

Corel Technical Support

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Corel support services

Corel recognizes that support needs vary from user to user, and we offer you a wide range of choices when you need answers to your technical queries and problems in using the CorelDRAW applications.

If you have a question about CorelDRAW features and functions, first look in the CorelDRAW 6.0 Manual or consult the online Help.

You can also find late-breaking updates and technical information by double-clicking the Readme Icon in the CorelDRAW 6.0 program group.

If you cannot find the answer in these locations, you can speak to a Technical Support Representative located in North America or in Europe.

If you have problems after hours or on weekends or holidays, you can contact *IVAN* - our Interactive Voice Answering Network or the Automated FaxBack System.

We also offer Electronic Support Services in the form of a Bulletin Board, an Internet World Wide Web site, and an FTP site.

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Unexpected Condition Error Messages

Please check the following items after restarting your machine:

- Can you repeat the error?
- Does it occur at the same time consistently?

If the answer to either question is yes, please make note of the steps taken to reproduce or cause this error, along with information about your system and its setup and call Technical Support.

If the answer is no, try using the suggestions provided in the [IPF Error](#) troubleshooting Section.

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How to reach Corel in North America

Technical Support

Corel is committed to providing customers with high quality, timely technical support, with options to meet a wide range of customer needs. This document will introduce you to the variety of support services we provide.

Warranty Technical Support Services

1-613-728-7070

Free technical support is available to you for 30 days from your first call to technical support. When your warranty support has expired you may choose from the following Basic Services or select one of our Extended Support Services listed below.

Corel offers the following technical support options, most of which are available 365 days of the year, 24 hours a day. If you prefer not to pay for support or encounter problems in off-hours, these services will be helpful:

Free Support Services

These services include IVAN, our Interactive Voice Answering Network and the Automated FaxBack System.

Extended Technical Support Services

If you require technical support beyond the warranty period, you may call one of Corel's Authorized Support Partners. For details on the different support options available, please contact the Support Partners directly.

National Tech Team Inc. **1-800-205-4295**

Software Support Inc. **1-800-552-6735**

Corel's Authorized Support Partner are independent support companies. The terms under which support is provided by the Support Partners is solely determined by the Support Partners. Corel makes no warranties or representation regarding the support provided by the Support Partners.

Before You Call

Before calling Technical Support, please have the following information available. It will assist the Technical Support Representative in helping you with your problem more quickly and efficiently:

- A brief description of the problem including the exact text of any error messages received, and the steps to recreate it.
- Type of computer, monitor, pointing device (e.g., mouse, tablet), printer and video card (display adapter) in use.
- The versions of Microsoft Windows and the Corel product in use. Choose the About Windows 95 command from the Help menu in Explorer to find which version of Windows you are running.
- A list of any programs loaded into RAM (e.g., TSRs). Check the Startup folder in the Programs menu to determine if you are running any other programs.

If you are calling Technical Support for assistance with Corel SCRIPT, please note that Technical Support Representatives can only answer questions on SCRIPT commands, statements, functions and syntax. They cannot evaluate your script for soundness or efficiency, nor can they debug your script.

Customer Service in North America

Customer Service Representatives answer questions about specifications and pricing, and sell all of the Corel products. They can also issue replacement disks. There is no charge for calling Customer Service.

General customer service and product information can also be accessed through the WorldWide Web at <http://www.corel.ca>.

Telephone Numbers

800-77-COREL (US and Canada only)

613-728-3733 (outside US and Canada)

Internet

custserv@corel.ca

Customer Service

UCA&L
P.O. Box 3595
Salinas, California
93912 - 3595

How to reach Corel worldwide

Worldwide Technical Support

CorelDRAW customers residing outside North America can contact Corel Technical Support Representatives in Dublin, Ireland or a local Authorized Support Partner. The Corel Support Representatives in Ireland handle calls in the following languages: German, French, Spanish, Italian, Dutch and English. Calls are handled on toll lines. A charge will appear on your telephone bill, but there is no additional charge by Corel for the technical support.

Warranty Support

Free technical support is available to you for 30 days from the day you place your first call to technical support. If you require technical support beyond your warranty period, you may call one of Corel's Authorized Support Partners. For details on the different support options available, please contact the Support Partners directly.

Telephone Numbers for Corel Technical Support

Dutch	+(353) 1-708-2366
English	+(353) 1-708-2333
French	+(353) 1-708-2355
German	+(353) 1-708-2344
Italian	+(353) 1-708-2377
Spanish	+(353) 1-708-2388

Extended Support Worldwide

If you require technical support beyond your warranty period, you may call one of Corel's Authorized Support Partners. For details on the different support options available, please contact the Support Partners directly. To request an up-to-date listing of Corel's Authorized Support Partners worldwide, please contact Corel Technical Support at the numbers listed above.

European Support Partners

France	Micro-Plumme	Phone: 1 40 92 76 20
	99 rue Pierre Séward 92324	Fax: 1 40 84 01 65
	CHATILLION	
	SEDEX	
UK	Channel Market Makers,	Phone: 703 812 755
	12 Mortimer's Farm,	or 703 814 142
	Paultons Park, OWER	Fax: 703 813 830
	Southampton SO5 16AI, UK	

Australian Support Partners

For information on Authorized Support Partners in Australia, please contact:

Merisel 1 800 67 99 33

Corel's Authorized Support Partners are independent support companies. The terms under which support is provided by the Support Partners is solely determined by the Support Partners. Corel makes no warranties or representation regarding the support provided by the Support Partners.

Customer Service Worldwide

Customer Service Representatives answer questions about specifications and pricing, and sell all of the Corel products. They can also issue replacement disks. There is no charge for calling Customer Service.

Customer Service worldwide is handled by Alexander and Lord, Dublin, on behalf of Corel Corporation. Customer Service for any country not listed below is handled by Corel in Canada.

Telephone Numbers

Austria	0660 5875
Belgium	0800 11930
Denmark	800 18755
France	0590 6512
Germany	01 308 15074
Holland	0602 22084

Italy	1678 74791
Norway	800 11661
Spain	900 953538
Suisse	155 8224
Sweden	0207 91085
UK	0800 581028
Customer Service in Canada	613-728-3733

Customer Service

UCA&L
49 B Bracken Road
Sandyford Industrial Estate
Sandyford, Dublin, Ireland

See also

[IVAN](#)

[Electronic Support Options](#)

[How to use Automated Fax System](#)

How to use the Automated FaxBack System

Technical Support maintains an Automated FaxBack System where up-to-date information about common issues and tips and tricks is stored in numbered documents. If you have a fax machine, you have access to this service 24 hours a day, 365 days a year. There is a catalogue of documents available. You can fax this catalogue to yourself and then order any document at your convenience.

Calling the Automated FaxBack System

To access the Automated FaxBack System, dial **613-728-0826** and request **extension 3080**. You will then be prompted for a document number and your own fax number. The document you request will be automatically sent to you.

To Obtain a Catalogue of Document Numbers:

Call the Automated FaxBack System number and request document 2000.

Electronic support options

BBS

Technical Support operates a BBS service, where customers are able to download any available program files that have been modified by our engineers, between releases. Also, during the process of providing technical support, an agent may request that you upload troublesome files to the BBS.

Calling the BBS

(613) 728-4752 or

(613) 761-7798

Both lines are set for 8 bit word, 1 stop bit, no parity. The supported speeds on these Hayes 288 modems are 2400-28,800 baud

Microsoft Network (MSN)

Technical Support operates a forum on the Microsoft Network. Periodic updates or patches are made available in the Corel Forum. You will also often find utilities and interesting information that forum members have made available. Interact with other users and Corel Technicians to obtain product information and support.

For quick access to forums in the MSN, use Go Words. In the MSN Central, go to the Edit Menu and choose Go To. Choose Other Location, then type COREL. Then click OK or press ENTER to go directly to the Corel Forum.

