

## Common controls

Click to save the file using the file format you have selected in the Save As Type box.

Click to close the dialog box without saving any of the changes you've made.

[Click to access help.](#)

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Click to return all controls in the dialog box to their default settings.

Click to return all controls in the dialog box to their default settings.

Enable this control to maintain current image proportions, both in dimension and resolution. When you type a value in one box, the value in the other box will adjust automatically.

Displays any keywords associated with the selected file. You can use keywords to search for files on your system.

Displays any keywords associated with the selected file. You can use keywords to search for files on your system.

Displays the file you are importing.

**Open dialog box**

Displays a thumbnail of the currently selected file if the check box below is enabled. If the file is not a graphics file, the Preview window appears with an X through it.

Enable the check box to view a thumbnail of the selected file. If the file is not a graphics file, the Preview window appears with an X through it.

Click the down arrow to display a list of the different methods you can use for opening files. You can load the whole image, crop the image as it opens, resample the image as it opens, or load only a section of the image.

[Click to view file information such as image size, file format, keywords, and notes.](#)

Click to open the File Types dialog box, which lets you add and remove filters, as well as associate filters with the Corel application you are running.

Displays the image's dimensions and color mode.

Displays the image's dimensions and color mode.

Displays the image's file format.

Displays the image's file format.

Displays any notes that are associated with the selected file.

Displays any notes that are associated with the selected file.

Enable this check box to check for watermarks.

Enable this check box to suppress the filter's dialog box. The filter's default settings will be used.

Enable this check box when importing TIFF (or CT) files to link a low resolution place holder image to a high resolution file. These TIFF (or CT) images become known as OPI images. When your service bureau receives your print file, the OPI server substitutes the high-resolution images for the low-resolution images. If there are no OPI images in your file, the Maintain OPI Links option will not be available at print time.

Enable this check box to open the styles and objects contained in template files. Disable to open just styles.

Enable this check box to maintain layers and pages when importing files.

## Crop Image dialog box

These controls allow you to define and perfect the cropping area.

Displays the path, filename, and extension of the image.

Displays the image with a cropping box around it. Click and drag the nodes to perfect the size of the cropping box. Use the Hand tool to move the cropping box to a different part of the image.

Displays the height of the cropping box. To change the height, type in a value or adjust the existing one using the scroll arrows.

Defines the height of the cropping box. To adjust the height of the cropping box, type in a value or adjust the existing one using the scroll arrows.

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Displays the width of the cropping box. To change the width, type in a value or adjust the existing one using the scroll arrows.

Displays the height of the area to be cropped off. A larger value results in a smaller cropping box.

Displays the width of the area to be cropped off. A larger value results in a smaller cropping box.

Displays the width of the area to be cropped off. A larger value results in a smaller cropping box.

Displays the width of the area to be cropped off. A larger value results in a smaller cropping box.

Click to select the entire image.

Displays the unit of measurement used to calculate the size and position of the cropping box. To use another, click the down arrow and choose one from the list.

Displays the unit of measurement used to calculate the size and position of the cropping box. To use another, click the down arrow and choose one from the list.

Displays the size of the new, cropped image.

Displays the size of the new, cropped image.

Displays the size of the new, cropped image.

## Resample dialog box

Displays the path, filename, and extension of the image.

Displays the width of the image using the unit of measurement selected in the units box. You can adjust the width using either of two methods: you can type in a new value or use the scroll arrows to adjust the current value in the number box, or you can type in a value in the Percentage box. The change is reflected in both boxes.

Displays the width of the image using the unit of measurement selected in the units box. You can adjust the width using either of two methods: you can type in a new value or use the scroll arrows to adjust the current value in the number box, or you can type in a value in the Percentage box. The change is reflected in both boxes.

Displays the height of the image using the unit of measurement selected in the units box. You can adjust the height using either of two methods: you can type in a new value or use the scroll arrows to adjust the current value in the number box, or you can type in a value in the Percentage box. The change is reflected in both boxes.

Displays the height of the image using the unit of measurement selected in the units box. You can adjust the height using either of two methods: you can type in a new value or use the scroll arrows to adjust the current value in the number box, or you can type in a value in the Percentage box. The change is reflected in both boxes.

Displays the current width of the image as a percentage of its original width.

Displays the current height of the image as a percentage of its original height.

Displays the current width of the image as a percentage of its original width.

Displays the current height of the image as a percentage of its original height.

Displays the image's current width.

Displays the image's current height.

Displays the unit of measurement used to calculate image height and width.

Displays the unit of measurement used to calculate image height and width.

Displays the horizontal resolution of the image in pixels, or dots per inch (dpi). To change the resolution, type in a new value, or use the scroll arrows to adjust the existing value. Ensure the Identical Values control is enabled if you wish to keep the horizontal and vertical resolutions identical.

Displays the vertical resolution of the image in pixels, or dots per inch (dpi). To change the resolution, type in a new value, or use the scroll arrows to adjust the existing value. Ensure the Identical Values control is enabled if you wish to keep the horizontal and vertical resolutions identical.

Displays the horizontal resolution of the image in pixels, or dots per inch (dpi). To change the resolution, type in a new value, or use the scroll arrows to adjust the existing value. Ensure the Identical Values control is enabled if you wish to keep the horizontal and vertical resolutions identical.

Displays the vertical resolution of the image in pixels, or dots per inch (dpi). To change the resolution, type in a new value, or use the scroll arrows to adjust the existing value. Ensure the Identical Values control is enabled if you wish to keep the horizontal and vertical resolutions identical.

Displays the horizontal resolution of the image in pixels, or dots per inch (dpi). To change the resolution, type in a new value, or use the scroll arrows to adjust the existing value. Ensure the Identical Values control is enabled if you wish to keep the horizontal and vertical resolutions identical.

Displays the vertical resolution of the image in pixels, or dots per inch (dpi). To change the resolution, type in a new value, or use the scroll arrows to adjust the existing value. Ensure the Identical Values control is enabled if you wish to keep the horizontal and vertical resolutions identical.

Displays the original horizontal resolution of the image in pixels, or dots per inch (dpi).

Displays the original vertical resolution of the image in pixels, or dots per inch (dpi).

Enable this check box to force the horizontal and vertical resolution values to be identical. When you enter a value in one box, the other changes automatically.

