

Minimizes the active window.

Maximizes the active window.

Closes the active window, toolbar, or the Property Bar.

Lets you resize the active window.

Lets you dock toolbars and the Property Bar.

Lets you scroll the document window vertically.

Lets you scroll the document window horizontally.

No Help topic associated with this item.

The File menu

Lets you open an image file.

The File, Open submenu (done by Common Engines - filters)

The File, Open, Crop submenu (done by Common Engines - filters)

The File, Open, Resample submenu (done by Common Engines - filters)

The File, Save Trace Result & the File, Save Image submenus (done by Common Engines - filters)

Closes the document window.

Lets you save a vector graphic.

Lets you save a bitmap image.

Lets you choose the source from which you want to acquire a bitmap image.

Lets you acquire a bitmap image.

Lets you choose a digital camera from which you want to get a bitmap image.

Lets you get a bitmap image from a digital camera.

Lets you send a bitmap image to a digital camera.

Exits Corel TRACE.

Opens the most recently opened file.

Opens the second most recently opened file.

Opens the third most recently opened file.

Opens the fourth most recently opened file.

Opens the fifth most recently opened file.

Opens the sixth most recently opened file.

The Edit menu

Cancels the last action you performed.

Copies the image to the Clipboard.

Clears the document windows.

The View menu

Displays the image at its actual size.

Displays the bitmap image and the wireframe objects.

Displays the wireframe objects.

Arranges the document windows horizontally.

Arranges the document windows vertically.

The Image menu

Inverts the colors of a bitmap image. When you invert the colors of a bitmap image, you convert all the color values to their opposites. For example, black becomes white and blue becomes yellow.

Lets you convert a bitmap image to Black and White mode.

The Image, Mode, Black And White submenu

Lets you specify the threshold value of the black and white conversion. Any pixel whose RGB color value is lower than the threshold value converts to black.

Enable to preview a bitmap image in Black and White mode.

Converts a bitmap image to Grayscale mode.

Lets you convert a bitmap image to Paletted mode.

The Image, Mode, Paletted (8-bit) submenu (done by Common Engines - color)

Flips a bitmap image horizontally.

Flips a bitmap image vertically.

Rotates a bitmap image 90 degrees clockwise.

Rotates a bitmap image 90 degrees counterclockwise.

Rotates a bitmap image 180 degrees.

Lets you rotate a bitmap image by specifying the degree of rotation.

The Image, Rotate, Custom submenu

Lets you specify the degree of rotation.

Enable to rotate a bitmap image clockwise.

Enable to rotate a bitmap image counterclockwise.

Enable to maintain the original size of a bitmap image.

Enable to preview a rotated bitmap image.

[Click to view an overview of this dialog box.](#)

Lets you start an application to edit a bitmap image.

The Trace menu

Traces a bitmap image using the Outline method. The Outline method produces a vector graphic that closely resemble the bitmap image.

Traces a bitmap image using the Advanced Outline method. The Advanced Outline method produces a vector graphic that closely resemble the bitmap image. This method lets you specify advanced trace options.

Traces a bitmap image using the Centerline method. The Centerline method produces a line drawing.

Traces a bitmap image using the Woodcut method. The Woodcut method produces a vector graphic that contains lines of varying width, depending on the intensity of the bitmap image at any given point.

Traces a bitmap image using the Sketch method. The Sketch method produces a vector graphic that contains crossing lines that create a mesh-like effect.

Traces a bitmap image using the Mosaic method. The Mosaic method produces a vector graphic that consists of an array of symmetrical tiles.

Traces a bitmap image using the 3D Mosaic method. The 3D Mosaic method produces a vector graphic that consists of an array of three-dimensional symmetrical tiles.

Stops a trace in progress.

The Tools menu

Lets you customize Corel TRACE.

The Workspace section

Lets you choose a workspace.

Lets you create a new workspace.

Deletes the chosen workspace.

Sets the chosen workspace as the current workspace.

The General section

Enable to remove a vector graphic from the Trace Result section of the document window when you trace a bitmap image.

Enable to confirm whether you want to clear a vector graphic from the Trace Result section of the document window when you trace a bitmap image.

Enable to view a system message that states that the save function is disabled when you open a bitmap image that is read-only.

Enable to show the title bar on floating dockers.

Displays options for editing the bitmap image.

Enable to edit bitmap images in Corel PHOTO-PAINT.

Enable to edit bitmap images in the Windows default bitmap editing application.

The Display section

Enable to display all the nodes of a selected object in the vector graphic at one time.

Enable to link the magnification levels of the bitmap image and the vector graphic. For example, when you zoom out of a bitmap image, you zoom out of a vector graphic at the same magnification level.

Lets you specify the threshold value of the black and white conversion. Any pixel whose RGB color value is lower than the threshold value converts to black.

Lets you choose color options.

Lets you choose the color of the outline of the selection block.

Lets you choose the color of the handles.

Lets you choose the color of the outline of the wireframe.

The Bitmap Memory section

Lets you choose bitmap memory options.

Lets you choose the primary swap disk.

Lets you choose the secondary swap disk.

Lets you specify the maximum percentage of RAM that the bitmap image can use.

The Window menu

Cascades the document windows.

Tiles the document windows horizontally.

Tiles the document windows vertically

Arranges the icons in the document windows.

Opens Scrapbook.

Closes all document windows.

Refreshes the document windows.

The Help menu

Lets you view the Help topics for Corel TRACE.

Displays information about a command, button, or function when you click the What's This? (question mark) button.

Opens the Corel Technical Support Help file. You can use the Corel Technical Support Help file to view technical Help.

Opens a Corel Web site on the Internet.

The About Corel TRACE dialog box

Lets you view information about Corel TRACE.

Displays an image for Corel TRACE.

Displays version information.

Displays build information.

Displays registration information.

Lets you edit the serial and PIN number.

Displays serial number and PIN information.

Lets you specify the serial number.

Lets you specify the PIN number.

Lets you view system information.

Lets you choose a category in which to view system information.

Displays system information.

Saves system information.

Lets you view copyright information.

Displays copyright or license information

Lets you print copyright or license information.

Lets you view license information.

The document windows

Displays the bitmap image and the vector graphic.

The Toolbox toolbar

Lets you trace a bitmap image using the Outline method.

Lets you trace a bitmap image using the Advanced Outline method.

Lets you trace a bitmap image using the Centerline method.

Lets you trace a bitmap image using the Woodcut method.

Lets you trace a bitmap image using the Mosaic method.

Lets you trace a bitmap image using the 3D Mosaic method.

Lets you trace a bitmap image using the Sketch method.

Lets you select, move, and resize objects.

Lets you zoom in on or out of an image.

Lets you move an image that is too large to view in the document window. The Pan tool lets you drag the image in any direction to view the hidden areas.

Lets you select areas of a bitmap image that you want to trace.

The Standard toolbar

The Open button is the same as the File, Open menu command.

The Save button is the same as the File, Save menu command.

The Acquire Image button is the same as the File, Acquire Image, Acquire menu command.

The Copy button is the same as the File, Copy menu command.

Lets you choose a zoom level.

Lets you choose an application that you want to start.

Opens the Corel Graphics Community Web site.

The What's This button is the same as the Help, What's This? menu command.

Common Property Bar

Displays the name of the application, file, toolbar, or Property Bar.

Displays buttons that let you use commands.

Applies the trace options and traces the bitmap image.

Lets you choose a preset setting.

Lets you specify the number of horizontal tiles.

Lets you specify the number of vertical tiles.

The Settings dialog box (Right-click a spinner, and click Settings)

Lets you specify a value.

Displays the range of values.

Displays the range of values.

Displays the minimum value.

Displays the maximum value.

Displays the increment value.

The Outline Property Bar

Lets you specify and set the accuracy of the trace to determine how closely the vector graphic resembles the bitmap image.

The Advanced Outline Property Bar

Adds or removes a preset setting.

Lets you choose the noise filter level. The higher the noise filter level you choose, the more adjacent pixels of different colors produce one color.

Lets you specify and set the complexity level. The higher you set the complexity level, the more objects the vector graphic contains.

Lets you specify the maximum number of colors the vector graphic contains.

Lets you specify and set the node reduction level. The lower you set the node reduction level, the closer the nodes of the vector graphic match the nodes of the bitmap image.

Lets you choose the node type. If you choose the Cusp node type, the vector graphic contains the angles of the bitmap image. If you choose the Smooth node type, the vector graphic smooths the angles of the bitmap image.

Lets you specify the minimum object size. The minimum object size is the number of adjacent pixels in the bitmap image from which to average a color in the vector graphic. For example, when you specify a minimum object size of 500, you average the colors in groups of 500 adjacent pixels.

The Centerline Property Bar

Lets you specify the number of iterations. The higher the number of iterations, the more complex the line drawing is.

The Sketch Property Bar

Lets you specify the spacing between the lines, in pixels, for each layer.

Lets you choose a layer.

Adds or removes a layer.

Lets you specify the angle at which the lines cross for a layer.

Lets you specify and set the threshold level. Any pixel whose RGB color value is less than the threshold level is sketched.

The Mosaic Property Bar

Lets you produce a vector graphic that consists of an array of rectangles.

Lets you produce a vector graphic that consists of an array of circles.

Lets you produce a vector graphic that consists of an array of diamonds.

The 3D Mosaic Property Bar

Lets you produce a vector graphic that consists of an array of pyramids.

Lets you produce a vector graphic that consists of an array of bricks.

Lets you produce a vector graphic that consists of an array of fans.

The Woodcut Property Bar

Lets you specify the angle of the lines in the vector graphic.

Lets you specify the width of the lines in the vector graphic.

Lets you set the woodcut properties.

Enable to produce a vector graphic that contains color.

Enable to produce a vector graphic that contains continuous lines.

Enable to produce a vector graphic that contains lines with tapered ends.

Enable to produce a vector graphic that contains lines of varying width. The less intense the bitmap image is at any given point, the wider the lines.

Enable to produce a vector graphic that contains symmetrical lines.

The Status bar

Displays information about an object.

Displays details about an object.

The Help buttons (that use other .HLP files)

Choosing Resample from the list box to the right of the Files Of Type list box displays the Resample dialog box, which lets you add pixels to or subtract pixels from a bitmap image. Resampling changes the amount of information in an image and can change resolution or dimensions. You can resample the image down (downsample), which reduces the number of pixels, eliminates unusable detail, and reduces the file size. For more information, see [Importing and opening files](#).

Choosing Crop from the list box displays the Crop Image dialog box, which lets you select the exact area and size of the image you want to keep. For more information, see [Importing and opening files.](#)

Import/export filters are used to convert files from one format to another. You can customize filter settings by adding or removing filters so that only the filters you need are loaded. For more information, see [Customizing filters](#).

Trace (convert to paletted)

Options Tab

Lets you set the amount of smoothing you want. This controls color transitions to minimize abrupt color changes.

Lets you choose a color palette to convert the image.

Opens the **Open palette** dialog box which lets you locate and open a custom palette to convert the image to the 8-bit Paletted color mode.

Lets you choose a dithering type that determines how adjacent pixels are arranged to create colors.

Lets you set the amount by which adjacent pixels are arranged to create colors.

Lets you specify the number of colors to include in an adaptive or optimized color palette.

Enable to specify a target color for optimized conversion.

Lets you choose the color you want to emphasize in the processed palette.

Displays the color you selected using the eyedropper tool or lets you choose a color from the drop down color palette so similar colors are used during the conversion.

Returns the target color to the default color.

Lets you select a preset conversion option

Opens the save **Preset** dialog box from which you can save the conversion option.

Deletes the selected preset option.

Previews the changes that you apply.

Enable to preview the changes automatically.

Resets the image to the default values.

Displays the source image.

Displays the preview image.

Displays a preview of the changes made to the source file.

Range Sensitivity Tab

Displays the specified target color.

Lets you set the emphasis placed on the selected color and colors related to it. A higher Importance value includes more shades of the selected color in the color palette.

Lets you set the emphasis placed on the selected color.

Lets you set the lightness component of the target color during the conversion.

Lets you set the lightness component of the selected value.

Lets you set the emphasis of the green/red component of the target color during the conversion.

Lets you set the emphasis of the blue/yellow component of the target color during the conversion.

Resets the **Importance** and the **Lightness** sliders to the default value.

Resets the **Importance** slider to the default value.

Resets the **Lightness** slider to the default value.

Resets the **Green red axis** slider to the default value.

Resets the **Blue yellow axis** slider to the default value.

Processed Palette

Displays the colors you are using to convert the current image.

Opens the **Color table** dialog box, which lets you edit the process palette.

Opens the **Save palette as** dialog box, which lets you save the color palette as a **.cpl** file.

Displays the RGB color values of the color swatch in the process palette.

Displays the numeric location of the selected color in the process palette.

Displays the Hex values of the color swatch in the process palette.

Batch Mode

Displays open images that you can convert to the 8-bit paletted color mode.

Displays the images you are converting to the 8-bit paletted color mode.

Adds the selected image to the list of images you are converting.

Adds all open images to the list of images you are converting.

Removes the selected image from the list of images you are converting.

Removes all the images except the active image from the list of images you are converting.

Lets you choose the image you want to preview.

Duotone Mode

Lets you choose the number of inks to use in the conversion and displays a visual representation of the ink curves. The display is based on the grayscale value and ink intensity of each point on the curve.

Displays the ink colors, and lets you change an ink color.

Resets the current curve to the default setting.

Enable to display all ink curves in the grid simultaneously.

Opens the **Load duotone files** dialog box, which lets you load duotone files (.cpd).

Opens the **Save duotone files** dialog box, which lets you save the set of ink curves.

Lets you choose an overprint ink color.

Enable to view overprint areas on screen.

Returns the current overprint to the default settings.

Returns all items in the **Overprint** list to their default settings.

Lets you add a color to a color palette.

Opens the **Options** flyout, which lets you choose different options to manipulate the colors.

Displays the dynamic ink curves. The horizontal plane displays the 256 possible shades of gray in a grayscale image (0 is black; 255 is white). The vertical plane represents the intensity of an ink (from 1 to 100 percent) applied to the corresponding grayscale values.

Displays the selected overprint ink colors and how they appear when printed to a composite printer.

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Y
Z

A

[Animation](#)

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animation

Animation files support moving images. CorelDRAW 10 supports four animation file types: GIF animation (**.gif**), MPEG Animation (**.mpg**), Quick Time Movie (**.mov**), and Video for Windows (**.avi**).

draw nodes

The square point at the end of a line and a curve segment. You can change the shape of a line or curve by dragging one or more of its nodes.

filter

The name for an application that translates digital information from one form to another.

nodes

The square points at the end of a line and a curve segment. You can change the shape of a line or curve by dragging one or more of its nodes.

rasterized image

An image that has been rendered into pixels. When you convert vector graphics files to bitmap files, you create rasterized images.

swap disk

Hard drive space used by applications to store temporary files not in use to artificially increase the amount of memory available in your computer.

vector graphic

An image generated from mathematical descriptions that determine the position, length, and direction in which lines are drawn. Vector graphics are created as collections of lines rather than as patterns of individual dots or pixels.

