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

**Adobe Illustrator Export (AI) dialog box**

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

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

Click to export text as editable characters.

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

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

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

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

Enable this check box if you want to include placed images in the exported file.

Enable this check box to simulate complex filled curves. The filled outlines will appear as they did in your Corel application but won't be editable. Disable this check box if you want to edit the fill in Adobe Illustrator.

**PCD Import dialog, Image tab**

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

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

Displays the Photo CD image you are opening.

Displays the current image size.

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

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

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

Displays the Photo CD image you are opening.

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

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

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

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

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

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

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

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

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

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

Click to reset the preview image to its original state before any enhancements were made.

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

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

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

Displays the Photo CD image you are opening.

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

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

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

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

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

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

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

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

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

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

# OS/2 BMP Export dialog box

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

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

# JPEG Export dialog box

Displays the original image before any enhancements have been made.

Displays the image after the enhancements have been made.

Resets the preview window to display the image before any enhancements were made.

Lets you preview the modified image before the image is exported.

Move the slider or enter a number in the box to adjust the compression of the image.

Toggles between the original/result window and the result window.

Move the slider or enter a number in the box to adjust the smoothing of the image.

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

Enable this check box to use the most optimal encoding method.

Select an Encoding method sub format from the list box. You can select Standard or optional compression format.

Automatically displays the refreshed result image in the result image window.

# GEM Export dialog box

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

Click to export curves as combinations of small line segments.

# PNG Options dialog box

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

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

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

Displays the cursor or icon file you are opening.

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

Displays the color any inverse colors will become while you edit the image. Colors you have specified as inverse in an icon or cursor file display as the inverse of the background they are on. To convert inverse colors to a different color, click the down arrow and click a color on the color picker.

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

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

**GIF dialog box**

Displays the image's Color Palette.

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

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

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

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

Click to invert the image's mask.

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

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

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

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

Displays the color component values of the selected color.

Displays the color component values of the selected color.

Displays the color component values of the selected color.

Displays the original image before enhancements.

Displays the result image after any enhancements are made.

Toggles between the original/result window and the result window.

Click to select the color to make transparent.

Automatically displays the refreshed result image in the result image window.

Resets the image to its original format before any enhancements were made.

Lets you preview the modified image.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Click to define the selected pen as unused.

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

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

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

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

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

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

This group of controls allows you to set scaling options.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

These controls allows you to set the page orientation.

Displays the current page orientation.

Click to change the page orientation to portrait.

Click to change the page orientation to landscape.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Not Welded    Welded

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

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

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

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

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

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

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

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

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

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

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

Click to define the selected pen as unused.

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

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

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

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

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

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

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

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

Enable this check box to override the current pen widths.

Resets the pen settings to their default settings.

# TGA Export dialog box

Click to use the normal file format. You can't save masks if you use the normal TGA file format.

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

# WMF Export dialog box

Click to export text as editable characters.

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

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

**EPS Export dialog box**

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

Click to export text as editable characters.

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

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

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

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

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

These controls let you specify auto-trapping options.

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

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

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

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

Enable this check box to export bounding boxes on objects.

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

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

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

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

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

Enter a user name to identify the options you have selected.

Displays the uncompressed image header size in bytes.

# Postscript Import dialog box (.PS)

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

Click to export text as editable characters.

Enable to return any postscript errors that might occur during conversion.

Move the slider to specify the amount of virtual memory.

Move the slider to specify the amount of virtual memory.

# SCODL Export dialog box (.SCD)

Click to set the image background color to white.

Click to set the image background color to black.

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

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

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

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

Enable this check box to export text as editable characters.

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

Click to export the file as WordPerfect Version 1.

Click to export the file as WordPerfect Version 2.

# CGM Export dialog box

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

# PICT Export dialog box

Click to export text as editable characters.

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

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

# Wavelet Export dialog box (.WI)

Move the slider to adjust the compression of the file.

Move the slider to adjust the contrast of the file.

Move the slider to adjust the Edge of the file.

Select the speed of the encoding method you want to use from the list box. The speeds are normal and fast.

Select the number of paths you want to use in the image.

Displays the image size in bytes.

Displays the file size in bytes.

Lets you preview the modified image before the image is exported.

Toggles between the original/result window and the result window.

Resets the result window to display the original image.

Displays the original image.

Displays the image after modifications are made.

Automatically displays the refreshed result image in the result image window.

# MPEG Export dialog

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

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

Move to control the speed and quality of the file.

Move to control the speed and quality of the file.

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

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

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

# PIF export dialog

Click to export text as editable characters.

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

Click to export curves as curves.

Click to export curves as combinations of small line segments.

# DCS Export dialog box

Click to use DCS Version 1 file format. Use this format when working with CMYK images only. This will create five separate PostScript files: cyan, magenta, yellow, black, and main. The main file does not contain a composite image; instead, it points to the separation files.

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

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

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

# Corel Barista Export dialog box

Click to export the bitmap as a .GIF file.

Click to export the bitmap as a .JPEG file.

# HTML Image Map Export dialog box

Select an image map type from the list box. The image type can be Client side, which means the code for the image map must be reside on the user's computer, or server side which means the code for the image map must reside on the server.

# Open Flashpix image dialog overviews

**Enhancement Property Page**

Changes amount of blue in the overall image.

Changes the amount of green in the overall image.

Changes the amount of red in the overall image.

Changes the amount of light emitted in the image.

Changes the contrast between the pixels of your image to improve the focus and enhance edges.

Changes the saturation. Saturation is the purity of a color — the extent to which a color is made purely of a selected hue rather than a mixture of that color and its complement.

Changes the ratio between the lightest part of the image and the darkest part of the image.

Updates the preview window to reflect the settings in the dialog box.

Resets any values you change to the default settings.

Displays a preview of the image that reflects the settings in the dialog box.

Disables any transformations, such as size and color, previously applied to the image.

**Scene Contents Property Page**

Displays the caption assigned to the file when the image was saved.

Displays the description of the people in the image that was added when the image was saved.

Displays the description of the things in the image that was included when the image was saved.

Displays the description of places in the image that was included when the file was saved.

Displays the description of the events in the image that was added when the file was saved.

Displays any comments the author added when the image was saved.

**Summary Property Page**

Displays the name of the file's author.

Displays the subject that was assigned when the file was created.

Displays the date and time that the file was created.

Displays the date and time that the file was last changed.

Displays the name of the person who last made changes to the file.

Displays the keywords that the author assigned to the file for keyword file searches.

Displays the revision number that was assigned to the file when it was saved.

Displays any comments that were included when the file was saved.

Displays the title of the file.

**Save As Dialog**

Provides a space where you can describe the people in the image.

Provides a space where you can describe the things in the image.

Provides a space where you can describe the places in the image.

Provides a space where you can describe the events in the image.

Provides a space where you can describe the contents of the image to appear in the caption.

Provides a space where you can add comments about the image.

**Summary Property Page**

Provides a space where you can assign a title to your image. This title appears in the Summary property page when the image is opened.

Provides a space where you can type your name.

Provides a space where you can describe the subject of your image.

Provides a space where the person who works on the file last can place their name.

Provides a space where you can describe the image for keyword searches.

Provides a space where you can type the revision number.

Provides a space where you can type any other information about the file.

Removes transformations such as changes to size and orientation which were applied to the image.

# Raw Image header information overview

The Header Information for Raw Image dialog box displays information about the image you are opening, allows you to change the dimensions of the image, and allows you to change attributes such as displaying the image upside-down.

Type in the width of the image in pixels.

Type in the height of the image in pixels.

Displays the units of measurement of the image.

Type in the bit depth of the image.

Type in the size of the image header.

Type in the size of the image header.

Enable this check box to load the image upside down.

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

Type in the bit depth of the image.

Specifies the image characteristics.

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

Type in the number of colors in the palette.

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

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

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

Allows you to change palette attributes.

**Gif 89a**

**File settings**

Enable to automatically choose the width and height of the paper.

Type a number in the box or scroll to adjust the width of the image.

Type a number in the box or scroll to adjust the height of the image.

Type a number in the box or scroll to adjust the number of colors in the image.

Type a number in the box or scroll to adjust the Background color settings.

Enable the check box to loop the frames. Looping means that the frame sequence will repeat after it has completed.

Enable this check box to make the animation loop and repeat itself continuously.

Enable this button and type a number in the box to specify the number of times the animation will repeat.

Enable this check box to save only the difference between the files rather than the entire image files.

**Frame settings**

Disable to select and specify a transparent color within the image.

Enable to select and specify a transparent color.

Type a number or scroll to select the image color you want to make transparent.

Click to select a color from the color palette to make transparent.

Displays the position of the frame within the sequence.

Enable to use the global palette.

Enable to use the local palette consisting of colors found in the image.

Enable to interlace the pixel rows of the image. Interlacing means that the image refreshes itself after each frame is loaded.

Type a number in the box to adjust the frame delay. The frame delay is the amount of time between frames.

Choose an option from the list to determine how the previous frame will disappear.

Click to apply only the frame settings that have changed.

Click to apply all frame settings.

Click to preview the animation.

Move the slider to adjust the index of the color palette.

The color palette of the image.

Selects the color from the image you want to make transparent.

Resets the image to its original format before any changes were made.

Displays the image you are currently working with.

# FPX Export

Displays a preview of the original image.

Displays a preview of the resulting image

Automatically displays the refreshed result image in the result image window.

Choose a compression type from the list. The compression types are as follows: None, Single color, JPEG unspecified, and JPEG by Quality.

Choose a decimation type from the list. The types of decimation are as follows: Standard (2x2) and Gaussian (4x4).

Move the slider to adjust the quality of the image.

Displays the image size in bytes.

Displays the file size in bytes.

Toggles between the original/result window and the result window.

Opens the image properties dialog where you can provide a summary and description for the image.

Resets the image to its original format before any changes were made.

Lets you preview the modified image before the image is exported.

**TTF**

Type in a family name for the font you want to export.

Enable if you want to export the font as a symbol.

Select a style from the list box. The styles are Bold, BoldItalic, Italic, and normal.

Select a grid size from the list.

Type in or scroll to the space width you want. The space width controls the amount of space between each character.

Displays the new font.

Displays a list of characters and their numbers.

Displays the number of the current character.

Enable to automatically select the character width based on the other options selected.

Type a number in the box or scroll to edit the width of each character.

Type a number in the box or scroll to edit the design size of the characters.

Select the unit of measurement you want to use from the list box.

Click to edit other TTF export options such as Family name, Space width, grid size and character number.

Type in a family name for the font you want to export.

Type in or scroll to the space width you want. The space width controls the amount of space between each character.

Click to load Font Metrics from a file.

Displays a list of characters and their numbers.

Displays the number of the current character.

Type a number in the box or scroll to edit the width of each character.

Click to delete the current character from the list.

# 3D Model (3DMF)

The 3DMF file format, developed by Apple Computer Inc., is a native file format of QuickDRAW. This file format facilitates the exchange of three-dimensional data between applications, and supports Virtual Reality Modeling Language (VRML).

## Importing notes

Importing of 3DMF files is supported in CorelDRAW, where the 3D image is modified after import, but multi-importing of 3DMF files is supported in Corel PHOTO-PAINT and Corel VENTURA only. In these applications, you make changes in rotation, camera angle and light source before importing. Once the 3D image has been rendered and imported, you are unable to make further modifications to the image.

# Adobe Illustrator (AI)

The AI file format, developed by Adobe Systems for the Windows and Macintosh platforms, is a native file format of Adobe Illustrator. It is primarily vector based, although later versions, such as versions 6.0 and 7.0, support bitmap information. The AI file format can be used as an alternative to the Encapsulated Post Script (EPS) file format because it is flexible and has transportable qualities.

## Versions supported

Corel applications provide full support for all AI file formats up to and including Adobe Illustrator 88, 1.1, 3.x, 4.x, 5.x, 6.0, and 7.0.

## Importing notes

The AI file format is used as an alternative for those postscript file formats that don't import properly through the All Files (*.*) option.

Corel applications support the following features when importing .AI files:

- paths
- CMYK fills
- Pantone fills with no Pantone color specified (the fill is imported as CMYK)
- nested groups, filled open paths, locked objects, and locked object groups
- text and vectors
- bitmaps saved as an inline images

Corel applications cannot import .AI files containing bitmaps that are linked as .EPS files.

## Exporting notes

Corel applications support the following features when exporting to the AI file format:

- A maximum of 50 fountain steps
- Pantone Process colors
- Multiple layers (Adobe Illustrator versions 6.0 and 7.0)
- Inline images (Adobe Illustrator versions 6.0 and 7.0) as supposed to EPS linked images
- Cropped bitmap support for (Adobe Illustrator versions 6.0 and 7.0)
- PowerClip object bitmaps (Adobe Illustrator versions 6.0 and 7.0)
- Bitmap pattern fills (Adobe Illustrator versions 6.0 and 7.0)
- Texture fills (Adobe Illustrator versions 6.0 and 7.0)

Adobe Illustrator and Corel applications differ in the way paths are wound and filled. Therefore, curves with multiple subpaths exported from Corel applications do not always fill properly in Adobe Illustrator. To facilitate a proper fill enable the Simulate Complex Filled Curves check box in the Adobe Illustrator Export dialog box.

Enable the Simulate Outline Effects check box to render complex outlines as filled polygons. The resulting image has an increased number of nodes and looks closer to the original. Disable the Simulate Outline Effects check box to remove outline effects such as calligraphy and arrowheads in favor of outlines that are easier to edit. The removed outline effects are retained in the EPS portion of the AI file format.

# Adobe Photoshop (PSD)

The PSD file format, developed by Adobe Systems for the Windows and Macintosh platforms, is a native file format of Adobe Photoshop. The PSD file format is bitmap based.

