Scrapbook Samples Tab will save the selected objects, not all the objects in the file. This is of particular concern when dealing with multiple page files. Please be sure to save your file as well.

Thumbnails

Thumbnails created using the right mouse button pop-up menu in the Scrapbook or Script Manager are saved at the resolution specified from the View Menu of the right mouse button pop-up menu in those tabs. To gain greater clarity of thumbnails, especially text, try setting your view size to larger than 32x32.

No outline

The Scrapbook is currently unable to save and play back a favorite outline of no outline correctly. A hairline outline will be applied rather than no outline. This will occur if favorite was saved with either the outline width or the outline style properties.

Texture fill

A Texture fill is an algorithmically generated fill. Due to the complexity of these fills, only the default parameters of the Texture fill will be stored in script recordings. This affects the saving of Texture fills performed through the Favorite Fills and Outlines tab in the Scrapbook Roll-Up and the Script and Preset Manager Roll-Up. Any changes to the default Texture fill will not be saved and must be re-applied after running the script or applying the Favorite Fill.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Document Information dialog box

Color palettes that exist within color models, such as FOCOLTONE which is a CMYK color model, will have both their palettes and models displayed.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>**Related Topics**</u>

Object Manager

The Object Manager shows Grid, Guides and Desktop layers on the Master page. As a result, you cannot change the Z-order of other layers with respect to these layers without moving the other layer to the master page. You can perform this operation, without moving your layer to the Master page, by using the Layer Manager.

PowerClip contents right mouse button menus will not be displayed over the contents object in the Object Manager unless you are editing the PowerClip contents (instead the pop-up menu of the container will be displayed). OLE Drag and Drop from one document to another within Draw, or from outside of Draw is not supported using the Object Manager. Perform this operation using the Draw page.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>**Related Topics**</u>

Natural Pen Tool

The Natural Pen tool is mathematically complex and performance is affected by long complicated strokes. When creating complicated objects with this tool, you can maximize performance by using several less complicated strokes and welding them together with the Weld function.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Interactive Fountain Fills

Custom fountain fills cannot be created using the Interactive Fill tool for control text objects (e.g., text fit to a path). Custom fountain fills, however, can be added via the Edit button on the Property Bar.

Additionally, refresh problems may occur when using the Interactive Fountain Fill tool on control text objects. To rectify, simply swipe the text again with the Interactive Fill tool or select the Pick tool and return to the Interactive Fill tool.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} **Related Topics**

Publish to Internet

Barista is installed only when you take a Custom install, and select Internet tools, found under productivity tools, it is not available on a typical install.

The Barista folder can be moved from the Corel folder and placed anywhere else without affecting performance. The Barista folder can be renamed, **BUT DO NOT** rename any of the original files or folders inside the Barista folder.

When exporting to Corel Barista HTM you must place the created / exported file in the Barista directory. The reason for this is that Barista is Java based and the browser has to have the .class files in the same folder as the file in order to read them.

When the file is created there will be a similarly named folder created, do not delete this as it contains the gif or jpg information for displaying your image.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

HINTS

Users should set the drawing units, for any work in CorelDRAW that they plan on exporting to Barista or HTML, in pixels and smaller screen settings (800 X 600) or they will create huge pages, that will slow down loading and display.

Do not use "#" or "%" in HTML filenames as they will not be recognized as valid filenames by the browser.

The smallest size of page in CorelDRAW is 300 pixels square.

Care should be taken when applying a URL to a group, any changes to grouping will change the URL assignment, for example a blended object can have a URL attached to the front and back control objects OR on the group but not on both.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} **Related Topics**

Corel Image map.HTM file Hints

To create Corel Image maps do the following:

1. When you are finished creating your Corel Image map, click File, Publish to Internet.

2. Type in a name for your HTML file (HTM extension).

3. Click the Export button.

4. Choose the file format you wish to use for your image (.GIF or .JPG).

5. Select the Bitmap Export options you want, DPI is best at 96 for speed and display, and then click OK.

You should now have an .HTM file and a .GIF (or .JPG) file. These two files should stay in the same directory in order for the .HTM file to run properly in the browser.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Presets/Scripts

Presets that have pre-selected objects and start off with the first transaction recorded being an object creation will not convert to script correctly. This will be evidenced by incorrect display after playing the script and upon examination of the generated script, you will see a "RecorderObjectScaleInfo" command immediately after "SuppressPainting". In this particular scenario, the recorder does not perform the scaling correctly and all objects will end up with incorrect sizes and displacements.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} **Related Topics**

