

PCD import dialog

## Photo CD dialog box

The Photo CD dialog box lets you specify image size and color mode. Choosing the proper color mode is very important. Use the following guidelines when you are choosing a color mode.

### Color Mode

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

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



## Photo CD Image Enhancement dialog box

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

- **GamutCD**

Uses gamut mapping to enhance the color fidelity and tonal ranges of the image which ensures that the colors in a computer image can be reproduced by a printer.

- **Kodak**

Lets you alter color tints, adjust brightness and color saturation, and adjust the contrast.

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

### To apply Gamut CD color correction to an image

1. Open the Photo CD Image. When you open a Photo CD, the Photo CD Image dialog box automatically opens prior to displaying the image.
2. On the Enhancement tab, click the Gamut CD button.
3. Click a preview button at the right side of the dialog box. Best Preview displays an accurate color preview, but requires more processing time. Fast Preview displays a quick preview of the image.
4. Click the Set active area button and marquee select the area on the preview image that you want to be considered for the image enhancement calculations.
5. If there is white in the image, enable Adjust white in image and type a value in the Absolute white number box to indicate how pure the whitest white should be (255 is pure white).
6. If there is black in the image, enable Adjust black in image and type a value in the Absolute black number box to indicate how pure the blackest black should be (0 is pure black).
7. If there are neutral areas (black, gray, or white) in the image, click the Set neutral colors button and click on the neutral colors on the preview image. The color casts will be removed from the image. To obtain the best results, specify colors that span as much of the lightness range of the image as possible.
8. Click Preview to evaluate your settings.
9. Click OK to apply the color correction and display the image.

#### Tips

- Disable the Adjust white in image option or Adjust black in image option if your image does not contain one of these elements. Otherwise, the resulting image may either be too dark or too bright.
- To darken an image containing no black, enable Adjust black in image and type a value greater than 0 in the number box.
- To lighten an image containing no white, enable Adjust white in image and type a value less than 255 in the number box.

#### Notes

- Gamut CD uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image. Gamut mapping ensures that colors in a computer image are reproducible by a printer.
- If the Suppress filter dialog option is enabled in the Open an Image dialog box, the Photo CD Image dialog box will not open. The image opens using the previous settings.

---

{button ,AL('color\_correction\_image;;;;','0','Defaultoverview'),} [Related Topics](#)

### To apply Kodak color correction to an image

1. Open the Photo CD Image. When you open a Photo CD, the Photo CD Image dialog box automatically opens prior to displaying the image.
2. On the Enhancement tab, click the Kodak Color Correction button.
3. Adjust the tint by typing values in the Red, Green, and Blue number boxes.
4. Adjust the brightness level by typing a value in the Brightness number box.
5. Adjust the degree of saturation by typing a value in the Saturation number box.
6. In the Color Metric list box, choose No Gamma Adjustment or a Contrast Level, as appropriate.
7. Enable Show Colors Out of Screen Gamut and click Preview to verify that the adjustments made in steps 3 to 6 are not too extreme. If they are, out-of-gamut pixels will be rendered as pure red or pure blue so that you can identify out-of-gamut areas of the image and correct your adjustments.
8. Click OK to apply the color corrections and display the image.

#### Tip

- Click Preview at any time to see the results of the settings on the image. The preview image is not continuously updated as settings are chosen.

#### Notes

- The Scene Balance Adjustment is made by the photofinisher at the time the original image is scanned and placed on the Photo CD disk. Enable the option to preserve the adjustments.
- If the Suppress filter dialog option is enabled in the Open an Image dialog box, the Photo CD Image dialog box will not open. The image opens using the previous settings.

---

{button ,AL('color\_correction\_image;;;;',0,"Defaultoverview"),} [Related Topics](#)

**Image Tab**

- Displays a drop-down box listing several image sizes to choose from. Choose the image size you want.
- Note**  
High resolutions require large amounts of disk space.

Displays a drop down list box from which you choose a color depth for the Photo CD image.

- **16.7 (24-bit)**

Produces maximum image quality. This color depth produces the greatest number of colors. It is the most commonly used in image editing programs.

- **256 colors (8-bit)**

Produces an image with a maximum of 256 colors. You cannot apply PHOTO-PAINT's effects filters to a 256-color image. If you plan to apply effects to a Photo CD image, select 16.7 (24-bit) color.

- **256 grayscale**

Produces a grayscale image made up of 256 shades of gray, from white to black. Select this color depth when printing to a standard black and white laser printer. Again, this will enable you to see what the image will look like when it is printed.

Displays the size of the image with the current settings in bytes. This number will change to reflect changes made in the Size and Colors drop-down list boxes.

Displays a sample of the Photo CD image.

**GAMUT TAB**

Enable to apply GamutCD color correction. The GamutCD color correction method uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image. Gamut mapping ensures that colors in a computer image are reproducible by a printer.

Displays a sample of the Photo CD image.

Enable to apply Kodak color correction. The Kodak color correction method allows you to alter color tints, adjust Brightness and Color Saturation, as well as make adjustments to the level of contrast.

Click to view a thumbnail of the CD image in the Preview Window.

Displays the YCC and RGB color value of the currently selected color from the image. The color swatch displays the color that is being assessed.

- **YCC**

The Y represents the luminance or grayscale values of the image and the C values are the color chrominance values. The YCC color space is similar to the way television broadcast color is transmitted.

- **RGB**

Represents the Red, Green, and Blue color components in the image.

Resets the dialog box options to the default settings (as they were when the dialog box was opened).

- Displays the effect the GamutCD settings will have on the image.
- **Best Preview**  
Choose Best Preview to obtain an accurate color preview. This option requires more processing time than the Fast Preview option.
- **Fast Preview**  
Choose Fast Preview if speed is important to you. The preview quality is not as good as the Best Preview option but requires less processing time.

Choose this option if you have good white elements in the photo. If you do not have a white, disable this option as the Gamut mapping will over-brighten your picture as it maps the lightest elements of your picture to white.

This option will assist GamutCD in enhancing the tonal range of your image and removing color cast. If your white is not pure white you may wish to lower the 255 setting in the number box to the right.

Enter a value to indicate how pure the whitest white should be (255 is pure white).

Choose this option if you have good black elements in the photo. If the image does not have blacks, disable this option as the Gamut mapping will darken your picture as it maps the darkest elements of your picture to black.

This option will assist GamutCD in enhancing the tonal range of your image and removing color cast. If your black is not pure black you may wish to raise the setting in the number box to the right from 0.

Enter a value to indicate how pure the blackest black should be (0 is pure black).

Check this radio button to specify an active area within the image in the view field. This ensures GamutCD will base its color correction on the area of the photo that you are going to use and helps cut out any black borders left over from the original scan.

Check to define neutral colors by clicking on pure whites, blacks and grays within the Active Area.

KODAK TAB

Controls the color tint applied to the Photo CD image. Enter a positive value to increase and a negative value to decrease the image tint.

Controls the brightness and saturation of the image. Enter a positive value to increase and a negative value to decrease the image brightness and contrast.