Internet - WorldWide Web Site

For late breaking technical news and information on all Corel products, visit our WWW home page at <http://www.corel.ca>. From the home page, you can access Corel's Technical Knowledge base, as well as corporate, marketing, and product information.

FTP

You can download updates, patches and utilities by accessing our anonymous FTP site at <ftp.corel.ca> .

IVAN

IVAN is our Interactive Voice Answering Network. This system contains answers to commonly asked CorelDRAW questions, and allows you to resolve the problem yourself 24 hours a day, 7 days a week. This system is regularly updated with the latest information, tips & tricks and also provides a feature whereby customers can request that IVAN's solutions be faxed to them.

Calling IVAN

Dial (613) 728-1990. There is no charge for the IVAN service beyond the cost of the telephone call.

Diagnosing IPF's and system lockups.

Make sure that you have a WINDOWS 95 STARTUP DISK prior to any troubleshooting process. This can be created either during the installation process of Windows 95 or by selecting "Start \ Settings \ Control Panel \ Add-Remove Programs \ Startup Disk \ Create".

For recovery purposes, you may also want to copy the SYSTEM.DAT, CONFIG.SYS, AUTOEXEC.BAT, WIN.INI and SYSTEM.INI files, plus any CD-ROM or other device drivers to a subdirectory on the STARTUP diskette, or to another diskette if there is not enough disk space.

1. Save files that are currently open, if possible.
2. If the lockup occurred while working in Draw, check for *.ABK or *.BAK files on the system. These are CorelDRAW autobackup files that may be renamed to a .CDR file extension to attempt to recover the file you were working on. You must rename the file to CDR before exiting from Windows.
3. Exit from all applications. Select "Shut Down... \ Close all programs and log on as a different user?" or "Shut Down... \ Restart the computer" while holding down the SHIFT key until the "Starting Windows 95" appears.
4. Ensure that the system meets Corel's minimum requirements.
5. Ensure a valid SET TEMP statement is in the AUTOEXEC.BAT file or check from the Command Prompt by typing SET. Make sure that the TEMP directory has ample space provided. Windows 95 supports TEMP files on compressed drives, however, try relocating the TMP's to an uncompressed drive if necessary.
6. Optimize the drive. "Start \ Programs \ Accessories \ System Tools \ Disk Defragmenter".
7. Check system resources, "Start \ Programs \ Accessories \ System Tools \ Resource Meter". This will place the meter in the bottom right hand corner. Double-clicking on the icon will display the statistics.
8. Restart the system. When the "Starting Windows 95" message appears, press F8. Choose Step-by-Step Confirmation. Select YES for all lines EXCEPT select NO for processing the AUTOEXEC.BAT and CONFIG.SYS files.
9. Change to the standard VGA display driver. Select "Start \ Settings \ Control Panel \ Display \ Settings \ Change Display Type... \ Adapter Type Change \ Show all devices \ Standard Display types \ Standard Display Adapter (VGA)".
10. Check to see if devices (CD-ROM, Display Adapters, Monitor, Mouse, Sound) are operating properly. Select "Start \ Settings \ Control Panel \ System \ Device Manager". By double-clicking on a device and viewing the properties you can check the Device Status.
11. Check the System Performance, Control Panel \ System \ Performance. By selecting the Advanced Settings:
File System Change the Typical role of this machine to Network server, Read-ahead optimization to either None or Full (try both).
Graphics Turn OFF any hardware acceleration
Virtual Memory Specify your own settings. Choose a NON-COMPRESSED drive, use a minimum of 10MB and a maximum of 30MB (increase as necessary).
12. Disable the Virtual Memory and Re-Optimize the drive. Enable the Virtual memory and let Windows manage it.
13. Restart the system. When the "Starting Windows 95" message appears, press F8. Choose Safe Mode. This will bypass the startup files including the Registry, CONFIG.SYS, AUTOEXEC.BAT files and the [Boot] and [386Enh] sections of the SYSTEM.INI file. This will reduce the system to a standard VGA display driver.
14. When the "Starting Windows 95" message appears, press F8, choose Command prompt only. Start Windows 95 with:
WIN /D:F This disables 32 bit disk access. ** Use this for disk access problems **.
WIN /D:X This disables the adapter area (from A000 to FFFF) which Windows 95 scans for unused space.
15. Uninstall the application. Select "Start \ Settings \ Control Panel \ Add-Remove Programs" Select the application to uninstall. Reinstall the application when finished.
16. Use \WIN95\SYSTEM\MKCOMPAT.EXE for 16 bit applications causing problems.
17. If none of these steps resolve the problem, please contact Technical Support for further assistance.

OLE Problems

Sometimes the registry file becomes damaged, generating OLE Error Messages in the Corel applications. If you encounter these error messages, close the Corel application and open the Windows Explorer. Double click on REGEDIT.EXE. If this file opens, you will see the Registration Information Editor. Locate the Corel application which had the OLE problem and delete it from the list. You can do this by highlighting the item, then clicking on Edit and Delete File Type. Then, exit from the Registration Information Editor and exit and restart Windows. When you open and close the Corel application, it will re-register itself in registry.

Other Error Messages

If you receive a message stating the PRESETS.CDR file could not be loaded:

This message is generated the first time you start Corel PRESENTS. It may take a few moments to create.

If you receive this message repeatedly or if the system appears to be hung for several minutes, restart your system and try again. If you continue to have difficulties, reinstall the application and apply the [Invalid Page Faults](#) troubleshooting steps. If after following these steps the problem persists, contact Corel Technical Support.

If you receive any other error messages:

1. Save the file immediately.
2. Exit the application.
3. Restart your system.

If the problem persists or if a series of actions cause the error to be repeated, apply the [Invalid Page Faults](#) troubleshooting steps. If, after following these steps, the problem persists, contact Corel Technical Support with the system details and the steps taken.

Enhancing system performance

Here are a number of considerations for improving the performance of CorelDRAW:

- The microprocessor and clock speed are important e.g., a 486-50 will run CorelDRAW more quickly than a 386-33.
- A math co-processor will enhance the performance of some functions.
- Ensure that you have at least 10 megabytes of free disk space on the drive where Window *.TMP files will be created (you can determine the location of this directory by running the SET command at the DOS prompt).
- Ensure that you have 10-20 megabytes of free disk space on the drive where you store your CorelDRAW files.
- Work in wire frame mode, or use the layers feature in CorelDRAW to reduce screen re-draw time.
- Follow the suggestions in the chapter on 'Optimizing Windows' in your Windows 95 or Windows NT User's Guide.
- Establishing a SWAP file to provide Windows with 'extra memory'. See your Windows 95 or Windows NT User's Guide for more details.
- Consider an accelerated video card. We unfortunately cannot make recommendations on any hardware.

Troubleshooting techniques

While working in CorelDRAW modules, you may encounter problems printing, saving files, opening files, importing, exporting, etc. Though each individual problem may have a different cause, there are some general steps you can follow in attempting to troubleshoot your problem. In many cases it will save you a call to Technical Support!

1. Can you duplicate the problem?

Try performing the same function again. This is the first step in troubleshooting. Occasionally, a temporary memory problem will interrupt a function, and simply trying again will allow you to complete that task.

No

Problems that can't be reproduced are difficult to identify the cause. Continue working, but note the details of the circumstances if the problem does occur again. This will enable Technical Support to assist you more effectively if you decide to call.

Yes

If you can duplicate the problem, it may be file, program or system specific. Proceed to Step 2.

2. Is the problem system specific?

This step is sometimes appropriate at the beginning of a troubleshooting session and is sometimes left to the end. Before spending a lot of time analyzing the causes of a problem, it is often a good idea to determine if the problems occur only on one system.