Customizing Corel applications

You can customize Corel graphics applications by arranging command bars and commands to suit your needs. Command bars include menus, toolbars, the property bar, and the status bar.

Corel online Help is based on an application's default settings. When you customize command bars, commands, and buttons, the Help topics associated with them do not reflect your changes.

In this section, you'll learn about

- [setting multiple workspaces](#)
- [customizing keyboard shortcuts](#)
- [customizing toolbars](#)

You can also learn about additional customization features specific to the Corel graphics application you are using.

Setting multiple workspaces

A workspace is a configuration of settings that specifies how the various command bars, commands, and buttons are arranged when you open the application. You can create, choose, and delete workspaces. You can also import and export workspaces to and from other computers using the same application. For example, you may want a group of users to have a similar look and feel to the workspace they are using.

`{button ,AL('ASetting multiple workspaces;',0,"Defaultoverview",,)} How to`

To create a workspace

- 1 Click **Tools ▶ Options**.
 - 2 In the list of categories, click **Workspace**.
 - 3 Click **New**.
 - 4 Type the name of the workspace in the **Name of new workspace** box.
 - 5 From the **Base new workspace on** list box, choose an existing workspace on which to base the new workspace.
- If you want to include a description of the workspace, type a description in the **Description of new workspace** box.

{button ,AL("ASetting multiple workspaces;',0,"Defaultoverview",,)} [Related topics](#)

To choose a workspace

- 1 Click **Tools ▶ Options**.
- 2 In the list of categories, click **Workspace**.
- 3 Enable a checkbox beside a workspace in the **Workspaces available** list.



Tip

- You can restore the default workspace by pressing **F8** while starting the application.

{button ,AL("ASetting multiple workspaces;",0,"Defaultoverview",,)} [Related topics](#)

To delete a workspace

- 1 Click **Tools ▶ Options**.
- 2 In the list of categories, click **Workspace**.
- 3 Choose a workspace from the **Workspaces available** list.
- 4 Click **Delete**.




Note

- You cannot delete the default workspace.


{button ,AL('ASetting multiple workspaces;',0,"Defaultoverview",)} [Related topics](#)

To import a workspace

- 1 Click **Tools**  **Options**.
- 2 In the list of categories, click **Workspace**.
- 3 Click **Import**.
- 4 Click **Browse**.
- 5 Choose the drive and folder where the file is stored.
- 6 Double-click the file.
- 7 Follow the instructions on screen.

{button ,AL('ASetting multiple workspaces;',0,"Defaultoverview",,)} [Related topics](#)

To export a workspace

- 1 Click **Tools**  **Options**.
- 2 In the list of categories, click **Workspace**.
- 3 Click **Export**.
- 4 Enable the check boxes beside the workspace items you want to export.
- 5 Click **Save**.
- 6 Type a file name in the **File name** box.
- 7 Click **Save**.
- 8 Click **Close**.



Note

- The workspace items available for export are toolbars, menu bars, and the status bar.



Tip

- You can email a workspace as an attachment by clicking **Email**.


{button ,AL('ASetting multiple workspaces;',0,"Defaultoverview",)} [Related topics](#)

Customizing keyboard shortcuts

Corel applications have preset keyboard shortcuts to make it convenient to perform common tasks. You can print a list of these keyboard shortcuts. You can also save a list of the keyboard shortcuts to a file format that applications such as word processors or spreadsheets can open.


{button ,AL('ACustomizing keyboard shortcuts;',0,"Defaultoverview",,)} How to

To print keyboard shortcuts

- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Commands**.
- 3 Click the **Shortcut keys** tab.
- 4 Choose a shortcut key table from the **Shortcut key table** list box.
- 5 Click **View all**.
- 6 Click **Print**.

{button ,AL("ACustomizing keyboard shortcuts;",0,"Defaultoverview",,)} [Related topics](#)

To save keyboard shortcuts to a format readable by other programs

- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Commands**.
- 3 Click the **Shortcut keys** tab.
- 4 Choose a shortcut key table from the **Shortcut key table** list box.
- 5 Click **View all**.
- 6 Click **Export to CSV**.
- 7 Choose the drive and directory in which you want to save the file.
- 8 Type a filename in the **File name** box.
- 9 Click **Save**.

{button ,AL('ACustomizing keyboard shortcuts;',0,"Defaultoverview",,)} [Related topics](#)

Customizing menus


Corel customization features let you modify the menu bar and the menus it contains. You can change the order of menus and menu commands; add, remove, and rename menus and menu commands; and add and remove menu command separators. For further customization, you can change keyboard shortcuts to menus and menu commands. You can also reset menus to the default setting.

The customization options apply to the menu bar menus as well as to pop-up menus that you access by right-clicking.

Corel online Help is based on the application's default settings. When you customize menus and menu commands, the Help topics associated with them do not change to reflect your changes.


{button ,AL('ACustomizing menus';,0,"Defaultoverview",)} How to

To change the order of menus and menu commands

- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Commands**.
- 3 Click a menu on the menu bar and drag it to the left or right.
If you want to change the order of a menu command, click a menu on the menu bar, click a menu command, and drag it up or down.

{button ,AL('ACustomizing menus;',0,"Defaultoverview",)} [Related topics](#)

To add an item to the menu bar

- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Commands**.
- 3 Choose an item from the list box.
- 4 Click an item and drag it onto the menu bar.




Tip

- When you click Commands in the list of categories, you can remove an item from the menu bar by clicking the item and dragging it off the menu bar.

{button ,AL('ACustomizing menus';0,"Defaultoverview",,)} [Related topics](#)

To rename a menu


- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Commands**.
- 3 Choose **Application menus** from the list box.
- 4 Click a menu in the list.
- 5 Click the **Appearance** tab.
- 6 Type a name in the **Caption** box.

Tip

- If you want to use a letter in the menu name as a shortcut to the menu, type an ampersand (&) before the letter.

{button ,AL('ACustomizing menus;',0,"Defaultoverview",)} [Related topics](#)

To add a command to a menu


- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Commands**.
- 3 Choose an item from the list box.
- 4 Click a command and drag it onto a menu in the application window.

Tip

- When you click Commands in the list of categories, you can remove a menu command from a menu by clicking on the command and dragging it off the menu.

{button ,AL('ACustomizing menus;',0,"Defaultoverview",,)} [Related topics](#)

To add a menu command separator


- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Commands**.
- 3 Choose **User menus** from the list box.
- 4 Click **Separator** and drag it onto a menu in the application window.

Tip

- When you click Commands in the list of categories, you can remove a menu command separator by clicking on the separator and dragging it off the menu.


{button ,AL('ACustomizing menus;',0,"Defaultoverview",,)} [Related topics](#)

To change the keyboard shortcut to a menu

- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Commands**.
- 3 Choose **Application menus** from the list box.
- 4 Click a menu in the list.
- 5 Click the **Appearance** tab.
- 6 In the **Caption** box, type an ampersand (&) before the letter you want to use as the shortcut.
- 7 Remove all other ampersands from the menu name.

{button ,AL('ACustomizing menus;',0,"Defaultoverview",)} [Related topics](#)

To change the keyboard shortcut to a menu command

- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Commands**.
- 3 Choose an item from the list box.
- 4 Click a menu command in the list.
- 5 Click the **Appearance** tab.
- 6 In the **Caption** box, type an ampersand (&) before the letter you want to use as the shortcut.
- 7 Remove all other ampersands from the menu command name.

Note

- Be sure that the shortcut letter you choose is not already being used in the same menu.


{button ,AL('ACustomizing menus;',0,"Defaultoverview",,)} [Related topics](#)

Customizing toolbars

You can change the size of toolbar buttons and the borders surrounding toolbar buttons. You can also change the appearance of toolbar buttons to display captions, images, or both, and you can further customize toolbar buttons by editing the images of individual toolbar buttons.

{button ,AL('ACustomizing toolbars;',0,"Defaultoverview",)} How to

To resize toolbar buttons and button borders


- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Command bars**.
- 3 Enable the check box beside a toolbar, and click the name of the toolbar.
- 4 Choose a size from the **Button** list box.
- 5 Type a value from **1** to **8** in the **Border** list box.

Tip

- You can reset the toolbar button and button borders on built-in toolbars by clicking **Reset**.

{button ,AL('ACustomizing toolbars;',0,"Defaultoverview",,)} [Related topics](#)

To change the appearance of toolbar buttons

- 1 Click **Tools**  **Customization**.
- 2 In the list of categories, click **Command bars**.
- 3 Enable the check box beside a toolbar.
If you want to choose all command bars in the list, hold down **SHIFT** when you select.
- 4 From the **Default button appearance** list box, choose one of the following:
 - **Caption below image**
 - **Caption only**
 - **Caption to right of image**
 - **Image only**



Tip

- You can change the size of toolbar buttons by choosing **Small**, **Medium**, or **Large** from the **Button** list box in the **Size** area.


{button ,AL('ACustomizing toolbars;',0,"Defaultoverview",,)} [Related topics](#)

Customizing filters

Filters are used to convert files from one format to another. They are organized into three categories: Raster, Vector, and Animation. You can customize filter settings by adding or removing filters so that only the filters you need are loaded. You can also change the order of the list of filters and reset filters to the default setting.


{button ,AL('ACustomizing filters;',0,"Defaultoverview",,)} How to

To add a filter

- 1 Click **Tools**  **Options**.
- 2 Double-click **Global**, and click **Filters**.
- 3 Double-click a type of filter in the **Available file types** list.
- 4 Click a filter.
- 5 Click **Add**.


{button ,AL('ACustomizing filters;',0,"Defaultoverview",,)} [Related topics](#)

To remove a filter

- 1 Click **Tools**  **Options**.
- 2 Double-click **Global**, and click **Filters**.
- 3 Click a filter in the **List of active filters**.
- 4 Click **Remove**.

{button ,AL('ACustomizing filters;',0,"Defaultoverview",,)} [Related topics](#)

To change the order of the list of filters

- 1 Click **Tools**  **Options**.
- 2 Double-click **Global**, and click **Filters**.
- 3 Click a filter in the **List of active filters**.
- 4 Click one of the following:
 - **Move up** — moves the filter up the list
 - **Move down** — moves the filter down the list

Tip

- You can reset the **List of active filters** to the default setting by clicking **Reset**.

{button ,AL('ACustomizing filters;',0,"Defaultoverview",,)} [Related topics](#)

Using Corel TRACE

Corel TRACE lets you convert bitmap images to vector graphics. Bitmap images consist of individual dots at a fixed resolution, and appear pixelated when enlarged. Vector graphics, which are created by equations, can be enlarged and not appear pixelated.

In this section, you'll learn about


- [opening bitmap images](#)
- [saving files](#)
- [tracing bitmap images](#)
- [using the Outline method](#)
- [using the Advanced Outline method](#)
- [using the Centerline method](#)
- [using the Centerline Outline method](#)
- [using the Woodcut method](#)
- [using the Sketch method](#)
- [using the Mosaic method](#)
- [using the 3D Mosaic method](#)
- [editing bitmap images](#)
- [viewing bitmap images](#)
- [specifying memory options](#)

Opening bitmap images

You can open a bitmap image, and you can acquire a bitmap image. You can also select an image source, such as, a scanner or a digital camera.



{button ,AL('AOpening bitmap images;',0,"Defaultoverview",)} [How to](#)

To open a bitmap image

- 1 Click **File**  **Open**.
- 2 From the **Look In** list box, choose the drive where the file is stored.
- 3 Double-click the folder in which the file is stored.
- 4 Double-click the filename.

You can also

Acquire an image

Click **File**  **Acquire Image**
 **Acquire**.

Select an image source

Click **File**  **Acquire Image**
 **Select Source**.

Tip

- When you have a bitmap image open, you can use the **Scrapbook** to open additional images by clicking **Windows**  **Scrapbook**, and choosing a file from the **Browser**.


{button ,AL('AOpening bitmap images;',0,"Defaultoverview",,)} [Related topics](#)

Saving files

You can save bitmap images. You can also save vector graphics.


{button ,AL("ASaving files;",0,"Defaultoverview",)} [How to](#)

To save a bitmap image

- 1 Click the **Original Image** section.
- 2 Click **File**  **Save Image**.
- 3 From the **Save In** list box, choose the drive where you want to save the file.
- 4 Double-click the folder in which you want to save the file.
- 5 Choose a file format from the **File Of Type** list box.
- 6 Type the filename in the **File Name** box.

{button ,AL('ASaving files;',0,"Defaultoverview",)} [Related topics](#)

To save a vector graphic

- 1 Click the **Trace result** section.
- 2 Click **File**  **Save Trace result**.
- 3 From the **Save in** list box, choose the drive where you want to save the file.
- 4 Double-click the folder in which you want to save the file.
- 5 Choose a file format from the **File of type** list box.
- 6 Type the filename in the **File name** box.

{button ,AL('ASaving files;',0,"Defaultoverview",)} [Related topics](#)

Tracing bitmap images

You can trace an entire bitmap image or specific areas of a bitmap image using various tracing options. Areas of a bitmap image are called selection blocks.

{button ,AL('ATracing bitmap images';,0,"Defaultoverview",)} How to

To trace an entire bitmap image


Click **Trace**, and choose one of the following tracing methods:


Outline — produces a vector graphic that closely resembles the bitmap image.


Advanced Outline — produces a vector graphic that closely resembles the bitmap image. This method lets you specify advanced trace options.


Centerline — produces a line drawing.

Centerline Outline — produces an outlined line drawing.

Sketch  produces a vector graphic that contains crossing lines that create a mesh-like effect.

Mosaic  produces a vector graphic that consists of an array of symmetrical tiles. The color of each tile is determined by the average color of the bitmap image in that area.


3D Mosaic  produces a vector graphic that consists of an array of three-dimensional symmetrical tiles. The color of each tile is determined by the average color of the bitmap image in that area.

Woodcut  produces a vector graphic that contains lines of varying width, depending on the intensity of the bitmap image at any given point.

Note

- For more information on tracing methods, see [Using Corel TRACE](#).

Tip


- You can stop a trace in progress by clicking **Trace**  **Stop trace**.

{button ,AL('ATracing bitmap images';,0,"Defaultoverview",)} [Related topics](#)

To trace a selection block

- 1 Click the **Draw trace block tool**.
- 2 Marquee-select the area of the bitmap image you want to trace.