Displays the original file size of the image in bytes.

Displays the size the file will be after resampling.

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Displays the size the file will be after resampling.

These controls allow you to change the resolution of your image.

## Bitmap dialog box

This group of controls allows you to change color characteristics of your image.

Displays the selected color mode. The number of bits a color mode uses determines both the horsepower it requires from your system as well as the number of colors or shades it is capable of producing. One bit can either be on or off, so 1-bit color is capable of creating just two colors: 0 (off) is black, and 1 (on) is white. To use another color mode, click the down arrow and choose one from the list.

- black and white = 1-bit
- 256 shades of gray = 8-bit
- 16 colors = 4-bit
- paletted color = 8-bit
- 16 million colors = 24-bit
- CMYK = 32-bit

Enable this check box to use image dithering. Dithering is a method of enhancing the color in images that use 16 or 256 colors or shades of gray.

This group of controls allows you to change the dimensions of your image.

Displays the image's export dimensions. To use another dimension, click the down arrow and choose one from the list. If you don't select a size, the original file dimensions are used.

Displays the width of the file in pixels. To change the file width, type in a new value, or use the scroll arrows to adjust the existing one.

Displays the height of the file in pixels. To change the file height, type in a new value, or use the scroll arrows to adjust the existing one.

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Displays the height of the file in pixels. To change the file height, type in a new value, or use the scroll arrows to adjust the existing one.

This group of controls allows you to change the resolution of your image.

Displays the resolution of the file. To use another resolution, click the down arrow and choose one from the list, or type new values in the Horizontal and Vertical boxes below.

Displays the vertical resolution of the file. To use another, type a new value in the box, or use the scroll arrows to adjust the existing one.

Displays the horizontal resolution of the file. To use another, type a new value in the box, or use the scroll arrows to adjust the existing one.

Displays the horizontal resolution of the file. To use another, type a new value in the box, or use the scroll arrows to adjust the existing one.

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Displays the vertical resolution of the file. To use another, type a new value in the box, or use the scroll arrows to adjust the existing one.

Enable to maintain equal horizontal and vertical values. When this check box is enabled, when you enter a value in one box, the other will change automatically.

This group of controls allows you to select a method of anti-aliasing for your image. Anti-aliasing removes jagged edges from bitmap images by adding intermediate colors or shades of gray, thereby smoothing the transition between colors.

Click if you don't want to use anti-aliasing. Anti-aliasing removes jagged edges from bitmap images by adding intermediate colors or shades of gray, thereby smoothing the transition between colors.

Click to use the Normal method of anti-aliasing. Anti-aliasing removes jagged edges from bitmap images by adding intermediate colors or shades of gray, thereby smoothing the transition between colors. The Normal option works well for images composed of straight lines — curves and text are excluded from the process.

Click to use the Super-sampling method of anti-aliasing. Anti-aliasing removes jagged edges from bitmap images by adding intermediate colors or shades of gray, thereby smoothing the transition between colors. The Super-sampling option anti-aliases both curves and text, but is more memory intensive than the Normal option.

Displays the estimated size of the file before it is compressed. Compressed files will be smaller than the displayed value.

Displays the estimated size of the file before it is compressed. Compressed files will be smaller than the displayed value.

## **File Types dialog box, Associate tab**

Displays the name of the Corel application you are running.

Lists all the file extensions you can associate with the Corel application you are running. To associate a file extension with the application, enable its check box.

Displays the name of the Corel application you are running.

Provides a description of the selected filter.

Provides a description of the selected filter.

## **File Types dialog box, Filters tab**

Lists the available filter types. Double-click a filter type to open a list of available filters. To add a filter to the active filters list, select it and click Add.

Lists the available filter types. Double-click a filter type to open a list of available filters. To add a filter to the active filters list, select it and click Add.

Lists the active filters. To add a filter to the active filters list, select it in the window to the left and click Add.

Lists the active filters. To add a filter to the active filters list, select it in the window to the left and click Add.

Use to add a filter to the list of active filters. Select the file in the window to the left, and click Add.

Use to remove a filter from the list of active filters. Select a file in the list, and click Remove.

Use the Move Up and Move Down buttons to rearrange filters in the active filters list. Select the filter you want to move, then click Move Up or Move Down until it is positioned in the list as you wish.

Use the Move Up and Move Down buttons to rearrange filters in the active filters list. Select the filter you want to move, then click Move Up or Move Down until it is positioned in the list as you wish.

Provides a description of the selected filter.

Provides a description of the selected filter.

**Save dialog box**

Click to open the File Types dialog box, which lets you add and remove filters, as well as associate filters with the Corel application you are running.

Displays the compression type that will be used when you save the file. To use another type of compression, click the down arrow and choose one from the list.

Enable this check box to save only selected objects.

Enable this check box to suppress the filter's dialog box. The filter's default settings will be used.

Allows you to add notes that will be saved with the file.

Allows you to add notes that will be saved with the file.

Type in any keywords you want to associate with the file. You can use keywords to search for files on your system. You can type single words, phrases, or combinations of both. Separate keywords with commas.

Type in any keywords you want to associate with the file. You can use keywords to search for files on your system. You can type single words, phrases, or combinations of both. Separate keywords with commas.

Enable this check box to embed fonts in the file. Use this option if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Click to open the Advanced Settings dialog box.

Displays the version of the Corel application you are running.

Displays the version of the Corel application you are running.

Displays the file size of the file's thumbnail. To change the file size, click the down arrow and choose a size from the list.

Displays the file size of the file's thumbnail. To change the file size, click the down arrow and choose a size from the list.

Displays the selected compression type. To use another, click the down arrow and choose one from the list.

## Adobe Illustrator Export (AI) dialog box

Displays the available Adobe Illustrator file formats you can use. To use a different format, click the down arrow and choose one from the list.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

[Click to export text as editable characters.](#)

Enable this check box when you are exporting a file that will be edited on a Macintosh system.

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

Enable this check box to simulate effects you have applied to outlines (such as adding arrowheads, corners, or creating dashed lines) in Adobe Illustrator. The outlines will appear as they did in your Corel application, but won't be editable. Disable this check box if you want to edit the outlines in Adobe Illustrator.