If you have access to another computer, try the function or file there. Or, if the problems are printing related, try using a different printer. If the problems persist on more than one system, zero in on file specific issues. If not, concentrate on the system settings, installation and finally hardware issues.

If you do not have access to another system running CorelDRAW, proceed to the next step.

3. Is the problem file specific?

If you can reproduce the problem consistently, the culprit may be the file itself, the Corel program or something about your particular system. This step attempts to determine if the problem is unique to this file or if it may be caused by a program or system issue.

If you are having problems saving, printing or exporting, etc., try opening another file of the same type and perform the same function. If subsequent file works properly, you are most likely dealing with a file that contains one or more corrupted objects or the file may too complex for the particular function you are trying to perform. If this is the case, see the notes below on Dealing With Complexity Issues or Dealing With Corrupted Objects or Files.

If you are having problems opening or importing, try opening or importing other files into the same application. Also, try taking the problem file in other applications. e.g., if you have trouble importing a CGM file into Draw, try taking it into a different Windows application. The goal, again, is to determine whether problems are contained in the file or are caused by something else.

4. Is the problem software specific?

If a problem can be reproduced but is not limited to just one file, then the problem is being caused by either the Corel program, other software on the system e.g., drivers, Windows, etc., or by hardware.

If it is possible, try the same files and functions on another system running CorelDRAW, determine whether the root of the problem is based on one system as opposed to being software generated. If this test is not possible, try to collect as much information as possible about whether the problem occurs only in Corel applications. You can do this by trying to perform similar functions, i.e. printing or importing, into other Windows applications. If problems appear in other applications, then the cause is at a more base level

than Corel. Sometimes video or printer drivers can cause problems. There may even be problems with a particular Windows setup.

If following the above steps do not allow you to resolve the problem you are encountering, you may wish to contact Technical Support.

Dealing With Complexity Issues

- Reduce the number of nodes.
- Reduce the number of fountain stripes if the file contains fountain fills.
- Do not combine text with other objects (to create masks and clipping holes).
- Break a complex object into smaller less detailed objects.
- Remove any extraneous outlines.
- For PostScript printing problems, try setting the Number of Points in Curves to 300 (in Print Options; Options tab), and turning on Auto Increase Flatness.
- For printing, saving, or exporting problems, try marquee selecting only some of the objects and use the Selected Objects Only feature to determine the complexity or number of objects limit in this file.
- Click on Edit; Select All to ensure that there are no stray objects off the page.

Dealing With Corrupted Objects or Files

- Open the problem file. Select one object, then use Shift+Tab to scroll through the objects on the page. Sometimes a very small object that you didn't notice will become selected. This object may be corrupted. Try deleting the object or dragging it off the page. Then save the remaining objects using 'Selected Only' on the Save screen.
- Another way to locate a corrupted object within a file is to marquee select half of the objects, then print, save, export as required, using the Selected Objects Only feature. If a problem occurs again, marquee select a smaller number of objects until you locate the corrupted object by process of elimination. Then try to delete the object.
- Try saving the file as a version 5.xx file or exporting as CGM if you are having trouble saving, printing or exporting. Re-open or import the file and try again.
- For large files, often the error can be reproduced by selecting the offending object and copying it to the clipboard. To isolate the object. Marquee select half of the objects on your page and copy them to the clipboard. If no error occurs, then marquee select another area and try the same. Once the error occurs you will need to select fewer objects from that area and continue with the copying process until you have located the offending object. Once identified, delete and recreate it.

Tips & tricks for troubleshooting

The Impact of CORELDRAW.INI

This file contains all default settings that are established in CorelDRAW. It may become corrupted over time and cause a number of problems. You can try deleting this file as CorelDRAW will regenerate it the next time you open the program. You will find it in the \COREL\CONFIG subdirectory. Make sure you have exited from Draw before you delete this file.

Damaged Program Files

If you suspect problems with program files including import and export filters, you may want to consider running the SETUP program again, and re-installing the portions of the program that may be causing problems.

Fonts & Text

Upon startup, the CorelDRAW font manager enumerates available fonts and setting up the Fonts list box (available through the Text Roll-Up, the Edit Text dialog, and the Character Attributes dialog). It is capable of reading two types of fonts: True Type (TTF) and Adobe Type 1 (PFB).

The CorelDRAW font manager first polls the Windows True Type engine for available TTF fonts. It then determines whether ATM is enabled and, if so, adds all available Type 1 fonts to the Fonts list box. When you select a font from within CorelDRAW, it's type (TTF or ATM) is described below the display window where a font sample is given.

Note: If the same font-name exists in both the Type 1 and True Type format CorelDRAW will choose to use the Type 1 version in priority over the True Type version of the font.

How to install True Type fonts

The True Type engine is internal to Windows which means that you do not require a third party font manager to use True Type fonts in Windows applications. In order for an application to make use of a particular True Type font, that font must be installed through Windows. This holds true for CorelDRAW 6.0 and any other Windows compatible application that supports True Type.

Windows NT

There are two files associated with an installed font; the True Type font file (extension TTF) and the resource file (extension FOT). During the CorelDRAW 6.0 installation, both files, for each True Type font will be copied into the WINDOWS\SYSTEM or the WINNT\SYSTEM directory. Windows NT requires that the FOT (resource) files reside in this directory. The TTF file does not have to be in this same directory but the FOT file maintains a pointer to the TTF file. It is important that the TTF file is not moved or deleted from the directory it gets installed into. If you think this may have happened, it is always safe to remove and re-add the font through the Windows NT Control Panel.

In order to add third party or custom True Type fonts one should follow the Windows NT True Type font installation procedure. This involves accessing the Fonts dialog box through the Windows NT Control Panel. Once a font has been installed into Windows NT, it will be available in DRAW 6.0. This installation option is a good choice when adding one or two fonts.

Windows 95

In Windows 95 there is only the True Type font file (extension TTF). These files are registered during the install of CorelDRAW 6.0

In order to add third party or custom True Type fonts one should follow the Windows 95 True Type font installation procedure. This involves installing the soft fonts on to your hard disk. Then use the Fonts tool in the Windows 95 Control Panel to register the fonts in Windows 95. Once a font has been installed into Windows 95, it will be available in DRAW 6.0.

How to install Adobe Type 1 fonts

The use of Adobe Type 1 fonts under Windows is made possible by the Adobe Type Manager (ATM). In order for an application to make use of a particular Type 1 font, that font must be installed correctly through ATM. This holds true for CorelDRAW 6.0 and any other application that supports Adobe Type 1 fonts.

The CorelDRAW CD has a fonts directory that contains all 1023 of Corel's fonts in both True Type (TTF) and Adobe Type 1 (ATM) format. The install will setup the True Type fonts in Windows. If you wish to use the Adobe Type 1 fonts they must be install manually.

When installing CorelDRAW select a Custom install and do not install any of the fonts. The install procedure sets up the True Type fonts only. The ATM fonts must be manually installed.

- Run the ATM Control Panel.
- Select the Add Fonts button and then select the CD-ROM drive and the FONTS\ATM directory , then the subdirectory where the fonts are located.
- Select some, or all, of the fonts and then touch the Add button.
- Once the fonts have been added, close the ATM Control Panel.
- Restart Windows.

Once a Type 1 font has been installed into ATM it will be available for use in CorelDRAW (NOTE: if a True Type font of the same name is also installed, the Type 1 font takes priority when name conflicts occur).

Opening files containing text

If you create a file in CorelDRAW that contains text, a font name reference will be saved with the CDR file. This allows Corel to accurately open your file in the future while displaying the text in the appropriate typeface. On occasion, you may share your Corel files with other users, take CDR files to a Service Bureau, open old CDR files in new versions of Draw, etc. If you do this, there is the potential that typefaces may be incorrect when the file is opened. Sometimes complications will arise if you are opening an old file (created in version 2.0, 3.0, 4.0 or 5.0). Obviously, re-opening your own file on your own system, as long as the font list is the same as when the file was created, will be a smooth process.