Tip

- You can change the color of the selection block by clicking **Tools**  **Options**, clicking **Display** in the list of categories, and clicking a color on the **Trace block color** color palette.

{button ,AL(^ATracing bitmap images';,0,"Defaultoverview",)} [Related topics](#)

Using the Outline method



The Outline method produces a vector graphic that closely resembles the bitmap image. You can set the accuracy of the trace to determine how closely the vector graphic resembles the bitmap image.

{button ,AL('AUsing the Outline method;',0,"Defaultoverview",)} How to

To set the accuracy of the trace

1 Click the Outline button.

2 On the property bar, move the **Accuracy** slider in one of the following directions:

- **Right**  increases the accuracy of the trace
- **Left**  decreases the accuracy of the trace

{button ,AL('AUsing the Outline method;',0,"Defaultoverview",)} Related topics

Using the Advanced Outline method

The Advanced Outline method produces a vector graphic that closely resembles the bitmap image.

You can set the noise filter. The higher you set the noise filter level, the more adjacent pixels of different colors produce one color. You can also set the complexity level. The higher you set the complexity level, the more objects the vector graphic contains. When you set the maximum colors, you specify the number of colors the vector graphic contains, from 2 to 256 colors.

You can specify the node reduction level. The lower you set the node reduction level, the closer the nodes of the vector graphic match the nodes of the bitmap image. You can also choose the node type. With a Cusp node type, the vector graphic contains the angles of the bitmap image. With a Smooth node type, the vector graphic smoothes the angles of the bitmap image. When you set the minimum object size, you specify the number of adjacent pixels in the bitmap. This number is used to arrive at an average color in the vector graphic. For example, when you specify a minimum object size of 500, you average the colors in groups of 500 adjacent pixels.

You can use the presets for the Advanced Outline method to apply a range of effects to your graphic.




You can also set the accuracy of the trace. For information, see "[To set the accuracy of the trace.](#)"

{button ,AL('AUsing the Advanced Outline method;',0,"Defaultoverview",,)} [How to](#)

To set the noise filter level

1 Click the **Advanced Outline** button.

2 On the property bar, choose one of the following options from the **Noise filter** list box:



- **None**  sets the noise filter level to none
- **Low**  sets the noise filter level to low
- **High**  sets the noise filter level to high

{button ,AL('AUsing the Advanced Outline method;',0,"Defaultoverview",,)} [Related topics](#)

To set the complexity level

1 Click the [Advanced Outline button](#).

2 On the property bar, move the **Complexity** slider in one of the following directions:

- **Right**  increases the complexity
- **Left**  decreases the complexity

{button ,AL('AUsing the Advanced Outline method;',0,"Defaultoverview",)} [Related topics](#)

To specify the maximum number of colors



- 1 Click the [Advanced Outline button](#).
- 2 In the **Max colors** box on the property bar, type the maximum number of colors you want the vector graphic to contain.

{button ,AL('AUsing the Advanced Outline method;',0,"Defaultoverview",)} [Related topics](#)

To set the node reduction level using the Advanced Outline method

1 Click the **Advanced Outline** button.

2 On the property bar, move the **Node reduction** slider in one of the following directions:

- **Right**  increases the node reduction level
- **Left**  decreases the node reduction level

Tip

- You can choose the node type by choosing **Cusp** or **Smooth** from the **Node type** list box.

{button ,AL('AUsing the Advanced Outline method;',0,"Defaultoverview",,)} [Related topics](#)

To specify the minimum object size

- 1 Click the [Advanced Outline button](#).
- 2 In the **Minimum object size** box on the property bar, type the minimum object size.

{button ,AL('AUsing the Advanced Outline method;',0,"Defaultoverview",)} [Related topics](#)

To apply Advanced Outline presets

- 1 Click the [Advanced Outline button](#).
- 2 Choose one of the following from the **Preset** list box:
 - **Default setting**
 - **Accurate**
 - **Clip art**
 - **Photo low res**
 - **Photo high res**
 - **Silhouette**
- 3 Click the [Do trace button](#).

{button ,AL('AUsing the Advanced Outline method;',0,"Defaultoverview",,)} [Related topics](#)

Using the Centerline method

The Centerline method converts bitmap images to line drawings. The bitmap image must be black and white. For information about how to convert an image to black and white, see ["To convert the color of a bitmap image."](#)

You can set the [node](#) reduction level. The higher you set the node reduction level, the closer the nodes on the vector graphic and the bitmap image match. You can also specify the number of [iterations](#). The higher the number of iterations, the more complex the line drawing becomes.



You can use the presets for the Centerline method to apply a range of effects to your graphic.

`{button ,AL('AUsing the Centerline method;',0,"Defaultoverview",,)} How to`

To set the node reduction level using the Centerline method

1 Click the [Centerline button](#).

2 On the property bar, move the **Node reduction** slider in one of the following directions:

- **Right**  increases the node reduction
- **Left**  decreases the node reduction

{button ,AL('AUsing the Centerline method;',0,"Defaultoverview",)} [Related topics](#)

To specify the number of iterations using the Centerline method

- 1 Click the Centerline button.
- 2 In the **Iteration** box on the property bar, type the number of iterations.

{button ,AL('AUsing the Centerline method;',0,"Defaultoverview",)} Related topics

To apply Centerline presets

- 1 Click the Centerline button.
- 2 Choose one of the following from the **Preset** listbox:
 - **Default Setting**
 - **Map**
 - **Smooth and accurate**
 - **Crinkled photograph**
 - **Text**
 - **Silhouette**
- 3 Click the Do trace button.

{button ,AL('AUsing the Centerline method;',0,"Defaultoverview",,)} Related topics

Using the Centerline Outline method

The Centerline method converts bitmap images to line drawings with a reference centerline. The bitmap image must be black and white. For information about how to convert an image to black and white, see ["To convert the color of a bitmap image."](#)

You can set the [node](#) reduction level. The higher you set the node reduction level, the closer the nodes on the vector graphic and the bitmap image match. You can also specify the number of iterations. The higher the number of iterations, the more complex the line drawing becomes.

You can use the presets for the Centerline Outline method to apply a range of effects to your graphic.



You can set the accuracy of the trace. For information, see ["To set the accuracy of the trace."](#)

{button ,AL('AUsing the Centerline Outline method;',0,"Defaultoverview",,)} [How to](#)

To set the node reduction level using the Centerline Outline method

1 Click the [Centerline Outline](#) button.

2 On the property bar, move the **Node reduction** slider in one of the following directions:

- **Right**  increases the node reduction
- **Left**  decreases the node reduction

{button ,AL('AUsing the Centerline Outline method;',0,"Defaultoverview",)} [Related topics](#)

To specify the number of iterations using the Centerline Outline method

- 1 Click the Centerline Outline button.
- 2 In the **Iteration** box on the property bar, type the number of iterations.

{button ,AL('AUsing the Centerline Outline method;',0,"Defaultoverview",)} Related topics

To apply Centerline Outline presets

- 1 Click the Centerline Outline button.
- 2 Choose one of the following from the **Preset** listbox:
 - **Default Setting**
 - **Map**
 - **Smooth and accurate**
 - **Crinkled photograph**
 - **Text**
 - **Silhouette**
 - **Last settings**
- 3 Click the Do trace button.

{button ,AL('AUsing the Centerline Outline method;',0,"Defaultoverview",)} Related topics

Using the Sketch method

The Sketch method produces a vector graphic that contains layers of lines that cross at angles to create a mesh-like effect.

You can specify the spacing between the lines, in pixels, for each layer. You can also add and remove layers, specify the angle at which the lines cross for each layer, and set the threshold level. Any pixel whose RGB color value is less than the threshold level is sketched.

You can use the presets for the Sketch method to apply a range of effects to your graphic.

`{button ,AL('AUsing the Sketch method;',0,"Defaultoverview",)} How to`

To specify line spacing

- 1 Click the **Sketch** [button](#).
- 2 In the **Line spacing** box on the property bar, type the number of pixels with which you want to separate the lines.

{button ,AL('AUsing the Sketch method;',0,"Defaultoverview",)} [Related topics](#)

To add a layer

- 1 Click the [Sketch button](#).
- 2 On the property bar, click the **Add layer** button.

Tip

- You can remove a layer by choosing the layer you want to remove from the **Sketch layers** list box on the property bar, and clicking the **Remove layer** button.

{button ,AL('AUsing the Sketch method;',0,"Defaultoverview",)} [Related topics](#)

To specify the layer angle



- 1 Click the [Sketch button](#).
- 2 In the **Layer angle** box on the property bar, type the angle.

{button ,AL('AUsing the Sketch method;',0,"Defaultoverview",)} [Related topics](#)

To set the threshold level using the Sketch method

1 Click the [Sketch button](#).

2 On the property bar, move the **Threshold** slider in one of the following directions:

- **Right**  increases the threshold
- **Left**  decreases the threshold

{button ,AL('AUsing the Sketch method;',0,"Defaultoverview",,)} [Related topics](#)

To apply Sketch presets

- 1 Click the Sketch button.
- 2 Choose one of the following from the **Preset** listbox:
 - **Default Setting**
 - **Full range**
 - **Low detail**
 - **No dark detail**
 - **Shadow areas**
 - **Detailed shadow**
 - **Last settings**
- 3 Click the Do trace button.

{button ,AL('AUsing the Sketch method;',0,"Defaultoverview",)} Related topics

Using the Mosaic method

The Mosaic method produces a vector graphic that consists of an array of symmetrical tiles.

You can specify the shape of the tiles, and you can specify the number of tiles used, both horizontally and vertically. The color of each tile in the vector graphic is the average color of the corresponding area of the bitmap image.




You can use the presets for the Mosaic method to apply a range of effects to your graphic.

`{button ,AL('AUsing the Mosaic method;',0,"Defaultoverview",)} How to`

To change tile shape using the Mosaic method

1 Click the **Mosaic** button.

2 From the property bar, click one of the following options:

- **Rectangle**  produces a vector graphic that consists of an array of rectangles
- **Circle**  produces a vector graphic that consists of an array of circles
- **Diamond**  produces a vector graphic that consists of an array of diamonds

{button ,AL('AUsing the Mosaic method;',0,"Defaultoverview",,)} [Related topics](#)

To specify the number of horizontal tiles using the Mosaic method

- 1 Click the [Mosaic](#) button.
- 2 In the **Horizontal tiles** box on the property bar, type the number of horizontal tiles.

{button ,AL('AUsing the Mosaic method;',0,"Defaultoverview",)} [Related topics](#)

To specify the number of vertical tiles using the Mosaic method

- 1 Click the [Mosaic button](#).
- 2 In the **Vertical tiles** box on the property bar, type the number of vertical tiles.

{button ,AL('AUsing the Mosaic method;',0,"Defaultoverview",)} [Related topics](#)

To apply Mosaic presets

- 1 Click the Mosaic button.
- 2 Choose one of the following from the **Preset** listbox:
 - **Default Setting**
 - **Large diamonds**
 - **Pixelated landscape**
 - **Pixelated portrait**
 - **2500 circles**
 - **5000 diamonds**
- 3 Click the Do trace button.

{button ,AL('AUsing the Mosaic method;',0,"Defaultoverview",,)} Related topics

Using the 3D Mosaic method

The 3D Mosaic method produces a vector graphic that consists of an array of three-dimensional symmetrical tiles.

You can specify shape of the tiles, and you can specify the number of tiles used, both horizontally and vertically. The color of each tile in the vector graphic is the average color of the corresponding area of the bitmap image.




You can use the presets for the 3D Mosaic method to apply a range of effects to your graphic.

`{button ,AL('AUsing the 3D Mosaic method;',0,"Defaultoverview",)} How to`

To change tile shape using the 3D Mosaic method

1 Click the **3D Mosaic**  button.

2 From the property bar, click one of the following options:

- **Pyramid**  produces a vector graphic that consists of an array of pyramids
- **Brick**  produces a vector graphic that consists of an array of bricks
- **Fan**  produces a vector graphic that consists of an array of fans

{button ,AL('AUsing the 3D Mosaic method;',0,"Defaultoverview",)} Related topics

To specify the number of horizontal tiles using the 3D Mosaic method

1 Click the **3D Mosaic** [button](#)³.

2 In the **Horizontal tiles** box on the property bar, type the number of horizontal tiles.

{button ,AL('AUsing the 3D Mosaic method;',0,"Defaultoverview",)} [Related topics](#)

To specify the number of vertical tiles using the 3D Mosaic method

- 1 Click the **3D Mosaic** [button](#)³.
- 2 In the **Vertical tiles** box on the property bar, type the number of vertical tiles.

{button ,AL('AUsing the 3D Mosaic method;',0,"Defaultoverview",)} [Related topics](#)

To apply 3D Mosaic presets

- 1 Click the **3D Mosaic** [button](#)³.
- 2 Choose one of the following from the **Preset** listbox:
 - **Default Setting**
 - **Bricks for landscape**
 - **Bricks for portrait**
 - **Large folds**
 - **Large pyramids**
 - **Small folds**
- 3 Click the **Do trace** [button](#).

{button ,AL(^AUUsing the 3D Mosaic method;',0,"Defaultoverview",,)} [Related topics](#)

Using the Woodcut method

The Woodcut method produces a vector graphic that contains lines of varying angle and width, depending on the intensity of the bitmap image at any given point. You can specify the angle and width of the lines of the vector graphic and set the Woodcut properties.

You can set the node reduction level. The lower you set the node reduction level, the closer the nodes of the vector graphic match the nodes of the bitmap image. You can also set the threshold level. Any pixel whose RGB color value is less than the threshold level is traced using the Woodcut method.



You can use the presets for the Woodcut method to apply a range of effects to your graphic.

`{button ,AL('AUsing the Woodcut method;',0,"Defaultoverview",)} How to`

To set the node reduction level using the Woodcut method

1 Click the **Woodcut** [button](#).

2 On the property bar, move the **Node reduction** slider in one of the following directions:



- **Right**  increases the node reduction
- **Left**  decreases the node reduction

{button ,AL('AUsing the Woodcut method;',0,"Defaultoverview",)} [Related topics](#)

To set the threshold level using the Woodcut method

1 Click the [Woodcut](#) button.

2 On the property bar, move the **Threshold** slider in one of the following directions:

- **Right**  increases the threshold
- **Left**  decreases the threshold

{button ,AL('AUsing the Woodcut method;',0,"Defaultoverview",)} [Related topics](#)

To specify the angle of the lines

- 1 Click the [Woodcut](#) button.
- 2 In the **Angle** box on the property bar, type a value for the angle.



Tip

- You can specify the width of the lines by typing a value in the **Width** box on the property bar.