## Versions supported

Versions 2.5 to 4.0 of the PSD file format can be imported into a Corel application. Only version 4.0 is supported for exporting to the PSD file format.

## Importing notes

Duotone and multitone .PSD files are converted to grayscale before they are imported.

Corel applications support the following color depths when importing .PSD files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale and 256 shade (8-bit) grayscale multichannel
- 16-bit grayscale
- Duotone multichannel
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB and 24-bit RGB multichannel
- 24-bit LAB and 24-bit LAB multichannel
- 32-bit CMYK and 32-bit CMYK multichannel
- 48-bit RGB

Corel applications also support the channels of .PSD files during import.

## Exporting notes

Corel applications support the following color depths when exporting to the .PSD file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Corel applications do not support the following features:

- 48-bit objects
- channels

Only Corel PHOTO-PAINT supports the following color depths when exporting to the PSD file format:

- 256 shade (8-bit) grayscale multichannel
- 16-bit grayscale
- Duotone multichannel
- 24-bit RGB multichannel
- 24-bit LAB multichannel
- 32-bit CMYK multichannel
- 48-bit RGB

## Other notes

The PSD file format also supports objects and masking information, a maximum image size of 30,000 pixels by 30,000 pixels and RLE compression.

# Adobe Portable Document Format (PDF)

The PDF file format, a <u>metafile,</u> is a native file format of the Adobe Acrobat exchange system. It is based on Adobe PostScript, a page-description language used by laser printers and imagesetters; therefore, the PDF can describe any page, regardless of the composition of formatted text, graphics or pictures. In addition, the PDF file format is highly compressed and optimized for online viewing. The .PDF files can be transported through e-mail, the World Wide Web and various intranets etc.

## Versions supported

Corel applications provide full export and import support for PDF file formats up to and including version 3.01.

## Importing notes

You can import a multipage .PDF file into a Corel application. Corel VENTURA only imports the first page of a PDF file. To import other single pages of a multipage document you need to use the <u>Adobe Placeable Enhanced PDF Page</u> file format.

## Other notes

The PDF file format supports the following compression types:

- CCITT Group 3
- CCITT Group 4
- LZW Compression
- JPEG Compression

# Adobe Placeable PDF Page (PDF)

The Adobe Placeable Enhanced PDF Page is used to import a single page from a multi-page PDF file. The PDF file format, a <u>metafile,</u> is a native file format of the Adobe Acrobat exchange system. It is based on Adobe PostScript which is a page-description language used by laser printers and imagesetters.

## Importing notes

An Adobe Placeable Enhanced PDF file comes into a Corel application as an EPS (Encapsulated Postscript) file. Only the header information is displayed.

# AutoCAD (DXF)

The DXF file format is a native file format of AutoCAD. It is vector based and supports up to 256 colors. It can also store three-dimensional objects.

## Versions supported

Corel applications support version 12 and 13 of the DXF file format.

## Importing notes

When importing a 3-dimensional image, ensure that it is saved with the view which you want to use in the Corel application. Whenever possible, use polylines in DXF files rather than regular lines. This reduces the complexity of the file when it is imported into a Corel application.

Special characters in text strings:

- If a character is referred to by number, the number must be three digits; i.e., character 65 is %065.
- %010 is considered to be a carriage return and line feed.
- Any non-standard character becomes a "?" in Corel applications, including the degrees symbol, the +/- tolerance symbol, and the circle dimensioning symbol.

Corel applications do not support the following when importing .DXF files:

- Shape entities
- Polylines including variable-width polylines, elevation (group 38), mesh M and N vertex counts (groups 71 and 72), smooth surface M and N densities (groups 73 and 74), and smooth surface type (group 75)
- Special 3D shapes, such as cones, spheres, and torids
- 3D extrusion of circles, arcs, and text
- 3D extrusion of polylines with a specified width or dashed patterns
- Invisible lines in 3D face entities
- Automatic wireframes
- Hidden lines removal
- Extrusion direction assumed to be parallel to the z-axis
- Binary DXF file format
- Paper space entities within a model space
- AutoCAD layers cannot be mapped to CorelDRAW layers

The following information can be of further assistance when importing a .DXF file into a Corel application:

- If you have a problem with the scattering of "dimension entities" in your imported file, go back to your original drawing in AutoCAD and explode the dimension entity before creating the .DXF file.
- The line width of a polyline is imported as the minimum line width of AutoCAD. The maximum line width is four inches. Variable line width information is not retained when the file is imported.
- Curve resolution factor can be set to a value between 0.0 and 1.0 inches. The entered value can be very accurate, up to eight decimal places are accepted. While a setting of 0.0 results in the highest resolution, it also increases the file size greatly. A curve resolution of 0.004 inches is recommended.
- Solid and trace entities are filled, provided the view is not 3D (i.e., they are filled on x-y axis view only).
- A point is imported as an ellipse of minimum size. An extruded point is imported as a line segment with two nodes. PDMODE is not considered.

Files exported as "Entities only" may import into Corel applications incorrectly due to a lack of header information.

## Exporting notes

When you export a drawing to the DXF file format it is saved in a vector format that can then be accepted by CAD/CAM programs and devices such as AutoCAD and certain computer-driven sign and glass cutters. Only the outlines of the objects are supported when a drawing is exported to the DXF file format.

Corel applications do not support the following features when exporting to the DXF file format:

- Calligraphic pen effects, dashed and dotted lines, or arrowheads. All line weights are converted to solid lines 0.003" thick.
- Bitmaps
- Texture fills are replaced with a solid gray fill. All other fills are ignored.

- objects with no outlines

All objects except rectangles are broken into several segments when exported. For example, an ellipse exports as four quarter arcs. As a result, these objects lose their fill.

AutoCAD ensures that colors 1 to 7 remain same across systems. Even then, color 7 is either black or white depending on the background. Therefore, white fills export as black. Other colors depend on settings that are not stored in the .DXF file.

## Other notes

The .DXF files can become quite large, if text is exported as curves. The DXF file format does not support file compression.

# AutoCAD Drawing (DWG)

The DWG file format is vector based and is a native of AutoCAD.

## Versions supported

Corel applications support versions 12 and 13 of the DWG file formats.

## Importing notes

The following features are supported when importing a .DWG file:

- When a color depth is not specified, the DWG file format uses the default color depth option which is 256 colors.
- Only one viewport is imported from a multi-viewport .DWG file.
- AutoCAD ensures that colors from 1 to 7 remain the same when exporting to another system. The 7th color is either black or white depending on the background of the file.

Corel applications do not support the following features when importing .DWG files:

- Control codes and special characters embedded in text shapes
- The Mline command
- The Tolerance command symbols
- Body, Region and 3D solids
- Elevation
- Extended ASCII characters
- Shape entities, e.g., symbols

# CALS Compressed Bitmap (CAL)

The CAL file format is monochrome (1-bit) based. It is used as a data exchange format for computer aided design and manufacturing, technical graphics, and image processing applications.

**Version supported**

Corel applications provide full support for Type I of the CAL file format.

**Other notes**

The CAL file format supports an unlimited image size. It uses compression type CCITT 4 during import and export.

# Compuserve Bitmap (GIF)

The GIF file format, developed by CompuServe Inc., is bitmap based. It can be used to store multiple bitmaps in a file. The GIF file format is supported by the World Wide Web, MS-DOS, Macintosh, UNIX, Amiga, and other platforms.

### Versions supported

Corel applications import versions 87A and 89A of the GIF file formats, but export to version 89A only. Version 87A supports basic features and interlacing. The newer version, 89A, includes all the features found in 87A plus the ability to have transparent colors. Version 89A also includes comments and other data of the image file.

### Importing notes

Corel applications support the following color depths when importing to the GIF file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted

Only the first frame is available when importing an animated .GIF file.

### Exporting notes

Corel applications support the following color depths when exporting to the GIF file format:

- 1-bit Black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted

Only Corel PHOTO-PAINT supports masks when exporting to the GIF file formats.

### Other notes

The GIF file format supports a maximum image size of 64,535 pixels by 64,535 pixels and uses LZW compression technology.

# Computer Graphics Metafile (CGM)

The CGM file format was developed by committees working under the International Standards Organization (ISO) and the American Standards National Institute (ANSI). It can contain both vectors and bitmaps and normally stores its information in ASCII format. It also stores information in a binary format to produce smaller files. The CGM file format can be used in all applications. However, it is especially designed to work in vector graphics applications such as CorelDRAW.

**Versions supported**

Corel applications support all versions of compatible ANSI CGM file formats.

**Importing notes**

CGM files only accept markers supported by the CGM file format standard. Private-use markers are ignored.

Text is editable, provided the file is exported by the originating program using the correct text options. The typeface you see may not correspond to the one used in the originating program. However, you can easily change this in the Corel application.

**Exporting notes**

When a Corel application file is exported to the CGM file format, its postscript textures are converted to solid gray fills.

The CGM export filter supports Pattern and fountain fills.

# CorelDRAW (CDR)

The CDR file format is a native of CorelDRAW. It can contain both vectors and bitmaps.

## Versions supported

CorelDRAW and Corel VENTURA can import versions 5 to 8.

## Importing notes

The Import feature of CorelDRAW adds a .CDR file to the current drawing, unlike the Open feature which adds the .CDR file to a new page. An imported CorelDRAW file appears as a group of objects. Use the Ungroup command in the Arrange menu to manipulate individual objects within the imported graphic.

To import a .CDR file into another application such as Corel VENTURA, the .CDR file must be saved in CorelDRAW with the Corel Presentation Exchange (CMX) Data option enabled. Corel VENTURA can import CorelDRAW files without Presentation Exchange Data, only if CorelDRAW is installed on your computer system. The CMX file format does not maintain OLE and object links (e.g., links between blend objects in CorelDRAW).

Drop shadows created in CorelDRAW may appear with a white box around them when imported into Corel VENTURA and printed.

## Exporting notes

To export a .CDR file into another application such as Corel VENTURA the Save Presentation Exchange Data option must be enabled. The .CDR file is saved in CMX file format (along with the .CDR format) for use in OLE operations. This option is found in the Save As dialog box and not in the Export dialog box.

You can't export a CorelDRAW file from Corel VENTURA.

## Other notes

The CDR file format uses proprietary compression.

# CorelDRAW Compressed (CDX)

The CDX file format is a native file format of Corel ArtShow. It can contain both vectors and bitmaps. Only CorelDRAW can read .CDX files.

**Importing notes**

When you import a .CDX file, it creates a temporary file in your windows system TEMP directory called CDRUNCOM.cdr. This is the uncompressed version of the file.

**Other notes**

The CDX file format uses an internal proprietary compression algorithm.

# Corel CMX Compressed (CPX)

The CPX file format is a native file format of Corel ArtShow 5. It can contain both vectors and bitmaps.

**Importing notes**

When you import a .CPX file, it creates a temporary file in your system TEMP directory called CMXUNCOM.tmp. This is the uncompressed version of the .CPX file. To view this uncompressed file, change its extension to .CMX and import it.

**Other notes**

The CPX file format uses an internal proprietary compression algorithm.

# Corel PHOTO-PAINT 7 and 8 (CPT)

The CPT file format, a native file format of Corel PHOTO-PAINT, is bitmap based. In Corel PHOTO-PAINT, masks, floating objects, and lenses are included when an image is saved as a .CPT file.

Corel applications can import and export .CPT files, including those that contain color and grayscale information.

### Importing notes

Corel applications support the following color depths when importing .CPT files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale and 256 shade (8-bit) grayscale multichannel
- 16-bit grayscale
- Duotone multichannel
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB and 24-bit RGB multichannel
- 24-bit LAB and 24-bit LAB multichannel
- 32-bit CMYK and 32-bit CMYK multichannel
- 48-bit RGB

Corel applications support the import of channels, objects and masks.

### Exporting notes

Corel applications support the following color depths when exporting to the CPT file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Only Corel PHOTO-PAINT supports the following color depths when exporting to the .CPT file format:

- 256 shade (8-bit) grayscale multichannel
- 16-bit grayscale
- Duotone multichannel
- 24-bit RGB multichannel
- 24-bit LAB multichannel
- 32-bit CMYK multichannel
- 48-bit RGB

### Other notes

The CPT file format supports an unlimited image size when importing and exporting. Its compression type is mixed. The CPT file format supports Notes in the Open and Save/Export dialog boxes. For more information about version 6 of the CPT file format see, "Corel PHOTO-PAINT 6 (CPT)."

# Corel PHOTO-PAINT 6 (CPT)

The CPT file format, a native file format of Corel PHOTO-PAINT, is bitmap based. The .CPT file format supports: objects, masks, and layers.

## Importing notes

Corel applications support the following color depths when importing .CPT files:
- 1-bit Black-and-white
- 256 shade (8-bit) grayscale
- Duotone
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

## Exporting notes

The following color depths are supported when exporting to the .CPT file format:
- 1-bit Black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) paletted
- 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

## Other notes

The CPT file format uses the following compression types: LZW, PackBits, Huffman, CCITT 3-1 DIM, CCITT 3-2 Dim and CCITT 4. The maximum image size that the filter supports is unlimited. For more information about versions 7 and 8 of the CPT file format see, "Corel PHOTO-PAINT 7 and 8 (CPT)."

# Corel Presentation Exchange (CMX)

The CMX file format was originally developed to save files created in CorelDRAW with the data necessary to open and edit them in other Corel applications.

**Versions supported**

Corel applications support version 5 6, 7 and 8 of the CMX file format.