Enables the Scene Balance Adjustment. This is an adjustment made by the photo-finisher at the time the original image was scanned and preserved on the Photo CD disc.

Enable to verify that the adjustments you have made using the tint, brightness, saturation, contrast, scene balance options are not too extreme. If the changes you've made are too extreme the preview will display out-of-gamut pixels as pure red or pure blue.

Displays a drop-down list box featuring options that let you adjust contrast by pre-set amounts. Choose an item from the list.

JPEG export dialog

- Opens a drop-down list featuring two JPEG Format options.
- **Interchange Format (JPEG/JFIF)**  
Select this option to save the file to the JPEG format.
- **TIFF JPEG (JTIF)**  
Saves the file as a TIFF using JPEG compression.

Opens a drop-down list box featuring three compression methods.

- **Standard (4:4:4)**

JPEG uses Lossy compression. This option loses the least data of the three methods in the compression procession. It is not as compressed as Option 1 (below).

- **Option 1 (4:1:1)**

JPEG uses Lossy compression. This option loses the most data but has the highest compression of the three.

- **Option 2 (4:2:2)**

JPEG uses Lossy compression. This option provides a balanced compromise between the Standard and Option 1 options.

Move the slider bar to define the quality parameters for each compression sub-format type. A high quality setting will always provide less file compression than a lower quality setting.

BMP os/2 export dialog

This file format is compatible with applications and utilities running under OS/2 version 1.3. Does not provide file compression.

This file format is compatible with applications and utilities running under OS/2 versions 2.0 and later. Provides file compression.

TGA export dialog

Choose Normal for standard TGA file export.

■ **Note**

Black and white images cannot be saved to the TGA format.

- Choose Enhanced to save a 24-bit (RGB) image with a mask. The mask will be saved with the image.
- Note**  
Black and white image cannot be saved to the TGA format.

GIF export dialog

Choose 89a (enhanced) Format to enable interlacing and transparency options.

Choose 87a (normal) Format for standard GIF file export (or when and where 89a Enhanced is not supportable).

Choose Interlaced image to speed up the drawing of an image on-screen later. Interlacing speeds up the redrawing of the image on-screen. This is accomplished by redrawing the image in stages, from low to high-resolution, providing an impression of the image before completely redrawn. This is advantageous when an image is mistakenly selected; the redrawing process can be halted before it is fully redrawn.

Choose Transparent color to choose what color from the image (represented by index values in the color palette below) becomes transparent. This is useful in creating non-rectangular bitmaps. The color selected is masked in the image. Use this option to create unusual effects.

Indicates the index value of the currently selected color in the color palette.

Displays a color palette made up of each color (up to a maximum of 256) in the image. The index value of the selected color is visible in the Index number box.

CUR import dialog

Select Mask options from the drop-down list boxes below.

Displays a thumbnail of the ICO/CUR file.

Shows the current color that will be inverted when imposed against the background. Click the color swatch to use a different color. Only the colors used in the icon or cursor are available.

Provides the specifications for the icon or cursor in pixels (for both x and y dimensions) and the number of colors.

TIFF - color space

Enable this option to save the TIFF file using the CIE L\*a\*b\* color space.

WAVL export dialog box

Move the slider bar to control the compression and quality of the file. Move the slider bar to the left for better file quality with minimal file compression. Move the slider bar to the right for lesser file quality with greater file compression.

- **Note**

Only 24-bit images may be saved as a WVL file.

DCS

Enable when working with CMYK images only. This will create five (5) separate PostScript files: cyan, magenta, yellow, black, and main. The main file does not contain a composite image; instead, it points to the separation files.

**Note**

- The DCS main file can be opened in CorelDRAW. For technical reasons, it cannot be opened in Corel PHOTO-PAINT.

Enable when working with CMYK or Duotone images.

Enable to create a single file when applying a Version 2 DCS export. The seperation and main files are combined into a single file.

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

**Note**

- The DCS main file can be opened in CorelDRAW. For technical reasons, it cannot be opened in Corel PHOTO-PAINT.



# CGM File Format

## Overview

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

## .CGM, Computer Graphics Metafile

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

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

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

## Macintosh PICT File Format

### Overview

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

### .PICT, Macintosh

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

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

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

## PIF File Format

### Overview

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

### .PIF, IBM

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

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

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

# AI File Format

## Overview

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

## .AI, Adobe Illustrator

The filename extension for Adobe Illustrator files—a vector graphic file format developed by Adobe Systems. AI is supported by Windows as well as a number of other Windows-based illustration applications, including CorelDRAW.

The dialog box lets you choose a specific Adobe Illustrator file format based on the program version where you will be editing the file (i.e., Adobe Illustrator 1.1, 88, 3.0). It also lets you export text as editable text characters or curves.

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

# WPG File Format

## Overview

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

## .WPG, WordPerfect Graphics Metafile

The filename extension for WordPerfect (5.0 & 5.1) graphics files. The WPG file format is primarily a vector graphic format, but can store both bitmap and vector data (which may contain up to 256 colors chosen from a palette of more than one million total colors). WordPerfect 5 can store either bitmap or vector image data (but not at the same time). WordPerfect version 5.1+ can store both bitmap and vector image data in the same file at one time. It is also possible to store Encapsulated PostScript (EPS) code in a WPG file.

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

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

# GEM File Format

## Overview

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

## .GEM, Raster (.IMG)

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

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

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

# WMF File Format

## Overview

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

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

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

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

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

# DXF File Format

## Overview

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

## .DXF, AutoCADData eXchange Format

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

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

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

# MPEG File Format

## Overview

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

## .MPEG, Motion Picture Experts Group

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

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

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

# SCODL File Format

## Overview

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

## .SCODL

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

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

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

# HPGL File Format

## Overview

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

## .HPGL, Hewlett Packard Graphics Language

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

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

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

# EPS File Format

## Overview

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

## .EPS, Encapsulated PostScript

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

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

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

# TTF File Format

## Overview

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

## .TTF, TrueType Font

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

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

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

# JPEG File Format

## Overview

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

## .JPEG, Joint Photographics Experts Group

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

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

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

# TGA File Format

## Overview

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

## .TGA, Targa Bitmap

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

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

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

# BMP File Format

## Overview

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

## .BMP, Windows Bitmap

An image composed of a series of pixels or dots. Scanners and paint programs, such as Corel PHOTO-PAINT, generate this type of image. By contrast, CorelDRAW creates images using vector objectsshapes stored internally as mathematical equations. Windows Bitmap (.BMP) Microsoft Windows Bitmap. Bitmap file format developed by Microsoft Corporation. Supported by Microsoft Windows and Windows NT platforms on Intel machines. Supported by many applications. Supports 1-, 4-, 8-, 16-, 24- and 32-bit color. Unlimited image size. Supports RLE compression. Used widely to exchange and store bitmap information. The dialog box lets you specify how you want to import or export bitmap files.