{button ,AL('AUsing the Woodcut method;',0,"Defaultoverview",)} [Related topics](#)

To set the Woodcut properties

1 Click the **Woodcut** button.

2 On the property bar, open the **Woodcut properties** flyout.

3 Enable any of the following options:

- **Color woodcut**  produces a vector graphic that contains color
- **Continuous cut**  produces a vector graphic that contains continuous lines
- **Tapered ends**  produces a vector graphic that contains lines with tapered ends
- **Inverted**  produces a vector graphic that contains lines of varying width. The less intense the bitmap image is at any given point, the wider the lines.
- **Symmetric**  produces a vector graphic that contains symmetrical lines

{button ,AL('AUsing the Woodcut method;',0,"Defaultoverview",)} [Related topics](#)

To apply Woodcut presets

- 1 Click the Woodcut button.
- 2 Choose one of the following from the **Preset** listbox:
 - **Default Setting**
 - **Basic**
 - **Continuous color**
 - **Detailed color**
 - **Fine-grained**
 - **Shadows**
 - **Last settings**
- 3 Click the Do trace button.

{button ,AL('AUsing the Woodcut method;',0,"Defaultoverview",)} Related topics

Editing bitmap images

Editing bitmap images can involve converting color, changing orientation, or starting an application.

You can convert the color of bitmap images by inverting colors, converting bitmap images to black and white mode, and converting bitmap images to grayscale mode. Corel TRACE lets you specify the threshold of an image conversion. Any pixel whose RGB color value is lower than the threshold level converts to black. You can also convert an image to paletted mode. When you convert an image to paletted mode, you can edit the processed color palette and set range sensitivity.

You can change the orientation of bitmap images by flipping them either horizontally or vertically, and you can rotate bitmap images 90 degrees, 180 degrees, or another specified number of degrees. You can also choose an application to edit a bitmap image.

{button ,AL('AEditing bitmap images;',0,"Defaultoverview",)} How to

To convert the color of a bitmap image

To

Invert the colors of an image



Convert an image to grayscale mode

Convert an image to black and white mode

Do the following

Click **Image**  **Invert**.

Click **Image**  **Mode**  **Grayscale**.

Click **Image**  **Mode**  **Black and white**, and type the threshold level in the **Threshold** box.

Tip

- You can set the default threshold level by clicking **Tools**  **Options**, clicking **Display** in the list of categories, and typing a value in the **Threshold** box.

{button ,AL('AEditing bitmap images;',0,"Defaultoverview",)} [Related topics](#)

To convert an image to paletted mode

1 Click **Image**  **Mode**

 **Paletted (8-bit).**

2 Click the **Options** tab.

3 Choose a color palette type from the **Palette** list box.

4 Choose an option from the **Dithering** list box.

5 Move the Dithering intensity slider to adjust the amount of dithering.

 **Notes**



- You can achieve better color fidelity by selecting the palette you want to use when you convert an image to a paletted bitmapped image, or when you export a GIF or JPEG. For example, the standard color palette provides more colors than necessary for an image with a limited range of colors, but you can choose an optimized palette to ensure that color representation is accurate.
- The status bar provides information about the bitmapped image, including color mode, size, and resolution.

 **Tips**

- You can choose a custom color palette by clicking **Open**, locating the color palette file you want, and double-clicking the filename.
- You can load preset conversion settings by choosing a preset from the **Preset** list box.



{button ,AL('AEditing bitmap images;',0,"Defaultoverview",)} [Related topics](#)

To edit the processed color palette

- 1 Click **Image**  **Mode**
-  **Paletted (8-bit).**
- 2 Click the **Processed palette** tab.
- 3 Click a color.
- 4 Click the **Edit** button.
- 5 Use the commands and controls in the **Color table** dialog box to edit the selected color, and click **OK**.
- 6 From the **Save palette as** dialog box, choose the drive and folder where you want to store the color palette.
- 7 Type a name in the **File name** box, and click **Save**.

{button ,AL('AEditing bitmap images;',0,"Defaultoverview",,)} [Related topics](#)

To set range sensitivity

- 1 Click **Image**  **Mode**
-  **Paletted (8-bit).**
- 2 Click the **Options** tab.
- 3 Choose **Optimized** from the **Palette** list box.
- 4 Enable the **Color range sensitivity to** check box.
- 5 Click the **Eyedropper tool**, and click a color in the image.
- 6 Click the **Range sensitivity** tab.
- 7 Adjust the range sensitivity sliders.

If you want to preview the color palette, click the **Processed palette** tab.

{button ,AL('AEditing bitmap images;',0,"Defaultoverview",)} [Related topics](#)

To change the orientation of bitmap images

To

Flip an image horizontally

Flip an image vertically

Rotate an image 90 degrees clockwise

Rotate an image 90 degrees counterclockwise

Rotate an image 180 degrees

Rotate an image a specified number of degrees

Do the following



Click **Image**  **Flip horizontal**.

Click **Image**  **Flip vertical**.

Click **Image**  **Rotate**  **90° clockwise**.


Click **Image**  **Rotate**  **90° counterclockwise**.

Click **Image**  **Rotate**  **180°**.

Click **Image**  **Rotate**  **Custom**, and type the number of degrees in the **Degrees** box.

{button ,AL('AEditing bitmap images;',0,"Defaultoverview",)} [Related topics](#)

To choose an application to edit a bitmap image

- 1 Click **Tools**  **Options**.
- 2 In the list of categories, click **Workspace, General**.
- 3 Enable one of the following options:

- **Corel PHOTO-PAINT**
- **Windows default**

 **Tip**



- You can start an application to edit a bitmap image by clicking **Image**  **Edit image**.

{button ,AL('AEditing bitmap images;',0,"Defaultoverview",)} [Related topics](#)

Viewing bitmap images

You can change the view of bitmap images by zooming in and out, as well as panning.

You can adjust document windows by resizing and arranging document windows. Document windows are divided into the following sections:

- **Original image**  displays the bitmap image
- **Trace result**  displays the vector graphic

You can also clear vector graphics, view bitmap images under vector graphics, and view vector graphics in Wireframe mode.

{button ,AL('AViewing bitmap images;',0,"Defaultoverview",,)} How to

Changing the view of images

To

Zoom in on an image

Zoom out of an image

View the actual size of an image

Pan an image

Do the following

Click the **Zoom tool button**, and click the image.

Click the **Zoom tool button**, and right-click the image.

Click **View**  **Actual size**.

Click the **Pan tool**, and drag the image.

Tip

- Using the **Zoom** tool, you can also marquee-select the area of the image you want to zoom in on.

{button ,AL(^AViewing bitmap images;',0,"Defaultoverview",)} Related topics

Adjusting document windows

To

Resize windows

Do the following

Drag the separator bar that divides the **Original image** and the **Trace result** sections.

Arrange windows horizontally

Click **View**  **Layout**, and enable the **Horizontal** command.

Arrange windows vertically

Click **View**  **Layout**, and enable the **Vertical** command.

View the actual size of an image

Click **View**  **Actual size**.

{button ,AL('AViewing bitmap images;',0,"Defaultoverview",)} [Related topics](#)

To clear a vector graphic

- 1 Click the **Trace result** section.
- 2 Click **Edit**  **Clear all**.

{button ,AL('AViewing bitmap images;',0,"Defaultoverview",)} [Related topics](#)

To view the bitmap image under the vector graphic


- 1 Click **View**.
- 2 Enable **Bitmap + Wireframe**.

{button ,AL('AViewing bitmap images;',0,"Defaultoverview",)} [Related topics](#)

To view the vector graphic in Wireframe mode

- 1 Click **View**.
- 2 Enable **Wireframe**.

Tip

- You can change the color of the selection block by clicking **Tools**  **Options**, clicking **Display** in the list of categories, and clicking a color on the **Wireframe** color palette.

{button ,AL(^AViewing bitmap images;',0,"Defaultoverview",)} [Related topics](#)

Specifying memory options


You can increase the amount of memory available using [swap disks](#). When you perform an action that requires more RAM than is available in your computer, image information can be swapped to the hard disk. If you have two hard disks, or two partitions, you can set up both a primary and a secondary swap disk.

Although swap disks let you artificially increase the amount of memory available on your computer, swapping image information to hard disks requires more processing time than when it is sent to your computer's RAM.

You can also choose how much of the available RAM on your computer is reserved for storing the images you open and edit. Set the amount of memory based on the type of work you perform and the number of applications you usually run simultaneously. If you increase the amount of memory reserved for images and find the application's performance has decreased, you might need to reduce this amount so that more RAM is available to run Corel TRACE.

{button ,AL('ASpecifying memory options;',0,"Defaultoverview"),} [How to](#)

To create swap disk space for temporary storage


- 1 Click **Tools**  **Options**.
- 2 Click **Workspace**, and click **Memory** in the list of categories.
- 3 Choose the primary hard disk to use as swap disk space from the **Primary** list box.
- 4 Choose the secondary hard disk to use as swap disk space from the **Secondary** list box.
- 5 Click **OK**.
- 6 Restart Corel TRACE to apply the changes.

Notes

- The amount of swap disk space is displayed on the status bar.
- You should set the total amount of swap disk space two or three times larger than the size of your uncompressed images.

{button ,AL('ASpecifying memory options;',0,"Defaultoverview",)} [Related topics](#)

To specify how much RAM is used to store images

- 1 Click **Tools**  **Options**.
- 2 Click **Workspace**, and click **Memory** in the list of categories.

The **Memory usage** section of the **Memory** page displays the total amount of memory available on your computer.
- 3 In the **Maximum** box, type the percentage of the total memory you want to make available for images in CorelDRAW.

The amount of memory this percentage corresponds to appears to the right of the **Maximum** box.
- 4 You will need to restart the Corel TRACE for the new settings to take effect.

Note

- The amount of memory allocated for images is displayed in the status bar.

{button ,AL('ASpecifying memory options;',0,"Defaultoverview",)} [Related topics](#)



Lets you produce a vector graphic that consists of an array of three-dimensional symmetrical tiles.



Lets you produce a vector graphic that closely resembles the bitmap image. This method lets you specify advanced trace options.



Lets you select the area of the bitmap image you want to trace.



Lets you produce an outlined line drawing.



Lets you produce a line drawing.



Lets you trace an image to produce a vector graphic.

The square point at the end of a line and a curve segment. You can change the shape of a line or curve by dragging one or more of its nodes.



Lets you select a color from an object in your image.

A process to increase the complexity of line drawings.

A transparent plane on which you can place objects in a drawing.

To select objects or nodes by dragging the Pick tool or Shape tool and enclosing objects in a marquee box.

In bitmap editing, random pixels on the surface of a bitmap, resembling static on a television screen.



Lets you produce a vector graphic that consists of an array of symmetrical tiles.



Lets you produce a vector graphic that closely resembles the bitmap image.



Lets you move an image that is too large for you to view in the document window.



Lets you select, move, and resize objects using the mouse. After you select an object, you can use commands in the menus or the toolbar to change its appearance.

A color mode that contains three components: red (R), green (G), and blue (B). In the RGB color mode, a value between 0 and 255 is assigned to each channel of red, green, and blue. The RGB color mode is based on the RGB color model.



Lets you produce a vector graphic that contains crossing lines that create a mesh-like effect.

A level of tolerance for tonal variation in a bitmap image. For example, when you convert an image to the Black-and-White color mode, the threshold you set determines how many tonal values are converted to black and how many to white.



Lets you produce a vector graphic that contains lines of varying width, depending on the intensity of the bitmap image at any given point.



Lets you zoom in on or out of an image. You can also marquee-select the area of the image you want to zoom in on.

Workspace

Lets you set the size of toolbar buttons.

Lets you set the width of the border surrounding toolbar buttons.

Enable to show titles on floating toolbars.

Enable to display the name and image on the toolbar buttons.

Enable to display or hide toolbars.

Displays a list of command bars for export. Enable the checkbox beside the command bars you want to export.

Opens the Import workspace wizard, which lets you import a new workspace.

Opens the Export workspace dialog box, which lets you save or email your workspace.

Opens your default mail client with the selected workspaces as attachments.

Command Bars

Enable the checkbox beside the command bars you want to display. Disable the checkbox to hide a command bar.

Lets you choose a size for command bar buttons.

Lets you choose a size for command bar button borders.

Lets you choose the default button appearance.

Creates a new toolbar.

Resets the selected command bar to its default settings.

Enable to view only images on buttons.

Enable to view only text on buttons.

Enable to display the toolbar name on the title bar of a floating toolbar.

Lets you choose the number of lines the status bar displays when docked.

Lets you choose the docked position of the Status bar

Enable to view text below images on buttons.

Displays the size options for toolbar buttons and button borders.

Displays the appearance options for toolbar buttons.

Commands - General

Displays the **Quick tip Help** for the selected command.

Lists where the selected command is currently available.

Commands - Shortcut Keys

Displays a list of commands to which you can assign a shortcut.

Displays a list of commands, and lets you choose a command to which you can assign a shortcut.

Opens the Find text dialog box.

Displays a list of current menus.

Lets you specify a new shortcut key combination to assign to the selected command.

Displays any command that is already assigned to the specified shortcut key combination.

Enable to delete the shortcut key combination from the old command and assign it to the new one.

Enable to assign the shortcut key combination to the new command and automatically select the old command.

Displays existing shortcut key combinations for the current command.

Lets you choose a table.

Assigns the new shortcut key combination to the selected command.

Deletes the selected shortcut key combination.

Resets all shortcut key combinations to their default configuration.

Opens the **Shortcut keys** dialog box, which displays all shortcut key combinations and lets you save and print shortcut key combinations.

Displays a short description of the selected shortcut.

When click View All button

Displays the list of available shortcut keys.

Opens the **Save as** dialog box, which lets you save your keyboard shortcuts as a text file.

Opens the **Keyboard shortcuts** dialog box, in which you can save the keyboard shortcuts as a text file or print them.

Closes this dialog without saving any attributes.

Commands - Shortcut Keys

Displays the toolbar or menu caption.

Lets you specify the caption for the selected item.

Displays the image attributes for the selected item.

Lets you choose which image size to edit.

Lets you choose a color from the color palette and changes the pointer to the pen tool.

Lets you apply a transparency to individual pixels in the image.

Lets you apply a transparency to a color in the image.

Reverses the last action you performed.

Restores changes reversed by the Undo command.

Lets you choose or import a new graphic for the selected item.

Restores the caption and image of the selected item to the default settings.

Displays the image for the selected item.

Menus Page

Displays a list of commands that you can add to a menu.

Adds the selected item to the menu.

Removes the selected item from the menu.

Adds a separating line below the selected menu item.

Adds a menu.

Moves the selected menu item up.

Moves the selected menu item down.

Resets the selected menu to its default setting.