File I/O

If objects appear to be missing when opening files from CorelDRAW! versions 3, 4, or 5, view the desktop area surrounding the page. Due to an error in the way some transformations were saved in 16bit versions of CorelDRAW, objects may be displaced to an area outside the 16bit drawing area limit. Because this problem was discovered late in the development cycle, it could not be corrected for this release. This issue is scheduled to be addressed in a future release.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Color Styles

When dragging and dropping color styles between documents using the Color Styles Roll-Up, if the color style is released on another document name, a copy is left behind. If the color style is released on the white space below the documents, the color style is moved to the currently active document.

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} **Related Topics**

Bitmaps

Resample and Convert to Bitmap are memory intensive. When you create or resample a bitmap which is the full size of the screen, the uncompressed file size is very large. Ensure you have enough free virtual memory to complete the operation.

PHOTO-PAINT objects, upon import into DRAW, appear to have a white opaque background. This background is actually an all white bitmap behind the object. If the imported bitmap is ungrouped, the background can be deleted, and the foreground object will behave as a bitmap with mask applied.

The Fancy plug-ins Glass and The Boss require a masked bitmap to work properly. In DRAW, there is no method to create a mask which will work properly with these filters. For best results use PHOTO-PAINT to either create an object and import that into draw, or use these effects in PHOTO-PAINT.

KPT 3 Metatoys f/x SE preview is misleading. It appears as if the effect can be applied to anywhere on the screen, including the Desktop and any application menus or toolbars. However, upon application the effect is applied at the center of the selected bitmap only.

The Auto F/X Photo/Graphic Edges plug-in filter does not function properly in DRAW. To create any bitmap edge effects please use PHOTO-PAINT.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} **Related Topics**

Bevels

CorelDRAW attempts to determine a default bevel depth for text based on the selected text's point size. However, due to differences in typefaces, this may not be the optimal depth. If a bevel which is too small or too large is generated, modify the depth and/or the angle until the desired bevel is obtained.

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Corel PHOTO-PAINT 7

Corel PHOTO-PAINT 7

Web Browsers and JPEG images

Watermark detection

Auto FX

Related Topics

Web Browsers and JPEG images

Please note that 32bit JPEG images are not currently supported in Web Browsers.

If you are saving Progressive JPEG images for the Web, make sure that your Web Designer and/or Browser supports Progressive JPEG.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Watermark detection

Watermark detection will not work automatically on opening a CPT7 file (even when the corresponding checkbox is set). You must first load the file and set the "File">"Export">"Detect Watermark" option. Please note that this is only an issue for PHOTO-PAINT (DRAW is fine).

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Auto FX

The Auto FX plug-in (accessed from the Effects menu), cannot be used while in 256 Color Display mode. It can be accessed, but the preview window does not work properly.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Corel DREAM 3D 7

Corel DREAM 3D 7

Combining in the FREEFORM

Importing FREEFORM object into DREAM from DRAW

3D DXF import

Twisting FreeForms

External Shaders

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Combining in the FREEFORM

For best results, ungroup the native forms created before combining them. In other words always combine node object with node objects.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Importing FREEFORM object into DREAM from DRAW

For best results, we recommend using the CMX 6 file format.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>**Related Topics**</u>

3D DXF import

Some DXF models created in other 3D utilities may render incorrectly. This is due to a limitation in the way DREAM 3D calculates the facets. DREAM is limited to two decimal places when calculating (displaying) 3D faces, so if an imported model contains values which are more accurate than two decimal places, Dream will not associate the edges as being connected together, but rather will treat them as separate pieces. To overcome this limitation, Save your D3D file, close it, and then open it again. This will fix the problem in most cases. If you still encounter rendering problems, then scale your model 100X larger before exporting it from the 3D utility.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Twisting Free-Forms

Problems may occur if you do multiple twists on an object using the planar rotate tool and holding down the ALT key. The Undo command will not undo any secondary twisting of objects. We recommend that you twist the object in the desired amount the first time, thus eliminating the need for twisting multiple times. As a work around, we suggest using the rotate dialogue box and checking the twist option. The dialogue is more efficient.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

External Shaders

Saving Texture Maps in shaders as an external file only works the first time they are saved. The next time the file is opened and saved, all external shaders will be saved as internal. As a work around, use this function on the final result of your work.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} **Related Topics**

CorelTUTOR

CorelTUTOR

Due to a technical limitation, CorelTUTOR can only be run using Small Fonts video font size. To use CorelTUTOR, please change font size settings in Windows Control Panel, Display - Settings tab, to Small Fonts.