# Corel WordPerfect Graphic (WPG)

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 colors). WordPerfect version 5 of the WPG file format 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. It is also possible to store Encapsulated PostScript (EPS) code in a .WPG file.

## Versions supported

Corel applications support version 1.0 and 2.0 when exporting to the WPG file format.

## Importing notes

Corel applications can import graphics created in Corel WordPerfect.

## Exporting notes

Options in the WPG Export dialog box control how colors in the file are exported. The 16 Color option matches colors to a standard set of 16 colors. Choosing this option usually yields acceptable results on a .VGA file display.

The 256 Colors option may yield a truer representation of your file. However, colors may appear as shades of gray, depending on the video adapter and driver used. If this happens, export the file using the 16 color option instead.

Dashed lines of any style and width open as solid lines in Corel WordPerfect and Corel Presentations. You can export text as editable text characters or curves.

## Other notes

To accurately reproduce calligraphic outlines along with corner styles and line caps, enable the Calligraphic Text check box. The outlines export as a group of polygons that match the appearance of the outlines. However, this adds significantly to the size of the exported file.

Fountain fills tend to contain coarse banding, therefore, try using the 256 Colors option for images that have such fountain fills.

# Desktop Color Separation (DCS)

The DCS file format, developed by QuarkXPress, is an extension of the standard Encapsulated PostScript (EPS) file format. Generally, the DCS file format consists of five files. Four of the five files contain information about high-resolution color. This information is expressed in CMYK (cyan, magenta, yellow and black) format. The fifth file, considered the master file, contains a PICT preview of the .DCS file. DCS files that are imported from Corel PHOTO-PAINT 6, however, can be saved in a single file.

## Versions supported

Corel applications support versions 1.0 or 2.0 of the DCS file format and also support File Type Single or Multiple options.

## Importing notes

Corel applications support all color depths when importing .DCS files; however, to import this type of file in Corel VENTURA, the Encapsulated Postscript filter should be used.

## Exporting notes

Corel PHOTO-PAINT supports all color depths when exporting .DCS files, and supports masks that are created in 256 shade (8-bit) grayscale and 32-bit.

## Other notes

Corel applications provide full support for a maximum .DCS file size of 4,294,967,295 x 4,294,967,295 pixels.

# Encapsulated PostScript (EPS)

The EPS file format, developed by Adobe Systems Incorporated, stores high-resolution PostScript illustrations. An .EPS file is a series of codes and information that determine the output of an image.

The EPS file format usually contains two parts. The first part is the PostScript language description of the graphic that is read by RIP (Raster Image Processor) on PostScript output devices. The second part enables a preview of the bitmap image in WMF or TIF file format (PICT file format is used by the Macintosh platform). However, the preview option requires an image header. If there is no image header, a gray fill displays and lists the filename and the originating application name.

You can also import an EPS file using the PostScript Interpreted filter. This filter interprets the PostScript information and displays the objects in the PostScript file rather than displaying a bitmap header.

## Version supported

Corel applications support version 3 of the EPS file format.

## Importing notes

A drawing saved in EPS file format can be imported into Corel applications to be scaled and cropped.

Corel applications support the following color depths when importing .EPS files:

- 1-bit Black-and-white
- 256 shade (8-bit) grayscale
- 16-bit grayscale
- Duotone
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Corel applications such as CorelDRAW 8 and Corel VENTURA 8 import .EPS files in a "Placeable" or "Interpreted" header format. The applications display the "thumbnail" or preview version of the working file. Imported placeable graphics come into the program as a group of objects. The header file format is either .WMF or .TIF: black-and-white, 16 shade (4-bit) grayscale or color, or 256 shade (8-bit) grayscale or color. You can set the header resolution from 1 to 300 dots per inch (dpi). The default header resolution is 72 dpi. If the application importing the .EPS file has a limitation on the image header size, you might receive an error message stating that the file you're trying to bring in is too large. To keep the file size down, choose black-and-white and lower the header resolution before exporting the file. The setting determines the resolution of the header only, and has no impact on the print quality of your drawing. The EPS file format information remains attached to the header and is used when the image is printed to a PostScript printer. This is similar to how .EPS files are handled by many desktop publishing packages.

## Exporting notes

Your application automatically determines the size of the bounding box. On a PostScript printer, except for device limitations, graphics exported in EPS file format print from other programs exactly as how they do from current Corel applications.

Color headers are very useful when viewing placed .EPS files. If the application you are exporting to does not support color headers, try exporting with a mono header instead. You also have the option of exporting without a header.

Masks can be used to define a 'clipping path' when exporting an .EPS file from Corel PHOTO-PAINT.

Only Corel PHOTO-PAINT supports the following color depths when exporting to the .EPS:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK (also supported by Corel DRAW and Corel VENTURA)
- 16-bit grayscale
- Duotone

The necessary fonts must be installed in your computer so that the .EPS file prints correctly. Choose the Include Fonts option. The fonts cannot be installed if you export text as curves. If a font used in the file is not resident on the printer or has not been installed, either the text will print in Courier, or the drawing will not print.

Corel VENTURA lets you save a page as an EPS file.

## Other notes

The EPS file format supports an unlimited image size during an import and export.

- Some EPS files from outside sources may reference spot or user-defined colors that are not directly supported by some Corel applications. Abbreviated PANTONE color names (e.g., PANTONE Wm Red) can result in an unknown PANTONE color appearing in the Separations tab of the Print Options dialog box. This color will not separate properly and will yield an empty separation. You should either deselect the unknown color in the list before outputting separations, or save the .EPS file again using only colors recognized by the Corel application. Using PANTONE Spot colors in your EPS files will ensure that the colors will separate as anticipated.

- Spot colors in .EPS files won't separate properly if converted to CMYK from the Print Options dialog box.

- EPS file formats may not import properly using the All Files (*.*) file format. To import them, choose the EPS import file format.

Clipping paths in imported .EPS files do not display in Corel VENTURA. As a result, the image header in the file (if it has one) obscures the surrounding text on screen. The text, however, does print correctly. To see the clipping path on screen, re-import the file using the PostScript Interpreted filter. Right-click the image, click Picture, Convert Picture to Graphic Object(s).

# Enhanced Windows Metafile (EMF)

The EMF file format was developed for Windows applications. Applications such as Corel VENTURA can read .EMF files. It is a <u>metafile</u> format used to import graphics from Windows applications. Corel VENTURA substitutes fonts missing from an .EMF file to similar fonts available on your computer.

## Importing notes

Current Corel applications substitute fonts missing from an .EMF file to similar fonts available on your system.

Corel applications do not support the following features when importing .EMF files:

- Multiple pages
- hatch fills

## Exporting notes

Corel applications do not support the following features when exporting to the EMF file format:

- Multiple pages
- Multiple layers

Exported .EMF files can become very large if your graphics contain a lot of curves or text. This can cause problems in Corel applications that impose limits on the size of imported files.

Text exports as individual characters.

# Frame Vector Metafile (FMV)

The FMV file format was developed by Adobe FrameMaker. It can contain both vectors and bitmaps.

## Version supported

Corel applications provide support for version 5.0 of the FMV file format during export.

## Importing notes

Corel applications do not support the following features when importing .FMV files:

- Multiple Pages
- Text Fit to Path
- Bitmap Powerclips

## Exporting notes

Corel applications do not support the following features when exporting to the FMV file format:

- Layers
- Multiple Pages

# GEM Files (GEM)

The GEM file format is a vector file format supported by programs such as GEM Draw. Objects in the .GEM file that have a solid or percentage fill of a particular color have a corresponding fill in Corel VENTURA. However, custom fills (i.e., grids, hatches, ball bearings, etc.) used in GEM programs are not supported. Objects containing such fills have a tinted fill color in Corel VENTURA that corresponds to the color of the pattern fill of the original .GEM file.

## Importing notes

Corel applications import vector graphics created by programs such as GEM Draw. They also import .GEM files from earlier versions of Corel VENTURA.

The types of end styles supported by the GEM file format depend on the package that created the .GEM file. Corners of files that are created in GEM Draw do not import into Corel applications such as Corel VENTURA.

- Round end caps on both ends of a line are successfully imported
- A round end cap on only one end of a line are successfully imported
- Lines with arrows are imported into the application with no end caps (no arrows)

Text in your .GEM file comes into the Corel application as editable text.

If a typeface from the imported file is not available on your computer, the missing typeface is replaced by the font on your computer that it most closely resembles.

Text in the imported file may not align exactly as in the original file. This is due to the differences in font sizes, and inter-character and inter-word spacing between the two programs. Underlined text from the GEM file format is not supported.

Unsupported keyboard characters appear as question marks.

## Exporting notes

The following occur when .GEM files are exported:

- Objects' fills and outlines, arrowheads, and segments in dotted and dashed lines are exported as separate polygons.
- Colors in the exported file are matched to the 16 colors the GEM file format supports.
- Fountain fills often appear quite coarse because of the limited color availability in the GEM file format
- Texture fills are replaced by a solid gray fill.
- Breaks sometimes occur where outlines come to a point. Whether this is noticeable (or even occurs) depends on the size of your objects, the thickness of the outline, and the angle at which the outline meets at the point.
- Text is exported as curves and therefore cannot be edited.
- The GEM file format limits the number of objects per file. This poses problems if the original file contains many complex objects.

Corel applications do not support the following features when exporting to the GEM file format:

- Bitmaps
- Bitmap pattern fills
- PostScript Textures (converted to uniform mid-gray fills)
- Dotted and dashed lines
- Lenses
- Layers
- Multiple Pages
- Vector Fills
- Transparencies

Convert .GEM files to curves before exporting them to GEM drawing programs such as GEM Draw. You get smaller file sizes. Bezier curves are converted to line segments. Objects with more than 128 points (after conversion to segments) are broken into smaller objects which are then grouped.

Subdividing objects like this produces "clipping lines" that show in Wireframe view if you import the exported file. The lines do not appear in the printed output.

Select Polylines if you want to export curve objects as polylines rather than Bezier curves. Select this option if the application in which you intend to use the exported file does not support Bezier curve information.

## Other notes

The GEM file format supports RLE compression and has a maximum picture size of 64,000 pixels by 64,000 pixels.

# GEM Paint File (IMG)

The IMG file format was developed by Digital Research. It is bitmap based and is mainly used on the Atari ST platform. However, the .IMG file is also frequently found in the PC desktop publishing environment.

**Importing notes**

In versions 1 through 4 of Corel VENTURA, the IMG file format is used to import pictures. The .IMG files are normally smaller and therefore displayed quickly on screen.

# HPGL Plotter File (PLT)

The PLT file format, developed by Hewlett-Packard is vector based. It is used in programs such as AutoCAD for printing drawings on plotters. Corel VENTURA and other Corel applications can interpret a SUBSET of the HPGL and HPGL/2 command set. A stepping factor of 1016 plotter units = 1 inch is used.

## Versions supported

Corel applications support versions 1 and 2 of PLT file formats. However, some features of version 2 are not supported.

## Importing notes

A Scale option is included for resizing the imported image. Use this option to import images larger than Corel's maximum page size.

The curve resolution factor can be set to a value between 0.0 and 1.0 inches. The value can be very accurate; up to eight decimal places are accepted. While a setting of 0.0 results in the highest resolution it also greatly increases file size. A curve resolution of 0.004 inches is recommended.

The PLT file format does not contain color information. Instead, the various objects in a .PLT file have certain pen numbers associated with them. When imported into a Corel application, each pen number is assigned a specific color. You can specify the color assigned to a particular pen. This makes it easy to match the original colors of the graphic.

The Pen Selection list contains 256 pens, although not all of the pens may be assigned. You can change the color assignments by choosing the pen and then choosing a new color for that pen from the Pen Color field. Choosing Custom colors brings up a color definition dialog box that allows you to define a custom color using RGB values. You can change the pen width assignments by choosing the pen and then choosing a new width for that pen from the Pen Width field.

You can change the pen velocity by choosing the pen and then choosing a new velocity for that pen from the Pen Velocity field. This is only useful for exporting .PLT files.

You can set a defined pen to the Unused option. You can also reset the current Pen Library pen settings back to the previously saved settings.

Only certain types of objects in the .PLT file are filled.

Corel applications support numerous dotted, dashed, and solid line types of the PLT file format. The pattern number of a certain line in a .PLT file is translated to a line type pattern.

The following occurs when .PLT files containing text are imported into Corel applications:

- Text imports into a Corel application as editable text. The application that generates the file is capable of exporting text as text.
- Once in the Corel application, text strings are assigned the default font, but can be subsequently assigned any typeface and size.
- Imported text has no fill color, only an outline color. The fill color is based on its associated pen number in the original .PLT file.

## Exporting notes

Only the outlines of objects are exported to the PLT file format.

During the export function the following occurs:

- Dotted lines, dashed lines, and arrowheads are mapped to standard line types of the PLT file format.
- Bezier curves are converted to line segments.
- Outline thickness and calligraphic settings, are lost.
- Outline colors are limited to eight: black, blue, red, green, magenta, yellow, cyan, and brown.

# Hyper Text Markup Language (HTM)

Hypertext Markup Language (HTML) is the World Wide Web authoring standard. HTML is comprised of markup tags that define the structure and components of a document. The tags are used to tag text and integrate resources (such as images, sound, video, and animation) when creating a Web page.

HTML has changed radically over the last few years. The number of HTML tags has grown, allowing Web authors to greatly enhance the design of pages.

## Importing notes

The HTM import filter can be installed during a custom installation (Import/Export File Types - Internet File Types). The HTM import filter is designed to simply extract as much editable information from a web document as possible. It makes an attempt to read as much as it can and bring objects into CorelDRAW in a manner similar to the original layout.