## PCD Import dialog, Image tab

Displays the available image sizes. To use another size, click the down arrow and choose one from the list.

Displays the available color depths. To use another color depth, click the down arrow and choose one from the list.

Displays the file size of the image. This number will change to reflect changes you make to the image dimensions and color depth.

Displays the Photo CD image you are opening.

**PCD Import dialog, Enhancement tab (w/ Gamut selected)**

Click to apply Gamut CD (TM) color correction, which uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image. Gamut mapping ensures that the colors in a computer image can be reproduced by a printer.

Click to apply Kodak color correction, which allows you to alter color tints and adjust brightness, saturation, and contrast.

Displays the Photo CD image you are opening.

Enable this check box if you want to brighten or darken the lightest pixels in your image. Specify the brightness value you want the lightest pixels to map to by typing a brightness value in the Absolute White box, below.

Type in the brightness value to which you want the lightest pixels in your image to map.

Enable this check box if you want to brighten or darken the darkest pixels in your image. Specify the brightness value you want the darkest pixels to map to by typing a brightness value in the Absolute Black box, below.

Type in the brightness value to which you want the darkest pixels in your image to map.

Click to view how the image would look if you applied the current settings.

Displays the color of the pixel under your cursor. If your cursor is not currently on the Preview window, the color is the last one assessed.

Displays the color values of the pixel under your cursor. If your cursor is not currently on the Preview window, the color values are for the last pixel assessed.

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Click to use Fast Preview. This is faster than Best Preview, but the colors aren't displayed as accurately.

Click to use Best Preview. This takes longer than Fast Preview, but provides more accurate color representation.

To select a specific area for color correction, click this button, then click and drag on the Preview window to define an area.

To specify neutral colors, click this button, and then click pure whites, blacks and grays in the Preview window.

**PCD Import dialog, Enhancement tab (w/ Kodak selected)**

Click to apply Gamut CD (TM) color correction, which uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image. Gamut mapping ensures that the colors in a computer image can be reproduced by a printer.

Click to apply Kodak color correction, which allows you to alter color tints and adjust brightness, saturation, and contrast.

Displays the Photo CD image you are opening.

Click to view how the image would look if you applied the current settings.

Displays the color of the pixel under your cursor. If your cursor is not currently on the Preview window, the color is the last one assessed.

Displays the color values of the pixel under your cursor. If your cursor is not currently on the Preview window, the color values are for the last pixel assessed.

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Click to return all controls in the dialog box to their default settings.

Controls the amount of red in the image. Positive values add red; negative values decrease it.

Controls the amount of green in the image. Positive values add green; negative values decrease it.

Controls the amount of blue in the image. Positive values add blue; negative values decrease it.

Controls the saturation of the image. Positive values increase the saturation; negatives values decrease it.

Controls the brightness of the image. Positive values brighten the image; negative values darken it.

Enable this check box to use Scene Balance Adjustment, which is an adjustment made by the photo-finisher at the time the image was scanned and preserved on the Photo CD disc.

Enable this check box to check for out-of-gamut colors. Out of gamut colors display as pure red or pure blue.

Displays the available methods of contrast adjustment. To use a different one, click the down arrow and choose one from the list.

## OS/2 BMP Export dialog box

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

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

## JPEG Export dialog box

Enable this check box to use progressive loading. When you set an image to load progressively, it appears on-screen in entirety, but at a low, blocky resolution. As the image data loads, the quality improves from unfocused to clear.

Move the slider to set the image quality and file size.

## **GEM Export dialog box**

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Click to export curves as combinations of small line segments.

## **PNG Options dialog box**

Enable this check box to use interlacing when loading the image. Interlacing loads the image on-screen in entirety, but at a low, blocky resolution. As the data loads, the image quality improves from unfocused to clear.

**Resource Color dialog box (importing .CUR and .ICO)**

This group of controls allows you to specify colors to convert transparent or inverse colors to when you open the file for editing.

Displays the cursor or icon file you are opening.

Displays the color the transparent areas of the icon or cursor will become while you edit the image. To convert transparent areas to a different color, click the down arrow and click a color on the color picker.

Displays the color any inverse colors will become while 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. To convert inverse colors to a different color, click the down arrow and click a color on the color picker.

Displays the size of the icon or cursor, as well as the number of colors it uses.

Displays the size of the icon or cursor, as well as the number of colors it uses.

**GIF89a dialog box**

Displays the image's Color Palette.

This group of controls allows you to select which areas or colors in the image will become transparent.

Click if you don't want any areas of your image to display as transparent on a Web Browser.

Click to make the masked area of your image transparent. To select a color for the Web Browser to exclude from the display, click Select Color, and select a color that is not used in your image.

Click to make a color from the image transparent. When the Web Browser sees this color, it knows not to display it. Use this to make transparent backgrounds. To select the color, you can click the color in the Preview window, click it on the Color Palette, or enter its index number in the Index box.

Click to invert the image's mask.

Enable this check box to use interlacing when loading the image. Interlacing loads the image on-screen in entirety, but at a low, blocky resolution. As the data loads, the image quality improves from unfocused to clear.

Displays the selected color's index value. If you know the index number of the color you want to make transparent, you can type it here to select it.

Click to open the Color dialog box, which lets you select a color that will be transparent when displayed on a Web Browser.

Displays the color that is selected to become transparent when displayed on a Web Browser.

Displays the color component values of the select color.

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**HPGL Export dialog box (.PLT), pen tab**

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

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Displays the color assigned to the selected pen. To use another color, click the down arrow and choose one from the list. If there are more pens than you need, you can define the extra pens as Unused.

Displays the color assigned to the selected pen. To use another color, click the down arrow and choose one from the list. If there are more pens than you need, you can define the extra pens as Unused.

Displays the color assigned to the selected pen. To use another color, click the down arrow and choose one from the list. If there are more pens than you need, you can define the extra pens as Unused.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

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Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Click to define the selected pen as unused.

Click to reset all controls in the dialog box to their default settings.

Click to reset all controls in the dialog box to their default settings.

Lists all available pen libraries (saved groups of settings). To save the current settings as a pen library, type in a name and click Save.

Lists all available pen libraries (saved groups of settings). To save the current settings as a pen library, type in a name and click Save.