Lets you choose a menu.

Displays the current menu structure and lets you add, remove, rename, or reorder a menu or a menu command.

Displays a description of the selected command.

Toolbars Page

Lets you choose a command to add to a toolbar.

Displays a list of the commands that you can add to a toolbar.

Lets you choose a property bar.

Displays a description of the selected toolbar button.

Displays the toolbar buttons for the selected command category.

Color Palette Page

Displays the color wells options.

Enable to increase the space between color swatches on the color palette.

Enable to increase the size of the color swatches on the color palette.

Enable to display the **No color well** check box on the color palette.

Lets you specify the maximum number of rows that are displayed when the color palette is docked.

Displays a hint on how to display a pop-up menu.

Enable to change the effect of the right mouse button when right-clicking a color swatch on the color palette.

Displays the right-mouse-button menu options.

Application (Win 2000 only)

Enable to make workspace items transparent.

Enable to make the Command bars transparent.

Enable to make the Dockers transparent.

Enable to make items with color information transparent.

Displays workspace items you can make transparent.

Displays the amount of transparency assigned to a workspace item.

Lets you set the amount of transparency for the selected item.

Button properties

Enable to label toolbar buttons using text.

Lets you specify a toolbar button label.

Enable to label the toolbar buttons using images.

Lets you edit a bitmap image on a toolbar button by choosing a different color.

Restores the toolbar button to its original configuration.

Lets you adjust the horizontal and vertical position of the bitmap on the toolbar button.

Enable to view only text on the selected toolbar button.

Enable to view only an image on the selected toolbar button.

Displays a preview of the toolbar button.

Displays a preview of the toolbar button.

Lets you choose the shadow, highlight, face, or text color.

Lets you choose a color.

Restores the toolbar button to its original configuration.

Import Workspace Wizard

Displays the workspace name and file pathway.

Opens the Import dialog box, which lets you choose a workspace to import.

Lets you choose items to import.

Enable to overwrite your current workspace with the workspace options you have chosen.

Enable to create a new workspace based on the imported options.

Lets you specify the name for the new workspace.

Lets you choose the workspace the new workspace is based on.

Lets you specify a description for the new workspace which is visible in the Options dialog box

Displays the workspace name.

Displays the items you have chosen to include with the workspace.

The information in this help file is only accessible through the application.

Import 3-D Model

General

Displays the 3-D model or light object.

Changes the lens magnification of the camera in the 3-D Viewport.

Drags 3-D models into the Preview Window.

Rotates 3-D models in the 3-D Viewport.

Displays and hides light objects in the 3-D model.

Lets you choose to display the 3-D model as a wire frame or interactive image.

Size Tab

Lets you specify the width of the 3-D model.

Lets you specify the height of the 3-D model.

Lets you choose the unit of measure for the height and width of the 3-D model.

Lets you specify the resolution of the 3-D model.

Enable to maintain the height-to-width ratio of the 3-D model.

Restores the 3-D model to its original settings.

Displays the new image size.

Distant Lights Tab

Lets you add distant lights.

Enable to turn on the selected light.

Lets you choose a light type.

Opens the Color dialog box, from which you can choose a color for the light.

Lets you set a brightness for the light.

Enable to show shadows.

Lets you choose the falloff distance, which determines how the brightness of the light diminishes toward the end of its range.

Lets you choose a pattern for the angular falloff, which determines how the brightness of the light diminishes toward the edge of the cone.

Lets you set the half angle.

Lets you set the angle of the rays of the spotlight.

Enable to apply the light to the front of the 3-D model.

Enable to apply the light to the back of the 3-D model.

Sends the light to the back or front of the 3-D model.

Adds a light.

Removes a light.

Displays the position and intensity of the light object.

Ambient Lights Tab

Adobe Illustrator Export (AI)

Lets you choose an Adobe Illustrator file format.

Enable to export text as curves.

Enable to export text as editable characters.

Enable to export a file that will be edited on a Macintosh system.

Enable to export a file that will be edited on a PC compatible system.

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

Enable to simulate effects you have applied to outlines (such as adding arrowheads, corners, or creating dashed lines) in Adobe Illustrator.

Enable to include placed images in the exported file.

Enable to simulate complex filled curves.

Enable to correct colors using the current profile.

Enable to include the version 7 preview image.

PCD Import dialog

Lets you choose the color mode of the image.

Lets you choose the image type.

Displays the original image before any enhancements have been made.

Displays the image after the enhancements have been made.

Displays a preview of the image.

Resets the image to its original state.

Lets you specify the amount of red in the image.

Lets you specify the amount of green in the image.

Lets you specify the amount of blue in the image.

Lets you specify the saturation of the image.

Lets you specify the brightness of the image.

Enable to remove the scene balance adjustments made by the photofinisher when the original image is scanned and placed on the photo CD.

Enable to check for out-of-gamut colors, which are pure red or pure blue.

Lets you choose a contrast level, which is the difference in tone between the dark and light areas of an image.

OS/2 BMP Export

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

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

JPEG Export

Displays a preview of the original image before you apply any enhancements.

Displays the image with the enhancements you have applied.

Resets the image to the default settings.

Displays a preview of the image.

Lets you specify the compression level of the image. Higher or lower compression levels affect the file size and quality of the image.

Lets you specify the smoothing of the image. Smoothing makes transitions between adjacent colors less pronounced.

Enable to use progressive loading. As the image data loads, the quality improves from unfocused to clear.

Enable to have an encoding method chosen that will produce the smallest file.

Lets you choose an encoding method subformat. Depending on the image, one of the available options will yield a smaller file size.

Displays the current image size.

Displays the current file size.

Displays the available encoding methods and lets you choose a encoding method.

Displays the available properties and lets you choose which properties you want.

GEM Export

Enable to export text as curves.

Enable to export curves as combinations of small line segments. Select this option if the application in which you intend to use the exported file does not understand Bezier curve information or if you want to export curve objects as polylines rather than Bezier curves.

BRS Import (.CUR and .ICO)

Displays the original image.

Displays the image with the enhancements you applied.

Enable to be able to choose the color of the transparent areas of the icon or cursor when you edit the image.

Enable to be able to choose the color of any inverse colors when 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.

Displays the color of any inverse colors when you edit the image.

Displays the color index options and lets you choose a option.

Displays the color of the transparent areas of the icon or cursor when you edit the image.

Resets image the to its original state.

Displays a preview of the image.

Displays the current image size in pixels.

Lets you choose the image's color from a color palette.

Cursor Export (CUR files)

Displays a preview of the cursor.

Displays the coordinates (x, y) of the cursor hot spot.

Lets you define the coordinates (x, y) of the cursor hot spot. The hot spot is the point that is used to click with the cursor.

Enable to make the masked area of the cursor transparent.

Lets you choose the inverse color.

Lets you choose the inverse color.

Displays the color that is selected to become the inverse color.

Lets you choose the color that you want to make transparent.

Lets you choose the color that you want to make transparent.

Displays the color that is selected to become transparent.

GIF Export

Lets you choose the color of the image from the color palette.

Enable to have no areas of the image display as transparent when you open the image in a Web browser.

Enable to make the masked area of the image transparent.

Enable to make a color from the image transparent. Use **Image color** to make transparent backgrounds.

Enable to invert the image's mask.

Enable to use interlacing when you load the image. As the data loads, the image quality improves from unfocused to clear.

Lets you specify the index value of the color.

Opens the **Color** dialog box, which lets you select a color that is transparent when displayed in a Web browser.

Displays the color that is selected to become transparent when displayed in a Web browser.

Lets you specify the color component values of the selected color.

Displays the original image.

Displays the image with the enhancements you applied.

Makes color transparent when selected.

Resets the image to its original format.

Displays a preview of the image.

Displays the transparency options that are available.

PNG Export

Lets you choose the color of the image from the color palette.

Enable to have no areas of the image display as transparent when you open the image in a Web browser.

Enable to make the masked area of the image transparent.

Enable to make a color from the image transparent. Use **Image color** to make transparent backgrounds.

Enable to invert the image's mask.

Enable to use interlacing when you load the image. As the data loads, the image quality improves from unfocused to clear.

Lets you specify the index value of the color.

Opens the **Color** dialog box, which lets you select a color that is transparent when displayed in a Web browser.

Displays the color that is selected to become transparent when displayed in a Web browser.

Lets you specify the color component values of the selected color.

Displays a preview of the original image before you apply any enhancements.

Displays the image with the enhancements you applied.

Makes color transparent when selected.

Resets the image to its original format.

Displays a preview of the image.

Displays the transparency options that are available.

HPGL Export (.PLT export)

Pen tab

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

Lets you choose the color assigned to the selected pen.

Lets you specify the width of the selected pen.

Lets you specify the velocity assigned to the pen, in cm/s.

Displays the velocity assigned to the pen, in cm per second.

Lets you specify the velocity assigned to the pen.

Select to define the pen as unused.

Resets the image to its original.

Lets you choose a pen library. A pen library is a saved groups of settings.

Saves the current settings as a pen library.

Deletes the selected pen library from the **Pen libraries** list box.

Page tab

Displays the scaling options that are available.

Enable to scale the graphic before you export it.

Lets you specify the scaled size at which you are exporting the graphic. At value of 100 percent, you export the image at its original size.

Enable to fit the image to the page size.

Displays the page size and lets you adjust its settings.

Lets you choose a page size.

Displays the width of the page.

Lets you choose the unit of measurement used to calculate page width.

Displays the height of the page.

Lets you choose the unit of measurement used to calculate page height.

Displays the plotter origin, and lets you align the image in the center or at the bottom left of the printable area.

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

Enable to align the image at the bottom left of the printable area.

Displays the page orientation options that are available.

Displays the current page orientation.

Enable to set the page orientation to portrait.

Enable to set the page orientation to landscape.

Lets you specify the number of plotter units per inch.

Advanced tab

Displays the plotter fills and lets you specify whether the plotter creates simulated fills.

Lets you choose how the plotter creates simulated fills with either parallel lines or a crosshatch pattern.

Lets you specify the line spacing used for the parallel lines and crosshatch options.

Lets you specify the line angle used for the parallel lines and for the vertical lines of the crosshatch option.

Lets you specify the line angle used for the horizontal lines of the crosshatch option.

Displays the Curve Resolution and lets you specify the size of the lines used to represent the curves of the image.

Lets you specify the size of the line segments used to create curves in the image. The smaller the line segments, the smoother the curve appears.

Lets you choose the unit of measurement that determines the size of the line segments used to create the curves in your image.

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

Enable to weld overlapping objects so that the outline displays as one shape.



Not Welded



Welded

Enable to prevent the width and velocity settings in the Pen tab from being saved with the file.

HPGL Options (.PLT import)

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

Lets you choose the color to assign to the selected pen.

Lets you specify the width of the selected pen in mm.

Displays the width of the selected pen.

Lets you specify the velocity assigned to the pen in cm.

Displays the velocity assigned to the pen.

Lets you specify the velocity assigned to the pen.

Select to define the pens as unused.

Lets you choose a pen library. A pen library is a saved group of settings.

Saves the current pen settings as a pen library.

Deletes the selected pen library from the Pen Libraries list box.

Lets you specify the scaling percentage of the image when you import.

Enable to scale the image when you import.

Lets you specify the size at which the image is imported.

Enable to override the current pen widths.

Resets the pen settings to their default settings.

Enable to override the current pen colors.

Displays the velocity assigned to the pen in cm/s.

TGA Export

Enable to use the Normal file format. You can't save masks if you use the Normal TGA file format.

Enable to use the Enhanced TGA file format, which saves any masks with the image. You can't save black-and-white images as **.tga** files.

WMF Export

Enable to export text as editable characters.

Enable to export text as curves.

Enable to include a header with the file that specifies the dimensions of the image.

Displays the text options, and lets you select which one you want.

EPS Export

Displays the options you can apply to the **.eps** file before you export it, and lets you choose options.

Enable to include a bitmap or vector thumbnail as a header with the file. When you import the image, you can view the thumbnail in the **Preview** window. If you don't include a header, the **Preview** window displays an X.

Lets you choose a vector (WMF) or a bitmap (TIFF) thumbnail format when are export the file.

Lets you choose the color depth of the thumbnail you are saving with the file.

Lets you specify the resolution of the thumbnail you are saving with the file.

Enable to make the background of the bitmapped image transparent.

Displays the format options for exporting text and lets you choose the format.

Enable to export text as curves.

Enable to export text as editable characters.

Enable to include PostScript font information with the file.

Displays the projected uncompressed image header size in bytes.

Displays the printer color profiles and lets you choose printer profile.

Enable to export the file with the colors defined in the current printer's profile.

Enable to use the selected profile for your composite printer.

Enable to use the selected profile for your separations printer.

Lets you specify a color mode for the **.eps** file.

Displays the selected profile.

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

Enable to automatically increase the number of steps used to create fountain fills. This options reduces banding which is the appearance of stripes across a fountain fill.

Lets you specify the number of steps used to reproduce fountain fills.

Displays the PostScript levels you can use to export a file and lets you choose a level.

Lets you specify the user name.

Lets you choose the PostScript level.

Displays the color mode used when you print your file and lets you choose a color mode.

Enable to reduce the size of a **.eps** file by compressing bitmapped images.

Lets you specify the compression quality of the bitmapped image.

Displays bounding box options and lets you choose options.

Enable to align a bounding box to the objects in the file. A bounding box is a rectangular box that encloses all the selected items.

Enable to align the bounding box to page boundaries. All objects on page will now be enclosed inside of a bounding box.

Displays the bounding box you have selected.

Enable to set the amount by which the bleed extends beyond the edge of the area to be printed. A bleed limit is the extent to which an image can extend beyond the crop marks.

Lets you specify the amount of bleed you want to apply to the image. Usually, a bleed of .125 to .25 inches is enough.

Enable to use crop marks as alignment aids when you trim the print output to its final size.

Enable to have a number with decimal points.

Lets you specify a user name that is used in the **.eps** file header.

Displays the Trapping options and lets you choose options.

Enable to maintain the current settings for objects. This ensures that the service bureau or print shop does not change overprint settings.

Enable to create a color trap by causing objects that contains 95 percent or more black to overprint underlying objects.

Enable to create a color trapping by applying an outline to an object that is the same color as it's fill and overprint underlying objects.

Enable to apply an auto-spread outline to the objects on the page. When auto-spread is enabled all the objects outlines on the page are the same width.

Lets you specify the maximum trap value, which determines the amount of spread assigned to an object. The lighter the color, the greater the percentage of the maximum trap value. The darker the color, the smaller the percentage of the maximum trap value.

Lets you specify the minimum font size to which auto-spreading is applied. Applying auto-spreading to small font sizes can make the text illegible.

