How To:

Corel CAPTURE 6.0 - Overview

Corel CAPTURE allows you to capture images from any item appearing on your computer screen. You can capture the full screen, individual windows, toolbars, flyouts, menu lists or any rectangular, elliptical or freehand area you define. These images can be used in technical documentation, course materials, presentations, or wherever you require a “snapshot” of your screen.

Basic Capture Process

When you start Corel CAPTURE, a six-page dialog box appears, allowing you to choose options for capturing an image. For example, you can choose the number of captures to perform, the area(s) to capture, the destination of the captured image, the resolution to use, etc. After you have made your selections, you can set up your screen with the item(s) you wish to capture. You then activate the capture process by pressing a hot key. (You designate the hot key as one of your preferences.)

Pressing the hot key may cause flyouts and menu lists to close. To capture these items, you can set a delay period between pressing the hot key and completing the capture. This delay allows you to open any flyouts or menu lists you wish to capture.

The captured image can be sent to a file, the clipboard, and your printer simultaneously. You can then bring the file into another application, such as Corel PHOTO-PAINT, to edit the image.

For an overview of each of the six pages in the dialog box, click the relevant page name below:

Activation page

Source page

Destination page

Image page

File page

Preferences page

{button ,AL(`define_area_overview;image_attribs_overview;two_mouse_capt_overview;;;',0,"Default overview",)} Related Topics

To capture an image:

1. Choose preferences from the six tab pages in the Corel CAPTURE dialog box.
   To capture a flyout or menu list, enter a delay period on the Activation page.
2. Click Capture.
3. Set up your computer screen with the image you wish to capture.
4. Press the hot key.
5. If you are capturing a flyout or menu list, open it during the delay period.

{button ,AL(`capt_proc;capt_over;;;;',0,"Defaultoverview",)} **Related Topics**

Capture: To create a graphic image that is an exact replica of what appears on the computer screen, including elements of the user interface.

To capture multiple images:

1. On the Activation page, enable the Repeat option.
2. Type the number of repeated captures you want to perform in the number box.
3. Type a time period in the Interval Between Repetition box. Set a time that will allow you to set up your screen with each successive image you want to capture.
4. To save your captured images to a file, enable the Automatic Naming option on the File page.
5. Choose preferences from the other pages of the Corel CAPTURE dialog box.

   To capture a flyout or menu list as your first capture, you must enter a delay period on the Activation page.
6. Click Capture.
7. Set up your computer screen with the first image you wish to capture.
8. Press the hot key.
9. After each capture is completed, use the interval period to set up the next image to be captured.

Note

- All the captures will be performed using the same preferences. If you wish to capture multiple images with different preferences, such as a different image area or output destination, you must perform each capture individually.

{button ,AL(`capt_proc;capt_over;;;',0,"Defaultoverview",)} **Related Topics**

How To:

Defining the image area - Overview

Corel CAPTURE allows you to define the area of the image you wish to capture in a number of ways. The Source page gives you a list of six options for your image area.

You can capture the current window, the active client or the full screen automatically. The active client is the same as the current window without the title bar, status bar or window borders.

By enabling the Capture Under Cursor option on the Preferences page, you can capture specific elements, such as dialog boxes, toolbars, roll-ups, menu lists, flyouts, etc. Some elements contain separate elements within them. For example, when the Activation page of the Corel Capture dialog box is showing on the screen, you can capture the Timing section by itself, the dialog box without the title bar, or the dialog box including the title bar (if Current Window is chosen on the Source page). When you use Capture Under Cursor, you should specify a delay period. As you move the cursor around the element, a marquee appears around the area that the program will capture. Once the marquee is surrounding the area you want, you should keep the cursor in that position until the delay countdown reaches zero.

You can also define rectangular, elliptical and free-hand areas of the screen. After you activate the capture by pressing the hot key, you drag the mouse to draw a marquee around the area you wish to capture.