With the PANOSE font matching system in CorelDRAW 6.0, you are no longer forced to deal with Corel substituting the default font for any text strings using a font that is not present on the system. If PANOSE is enabled, it chooses the available font that is most similar to your original typeface if that original cannot be located.

How CorelDRAW locates a font to use

If you open a file created in a previous version of Draw, using WFN fonts, True Type fonts or Type 1 fonts, Corel will:

- Try to match the font by name.

- Use PANOSE to determine the closest match in either a True Type font or Type 1 font.

What to do if your print job doesn't print

When you print a file through a Corel application:

1. Corel processes the information. You will see a progress meter increase to 100%.
2. If the process is completed successfully, the print job will be passed to the Windows Print Spooler.
3. If everything runs smoothly, the print job will then be passed to the printer.

At any one of these stages, the process may break down. The first step in determining where the problem lies is to identify at which of the above three steps printing stopped.

If you encounter problems while printing a file, consider the following troubleshooting tips in an attempt to determine where the problem lies and how to resolve it

Printing Stops in the Corel Application

- Exit and re-start the Corel application.
- Has the file printed before? Is this a repeatable problem?
- Is it one file or all files which are having print problems?
- Ensure that the default printer is correct.
- While working in Draw, temporary files are created and placed on your system. Exit Windows completely delete any .TMP files found in the Windows temp directory. While here, ensure that you have at least 15-20 MB of free disk space.
- Check System Resources and Free Memory in the Help menu of the Windows Program Manager. If these values are low, exit and re-start Windows. Also make sure you do not have other Windows applications running.
- Is the Print Spooler on? Try disabling it.

Printing Stops in the Print Manager

- Open the WIN.INI file. Find the reference to **TransmissionRetryTimeout=45**. Set this value to **999** (this sets the time that Windows waits for the printer to report that it is ready to receive more data). A value of 999 is equal to an infinite amount of time. Once changed, exit from Windows and then start it again.
- Check Load and Run statements in WIN.INI. Programs and utilities can be set to run automatically when Windows is started by adding references to these lines. Type a semi-colon (;) in front of either line if there is anything referenced. Remember to save, exit and restart Windows after making changes to the WIN.INI.
- Move any icons found in the Windows Startup group to another icon group.
- While working in Draw, temporary files are created and placed on your system. Exit Windows completely delete any .TMP files found in the Windows temp directory. While here, ensure that you have at least 15-20 MB of free disk space.
- Make sure you are using an up to date printer driver.
- Will other Windows applications print? If not, look at Windows setup or configuration issues as the problem will be occurring at a more basic level than CorelDRAW

Printing Stops in the Printer

- Maximize time-outs on the printer if possible. Refer to your printer documentation for instructions.
- Check time-outs on the network, if applicable.

- Check to see how much RAM is resident in the printer. A minimum of 1.5 megabytes is required to print a full page of graphics to a 300dpi device. To print fairly complex files, we recommend a minimum of 4 megabytes of RAM in the printer. (Note: some files may require more than 4 megabytes).
- Do you print directly or through a switchbox or network. If possible, try connecting directly.
- Make sure you are using an up-to-date printer driver.

Printing tips and tricks

The printer drivers that ship with Windows 95 are developed in whole or in part by Microsoft for a set line of products that were already released to the public.

In most cases, printers that have been recently released do not have Windows 95 drivers supplied with the operating system. Most major manufacturers will follow with Windows 95 drivers in the months shortly after the release of Windows 95. Until this time, most Windows 3.1 drivers work with few side effects. This may explain some difficulties you encounter. If the problem is too serious to wait for a new driver release, try using a driver for a similar type printer of the same manufacturer.

If you send a file to print and receive no output or partial output, try the following suggestions:

Finding and dealing with a corrupted object

If your file prints to a certain point and then stops, you may have a corrupted object in the file. The output is created in the same order as the objects were created and therefore finding the offending object is as simple as locating the object created after the last printed one. To do this select the last printed object, hold down the shift key and hit the tab key once. The object currently selected is most likely the source of the problem.

A second possibility exists to isolate the offending object. Split the graphic into four quadrants and "print selected only" each quadrant. By process of elimination you should be able to find which quadrants do not print until you have split the sections up leaving only one object unprintable. If in fact this object does not print by itself, you can delete and re-create it or reduce its complexity as follows.

Reducing the complexity of the graphic

If the printing problems doesn't seem to be caused by a corrupted object, but a complex object, the following steps will be helpful in reducing the complexity of a single object

- Reduce the number of nodes on the path. Control points and nodes each add 1 byte to the objects size. This is easiest to do using the Auto Reduce feature on the Node Edit Roll-Up
- If the object has a fountain fill, reduce the number of fountain stripes
- Avoid combining text with other objects (for example, to create clipping holes or masks).
- Break the object up into smaller less complex objects
- Remove any extraneous outlines

If, for any reason, these steps cannot be taken or do not work, you can take a more global approach to the problem. The following steps will be helpful in reducing the overall complexity of the file.

Reducing the overall complexity of the file

- On the Corel Print screen, choose Options; Options tab. In the PostScript Setting Window, you will find a setting called **Maximum Points per Curves**. This setting can be modified to enable complex files to print. You can set values between **200** and **20,000**. The default setting is 1500. When printing files that have complex fills (i.e.: fountain fills, vector fills, bitmap fills and postscript textures) within complex shapes (text or a freehand drawn shape) set the value to 600 or less to help simplify the data sent to the printer. Lowering this number will lengthen print times, however the file will be more likely to print.
- Under File; Print; Options; Options tab, in the PostScript Setting Window, you will notice an option to **Set Flatness To**. Increasing this value will simplify the print job. As a general rule, try increasing the value to a maximum of 3 or 4, otherwise you will impact image quality. A better step is to select **Auto Increase Flatness**. This value will simplify printing while reducing the quality of the image, only to the point where degradation becomes noticeable.

Note: When bezier curves are used to describe a path on a PostScript printer, the interpreter must first 'flatten' the path in order to render it as a series of straight lines. The 'Flatness' setting affects the degree of accuracy used during the 'flattening' process and hence the number of straight lines that are used to describe the curved path. The higher the value, the less accurate the 'flattened' or 'approximated' path will be. A circle, for example, will start to look more like a stop sign as the Flatness setting is raised.

Postscript Specific Checklist:

Download the Postscript Error Handler under the Windows Control Panel; Printers icon; Setup; Options; Advanced. If Postscript is having difficulty interpreting the file, an error code will be produced.

See also

[PostScript Printing Errors](#)

[Troubleshooting Techniques](#)

[Color Management](#)

Working with service bureaus

When working with a service bureau for high resolution reproduction of your drawings, it cannot be stressed enough that you need to talk to the person who will be managing your job. Too many times, files are handed, or sent by modem, to a service bureau without key information.

The more interaction between the user and the service bureau, the faster and subsequently, less expensive a job is. If you do not have all the necessary information to complete the steps below, contact the service bureau.

Some service bureaus can accept the drawing in CDR form. Others will request a PRN file (Print File) which is a self contained file that can be copied to an output device even if that computer doesn't have Corel loaded.

Preparing a Print File (PRN) For a Service Bureau

- Set up a printer driver for the device the bureau will be using, e.g., Linotronic 330, in the Windows Control Panel, under Printers. Set this device up on a port such as LPT1: or LPT2:. Make it your default printer
- Set the correct resolution in the Properties of the Printer.
- Set the correct paper size in the Printer Properties. If you are setting a Custom Page Size, ensure that the Width is always the smaller value. Then set the Orientation. If cross hairs, crop marks or file information is required on your Linotronic file output, choose a page size in CorelDRAW which is smaller than the size the output device will use. For instance, if the final size of your file is to be 8.5" by 11", then choose A3, Tabloid or 10"x14" as your printing size in the Printer Setup menu, provided the printer can handle these sizes.
- In the Corel application, choose File; Print. Verify that the printer reference is correct.
- Choose Print to File, and For Mac, if the service bureau uses a Mac front-end.
- From the Options button; Options tab choose any desired icons to set Crop Marks, Cross Hairs, Film Negative, Emulsion, etc.
- If you desire color separations, choose the Options button; Separations tab and check Print Separations.
- Click on OK, then give the file a name. A PRN extension will automatically be added.
- Print out the job info sheet located under the Options Tab.