Import Postscript (.PS)

Enable to export text as curves.

Enable to export text as editable characters.

Enable to return postscript errors that might occur during conversion.

Lets you specify the amount of virtual memory.

Enable to check for PostScript 3 files.

Displays the virtual memory and lets you specify the amount of virtual memory.

Displays the text exporting options and lets you choose the file format.

WordPerfect Graphic export

Enable to export the image as a 16 color image.

Enable to export the image as a 256 color image.

Enable to export text as editable characters.

Enable to export text as curves.

Enable to export the file in the format of WordPerfect Version 1.

Enable to export the file in the format of WordPerfect Version 2.

Displays the color mode options.

Displays the text options, and lets you select which one you want.

Displays the versions available, and lets you select which one you want.

CGM Export

Lets you choose the CGM export format that best suits the application in which you want to open the exported file.

Displays format options and lets you choose a CGM export format.

Wavelet Export (.WI)

Lets you specify the compression of the file. A high compression value produces a smaller file sizes but greater loss of image quality. Low compression results in larger files but less loss of image quality.

Lets you specify the contrast of the image. Contrast is the difference in tone between the dark and light areas of an image.

Lets you specify the edge of the image. Higher values result in sharper edges; lower values result in smoother edges.

Lets you choose the compression speed. Normal compression speed takes longer to save an image but gives better image quality. Fast compression speed takes less time to save an image but produces lower image quality.

Lets you choose a path for the image. Paths are another form of compression.

Displays the image size in bytes.

Displays the file size in bytes.

Displays a preview of the image.

Resets the image to the default settings.

Displays the original image.

Displays the image after modifications are made.

Displays image property options and lets you choose options.

Displays the encoding method options and lets you choose options.

FPX import

Lets you specify the amount of blue in the image.

Lets you specify the amount of green in the image.

Lets you specify the amount of red in the image.

Lets you specify the amount of light emitted in the image.

Lets you specify the contrast between the pixels in the image to improve the focus and enhance edges.

Lets you specify the saturation. Saturation is the purity of a color. The extent to which a color is made of a selected hue rather than of a mixture of that color and its complement.

Lets you specify the ratio between the lightest part of the image and the darkest part of the image.

Displays a preview of the image.

Resets image to the default settings.

Displays a preview of the original image before you apply any enhancements.

Enable to disable any transformations, such as size and color, applied to the image.

Displays the image after modifications are made.

Opens the **Image properties** dialog box where you can read a summary and description for the image.

Scene Contents

Displays a description included with the image when the file was saved.

Displays a description of the people in the image.

Displays a description of the things in the image.

Displays a description of the places in the image.

Displays a description of the events in the image.

Displays the contents of the caption that appears in the image.

Displays any comments about the image.

Summary

Displays a description included with the image when the file was saved.

Displays the title of the image.

Displays the name of the author of the image.

Displays the subject of the image.

Displays the day and time when the image was created.

Displays the last time when the image was edited.

Displays the name of the last person who worked on the image.

Displays any keywords for the image.

Displays the revision number of the image.

Displays any information about the image.

FPX Export

Displays a preview of the original image before you apply any enhancements.

Displays a preview of the resulting image.

Refreshed result image displays automatically as you make changes to original image.

Lets you choose a compression type. Choose **None** for no compression; **Single color** for one color images; **JPEG unspecified** to let the filter choose the optimum compression level; and **JPEG by quality** to choose the compression level yourself.

Lets you choose a decimation type. Decimation is another form of compression. Depending on the image, **Standard** (2x2) or **Gaussian** (4x4) yield a smaller file size with no loss of quality.

Lets you specify the quality of the image. Lower quality files are smaller and more compressed. Higher quality files are larger and less compressed.

Displays the image size in bytes.

Displays the file size in bytes.

Opens the **Image properties** dialog box where you can specify a summary and description for the image.

Resets the image to its original state.

Displays the encoding methods that are available.

Displays the properties settings that are available.

Scene Contents

Lets you specify the people in the image.

Lets you specify the things in the image.

Lets you specify the places in the image.

Lets you specify the events in the image.

Lets you specify the contents of the caption that appears in the image.

Lets you add comments about the image.

Summary

Lets you assign a title to the image. This title appears in the Summary property page when the image is opened.

Lets you type in the name of the author of the image.

Lets you describe the subject of the image.

Lets you specify the name of the last person who worked on the image.

Lets you specify keywords for the image.

Lets you specify a revision number.

Lets you add information about the image.

PFB (Adobe Type 1) Options (this dialog box displays only the first time when you export a file to the PFB format)

Displays the typeface options that are available.

Lets you specify a family name for the font you want to export.

Enable to export the font as a symbol.

Lets you choose a font style. This option is not available with symbol fonts.

Lets you choose a grid size. You can change the grid size of the font only if you're exporting to a new typeface.

Lets you specify a space width. The space width controls the amount of space between each character.

Lets you specify the vertical space between the characters.

Adobe Type 1 Export

Lets you specify a family name for the font you want to export.

Displays the new font.

Displays character information and the character options that are available.

Lets you choose a character set.

Displays a list of the characters, symbols, and numbers that make up the selected character set.

Displays the number of the selected character.

Enable to automatically select the character width, based on the other options you enabled.

Lets you specify the width of each character.

Lets you specify the design size of the characters.

Lets you choose a unit of measurement for the characters.

Lets you specify the position of the line upon which the letters of the font rest.

Opens the **Options** dialog box, where you can specify options, such as family name, space width, grid size, and character number.

Adobe Type 1 Export Options (The controls of the Options dialog box have the same IDDH strings as the controls of the True Type Export Options dialog box. Only the following controls have different IDDH strings)

Lets you choose a character set.

Displays the number of the current character.

Lets you specify the width of each character.

Options (TTF)

Displays the typeface options that are available.

Lets you specify a family name for the font you want to export.

Enable to export the font as a symbol.

Lets you choose a font style. This option is not available with symbol fonts.

Lets you choose a grid size. You can change the grid size of the font only if you're exporting to a new typeface.

Lets you specify a space width. The space width controls the amount of space between each character.

Lets you specify the vertical space between the characters.

True Type 1 Export

Lets you specify a family name for the font you want to export.

Displays the new font.

Displays character information and the character options that are available.

Lets you choose a character set.

Displays a list of the characters, symbols, and numbers that make up the selected character set.

Displays the number of the selected character.

Enable to automatically select the character width, based on the other options you enabled.

Lets you specify the width of each character.

Lets you specify the design size of the characters.

Lets you choose a unit of measurement for the characters.

Lets you specify the position of the line upon which the letters of the font rest.

Opens the **Options** dialog box, where you can specify options, such as family name, space width, grid size, and character number.

True Type Export Options

Displays the typeface options that are available.

Lets you specify a family name for the font you want to export.

Enable to export the font as a symbol.

Lets you choose a font style. This option is not available with symbol fonts.

Lets you choose a grid size. You can change the grid size of the font only if you're exporting to a new typeface.

Lets you specify the vertical space between the characters.

Lets you specify a space width. The space width controls the amount of space between each character.

Opens a dialog box that lets you load Adobe Font Metrics from a file.

Displays character information and the character options that are available.

Lets you choose a character set.

Displays a list of characters and their numbers.

Displays the number of the current character.

Lets you specify the width of each character.

Deletes the current character from the character list.

Import dialog box

Displays a thumbnail of the selected file when the **Preview** check box is enabled. If the file is not a graphics file, the preview window displays an X.

Enable to display a thumbnail of the selected file in the preview window. If the file is not a graphics file, the preview window displays an X.

Lets you choose a method for opening files.

Lets you display or hide file information such as image size, file format, keywords, and notes.

Displays the dimensions and color mode of the image.

Displays the file format of the image.

Displays any notes that are associated with the selected file.

Displays the last version with which this file was created.

Enable to use the filter's default settings without opening its dialog box.

Enable to maintain the layers and pages of a file when you import it.

Enable to link the bitmapped image externally instead of saving it in the file. This saves disk space and the image can be loaded and edited faster.

Enable to link a low Resolution place holder image to a high resolution file when you import TIFF (or CT) files.

Enable to apply the embedded International Color Consortium (ICC) profile in the imported file.

Enable to save the embedded International Color Consortium (ICC) profile of the file to the color directory where the application was installed.

Lets you choose the sorting order of the extensions in the **Files of type** or **Save as type** list box.

Enable to import bitmapped images that contain multiple layers. The multi-layers are combined into one layer upon import of image.

Enable to check for an encoded Digimarc watermark when you import files.

Provides a space for you to type the name of the file. You can use * as a wildcard. For example, you can type *.* to see a list of all the files. You can also type the full path of a file. For example, you can type c:\mydocs\letter.doc or if you have used a long filename, you might type C:\mydocs\letter to mom.

Lists the type of files to display. This is useful for narrowing the list of files displayed to only those files you're interested in.

Preview video by moving Slider.

Displays keywords that identify the drawing you want to open.

Crop Image

Lets you define the cropping area.

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

Displays the image with a cropping box around it, which you can use to resize the image.

Lets you specify the height of the cropping box.

Lets you specify the width of the cropping box.

Lets you specify the number of units to crop from the top of the image. You can choose a unit of measurement from the **Units** list box.

Lets you specify the number of units you want to crop from the left side of the image. You can choose a unit of measure from the **Units** list box.

Selects the entire image.

Lets you choose the unit of measurement for sizing and positioning the cropping box.

Displays the size of the cropped image.

Resample image

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

Lets you specify the width of the image. You can choose the unit of measurement from the **Units** list box.

Lets you specify the height of the image. You can choose the unit of measurement from the **Units** list box.

Lets you specify the width of the resampled image as a percentage of its original width.

Lets you specify the height of the resampled image as a percentage of its original height.

Lets you specify the width of the image.

Lets you specify the height of the image.

Lets you choose the unit of measurement for sizing the image.

Lets you specify the horizontal resolution of the image in pixels or dots per inch (dpi).

Lets you specify the vertical resolution of the image in pixels or dots per inch (dpi).

Displays the vertical resolution of the original image.

Enable to maintain equal horizontal and vertical resolution values automatically.

Displays the file size of the image in bytes.

Displays the file size of the resampled image.

Lets you choose the resolution of an image.

Enable to maintain the width-to-height ratio of the image.

Displays the horizontal resolution of the original image.

Bitmap Export

Displays the color controls and lets you change the color characteristics of the image.

Lets you choose a color mode. The number of bits a color mode uses determines both the computer power required and the number of colors or shades the color mode is capable of producing.

Enable to use image dithering. Dithering is a method of enhancing the color in Black and White, 16 bit Color, or 256 bit Color paletted images.

Enable to use a color profile when you export the bitmapped image.

Displays the dimension controls and lets you change the dimensions of the bitmapped image.

Lets you choose the export dimensions of the bitmapped image.

Lets you specify the width of the bitmapped image in pixels.

Lets you specify the height of the bitmapped image in pixels.

Displays the resolution controls and lets you change the resolution of the bitmapped image.

Lets you choose the resolution of the bitmapped image.

Lets you specify the vertical resolution of the bitmapped image.

Lets you specify the horizontal resolution of the bitmapped image.

Enable to maintain the width-to-height ratio of the image.

Displays the anti-aliasing controls and lets you choose the method of anti-aliasing for the bitmapped image.

Displays the estimated size of the file before it is compressed.

Enable to mask an area outside the selected objects.

Enable to maintain the aspect ratio between the height and the width of the image size.

Resets the bitmap properties to the default settings.

Enable to smooth the curved and diagonal edges in the bitmapped image.

Save dialog box

Lets you choose a compression type with which to save the file.

Lets you choose the type of compression format you want to save your image in. Will only be available if filter you are using can be compressed.

Lets you specify information about the file.

Saves the image.

Closes the dialog box without saving any of the changes.

Lets you choose the sorting order of the extensions in the **Files of type** or **Save as type** list box.

Provides a space for you to type the name of the file. You can use * as a wildcard. For example, you can type *.* to see a list of all the files. You can also type the full path of a file. For example, you can type c:\mydocs\letter.doc or if you have used a long filename, you might type C:\mydocs\letter to mom.

Lists the type of files to display. This is useful for narrowing the list of files displayed to only those files you're interested in.

Enable to replace the white space in a filename with an underscore. Special characters are replaced by characters suitable for WEB Based file names.

Enable to suppress the dialog box of the filter.

Enable to save only the objects selected in the active drawing.

Enable to save your Visual Basic for Application (VBA) project in your file. If you don't save your project, you will lose any work you have done on that project.

Lets you specify keywords that will help you find and recognize your files for future use.

Lets you choose a version of CorelDRAW in which to save the active drawing.

Enable to save an embedded Internal Color Consortium (ICC) profile as part of the file.

Lets you choose a thumbnail's file size or choose to hide the file's thumbnail.

Options dialog box, Global/Filters/Associate

Lets you choose the file extension that will open with the Corel application you are running.

Enable to choose a file type for the Corel application you are running.

Displays a description of the selected filter.

Resets the associate page properties to the default settings.

Options dialog box, Global/Filters

Lets you choose the filter type.

Lets you choose the active filters.

Adds a filter to the list of active filters.

Removes a filter from the list of active filters.

Moves the selected filter down one position in the list of active filters.

Moves the selected filter up one position in the list of active filters.

Displays a description of the selected filter.

Resets the file format properties to the default settings.

Flash Export

General tab

Displays the options you can apply to bitmapped images and lets you set exporting options.

Lets you specify the amount of JPEG file compression.

Lets you choose a value for the JPEG compression. Lower image quality results in smaller files, while higher image quality produces larger files.

Lets you set the resolution of the image.

Lets you tone down differences between adjacent pixels.

Lets you specify the position of the bounding box.

Enable to apply the bounding box to the page borders.

Enable to align the bounding box exactly to the objects in the file.

Displays the bounding box you have selected.

Enable to export sounds associated with different states of rollovers.

Lets you choose a value for the sound compression. The more you compress a sound, the smaller the size and the lower the sound quality.

Enable to export sound tracks in a movie.

Lets you choose a value for the sound compression. The more you compress a sound, the smaller the size and the lower the sound quality.

Opens the **Presets** dialog box where you can type the name of the preset.

Lets you choose a preset of export settings.

Displays a list of preset export settings.

Lets you specify the name of the preset.

Lets you delete a preset of export settings.

Enable to convert dashed outlines to solid outlines.

Enable to round the corners and endpoints of lines and curves to match those supported by the Macromedia Flash format.

Enable to use default fountain steps for fountain fills.

Enable to prevent the exported file from being loaded into the Flash editor.

Displays a preview of the file in a browser.

Preflight tab

Enable so that Preflight does not check for the selected issue.