Note

- The definition of "window" depends on the application you are running. In some cases, only the application window itself is considered a window. However, in other applications, flyouts, rulers, toolbars, and other screen elements may be considered windows. In those instances, to capture the application's parent window, while including the smaller window element, you must enable the Capture under Cursor option, and place your cursor on an area specific to the parent window, such as the title bar.

{button ,AL(`image_attribs_overview;;;;',0,"Defaultoverview",)} **Related Topics**

To capture the current window, active client or full screen:

1. On the Source page, click the Current Window button, the Active Client button or the Full Screen button.
2. Perform the capture process.

{button ,AL(`define_area_proc;define_area_over;capt_proc;;',0,"Defaultoverview",)} **Related Topics**

To capture a specific element:

1. On the Source page, click the Current Window, Active Client or Full Screen button.

   If you are capturing an element that has a title bar, such as a dialog box or roll-up, you must choose Current Window to include the title bar in the captured image.
2. Enable the Delay option.
3. On the Preferences page, enable the Capture Under Cursor option.
4. Perform the capture process.
5. During the delay period, position the cursor over the specific element you wish to capture, e.g. dialog box, toolbar, menu list, etc.

Note

- The program will capture whatever element is surrounded by the marquee when the delay countdown reaches zero.

{button ,AL(`define_area_proc;define_area_over;capt_proc;;',0,"Defaultoverview",)} **Related Topics**

To capture a rectangular or elliptical area:

1. On the Source page, click the Rectangular Area or Elliptical Area button.
2. Perform the capture process.
   After you press the hot key, the cursor will change into a small net capturing a balloon.
3. Position the tip of the net's handle where you want to anchor the rectangular or elliptical area.
4. Drag to create a rectangular or elliptical marquee around the area you wish to capture.

Note

- The capture is completed as soon as you release the mouse button.

{button ,AL(`define_area_proc;define_area_over;;;',0,"Defaultoverview",)} **Related Topics**

To capture a free-hand area:

1. On the Source page, click the Free-hand Area button.
2. Perform the capture process.
3. After you press the hot key, position the cursor where you want to define one corner of the free-hand area.
4. Wait until the end of the delay period if you have set one.
4. Click the mouse button.
5. Position the cursor and click the mouse button for each corner of the image area.
   You can have a maximum of 50 corners.
6. Double-click where you want the last corner to appear.
   The first and last points clicked will be joined with a straight line.

{button ,AL(`define_area_proc;define_area_over;capt_proc;;',0,"Defaultoverview",)} Related Topics

Specifying the image color type, size and resolution - Overview

When you capture an image, you can choose to retain the color type, size and resolution of the source image as it appears on the screen. However, you may want to alter these attributes. For example, the original image may be in color, but you will be importing it into an editor that only supports black and white images. Or, you may be importing the image into a frame in a desktop publishing program, and the captured image should be the same size as the frame.

Corel CAPTURE lets you specify preferences on the Image page of the dialog box. If you choose Screen in the Settings box, all the choices are automatically determined. If you choose Printer, you can specify the color type. If you choose Custom, you can specify the color type, size and resolution.

{button ,AL(`define_area_overview;;;;;',0,"Defaultoverview",)} **Related Topics**

Capturing images without highlighting screen elements - Overview

When you capture a rectangular, elliptical or free-hand area of your image, holding down the left mouse button while you define the image area also highlights items underneath the marquee, e.g., text, menu commands, program icons. To capture the image without highlighting the underlying elements, use the No Selection Capture option to perform the capture.

The No Selection Capture option does not involve a hot key, so once you click Capture, any action you take with the mouse initiates the capture. Therefore, you should set up your screen with whatever images you want to capture before you click Capture. Also, the Corel CAPTURE dialog box does not disappear from your screen when you use this method, so you should make sure it is not covering up any of the image you want to capture. To minimize the dialog box so that it is out of the way while you set up your screen, disable the No Selection Capture option and enable it again just before you're ready to capture the image.

Note

- You cannot capture flyouts or menu lists with this method.