In CorelDRAW, imported .HTM files that exceed the boundaries of the drawing page continue down the workspace without a page break. If you want to export these files back to the internet, keep in mind that the Publish To Internet option ignores all objects that are not within the confines of the drawing page.

## Exporting notes

HTML text frames in .HTM files often overlap, causing difficulties during export. As a solution, try exporting the .HTM file to the GIF or JPEG file format.

# IBM PIF (PF)

The PF (Program Information Files) file format is a vector format used by IBM 3270 work stations. Corel applications save drawings in PF file format.

## Version supported

Corel applications support version 1.0 of the PF import filter.

## Importing notes

Corel applications do not support the following features when importing an .PF file:

- Set Background Mix or Set Foreground Mix orders. Instead, the objects are overlaid in the order they are read in. Each has its own defined color where there is no overlap.
- Call Segment orders.
- Set Character Set.
- Set Paper Color.
- Set Pattern Symbol.

IBM PIF line types "1," "3," "4," and "6" become a "three-unit dash followed by a five-unit space" type of line. "2" and "5" become a "one-unit dash followed by a five-unit space" type of line. The translation of line types is not dependent on the contents of CORELDRW.DOT. These conversions are actually a non-alterable part of the PIF import filter.

When text strings are imported, the characters are assigned the Monospaced typeface. If for some reason this is not available, the text is assigned the Toronto typeface. If neither Monospaced or Toronto is available, the text is assigned the font that resides at the top of the font selection list. The text, spacing, and alignment attributes may then be changed as desired.

## Exporting notes

The following occur when PF files are exported:

- Colors are color-mapped to provide the best possible match to the PF file format's 16-color palette.
- Because of the limited number of colors in PF, fountain fills usually look poor.
- Texture fills are converted to solid gray fills.

Current Corel applications export the following outline effects as polygons, provided you enable the Calligraphic Text check box.

- Objects created using the calligraphic pen
- Line caps
- Custom outline thickness

Corel applications do not support the following features when exporting to the PF file format:

- PostScript Textures
- Bitmaps
- Two-color and Full-color pattern fills
- Layers
- Transparencies

Exporting text as text creates smaller files, and the text can be edited in the destination application. Fonts and spacing may not be maintained.

Select Polylines to export curve objects as polylines, when the application in which you intend to use the exported file does not support Bezier curves.

## Other notes

Windows might confuse IBM .PF with its own .PF (Program Information Files). When this occurs, the error message "Security Privileges" appears. To solve this, rename the file with a ".PF" extension using a DOS Window.

# JPEG Bitmaps (JPG)

The JPG file format is an international standard for image compression developed by The Independent JPEG Group. It is bitmap based and is also known as JFIF (JPEG File Interchange Format).

## Importing notes

Corel applications support the following color depths when importing .JPG files:

- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

## Exporting notes

The .JPG file Quality feature helps you export a large file with high quality and a small file with low quality. You also have the option of saving your file as a progressive .JPG file. Keep in mind that some applications can not open progressive .JPG files. If you have difficulty opening your file in another application, resave your file without the progressive option. This file format is supported in Corel applications such as CorelDRAW, Corel PHOTO-PAINT and Corel VENTURA.

Corel applications support the following color depths when exporting to the .JPG file format:

- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

## Other notes

The .JPG file supports a maximum image size of 64,000 pixels by 64,000 pixels and offers compression with almost no losses at ratios up to 20 to 1.

# Kodak FlashPix Image (FPX)

The .FPX file is a bitmap image file format.

## Importing notes

You can view the image you are importing and adjust various image settings. For example, you can adjust the amount of red, green and blue in the image, as well as the brightness, contrast, saturation, and sharpness of the image.

Corel applications support the following color depths when importing .FPX files:

- 256 shade (8-bit) grayscale
- 24-bit RGB

## Exporting notes

Corel applications support the following color depths when exporting to the FPX file format:

- 256 shade (8-bit) grayscale
- 24-bit RGB

Only Corel PHOTO-PAINT supports masks where the masked area alone is exported.

## Other notes

The FPX file format uses compression types such as, None, Single Color, JPEG Standard, JPEG Unspecified and, JPEG By Quality.

# Kodak Photo CD Image (PCD)

Kodak Photo CD images are derived from 35-mm film negatives or slides that have been converted to digital format and stored on a compact disc (CD). The PCD file format is bitmap based.

## Importing notes

When you import .PCD files, a dialog box appears prompting you to choose the desired file resolution and color. High resolutions require large amounts of disk space. The Image Size indicator will update to reflect the choices you have made regarding resolution and color. Click the Enhancement tab if you want to color correct the image before importing it.

The Color Correction Method GamutCD uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image.

| Set... | To... |
| --- | --- |
| Active Area | 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. |
| Neutral Colors | Define neutral colors by clicking pure whites, blacks, and grays within the Active Area |
| White in Image | Maintain the good white elements in the photo. If you do not have a white, disable this option because gamut mapping will overbrighten 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. |
| Black in Image | Maintain the good black elements in the photo. If the image does not have blacks, disable this option because 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. |
| Fast Preview | See the effect of the GamutCD settings on the image |
| Best Preview | See the effect of the GamutCD settings on the image. This method is more accurate than fast preview but takes longer to build. |

The Kodak Color Correction method lets you alter color tints, adjust brightness and color saturation, as well as make adjustments to the level of contrast.

| Set... | To... |
| --- | --- |
| Remove Scene | Turn off the Scene Balance Adjustment |
| Balance Adjustment | Adjust the photo finisher applied at the time the original image was scanned and placed on the Photo CD disk. |
| Contrast | Adjust contrast by preset amounts. |
| Show Out-Of-Gamut | Adjust extreme changes. The preview colors will display out-of-gamut pixels as pure red or pure blue. |

Corel applications support the following color depths when importing .PCD files:

- 256 shade (8-bit) grayscale
- 256 color (8-bit) paletted
- 24-bit RGB

Available import sizes are:

- Base Over 64－64 x 96
- Base Over 16－128 x 192
- Base Over 4－256 x 384
- Base 512 x 768
- Base Times 4－1024 x 1536
- Base Times 16－2048 x 3072

## Other notes

Compression is proprietary.

# Lotus Pic (PIC)

The Lotus PIC file format was created by Lotus 1-2-3 for use in Lotus Print Graph. It is vector based.

## Version supported

Corel applications support version 1 of the PIC file format.

## Importing notes

Enables the import of graphs created in Lotus 1-2-3. The colors contained in a .PIC file are translated to a standard set of eight colors. Text contained in the file is imported as editable text. Title text is imported as the Toronto typeface unless that typeface is not available. Any non-title text is imported as the Monospaced typeface.

# Macintosh PICT (PCT)

The PCT file format was developed for the Macintosh by Apple Computer Inc. It is a native file format of QuickDraw. It can contain both vectors and bitmaps. The PCT file format is widely used in Macintosh applications where graphics are used.

## Versions supported

Corel applications support versions 1 and 2 of the PCT import filter.

## Importing notes

Objects that contain a fill and an outline open as a group of two objects. One object is the outline and the other is the fill.

Fills in PCT file formats are often bitmap patterns. Corel applications try to maintain these fills as bitmap patterns. Pattern outlines are converted to a solid color. Arrowheads and dashed lines are not supported from MacDraw II in current Corel applications.

Text in the .PCT file opens as editable text. If a typeface in the imported file is not available on your computer, it defaults to a font on your computer that it most closely resembles.

Text alignment may not match the original file because of the differences in font size, and inter-character and inter-word spacing between the two formats. Any misalignment is easily corrected. Unsupported characters appear as question marks.

The following text styles of the PCT file format are supported: bold, italic, outline, shadow, and any combination of these. Underlined text is not supported.

During a .PCT file import, features such as multiple layers and multiple pages are not supported.

## Exporting notes

Corel applications export outline effects as polygons, provided you enable the Calligraphic Text check box. This maintains the exact image, but creates a larger file. Calligraphic effects and line caps appear as separate objects grouped with the line to which they are applied.

Filled objects with an outline are exported as a group of two objects. One object is the outline and the other is the fill.

Outlines on text are exported, provided the text is converted to curves prior to export. Text that has been converted to curves cannot be edited as text.

PostScript texture fills are exported as a gray fill.

## Other notes

The colors available on the Macintosh are device dependent and vary with the type of view you use. If you have a view that uses 8-bit color, you are limited to a total of 256 colors. The colors of your file are matched as closely as possible. A view that uses 24-bit color displays colors that are virtually identical to the ones you use.

The PCT file format supports PackBits and JPEG compression.

# MACPaint Bitmap (MAC)

This bitmap file format, developed by Apple Computer Inc., is supported by Macintosh platforms. The MAC file format is used mainly by Macintosh graphics applications to store black-and-white graphics and clipart.

**Importing notes**

Corel applications support a color depth of 1-bit black-and-white when importing a .MAC file.

**Exporting notes**

Corel applications support a color depth of 1-bit black-and-white when exporting to the MAC file format.

**Other notes**

The MAC file format supports a maximum image size of 576 x 720 pixels and RLE compression.

# MET MetaFile (MET)

The MET file format is used to import graphics created in IBM's Presentation Manager for OS/2. It is used to exchange data between applications under OS/2.

This file format supports only basic drawing features such as solid outlines, solid fills, and both True Type and Type 1 fonts. Corel applications can only import .MET files.

**Version supported**

Corel applications support version 2 of the MET file format.

# Micrografx 2.x, 3.x (DRW)

The DRW file format was developed by Micrografx, Inc. for Micrografx Designer. It can contain bitmaps and vectors.

## Versions supported

The DRW file format supports graphic files created in Micrografx Designer 2.x or 3.x, into Corel applications such as CorelDRAW and Corel VENTURA.

## Importing notes

Corel applications can't import gradient or fountain fills.

## Exporting notes

When exporting from CorelDRAW 7 or 8 to the DRW file format, the objects are placed on the second layer. To access these objects you must enable the second layer to be current in the layer manager of Micrografx Designer. However, when you import these objects back into CorelDRAW 7 or 8, the objects import into the first layer.

# Micrografx Designer 6.0 (DSF)

The DSF file format was developed by Micrografx, Inc. for Micrografx Designer. It can contain bitmaps and vectors.

**Importing notes**

The DSF file format does not support layers. All items are imported into Corel applications as a group on one layer. Bitmap fills of an image are ignored during import. Multiple pages are not supported. All items are imported on the same page.

# NAP MetaFile (NAP)

The NAP file format is supported by PC and UNIX platforms and communications applications. This file format is mainly used to transfer graphic images between computers. It can contain bitmaps and vectors.

## Importing notes

This file format supports only basic drawing features such as solid outlines, solid fills, and both True Type and Type 1 fonts.

# OS/2 Bitmap (BMP)

The OS/2 file format, developed by Microsoft Corporation and IBM, is supported by Intel machines running OS/2, MS-DOS, Windows, and Windows NT. It is also supported by numerous applications, including non-OS/2 and non-PC applications.

## Versions supported

Corel applications support Standard Version 1.3 and Enhanced Version 2.0 or later versions of the BMP file format.

## Importing notes

Corel applications support the following color depths when importing .BMP files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

## Exporting notes

Corel applications support the following color depths when exporting to the BMP file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

## Other notes

The BMP file format supports a maximum image size of 64,535 pixels by 64,535 pixels. OS/2 uses RLE compression.

# PaintBrush (PCX)

The PCX file format is a bitmap file format and is used in cross-platform applications.

## Versions supported

Corel applications support version 2.5, 2.8, and 3.0 of the PCX file format.

## Importing notes

Corel applications support the following color depths when importing .PCX files:

- 1-bit Black and White
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

## Exporting notes

Corel applications support the following color depths when exporting to the PCX file format:

- 1-bit Black and White
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

## Other notes

The PCX file format supports a maximum image size of 64,535 x 64,535 pixels during import and export. It also supports RLE compression.

# Picture Publisher 4 (PP4)

The PP4 file format was developed by Micrografx for Picture Publisher 4.

## Importing notes

Corel applications support the following color depths when importing .PP4 files:
- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 256 shade (8-bit) grayscale multichannel
- 16-bit grayscale
- Duotone multichannel
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 24-bit RGB multichannel
- 24-bit LAB
- 24-bit LAB multichannel
- 32-bit CMYK
- 32-bit CMYK multichannel
- 48-bit RGB

## Other notes

The PP4 file format supports LZW compression and a maximum image size of 65,535 x 65,535 pixels.

# Picture Publisher 5 (PP5)

The PP5 file format was developed by Micrografx for Picture Publisher 5.

## Importing notes

The .PP5 files support mono, color, and grayscale.

Corel applications support the following color depths are supported when importing .PP5 files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16-bit grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 24-bit LAB
- 32-bit CMYK
- 48-bit RGB

Only Corel PHOTO-PAINT supports the following color depths when importing .PP5 files:

- 256 shade (8-bit) grayscale multichannel
- Duotone multichannel
- 24-bit RGB multichannel
- 24-bit LAB multichannel
- 32-bit CMYK multichannel

## Other notes

The PP5 file format supports LZW compression and a maximum image size of 4,294,967,295 x 4,294,967,295 pixels.

# Portable Network Graphics (PNG)

The PNG (Portable Network Graphics format) file format is intended to provide a portable, well compressed, well-specified standard for lossless bitmap image files.

## Version supported

Corel applications support version 1.0 of the PNG file format.

## Importing notes

Corel applications support the following color depths when importing .PNG files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

## Exporting notes

Corel applications support the following color depths when exporting to the PNG file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

The PNG file format supports masks when exporting from Corel PHOTO-PAINT. Masks cannot be saved in 1-bit black-and-white and 256 color (8-bit) paletted.