Displays that Preflight is analyzing the file.

Opens the **Preflight settings** dialog box, which lets you choose which issues Preflight checks for each time you export a file.

Displays a summary of the selected issue and a suggestion how to resolve the issue.

Displays a list of issues that can cause exporting problems.

Enable to overlook an issue.

Preflight settings tab

Lets you save the preflight settings to a preset.

Lets you delete a preset of preflight settings.

Displays the issues that Preflight will check for. If you want to overlook certain issues, disable the check boxes that correspond to those issues.

HTML tab

Lets you choose a template.

Lets you choose a template.

Enable to match the dimensions of the HTML document with the movie dimensions.

Lets you specify the height of the movie.

Lets you specify the width of the movie.

Lets you set the width in pixels.

Lets you set the height in pixels.

Lets you set the width of the movie relative to the browser window.

Lets you set the height of the movie relative to the browser window.

Enable to maintain equal values for the width and height of the movie.

Enable to pause the movie until you initiate play.

Enable to repeat the movie until it reaches the last frame.

Enable to display a Flash Player plug-in menu when you right-click on the movie.

Lets you choose the level of anti-aliasing.

Lets you use advanced capabilities, such as active X Flash Player capabilities, transparent background, and layering capabilities of Internet Explorer.

Lets you define the position of the movie within the browser window.

Lets you determine how the movie is placed within the boundaries set in the **Width** and **Height** boxes.

SVG Export

Enable to export text as editable characters.

Enable to export text as curves.

Displays the options for embedding fonts in **.svg** files.

Enable to embed fonts directly in the .svg file which ensures that your fonts will always be included with the file.

Enable to give priority of the font embedded in the **.svg** file over the default browser font.

Lets you export bitmapped images to the JPEG, GIF, or PNG file format.

Lets you select the drawing precision defined as a number of units per inch.

Displays the options for applying Cascading Style Sheets and lets you choose an option.

Enable to embed the style sheet in the .svg file by using the `STYLE` element.

Enable to apply a style sheet to an individual element by using the STYLE attribute.

Enable to create an external cascading style sheet file linked to the **.svg** file.

Lets you choose a preset of export settings.

Opens the **Presets** dialog box where you can type the name of the preset.

Lets you delete a preset of export settings.

Lets you specify the name of the preset.

Import AutoCAD file

Enable to import a plane projection of a three-dimensional object as seen from a given focal point.

Enable to scale the drawing using the scale of the AutoCAD source file.

Enable to scale the drawing in inches.

Enable to scale the drawing in millimeters.

Enable to import curves in drawings by approximating them with lines.

Enable to import curves in drawings as curves.

Export to AutoCAD

Enable to export the file in the format of AutoCAD 2000.

Enable to export the file in the format of AutoCAD R14.

Enable to export the file in the format of AutoCAD R13.

Enable to export the file in the format of AutoCAD R11.

Enable to export the file in the format of AutoCAD R10.

Enable to export the file in the format of AutoCAD R9.

Enable to export the file in the format of AutoCAD 2.6.

Enable to export the file in the format of AutoCAD 2.5.

Enable to export text as editable characters.

Enable to export text as curves.

Enable to export the bitmapped image(s) in a drawing to the JPEG file format.

Enable to export the bitmapped image(s) in a drawing to the GIF file format.

Enable to export the bitmapped image(s) in a drawing to the Portable Network Graphics file format.

Enable to export the bitmapped image(s) in a drawing to the Bitmap for Windows file format.

HTML Options

Displays text color options and lets you choose an option.

Enable to use the default color for text, visited, unvisited, and active links ignoring the colors specified in the .htm file.

Enable to use the colors specified in the .htm file.

Tools menu

Lets you set various preferences for the active drawing or change the default settings of a feature.

Lets you specify settings for a basic work environment that is the same every time you create a new drawing.

Opens the **Color management** page of the **Options** dialog box, which lets you set color management options.

Opens the **Object data manager** Docker window, which lets you manage the data involved in coordinating large projects.

Lets you choose and save different zoom levels of your drawing.

Lets you manage the Internet bookmarks in your document.

Opens the **Symbols** Docker window, which lets you choose symbols to add to your drawings.

Creates a line-ending shape from the selected object.

Creates two-color and full-color pattern fills from an area of your drawing.

Adds the selected object to the specified Symbol Category.

Opens the **Script and preset manager** Docker window, which lets you record, edit, and play scripts and presets.

Opens a menu that contains commands for adjusting the Script and Preset Manager.

Plays the selected script.

Stops recording a script.

Begins recording a script.

Opens the **Run script** dialog box, which lets you select and execute a script file.

Launches Corel SCRIPT Editor, which lets you create and edit script files.

Opens the **Object manager** Docker window, which lets you use layers to organize and manipulate objects in your drawing.

Opens the **Scrapbook** Docker window, which lets you choose an item from a folder and drag it directly into the active drawing.

Opens the **Scrapbook** Docker window, which lets you choose a clipart file from the CorelDRAW Clipart CD-ROM and drag it to the active drawing.

Opens the **Scrapbook** Docker window, which lets you choose a photo file from the CorelDRAW Photos CD-ROM and drag it to the active drawing.

Opens the **Scrapbook** Docker window, which lets you choose a preset fill or outline and drag it onto an object in the active drawing.

Opens the **Scrapbook** Docker window, which lets you choose a three-dimensional model file from the CorelDRAW Photos CD-ROM and drag it to the active drawing.

Opens the **Scrapbook** Docker window, which lets you connect, either anonymously or by supplying a user name and password, to any File Transfer Protocol (FTP) site.

Opens the **Visual Basic for Applications macros** dialog box, which lets you run a VBA macro.

Launches the Visual Basic Editor, which lets you create macros.

Opens the **Security** dialog box, which lets you set the security level when you load Visual Basic macros.

Links to the Corel Web site, where you can access CorelSCRIPT scripts and script information.

Links to the Corel Web site, where you can access color profiles and color profile information.

Object Manager

Adds a layer to your drawing.

Displays the list of Internet objects on the Internet Layer of your drawing.

The Master Page is composed of the four basic master layers of an active drawing: Guides, Desktop, Layer 1, and Grid. Master layers are layers whose contents appear on each page of a multipage document.

You cannot delete any of the four master layers, but you can rename Layer 1 and add more layers if you choose.

The layer in your document where you place objects. Clicking a layer makes it the active layer. Any new objects you add to a drawing are assigned to the active layer.

If the active layer is also a master layer, any objects you add to it will appear on each page of a multipage document.

Displays or hides detailed information about objects on different layers of your drawing, such as fill, outline, and shape. This button is active when it appears pressed.

Displays the current layer name.

Opens a menu that contains commands for editing layer properties and contents.

Displays the name of the active layer.

Allows editing across all the layers in your drawing.

Switches to Layer Manager view, displaying lists of layers but no objects or sublevels.

Layer Properties dialog box

Displays the name of the selected layer.

Enable to display the selected layer.

Enable to print the selected layer.

Enable to edit the selected layer.

Enable to specify that the selected layer is a master layer.

Lets you specify the layer color and **Override full color** option.

Lets you choose the color to be displayed when Color Override full color view is enabled.

Enable to display the selected layer's objects as outlines of the color displayed in the **Layer color** picker.

Enable to apply the changes you make to the selected layer's settings to the active page in your drawing.

Opens the **Guidelines setup** dialog box, which lets you create, edit, and delete guidelines.

Displays the names and page numbers of all the bookmarks assigned in the active drawing.

Creates a hyperlink from a selected object to a bookmarked object.

Lets you scroll to and select the bookmarked object you choose from the Bookmark list.

Deletes the bookmark you choose from the **Bookmark** list. Only the bookmark is deleted from your document, not the object to which it is assigned.

Rescans the active page of the drawing to check for HTML object conflicts.

Rescans the entire drawing to check for HTML object conflicts.

Lets you scroll up through the HTML object conflict list to select an earlier warning or error message that you want to fix.

Lets you scroll down through the HTML object conflict list to select a later warning or error message that you want to fix.

Lets you scroll to and select the conflicting object.

Automatically repairs HTML object conflicts that don't need manual repair.

Opens the **HTML conflicts** page of the **Options** dialog box, which lets you set the type of conflicts you want displayed.

Displays the HTML object conflicts of the active drawing. The list includes the page on which the conflict occurs and a description of the error or warning.

Displays the directory tree, which you can use to access a drive or folder.

Moves up through the directory tree one level at a time.

Opens a menu that contains commands for working with the contents of the Scrapbook.

Displays the current thumbnail size, and lets you determine the thumbnail size interactively by dragging one of the corner handles. As you drag, the values in the Width and Height boxes update automatically.

Lets you choose a preset thumbnail size.

Lets you specify a thumbnail width. When you specify the width, the value in the **Height** box updates automatically to maintain the thumbnail's aspect ratio.

Lets you specify a thumbnail height. When you specify the height, the value in the **Width** box updates automatically to maintain the thumbnail's aspect ratio.

Lets you specify or choose the address of the File Transfer Protocol (FTP) site to which you want to connect.

Enable to connect anonymously to a File Transfer Protocol (FTP). Disable to login with a user name and password.

Lets you specify a user name to access a restricted File Transfer Protocol (FTP) site.

Lets you specify a password to access a restricted File Transfer Protocol (FTP) site.

Enable to perform an anonymous login. Disable to connect to a restricted File Transfer Protocol (FTP) site by supplying a valid user name and password.

Lets you choose the application in which you want to open the selected file.

Opens the contents of the selected folder in the Scrapbook.

Lets you connect to the File Transfer Protocol (FTP) site either anonymously or by supplying a valid user name and password.

Opens the selected folder.

Lets you apply your favorite fill or outline to selected objects.

Lets you send the selected file to a specific application or printer. You must predefine the application or printer to list it in the submenu.

Removes the selected file from the Scrapbook.

Copies the selected file in the Scrapbook.

Creates a shortcut to the selected file in the Scrapbook.

Deletes the selected file in the Scrapbook.

Lets you rename the selected file in the Scrapbook.

Lets you view file information, such as file type, creation date, and modification date, for the selected file in the Scrapbook.

Lets you create a thumbnail image of the fill or outline that you've dragged to the Scrapbook.

Lets you add a folder to the Scrapbook page on which you're working.

Lets you split the Scrapbook's window into two sections to increase your viewing and file management capabilities.

Lets you search drives and folders for specific files. You can use the Find command on any page in the Scrapbook, except the FTP Sites page.

Lets you display the contents of the Scrapbook as thumbnails.

Lets you display the contents of the Scrapbook as icons.

Lets you display the contents of the Scrapbook in a list format.

Lets you display the contents of the Scrapbook in a list, along with additional information such as file size, file type, and modification date.

Opens the **Thumbnail size** dialog box, in which you can choose a preset thumbnail size or define a custom thumbnail size.

Lets you display the contents of the Scrapbook in alphabetical order, according to filename.

Lets you display the contents of the Scrapbook in alphabetical order, according to file type extension.

Lets you display the contents of the Scrapbook according to file size.

Lets you display the contents of the Scrapbook according to file modification date.

Lets you connect to a File Transfer Protocol (FTP) site by typing the site's address or by choosing an existing address from the list box.

Lets you create a shortcut to a favorite File Transfer Protocol (FTP) site.

Object Data Docker window

Displays the column headings, which identify the data listed below them.

Lets you enter or edit data in a field. You must first select the field from the Field list, then type or edit the data and press ENTER.
The length of your entry is limited to the width of your screen.

Displays the field and associated values attached to the selected object. Name, Cost and Comments are built-in fields that are available for all objects.

Opens the **Object data** menu, which provides commands for manipulating the data associated with the selected object.

Opens the Object Data Manager spreadsheet, which lets you create a database using the information about the objects in your drawing.

Displays the name of the field selected in the list box below, and lets you rename the field by typing a new name.

Displays the field names for the selected object.

Creates a field and adds it to the list.

Adds selected fields to the selected object.

Removes selected fields from the selected object. If the field is assigned to more than one object in the current drawing, you can delete it from all objects.

Enable to add the selected fields to all objects (including those you add later) in the active drawing.

Enable to add the selected fields to the list of default fields for new drawings.

Enable to add the values for a selected field. Totals for each selected group of objects appear in the Object Data Manager spreadsheet.

Opens the **Format definition** dialog box which, lets you change the format of the data that appears in the selected fields.

Enable to assign a general format to the selected fields.

Enable to assign a date/time format to the selected fields. You can choose preset format from the list box to the right or type your own in the **Create** box.

Enable to assign a linear/angular format to the selected fields. You can choose a preset format from the list box to the right or type your own in the **Create** box.

Enable to assign a numeric format to the selected fields. You can choose a preset formula from the list box to the right or type your own in the **Create** box.

Lets you specify a format.

Lets you choose a format for the selected format type.

Displays a sample of the format based on the selection.

Removes the selected format.

Enable to print the grid lines displayed in the **Object data** Docker window.

Enable to print the column headers displayed in the **Object data** Docker window.

Enable to print the row headers displayed in the **Object data** Docker window.

Lets you specify the left-margin size in the **Width** box, and lets you choose the unit of measure you want to use from the **Units** box.

Lets you specify the top margin size in the **Top** box, and lets you choose the unit of measure you want to use from the **Units** box.

Displays a menu that contains commands for using the View Manager.

Zooms in on your drawing by a factor of two.

Zooms out of your drawing by a factor of two or to the previous level of magnification.

Fits all selected objects inside the drawing window.

Fits all objects in the drawing window.

Saves the current view and adds it to the list.

Zooms to an area you marquee select using the **Zoom** tool.

Deletes the view selected in the list.

Lets you choose one of the views you have saved.

Embeds the selected bitmap in the drawing.

Updates the selected link to a bitmap.

Opens the source file for the selected linked bitmap in the Bitmap Editor, or launches a browser and jumps to the selected hyperlink.

Checks all links and refreshes the Docker window.

Displays the current status of each link in your drawing.

Lets you specify a symbol category.

Options dialog box

Lets you choose one of the last four pages that you visited.

Displays the contents of the **Options** dialog box and lets you navigate to the page you want. To expand the tree, click the plus sign (+) beside a category or section heading. To open a page, click the page title.

Workspace

Displays the available workspaces and lets you choose another workspace. A bullet indicates the current workspace.

Opens the **New workspace** dialog box, which lets you create a new workspace.

Deletes the selected workspace.

Sets the selected workspace as the current workspace.

Displays the name of the current workspace.

Displays a description of the selected workspace.

Displays hints on how to use the **Options** dialog box.

New Workspace dialog box

Lets you specify a name for the new workspace.

Lets you choose a workspace from the list to use as a basis for the new workspace.

Lets you specify a description for the new workspace.