{button ,AL(`capt_image_overview;;;;;',0,"Defaultoverview",)} **Related Topics**

To capture an image without highlighting screen elements:

1. Set up your computer screen with the images to be captured.
2. On the Source page, enable the Rectangular, Elliptical, or Free-hand Area option.
3. On the Activation page, enable the No Selection Capture option.
4. Move the Corel CAPTURE dialog box so that it is not covering up any of the area to be captured.
5. Click Capture.
6. Click and hold down the right mouse button anywhere on the Corel CAPTURE dialog box.

   You must continue to hold down the right mouse button through all the following steps. If you release it, the capture will be immediately completed.
7. Move the cursor to a point where you want to anchor the marquee for defining the image area.
8. Drag with the left mouse button to define the rectangular or elliptical area to be captured.

   To define a free-hand area, click the left mouse button to define each point of the polygon and double-click to finish defining the area.
9. Release both buttons. The capture is immediately completed.

{button ,AL(`capt_proc;two_mouse_capt_overview;capt_rect_howto;capt_freehand_howto;;',0,"Defaultoverview",)} **Related Topics**

Activation page

This page allows you to choose options for activating Corel CAPTURE.

You can designate a hot key which will initiate the capture, set a delay so you can capture flyouts and menu lists, or capture more than one image without having to open the dialog box again.

By enabling the No Selection Capture option, you can capture an image without highlighting any screen elements that appear in the image area.

{button ,AL(`capt_image_overview;tab_overview;capt_proc;;;;',0,"Defaultoverview",)} Related Topics

Designates a hot key or key combination to initiate the capture process. Allows you to close the Corel CAPTURE dialog box and set up your screen with the images to be captured before activating the capture process. Not available when No Selection Capture option is enabled.

Designates a hot key or key combination to initiate the capture process. Allows you to close the Corel CAPTURE dialog box and set up your screen with the images to be captured before activating the capture process. Not available when No Selection Capture option is enabled.

Sets a specified key combination as the hot key. You should select a key that is not used by the application you are capturing an image from.

Returns you to the Activation page without changing the currently assigned hot key.

Allows you to set a delay period between pressing the hot key and initiating the capture, and to perform multiple captures without recalling the dialog box each time.

Sets a delay between pressing the hot key and initiating the capture. Allows you time to set up certain elements on the screen, such as flyouts and menu lists, or to position your cursor in the appropriate area when using the Capture Under Cursor option. Not available when No Selection Capture option is enabled.

Sets the length of the delay, up to 60 seconds.

Allows you to perform multiple captures without recalling the dialog box each time. If you select this option and want to save your captures to file, you should enable the Automatic Naming option on the File page. You can not change options settings between captures. Not available when No Selection Capture option is enabled.

Sets the number of repeated captures, up to 999. The capture process is not completed until the specified number of captures has been made.

Sets the time period between repeated captures. Allows you time to set up the computer screen with the image for the next capture.

Sets the time period between repeated captures. Allows you time to set up the computer screen with the image for the next capture.

Prevents highlighting of underlying elements when defining rectangular, elliptical or freehand areas to capture. You can not capture flyouts or menu lists with this option enabled. While this option is enabled, you can not minimize the Corel CAPTURE dialog box.

Source page

This page allows you to choose the part of the image you wish to capture.

If you choose Current Window, Active Client or Full Screen, that section will automatically be captured after you press the hot key. If you choose Rectangular Area, Elliptical Area or Free-hand Area, you can define the area you want after you press the hot key.

The active client is the same as the current window, without the title bar, status bar, or window borders.

If you wish to capture a specific element within the current window, active client, or full screen (such as a toolbar or dialog box), you must also enable the Capture Under Cursor option on the Preferences page.

{button ,AL(`define_area_overview;tab_overview;;;;',0,"Defaultoverview",)} **Related Topics**

Illustrates which area of screen will be captured, according to the button you click.

Selects current window as image area. Includes title bar, menu bar and window borders. Depending on the application, individual screen elements such as toolbars, rulers and flyouts may be "windows".