## Other notes

The PNG file format supports LZ77 compression and can import or export a maximum image size of 30,000 x 30,000 pixels.

# PostScript Interpreted (PS, PRN, and EPS)

The PostScript Interpreted import filter can import PS, PRN, and EPS PostScript files. When you use this filter, the PostScript information is converted to objects in the Corel Application. The PostScript interpreted filter lets you import multiple pages. In contrast, the EPS filter is only used to import EPS PostScript files, and this filter displays the EPS bitmap header or, if there is no header, it displays a gray box.

## Importing notes

The PS import filter converts RGB bitmaps into CMYK.

Font information is maintained only if the font was embedded in the original file prior to import.

Files that are too large may not import into Corel VENTURA due to memory limitations. This problem can be caused by complex gradient fills that increase the number of objects in the graphic.

EPS file formats (EPS placeable, PostScript Interpreted) may not import properly using the All Files file option. To import PostScript Interpreted files successfully, choose the PostScript Interpreted import file format.

# SCITEX CT Bitmap (SCT)

The SCT file format is used for importing 32-bit color and grayscale SCITEX images. SCITEX bitmaps are created from high-end scanners. The bitmaps are then processed for output by film recorders or high-end page layout programs. SCITEX is ideal for color-separated images because its native color depth is 32-bit CMYK.

## Importing notes

Corel applications support the following color depths when importing .SCT files:

- 256 shade (8-bit) grayscale
- 32-bit CMYK

## Exporting notes

The .SCT file is saved in 32-bit color format or 256 shade (8-bit) grayscale.

## Other notes

The SCT file format supports a maximum image size of 4,294,967,295 x 4,294,967,295 pixels.

## SCODL (SCD)

The SCD (Scan Conversion Object Description Language) is a raster file format used by film recorders to make slides.

# Targa Bitmap (TGA)

The TGA file format, developed by Truevision Inc., is bitmap based. It is commonly used to store digitized color photographs. TGA is supported by MS-DOS, Windows, UNIX, Atari, Amiga, and other platforms and applications. It is used widely in paint, graphics, and imaging applications.

## Importing notes

Corel applications import .TGA files in the following variations:

- uncompressed color-mapped images
- uncompressed RGB images
- RLE compressed color-mapped images
- RLE compressed RGB images (types 1, 2, 9, and 10 as defined by AT&T Electronic Photography and Imaging Center)
- Masks

Corel applications support the following color depths when importing .TGA files:

- 256 shade (8-bit) grayscale
- 256 color (8-bit) paletted
- 24-bit RGB

## Exporting notes

The type of .TGA file produced depends on the number of colors exported. For example, a 24-bit color .TGA file is exported as a RLE-compressed RGB bitmaps.

Masks can be exported from Corel PHOTO-PAINT only. They cannot be saved in 1-bit black-and-white and 256 color (8-bit) paletted.

Corel applications support the following color depths when exporting to the .TGA file format:

- 256 shade (8-bit) grayscale
- 4-, 8- and 16-bit paletted
- 24-bit RGB

## Other notes

The TGA file format supports RLE compression and supports a maximum image size of 64,535 x 64,535 pixels.

# TIFF Bitmap (TIF)

The TIF file format is a standard file format used in most paint, imaging, and desktop publishing programs, and with digital scanners. The TIF file format is bitmap based, and is versatile and compatible with Macintosh and PC platforms. This file format is supported in Corel applications such as CorelDRAW, Corel PHOTO-PAINT and Corel VENTURA.

## Versions supported

Current Corel applications include versions 4.2, 5.0 and 6.0 of the TIF file format.

## Importing notes

Corel applications support the following color depths when importing .TIF files:
- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16-bit grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 24-bit LAB
- 32-bit CMYK
- 48-bit RGB

## Exporting notes

Version 6.0 of the TIF file format is automatically used, when it is exported in CMYK (cyan, magenta, yellow and black). Version 5.0 is used, when you export the .TIF file in 16-million colors. Version 4.2 is used when you export the .TIF file in 256 colors or less. There is no other way to specify a particular version of the TIF file format.

Corel applications support the following color depths when exporting to the TIF file format:
- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB
- 32-bit CMYK

Only Corel PHOTO-PAINT supports the following color depths when exporting to the TIF file format:
- 16-bit grayscale
- 48-bit RGB
- Masks

Masks cannot be saved in the following color depths:
- 1-bit black-and-white
- 16-bit grayscale
- 48-bit RGB

## Other notes

The TIF file format supports Notes in the Open and Save/Export dialog boxes.

The TIF file format can be compressed in various forms such as CCITT and Packbits 32773. For best results, try using LZW compression. However, you may notice additional loading time as the application decodes the file compression type. The TIF file format supports a maximum image size of 4,294,967,295 x 4,294,967,295 pixels.

# Visio (VSD)

The VSD file format can contain bitmaps and vectors. It is currently not supported in Corel VENTURA or Corel PHOTO-PAINT.

**Version supported**

Corel applications except Corel VENTURA and Corel PHOTO-PAINT support version 4.0 of the VSD import filter.

# Wavelet Compressed Bitmap (WI)

This WI file format is used to store bitmap information at high compression levels.

## Importing notes

Corel applications support the following color depths when importing .WI files:

- 256 shade (8-bit) grayscale
- 24-bit RGB

## Exporting notes

Corel applications support the following color depths when exporting to the WI file format:

- 256 shade (8-bit) grayscale
- 24-bit RGB

## Other notes

The WI file format supports Wavelet compression. It also supports a minimum image size of 16 pixels and a maximum of 2048 pixels.

# Windows Bitmap (BMP)

The BMP file format was developed as a standard to be used across various platforms.

**Importing notes**

Corel applications support the following color depths when importing .BMP files:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

**Exporting notes**

Corel applications support the following color depths when exporting to the BMP file format:

- 1-bit black-and-white
- 256 shade (8-bit) grayscale
- 16 color (4-bit) and 256 color (8-bit) paletted
- 24-bit RGB

**Other notes**

The BMP filter supports RLE compression and a maximum image size of 65,535 x 65,535 pixels.

# Windows Metafile (WMF)

The WMF file format, developed by Microsoft Corporation, can contain vectors and bitmaps. It is supported by Windows and several Windows-based graphics applications up to a 24-bit color depth.

## Importing notes

Corel VENTURA and CorelDRAW substitute fonts that are missing from a .WMF file to similar fonts available on your computer. The WMF file format does not support PANOSE font matching.

The WMF file format does not support rotated and skewed bitmaps.

There is no preview available for the .WMF file.

## Exporting notes

The WMF file format is used to export graphics that are created in programs such as CorelDRAW and Corel VENTURA.

A header contains additional information such as sizing. Therefore, a .WMF file can be successfully exported to CorelDRAW if the header is included.

Text exports as individual characters. WMF files can be very large if your file contains a lot of curves or text. This can cause problems in programs such as Corel VENTURA, which imposes limits on the size of imported files.

The WMF file format is 16 bits while CorelDRAW is 32 bits. When exporting a .WMF file, the 32 bit numbers are converted to 16 bits. For example, lines that are 0.01388 inches and thinner appear hairline because there isn't enough precision in the WMF filter to specify these widths accurately. Straight lines, curved lines, and calligraphic lines are exported as rectangles if thicker than 0.014 inches. Lines that are thicker than 0.003 inches are exported as arrows. Dashed lines are always exported as rectangles.

# Resource Color dialog box

The Resource Color dialog box is used for resource file formats, such as .ICO, .CUR, and .EXE, which are used to create icons and bitmaps for Windows 3.1, Windows NT, and Windows 95 interfaces. For more information, see the appropriate file format:

Windows 3.x/NT Icon Resource (ICO)

Windows 3.x/NT Cursor Resource (CUR)

Windows 3.x/NT Bitmap Resource (EXE)

# Windows 3.x/NT Icon Resource (ICO)

The .ICO file is a resource file format used to create icons for Windows 3.1, Windows NT, and Windows 95 interfaces.

## Importing notes

The ICO file format supports icon graphic elements found within executables. You can select a color for Transparent and Inverse masks.

Corel applications support the following color depths when importing .ICO files:

- 1-bit black-and-white
- 16 color (4-bit) paletted
- 256 color (8-bit) paletted

## Other notes

The ICO file format supports a maximum image size of 32 x 32 pixels.

# Windows 3.x/NT Cursor Resource (CUR)

The .CUR file is a resource file format that is used to create icons for Windows 3.1, Windows NT, and Windows 95 interfaces.

## Importing notes

The CUR file format supports cursor graphic elements that are used in Windows pointers. You can select a color for Transparent and Inverse masks.

Corel applications support the following color depths when importing .CUR files:

- 1-bit black-and-white
- 16 color (4-bit) paletted
- 256 color (8-bit) paletted

## Other notes

The CUR file format supports a maximum image size of 32 x 32 pixels.

# Windows 3.x/NT Bitmap Resource (EXE)

The .EXE file format is a resource file format that is used to create bitmaps (e.g., dialog boxes) for Windows 3.1, Windows NT, and Windows 95 interfaces.

## Importing notes

The EXE file format supports icon graphic elements found within executables. You can select a color for Transparent and Inverse masks.

Corel applications support the following color depths when importing .EXE files:

- 1-bit black-and-white
- 16 color (4-bit) paletted
- 256 color (8-bit) paletted

## Other notes

The EXE file format supports a maximum image size of 32 x 32 pixels.

A metafile is a file format that can contain bitmaps, vector images, and text.

# Text file formats

## Adobe FrameMaker 3.0, 4.0, 5.0 (MIF)

MIF is the filename extension for Adobe FrameMaker files. The MIF format is a text only file format.

**Importing note**

The formatting that you apply to your text in Adobe FrameMaker is not retained when you import the file into Corel VENTURA.

# Ami Professional (SAM)

SAM is the filename extension for Ami Professional files.

## Versions supported

This filter supports Ami Professional versions 1.0, 1.2, 2.0, and 3.0. Lotus Word Pro files are not supported.

## Opening Ami Professional

You can open Ami Professional files in Corel VENTURA using the Open command. Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Page size

The Corel VENTURA page size settings are applied to the imported Ami Professional file. The text is fit to the current Corel VENTURA page size. This may affect the placement of your text.

## Text formatting

Corel VENTURA converts standard Ami Professional text attributes, such as bold, italic, superscript, and subscript, to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into Ami Professional using the < > commands. For more information, see Corel VENTURA text attribute codes.

## Tables

Tables in an Ami Professional file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the Ami Professional table won't be imported into Corel VENTURA.

## Multicolumn layouts

Use the open command to import a multicolumn layout created in Ami Professional version 2 (or later) into Corel VENTURA. This keeps the multicolumn layout intact.

## Ami Pro protected text files

Corel VENTURA cannot import Ami Professional password protected text files. You must save the file as an unprotected file before importing it into Corel VENTURA.

## ANSI text (TXT)

ANSI is a text file format developed by the American National Standards Institute. With 256 characters, the ANSI character set offers twice as many characters as ASCII text, including the paragraph symbol.

To insert an ANSI character into your text, hold down ALT and type the corresponding code. For a list of the ANSI character set, see the ANSI Code table

### Exporting note

Corel VENTURA 8 can export ANSI, ASCII, ASCII 8-bit, and RTF file formats.

# ASCII Text (TXT)

ASCII (American Standard Code for Information Exchange) text file format supports only the characters available on a standard keyboard. This file format corresponds to the 7-bit text import file format found in previous versions of Corel VENTURA.

Attributes such as bold, italics, and underlining are not supported by the ASCII text file format. Also, saving in ASCII format removes all tabs and indents from the file.

## Corel VENTURA Character Limits

Corel VENTURA has a character limit of 64,000 characters per paragraph. When the 64,000 character limit is reached, a new paragraph is created for the remaining text.

## Exporting note

Corel VENTURA 8 can export to the ASCII file format. However, you cannot export ASCII characters beyond 128 unless you use Corel VENTURA Markup codes.

# ASCII 8-bit text (TXT)

ASCII 8-bit text is a text file format that was developed to import non-English characters. The ASCII standard uses 7 bits for data and one for parity, which allows for 128 characters. ASCII 8-bit uses the parity bit as data, which enables the Corel VENTURA character set to be represented in a pseudo-ASCII format. Corel VENTURA also uses the full ANSI Code table character set.

## Importing notes

When importing ASCII 8 bit text files, the following features are not supported:

- ASCII characters below character 32.
- Paragraphs not separated by at least two carriage returns will merge into one another. It is important to note that some ASCII files, especially those transferred from mainframe computers, may only have a single carriage return between paragraphs.

## Exporting note

Corel VENTURA 8 can export to the ASCII 8-bit file format; however, Corel VENTURA cannot export the ASCII 8-bit character set.

# Corel Quattro Pro (WQ, WB)

WB and WQ are filename extensions for Corel Quattro Pro files.

## Versions supported

This filter supports files from the following versions of Corel Quattro Pro:

- Corel Quattro Pro 8 (WB3)
- Corel Quattro Pro 7 (WB3)
- Corel Quattro Pro 6 (WB2)
- Quattro Pro for DOS (WQ1)
- Quattro Pro (WB1)

## Importing notes

- Corel VENTURA converts a Corel Quattro Pro spreadsheet to table when you import or open the spreadsheet in Corel VENTURA. Also, the formulas in the spreadsheet will not be preserved.
- Corel VENTURA can only import the first sheet as a table.
- Corel Quattro Pro functions will not work within Corel VENTURA after the spreadsheet has been imported.

## Corel VENTURA Generated File (GEN)

GEN is the filename extension for imported files generated by Corel VENTURA version 6 and earlier. GEN files are ASCII text files that can be imported to other Corel VENTURA publications.