Lists all available pen libraries (saved groups of settings). To save the current settings as a pen library, type in a name and click Save.

Click to save the current settings as a pen library. This option becomes available once you've typed a name for the pen library in the Pen libraries list box.

Click to delete the selected pen library from the Pen Libraries list box.

**HPGL Export dialog box (.PLT), page tab**

This group of controls allows you to set scaling options.

Click if you want to scale the graphic before importing or exporting it. Enter a percentage in the box, or use the scroll arrows to adjust the existing value.

Displays the scaled size at which you are importing or exporting the graphic. At 100 per cent, the image is imported or exported at its original size. To scale the graphic, type a value in the box or use the scroll arrows to adjust the existing value.

Displays the scaled size at which you are importing or exporting the graphic. At 100 per cent, the image is imported or exported at its original size. To scale the graphic, type a value in the box or use the scroll arrows to adjust the existing value.

Click to fit the image to the page size defined below.

This group of controls allows you to select page size settings.

Displays the selected page size. To use another size, click the down arrow and choose one from the list.

Displays the selected page size. To use another size, click the down arrow and choose one from the list.

Displays the width of the page. To change the page width, type a value in the box.

Displays the width of the page. To change the page width, type a value in the box.

Displays the unit of measurement used to calculate page width. To use another unit of measurement, click the down arrow and choose one from the list.

Displays the height of the page. To change the page height, type a value in the box.

Displays the height of the page. To change the page height, type a value in the box.

Displays the unit of measurement used to calculate page height. To use another unit of measurement, click the down arrow and choose one from the list.

These controls allows you to align the image either in the center or at the bottom left of the printable area.

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

Click to align the image starting at the bottom left of the printable area.

These controls allows you to set the page orientation.

Displays the current page orientation.

[Click to change the page orientation to portrait.](#)

[Click to change the page orientation to landscape.](#)

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

**HPGL Export dialog box (.PLT), advanced tab**

These controls allow you to whether the plotter will create simulated fills, and the method it will use.

Displays how the plotter will create simulated fills. You can use a series of parallel lines or a crosshatch pattern. To use a different method, click the down arrow and choose one from the list.

Displays how the plotter will create simulated fills. You can use a series of parallel lines or a crosshatch pattern. To use a different method, click the down arrow and choose one from the list.

Displays the line spacing used for both the Parallel Lines and Crosshatch options. To change the line spacing, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line spacing used for both the Parallel Lines and Crosshatch options. To change the line spacing, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line spacing used for both the Parallel Lines and Crosshatch options. To change the line spacing, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the Parallel Lines and for the vertical lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the Parallel Lines and for the vertical lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the Parallel Lines and for the vertical lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the horizontal lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the horizontal lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

Displays the line angle used for the horizontal lines of the Crosshatch option. To change the line angle, type a new value in the box or adjust the existing value using the scroll arrows.

These controls allow you to specify the size of the lines used to represent the curves in the image.

Displays the size of the line segments used to create curves in the image. The smaller the line segments, the smoother the curve appears. To change the value, type a new one in the box, or adjust the existing one using the scroll arrows.

Displays the unit of measurement used to determine the size of the line segments used to create the curves in your image. To use a different unit of measurement, click the down arrow, and choose one from the list.

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

Enable this check box to weld together overlapping objects so that the outline displays as a single shape.



Not Welded    Welded

Enable this check box to prevent the width and velocity settings from the Pen tab from being saved with the file. Enable this option if you will be printing the image on a plotter that does not recognize these options.

**HPGL Options dialog box (.PLT import)**

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

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

Displays the color assigned to the selected pen. To use another color, click the down arrow and choose one from the list. If there are more pens than you need, you can define the extra pens as Unused.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the width of the selected pen. To change the width, type a value in the box, or adjust the existing value using the scroll arrows.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Displays the velocity assigned to the pen. To change the velocity, type a value in the box, or adjust the existing value using the scroll arrows. Use a value that matches the specs for the pen type and plotter you will be using to print the image.

Click to define the selected pen as unused.

Lists all available pen libraries (saved groups of settings). To save the current settings as a pen library, type in a name and click Save.

Click to save the current settings as a pen library. This option becomes available once you've typed a name for the pen library in the Pen libraries list box.

Click to delete the selected pen library from the Pen Libraries list box.

Enable the check box if you want to scale the image as you import it.

Displays the size at which the image will be imported. If you want to scale the image, enable the check box and type a value in the box.

Displays the size at which the image will be imported. If you want to scale the image, enable the check box and type a value in the box.

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

Displays the current number of plotter units per inch. To change the number, type a new one in the box, or adjust the existing one using the scroll arrows.

**TGA Export dialog box**

Click to use the standard TGA file format. You can't save black and white images as .TGA files. If your image has a mask that you want to save with the file, choose the enhanced file format.

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

## WMF Export dialog box

Click to export text as editable characters.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Enable this option to include a header with the file that specifies the dimensions of the image. You should use this option, unless you know that the application you are going to use to edit the image doesn't recognize placeable headers.

## EPS Export dialog box

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

[Click to export text as editable characters.](#)

Enable this check box to include PostScript font information with the image. When the image is printed, the fonts will be downloaded to the printer.

Enable this option to have a bitmap or vector thumbnail included as a header with the file. When you import the image into an application, you will be able to view the thumbnail in the Preview window. If you don't include a header, the Preview window will have an X through it.

Displays the format of the thumbnail you are exporting with the file. You can use a vector format (WMF) or a bitmap format (TIFF). To use the other format, click the down arrow and choose it from the list box.

Displays the color depth of the thumbnail you are saving with the file. To use another color depth, click the down arrow and choose one from the list.

Displays the resolution of the thumbnail you are saving with the file. To change the resolution, type a value in the box, or use the scroll arrows to adjust the existing value.

These controls let you specify auto-trapping options.

Enable this check box to create a color trap by causing any object that contains 95 per cent or more black to overprint any underlying objects.

Enable this check box to create color trapping by assigning an outline to an object that is the same color as its fill, and having it overprint underlying objects.

Displays the current Maximum trap value. To change this value, type a new value in the box, or adjust the existing value using the scroll arrows.

Displays the current Maximum trap value. To change this value, type a new value in the box, or adjust the existing value using the scroll arrows.