Sending a CDR File to a Service Bureau

There should not be any special considerations other than determining if the service bureau has all of the fonts loaded, that you have used in the file.

Predicting whether a high resolution Postscript device will handle your file

Here are some steps to avoid costly service bureau errors with complex files. If you have access to a Postscript printer, you can do a test before you send the file to the bureau.

Reduce the Set Flatness To: setting to .25. Then print the file to your printer. This procedure will simulate the complexity of an image setter printing at 1200 dpi, and is more true for Level 1 PostScript RIPS. A value of .12 simulates printing at 2500 dpi. If your file will not print to a laser postscript printer, at this flatness setting, then chances are it won't print to an image setter. Make sure to change the flatness back to 1 before sending your file to the service bureau and follow the above steps for creating a file for the service bureau.

See also

[Color Separations](#)

Color separations

When a drawing is output professionally, by a service bureau, each color has to be printed separately on the printing press. Therefore a multicolor image requires each color to be output on a separate sheet of paper, film or metal plate. In the final stage of a print job, these separate plates are recombined to generate the final product. This process is referred to as color separation.

Another scenario that would require color separation would be the creation of a color proof. Each of the colors in the drawing are output on a separate piece of acetate and in color. By laying the sheets of acetate on top of each other and lining them up exactly, a color proof can be created of the final product.

Pantone vs. Process Separations

If you create a drawing using Pantone colors, each Pantone color will be placed on an individual sheet of film during the color separation process. Each Pantone color is unique and can be thought of like the paint chips you see at a decorating store.

Process colors are mixtures of the four basic inks, Cyan, Magenta, Yellow and Black. An infinite number of colors can be created by mixing these four colors in different combinations. When your drawing has been created using process colors, your color separated output will contain a maximum of four sheets of film. In many cases, the process color method is most cost effective, since each extra sheet of film adds significant cost to your service bureau print job.

Fountain fills

As a note, if you design a file containing fountain fills that blend one color to another, create those fills using process vs. Pantone spot colors. Color separated fountain fills often produce incorrect results. The exception to this rule is if you create a fountain fill blending one tint of a Pantone color to another tint of the same color.

In CorelDRAW, color separation is accessed through the Print Menu. When you select Options and Separations tab, Print Separations becomes available. AutoTrapping is also available in this menu.

Film Negative and Emulsion Down

There are two other options that are associated with printing as separations: Film Negative and Emulsion Down. These settings control whether your film will produce a positive or negative image, and what side of the film the image will go onto. It is not always necessary to have these options selected. It is dependent upon the type of output you are doing. Also, the only time you would set these options is if you create a PRN file rather than giving a CDR file to the service bureau. Talk to your service bureau before creating the PRN file to see what they require. Often the service bureau will create the film negative for you. Select these marks by clicking on the icons found under the Separations tab in Print Options. Emulsion is represented by an 'E', and Film Negative by an icon that looks like a strip of photo film.

Crop Marks and Cross Hairs

When you choose to print crop marks and cross hairs, they will be created right on the corners of your Corel Page setup. You must define a larger page in the print driver, than in Corel page setup in order to have room for these marks to be printed. Select these marks by clicking on the icons found under the Separations tab in Print Options.

See also

[Working with Service Bureaus](#)

Printing to non-PostScript printers

Font Rasterizer

The Font Rasterizer switch in the [Config] section of the CORELAPP.INI file determines the method used by CorelDRAW to render small point size text objects on GDI devices (i.e. a displays and non-PostScript printers). If the Font Rasterizer is enabled (as it is by default) text objects are sent to the device (or more specifically, to the device driver) as bitmaps. If the Font Rasterizer is disabled, text objects are sent to the device as curves.

The advantage of sending small point size text objects as bitmaps is that they will print faster and look better. Text, at small point sizes, cannot be rendered well as curves: there are just not enough pixels available to reproduce the curves smoothly. As well, sending the text objects as bitmaps will incorporate any available hinting for that font. Therefore text objects will look better if the Font Rasterizer left is on.

It may be necessary to disable the Font Rasterizer, when outputting to certain non-postscript printers such as the HP Paintjet. If problems arise printing text to a non-PostScript printer, e.g., the text does not print, or does not print correctly, the Font Rasterizer may have to be disabled.

PostScript printing errors

The Windows Control Panel allows you to enable a Postscript Error Handler under the Printers icon; Setup; Options; Advanced. This error handler defines the errors that the Postscript language encounters when processing a file. Listed below are some of the common Postscript error codes, their definitions, and solutions where applicable.

Error: Limitcheck. Offending Command=Nametype: EOCLIP

This message indicates a path implementation error, usually where Postscript is unable to complete the clipping routine for filled objects. Try these suggestions:

1. Enable Auto Increase Flatness on the CorelDRAW print screen under Options.
2. Set Number of Points in Curves value to 300, under File; Print; Options; Options tab
3. Remove any extraneous outlines from objects.
4. If printing separations, try printing just one separation at a time.
5. Consider substituting solid color fills for gradients or pattern fills in irregular shaped objects.

Error: Limitcheck. Offending Command=Nametype: EOFILL

This message indicates a path implementation error when Postscript is completing a fill routine. Set Number of Points in Curves value to 300, under File; Print; Options; Options tab.

Error: Limitcheck. Offending Command=Nametype: LINETO or CURVETO

An implementation limit has been exceeded, usually indicating too many nodes on a straight or curved path. Use the Auto Reduce Nodes option in the Node Edit Roll-Up in CorelDRAW or manually remove extraneous nodes from the objects.

Error: Stack Overflow

The stack limit has been exceeded, often indicating embedded EPS files, too many nodes on a path, or complex fill patterns and bitmap fill patterns in complex shapes. Try the suggestions for EOCLIP.

Offending Command: Stack Underflow

The stack does not have enough objects for the requested operation. Again, try the suggestions given for EOCLIP.

Error: Invalid restore

This message may appear after canceling a print job. Try clearing the Print Spooler and repeating the printing process.

Error: invalid font

This error message may appear if the file requires a font that has become corrupted. Try re-installing font.

Troubleshooting printing problems

Printer Drivers

Corel does not develop or distribute printer drivers. We rely on the printer manufacturer or Microsoft to provide drivers that are supported in the Windows environment. If you can print in Windows, you should be able to print from Corel applications.

Printed Output Is Incorrect

- If you print a file from Corel and the output is incorrect:
- Check the print preview. The print preview displays the file exactly as it should print out. If this screen does not look correct, the print-out will not be correct either.
- Check cables and connections for potential communication problems. A telltale sign of communication problems are ASCII characters appearing on your page where graphics should be appearing, i.e. happy faces, stars, etc.
- If printing Postscript, are you using genuine Adobe Postscript or an emulation? You will sometimes encounter problems with Postscript emulation, especially when printing fonts.
- Make sure you are using the most up to date printer driver.
- Check the [Automated FaxBack System](#) catalogue for topics dealing with specific printing problems.