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

# GIF File Format

## Overview

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

## .GIF, Graphics Interchange Format

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

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

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

# TIFF File Format

## Overview

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

## .TIFF, Tagged Image File Format

A bitmap graphic format developed by Aldus. Supported by MS-DOS, Macintosh, UNIX and other platforms and most paint, imaging, and desktop publishing applications. Supports up to 24-bit color. Supports RLE, LZW, CCITT Group 3 and Group 4, and JPEG compression. Very widely used format for storing and exchanging graphics information among platforms and applications.

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

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

## WAVL File Format

### Overview

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

### .WAVL, Wavelet Bitmap File Format

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

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

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

# CUR/ICO File Format

## Overview

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

## CUR/ICO

CUR and ICO files are resource formats used to create icons for Windows 3.1, Windows NT and Windows 95 interfaces.

Supports 1-bit and 4-bit color. Corel applications can only import these formats.

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

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

# DCS File Format

## Overview

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

The dialog box lets you choose the version and how the separation files are to be treated.

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

**Vector Graphic**

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

**Bitmap Graphic**

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

**Raster Graphic**

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

## **File Compression**

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

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

**Color depth**

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

## **File formats - Overview**

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

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

## File compression

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

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

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

## Color depth

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

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

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

### **Note**

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

## Corel Filter Manager - overview

For an application to read a file that has been saved in a specific file format, it requires a translator to decode the format information and open the file. This translator can be embedded into the application, but with the dozens of file formats available, it would require an enormous amount of memory.

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

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

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

## Importing files

Corel applications support various file formats, but only some of them are native to the application. If you want to read a file that has a non-native format, you must import that file.

The Import command is located in the File menu. When you choose the command, a dialog box appears where you can choose the drive and folder where the file is saved. If you know the format of the file you want, you can choose it from the File As Type list to display only the files with that extension. To choose the file to import, double-click the filename in the display window.

## **Exporting files**

Corel applications can save files in various file formats, but only some of them are native to the application. If you want to save a file in a non-native format, you must export that file.

The Export command is located in the File menu. When you choose the command, a dialog box appears where you can choose the drive and folder where the file is to be saved. You can choose a file type from the list box and the format's extension appears in the File Name box. You can give the file a name by double-clicking the filename in the display window.

## Bitmap file formats

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

For information about bitmap file formats supported by Corel applications, click the format name below.

[Adobe Photoshop \(.PSD\)](#)

[CALS Raster \(.CAL\)](#)

[Cursors \(.CUR, .DLL, .EXE\)](#)

[GEM Raster \(.IMG\)](#)

[Graphics Interchange Format \(.GIF\)](#)

[Icons \(.ICO, .DLL, .EXE\)](#)

[Joint Photographic Experts Group, JPEG \(.JPG\)](#)

[Kodak Photo CD \(.PCD\)](#)

[Macintosh Paint \(.MAC\)](#)

[OS/2 Bitmap \(.BMP\)](#)

[PaintBrush \(.PCX\)](#)

[Picture Publisher 4.0 \(.PP4\)](#)

[Resource Bitmaps \(.DLL, .EXE\)](#)

[Scitex \(.CT\)](#)

[Tag Image File Format, TIFF \(.TIF\)](#)

[Targa \(.TGA\)](#)

[Windows Bitmap \(.BMP\)](#)

[Wavelet \(.WVL\)](#)

**Windows Bitmap (.BMP)** Microsoft Windows Bitmap. Bitmap file format developed by Microsoft Corporation. Supported by Microsoft Windows and Windows NT platforms on Intel machines. Supported by many applications. Supports 1-, 4-, 8-, 16-, 24- and 32-bit color. Unlimited image size. Supports RLE compression. Used widely to exchange and store bitmap information.

**OS/2 Bitmap (.BMP):** Bitmap file format developed by Microsoft Corporation and IBM. Supported by Intel machines running OS/2, MS-DOS, Windows and Windows NT. Supported by numerous applications, including non-OS/2 and non-PC applications. Supports 1-bit, 4-bit, 8-bit and 24-bit color. Supports RLE compression. Maximum image size 64,000 pixels by 64,000 pixels. Used to store bitmap information.

**CALS Raster (.CAL):** Bitmap file format developed by the United States Department of Defense. Supported by all platforms. Supports monochromatic images only. Unlimited image size. Supports CCITT Group 4 compression. Used in most U.S. government document-handling applications. Also used as a data exchange format for technical graphics, Computer Aided Design and Computer Aided Manufacturing, and image processing applications.

**Scitex (.CT):** Bitmap file format. Supported by PC platform. Supported by most applications. Supports grayscale and CMYK (32-bit) color. Does not support compression. Used primarily for color separations.

**Cursors (.CUR, .DLL, .EXE):** Resource file formats used to create cursors for Windows 3.1, Windows NT and Windows 95 interfaces. Supports 1-bit and 4-bit color. Corel applications can only import these formats.

**Resource Bitmaps (.DLL, .EXE):** Resource file formats used to create bitmaps (e.g., dialog boxes) for Windows 3.1, Windows NT, and Windows 95 interfaces. Supports 1-bit and 4-bit color. Corel applications can only import these formats.

**Graphics Interchange Format (.GIF):** Graphics Interchange Format. Bitmap file format created by CompuServe Inc. Supported by MS-DOS, Macintosh, UNIX, Amiga, and other platforms. Supports 256 colors. Maximum image size is 64,000 pixels by 64,000 pixels. Supports LZW compression. Mainly used as an exchange format, but is supported by many applications. Can store multiple bitmap images in a single file.

**Icons (.ICO, .DLL, .EXE):** Resource file formats used to create icons for Windows 3.1, Windows NT and Windows 95 interfaces. Supports 1-bit and 4-bit color. Corel applications can only import these formats.

**GEM Raster (.IMG):** GEM Raster. Bitmap file format native to the Graphical Environment Manager developed by Digital Research. Support by GEM, MS-DOS and Atari ST platforms. Supports 16,384 colors. Maximum image size is 64,000 pixels by 64,000 pixels. Supports RLE compression. Used mainly on the Atari ST platform, but is also frequently found in the PC desktop publishing environment.

**Joint Photographic Experts Group, JPEG (.JPG):** Also known as JFIF (for JPEG File Interchange Format). Bitmap file format developed by C-Cube Microsystems. Supported by all platforms. Supports 24-bit color. Maximum image size is 64,000 pixels by 64,000 pixels. Supports JPEG compression. Used as a storage and exchange format for files containing data that has been compressed with JPEG.

**Kodak Photo CD (.PCD):** Kodak Photo CD. Bitmap file format developed by Eastman Kodak. Supported by all platforms, and supports 24-bit color. Maximum image size is 2,048 pixels by 3,072 pixels. Used to store photographic images on CD-ROMs.

**Paintbrush (.PCX):** Bitmap file format native to PC Paintbrush and Microsoft Paintbrush for Windows. Supported by MS-DOS, Windows, UNIX and other platforms, and numerous applications. Supports 24-bit color. Maximum image size is 64,000 by 64,000 pixels. Supports RLE compression. Widely used as a storage and exchange format for Windows-based applications.