If running CorelTUTOR in 256 color video mode, colors in document may be temporarily altered. This is simply a focus issue and will correct itself once focus returns to the application.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Corel TEXTURE

Corel TEXTURE

Display of texture previews

Display of texture previews does not reflect the actual texture in 256 or 16 color display modes. Textures rendered to file will be correct.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Printing

Printing

Printing Custom Page Sizes with the Adobe PostScript Driver

Canon BubbleJet and HP DeskJet Printers

HP Color LaserJet/HP Color LaserJet 5M Printer

HP Color LaserJet / HP Color LaserJet 5M Printer with PostScript Option

HP DeskJet 1200C Printer

HP LaserJet 4 and 5 Series Printers

Text Overlapping Graphics

Printing to PostScript Level 1 Printers

Windows could not write to the printer spool file

Printing Interactive Transparencies

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Printing Custom Page Sizes with the Adobe PostScript Driver

Documents printed on Custom Page Sizes have potential to output with a clipped image due to the rotation of the page when it is imaged on roll-fed media. This problem occurs with Level 1 and Level 2 PPD's for roll-fed devices on both the Macintosh and Windows platforms. As a work around, use a pre-defined page size or, if possible, a square Custom Page Size. e.g. 12"x12".

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Canon BubbleJet and HP DeskJet Printers

Monochrome bitmaps used in combination with lenses or other transparent objects may result color tinting problems when printed to some Canon BubbleJet and HP DeskJet printers. To resolve this problem, change 'Output bitmaps as RGB' special setting located in the Print Options - Options Tab to 'On'.

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

HP Color LaserJet/HP Color LaserJet 5M Printer

Printing objects with complex fills can generate rather large files. We recommend that you modify the Special Settings. Fill Clipping to Use Software Clipping For Fills when printing to this printer. The Special Settings can be found in the Print Options - Options Tab. NOTE: You must restart the application if this change is made to take effect.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>**Related Topics**</u>

HP Color LaserJet / HP Color LaserJet 5M Printer with PostScript Option

Quality color output of raster images may be improved by enabling the Output Bitmaps as RGB option in PostScript Preferences on the Print - Options - Options Tab.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

HP DeskJet 1200C Printer

Printing objects with complex fills can generate large files. We recommend that you modify the Special Settings. Fill Clipping to Use Software Clipping For Fills when printing to this printer. The Special Settings can be found in the Print Options - Options Tab. NOTE: You must restart the application if this change is made to take effect.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} **Related Topics**

HP LaserJet 4 and 5 Series Printers

The Windows '95 driver when set in vector mode may print some fills or bitmaps as if they were transparent when overlapping other objects. To correct this problem, change the graphics mode option to print high level objects as Raster graphics instead of Vector graphics.

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Text Overlapping Graphics

Some printer drivers fail to support text objects overlapping graphic objects. Often, the result is text printing above or below other objects (when it should be vice versa). To correct this problem, modify the Text Output Method in the Special settings of the Print Options - Options Tab to All text as Graphics.

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Printing to PostScript Level 1 Printers

PostScript Level 1 printers may not be able to print complex fills such as texture, and color bitmap, when used in text or graphics. Every attempt has been made to alert the user through the use of the Complex Warning dialog box when this is the case.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Windows could not write to the printer spool file

This message is a Windows 95 error message indicating that there was not significant space on the hard drive where you have Windows installed. The windows spool files are generated in the spool subdirectory. (e.g. C:\Windows\Spool\Printers). To correct this problem it will be necessary to either increase the amount of hard disk space or to take steps to decrease the size of the spool file. Other options are to change the spooling options. See the Windows Help for details on the spooling options.

Steps to Decrease Spool files to PostScript Printers.

If the printer being output to is a Level 2 PostScript device then it may be possible to decrease the size of you spool file by enabling the PostScript Level 2 Options and enabling the JPEG compression check box located in the Print Options - Options Tab - PostScript Preferences dialog box.

Steps to decrease spool files to Non PostScript Printers.

If the printer being output to is a Non PostScript device then it may be possible to decrease the size of the spool file by modifying one or two options in the Special Settings section of the Print - Options - Options Tab.

