

## TEXTURE Batcher

Menus

Lets you move the Corel TEXTURE batcher window.

Lets you resize the Corel TEXTURE batcher window.

Restores Corel TEXTURE Batcher when it is minimized.

Closes Corel TEXTURE Batcher.

Minimizes Corel TEXTURE Batcher.

Maximizes Corel TEXTURE Batcher.



File Menu

Creates a new batch list of unrendered texture files.

Opens a saved batch list of unrendered texture files.

Saves the current batch list.

Saves the current batch list with a new name.

Displays the most recently used batch lists.

Sets the final destination for the rendered texture files.

Sets the image format for the rendered texture files.



Exits Corel TEXTURE Batcher.

File Menu/Set Image Format/File Format dialog box

Lets you choose an image format for the output files.

Lets you choose an image format for the output files.

Lets you choose an image format for the output files.

## Texture Menu

Adds unrendered texture files to the batch list.

Removes the selected texture file from the batch list.



Edits the size of the selected texture.

Edits the size of all textures in the batch list.

Texture Menu/Texture Size dialog box and Global Size dialog box

Displays measurements options.

Displays units options.

Enable to measure the units in pixels.

Enable to measure the units in inches.

Enable to measure the units in centimeters.



Lets you specify a texture width.

Displays the unit of measurement.

Lets you specify a texture height.

Displays the unit of measurement.

Displays resolution options.

Enable to change the resolution to 72 pixels per inch.

Enable to change the resolution to 150 pixels per inch.

Enable to change the resolution to 300 pixels per inch.



Render Menu

Aborts the texture rendering process.

Renders the batch list of unrendered texture files.

Pauses the rendering process.

Renders the batch of texture files in the background. This uses less processor power during a batch render.

[View Menu](#)

Lets you display or hide the Toolbar.

Help Menu



Displays the Corel TEXTURE Batcher Help file.

Displays information about Corel TEXTURE Batchter.

Tools

Displays the progress of each texture file as it is rendered.

Displays the dimensions of a texture file.

Displays the filename of a texture.

Displays information about the status of a texture file. Displays the following: Rendering, Completed, or the time required to render a texture file if the texture file is unrendered.

Displays a preview of the texture file that is being rendered.



Displays the list of unrendered texture files in the batch list.

Enables context-sensitive Help for Corel TEXTURE Batcher.

Displays the amount of time that remains before the render is completed.

Minimizes Corel TEXTURE Batcher.

Displays the name of the batch list.

Displays the border of the application.

Displays the number of texture files that remain to be rendered.

Displays the total time that remains to render the texture files.



Lets you scroll the window.

Displays the Toolbar.

Displays the name of the texture file.

IDDH\_ABOUTBOX1

HELP\_BACKGROUND\_MAIN\_WINDOW

IDH\_ABOUTBOX1\_ABOUT\_ICON

HELP\_SCMINIMIZE

IDDH\_FILETYPE



HELP\_ID\_MAINWINDOW\_BORDER

**A**  
**B**  
**C**  
**D**  
**E**  
**F**  
**G**  
**H**  
**I**  
**J**  
**K**  
**L**  
**M**  
**N**  
**O**  
**P**  
**Q**  
**R**  
**S**  
**T**  
**U**  
**V**  
**W**  
**X**  
**Y**  
**Z**

**A**

**B**

[batch rendering](#)

[batch list](#)

**C**

**E**

**I**

[image format](#)

**R**

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**S**

**T**

[thumbnail image](#)

**U**

[unrendered texture](#)

**batch rendering**

Lets you render more than one texture file at a time.

**batch list**

Contains a list of texture files.

**image format**

The format in which you want to save your batch-rendered textures, for example, the .BMP, .JPG, or .TIF format.

**render**

The process of converting a texture design into a bitmap that you can use in other applications. Rendered textures cannot be edited in Corel TEXTURE.

**thumbnail image**

A miniature, low-resolution version of an image or illustration.

Including a thumbnail when you save a file lets you see a representation of the drawing before you open it in a different application. A thumbnail of the drawing is displayed in the Open dialog box of the other application and lets you verify that you have chosen the right file before you continue.

**unrendered texture**

A texture design that you have not converted to a bitmap. Unrendered textures can be saved and edited in Corel TEXTURE.





## Welcome to Corel TEXTURE Batcher

Corel TEXTURE Batcher is an application that lets you render multiple texture files.