Displays the current Maximum trap value. To change this value, type a new value in the box, or adjust the existing value using the scroll arrows.

Displays the current Text Above value, which is the minimum size to which auto-spreading is applied.

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Displays the current Text Above value, which is the minimum size to which auto-spreading is applied.

Enable this check box to export bounding boxes on objects.

Displays the number of steps used to reproduce fountain fills. To change this value, type a new value in the box, or adjust the existing value using the scroll arrows.

Enable this check box to convert color bitmaps to grayscale. Use this option when you are going to print the file on a black and white printer.

Enable this check box to automatically increase the number of steps used to create fountain fills. Use this option to reduce banding.

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

Enable this check box to export the file with the colors as defined in the current printer's profile.

CMV Export dialog box (CorelMOVE files)

Displays the selected actor or prop when you have enabled the Preview check box.

Enable this check box to view a preview of the selected actor or prop.

Displays all the actors and props in the CoreMOVE file.

Click to select all the actors and props in the CorelMOVE file.

Click to deselect all actors and props in the CorelMOVE file.

## Postscript Import dialog box (.PS)

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Click to export text as editable characters.

## **SCODL Export dialog box (.SCD)**

Click to set the image background color to white.

Click to set the image background color to black.

Enable this check box to export the full page rather than just the selected objects.

**WordPerfect Graphic export dialog box (.WPG)**

Enable this check box to export the image as a 16 color image.

Enable this check box to export the image as a 256 color image.

Enable this check box to export text as editable characters.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

[Click to export the file as WordPerfect Version 1.](#)

[Click to export the file as WordPerfect Version 2.](#)

## **CGM Export dialog box**

Displays the selected Computer Graphics Metafile format you are exporting your file as. To export your file as another format, click the down arrow and choose one from the list.

## **PICT Export dialog box**

Click to export text as editable characters.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

Enable this check box when you are exporting a file that will be edited on a Macintosh system.

## Wavelet Export dialog box (.WI)

Move to adjust the quality of the file.

Displays the quality of the file in numeric values. To change the quality, move the slider, or type a value in the box.

## **MPEG Export dialog**

Move to set the level of compression. MPEG uses lossy compression, so the higher the compression level, the more data will be lost.

Move to set the level of compression. MPEG uses lossy compression, so the higher the compression level, the more data will be lost.

Move to control the speed and quality of the file.

Move to control the speed and quality of the file.

Enable this check box to export just the audio portion of the file.

Enable this check box to export just the video portion of the file.

Enable this check box to export both the audio and video portions of the file.

## PIF export dialog

Click to export text as editable characters.

Click to export text as curves. Use this option if you are sure you won't need to edit the text again, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

[Click to export curves as curves.](#)

Click to export curves as combinations of small line segments.

## DCS Export dialog box

Click to use DCS Version 1 file format. Use this format when working with CMYK images only. This will create 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.

Click to use DCS Version 2 file format. Use this format when working with CMYK or duotone images.

Click to create a single file when exporting in DCS Version 2 format. The separation and main files are combined in a single file.

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

## Header Information for RAW Image Import dialog

Type in the width of the image in pixels.

Type in the height of the image in pixels.

Type in the size of the image header.

Enable this check box to load the image upside down.

Enable this check box if the image contains a mask.

Displays the selected image type. To select another type of image, click the down arrow and choose one from the list.

Type in the bit depth of the image.

Type in the byte number that marks the start of the palette.

Type in the number of colors in the palette.

Click to use red, green, and blue as the order of palette entries.

Click to use green, blue, and red as the order of palette entries.

Click to use equal numbers of red, green, and blue palette entries. For example, if the image is 256 colors, you would have 256 reds, 256 greens, and 256 blues.

## Corel Barista Export dialog box

[Click to export the bitmap as a .GIF file.](#)

[Click to export the bitmap as a .JPEG file.](#)

## HTML Image Map Export dialog box

[Click to export the bitmap as a .GIF file.](#)

[Click to export the bitmap as a .JPEG file.](#)



**Bitmap**

An image composed of grids of pixels or dots. Scanners and painting programs, such as Corel PHOTO-PAINT, generate this type of image. By contrast, CorelDRAW creates images using vector objects — shapes that are stored as mathematical equations.

**Anti-aliasing**

The filtering of a bitmap image to remove jagged edges. Anti-aliasing fills in jagged pixels with intermediate colors or shades of gray, thereby smoothing transitions between colors.

**Linked object**

In Object Linking and Embedding (OLE), information from one file (the source file) that has been inserted into another file (the destination file) while maintaining a link to the source file. Changes made to the information in the source file are automatically made to the information in the destination files.

**Dither**

Randomization of pixels on devices or images using a limited Color Palette to simulate continuous tone progressions.

Screen dithering is a method of enhancing the display of monitors that are capable of 16-bit color or less. It works by averaging the depth of pixels in a given area to create additional colors or shades of gray (depending on whether you are working with color, grayscale or black-and-white images). Error diffusion provides the best results by spreading color approximations over several pixels. Ordered dithering is performed at a faster rate than error diffusion by approximating colors using fixed dot patterns.

Image Dithering is a method of enhancing the appearance of photographic images that use a limited color palette.

**Folder**

Folders are used to store and organize your documents, programs, and other files. For example, you could create a folder called LOGOS for storing logo designs. In previous versions of Windows, folders were called directories.

## **Resolution**

Resolution is an umbrella term that refers to the amount of detail and information an image file contains, as well as the level of detail an input, output or display device is capable of producing. When you work with bitmaps, resolution affects both the quality of your final output and the file size.

The resolution you choose for your image will usually move with your file – that is, whether you print a bitmap file to a 300 dpi laser printer or to a 1270 dpi imagesetter, it will always print at the resolution you set when you create the image.

If you want your final output to look like its onscreen counterpart, you have to understand the relationship between the resolution of your image and the resolution of your various devices before you begin to work. Once you do, you will be able to produce effective, consistent results.

**Vector graphics**

Graphics created in programs such as CorelDRAW where shapes are represented as a series of lines and curves. Vector graphics are also referred to as object-based graphics or line art. This contrasts with bitmap graphics which are created pixel by pixel in paint programs and by scanners.