1. Modify the Fill Clipping Special Setting from Driver Clipping to Do Software Clipping. Please Note: The application will have to be closed and restarted if this switch is modified. If this improves the file size then stop as the next setting will not help

2. Modify the Driver Banding switch from Let Driver Do Bands to Send Bands to Driver.

These settings may have negative effects when changed. If this happens change the setting back to its original default setting.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Printing Interactive Transparencies

Interactive Transparencies are rendered at print time at a set resolution of 300 dpi. This does not affect the resolution on screen. If a higher or lower output resolution is required the setting can be altered by modifying the following setting in the CorelDraw.ini.

[Options - Display]

RenderResolution=300

RenderResolution=XXX where XXX is the resolution at print time. The default setting is 300 dpi and the valid range of values is << 32 - 600 >>.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} **Related Topics**

Color Management

Color Management

Printer Calibration using Scanning Method

Automatic Profile Selection

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

Printer Calibration using Scanning Method

When doing printer calibration using the scanner method, it is sufficient to acquire the Test Pattern at a scanned resolution 150 dpi. Using the measurement method will provide the best results.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>**Related Topics**</u>

Automatic Profile Selection

If the device color profiles selected by the Automatic Profile Selection method are incorrect then manually select the closest or correct profile for your device(s). While every effort has been made to accurately select the correct profile, device driver information may be different depending on the name and manufacturer of the device drivers.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

CorelSCAN and scanning

CorelSCAN and scanning

When using CorelSCAN any image scanned at a resolution lower than 25 dpi, will be resampled to a resolution of 75 dpi.

Scanner Issues

16-bit TWAIN Drivers

In order to scan with Corel PHOTO-PAINT, Corel OCR-Trace or CorelSCAN all other applications that support TWAIN must be closed. You will need to do this when the Select Source lists only the installed 32-bit TWAIN driver(s). Note: Ensure that your TWAIN DLLs are Version 1.6.0.1 or later.

AGFA FotoLook 2.08

Version 2.08 and earlier are not supported. Please contact AGFA for FotoLook version 2.09 or later.

Canon IX-3010

16 grayscale bit-depth image type is not supported.

Canon ScanCraft CS

Please contact Canon to update your driver to 3.01a or later.

CorelTWAIN Drivers

Update your Adaptec SCSI driver to version 1.3 or later.

Epson Scanners

16-bit driver is not supported. Please use the 32-bit scanner driver.

Epson Scanners

When canceling image acquisition, please check that the red error light on the hardware is not flashing and that the scanner is in its Ready state before acquiring the next image.

Hewlett Packard DeskScan II 2.3

CorelSCAN's compatibility test will fail if you have an ADF attached to the ScanJet unit.

Kodak Digital Camera 40

Please note that an image acquired to Corel PHOTO-PAINT or OCR-Trace is one dpi.

Snappy

Driver versions 1.0.064 and earlier only support the memory transfer mode in Corel PHOTO-PAINT under Windows 95. Please refer to the manual or online help to switch the Transfer Mode within Corel PHOTO-PAINT.

UMAX MagicScan 2.4

The following sequence may causes certain scanning applications to close without warning. Launch scanning application, acquire and exit the driver (without scanning the image) and then run File -Open.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics

OCR-Trace

OCR-Trace

Watermark detection will not work automatically on opening a file in OCR-Trace (even when the corresponding checkbox is set).

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>**Related Topics**</u>

Corel Multimedia Manager

Corel Multimedia Manager

Corel Multimedia Manager Album Converter

In order to converter Corel Multimedia 6 Albums for use in Corel Multimedia 7, just double click on the *.GAL Multimedia 6 album file.

When you double click on a *.GAL file you will get the following error: "Cannot find the file (or one of its components). Make sure the path and filename are correct and that all required libraries are available."

You can ignore this by pressing "OK". If you do not see the conversion program, look for it on the task bar. Once you make it active, you can proceed normally. The album will be converted successfully.

If you run Corel Multimedia 6, you will have to re-register the Corel Multimedia 7 conversion program in order to convert Multimedia 6 albums to Multimedia 7. To do this, do a search for "cmmconv.reg" (without the quotes) on the drive in which you have the Corel suite installed. Once you find it, double click on it and the conversion program will be registered. You can then proceed to convert your albums.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>**Related Topics**</u>

Fonts

Fonts

Additional steps for installing multilingual Bitstream fonts in Windows 95.