**Macintosh Paint (.MAC):** Macintosh Paint, MacPaint. Bitmap file format developed by Apple Computer Inc. Supported by Macintosh platform. Supports monochrome artwork only. Maximum image size is 576 pixels by 720 pixels. Supports RLE compression. Used mainly by Macintosh graphics applications to store black and white graphics and clipart.

**Picture Publisher 4.0 (.PP4):** Bitmap file format developed by MicroGrafx. Supported by PC platforms. Supported by Picture Publisher. Supports 1-, 4-, 8-, 24-, and 32-bit color. Supports LZW compression. No maximum image size. Used for storage of bitmap information. Corel applications can only import this format.

**Adobe Photoshop (.PSD):** Bitmap file format native to Adobe Photoshop 2.5. Supported by Macintosh and MS Windows platforms. Maximum image size is 30,000 pixels by 30,000 pixels. Supports RLE compression. Widely used in commercial art sector.

**Targa (.TGA):** Targa Image File. Bitmap file format developed by Truevision Inc. Supported by MS-DOS, Windows, UNIX, Atari, Amiga and other platforms. Supported by numerous applications. Supports 32-bit color. No maximum image size. Supports RLE compression. Used widely in paint, graphics and imaging applications. Also widely used for still video editing.

**Tag Image File Format (.TIF):** Tagged Image File Format (TIFF). Bitmap file format developed by Aldus. Supported by MS-DOS, Macintosh, UNIX and other platforms and most paint, imaging, and desktop publishing applications. Supports 24-bit color. Supports RLE, LZW, CCITT Group 3 and Group 4, and JPEG compression. Very widely used format for storing and exchanging graphics information among platforms and applications.

## Vector file formats

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

For information about vector file formats supported by Corel applications, click the format name below.

[Adobe Illustrator \(.AI, .EPS\)](#)

[AutoCAD \(.DXF\)](#)

[Encapsulated PostScript \(.EPS\)](#)

[Hewlett Packard Graphics Language \(.HGL\)](#)

[IBM PIF \(.PF\)](#)

[Interpreted PostScript \(.PS\)](#)

[MAC QuickDraw \(.PCT\)](#)

[MicroGrafix \(.DRW\)](#)

**Adobe Illustrator (.AI, .EPS):** Vector file format developed by Adobe Systems. Supported by Windows platform and numerous Windows-based illustration applications.

**MicroGrafx Draw(.DRW):** Vector file format developed by MicroGrafx. Supported by Windows platform and MicroGrafx Draw illustration application.

**AutoCAD (.DXF):** Vector file format native to AutoCAD, a computer aided design application. Supported by MS-DOS platform. Supports 256 colors. Can store three-dimensional objects. Cannot be compressed. Supported by many other CAD programs and some drawing programs, including CorelDRAW.

**Encapsulated PostScript (.EPS):** Vector file format developed by Adobe Systems. Supported by MS-DOS, Windows, Macintosh, UNIX, and other platforms. Supported by numerous applications. Used for illustration and desktop publishing applications and as a bitmap and vector data interchange.

**Hewlett Packard Graphics Language (.HGL):** Vector file format developed by Hewlett Packard. Supported by PC and Macintosh platforms. Supported by all illustration applications. Widely used as a page description language.

**MAC QuickDraw (.PCT):** Macintosh Picture, QuickDraw Picture. Vector file format developed by Apple Computer Inc. and native to QuickDraw. Supported by Macintosh platform. Supports 24-bit color. Supports PackBits and JPEG compression. Widely used in Macintosh applications using graphics.

**IBM PF (.PF):** Vector file format developed by IBM. Supported by PC platform and IBM applications. Not widely used.

**Interpreted PostScript (.PS):** Vector file format developed by Adobe Systems. Supported by PC, Macintosh and UNIX platforms. Supported by all graphics applications. Used as a page description language. Very common in professional printing industry.

## Metafile File Formats

Metafiles are a type of vector file format that are used to facilitate the exchange of information among applications. For example, .CMX is an exchange format used by all Corel graphics applications. For more information about metafile file formats supported by Corel applications, click the format name below.

[Computer Graphics Metafile \(.CGM\)](#)

[NAPLAS Graphic Metafile \(.NAP\)](#)

[OS/2 PM Metafile \(.MET\)](#)

[Windows Metafile \(.WMF\)](#)

[WordPerfect Graphics \(.WPG\)](#)

**Computer Graphics Metafile (.CGM):** Computer Graphics Metafile. Metafile format developed by the International Standards Organization and the American Standards National Institute. Supported by all platforms. Supports an unlimited number of colors and unlimited image size. Supports RLE and CCITT Group 3 and Group 4 compression. Used to exchange vector and bitmap information between platforms. Supports the exchange of very sophisticated images.

**OS/2 PM Metafile ( .MET):** Presentation Manager Metafile. Vector file format developed by Microsoft Corporation and IBM. Supported by OS/2 platform. Supports unlimited colors. Supports RLE compression. Used to store and exchange graphics information among OS/2-based applications.

**NAPLAS Graphic Metafile (.NAP):** Vector file format. Supported by PC and UNIX platforms and communications applications. Mainly used to communicate graphic images between computers.

**Windows Metafile (.WMF):** Microsoft Windows Metafile. Vector file format developed by Microsoft Corporation. Supported by Windows platform and several Windows-based graphics applications. Supports 24-bit color. Widely used to store and exchange vector and bitmap data between Windows-based applications.

**WordPerfect Graphics (.WPG):** Vector file format developed by WordPerfect Corporation. Supported by MS-DOS, Windows, Macintosh and UNIX platforms. Supported by WordPerfect and other word processing applications. Supports 256 colors. Supports RLE compression. Used to store document and image data.

## Text file formats

For information about text file formats supported by Corel applications, click the format name below.

[AmiPro for Windows](#)

[ASCII \(.TXT\)](#)

[MS Word for DOS, Windows \(.DOC\)](#)

[MS Word for MAC \(.MCW\)](#)

[MS Write \(.WRI\)](#)

[Rich Text Format \(.RTF\)](#)

[WordPerfect for DOS, Windows \(.WP?\)](#)

[WordStar for DOS, Windows \(.WSD\)](#)

[XYWrite for DOS III, III Plus, IV](#)

**MS Word for DOS, Windows (.DOC):** Text file format developed by Microsoft Corporation. Supported by PC platform. Supported by MS Word and other word processing applications.

**MS Word for MAC (.MCW):** Text file format developed by Microsoft Corporation. Supported by PC platform. Supported by MS Word and other word processing applications.

**Rich Text Format (.RTF):** Rich Text Format. Text file format created by Microsoft Corporation. Supported by MS-DOS platform and most word processing applications. Supports 256 colors. Does not support compression. Used mainly to exchange formatted text data among platforms and word processing applications.

**ASCII (.TXT):** Also known as ANSI. Text file format developed by the American National Standards Institute. Supported by all platforms and all applications. Standard text format. Widely used.