**Image setter**

A generic term for printers capable of printing text and graphics (line art and photographs) on film or photographic paper at resolutions greater than or equal to 1200 dpi.

**Duotone**

An 8-bit color mode using 256 shades of up to four tones.

In commercial printing: a duotone is a modified grayscale image printed using inks of two colors—generally black with an accent color, although any two colors can be used. More generally, this term also refers to tritones (three inks) and quadtones (four inks).

Using two colors of ink, instead of four, significantly reduces the costs of printing while still providing a wide range of colors to choose from. The duotone feature is ideal for adding an accent color to a photograph or for extending the tonal ranges of inks.

**Drive**

A device in a computer that spins disks used to store information. Personal computers normally have a fixed-disk drive labeled C or D (called a hard drive), and one or two floppy-disk drives labeled A and/or B. In addition, many computers have a CD-ROM drive.

**CMYK**

A subtractive color model made up of cyan(C), magenta(M), yellow(Y), and black(K).

Used in most full-color commercial printing, CMYK is like CMY, but the addition of black (K) allows for truer low tones.

**Client application**

A client application is an OLE (Object Linking and Embedding) compatible application that contains OLE objects (e.g., pictures, charts, text) that were created in other OLE applications. Not all OLE applications can be clients. If you are uncertain about whether an application is capable of performing as a client, check its documentation.

**PostScript**

PostScript is a page description language used to send instructions to a PostScript device about how to print each page. All the objects in a print job (e.g., curves and fills) are represented by lines of PostScript code that the printer uses to produce your work.

**Embedded object**

Information from a file created in one program (the source program) that has been inserted into a file in another program (the destination program). For example, you can embed a graphic created in CorelDRAW into a Microsoft Word document.

**Server application**

A server application is an OLE (Object Linking and Embedding) compatible application that is used to create OLE objects (e.g., pictures, charts, text). These OLE objects can be placed in other OLE applications. Not all OLE applications can be servers. If you are uncertain about whether an application is capable of performing as a server, check its documentation.

**Color mode**

Refers to the color characteristics of an image — the color mode determines how images are displayed and printed in Corel applications.

- Black and White (1-bit)
- Grayscale (8-bit)
- Duotone (8-bit) -Uses 256 shades of up four inks to reproduce grayscale images.
- Paletted (8-bit) -
- RGB color (24-bit).
- Lab color (8-bit)
- CMYK color

**Interlacing**

A method of having the image appear on-screen in entirety, but at a low, blocky resolution, as soon as the image appears on-screen. As the image data loads, the image quality improves from unfocused to clear.

**EPS**

The filename extension for Encapsulated PostScript files. Corel applications can import and export .EPS files. CorelDRAW can export to the generic .EPS format, as well as to EPS files with clipping paths. DRAW can also import objects containing .EPS files. The .EPS files CorelTRACE creates can be imported by programs such as Corel VENTURA and Aldus PageMaker.

**Open Prepress Interface (OPI)**

A method for placing high resolution bitmaps on the printed page, while using low resolution replicas for placement.

Two images are created using a high-end scanner. A high-resolution version (which is kept on file), and a low-resolution equivalent. The low resolution image is imported into your documents, using them "for position only" (FPO). Working with FPO images keeps your document size smaller and speeds up screen redrawing time. When you send your artwork back to the service bureau for final imaging to film, your high resolution files are put in place, resulting in a final product with a high-resolution.

**Check box**

A small square in a dialog box which you use to enable and disable options. An option is enabled when an X or a check mark appears in the check box, and is disabled when the check box is empty.



## Importing and exporting files (page 1 of 2)

For an application to read a file that has been saved in a specific file format, it requires a translator to decode the format information and open the file.

The Core! Filter Manager contains translators for all the file formats supported by all the Core! applications. For example, if you're working in Core!DRAW and you wish to open a file that has been saved in a format other than .CDR, the filter manager translates the file so that the program can open it. If you want to save an image in a format other than .CDR, the filter manager translates the file into the other format before saving it.

Core! applications that create documents, such as Core!DRAW, have their own native file formats that they use to store document information. The Open and Save/Save As commands are used to load and save this information. The Import command is used to load individual images that have been saved in non-native formats into an open document. The Export command is used to save images in non-native formats.

For applications that do not create documents, such as Core! PHOTO-PAINT and Core! OCR-TRACE, the Open and Save/Save As commands are used to load and save images.

### File formats

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Core! PHOTO-PAINT's Open dialog box.

File formats are often created for use by a specific application. For example, images created in Core!DRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### Cropping or resampling while importing a bitmap image

You can modify the size and resolution of bitmap files as you import them. Cropping an image involves cutting away unwanted areas without affecting the resolution or dimensions of what remains.

Changing an image's resolution affects its dimensions, the level of detail it contains, and its file size. An image's resolution determines the degree of detail it contains, and is measured by the number of pixels, or dots, it contains per inch (dpi). Because the number of pixels in a bitmap is fixed, the resolution of the image is tied in to the size of the printed image. If you print the image at a small size, the pixels are tiny, and the resolution high. Print the image large, and the pixels become enlarged and look coarse, resulting in a lower resolution.

A higher resolution allows for more detail and smoother color transitions than a lower resolution, but also results in a much larger file. Setting the resolution is a balancing act between achieving the level of detail you need and keeping the file size down to a level your system can handle.

Base your image resolution on what your output will be. If you are going to print your image, keep the resolution lower than that of the final output device: if you create a 1200 dpi image to print on a 600 dpi printer, you are going to end up with a 600 dpi printed image and a file that is much larger than you need.

If you are going to display your image on screen, you can generally get away with a lower resolution. Again, keep in mind the memory restrictions of your particular setup, and try to set the resolution to correspond with that of the monitor you plan to use.

{button ,Next()} [Click here to see the next page.](#)

## Importing and exporting files (page 2 of 2)

### File compression

Computer files are often stored in a compressed format to save space on your hard disk. There are several compression techniques that can be used, depending on the original file format. Generally, the more compressed a file is, the slower it is to read from and/or write to.

Compression can be lossless or lossy. Lossless compression retains all the original data through the compression and decompression processes. Lossless compression is recommended for storing text or numerical data, such as spreadsheets. Lossy compression loses some of the original data, but depending on your requirements, this loss may not make a difference in the final result of your work. Lossy compression can compress your original files to a much greater extent than lossless compression, and so it may be desired when disk space is at a premium.