There are 20 Bitstream multilingual fonts provided with CorelDRAW 7.0:

- Ad Lib Win95BT (adlibn.ttf)
- Baskerville Win95BT (baskern.ttf)
- Baskerville Bold Win95BT (baskerb.ttf)
- Baskerville Bold It Win95BT (baskerbi.ttf)
- Baskerville Italic Win95BT (baskeri.ttf)
- Century Schoolbook Bold Win95BT (censbkb.ttf)
- Century Schoolbook Bold Italic Win95BT (censbkbi.ttf)
- Century Schoolbook Italic Win95BT (censbki.ttf)
- Century Schoolbook Win95BT (censbkn.ttf)
- Chianti Bold Italic Win95BT (chiantbi.ttf)
- Chianti Bold Win95BT (chiantib.ttf)
- Chianti Italic Win95BT (chiantii.ttf)
- Chianti Win95BT (chiantin.ttf)
- Futura Black Win95BT (futurak.ttf)
- Oz Handicraft Win95BT (ozhandn.ttf)
- PosterBodoni Win95BT (pstrbod.ttf)
- Zurich Win95BT (zurichn.ttf)
- Zurich Bold Win95BT (zurichb.ttf)
- Zurich Bold It Win95BT (zurichbi.ttf)
- Zurich Italic Win95BT (zurichi.ttf)

For the multilingual Bitstream fonts to be read correctly in Windows 95, you must edit the [FontSubstitutes] section
of the WIN.INI file. You must add four lines for each Bitstream multilingual font that you have installed.

1. Open the WIN.INI by choosing Run from the Start Button.
2. Type WIN.INI.
3. Click OK.
4. Find the [FontSubstitutes] section.
5. Add the following four lines for each Bitstream multilingual font that you have installed, substituting the Bitstream font's menu name in place of "FontMenuName". See the following text and the sample below these directions.
   - FontMenuName Cyr, 0=FontMenuName,204
   - FontMenuName CE, 0=FontMenuName,238
   - FontMenuName Greek, 0=FontMenuName,161
   - FontMenuName Tur, 0=FontMenuName,162
6. Save the WIN.INI file.
7. Restart Windows 95.

In the sample below, the lines for Century Schoolbook J, ZurichJ Win95 BT, Baskerville WIN95BT, and Poster
Bodoni WIN95 BT have already been added to the end of the section.

- [FontSubstitutes]
- Helv=MS Sans Serif
- Tms Rmn=MS Serif
- Times=Times New Roman
- Helvetica=Arial
- MS Shell Dlg=MS Sans Serif
- Arial Cyr,0=Arial,204

- Arial CE,0=Arial,238
- Arial Greek,0=Arial,161
- Arial Tur,0=Arial,162
- Courier New Cyr,0=Courier New,204
- Courier New CE,0=Courier New,238
- Courier New Greek,0=Courier New,161
- Courier New Tur,0=Courier New,162
- Times New Roman Cyr,0=Times New Roman,204
- Times New Roman CE,0=Times New Roman,238
- Times New Roman Greek,0=Times New Roman,161
- Times New Roman Tur,0=Times New Roman,162
- Ad Lib Win95BT Cyr,0=Ad Lib Win95BT,204
- Ad Lib Win95BT CE,0=Ad Lib Win95BT,238
- Ad Lib Win95BT Greek,0=Ad Lib Win95BT,161
- Ad Lib Win95BT Tur,0=Ad Lib Win95BT,162
- Baskerville Win95BT Cyr,0=Baskerville Win95BT,204
- Baskerville Win95BT CE,0=Baskerville Win95BT,238
- Baskerville Win95BT Greek,0=Baskerville Win95BT,161
- Baskerville Win95BT Tur,0=Baskerville Win95BT,162
- Century Schoolbook Win95BT Cyr,0=Century Schoolbook Win95BT,204
- Century Schoolbook Win95BT CE,0=Century Schoolbook Win95BT,238
- Century Schoolbook Win95BT Greek,0=Century Schoolbook Win95BT,161
- Century Schoolbook Win95BT Tur,0=Century Schoolbook Win95BT,162
- Chianti Win95BT Cyr,0=Chianti Win95BT,204
- Chianti Win95BT CE,0=Chianti Win95BT,238
- Chianti Win95BT Greek,0=Chianti Win95BT,161
- Chianti Win95BT Tur,0=Chianti Win95BT,162
- Futura Black Win95BT Cyr,0=Futura Black Win95BT,204
- Futura Black Win95BT CE,0=Futura Black Win95BT,238
- Futura Black Win95BT Greek,0=Futura Black Win95BT,161
- Futura Black Win95BT Tur,0=Futura Black Win95BT,162
- OzHandicraft Win95BT Cyr,0=OzHandicraft Win95BT,204
- OzHandicraft Win95BT CE,0=OzHandicraft Win95BT,238
- OzHandicraft Win95BT Greek,0=OzHandicraft Win95BT,161
- OzHandicraft Win95BT Tur,0=OzHandicraft Win95BT,162
- PosterBodoni Win95BT Cyr,0=PosterBodoni Win95BT,204
- PosterBodoni Win95BT CE,0=PosterBodoni Win95BT,238
- PosterBodoni Win95BT Greek,0=PosterBodoni Win95BT,161
- PosterBodoni Win95BT Tur,0=PosterBodoni Win95BT,162
- Zurich Win95BT Cyr,0=Zurich Win95BT,204
- Zurich Win95BT CE,0=Zurich Win95BT,238
- Zurich Win95BT Greek,0=Zurich Win95BT,161
- Zurich Win95BT Tur,0=Zurich Win95BT,162