Dealing With Complexity Issues

- Reduce the number of nodes
- Reduce the number of fountain stripes if the file contains fountain fills
- Do not combine text with other objects (to create masks and clipping holes)
- Break a complex object into smaller less detailed objects
- Remove any extraneous outlines
- For Postscript printing problems, try setting the Number of Points in Curves to 300 (in Print Options; Options tab), and turning on Auto Increase Flatness
- For printing, saving, or exporting problems, try marquee selecting some of the objects and using the Selected Objects Only feature to determine the complexity or number of objects limit in this file.
- Click on Edit; Select All to ensure that there are no stray objects off the page

Dealing With Corrupted Objects or Files

- Open the problem file. Select one object, then use Shift+Tab to scroll through the objects on the page. Sometimes a very small object that you didn't notice will become selected. This object may be corrupted. Try deleting the object or dragging it off the page. Then save the remaining objects using 'Selected Only' on the Save screen.
- Another way to locate a corrupted file is to marquee select half of the objects, then print, save, export as required, using the Selected Objects Only feature. If a problem occurs again, marquee select a smaller number of objects until you locate the corrupted object by process of elimination. Then try to delete the object.

- Try saving the file as a version 5.xx file or exporting as CGM if you are having trouble saving, printing or exporting. Re-open or import the file and try again.
- For large files, often the error can be reproduced by selecting the offending object and copying it to the clipboard. To isolate the object. Marquee select half of the objects on your page and copy them to the clipboard. If no error occurs, then marquee select another area and try the same. Once the error occurs you will need to select fewer objects from that area and continue with the copying process until you have located the offending object. Once identified, delete and recreate it.

OLE

OLE stands for Object Linking and Embedding. Designed by Microsoft, and first introduced in Windows 3.1, OLE allows you to easily move information from one application into another. You can edit this information from within the second application, meaning you no longer have to delete and re-copy. Embedding means that information from one application resides in a second document and is stored with it. Linking means that information from one application is tied to a second document and can be updated when changes are made in the first application, but that information is not actually stored with the second file.

OLE features in CorelDRAW 6.0:

“Drag and Drop” - This feature allows you to click on an image in one Windows application and drag it into another application, into another file or to a different spot within the same file or onto the desktop.

OLE Registration - REGEDIT.EXE

1. During the installation of CorelDRAW 6.0, OLE files are installed into \WINDOWS\SYSTEM directory.
2. In order to have OLE function correctly, Windows ‘registers’ all applications with OLE capabilities in files called USER.DAT and SYSTEM.DAT. You can modify the registration information by opening an application called REGEDIT.EXE. Both files are found in the \WINDOWS\SYSTEM subdirectory.

For more information on using OLE functionality in your Corel files, refer to the CorelDRAW User's Manual

Clipboard: General pasting limitations

Unsupported Features

Objects containing the following effects can not be pasted into other non-Corel applications:

- PostScript textures
- Pattern fills

Unsupported Metafile Features

The following Windows Metafile features cut/copied to the clipboard from other programs can not be pasted into CorelDRAW:

- Background commands (SetBkMode and SetBkColor)
- Pattern fills (only uniform fills are currently supported)
- Clipping regions
- Flood fills
- Individual pixel manipulations
- No ROP2 modes, other than R2_COPYPEN (i.e., no combining of pen colors)
- WINDING polygon fill mode (ALTERNATE mode is supported)

Pasting Text

The amount of text, plus the spacing and text attributes CorelDRAW assigns to text pasted from other applications, varies depending upon the font chosen.

Artistic Text

- Spacing: Document Defaults

NOTE: When pasting text into CorelDRAW, if you click on the artistic text tool and then on the page before pasting, the resulting text string will be treated as artistic text. If you do not click on the page, text will be treated as paragraph text.

If the originating application is closed the text is inserted based on the method used (Paste or Paste Special).

ASCII/ANSI text will paste in using the document defaults for Artistic and Paragraph text, whereas, RTF text will paste and retain the font, size, line, and character attributes (i.e. underline, strikeout).

Color management

You may have experienced the frustration of creating a file in CorelDRAW and having colors in the printed output appear radically different than what you saw on the monitor. The same discrepancies can occur when scanning. Many factors are responsible for the wide variation in color that you may encounter when comparing monitors, printed and scanned output. Manufacturers are different, drivers are different, lighting conditions are different, etc. In summary, it is very difficult to accurately predict what your color output will look like. For this reason, Corel has introduced a new color management system. The new color management system in CorelDRAW 5 is significant because it addresses many of the inherent problems associated with artificial color reproduction. The key issues that need to be overcome in order to achieve consistent and reliable color results (scanning, viewing and printing) are:

- improper calibration of equipment
- inaccurate color mapping from one *device* to another (assuming both use the same color model)
- inaccurate color mapping from one *color space* to another (e.g., from scanning to display to output)
- accommodating hardware limitations and the inability to map colors from one color space to another.

The intention of a color management system is to provide a mechanism for consistently and reliably specifying colors, as well as for transferring colors accurately from one device to another.

Using Color Management in CorelDRAW 6.0

Click on Color Manager under the Tool menu. Refer to the CorelDRAW Manual for detailed instructions on creating a Basic System Profile and setting Calibration options..

Disabling Color Management

To disable the effects of Color Management on the monitor, click on View; Color Correction and choose None. To disable the effects of Color Management when printing, disable the check box next to Color Profile on the Print screen.

INI files and other customizable files

The user interface in CorelDRAW 6.0 has been modified in such a way that you rarely need to open INI files in order to customize the program settings. In fact, many of the settings that were offered in the various INI files have now been removed, since most controls can be set through the user interface of the applications in CorelDRAW 6.0. You will find many settings such as Auto Backup time, Delay When Moving, include Text in Metafiles, etc. available under Special and Preferences and then under the View, Text and Advanced tabs.

The INI files that are noteworthy in CorelDRAW 6.0 are the CORELDRW.INI which controls Draw settings, and the CORELAPP.INI which controls settings for all applications.

Another file you can modify is the CORELDRW.DOT file which allows you to define and edit dashed and dotted line patterns.

CORELDRW.INI

This file contains few switches for customers to modify, but serves by keeping track of settings made through the user interface. Its function is the same as in Version 5.0 and is very similar to the CDCONFIG.SYS file in Version 3.0 or the CORELDRW.CFG file in Version 4.0. These files can occasionally become damaged and result in strange things happening in your session of CorelDRAW, inability to print or save, etc. You can delete the CORELDRW.INI file if you suspect it has become damaged. Corel will automatically regenerate the file the next time you open Draw. Make sure you exit from Draw before deleting this file.

CORELAPP.INI

This file contains switches and settings that affect the working environment of all Corel applications. The file can be modified by opening it in a text editor or word processor and referring to the information below:

[Config] section

Contains the following information required to run the CorelDRAW 6.0 applications:

ProgramsDir=<?>

Directory for program files

Default: C:\COREL\PROGRAMS

DataDir=<?>

Directory for data files

Default: C:\COREL\PROGRAMS\DATA

CustomDir=<?>

Directory for custom files

Default: C:\COREL\CUSTOM

ColorDir=<?>

Directory for color files

Default: C:\COREL\COLOR

DrawDir=<?>

Directory for Draw files

Default: C:\COREL\DRAW

Dream3DDir=<?>

Directory for Dream 3D files

Default: C:\COREL\DREAM3D

MediaMgrDir=<?>

Directory for Media Manager files

Default: C:\COREL\MEDIAMGR

PhotoPaintDir=<?>

Directory for Photo-Paint files

Default: C:\COREL\PHOTOPNT

PresentsDir=<?>

Directory for Presents files

Default: C:\COREL\PRESENTS

TraceDir=<?>

Directory for Trace files

Default: C:\COREL\OCRTRACE

FontsDir=<?>

Directory for custom symbols

Default: C:\COREL\PROGRAMS

FiltersDir=<?>

Directory for import and export filters

Default: C:\COREL\PROGRAMS

MapDir=<?>

Directory for mapping files

Default: C:\COREL\PROGRAMS

SpellLanguage=<language>

Specifies the dictionary the Spell Checker uses to check spelling. The choices are English, French, German, Swedish, Spanish, Italian, Danish, Dutch, Portuguese, Norwegian or Finnish.