RLE, LZW, and CCITT are lossless compression techniques. JPEG is a lossy technique and is used mainly to compress color and grayscale continuous-tone images. The information that is discarded during compression does not seriously affect the image quality.

### Color depth

Color depth refers to the number of colors that can be supported in a file. A 1-bit file supports two colors (usually black and white), a 2-bit file supports four colors, a 4-bit file supports 16 colors, an 8-bit file supports 256 colors and a 24-bit file supports 16 million colors. A grayscale image is an 8-bit file, with 256 increments between black and white. The higher the color depth supported by a file, the more space the file takes up on disk.

When you save or export a file, you can often specify what color depth you want to save the image to. If you have few colors in your original image, saving to a higher color depth (e.g., 16 color to 256 color) should produce an image whose colors are very similar to the original. However, if your original image has many colors, and you convert it to a lower color depth (e.g., 24 bit color to 256 color), the file will create a palette of colors and use combinations of these colors to attempt to simulate the original color of the pixel. The colors in the palette will depend on the colors in the original image.

Different applications support different color depths. As well, some file formats support only certain numbers of colors. When deciding what file format to use when saving a file, you should consider any color limitations of the file format and the application you'll be using with the file.

### Note

- A file format that supports a large number of colors may not necessarily support all color depths less than its maximum. For example, a format may support 24-bit color, but not black and white.

## Photo CD dialog box

The Photo CD dialog box lets you specify image size and color mode, as well as make color corrections to your image.

### Color Mode

Color mode affects the size of the file, the system's memory, and the quality of the printed image. It is important to choose a color mode that meets your end requirements.

- Choose 256 grayscale to create duotones and to print to a black and white laser printer.
- Choose 256 colors (8-bit) to create non-photographic images and to print to a low-end color printer (or if the system's memory is low).
- Choose 24-bit color to create high-quality photographic color images and to print to an RGB or CMY printer.
- For more information on the options included in this dialog box, use the What's This? online Help tool.

### Photo CD Image Enhancement dialog box

The Enhancement tab of the Photo CD Image dialog box lets you apply color correction to a Photo CD-ROM image before importing it into PHOTO-PAINT. There are two color correction methods: GamutCD and Kodak.

- **GamutCD**  
Uses gamut mapping to enhance the color fidelity and tonal ranges of the image which ensures that the colors in a computer image can be reproduced by a printer.
- **Kodak**  
Lets you alter color tints, adjust brightness and color saturation, and adjust the contrast.
- For more information on the options included in this dialog box, use the What's This? online Help tool.

## Import Actor/Prop dialog box

The Import Actor/Prop dialog box lets you import actors and props which comprise, like building blocks, CorelMOVE (CMV) files. Choose one or more actors and/or props from the list provided to be opened onscreen.

- **Note**

When multiple actors and/or props are selected they are all included in a single image window. To edit or manipulate each actor/prop in a CorelMOVE file requires that you open each actor/prop individually.

## CGM file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.CGM, Computer Graphics Metafile**

The filename extension for Computer Graphics Metafile, a vector file format. CGM is primarily intended for storing graphics data — specifically, vector information. CGM normally stores this information in ASCII format. It also allows the storage of information in a binary format to produce smaller files. All constituent parts of a CGM-format file are made up of simple objects used in all applications designed to work specifically with vector graphics (e.g., CorelDRAW).

The CGM dialog box lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## Macintosh PICT file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application. PICT, Macintosh.

### **.PICT, Macintosh**

A vector file format for the Macintosh developed by Apple Computer Inc. and native to QuickDraw. PICT supports up to 24-bit color, PackBits and JPEG compression. Widely used in Macintosh applications where graphics are used.

The PICT dialog box lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## PIF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.PIF, IBM**

The PIF file format is a vector format developed by IBM. It is supported by PC platform and IBM applications. It is not widely used today.

The PIF dialog box lets you export text as editable text characters or curves and curves as curves or polylines.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## AI file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.AI, Adobe Illustrator**

The filename extension for Adobe Illustrator files — a vector graphic file format developed by Adobe Systems. AI is supported by Windows as well as a number of other Windows-based illustration applications, including CorelDRAW. The dialog box lets you choose a specific Adobe Illustrator file format based on the program version where you will be editing the file (i.e., Adobe Illustrator 1.1, 88, 3.0). It also lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## WPG file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.WPG, WordPerfect Graphics Metafile**

The filename extension for WordPerfect (5.0 & 5.1) graphics files. 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 total colors). WordPerfect 5 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 at one time. It is also possible to store Encapsulated PostScript (EPS) code in a WPG file.

The dialog box lets you export colors using one of two palette types (i.e., 16- or 256-colors) and export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## GEM file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.GEM, Raster (.IMG)**

GEM file format is native to the Graphical Environment Manager developed by Digital Research. It is a bitmap file format supported by GEM, MS-DOS and Atari ST platforms. The GEM Raster file format is used mainly on the Atari ST platform, but is also found in the PC desktop publishing environment. Supports RLE compression and up to 16,384 colors; the maximum image size possible is 64,000 pixels by 64,000 pixels. GEM raster images may be color, grayscale, or black and white and are always read and written in big-endian format.

The dialog box lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## WMF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.WMF, Microsoft Windows Metafile**

The filename extension for Microsoft Windows Metafile, a vector file format developed by Microsoft Corporation. Supported by Windows and several Windows-based graphics applications. Support of to 24-bit color. WMF is widely used to store and exchange vector and bitmap data between Windows-based applications.

The dialog box lets you export text as editable text characters or curves.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## DXF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.DXF, AutoCADData eXchange Format**

DXF is a vector file format native to AutoCAD, a computer aided design application. DXF supports up to 256 colors and can store three-dimensional objects. File compression is not possible. Supported also by several CAD and a few drawing programs, including CorelDRAW.