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

Font naming conventions

Font naming conventions

To simplify the process of identifying the fonts we supply with the CorelDRAW 7.0 applications, Corel has developed a new naming convention for the font files. This will have no effect on the internal naming used within the font, it is a filename change only. The Windows font name was shortened to a maximum of 7 characters and a suffix, as listed below, was added to form the new filename. These suffixes are as follows:

- a = Headline
- b = Bold
- c = Condensed
- d = Demi
- e = Extended
- g = Engraved
- h = Heavy
- I = Italic
- k = Black
- l = Light
- m = Medium
- n = Normal
- O = Outline
- p = Expanded
- r = Rounded
- s = Semi
- u = Ultra
- v = Cursive
- x = Extra

Some exceptions may exist. The fonts available with the CorelDRAW 7.0 applications will be added to your Font listing in addition to the fonts you may currently have installed from previous versions of the products. Therefore, there may be duplication in the fonts you have installed.

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>**Related Topics**</u>

General

General

Files cannot be exported if all selected objects are set to Non-Printable. Exporting is defined by the printable layers, not by the visible layers. Visibility control is a feature used for editing.

FILE, OPEN

FILE, OPEN CPX files: Window Title name always CMXUNCOM.CDR. It is reading the uncompressed file from the system temp directory.

NAP and DSF files are not supported (only through FILE, IMPORT).

FILE, SAVE AS

Multi-page is not supported for CMX 5, CMX 6, CGM and PDF filters (only supported through FILE, EXPORT).

Photo CDs

Please note that the Phot_edg files can be found on CD #1.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>**Related Topics**</u>

Video Display Problems

Video Display Problems

The Matrox Millennium video card may exhibit cursor problems in CorelPHOTO-PAINT 7 if using the animated cursors in Windows 95. This works fine in NT4.

The Number Nine Reality video card may exhibit problems in CorelPHOTO-PAINT 7. When using some of the tools that utilize marquees, screen dirt can appear which can be cleaned up by refreshing the screen.

It is recommended that if you have a Number 9 GXE video card that you use the S3 drivers in Windows 95.

Matrox video cards may cause the mouse pointer to display an incorrect icon and move slowly.

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{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} **Related Topics**

Copyright information

Copyright information

Bitstream® multilingual Character Set fonts for Microsoft® Windows 95

Adobe File Utilities filters and converters copyright © 19861996 Adobe Systems Incorporated. Adobe and the Adobe logo are trademarks of Adobe Systems Incorporated. Contains an implementation of the LZW algorithm licensed under Patent No. 4,558,302.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} <u>Related Topics</u>

How to contact us

Suggestions and comments

Forward suggestions for improvement or any new functional requirements for any component of your CorelDRAW 7 product to:

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Documentation

In our continuing efforts to help you get the most from CorelDRAW, we look for new and better ways to document our products. If you've developed a unique effect that you'd like to share with us, please let us know. Send us the details and we may include them with due credit to you, of course in future CorelDRAW learning materials. Address your letter to:

CorelDRAW Documentation Manager,
see address above

Web Page

For more information about Corel and our products, check out our World Wide Web site at http://www.corel.com.

{button ,AL(`OVR Draw 7 Readme;',0,"Defaultoverview",)} Related Topics