SpellDict, HyphenateDict, ThesaurusDict=<appropriate dictionary file>

Specifies the dictionary files used by the Spell Checker, Hyphenation and Thesaurus features. These lines must not be changed.

BigPalette=<0 or 1>

- 0 specifies the standard-sized color palette
- 1 specifies a larger-sized color palette. Useful if you have a large, high-resolution monitor such as the Sigma Laserview.

Default: 0

BigToolbox=<0 or 1>

- 0 specifies the standard-sized toolbox
- 1 specifies a larger-size toolbox. Useful if you have a large, high-resolution monitor such as the Sigma Laserview.

Default: 0

FontRasterizer=<0 or 1>

Enable/disables the internal font rasterizer. The rasterizer improves the appearance of CorelDRAW fonts printed at small sizes.

- 1 enables the font rasterizer
- 0 disables the font rasterizer. Disabling may be necessary for printer drivers that have problems with the rasterizer. A symptom of this would be text printing incorrectly.

Default: 1

TTFOptimization=<0 or 1>

Can be set at either 0 or 1. Default is 1, which will speed up access to the TrueType Font engine in Windows. 0 points CorelDRAW directly to Windows, which increases the access time. Some printers and screen drivers will be incompatible with the default setting. Therefore, change to 0.

- 0 disable, uses Windows TrueType driver
- 1 enable uses CorelDRAW internal TrueType driver

Default: 1

TextureMaxSize=< to 2048>

Allows you to set the 'resolution' of a bitmap texture fill. The value represents height and width in pixels.

Default: 257

UseClippingForFills

Most device drivers support clipping. Corel assumes that the device is using its own clipping routine, but if this is not so, you may encounter slowdowns in print time or screen re-draw. Enable Corel's clipping routine, as follows, to speed up these operations:

- 3 Use device's clipping; do not use Corel's
- 2 Use device's clipping routine on print devices only
- 1 Use device's clipping routine on display devices only
- 0 Do not use device's clipping; use Corel's

Default: 3

[ColorCalibration] section

This section contains settings that affect the program's color calibration feature.

SystemColorProfile=<?>

Defines the current default color profile on the system.

Default: _DEFAULT.ccm

ProfileMatchMode=<0, 1 or 2>

Three modes of operation are available for color matching in the user profile.

0 = Automatch

1 = Photographic

2 = Illustration

Default: 0

[TempPaths] section

Cleanup=<?>

Any TMP files created by Corel applications e.g., ~WALxxxx.TMP, that are saved due to abnormal program termination e.g., rebooting or IPFs, are automatically deleted at startup of a Corel application. A different value is reflected in the Cleanup line depending on whether a Corel application is running.

0 = Application is running

1 = Application shut down properly

CORELDRW.DOT

Contains rows of numbers which define the Dashed and Dotted line styles available in the Outline Pen dialog box. By editing these definitions you can change the appearance of the corresponding line style. You can also add up to 25 definitions of your own for a total of 40 line styles. Before editing this file, make a backup copy of it somewhere, just in case you need to access the original default values.

Defining a Dashed and Dotted line style

When you open up the CORELDRW.DOT file in your ASCII editor, you will see rows of numbers. Each row represents a line definition, and contains anywhere from 3 to 11 numbers.

nNumbers n,1DotLength n1,SpaceLength n2,DotLength n2SpaceLength..... n5DotLength n5SpaceLength

where:

n Numbers	the number of elements (both dots/dashes and spaces) that define the line style. This must be a value between 2 and 10
nxDotLength	the length of the dot/dash. A value of 1 yields a dot, anything greater yields a dash
nxSpaceLength	the length of the spaces between the dots/dashes

To create a line style, specify the length of the dots/dashes and the gaps between them. Dots are created by defining short dashes (one unit wide) and then specifying **Round** as their **Line Cap** style in the Outline Pen dialog box. Perfectly-round dots are not currently available in CorelDRAW. However, unless your line is quite heavy, the dots should appear round. Definitions consisting of more than three numbers in a row, define lines made up of dots, spaces and dashes of varying lengths. You can define lines with up to 10 elements (dot/dashes and spaces). When these lines are used in a drawing, the line pattern is followed left to right through the definition, and then repeated through the length of the line.


Example



























































2 1 5

Defines a line consisting of 2 elements. The first element is a dot (since it is only one unit wide) followed by a five unit-wide space. These units are relative to the line's width, which is considered to be 1.

To alter the spacing between the dots in this example, change the number 5. Similarly, to create a dashed line with equal dash and space widths, change the 1 to a 5 in this example.

Import File Filters - Technical Notes

Click  for technical information about CorelDRAW's import filters.

-  Adobe Illustrator 1.1, 88, 3.0 (*.AI)
-  Adobe Photoshop (*.PSD)
-  Ami Professional 1.1, 1.2 (*.SAM)
-  Ami Professional 2.0, 3.0 (*.SAM)
-  ANSI Text (*.TXT)
-  AutoCAD DXF (*.DXF)
-  CALS Compressed Bitmap (*.CAL)
-  CompuServe Bitmaps (*.GIF)
-  Computer Graphics Metafile (*.CGM)
-  Corel Metafile (*.CMF)
-  CorelPHOTO-PAINT (*.CPT)
-  Corel Presentation Exchange 5.0 (*.CMX, *CDR, *PAT)
-  Corel Presentation Exchange 6.0 (*.CMX, *CDR, *PAT)
-  CorelTRACE (*.AI)
-  CorelCHART (*.CCH)
-  CorelDRAW (*.CDR)
-  CorelMOVE (*.CMV, *.MLB)
-  CorelSHOW (*.SHW)
-  EPS {Encapsulated Placeable} (*.EPS, *.DCS)
-  Enhanced Windows Metafile (*.EMF)
-  GEM files (*.GEM)
-  GEM Paint File (*.IMG)
-  HP Plotter HPGL (*.PLT)
-  IBM PIF {GDF} (*.PIF, *.PF)
-  JPEG Bitmap (*.JPG, *.JFF, *.JTF)
-  Kodak Photo-CD (*.PCD)
-  Legacy 1.0, 2.0 (*.LEG)
-  LOTUS Freelance (*.PRE)
-  Lotus PIC (*.PIC)
-  Macintosh PICT (*.PCT, *.PIC)
-  MACPaint Bitmap (*.MAC)
-  MET Metafile (*.MET)
-  Micrografx 2.x, 3.x (*.DRW)
-  Microsoft PowerPoint (*.PPT)
-  Microsoft Word 3.x (*.DOC)
-  Microsoft Word 4.x (*.DOC)
-  Microsoft Word 5.0, 5.5 (*.DOC)
-  Microsoft Word for Macintosh 4.0 (*.DOC)
-  Microsoft Word for Macintosh 5.0 (*.DOC)
-  Microsoft Word for Windows 1.x (*.DOC)
-  Microsoft Word for Windows 2.x & 6.x (*.DOC)
-  OS/2 Bitmap (*.BMP)
-  PaintBrush (*.PCX)
-  Picture Publisher 4 (*.PP4)
-  PostScript {Interpreted} (*.PS, *.EPS, *.PRN)
-  Microsoft Rich Text Format (*.RTF)
-  SCITEX (*.CT, *.SCT)
-  Targa Bitmaps (*.TGA, *.VGA, *.ICB, *.VST)
-  TIFF 5.0 Bitmaps (*.TIF, *.SEP)
-  Wavelet Compressed Bitmap (*.WVL)
-  Windows Metafile (*.WMF)
-  Windows 3.x/NT Resource (*.CUR, *.DLL, *.EXE, *.ICO)
-  Windows 3.0 Bitmaps (*.BMP, *.DIB, *.RLE)
-  WordPerfect 4.2 (*.WP, *.WP4)
-  WordPerfect 5.0 (*.WP, *.WP5)
-  WordPerfect 5.1 for Windows (*.WP, *.WP5)
-  WordPerfect 6.0 for Windows (*.WP, *.WP6)
-  WordStar 2000 (*.WSD)
- WordStar (*.WSD)
- WordPerfect Graphic (*.WPG)
- XYWrite (*.XY*)