The dialog box lets you choose from two image export color options, the resolution of image curves, and the way in which overlapping objects are treated.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## MPEG file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.MPEG, Motion Picture Experts Group**

MPEG is an animation file format developed by Motion Picture Experts Group of the International Standards Organization. It is supported by all platforms. Supports DCT compression. Maximum image size 4095 pixels by 4095 pixels by 30 frames per second. Used to encode audio, video, text, and graphical data. MPEG was designed to store audio and video data on CD-ROM for use in multimedia systems — Apple and Windows environments. MPEG uses lossy compression, consequently, as the compression level is increased, more data is lost.

The dialog box lets you determine how much compression will be used when saving the file, the emphasis or quality of the file, and three unique export options.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## SCODL file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.SCODL**

A file format used by film recorders for making slides. CorelDRAW exports files in SCODL (.SCD) format.

The dialog box lets you choose a background color when the image does not fill the entire slide frame or to enlarge the image to fit entirely within the slide area with no background area appearing.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## HPGL file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.HPGL, Hewlett Packard Graphics Language**

Vector file format developed by Hewlett Packard. Created by programs such as AutoCAD for printing drawings on plotters. This file format is supported by both the PC and the Macintosh platforms and by all illustration applications. Widely used as a page description language.

The dialog box lets you select a list of pen colors and options to be assigned to each image color, create pen libraries, set page options (e.g., page size, fit to page, page orientation), and choose advanced fill and curve treatment options.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## EPS file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.EPS, Encapsulated PostScript**

The filename extension for Encapsulated PostScript files. Corel applications can import and export EPS files. CorelDRAW and Corel PHOTO-PAINT can export to the generic EPS format, as well as to EPS files with clipping paths. Also, it is possible to import objects containing an EPS file. This file format is most commonly used to contain the graphics and image portions of a document.

The dialog box lets you export text as editable text characters or curves, choose image header options as well as fountain fill and color options.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## TTF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.TTF, TrueType Font**

Fonts that print as a vector or a bitmap graphic depending on the capabilities of your printer. TrueType fonts print as they appear on screen and can be resized to any height.

The dialog box offers you several typeface information options, including font family name, style, and size.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## JPEG file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as a bitmap, vector graphics, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.JPEG, Joint Photographics Experts Group**

An international bitmap file format standard for image compression that offers compression with almost no losses at ratios up to 20 to 1. Also known as JFIF (for JPEG File Interchange Format). JPEG is supported by all platforms up to 24-bit color. Maximum image size is 64,000 pixels by 64,000 pixels. Supports JPEG compression. Used as a storage and exchange format for files containing data that has been compressed with JPEG.

The dialog box lets you specify how you want to import or export bitmap files.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## TGA file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.TGA, Targa Bitmap**

The filename extension for files in Targa format which is a bitmap format developed by Truevision Inc. The TGA file format is commonly used to store digitized color photographs. Corel applications import files in this format. TGA is supported by MS-DOS, Windows, UNIX, Atari, Amiga and other platforms and many applications. Supports up to 32-bit color. No maximum image size. Supports RLE compression. Used widely in paint, graphics and imaging applications. Also widely used for still video editing.

The dialog box lets you specify how you want to import or export bitmap files.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## GIF file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.GIF, Graphics Interchange Format**

The filename extension for a bitmap file format created by CompuServe Inc. and commonly used to store digitized color photographs. Corel applications can import files in this format. The GIF format is supported by MS-DOS, Macintosh, UNIX, Amiga, and other platforms. Supports up to 256 colors. Maximum image size is 64,000 pixels by 64,000 pixels. Supports LZW compression. Mainly used as an exchange format, but is supported by many applications. Can store multiple bitmap images in a single file.

The dialog box lets you specify how you want to import or export bitmap files.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## WAVL file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **.WAVL, Wavelet Bitmap file format**

A bitmap file format supporting up to 24-bit color. Supports Wavelet compression. Used to store bitmap information at high compression levels.

The dialog box lets you specify how you want to import or export bitmap files.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## **CUR/ICO file format**

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

### **CUR/ICO**

CUR and ICO files are resource formats used to create icons for Windows 3.1, Windows NT and Windows 95 interfaces. Supports 1-bit and 4-bit color. Corel applications can only import these formats.

The dialog box lets you choose a transparency color and mask/background color and displays the current size and number of constituent image colors.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

## DCS file format

Data in a computer file can be stored using several systems. The system that any one file uses is known as its file format. Different types of files, such as bitmap, vector, sound, text, etc., use different formats, but even within a type group, there can be dozens of different formats available. Formats are frequently referred to by the extension that is added to the file when saving it in that format, e.g., .CMX, .BMP, .DOC, .AVI, .TIF, etc. In Windows 95-based applications, different formats use different icons when listed in file managers and dialog boxes, such as Corel PHOTO-PAINT's Open dialog box. File formats are often created for use by a specific application. For example, images created in CorelDRAW are stored as .CDR files. Some formats are more generic, such as the .TXT format, which is an ASCII file and not associated with any specific application.

- For more information on the options included in this dialog box, use the What's This? online Help tool.

**Vector graphic**

Vector images are stored as algebraic equations defining the various lines and curves of the drawing. They can also include bitmap information. They are created in illustration programs, such as CorelDRAW or bitmap tracing applications, such as Corel OCR-TRACE. Vector formats are not restricted to certain color depths.

**File compression**

Computer files are often stored in a compressed format to save space on your hard disk. There are several compression techniques that can be used, depending on the original file format. Generally, the more compressed a file is, the slower it is to read from and/or write to.

Compression can be lossless or lossy. Lossless compression retains all the original data through the compression and decompression processes. Lossless compression is recommended for storing text or numerical data, such as spreadsheets. Lossy compression loses some of the original data, but depending on your requirements, this loss may not make a difference in the final result of your work. Lossy compression can compress your original files to a much greater extent than lossless compression, and so it may be desired when disk space is at a premium.

**Color depth**

Color depth refers to the number of colors that can be supported in a file. A 1-bit file supports two colors (usually black and white), a 2-bit file supports four colors, a 4-bit file supports 16 colors, an 8-bit file supports 256 colors and a 24-bit file supports 16 million colors. A grayscale image is an 8-bit file, with 256 increments between black and white. The higher the color depth supported by a file, the more space the file takes up on disk.

**Bitmap graphic**

Bitmaps are images made up of an array of rectangular dots ("pixels"). They are created in imaging programs, such as Corel PHOTO-PAINT, or when a paper document is scanned.