In this book, you'll learn about

- [creating and rendering batch lists](#)

## Creating and rendering batch lists

Corel TEXTURE Batcher lets you render multiple texture files. A rendered texture file is converted to a bitmap that you can print or import into other applications. All texture files you create using Corel TEXTURE are in a texture-design format with a .tex file extension.

You can open, create, and save batch lists. You can define the dimension and resolution of a texture file or a batch of texture files before it is rendered. Before you begin the rendering process, you must specify an image format and a file destination. The destination directory is the directory where Corel TEXTURE Batcher creates the rendered texture files in the format you specified.

Corel TEXTURE Batcher renders the texture files in the batch list sequentially. You can pause or cancel a rendering in process. Rendering texture files requires a great deal of processor power. Your computer may slow down depending on the number of texture files that you are rendering and the complexity of each texture file. You can let Corel TEXTURE Batcher run in the background, which uses less processor power.

{button ,AL('ACreating and rendering batch lists';,0,"Defaultoverview",,)} How to

## To open a saved batch list

- 1 Click **File ► Open**.
- 2 Choose the drive and folder where the file is stored.
- 3 Double-click the filename.

{button ,AL('ACreating and rendering batch lists;',0,"Defaultoverview",,)} [Related topics](#)

## To create a new batch list

- 1 Click **File ▶ New**.
- 2 Click **Texture ▶ Add files**.
- 3 Choose the drive and folder where the texture file is stored.
- 4 Double-click the filename
- 5 Repeat steps 2 to 4 for all the texture files you want to add to the batch list.



- You can also add a file by clicking the [Add files button](#) on the toolbar.

{button ,AL('ACreating and rendering batch lists;',0,"Defaultoverview",)} [Related topics](#)

## To remove a texture file from the batch list

1 From the **File name** list, choose the texture you want to remove.

2 Click **Texture ▶ Remove file**.



### Tip

- You can also remove a texture file from the batch list by selecting a texture and clicking the **Remove file** button on the toolbar.

{button ,AL('ACreating and rendering batch lists;',0,"Defaultoverview",)} [Related topics](#)

## To change the dimensions and resolution of a texture file

1 From the **File name** list, click the texture file that you want to change.

2 Click **Texture ▶ Texture size**.

3 In the **Units** section, enable one of the following buttons:

- **Pixels**
- **Inches**
- **Centimeters**

4 In the **Resolution** section, enable one of the following buttons:

- **72 Pixels/Inch**
- **150 Pixels/Inch**
- **300 Pixels/Inch**



### Notes

- The settings you specify affect the rendering time and the size of the rendered texture file. A large, high-resolution texture file takes longer to render.
- Different printing and display formats require different resolution values. Textures intended only for screen display should be set at 72 dots per inch (dpi.) Most printed textures are set at 150 dpi, regardless of the printer resolution. Geometric patterns with sharp line boundaries require a higher resolution.



### Tips

- You can change the dimensions and resolution of all texture files in a batch list by clicking **Texture ▶ Global size**, and the specifying size and resolution.
- You can specify the size of a texture file by typing values in the **Texture width** and **Texture height** boxes.

{button ,AL('ACreating and rendering batch lists;',0,"Defaultoverview"),} [Related topics](#)

## To choose a destination directory

- 1 Click **File ► Set destination**.
- 2 Choose the folder in which Corel TEXTURE Batcher creates the rendered files.

{button ,AL('ACreating and rendering batch lists;',0,"Defaultoverview",)} [Related topics](#)



## To specify an image format

- 1 Click **File ▶ Set image format**.
- 2 From the **File format** list box, choose a format.

{button ,AL('ACreating and rendering batch lists;',0,"Defaultoverview",)} [Related topics](#)

## To save a batch list

- 1 Click **File ► Save as**.
- 2 Choose the drive and folder where you want to save the file.
- 3 Type the filename in the **File name** box.
- 4 Click **Save**.

{button ,AL('ACreating and rendering batch lists;',0,"Defaultoverview"),} [Related topics](#)

## To render a batch of texture files

- Click **Render ▶ Start rendering**.

Enable **Background friendly** if you would like Corel TEXTURE Batcher run in the background.



### Tip

- You can choose to pause or cancel rendering at any time during the rendering process by clicking on the [Pause rendering](#) or [Abort](#) buttons.

{button ,AL('ACreating and rendering batch lists;',0,"Defaultoverview",,)} [Related topics](#)



Lets you add unrendered texture files to the batch list.



Stops the rendering process once it has begun.



Pauses the rendering process once it has begun.