**WordPerfect for DOS, Windows (.WP):** Text file format developed by WordPerfect Corporation. Supported by PC platform. Supported by WordPerfect and other word processing applications.

**MS Write (.WRI):** Text file format developed by Microsoft Corporation. Supported by Windows platform. Supported by MS Write, a word processing application included with Windows 3.1 interface.

**.WordStar for DOS, Windows (WSD):** Text file format developed by WordStar. Supported by Windows platform. Supported by WordStar word processing application.

**AmiPro for Windows:** Text file format developed by Lotus Corporation. Supported by PC platform. Supported by AmiPro word processing application.

**XYWrite for DOS III, III Plus, IV, Windows:** Text file format. Supported by PC platform. Supported by XYWrite word processing application.

## Presentation file formats

Presentation file formats are used to store information for business graphics applications. For information about presentation file formats supported by Corel applications, click the format name below.

[Harvard Graphics 2.0 \(.SHW\)](#)

[Harvard Graphics 3.0 \(.SH3\)](#)

[Lotus Freelance \(.FLW\)](#)

[MS PowerPoint 2.0, 3.0 \(.PPT\)](#)

**Lotus Freelance (.FLW):** Presentation file format developed by Lotus Corporation. Supported by PC platform. Supported by Lotus Freelance application. Used for storing business graphics information.

**MS PowerPoint 2.0, 3.0 (.PPT):** Presentation file format developed by Microsoft Corporation. Supported by PC platform. Supported by MS PowerPoint application. Used for storing business graphics information.

**Harvard Graphics 3.0 (.SH3):** Presentation file format developed by Software Publishing. Supported by PC platform. Supported by Harvard Graphics and other applications. Used for storing business graphics information. Format is proprietary to Software Publishing.

**Harvard Graphics 2.0 (.SHW):** Presentation file format developed by Software Publishing. Supported by MS-DOS platform. Supported by Harvard Graphics and other applications. Used for storing business graphics information. Format is proprietary to Software Publishing.

## Sound file formats

Sound file formats are used to store digital audio information. For information about sound file formats supported by Corel applications, click the format name below.

- **Note**

Corel MULTIMEDIA MANAGER does not currently support the MIDI sound file format.

[AIFF \(.AIF\)](#)

[Amiga Sound \(.SVX\)](#)

[MAC Sound \(.SND\)](#)

[MIDI \(.MID\)](#)

[Sound Blaster \(.VOC\)](#)

[Wave \(.WAV\)](#)

**AIFF (.AIF):** Sound file format developed by Apple Computer Inc. Supported by Macintosh platform and applications. Supports ACE2, ACE8, MAC3 and MAC6 compression. Used for storing audio information.

**MIDI (.MID):** Sound file format developed by International MIDI Association. Supported by Windows platform and numerous applications. Used for creating digital sound for musical instruments.

**MAC Sound (.SND):** Sound file format developed by Apple Computer Inc. Supported by Macintosh platform and various Macintosh applications. Supports some compression. Used as a system resource format for storing audio information.

**Amiga Sound (.SVX):** Sound file format developed by Commodore. Supported by Amiga platform and applications. Does not support compression. Used for storing audio information.

**Sound Blaster (.VOC):** Sound file format developed by Creative Labs Inc. Supported by Windows and DOS platforms. Supports (4/3/2, 16-4), CCITT a-Law, and CCITT u-Law compression. Used for storing audio information.

**WAVE (.WAV):** Sound file format developed by Microsoft Corporation. Supported by Windows platform and applications. Supports MSADPCM, CCITT a-Law, CCITT u-Law and other compression. Used as the resource format for storing audio information in Windows platform.

## Animation file formats

Animation file formats are used to store graphics information contained within animation frames. For information about animation file formats supported by Corel applications, click the format name below.

[Autodesk FLIC \(.FLC\)](#)

[MacPICTS \(.PCS, .PIC\)](#)

[Microsoft Resource Interchange File Format, RIFF \(.AVI\)](#)

[MPEG \(.MPG\)](#)

[Quick Time \(.QTM\)](#)

**Microsoft Resource Interchange File Format, RIFF (.AVI):** Animation file format developed by Microsoft Corporation. Supported by Windows and Windows NT platforms. Supported by Windows and OS/2 multimedia applications. Supports 256 colors. Supports RLE compression. Used to store audio, video and graphics information used in multimedia applications.

**Autodesk FLIC (.FLC):** Also known as .FLC or Flic. Animation file format native to Autodesk Animator and Animator Pro. Supported by Intel platforms. Supports 256 colors. Maximum image size is 64,000 pixels by 64,000 pixels. Supports RLE and delta compression. Used widely for animation sequences in animation graphics, Computer Aided Design and computer games applications. Not well suited for animating real-world images.

**MPEG (.MPG):** Animation file format developed by Motion Picture Experts Group of the International Standards Organization. Supported by all platforms. Supported by Xing Technologies MPEG player and other applications. Supports DCT compression. Maximum image size 4095 pixels by 4095 pixels by 30 frames per second. Used to encode audio, video, text, and graphical data.

**MacPICTS (.PCS, .PIC):** Animation file format developed by Macromedia. Supported by Macintosh platforms. Supported by Macromedia Director and Macintosh applications. Supports 256 colors. Supports PackBits and JPEG compression. Used to store animation data. Predecessor of Quick Time.

**Quick Time (QTM):** Animation file format developed by Apple Computer Inc. Supported by Apple Macintosh and Microsoft Windows platforms. Supports 24-bit color. Maximum image size is 64,000 by 64,000 pixels. Supports RLE, JPEG and other compression techniques. Used to store audio and motion video information.

## Corel native file formats

The following formats are native to Corel applications. For more information, click the format name.

[CorelCHART \(.CCH\)](#)

[CorelDRAW \(.CDR\)](#)

[CorelFLOW \(.CFL\)](#)

[Corel Meta Exchange \(.CMX\)](#)

[Corel Metafile \(.CMF\)](#)

[CorelMOVE \(.MOV\)](#)

[Corel PHOTO-PAINT \(.CPT\)](#)

[CorelSHOW \(.SHW\)](#)

**CorelCHART (.CCH):** Presentation file format.

**CorelDRAW (.CDR):** Vector file format. Used to save document information from all versions of CorelDRAW.

**CoreIFLOW (.CFL):** Design file format. CoreIFLOW creates flowcharts.

**Corel Metafile (.CMF):** Exchange format used in Corel Version 4 products.

**Corel Meta Exchange (.CMX):** Exchange format used in Corel products, Version 5 and higher.

**CorelMOVIE (.MOV):** Animation file format.

**Corel PHOTO-PAINT (.CPT):** Bitmap file format. Supported by Windows platform and various image editing applications. Supports 1-, 2-, 4-, 8-, 16-, 24-, and 32-bit color, and 8-bit grayscale images. Can store masks and objects created in PHOTO-PAINT.

**CorelSHOW (.SHW):** Presentation file format.

**Wavelet (.WVT):** Bitmap file format. Supports 24-bit color. Supports Wavelet compression. Used to store bitmap information at high compression levels.