Selects current window as image area, excluding title bar, menu bar and window borders. Depending on the application, individual screen elements such as toolbars, rulers and flyouts may be "windows".

Selects entire screen area to capture.

Allows you to define a rectangular area to capture.

Allows you to define an elliptical area to capture.

Allows you to create a polygon of up to 50 points to define your image area.

Destination page

This page allows you to choose where you want to output the captured image.

You can send the image to a file, the clipboard, or your printer simultaneously. You can also save repeated captures as individual frames of an animation file.

The OLE automated application option allows you to launch a Corel graphics application to edit the captured image.

{button ,AL(`capt_image_overview;tab_overview;;;;',0,"Defaultoverview",)} **Related Topics**

Saves the captured image(s) to a file that you designate on the File page of the dialog box.

Outputs the captured image to the Windows clipboard. If you have enabled the Repeat option on the Activation page, only the final capture will remain on the clipboard at the end of the capture process.

Outputs the captured image to your printer. To match the resolution of the captured image to your printer's resolution, choose Printer settings on the Image page.

Opens a dialog box where you can designate a printer to send the captured image to.

Provides a list of Corel graphics applications, from which you can choose one to be launched when the capture is completed.

Launches the designated Corel graphics application after capture has been completed, and pastes the captured image into a new document.

Opens a dialog box where you choose which application to send the captured image to.

Saves repeated captures as individual frames of one animation file.

Provides a list of animation file formats. Choose a format that is supported by the application you will use to view or edit the file.

Image page

This page allows you to choose the color type, size, and resolution of the captured image.

If you choose Screen, the settings are automatically matched to those of your computer screen. If you choose Printer, you can choose which color type to use, but the image size and resolution are determined for you. If you choose Custom, you can adjust the color type, size and resolution of the image.

{button ,AL(`tab_overview;;;;;',0,"Defaultoverview",)} **Related Topics**

Chooses a color depth for the captured image.

If the captured image will be displayed on a monochrome monitor, choose Black & White.

If you will be editing the image in another application, you should restrict the color depth to the maximum number of colors supported by that application.

{button ,AL(`image_attribs_overview;tab_overview;;;;',0,"Defaultoverview",)} Related Topics

Chooses a color depth for the captured image.

If the captured image will be displayed on a monochrome monitor, choose Black & White.

If you will be editing the image in another application, you should restrict the color depth to the maximum number of colors supported by that application.

Allows you to choose screen, printer, or custom settings for the color type, size, and resolution of the captured image.

Allows you to choose screen, printer, or custom settings for the color type, size, and resolution of the captured image.

Allows you to change the size of the captured image. If disabled, the image will be the size it appears on the screen.

Provides options to resize the captured image.

Maintains the height to width ratio of the image as it appears on the screen. When resizing the image, the width is the governing dimension. The height is calculated at the time of the capture.

Determines the width of the captured image. The unit of measurement can be changed by clicking in the number box with the right mouse button.

Determines the width of the captured image. The unit of measurement can be changed by clicking in the number box with the right mouse button.

Displays the unit of measurement for the width of the captured image. Can be changed by clicking in the number box with the right mouse button.

Determines the height of the captured image. The unit of measurement can be changed by clicking in the number box with the right mouse button.

Determines the height of the captured image. The unit of measurement can be changed by clicking in the number box with the right mouse button.

Displays the unit of measurement for the height of the captured image. Can be changed by clicking in the number box with the right mouse button.

Determines the horizontal resolution of the captured image.

Determines the horizontal resolution of the captured image.

Dots Per Inch. Unit of measurement for horizontal resolution of captured image.

Determines the vertical resolution of the captured image.

Determines the vertical resolution of the captured image.

Dots Per Inch. Unit of measurement for vertical resolution of captured image.

File page

This page allows you to choose the name, format and path of the file where the captured image is saved.

If you choose Automatic naming, repeated captures are saved with consecutive numbers at the end of the file name you choose, e.g., Corel001, Corel002, Corel003, etc.