# Corel WordPerfect 6, 7, 8 (WPD)

WPD is the filename extension for Corel WordPerfect versions 6, 7, and 8 files. The WPD format is a text file format.

## Opening Corel WordPerfect files

You can open all Corel WordPerfect files created in versions 6, 7, and 8 in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see <u>Opening documents that were not created in Corel VENTURA.</u>

## Importing notes

Corel VENTURA does not support the following Corel WordPerfect features:

- Text in tables of contents and index functions
- Equations and formulas created using Corel WordPerfect equation language. These are converted to text.
- Graphic features such as HLine and VLine

## Page size

The Corel VENTURA page size settings are applied to the imported to Corel WordPerfect file. The text is fit to the current Corel VENTURA page size. This may affect the placement of your text.

## Text formatting

Corel VENTURA converts standard Corel WordPerfect text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordPerfect using the < > commands. For more information, see <u>Corel VENTURA text attribute codes.</u>

## Tables

Tables in a Corel WordPerfect file are converted to tables when the document is opened in Corel VENTURA. However, formulas used in the Corel WordPerfect table won't be imported into Corel VENTURA.

## Multicolumn layouts

Use the open command to import a multicolumn layout created in Corel WordPerfect into Corel VENTURA. This keeps the multicolumn layout intact.

## Password protected files

Password protected Corel WordPerfect files cannot be imported into Corel VENTURA.

# Corel WordPerfect 5.1 (WP5)

WP5 is the filename extension for Corel WordPerfect 5.1 files. The WP5 format is a text file format.

### Opening Corel WordPerfect files

You can open all Corel WordPerfect files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

### Importing notes

Corel VENTURA does not support the following Corel WordPerfect features:

- Text in tables of contents and index functions
- Equations and formulas created using Corel WordPerfect equation language. These are converted to regular text.
- Graphic features such as HLine and VLine

### Page size

The Corel VENTURA page size settings are applied to the imported Corel WordPerfect file. The text is fit to the current Corel VENTURA page size. This may affect the placement of your text.

### Text formatting

Corel VENTURA converts standard Corel WordPerfect text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordPerfect using the < > commands. For more information, see Corel VENTURA text attribute codes.

### Tables

Tables in a Corel WordPerfect file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the Corel WordPerfect table won't be imported into Corel VENTURA.

### Password protected files

Password protected Corel WordPerfect files cannot be imported into Corel VENTURA.

# Corel WordPerfect 5.0 (WP5)

WP5 is the filename extension for Corel WordPerfect 5.0 files. The WP5 format is a text file format.

### Opening Corel WordPerfect 5.0 files

You can open all Corel WordPerfect 5.0 files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

### Importing notes

Corel VENTURA does not support the following Corel WordPerfect features:

- Text in tables of contents and index functions
- Style sheets
- Equations and formulas created using Corel WordPerfect equation language. These are converted to regular text.
- Graphic features such as HLine and VLine

### Page size

The Corel VENTURA page size settings are applied to the imported Corel WordPerfect file.   The text is fit to the current Corel VENTURA page size. This may affect the placement of your text.

### Text formatting

Corel VENTURA converts standard Corel WordPerfect text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordPerfect using the < > commands. For more information, see Corel VENTURA text attribute codes.

### Tables

Tables in a Corel WordPerfect file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the Corel WordPerfect table won't be imported into Corel VENTURA.

### Password protected files

Password protected Corel WordPerfect files cannot be imported into Corel VENTURA.

# Corel WordPerfect 4.2 (WP4)

WP4 is the filename extension for Corel WordPerfect 4.2 files. The WP4 format is a text file format.

## Opening Corel WordPerfect files

You can open all Corel WordPerfect 4.2 files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see <u>Opening documents that were not created in Corel VENTURA.</u>

## Importing notes

Corel VENTURA does not support the following Corel WordPerfect features:

- Text in tables of contents and index functions
- Style sheets
- Equations and formulas created using Corel WordPerfect equation language. These are converted to regular text.
- Graphic features such as HLine and VLine

## Page size

The Corel VENTURA page size settings are applied to the imported Corel WordPerfect file. The text is fit to the current Corel VENTURA page size. This may affect the placement of your text.

## Text formatting

Corel VENTURA converts standard Corel WordPerfect text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordPerfect using the < > commands. For more information, see <u>Corel VENTURA text attribute codes.</u> Fonts found in Corel WordPerfect 4.2 may not be recognized by Corel VENTURA and may need to be substituted.

## Tables

Tables in a Corel WordPerfect file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the Corel WordPerfect table won't be imported into Corel VENTURA.

## Password protected files

Password protected Corel WordPerfect files cannot be imported into Corel VENTURA.

# Corel WordPerfect 1.0, 2x for Macintosh (WPM)

WPM is the filename extension for Corel WordPerfect 1.0 and 2x for Macintosh files. The WPM format is a text file format.

## Opening Corel WordPerfect files

You can open all Corel WordPerfect for Macintosh files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening files in Corel VENTURA.

## Importing notes

Corel VENTURA does not support the following Corel WordPerfect features:

- Text in tables of contents and index functions
- Style sheets
- Equations and formulas created using Corel WordPerfect equation language. These are converted to regular text.
- Graphic features such as HLine and VLine

## Page size

The Corel VENTURA page size settings are applied to the imported Corel WordPerfect file. The text is fit to the current Corel VENTURA page size. This may affect the placement of your text.

## Text formatting

Corel VENTURA converts standard Corel WordPerfect text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordPerfect using the < > commands. For more information, see Corel VENTURA text attribute codes.

## Tables

Tables in a Corel WordPerfect file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the Corel WordPerfect table won't be imported into Corel VENTURA.

## Password protected files

Password protected Corel WordPerfect files cannot be imported into Corel VENTURA.

# Lotus 1-2-3 (WK)

WK is the filename extension for Lotus 1-2-3 files.

## Versions supported

This filter supports files from the following versions of Lotus 1-2-3:

- Lotus 1-2-3 for DOS (WKS)
- Lotus 1-2-3 version 2 (WK1)
- Lotus 1-2-3 version 3x (WK3)
- Lotus 1-2-3 version 4and 5 (WK4)

## Importing notes

- Corel VENTURA converts Lotus 1-2-3 spreadsheets to a Corel VENTURA table when you import or open the spreadsheet in Corel VENTURA. Also, the formulas in the spreadsheet will be preserved.
- Corel VENTURA can only import the first sheet as a table.
- Lotus 1-2-3 functions will not work within Corel VENTURA after the spreadsheet has been imported.

# Lotus/Microsoft Excel Print Table (PRN)

PRN is the filename extension for a text file that consists of data from a DOS-or Windows-based spreadsheet application, such as Lotus 1-2-3 or Microsoft Excel. Most spreadsheet applications can convert spreadsheet data into PRN text format.

## Importing notes

You can import or open PRN files into Corel VENTURA as a table. Refer to the documentation accompanying the spreadsheet application for more information.

If you are importing or opening from a Windows-based spreadsheet applications that can't print to a file, the data can be printed to a file using the Generic/Text Only Windows printer driver. This driver is installed in Windows using the Printer option in the Windows control panel. (Refer to the Windows documentation for information about installing this driver and configuring it to output to a file.)

If you install the Generic/Text Only Windows driver, the spreadsheet can be output through it to a file that you can load into Corel VENTURA as a table. However, the spreadsheet must output this data to the printer driver with either two spaces (space-delimited) or a comma and two spaces (comma-delimited) between each cell. You can do this by adding two spaces after the data in each cell or by adjusting the column width so that two spaces will follow the data in each cell when the spreadsheet is printed to a file.

# Microsoft Excel (XLS)

XLS is the filename extension for Microsoft Excel files.

## Versions supported

This filter supports files from Microsoft Excel versions 2.1, 3.0, 4.0, 5.0, 6.0, 7.0 for Windows 95, and Microsoft Excel 97.

## Importing notes

- The cell widths in Microsoft Excel create a ruler line in the target file with the tab stops matching the cell widths.
- Microsoft Excel spreadsheets are converted to tables when you import or open the spreadsheets in Corel VENTURA. However, formulas used in the spreadsheets won't be imported into Corel VENTURA.
- Corel VENTURA can only import the first sheet as a table.

# Microsoft Word 97 (DOC)

DOC is the filename extension for Microsoft Word 97 files. The DOC format is a text file format.

## Opening Microsoft Word 97 files

You can open Microsoft Word 97 files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Text formatting

Corel VENTURA converts standard Microsoft Word text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into Microsoft Word using the < > commands. For more information, see Corel VENTURA text attribute codes. Microsoft Word style sheets are not supported by Corel VENTURA.

## Tables

Tables in a Microsoft Word file are converted to tables when the document is opened in Corel VENTURA. However, formulas used in the Microsoft Word table won't be imported into Corel VENTURA.

## Multicolumn layouts

Use the open command to import a multicolumn layout created in Microsoft Word 97 into Corel VENTURA. This keeps the multicolumn layout intact.

## Pictures

Corel VENTURA can import Microsoft Word 97 files containing pictures. However, the pictures will not be imported into Corel VENTURA. All picture codes are stripped from the file when it is saved in Corel VENTURA.

# Microsoft Word for Windows versions 6.0 and 7.0 (95) (DOC)

DOC is the filename extension for Microsoft Word for Windows versions 6.0 and 7.0 files. The DOC format is a text file format.

## Opening Microsoft Word for Windows files

You can open Microsoft Word for Windows 6.0 and 7.0 files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see <u>Opening documents that were not created in Corel VENTURA.</u>

## Text formatting

Corel VENTURA converts standard Microsoft Word text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into Microsoft Word using the < > commands. For more information, see <u>Corel VENTURA text attribute codes.</u> Microsoft Word style sheets are not supported by Corel VENTURA.

## Tables

Tables in a Microsoft Word file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the Microsoft Word table won't be imported in Corel VENTURA.

## Multicolumn layouts

Use the open command to import a multicolumn layout created in Microsoft Word into Corel VENTURA. This keeps the multicolumn layout intact.

## Pictures

Corel VENTURA can import Microsoft Word files containing pictures. However, the pictures will not be imported into Corel VENTURA. All picture codes are stripped from the file when it is saved in Corel VENTURA.

# Microsoft Word 3.0, 4.0, 5.0, 5.5 (DOC)

DOC is the filename extension for Microsoft Word for Windows versions 3.0, 4.0, 5.0, and 5.5 files. The DOC format is a text file format.

## Opening Microsoft Word for Windows files

You can open Microsoft Word for Windows files in Corel VENTURA using the File, Open command. Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Text formatting

Corel VENTURA converts standard Microsoft Word text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into Microsoft Word using the < > commands. For more information, see Corel VENTURA text attribute codes. Microsoft Word style sheets are not supported by Corel VENTURA.

## Tables

Tables in a Microsoft Word file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the Microsoft Word table won't be imported in Corel VENTURA.

## Pictures

Corel VENTURA can import Microsoft Word files containing pictures. However, the pictures will not be imported into Corel VENTURA. All picture codes are stripped from the file when it is saved in Corel VENTURA.

# Microsoft Word for Windows 2x (DOC)

DOC is the filename extension for Microsoft Word for Windows version 2x. The DOC format is a text file format.

## Opening Microsoft Word for Windows files

You can open Microsoft Word for Windows files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Text formatting

Corel VENTURA converts standard Microsoft Word text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into Microsoft Word using the < > commands. For more information, see Corel VENTURA text attribute codes. Microsoft Word style sheets are not supported by Corel VENTURA.

## Tables

Tables in a Microsoft Word file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the Microsoft Word table won't be imported into Corel VENTURA.

## Pictures

Corel VENTURA can import Microsoft Word files containing pictures. However, the pictures will not be imported into Corel VENTURA. All picture codes are stripped from the file when it is saved in Corel VENTURA.

# Microsoft Word 4.0, 5.0 for Macintosh (MCW)

MCW is the filename extension for Microsoft Word for Macintosh 4.0 and 5.0 files. The MCW format is a text file format.

## Opening Microsoft Word for Macintosh files

You can open Microsoft Word for Macintosh files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see <u>Opening documents that were not created in Corel VENTURA.</u>

## Text formatting

Corel VENTURA converts standard Microsoft Word text attributes to Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into Microsoft Word using the < > commands. For more information, see <u>Corel VENTURA text attribute codes.</u>

## Tables

Tables in a Microsoft Word file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the Microsoft Word table won't be imported into Corel VENTURA.

## Pictures

Corel VENTURA can import Microsoft Word files containing pictures. However, the pictures will not be imported into Corel VENTURA. All picture codes are stripped from the file when it is saved in Corel VENTURA.

# Rich Text Format (RTF)

RTF is the filename extension for the text file format developed by Microsoft Corporation to exchange formatted text data between platforms and word processing applications. The text files created in Corel VENTURA are, by default, saved in RTF format when they are exported.

## Opening Rich Text Format files

You can open Rich Text Format files in Corel VENTURA using Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Unsupported features

- Compression
- OLE objects
- All pictures
- Tables of Contents and indexes are not supported. These can be exported as separate files but not as part of the text they are referencing. However, index markers can be imported or exported.

## Page Size

The Corel VENTURA page size settings are applied to the imported RTF file. The text is fit to the current Corel VENTURA page size. This may affect the placement of your text.

## Multicolumn layouts

Use the open command to import a multicolumn layout created in RTF into Corel VENTURA. This keeps the multicolumn layout intact.

## Exporting note

Corel VENTURA 8 can export to the RTF file format.