**OPEN DIALOG**

Lists the folders and files in the selected location. To see what's inside a folder, double-click it. You can also use the Look In box to see the hierarchy of folders.

Lists the available folders and files. To see how the current folder fits in the hierarchy on your computer, click the down arrow. To see what's inside a folder, click it. The box below shows the folders and files in the selected location. You can also double-click a folder or file in that box to open it.

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 files.

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.

Opens the file with the name, file type, and location you have specified.

Closes this dialog box without saving any changes you have made.

Displays a thumbnail image of the currently selected graphics file. If a non-graphics file is selected, the Preview window is deactivated and appears crossed through with an X.

▪ **Note**

You must enable the Preview check box to display graphics files in the Preview window. If this check box is disabled, the Preview window appears crossed through with an X.

Displays the progress of the selected file as it loads into the Preview window.

Use the scroll bar to visually scroll through a file containing more than one graphic item. Executable (EXE) files, for example, often contain icons and cursors which may be viewed in the Preview window.

Only graphics files will appear in the Preview window. Non-graphics files are not displayed.

Click the Preview check box (if it is not already enabled) to see a thumbnail of your image. When Preview is disabled an X appears in the Preview window. Also, vector files that do not have a BMP header associated with them cannot be previewed and appear as an X.

Click the down arrow to display a drop-down box listing several different methods of opening files. You can load files as:

- **Full Image**

Loads the entire file. If the file you are opening is too large for your system resources, "not enough memory" is displayed. The file is loaded as a partial area.

- **Crop**

Loads a cropped area. The Crop Image dialog box opens. Crop an area.

- **Resample**

Loads a resampled version of the file. The Resample dialog box opens. Resample an area.

- **Partial Load**

Loads a partial area. The Partial Area dialog box opens. Select an area.

Click to view file information such as image size, file format, keywords, notes, and suppress filter.

Click to open the About Import Filter dialog box that displays information about the currently selected file/filter type (i.e., Corel PHOTO-PAINT Image, CPT).

Select filter.

Displays the image dimensions (in pixels) and image color mode.

Displays the file format of the currently selected image (e.g., Corel PHOTO-PAINT Image (CPT) Uncompressed).

Displays a list of all notes that are attached to the currently selected file.

Provides a space for you to type file keywords. These keywords are used to find files stored on your system. You can type single words, phrases, or combinations of both. Use commas to separate each keyword.

To use OPI links, you must enable the "Link to high resolution file for output using OPI" option when importing your TIFF (or CT) files. These TIFF (or CT) images become known as OPI images. When your service bureau receives your print file, the OPI server substitutes the high-resolution images for the low-resolution images. If there are no OPI images in your file, the Maintain OPI Links option will not be available at print time.

Enable the radio button to import the file onto a new slide.

Enable the radio button to import the file onto the current slide.

When enabled, suppresses the dialog box that lets you specify options for opening, importing, exporting, or saving a file to or from the specified file format. The program automatically assigns default settings.

Enable this check box when importing vector formats only. If turned on, CoreIDRAW eliminates redundant points in the imported graphic. Set the tolerance value in the number box. This value controls how much the curve can vary from the original. A small value forces high accuracy, but will result in more points.

## SAVE DIALOG

Lists the folders and files in the selected location. To see what's inside a folder, double-click it. You can also use the Look In box to see the hierarchy of folders.

Lists the available folders and files. To see how the current folder fits in the hierarchy on your computer, click the down arrow. To see what's inside a folder, click it. The box below shows the folders and files in the selected location. You can also double-click a folder or file in that box to open it.

Provides a space for you to type the name of the file.

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.

Closes this dialog box and saves any changes you have made.

Closes this dialog box without saving any changes you have made.

Click to displays an overview of this dialog box. For help on an item, click the **?** button at the top of the dialog box, and then click the item.

Click to open the About Import Filter dialog box that displays information about the currently selected file/filter type (i.e., Corel PHOTO-PAINT Image, CPT).

Displays a list of all keywords that are attached to the currently selected file.

- Displays a list of all notes that are attached to the currently selected file.

- **Note**

Notes are not supported in the following formats:

- TIFF JPEG (JTIF)
- GIF (87a)
- TGA (Normal)

Displays a drop-down box listing the available compression types. The compression types vary with the file/filter type selected in the Save as type: drop-down box. Click to select a compression type before saving.

When enabled, suppresses the dialog box that lets you specify options for opening, importing, exporting, or saving a file to or from the specified file format. The program automatically assigns default settings.

Enable to create a backup copy of the file when saved.

▪ Enable to save only selected objects.

**Note**

Ensure that you have selected the desired objects before choosing Save, otherwise this option will be grayed out.

## CROP DIALOG

**Overview info**

## Crop Image dialog box

The Crop Image dialog box allows you to crop an image before loading. The cropping is permanent and creates a new, smaller image.

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

**What's This?**

Displays the path, file name, and file extension of the image to be cropped.

Displays the image with a bounding box. Move the nodes on the bounding box to crop the image. Use the Hand cursor to move the bounding box to a specific area of the image.

Enter a number or use the scroll arrows to select the height of the cropped area.

Enter a number or use the scroll arrows to select the width of the cropped area.

Enter a number or use the scroll arrows to position the top of the cropped area.

Enter a number or use the scroll arrows to position the left side of the cropped area.

Click to select the entire image or to resize the bounding box to cover the entire area and reselect the cropped area.

Displays a drop-down box listing a number of image measurement units. The values displayed in the Width and Height number boxes will reflect the measurement unit selected here.

Displays the size of the new, cropped image in bytes.

**RESAMPLE**

## Overview

## **Resample dialog box**

The Resample dialog box creates a new image, resampled to a smaller size.

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

**What's This?**

Displays the path, file name, and file extension of the image to be resampled.

Enter a number or use the scroll arrows to select the width of the resampled image.

Enter a number or use the scroll arrows to select the height of the resampled image.

Displays a drop-down box displaying a number of measurement units by which you can resample an image. The values displayed in the Width and Height boxes reflect the chosen unit of measurement.

Displays the width of the original file according to the measurement unit selected in the Units drop-down box.

Displays the height of the original file according to the measurement unit selected in the Units drop-down box.

Controls the horizontal resolution of the image currently being resampled. Resolution refers to the fineness of image detail and the amount of information required to record, store, display and print an image. Resolution is measured in dots per inch (dpi), referring to the number of pixels used to construct an image. Choose a resolution in keeping with the resolution of both your monitor and (if you plan to print an image) printer. When you work with an image that you want to print, choose a resolution close to the maximum dpi output value of your printer, otherwise you may not be able to print much of what you see on screen. If you do not plan to print an image, you can freely choose a higher resolution to maximum image detail.

Displays the horizontal resolution of the original image prior to resampling.

Displays the vertical resolution of the original image prior to resampling.