If you are saving repeated captures to an animation file, you choose the filename and the frame rate on this page as well.

{button ,AL(`capt_image_overview;tab_overview;;;;',0,"Defaultoverview",)} Related Topics

Provides options for saving the captured image(s).

Names the file where the captured image will be saved. If you choose a filename that already exists, the file is overwritten without a warning appearing.

Names the file where the captured image will be saved. If you choose a filename that already exists, the file is overwritten without a warning appearing.

Chooses the file format to use to save the captured image. If you will be editing the image in another application, choose a format supported by that application.

Chooses the file format to use to save the captured image. If you will be editing the image in another application, choose a format supported by that application.

Chooses the type of compression to use to save the captured image.

Chooses the type of compression to use to save the captured image.

Lists the current directory where the file will be saved.

Opens a dialog box where you can designate a new path for the saved file.

Assigns consecutive numbers to the end of the filename. When you make repeated captures, this option prevents each capture from overwriting the previous one.

Sets a starting number for the automatic naming option.

After you perform one series of repeated captures, the next series begins with the next consecutive number, unless you reset the starting number.

Sets a starting number for the automatic naming option.

After you perform one series of repeated captures, the next series begins with the next consecutive number, unless you reset the starting number.

Provides options for creating an animation file from repeated captures.

Provides a space for you to type in a name for your animation file.

Provides a space for you to type in a name for your animation file.

Allows you to set how long each frame is displayed when the animation file is run in a media viewer. The unit of measurement is milliseconds.

Allows you to set how long each frame is displayed when the animation file is run in a media viewer. The unit of measurement is milliseconds.

Displays how many frames will be in the animation file. This number is the same as the number of repeated captures as set on the Activation page.

Displays how many frames will be in the animation file. This number is the same as the number of repeated captures as set on the Activation page.

Preferences page

This page allows you to choose capture preferences.

If you do not wish to capture the CorelCAPTURE icon as part of your image, enable the Hide Icon when Capture option.

If you wish to be notified when the capture has been completed, enable the Notify End of Capture option.

If you wish to capture only a part of the current window, active client, or full screen, such as a dialog box or toolbar, enable the Capture Under Cursor option.

{button ,AL(`capt_image_overview;tab_overview;;;;',0,"Defaultoverview",)} Related Topics

Hides the CorelCAPTURE icon during the capture process. If the icon is within the area you want to capture, but you do not want to capture the icon itself, enable this option.

Directs the application to display a dialog box notifying you when all the captures have been completed. This dialog box must then be closed before you can continue working on your computer.

Directs the program to capture only the active client which is under the cursor.

Allows you to choose a color and width for a rectangular border to surround the captured image.

Illustrates the color and size of the border selections you choose.

Chooses the color of the image’s border.

Chooses the color of the image’s border.

Selects the width of the image’s border. You can change the unit of measurement by clicking in the number box with the right mouse button.

Selects the width of the image’s border. You can change the unit of measurement by clicking in the number box with the right mouse button.

Displays the unit of measurement for the width of the border around the captured image. You can change it by clicking in the number box with the right mouse button.

Corel CAPTURE 6.0 - What's New?

Corel CAPTURE 6.0 has added some new features and enhanced others that existed in version 5. For more details on these changes, click the appropriate topic.

New Features

No selection capture

OLE automation

Enhancements

Resolution settings

Exporting

No selection capture

Corel CAPTURE 6.0 has implemented a new capturing method that allows you to capture elements on your screen without highlighting or activating them.

OLE automation

Corel CAPTURE 6.0 allows you to launch any Corel application immediately after capturing an image. That image is then pasted into a new document in the application.

Resolution settings

Corel CAPTURE 6.0 now offers you three resolution settings:

- Screen (determined by the specified monitor resolution)
- Printer (determined by the specified output device)
- Custom

Exporting

Captured images can now be exported in more file formats than in version 5. You can also specify which compression technique to use, depending on the chosen file format.