# Standard Generalized Markup Language (SGML)

SGML is a standard for describing the structure, as opposed to the format, of a document. The structure of a book can be separated into a title page, a table of contents, chapters, appendices, a glossary, and an index. In SGML, these parts of a book are called elements. These elements are combined to create a complete book. Elements are the structural building blocks of an SGML document.

In a book, you can identify the beginning and ending of each element (chapter, index, and so on) from the format. In SGML, the elements are identified by markings (markup) at the beginning and ending of each element. These markings appear as a start and end tag for most SGML elements. For example, the start tag for the element "title" is <title> and the end tag is </title>.

When you use the SGML markup method, an electronic program recognizes the beginning and ending of each element without relying on the format of a document.

## Importing notes

Corel VENTURA can import SGML documents using a Corel add-on. See <u>Using Corel add-ons</u> for more information about using Corel add-ons.

## Corel WordPerfect

Included with Corel VENTURA is Corel WordPerfect which provides SGML publishing features.   The SGML features are available only if you selected WordPerfect SGML in a Custom installation of Corel WordPerfect.

You can use the SGML features in Corel WordPerfect to do the following:

- Edit Corel WordPerfect documents and insert, modify, and delete SGML markup (tags, attributes, and entity references).
- Import SGML documents and convert them to Corel WordPerfect format, preserving the SGML information.
- Validate the SGML markup in a document, based on the selected Document Type Definition.
- Save a document in Corel WordPerfect format, preserving the SGML markup that has been inserted.
- Export a document to   SGML format (ASCII text including SGML markup).
- Create and apply a set of layout rules to the SGML markup in a document.

It is a good idea to learn more about SGML before you begin using the SGML features in Corel WordPerfect. Start with the Overview file, an Envoy document that was placed in the Reference Center.   Additional information is available in online Help or on the Corel Web Site.

# WordStar 2000 (WSD)

WSD is the filename extension for WordStar files. The WSD format is a text file format.

## Opening WordStar files

You can open WordStar files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Text formatting

Corel VENTURA converts standard WordStar attributes to Corel VENTURA text attributes. Corel VENTURA also reads all WordStar dot commands as text, so you should eliminate these codes from the text file before opening the file in Corel VENTURA.

All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordStar using the < > commands. For more information, see Corel VENTURA text attribute codes.

Foreign characters entered in WordStar 2000 that are not available in both the Corel VENTURA and the IBM character sets do not display or print.

## Tables

Tables in a WordStar file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the WordStar table won't be imported into Corel VENTURA.

# WordStar 7.0 (WSD)

WSD is the filename extension for WordStar files. The WSD format is a text file format.

## Opening WordStar files

You can open WordStar files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Text formatting

Corel VENTURA converts standard WordStar attributes to Corel VENTURA text attributes. Corel VENTURA also reads all WordStar dot commands as text, so you should eliminate these codes from the text file before opening the file in Corel VENTURA.

All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordStar using the < > commands. For more information, see Corel VENTURA text attribute codes.

## Tables

Tables in a WordStar file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the WordStar table won't be imported into Corel VENTURA.

# WordStar 5.0, 5.5, 6.0 (WS)

WS is the filename extension for WordStar files. The WS format is a text file format.

## Opening WordStar files

You can open WordStar files in Corel VENTURA using the File Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Text formatting

Corel VENTURA converts standard WordStar attributes to Corel VENTURA text attributes. Corel VENTURA also reads all WordStar dot commands as text, so you should eliminate these codes from the text file before opening the file in Corel VENTURA.

All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordStar using the < > commands. For more information, see Corel VENTURA text attribute codes.

## Tables

Tables in a WordStar file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the WordStar table won't be imported into Corel VENTURA.

# WordStar 3.3, 3.31, 3.45, 4.0 (WS)

WS is the filename extension for WordStar files. The WS format is a text file format.

## Opening WordStar files

You can open WordStar files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Text formatting

Corel VENTURA converts standard WordStar attributes to Corel VENTURA text attributes. Corel VENTURA also reads all WordStar dot commands as text, so you should eliminate these codes from the text file before opening the file in Corel VENTURA.

All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordStar using the < > commands. For more information, see Corel VENTURA text attribute codes.

## Tables

Tables in a WordStar file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the WordStar table won't be imported into Corel VENTURA.

# WordStar for Windows 1x, 2.0 (WSW)

WSD is the filename extension for WordStar files. The WSD format is a text file format.

## Opening WordStar files

You can open WordStar files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see Opening documents that were not created in Corel VENTURA.

## Text formatting

Corel VENTURA converts standard WordStar attributes to Corel VENTURA text attributes. Corel VENTURA also reads all WordStar dot commands as text, so you should eliminate these codes from the text file before opening the file in Corel VENTURA.

All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into WordStar using the < > commands. For more information, see Corel VENTURA text attribute codes.

## Tables

Tables in a WordStar file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the WordStar table won't be imported into Corel VENTURA.

# XYwrite for Windows 4.0 (XY)

XY is the filename extension for Xywrite files. The XY format is a text file format.

## Opening Xywrite files

You can open Xywrite files in Corel VENTURA using the Open command (File menu). Opening files instead of importing them ensures that the majority of the formatting in the original document is preserved. For more information, see <u>Opening documents that were not created in Corel VENTURA.</u>

## Text Formatting

Corel VENTURA converts standard Xywrite text attributes into Corel VENTURA text attributes. All other attributes, attribute combinations, footnotes, index references, and text characters must be entered into Xywrite using the < > commands. For more information, see <u>Corel VENTURA text attribute codes.</u>

## Tables

Tables in a XYwrite file are converted to tables when the file is opened in Corel VENTURA. However, formulas used in the XYwrite table won't be imported into Corel VENTURA.