Controls the vertical resolution of the image currently being resampled. Resolution refers to the fineness of image detail and the amount of information required to record, store, display and print an image. Resolution is measured in dots per inch (dpi), referring to the number of pixels used to construct an image. Choose a resolution in keeping with the resolution of both your monitor and (if you plan to print an image) printer. When you work with an image that you want to print, choose a resolution close to the maximum dpi output value of your printer, otherwise you may not be able to print much of what you see on screen. If you do not plan to print an image, you can freely choose a higher resolution to maximum image detail.

Enable to maintain equal horizontal and vertical resolution values. Any value entered in one box will cause the other box to change automatically.

Enable to maintain the image aspect ratio (the image width and height proportions rated in percentage values). Any value entered in one box will cause the other box to change automatically.

Displays the original image size in bytes prior to resampling.

Displays the new image size in bytes based on the current resampling settings.

**BITMAP**

Displays a drop-down list box where you choose a color mode. Choose the number of shades of gray or the number of colors you want.

The greater the number of colors, the larger the file.

- Black and white = 1 bit
- 16 shades of gray = 4 bits
- 256 shades of gray = 8 bits
- 16 colors = 4 bits
- 256 colors = 8 bits
- 16 million colors = 24 bits
- CMYK image = 32 bits

Not all levels of color or grayscale are supported by all the bitmap formats. If you have chosen a bitmap format that does not support a gray or color format, the option will not appear in the list box. For example, SCITEX CT is only exportable in CMYK, 32-bit format.

Dithers the colors and gray shades in the file. Dithering may produce better results when you use fewer colors than the original image. If the image contains fountain fills or color blends, dithering can cause obvious banding. Here are some guidelines to help you decide whether to dither the bitmap:

- When you are importing 16 or 256 colors or grays, use dithering.
- When you intend to scale the bitmap in another application, dithering is not recommended.

Specifies the resolution (in dots per inch) for bitmaps. Choose one of the preset resolutions from the list box or choose Custom and type or choose the resolution in the DPI box.

▪ **Note**

As the resolution increases, so does the size of the file and the time required to print the image.

Specifies the dimensions of the bitmap. Choose one of the preset sizes from the list box or choose Custom and type the dimensions in the Width and Height boxes. If a size is not selected, the original size of the image is used.

Compresses the imported file so that it takes less disk space. Compressed files take more time to save and load. Compression is optional for some bitmap formats; for others, compression is always performed.

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

Returns to the settings that were in effect when you opened the dialog box.

Enable to maintain equal horizontal and vertical resolution values. Any value entered in one box will cause the other box to change automatically.

Controls the width of the file in pixels. To change the file width, type (or use the scroll arrows to select) a new value.

Controls the height of the file in pixels. To change the file height, type (or use the scroll arrows to select) a new value.

Type (or use the scroll arrows to select) a new vertical resolution (dpi) value. Resolution refers to the fineness of image detail and the amount of information required to record, store, display and print an image. Resolution is measured in dots per inch (dpi), referring to the number of pixels used to construct an image. Choose a resolution in keeping with the resolution of both your monitor and (if you plan to print an image) printer. When you work with an image that you want to print, choose a resolution close to the maximum dpi output value of your printer, otherwise you may not be able to print much of what you see on screen. If you do not plan to print an image, you can freely choose a higher resolution to maximum image detail. Enter a value in the number box or use the scroll arrows to select a dpi value.

■ **Note**

High resolutions require large amounts of disk space.

Type (or use the scroll arrows to select) a new horizontal resolution (dpi) value. Resolution refers to the fineness of image detail and the amount of information required to record, store, display and print an image. Resolution is measured in dots per inch (dpi), referring to the number of pixels used to construct an image. Choose a resolution in keeping with the resolution of both your monitor and (if you plan to print an image) printer. When you work with an image that you want to print, choose a resolution close to the maximum dpi output value of your printer, otherwise you may not be able to print much of what you see on screen. If you do not plan to print an image, you can freely choose a higher resolution to maximum image detail. Enter a value in the number box or use the scroll arrows to select a dpi value.

- **Note**

High resolutions require large amounts of disk space.

Anti-aliasing creates a smooth bitmap graphics file by removing jagged edges from the original. Choose Normal or Super-sampling.

- **Normal**

Provides standard anti-aliasing functionality. Use this option primarily for images composed of straight lines — curves and text are excluded from the process. Normal anti-aliasing requires less memory than Super-sampling.

- **Super-sampling**

Provides superior anti-aliasing functionality. This option anti-aliases both curves and text but requires more memory to perform the operation. **Note:** Ensure that you have sufficient memory available (relative to the system you are using) before choosing this option and clicking OK.



CGM export dialog

When enabled, exports text as editable text characters.

When enabled, exports text as curves. Choose this option if you don't need to edit the text, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

PICT export dialog

When enabled, exports text as editable text characters.

When enabled, exports text as curves. Choose this option if you don't need to edit the text, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

When enabled, exports text using Macintosh character codes. Choose this option if you will be editing the image on a Macintosh system.

PIF export dialog

When enabled, exports text as editable text characters.

When enabled, exports text as curves. Choose this option if you don't need to edit the text, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

When enabled, exports curves as curves.

When enabled, exports curves as combinations of small line segments.

AI export dialog

When enabled, exports the file in Adobe Illustrator 1.1 file format. Choose this option if you will be editing the file in this application.

When enabled, exports the file in Adobe Illustrator 88 file format. Choose this option if you will be editing the file in this application.

When enabled, exports the file in Adobe Illustrator 30 file format. Choose this option if you will be editing the file in this application.

When enabled, exports text as editable text characters.

When enabled, exports text as curves. Choose this option if you don't need to edit the text, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

When enabled, exports text using Macintosh character codes. Choose this option if you will be editing the image on a Macintosh system.

WPG export dialog

When enabled, exports image using a 16-color palette. Choose this option if you will be editing the image on a 16-color monitor.

When enabled, exports image using a 256-color palette.

When enabled, exports text as editable text characters.

When enabled, exports text as curves. Choose this option if you don't need to edit the text, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

GEM export dialog

When enabled, exports curves as curves.

When enabled, exports curves as combinations of small line segments.

WMF export dialog

When enabled, exports text as editable text characters.

When enabled, exports text as curves. Choose this option if you don't need to edit the text, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

When enabled, includes a header with the file that specifies the dimensions of the image. It is recommended that you choose this option, unless you know that the application you will use to edit the image doesn't recognize placeable headers.

DXF export dialog

When enabled, converts image colors to the seven primary layer colors in AutoCAD.

When enabled, exports image using all colors. The colors may not reproduce accurately in other applications.

Allows you to specify how small the line segments should be to create curves in the image. The smaller the line segments, the smoother the curve appears.

Sets the unit of measurement for the curve resolution.

Sets the unit of measurement for the curve resolution.

When enabled, overlapping objects are welded together, so that the outline produced displays as one single shape.



Not Welded



Welded

MPEG export dialog

Allows you set how much compression will be used when saving the file. MPEG uses lossy compression, so the higher the compression level, the more data will be lost.

When enabled, exports only the audio portion of the file.

When enabled, exports only the video portion of the file.

When enabled, exports both the audio and video portions of the file.