Enable to set the new workspace as the default.

General

Lets you specify the number of actions that can be reversed when using the **Undo** command in the **Edit** menu.

Lets you specify the number of actions that can be reversed when working with bitmaps.

Enable to set all dialog boxes to open in the center of the drawing window.

Enable to show titles on floating dockers.

Enable to set a feature that has a single item pop-up menu to execute automatically.

Show overprints Enable to display a patterned fill to show which objects are overprinted.

Enable to support feedback sounds for events.

Enable to preview sounds in real time.

Lets you set the resolution at which Drop Shadows, Bitmap Extrusion, and Interactive Transparencies are displayed.

Lets you choose the start-up screen you want to display when you launch CorelDRAW.

Display

Enable to display color using its own dithering scheme. To use this setting, you must have a monitor or graphics adapter that can display 256 simultaneous colors and a compatible Windows screen driver.

Enable to display color using the screen driver's default dithering scheme. To use this setting, you must have a monitor or graphics adapter that can display 256 simultaneous colors and a compatible Windows screen driver.

Enable to stop a screen redraw when you click the mouse or press a key.

Enable to redraw the screen when you click the slider on a scroll bar or when you click the Refresh Window command.

Enable to copy the drawing into memory, which results in no redraw.

Enable to automatically scroll when you drag beyond the drawing window's edges.

Enable to display a pop-up Help label that identifies tools and buttons.

Enable to select a node using the **Pick** tool or any of the basic drawing tools.

Enable to select a node using the **Pick** tool or any of the basic drawing tools.

Enable to select a node using the **Pick** tool or any of the basic drawing tools.

Enable to view bitmaps in Enhanced view, which uses 2X oversampling to show the best possible display quality.

Enable to select an object after you draw it.

Enable to highlight an object outline for the objects you select.

Lets you see what your drawing will look like when you print it. Use Normal view mode to view objects with their outline and fill attributes.

Enable to use the Enhanced view when you preview the drawing window without the user interface.

Enable to display the page border when you preview the drawing window without the user interface.

Lets you specify the number of bands used to represent fountain fills on the screen.

Edit

Lets you specify the constrain angle for rotations, skews, and reflections.

Lets you specify the number of decimal places you want to display in measurements and coordinates. This setting only affects how the numbers are displayed in the Status Bar.

Lets you specify the miter limit which controls when the application switches from a mitered (pointed) joint to a beveled (squared-off) joint.

Lets you specify the facet size for rendering and printing extruded objects. Facet size represents the distance between shades of color in extruded objects.

Enable to save the facet size you specify for rendering and printing extruded objects.

Enable to automatically center the contents of a PowerClip object inside its container.

Warnings

Enable to display a warning message when you convert a bitmap to CMYK.

Enable to display a warning message when a transparent object interacts with a spot color.

Enable to display a warning message when a drop shadow interacts with a spot color.

Enable to display a warning message when a texture fill is not RGB.

Enable to display a warning message when you convert an object to duotone.

Enable to display a warning message when you convert a lens effect to duotone.

Enable to display a warning message when you try to apply a distortion that is too complex.

Enable to display a warning message when you replace a soft mask with a color mask.

Enable to display a warning message when you apply effects to text with embedded graphics.

Enable to display a warning message when you import a file into a document with facing pages.

Enable to display a warning message when you import multiple 3DMF files.

Enable to display a warning message when your destination file format does not support multiple pages.

Enable to display a warning message when you attempt to modify a preset guideline.

Enable to display a warning message when you open a file that uses a VBA macro and you do not have VBA installed on your system.

Enable to display a warning message if you attempt to save a brush stroke that contains invalid objects.

Enable to display a warning message if you attempt to apply a spot color to a Mesh Fill object.

Enable to automatically create a backup file at set intervals while you work.

Lets you specify the time between backups. You can specify a value between one and 120 minutes.

Enable to store a backup copy of the active drawing in the same folder from which you opened its original.

Enable to display the current auto-backup directory or specify a new one.

Lets you specify where you want to store the backup files on your system.

Opens the **Select directory** dialog box, which lets you choose the location in which you want to save a drawing's backup for backups made while you work.

Enable to create a backup file each time you save a drawing. These backup files are always saved in the same directory as the original file.

Workspace - Memory

Lets you choose to artificially increase the amount of memory available on your computer.

Lets you choose to artificially increase the amount of memory available on your computer.

Tells you how much RAM is available on your computer.

Lets you specify the percentage of the total memory you want to make available for drawings you create in CorelDRAW.

Calculates and displays in kilobytes the total memory available for drawings you create in CorelDRAW according to the percentage you specify.

Enable to save files in smaller sizes than normal to save space on your hard disk.

Workspace - (Text) Spelling

Enable to automatically spell check words as you type.

Enable to underline misspelled words in a Paragraph text frame with a red wavy line.

Enable to underline misspelled words in the selected Paragraph text frame with a red wavy line.

Lets you specify the number of spelling suggestions displayed when you right-click a misspelled word.

Enable to add spelling corrections to Quick Correct automatically.

Enable to identify spelling errors that you've ignored by underlining the words with a blue wavy line.

Workspace - (Text) Quick Correct

Enable to capitalize the first letter of a sentence.

Enable to change the standard quotation marks included in most font sets to curly quotation marks.

Enable to change the second capital letter in a word to lowercase. Capitalization is maintained if the capitals are followed by a space, a period, or if the word contains other capitals.

Enable to automatically capitalize the names of days of the week.

Enable to replace text as you type.

Lets you specify the word, phrase, or text string you want Quick Correct to replace.

Lets you type the word, phrase, or text string you want to use as replacement text.

Lets you choose preset and custom text strings and their replacement strings.

Adds a text string and replacement text to Quick Correct.

Deletes a text string and replacement text from Quick Correct.

Enable to work with cross hairs instead of the pointer.

Enable to treat an object as filled so that you can select an unfilled object by clicking anywhere inside it.

Enable to draw a dotted outline of a complex object when you pause while moving it.

Lets you specify a delay time for redrawing complex objects. If you pause while dragging a complex object, the outline of the object is drawn after the specified interval.

Time unit used to measure the delay interval.

Enable to use the functionality associated with CorelDRAW for **SHIFT** and **CTRL**. **SHIFT** ensures that transformations are made from the center, and **CTRL** is used to constrain the movement of the mouse.

Enable to use the functionality associated with Microsoft Windows for **SHIFT** and **CTRL**. **SHIFT** constrains the movement of the mouse, and **CTRL** is used to duplicate objects, leaving the original behind.

Enable to create a subpath of a single object while keeping the object intact.

Enable to automatically close open objects once they are cut.

Lets you specify a nib size for the eraser tool. A larger nib size erases a greater area.

Enable to automatically reduce the nodes of an object that has been edited with the **Eraser** tool. The auto-reduce setting is found in the **Toolbox properties** page for the **Shape** tool.

Enable to zoom out when you right-click with the Zoom tool.

Enable to open a list of magnification levels when you right-click with the **Zoom** tool.

Enable to zoom out when you right-click with the **Hand** tool.

Enable to open a list of magnification levels when you right-click with the **Hand** tool.

Enable to replace the **Zoom** flyout with an alternate one. This flyout includes the one-shot **Hand** tool.

Enable to make the **Zoom** tool operate relative to real-world distance. You specify the real-world distance by calibrating the rulers.

Opens the **Calibrate rulers** dialog box, which lets you calibrate the Horizontal and Vertical rulers. You can calibrate rulers so that one inch in the real world equals one inch on screen.

Zoom Tool - Calibrate Rulers dialog box

Lets you specify a resolution for the horizontal ruler.

Lets you specify a resolution for the vertical ruler.

Displays the unit of measure in which you specify a resolution for the horizontal ruler.

Displays the unit of measure in which you specify a resolution for the vertical ruler.

Lets you specify a default Freehand smoothing value between 0 and 100 for drawing Freehand curves. A higher value produces a smoother curve.

Lets you specify how closely a bezier curve follows the edges of a bitmap traced using the autotracing feature. Low numbers produce a more accurate result.

Lets you specify whether a corner node is smooth or cusped for curves drawn using the Freehand tool or the autotracing feature.
A node is more likely to be cusped if the value is lower.

Lets you specify whether a line is straight or curved for curves drawn using the Freehand tool or the autotracing feature. A line segment is more likely to be curved if the value is lower.

Lets you specify the Auto-join distance when drawing in Freehand or Bezier mode. CorelDRAW joins two end nodes if the distance between them is below the Auto-join threshold.

Displays the unit of measure used for specifying the **Freehand** and **Bezier** tool defaults.

Lets you specify a default dimension style for dimension text.

Lets you specify the number of decimal places to use for dimensions.

Lets you specify the default unit for the decimal and fractional styles. This option is not available for U.S. Engineering and U.S. Architectural styles.

Lets you specify a default prefix for dimension text.

Lets you specify a default suffix for dimension text.

Lets you specify the default unit for the angle.

Enable to have the ends of connector lines snap to the closest object node when you move the object on the page. Enabling Snap To Objects (Layout menu) allows you to see the nodes when you move the cursor near them.

Enable to lock the ends of connector lines to the current object node, i.e., the node the connector originally snapped to when it was created. This ensures the connection is locked to the same node when you move one or several objects on the page. Enabling Snap to Objects (Layout menu) allows you to see the nodes when you move the cursor near them.

Lets you specify a threshold (one to 10 pixels) for line segments in a flow line. If a line segment is smaller than the threshold, the line segment is removed and the flow line is redrawn.

Displays the unit of measure used for specifying the threshold of a straight line.

Lets you set a default roundness value between zero and 100 for all rectangles you draw using the **Rectangle** tool. For square corners, set the slider to zero; for full roundness, set the slider to 100.

Enable to set the **Ellipse** tool to draw ellipses.

Enable to set the **Ellipse** tool to draw pie shapes.

Enable to set the **Ellipse** tool to draw arcs.

Lets you specify the angle at which you want arcs or pie shapes to begin.

Lets you specify the angle at which you want arcs or pie shapes to end.

Enable to draw pie shapes and arcs in a clockwise direction. The beginning and ending points of pie shapes and arcs are determined by the angles specified in the **Starting angle** and **Ending angle** boxes.

Enable to draw pie shapes and arcs in a counterclockwise direction. The beginning and ending points of pie shapes and arcs are determined by the angles specified in the **Starting angle** and **Ending angle** boxes.

Enable to set the **Polygon** tool to draw polygons.

Enable to set the **Polygon** tool to draw stars.

Enable to set the **Polygon** tool to draw polygons as stars.

Lets you specify the number of points to use by default when drawing polygons, stars, and polygons as stars.

Lets you specify the sharpness level of stars and polygons as stars.

Displays a thumbnail image of the polygon, star, or polygon as a star based on the Polygon tool settings.

Enable to set the **Spiral** tool to draw symmetrical spirals by default.

Enable to set the **Spiral** tool to draw logarithmic spirals by default.

Displays a thumbnail image of the spiral, based on the **Spiral** tool settings.

Lets you specify the number of revolutions to use when drawing spirals.

Lets you specify a default expansion factor for increasing the distance between each revolution of a logarithmic spiral. Moving the slider to the right increases the distance between each revolution.

Lets you specify the default width in cells when drawing a grid.

Lets you specify the default height in cells when drawing a grid.

Lets you specify the number of columns the **Interactive mesh fill** tool creates on an object.

Lets you specify the number of rows the **Interactive mesh fill** tool creates on an object.

Opens the **Styles** page in the **Options** dialog box.

Lets you choose which properties you want to save with the selected style. You can save a property by enabling its check box.

Displays the font of the selected artistic or paragraph text style.

Displays the font size of the selected artistic or paragraph text style.

Opens the **Format text** dialog box, which lets you specify text formatting settings for the selected text style.

Lets you choose a fill for a graphic or text style.

Displays information about the color model and component values for the fill.

Opens a fill dialog box, which lets you specify fill settings for the selected graphic or text style. The fill dialog box that opens depends on the fill type you choose from the **Fill** list box.

Displays the color and width of the outline for the selected graphic or text style.

Opens the **Outline pen** dialog box, which lets you specify the outline settings for the selected graphic or text style.

Opens the **Edit** page in the **Options** dialog box, which lets you set your preferences for performing certain operations and displaying objects on the screen.

Opens the **Display** page in the **Options** dialog box, which allows you to specify display settings in CorelDRAW.

Opens the **General** page in the **Options** dialog box, which lets you specify general display settings for CorelDRAW.

Opens the **Text** page in the **Options** dialog box, which lets you set formatting and display preferences for text.

Opens the **Font** page in the **Options** dialog box, which lets you specify the fonts and symbols you want to display in CorelDRAW.

Opens the **Memory** page in the **Options** dialog box, which lets you adjust memory settings.

Enable to ensure that there are no conflicts, such as intersecting Internet objects, in your Web document before you publish it to the Internet.

Enable to ensure that text in your Web document is HTML-compatible before you publish it to the Internet.

Enable to ensure that externally linked bitmap files in your Web document can be found before you publish it to the Internet.

Enable to ensure that Internet objects in your Web document don't have transformations that may result in an unreliable published document before you publish the document to the Internet.

Enable to ensure that Internet objects aren't positioned off the pages in your Web document before you publish it to the Internet.

Enable to ensure that the appropriate link information is specified on the Java Applet and Embedded File property pages in the **Object properties** dialog box before you publish the document to the Internet.

Enable to ensure that a CGI Script address is specified for pages in your Web document that contain preconfigured Internet objects, such as Java applets, submit buttons, and check boxes, before you publish the document to the Internet.

Settings dialog box

Lets you specify a value that the active control will use.

Displays the minimum value you can specify in the **Full value** box.

Displays the maximum value you can specify in the **Full value** box.

Displays the smallest increment you can specify in the **Full value** box.

Lets you display or hide the toolbox. A check mark beside the command name indicates that the toolbox is displayed.

Attaches the selected blend to the path beneath the cursor.

Magnifies the area you click by a factor of two.

Magnifies the area you clicked by four times its actual size.

Magnifies the area you clicked by twice its actual size.

Magnifies the area you clicked to its actual size.

Reduces the magnification of the area you clicked to 75% of its actual size.

Reduces the magnification of the area you clicked to 50% of its actual size.

Reduces the magnification of the area you clicked to 25% of its actual size.

Reduces the magnification of the area you clicked to 10% of its actual size.

Opens the appropriate **Toolbox** page in the **Options** dialog box, which provides controls for adjusting the performance the selected tool.

Enable to create a two-color pattern from the selected object.

Enable to create a full-color pattern from the selected object.

Enable to create a low-resolution pattern.

Enable to create a medium-resolution pattern.

Enable to create a high-resolution pattern.