IDDH_ASSOCIATE_PAGE

IDDH_AT1_FONT

IDDH_AT1_OPTION_DIALOG

IDDH_BMP_EXPORT

IDDH_BMP_EXPORT2

IDDH_BMP_RESAMPLE

IDDH_CHOOSECOLOR

IDDH_CROPFILEDLG

IDDH_ENHANCEMENT

IDDH_EPS_DIALOG

IDDH_EXP_SCENE

IDDH_EXP_SUMMARY

IDDH_EXTOPT_DIALOG

IDDH_FILE_PROPS

IDDH_FILEFORMATS_PG

IDDH_FLT_OPENDLG

IDDH_FLT_SAVEDLG

IDDH_FRAME_PROPS

IDDH_GIF_DLG_ANI

IDDH_GIFM_EXPORT

IDDH_MPEG_EXPORT

IDDH_PCD_GAMUT1

IDDH_PCD_IMAGE1

IDDH_PCD_KODAK1

IDDH_SCENE

IDDH_SUMMARY

IDDH_TTF_OPTION_DIALOG

IDDH_TTF_TRUE_FONT

IDH_ASSOCIATE_PAGE_APP_NAME

IDH_ASSOCIATE_PAGE_DESCRIPTIONBOX

IDH_ASSOCIATE_PAGE_EXTENSIONS

IDH_ASSOCIATE_PAGE_EXTENSIONS_TITLE

IDH_ASSOCIATE_PAGE_FILEFORMATS_BTN_RESET

IDH_ASSOCIATE_PAGE_FILTER_DESCRIPTION

IDH_AT1_FONT_AT1_AUTO_CHECK

IDH_AT1_FONT_AT1_COMBO_DESIGN_SIZE

IDH_AT1_FONT_AT1_EDIT_CHAR

IDH_AT1_FONT_AT1_FAM_FONT

IDH_AT1_FONT_AT1_LIST_CHAR

IDH_AT1_FONT_AT1_NUM_CHARWIDTH

IDH_AT1_FONT_AT1_NUM_DESIGNSIZE

IDH_AT1_FONT_AT1_OPTIONS

IDH_AT1_FONT_AT1_STATIC_CHAR

IDH_AT1_FONT_AT1_STATIC_CHARSIZE

IDH_AT1_FONT_AT1_STATIC_CHARWIDTH

IDH_AT1_FONT_AT1_STATIC_WND

IDH_AT1_OPTION_DIALOG_COMBO_GRIDSIZE

IDH_AT1_OPTION_DIALOG_COMBO_STYLE

IDH_AT1_OPTION_DIALOG_NUMBOX_SPACEWIDTH

IDH_AT1_OPTION_DIALOG_OPTIONS_FAMILY_NAME

IDH_AT1_OPTION_DIALOG_STATIC_FAMILY_NAME

IDH_AT1_OPTION_DIALOG_STATIC_GRIDSIZE

IDH_AT1_OPTION_DIALOG_STATIC_SPACE

IDH_AT1_OPTION_DIALOG_STATIC_STYLE

IDH_AT1_OPTION_DIALOG_STATIC_TYPEFACE

IDH_AT1_OPTION_DIALOG_SYMBOL_FONT

IDH_BMP_EXPORT_ANTIEDGES

IDH_BMP_EXPORT_ASPECT_RATIO

IDH_BMP_EXPORT_BMP_EXPORT_COLOR
IDH_BMP_EXPORT_BMP_EXPORT_HEIGHTEDIT

IDH_BMP_EXPORT_BMP_EXPORT_HRES

IDH_BMP_EXPORT_BMP_EXPORT_RESOLUTION

IDH_BMP_EXPORT_BMP_EXPORT_SIZE

IDH_BMP_EXPORT_BMP_EXPORT_UNCOMP_SIZE

IDH_BMP_EXPORT_BMP_EXPORT_VRES

IDH_BMP_EXPORT_BMP_EXPORT_WIDTHEDIT

IDH_BMP_EXPORT_BMP_FOUNTAIN_STEPS

IDH_BMP_EXPORT_BMP_IMAGESIZETITLE3

IDH_BMP_EXPORT_BMP_IMP_OBJECT

IDH_BMP_EXPORT_BMPEXP_STATICBOX2

IDH_BMP_EXPORT_BMPEXPORT_DPI1

IDH_BMP_EXPORT_BMPEXPORT_DPI2

IDH_BMP_EXPORT_BMPEXPORT_HEIGHTTITLE

IDH_BMP_EXPORT_BMPEXPORT_HORIZONTALTITLE

IDH_BMP_EXPORT_BMPEXPORT_PIX1

IDH_BMP_EXPORT_BMPEXPORT_PIXELS2

IDH_BMP_EXPORT_BMPEXPORT_STATICBOX3

IDH_BMP_EXPORT_BMPEXPORT_VERTICALTITLE

IDH_BMP_EXPORT_BMPEXPORT_WIDTHTITLE

IDH_BMP_EXPORT_COLOR_PROFILE

IDH_BMP_EXPORT_DITHERED

IDH_BMP_EXPORT_EQ_VALUES_BMP_EXPORT

IDH_BMP_EXPORT_FLT_RESET

IDH_BMP_EXPORT_FOUNTAIN_TEXT

IDH_BMP_EXPORT_RESAMPLE_STATICBOX

IDH_BMP_EXPORT2_ANTIEDGESR0

IDH_BMP_EXPORT2_ANTIEDGESR1

IDH_BMP_EXPORT2_ANTIEDGESR2

IDH_BMP_EXPORT2_ASPECT_RATIO

IDH_BMP_EXPORT2_BMP_EXPORT_COLOR

IDH_BMP_EXPORT2_BMP_EXPORT_HEIGHTEDIT

IDH_BMP_EXPORT2_BMP_EXPORT_HRES

IDH_BMP_EXPORT2_BMP_EXPORT_RESOLUTION

IDH_BMP_EXPORT2_BMP_EXPORT_SIZE

IDH_BMP_EXPORT2_BMP_EXPORT_UNCOMP_SIZE

IDH_BMP_EXPORT2_BMP_EXPORT_VRES

IDH_BMP_EXPORT2_BMP_EXPORT_WIDTHEDIT

IDH_BMP_EXPORT2_BMP_FOUNTAIN_STEPS

IDH_BMP_EXPORT2_BMP_IMAGESIZETITLE3

IDH_BMP_EXPORT2_BMP_IMP_OBJECT

IDH_BMP_EXPORT2_BMPEXP_STATICBOX2

IDH_BMP_EXPORT2_BMPEXPORT_DPI1

IDH_BMP_EXPORT2_BMPEXPORT_DPI2

IDH_BMP_EXPORT2_BMPEXPORT_HEIGHTTITLE

IDH_BMP_EXPORT2_BMPEXPORT_HORIZONTALTITLE

IDH_BMP_EXPORT2_BMPEXPORT_PIX1

IDH_BMP_EXPORT2_BMPEXPORT_PIXELS2

IDH_BMP_EXPORT2_BMPEXPORT_STATICBOX3

IDH_BMP_EXPORT2_BMPEXPORT_STATICBOX4

IDH_BMP_EXPORT2_BMPEXPORT_VERTICALTITLE

IDH_BMP_EXPORT2_BMPEXPORT_WIDTHTITLE

IDH_BMP_EXPORT2_COLOR_PROFILE

IDH_BMP_EXPORT2_DITHERED

IDH_BMP_EXPORT2_EQ_VALUES_BMP_EXPORT

IDH_BMP_EXPORT2_FLT_RESET

IDH_BMP_EXPORT2_FOUNTAIN_TEXT

IDH_BMP_EXPORT2_RESAMPLE_STATICBOX

IDH_BMP_RESAMPLE_ASPECT_RATIO

IDH_BMP_RESAMPLE_EQ_VALUES

IDH_BMP_RESAMPLE_RESAMPLE_DPI1

IDH_BMP_RESAMPLE_RESAMPLE_DPI2

IDH_BMP_RESAMPLE_RESAMPLE_FILENAME

IDH_BMP_RESAMPLE_RESAMPLE_HEIGHT_PERCENT

IDH_BMP_RESAMPLE_RESAMPLE_HEIGHTEDIT

IDH_BMP_RESAMPLE_RESAMPLE_HEIGHTTITLE

IDH_BMP_RESAMPLE_RESAMPLE_HORIZONTALTITLE

IDH_BMP_RESAMPLE_RESAMPLE_HRES

IDH_BMP_RESAMPLE_RESAMPLE_IMAGESIZETITLE3

IDH_BMP_RESAMPLE_RESAMPLE_IMAGESIZETITLE4

IDH_BMP_RESAMPLE_RESAMPLE_NEW_IMAGESIZE

IDH_BMP_RESAMPLE_RESAMPLE_OLD_HEIGHT

IDH_BMP_RESAMPLE_RESAMPLE_OLD_HRES

IDH_BMP_RESAMPLE_RESAMPLE_OLD_IMAGESIZE

IDH_BMP_RESAMPLE_RESAMPLE_OLD_VRES

IDH_BMP_RESAMPLE_RESAMPLE_OLD_WIDTH

IDH_BMP_RESAMPLE_RESAMPLE_PERCENT1

IDH_BMP_RESAMPLE_RESAMPLE_PERCENT2

IDH_BMP_RESAMPLE_RESAMPLE_STATICBOX

IDH_BMP_RESAMPLE_RESAMPLE_UNITCOMBO

IDH_BMP_RESAMPLE_RESAMPLE_UNITTITLE

IDH_BMP_RESAMPLE_RESAMPLE_VERTICALTITLE

IDH_BMP_RESAMPLE_RESAMPLE_VRES

IDH_BMP_RESAMPLE_RESAMPLE_WIDTH_PERCENT

IDH_BMP_RESAMPLE_RESAMPLE_WIDTHEDIT

IDH_BMP_RESAMPLE_RESAMPLE_WIDTHTITLE

IDH_CHOOSECOLOR_COLOR_BLUE

IDH_CHOOSECOLOR_COLOR_BLUEACCEL

IDH_CHOOSECOLOR_COLOR_BOX1

IDH_CHOOSECOLOR_COLOR_CAPTION

IDH_CHOOSECOLOR_COLOR_CURRENT

IDH_CHOOSECOLOR_COLOR_GREEN

IDH_CHOOSECOLOR_COLOR_GREENACCEL

IDH_CHOOSECOLOR_COLOR_HUE

IDH_CHOOSECOLOR_COLOR_HUEACCEL

IDH_CHOOSECOLOR_COLOR_LUM

IDH_CHOOSECOLOR_COLOR_LUMACCEL

IDH_CHOOSECOLOR_COLOR_LUMSCROLL

IDH_CHOOSECOLOR_COLOR_NAME

IDH_CHOOSECOLOR_COLOR_RAINBOW

IDH_CHOOSECOLOR_COLOR_RED

IDH_CHOOSECOLOR_COLOR_REDACCEL

IDH_CHOOSECOLOR_COLOR_SAT

IDH_CHOOSECOLOR_COLOR_SATACCEL

IDH_CHOOSECOLOR_COLOR_SOLID

IDH_CROPFILEDLG_CROP_BYTES

IDH_CROPFILEDLG_CROP_FILENAME

IDH_CROPFILEDLG_CROP_HEIGHTEDIT

IDH_CROPFILEDLG_CROP_HEIGHTTITLE

IDH_CROPFILEDLG_CROP_IMAGESIZE

IDH_CROPFILEDLG_CROP_IMAGESIZETITLE

IDH_CROPFILEDLG_CROP_LEFTEDIT

IDH_CROPFILEDLG_CROP_LEFTTITLE

IDH_CROPFILEDLG_CROP_MAXIMIZE

IDH_CROPFILEDLG_CROP_PREVIEWDISPLAY

IDH_CROPFILEDLG_CROP_STATICBOX

IDH_CROPFILEDLG_CROP_TOPEDIT

IDH_CROPFILEDLG_CROP_TOPTITLE

IDH_CROPFILEDLG_CROP_UNITCOMBO

IDH_CROPFILEDLG_CROP_UNITTITLE

IDH_CROPFILEDLG_CROP_WIDTHEDIT

IDH_CROPFILEDLG_CROP_WIDTHTITLE

IDH_DCSX_EXPORTDLG_DCSX_MULTIFILE

IDH_DCSX_EXPORTDLG_DCSX_SINGLEFILE

IDH_DCSX_EXPORTDLG_DCSX_VERSION1

IDH_DCSX_EXPORTDLG_DCSX_VERSION2

IDH_EPS_DIALOG_EPS_LIST

IDH_EPS_DIALOG_EPS_PRINTBUTTON

IDH_EPS_DIALOG_EPS_SAVEBUTTON

IDH_EPS_DIALOG_EPS_STATIC

IDH_EPS_EXPORT_EPS_SPREADMAX_UNIT

IDH_EPS_EXPORT_EPS_SPREADTEXT_TXT

IDH_EPS_EXPORT_EPS_SPREADTEXT_UNIT

IDH_EXTOPT_DIALOG_AT1_STATIC_CHAR

IDH_EXTOPT_DIALOG_AT1_STATIC_CHARWIDTH

IDH_EXTOPT_DIALOG_COMBO_EXTOPT_GRID

IDH_EXTOPT_DIALOG_COMBO_EXTOPT_STYLE

IDH_EXTOPT_DIALOG_EXTOPT_SYMBOL

IDH_EXTOPT_DIALOG_STATIC_EXTOPT_CINFO

IDH_EXTOPT_DIALOG_STATIC_EXTOPT_FNAME

IDH_EXTOPT_DIALOG_STATIC_EXTOPT_GRID

IDH_EXTOPT_DIALOG_STATIC_EXTOPT_SPACE

IDH_EXTOPT_DIALOG_STATIC_EXTOPT_STYLE

IDH_EXTOPT_DIALOG_STATIC_EXTOPT_TFACE

IDH_EXTOPT_DIALOG_TTF_STATIC_CHAR

IDH_EXTOPT_DIALOG_TTF_STATIC_CHARWIDTH

IDH_FILEFORMATS_PG_AVAILABLE_TYPES

IDH_FILEFORMATS_PG_CHOSEN_FLT_LISTBOX

IDH_FILEFORMATS_PG_DESCRIPTIONBOX

IDH_FILEFORMATS_PG_FILEFORMATS_BTN_ADD

IDH_FILEFORMATS_PG_FILEFORMATS_BTN_MOVEDOWN

IDH_FILEFORMATS_PG_FILEFORMATS_BTN_MOVEUP

IDH_FILEFORMATS_PG_FILEFORMATS_BTN_REMOVE

IDH_FILEFORMATS_PG_FILEFORMATS_BTN_RESET

IDH_FILEFORMATS_PG_FILEFORMATS_TREE_AVAILABLE

IDH_FILEFORMATS_PG_FILTER_DESCRIPTION

IDH_FILEFORMATS_PG_LIST_IMPORT_EXPORT

IDH_FLT_OPENDLG_ODB_CANCEL

IDH_FLT_OPENDLG_ODB_IMAGE_FORMAT

IDH_FLT_OPENDLG_ODB_IMAGE_FORMAT_LABEL

IDH_FLT_OPENDLG_ODB_IMAGE_SIZE

IDH_FLT_OPENDLG_ODB_IMAGE_SIZE_LABEL

IDH_FLT_OPENDLG_ODB_IMPORT_TYPE

IDH_FLT_OPENDLG_ODB_NOTES

IDH_FLT_OPENDLG_ODB_NOTES_LABEL

IDH_FLT_OPENDLG_ODB_OK

IDH_FLT_OPENDLG_ODB_OPTIONS

IDH_FLT_OPENDLG_ODB_PREV_CHECKBOX

IDH_FLT_OPENDLG_ODB_PREV_SCROLLBAR

IDH_FLT_OPENDLG_ODB_PREV_WINDOW

IDH_FLT_OPENDLG_ODB_PROGRESS_CTRL

IDH_FLT_OPENDLG_ODB_USE_DEF_VALUE

IDH_FLT_OPENDLG_ODB_WATERMARK

IDH_FLT_OPENDLG_stc32

IDH_FLT_SAVEDLG_cmb3

IDH_FLT_SAVEDLG_ODB_CANCEL

IDH_FLT_SAVEDLG_ODB_CMPTYPE

IDH_FLT_SAVEDLG_ODB_NOTES

IDH_FLT_SAVEDLG_ODB_NOTES_LABEL

IDH_FLT_SAVEDLG_ODB_OK

IDH_FLT_SAVEDLG_ODB_USE_DEF_VALUE

IDH_FLT_SAVEDLG_stc32

IDH_FPX_EXPORT_PRV_TEXT

IDH_FPX_EXPORT_SRC_TEXT

IDH_FPX_EXPORT_SRCPRV_TEXT

IDH_FRAME_PROPS_ANI_TR_COLOR

IDH_GIF_DLG_ANI_ANI_PREVIEW

IDH_GIF_DLG_ANI_PROP_PLACE

IDH_GIF_EXPORT_PRV_TEXT

IDH_GIF_EXPORT_SRC_TEXT

IDH_GIF_EXPORT_SRCPRV_TEXT

IDH_GIFM_EXPORT_PRV_WINDOW

IDH_GIFM_EXPORT_SRC_TEXT

IDH_GIFM_EXPORT_SRCPRV_WINDOW

IDH_HPGL_EXPORT_PAGE_DLGID_PERCENT

IDH_HPGL_EXPORT_PAGE_STATIC_PPERCENTAGE

IDH_HPGL_IMPORT_STATIC_CMS

IDH_HPGL_IMPORT_STATIC_PERCENTAGE

IDH_IMAGE_HDR_INFO_BYTES

IDH_IMAGE_HDR_INFO_DATA_MASK

IDH_IMAGE_HDR_INFO_DIMENSIONS

IDH_IMAGE_HDR_INFO_PALET_DESC1

IDH_IMAGE_HDR_INFO_PALET_DESC2

IDH_IMAGE_HDR_INFO_PIXELS

IDH_IMAGE_HDR_INFO_PIXELS2

IDH_IMAP_EXPORT_DEFAULTURL

IDH_JPEG_EXPORT_PRV_SIZE

IDH_JPEG_EXPORT_PRV_TEXT

IDH_JPEG_EXPORT_SRC_SIZE

IDH_JPEG_EXPORT_SRC_TEXT

IDH_JPEG_EXPORT_SRCPRV_TEXT

IDH_PARAMBOX_RADIO1

IDH_PARAMBOX_RADIO2

IDH_PARAMBOX_STATIC_SQUALITY

IDH_PCD_GAMUT1_ACTIVE_AREA

IDH_PCD_GAMUT1_B

IDH_PCD_GAMUT1_BEST_PREV

IDH_PCD_GAMUT1_BLACK_ADJ

IDH_PCD_GAMUT1_C1

IDH_PCD_GAMUT1_C2

IDH_PCD_GAMUT1_COLOR

IDH_PCD_GAMUT1_FAST_PREV

IDH_PCD_GAMUT1_G

IDH_PCD_GAMUT1_GAMUT_BLACK

IDH_PCD_GAMUT1_GAMUT_WHITE

IDH_PCD_GAMUT1_GSEL_GAMUT

IDH_PCD_GAMUT1_GSEL_KODAK

IDH_PCD_GAMUT1_IMAGE

IDH_PCD_GAMUT1_NEUTRAL_ARE

IDH_PCD_GAMUT1_PREVIEW

IDH_PCD_GAMUT1_R

IDH_PCD_GAMUT1_RESET

IDH_PCD_GAMUT1_WHITE_ADJ

IDH_PCD_GAMUT1_Y

IDH_PCD_IMAGE1_IMAGE

IDH_PCD_IMAGE1_IMAGE_BYTES

IDH_PCD_IMAGE1_IMAGE_COLOR

IDH_PCD_IMAGE1_IMAGE_SIZE

IDH_PCD_KODAK1_COLOR_METRIC

IDH_PCD_KODAK1_IMAGE

IDH_PCD_KODAK1_KODAK_BLUE_TINT

IDH_PCD_KODAK1_KODAK_BRIGHTNESS

IDH_PCD_KODAK1_KODAK_GREEN_TINT

IDH_PCD_KODAK1_KODAK_RED_TINT

IDH_PCD_KODAK1_KODAK_SATURATION

IDH_PCD_KODAK1_PREVIEW

IDH_PCD_KODAK1_REMOVE_SCENE

IDH_PCD_KODAK1_RESET

IDH_PCD_KODAK1_SEL_GAMUT

IDH_PCD_KODAK1_SEL_KODAK

IDH_PCD_KODAK1_SHOW_COLORS

IDH_TTF_OPTION_DIALOG_STATIC_FAMILY_NAME

IDH_TTF_OPTION_DIALOG_STATIC_GRIDSIZE

IDH_TTF_OPTION_DIALOG_STATIC_SPACE

IDH_TTF_OPTION_DIALOG_STATIC_STYLE

IDH_TTF_OPTION_DIALOG_STATIC_TYPEFACE

IDH_TTF_TRUE_FONT_TTF_FAM_FONT

IDH_TTF_TRUE_FONT_TTF_NUM_CHARWIDTH

IDH_TTF_TRUE_FONT_TTF_STATIC_CHAR

IDH_TTF_TRUE_FONT_TTF_STATIC_CHARSIZE

IDH_TTF_TRUE_FONT_TTF_STATIC_CHARWIDTH

IDH_TTF_TRUE_FONT_TTF_STATIC_WND

IDH_WAV_EXPORT_PRV_TEXT

IDH_WAV_EXPORT_SRC_TEXT

IDH_WAV_EXPORT_SRCPRV_TEXT