Aspect ratio
Attitude
Attributes
Auto-panning
Autotrace
AVI
Axis
Axis Gridlines (3D charts)
Axis Riser Grid Lines
Axis Text

B size
Background
Background View
Backup
BAK
Bar (High-Low-Open-Close Chart)
Baseline
Baseline Shift
Bezier Curve
Bezier drawing mode
binary
Bipolar Line
Bit depth
Bitmap
Bitmap texture
Black point
Bleed
Blend
BMP
Boolean variable
Bounding box
breakpoint
Brighten
Brightness
Brightness and Contrast filter
Bulb light
Bullet
by reference
by value

Calibration
Calibration bar
Calligraphic
callout
Cap height
Category
Category Axis Grid Lines
CDR

Cel
Cel animation
Cell
Cell Addresses
Center of rotation
CGM
Channel
Character Attributes
Character Code
Character Set
Chart Objects
Chart Title
Charting Area
Charting Window
Check box
Child
Choke
Chromaticity
Cicero
CIE
Click
Clipart
Clipboard
Clipping hole
Clone
CMY
CMYK
Co-planar
Color depth
Color Manager
Color mask
Color mode
Color Palette
Color proof
Color Separation
Color Tolerance
Color, RGB
Colorimetric
Column Header Area
Column Header Labels
Combination Charts
Combining
Command
Command button
compile-time
Complex Object
Component, shader
Composite
Compound blend

Concentric
Conical camera
Conical fill
connector lines
constant
Constant Value
Constrain
Continuous tone
Contrast
Control menu
Control object
Control point
Corel PHOTO-PAINT
CORELAPP.INI
CORELDRW.INI
CORELFLT.INI
CORELFNT.INI
CORELPNT.INI
CORELPRN.INI
CorelTRACE
CPT
Create Object Mode
Crop
Crop marks
Cross section
Crosshairs
Cursor
Curve Fit Correlation Coefficient
Curve object
Cusp
Cusp Node

Data Axis Major Grid Lines
Data Axis Minor Grid Lines
Data Cell
Data Marker
Data Range
Data Sheet Error Values
data type
Database
Datasheet
Datasheet Functions
debug
declaration, constant
declaration, variable
Default Paragraph Text
Default printer
Default settings
Defringe

Densitometer scale
Descender
Descending Scale
Deselect
Destination file
Device driver
Dialog box
DIC
Didot
Dimension lines
Direction keys
Directory
Display screen:
Distant light
Dither
Dithered color
DLL
Dot gain
Double-click
Downloadable fonts definitions
DPI
Draft Mode
Drag
Drawing window
Drive
Duotone
Dupont palette
DXF

Edit
Editable preview
Em
Embedded object
Emboss
Emulsion
En
End node
Envelope
EOF
EPS
Equalize filter
Exponential Regression
Expression
Extension
Extrude

Face
Fade
Fade out

Feathering
FH3
Fibonacci
Field
File previewer
Film
Film recorder
Filter
Financial Moving Average
Flyout
FOCOLTONE
Folder
Font
Footer
Footnote
Force Justification
Force Line Breaks
Formula
Formula Bar
Fountain fill
Four-color process
FPS
Frame
Freehand drawing mode
Full-color pattern
function
Functions
Functions, Shader

G-Buffer (Geometry Buffer)
Gamut
Gamut Mapping
GDF
GEM
GIF
Global Universe
Gradient
Gravity
Gray component replacement (GCR)
Grayscale image
Greeking
Grid
Grid Lines
Group
Guidelines
Gutter

Halftone
Halftone screen

Handles
Hanging Indent
Header
Headers (Category Axis)
Headers (Second Category Axis)
Hierarchy
Highlight
Highlighting box
Hints
Histogram
Hot Point
Hotkeys
Hourglass cursor
HPGL
HSB
Hue

Icon
identifier
Image setter
In-Cell Editing
Indent
initialization
Insert Video
Insertion Point
Instance
Integers
Intensity
Inter-character Spacing
Inter-Line Spacing
Inter-Paragraph Spacing
Inter-Word Spacing
Interruptible Display
intrinsic statement
Irrational Numbers
Isometric camera