Move the slider bar to control the compression and quality of the file. Move the slider bar to the left for better file quality with minimal file compression. Move the slider bar to the right for lesser file quality with greater file compression.

SCODL export dialog

Sets the image background color to white.

Sets the image background color to black.

When enabled, exports the full page, not just the selected objects.

HPGL

Displays a list of pens to which you can assign a color in order to reproduce the image on the page.

Displays a list of pens that you can assign to each color so the image can be reproduced on a plotter.

Allows you to assign a color to the selected pen. You can select from a list of preset colors, or you can choose a custom color using the HSL or RGB color model. If there are more pens than needed for the number of colors in the image, you can define the extra pens as Unused.

Allows you to assign a color to the selected pen. You can select from a list of preset colors, or you can choose a custom color using the HSL or RGB color model. If there are more pens than needed for the number of colors in the image, you can define the extra pens as Unused.

Allows you to assign a nib width the selected pen.

Allows you to assign a nib width the selected pen.

Allows you to assign a velocity to the pen. You should choose a value that matches the specs for the pen type and plotter you will be using to print the image.

Allows you to assign a velocity to the pen. You should choose a value that matches the specs for the pen type and plotter you will be using to print the image.

Defines the selected pen as Unused.

Resets all HPGL export parameters. All settings and adjustments that you made are discarded.

Resets all HPGL export parameters. All settings and adjustments that you made are discarded.

Displays a list of saved pen libraries (groups of settings), and allows you to assign a name to a new library to be saved.

Displays a list of saved pen libraries (groups of settings), and allows you to assign a name to a new library to be saved.

Saves the pen library. This option is not available until you enter a name in the Pen libraries list box.

Deletes the selected pen library from the list.

Allows you to scale the graphic before importing or exporting it.

Fits the image to the page size defined below.

Allows you to choose a page size to use in conjunction with the Fit to Page option. You can choose standard preset values, or define a custom size.

Allows you to type a custom width for the page size.

Allows you to choose the unit of measurement for the page width.

Allows you to type a custom height for the page size.

Allows you to choose the unit of measurement for the page height.

Enable this option to position the image in the center of the printable area.

Enable this option to position the image starting at the bottom left of the printable area.

Displays the thumbnail of the paper orientation.

When enabled, the image is plotted in portrait orientation.

When enabled, the image is plotted in landscape orientation.

Allows you to choose the number of plotter units per inch.

- advanced

Allows you to define how the plotter will create filled images from the original. You can have no fill, a series of parallel lines, or a crosshatch pattern (crossing series of parallel lines).

Sets the spacing between lines used to create the fill pattern for both Parallel Lines and Crosshatch options.

Sets the angle of the lines used in the Parallel Lines fill pattern, and for one set of lines in the Crosshatch pattern.

Sets the angle of the second set of lines used in the Crosshatch pattern.

Allows you to specify how small the line segments should be to create curves in the image. The smaller the line segments, the smoother the curve appears.

Sets the unit of measurement for the curve resolution value.

When enabled, removes lines that are hidden in the original image because they are covered by a filled object on a higher layer, but which would normally appear in the plotted image.

- When enabled, overlapping objects are welded together, so that the outline produced displays as one single shape.

Not Welded    Welded

When enabled, the width and velocity information specified on the Pen page is not saved with the file. Choose this option if you will be printing the image on a plotter that does not recognize these options.

PS export

When enabled, exports text as curves. Choose this option if you don't need to edit the text, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

When enabled, exports text as editable text characters.

EPS export dialog

When enabled, exports text as curves. Choose this option if you don't need to edit the text, or if you aren't sure what fonts are available on other systems or output devices you will be using with this file.

When enabled, exports text as editable text characters.

When enabled, includes PostScript font information when exporting the image. When the image printed, the fonts will be downloaded to the printer.

When enabled, a bitmap or vector thumbnail is included as a header with the exported file. If you import the image into an application, the thumbnail is displayed. If there is no header, the image is displayed as a box with an X through it.

Allows you to export the header as a bitmap (TIFF) or vector (WMF) graphic.

Allows you to set the color depth of the image header if TIFF is chosen as the header format.

Allows you to set the resolution of the image header if TIFF is chosen as the header format.

Allows you to choose how many fountain steps are used to print objects containing a fountain fill. All objects will use the same value.

Converts color bitmaps to grayscale to be printed on black and white printers.

When enabled, automatically increases fountain steps to reduce banding when printing objects containing fountain fills.

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

When enabled, the file is exported with the colors as defined in the profile of the Current Printer.

**TTF-options**

Displays the name of the typeface on which the font file selected in the previous dialog box is based. If you are creating a new typeface, enter the name you want.

If you are creating a font based on the Windows 3.1 character set (ASCII 33-127 and ANSI 128-255) and you want that font to be available in the Typeface selection list, leave this option disabled. If you are creating a symbol file or non-standard character set that will be available on a character-by-character basis through the Symbols dialog box, enable this option.

Select the style you want to assign to the character you are exporting. Select the style before specifying any other options or values. The style cannot be changed once saved in the font file.

This option is available when creating a new TrueType typeface. While this value can be changed from its default of 2048, there is very little reason to do so. Once a Grid Size has been set for the first character in a new typeface, the option becomes available.

You might want to change it if you plan to use your typeface at very large point sizes. A larger grid size (4096) will use more points to describe the character, yielding better results and more complex character descriptions. Once set, this number cannot be changed.

Specifies the width of the "space" character. You can experiment with different values to get the best results.

TTF-Export

Shows the selected object. The crosshair in the lower left corner represents the character's origin, and the vertical line to the right of the character represents its width. If you have not selected Auto Width (described below), you can drag the vertical line to the right of the character to change its width.

Displays a sample of each character in the Character Set

character num Displays the character number from the Windows 3.1 Character Set that corresponds to the character you are exporting. You can change the character you are exporting to by typing a value in the text box or by selecting it from the character list. The lowest value is 33.

Characters not in the font file are grayed.

When selected, this option will calculate a width for the character being exported, based on its shape and design size.

character w Displays the width of the character you are exporting. If you are modifying an existing typeface and want to maintain the original proportions, leave the value unchanged.

If you are creating a new typeface, either specify the Character Width you want, or select Auto Width and let CorelDRAW calculate an appropriate width.

ds-units Type or select the size you specified when you added the character to the page.

Opens another dialog box that lets you change other information in the font file. Changes you make in that dialog box will be reflected in this one.

## IMPORT ACTOR/PROP DIALOG BOX

## Import Actor/Prop dialog box

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

- **Note**

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

- Displays the currently selected actor or prop.

Note

You must enable the Preview check box to for the Preview window to display the selected actor or prop. If this check box is disabled, the Preview window appears crossed through with an X.

Click the Preview check box (if it is not already enabled) to preview a selected actor or prop. When Preview is disabled an X appears in the Preview window.

Lists all the actors and props in the CorelMOVE file.

Click to select all the actors and props in the CorelMOVE file from the list (above).

Click to deselect all selected actors and props from the list (above).