Jaggies
JPEG (Joint Photographic Experts Group)
Justify

Kerning

LAB
Landscape
Layer
Leader Tabs
Left Wall
Letter Spacing

Limitcheck error
Line art
Line style
Linear fill
Linear Regression
Linked object
Lino
List box
Local Universe
LPI
Luminosity

Marquee
Marquee select
Mask
Mask Channel
Master
Master layer
Maximize
Mean
Menu
Menu bar
Merge mode
Minimize
Mirror
Mirror Editing
Mixed Reference
Modeling_box
Moire pattern
Monochrome
Moving Average
Multimedia
Multiple select
Mute

Natural Logarithmic Regression
Negative
Nested powerclips
Newspaper-Style Columns
Nodes
Non-Numeric Axis
Numeric Axis (Data, 2nd Data, X, Y)

Object
Object/Group Coordinate System
One-point perspective
Opacity
Opaque
Open Prepress Interface (OPI)

Operator
Operators
Order box
Orientation
Out-of-gamut color
Overprint

Page border
Paint Color
Paint mode
Paint program
Paint shape
Palette
PANTONE Process colors palette(definition)
PANTONE Spot colors palette(definition)
Paper Color
Paragraph Text
Parent
PAT
Path
Path name
PCT
PCX
Photo CD
Photographic Chroma Mapping
Photoshop PSD
PIC
Pica
PICT
PIF
Pipeline
Pitch
Pixel
Pixmap
Plane
Playback
PLT
Plug-in filters
Point
Point of view (also viewpoint)
Point Size
Polynomial Regression Line
Portable
Portrait
Position, absolute
Position, relative
Positive
PostScript
PostScript textures

Power Law Regression
PowerLine Node
Powerlines
Presentation Window
Preset brush type
Preview
Preview screen
Primary mouse button
Printable page
procedure
Process color
Projection
Proof
Prop
Pure color

QuickTime

Radial fill
Radio button
Range Kerning
Rasterizer
Rational Numbers
Ray tracing
Real Numbers
Reference
Reflection
Refraction
Registration mark
Relative Reference
Render
Resample
Resident fonts
Resolution
return value
RGB
Right Wall
Riser Bar
Roll
Roll-up
Root
Rotate
Row Header Area
Row Header Labels
Row Title Area
Row Title Label
Ruler crosshairs
Rulers
run

runtime

Sans Serif
Saturation
Scale
Scaling, object
Scaling, text
Scanner
Scatter Label (3D)
Scatter Line
Scatter Marker
Scientific Moving Average
Scitext
SCODL
Screen angles
Screen frequency
script
Scroll
Second Category Axis Title
Second Y Axis
Second Y Axis Scale
Second Y Axis Title
Secondary mouse button
Section (in numeric format)
seed value
Segments
Select
Sentence element
Separators
Sequence
Series Header
Series Title
Serif
Service bureau
Shader
Shader Tree
Shadow
Shape
Show Correlation Coefficient
Single Cel Actor
Skew
Skinning
Slide
Slide sorter
Slide View
Smooth
Smooth Curve
Smooth Factor Box
Smooth Node

Snap
Source file
Speaker Notes
Specific Light
Spectral power distribution
Spot color
Spot light
Spreads
Square fill
Standard Deviation
Standard Illuminant
Start node
Status line
Stretch
Style Template
Styles
Subpaths
subroutine
Subscript
Superscript
Sweep Path
Symbol
Symmetrical
Symmetrical Node
Synchronization
syntax

Tab
Template
Text Styles
Texture fill
Texture map
TGA
Threshold
Thumbnail
TIFF (Tagged Image File Format)
Tile
Tiling
Timelines
Tint
Tints
Title bar
Toggle
Toolbox
TOYO Palette
trace
Transformation
Transition Effect
Translation

Translucence
Transparency mask
Transparent
Trap
True Color
TrueType Fonts
TRUMATCH
Two-color pattern
Two-point perspective
Type Assist
Type style
type-declaration character
Typeface

Undercolor removal (UCR)
Uniform color
Universe

Values
variable
Vector graphics
Vertex
Viewpoint

Waveform
Weight
Welding
WFN
White Point
Whole Numbers
WIN.INI
Window
Wireframe view
WMF
Word Spacing
Working Box
Working Box System
Working page
WPG
WYSIWYG

X-Axis
X-height

Y Axis
Yaw
YIQ

Z-Axis Scale (Left)

Z-Axis Scale (Right)
Z-Axis Title (Left)
Z-Axis Title (Right)
Z-Buffer
Zero Line

File formats - Overview

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

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

File compression

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

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

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

Color depth

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

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

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

Note

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

Corel Filter Manager - overview

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

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

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

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

Importing files

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

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

Exporting files

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

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

Bitmap file formats

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

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

Adobe Photoshop (.PSD)

CALS Raster (.CAL)

Cursors (.CUR, .DLL, .EXE))

GEM Raster (.IMG)

Graphics Interchange Format (.GIF)

Icons (.ICO, .DLL, .EXE))

Joint Photographic Experts Group, JPEG (.JPG)

Kodak Photo CD (.PCD)

Macintosh Paint (.MAC)

OS/2 Bitmap (.BMP)

Paintbrush (.PCX)

Picture Publisher 4.0 (.PP4)

Resource Bitmaps (.DLL, .EXE)

Scitex (.CT)

Tag Image File Format, TIFF (.TIF)

Targa (.TGA)

Windows Bitmap (.BMP)

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Vector file formats

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

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

Adobe Illustrator (.AI)

AutoCAD (.DXF)

Encapsulated PostScript (.EPS)

Hewlett Packard Graphics Language (.HGL)

IBM PIF (.PIF)

Interpreted PostScript (.PS)

MAC QuickDraw (.PCT)

MicroGrafix (.DRW)

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

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

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

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

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

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

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

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

Metafile File Formats

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

Computer Graphics Metafile (.CGM)

NAPLAS Graphic Metafile (.NAP)

OS/2 PM Metafile (.MET)

Windows Metafile (.WMF)

WordPerfect Graphics (.WPG)

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

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

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

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

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

Text file formats

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

AmiPro for Windows
ASCII (.TXT)
MS Word for DOS, Windows (.DOC)
MS Word for MAC (.MCW)
MS Write (.WRI)
Rich Text Format (.RTF)
WordPerfect for DOS, Windows (.WP?)
WordStar for DOS, Windows (.WSD)
XYWrite for DOS III, III Plus, IV

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

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

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

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

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

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

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

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

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

Presentation file formats

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

Harvard Graphics 2.0 (.SHW)

Harvard Graphics 3.0 (.SH3)

Lotus Freelance (.FLW)

MS PowerPoint 2.0, 3.0 (.PPT)

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

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

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

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

Sound file formats

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

AIFF (.AIF)

Amiga Sound (.SVX)

MAC Sound (.SND)

MIDI (.MID)

Sound Blaster (.VOC)

Wave (.WAV)

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

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

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

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

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

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

Animation file formats

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

Autodesk FLIC (.FLC)

MacPICTS (.PCS, .PIC)

Microsoft Resource Interchange File Format, RIFF (.AVI)

MPEG (.MPG)

Quick Time (.QTM)

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

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

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

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

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

Corel native file formats

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

CorelCHART (.CCH)
CorelDRAW (.CDR)
CorelFLOW (.CFL)
Corel Meta Exchange (.CMX)
Corel Metafile (.CMF)
Corel MOVE (.MOV)
Corel PHOTO-PAINT (.CPT)
Corel SHOW (.SHW)
Wavelet (.WVT)

CorelCHART (.CCH): Presentation file format.

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

CorelFLOW (.CFL): Design file format. CorelFLOW creates flowcharts.

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

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

CorelMOVE (.MOV): Animation file format.

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

CorelSHOW (.SHW): Presentation file format.

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