See also

Recommended formats for importing graphics from other applications

Recommended formats for importing graphics from other applications

Program	Recommended import format
Adobe Illustrator	AI
Arts & Letters	AI, Clipboard
AutoCAD	DXF, HPGL (PLT files)
ASCII text	Clipboard and Paragraph text import
CorelDRAW	CDR, Clipboard
CorelTRACE	CorelTRACE AI
GEM Artline	GEM
GEM Graph	GEM
GEM Draw Plus	GEM
Harvard Graphics	CGM
Lotus 1-2-3	Lotus PIC
Lotus Freelance Plus	CGM
Macintosh-based vector packages	MACINTOSH PICT, AI
Micrografx Designer, Graph Plus	DRW, AI
Scan Gallery	TIF
WordPerfect	.WPG

Import - CorelDRAW! (*.CDR, *.CMF, *CMX, *.CCH, *.AI, *.CMV, *.PAT, *.SHW)

Technical Notes

CorelDRAW (*.CDR)

Imports graphics in CorelDRAW's native format. Useful for merging separately-created graphics into a single drawing. Importing adds the image to the current drawing, unlike open where it adds the image to a new page.

Imported CorelDRAW files appear as a group of objects. Use the Ungroup command in the Arrange menu to manipulate individual objects in the imported graphic.

Text from earlier version of CorelDRAW

Inter-character spacing may appear slightly off in files created in earlier versions of CorelDRAW. This happens only to certain typefaces, and is unnoticeable in most cases. The effect may be more apparent when letters are immediately adjacent to other graphics elements, or with text fitted to a curve. To correct the spacing, use the Shape tool to re-adjust character spacing. For text on a curve, straighten the text and refit it to the curve.

Corel Presentation Exchange (*.CMX)

Corel Presentation Exchange format is a special file format for exchanging information between Corel applications. It resembles the native .cdr format but will not maintain links to objects or other data.

- Corel Presentation data does not maintain links between objects. For example, if you have data in a CorelCHART file that you've updated after importing the CCH file using the Corel Presentation format into another CorelDRAW file, that data will not update automatically.
- If you have not saved the CorelCHART file with Presentation Data attached Corel will open the Corel application via OLE, ask for the CMX data, and then import the Presentation Data. This may take a significant amount of time.
- Saving files with Presentation Data attached will add to the file size.

Note: Two versions are available: Version 5.0 (Older Corel products) and Version 6.0 (32 bit).

CorelCHART (*.CCH)

If you choose Save Corel Presentation Data when saving your CorelCHART file you'll be able to exchange information between CorelCHART and other Corel applications.

- Corel Presentation data does not maintain links between objects that make up a CorelCHART file. If you have data in a CorelCHART file that you've updated after importing the CCH file into another CorelDRAW file, that data will not update automatically.

- If you have not saved the CorelCHART file with Presentation Data attached Corel will open CorelCHART via OLE, ask for the CMX data, and then import the Presentation Data. This may take a significant amount of time.
- Saving files with Presentation Data attached will add to the file size.

CorelMOVE (*.CMV, *.MLB)

You can import CorelMOVE actors and cells for editing, creating and previewing within CorelDRAW.

CorelSHOW (*.SHW)

Used for preparing presentations. You can import CorelSHOW presentations for editing, creating and previewing within CorelDRAW.

CorelTRACE (*.AI)

Imports bitmaps converted to vector graphics created by CorelTRACE. CorelTRACE is used to convert bitmaps to vector graphics and text.

Corel Metafile (*.CMF)

You can import Corel Metafiles into CorelDRAW for editing. Similar format to .CMX.

Import - Windows Metafile (*.WMF)***Technical Notes***

Imports graphics in a format used by many Windows programs, including Harvard Draw, Lotus Freelance Graphics and Aldus Persuasion.

CorelDRAW substitutes fonts missing from a WMF file to similar fonts available on your system.

Import - Bitmaps (*.BMP, *.CAL, *.GIF, *.CPT, *.IMG, *.MAC, *.PCX, *.PP4, *.PSD, *.CT, *.SCT, *.TGA, *.TIF, *.WVL)

Technical Notes

Imports bitmap graphics created in paint programs such as CorelPHOTO-PAINT and Windows Paintbrush (BMP).

CompuServe (GIF) and Targa (TGA) are color bitmap formats commonly used to store digitized photographs.

OS/2 BMP's can also be imported into CorelDRAW.

SCITEX (CT/SCT), a high-quality four-color (CMYK) bitmap format, can be imported by CorelDRAW.

TIFF is a bitmap file format used by many digital scanners.

You can import black & white, color and gray-scale bitmap graphics.

You can also modify the size and resolution of your bitmap before importing.

- Full Image** Imports the complete file.
- Crop** Imports a portion of the file. Crop the image interactively with the mouse or precisely with the **Select Area to Crop** field.
- Resample** Allows you to change the size and level of resolution of the imported bitmap file. Use the Width and Height number boxes to control the size of the file. Adjust Resolution with the Horizontal and Vertical number boxes. If you choose Identical values, an adjustment to one axis will change the other.

Windows & OS/2 BMP Bitmaps

CorelDRAW imports BMP files conforming to the Windows BMP specification. They may be either color, gray-scale or black & white and will print accordingly, depending on your printer. CorelDRAW will also handle RLE's (compressed bitmaps).

If the RLE was created in CorelDRAW 3.0, or if "bands" appear where they should not, edit the CORELFLT.INI. In the [CorelBMPImport] section of the CORELFLT.INI, add the following line: Import Corel3ORLE=1. If this section is not in the CORELFLT.INI, simply create it.

CPT Bitmaps

CorelDRAW imports Corel PHOTO-PAINT CPT files. CPT files are a RGB TIFF 6.0 format. Import support for "objects" placed into a CPT file is not supported except by Corel PHOTO-PAINT.

GIF Bitmaps

CorelDRAW imports GIF files conforming to the 87A and 89A specifications. Preview of interlaced GIF images is not supported.

PCX Bitmaps

CorelDRAW imports PCX files conforming to the following specifications: 2.5, 2.8, and 3.0. These files can contain 1, 2 or 4 color planes. Files containing 3 color planes cannot be imported.

TGA Bitmaps

CorelDRAW imports 16- and 24-bit Targa files. It also imports 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)
- some 32-bit TGA's are imported, ignoring the last 8 bits

TIFF Bitmaps

CorelDRAW imports black & white, color and gray-scale TIFF files up to and including the 6.0 specification. TIFF files compressed using the CCITT, Packbits 32773 or LZW compression algorithms can also be imported. However, you may notice additional loading time with these, as CorelDRAW decodes the file compression.

TIFF 6.0 support includes:

- TIFF 6.0 using JPEG compression
- TIFF 6.0 files with CMYK data

CorelDRAW does not support other TIFF 6.0 extensions such as YCbCr.

However, CMYK TIFFs are read by the Four Color TIFF import filter. Also, CorelDRAW will read the stand-alone version of the JPEG extension.

SCITEX (CT, SCT) bitmaps

SCITEX only imports full 32-bit color images and grayscale .CT files. SCITEX bitmaps are a 32-bit color or 8-bit grayscale format created from high end scanners which can be processed or modified for output by film recorders or to high end page layout programs. SCITEX is ideal for color separated images as it is a native 32-bit CMYK format.

CAL Bitmaps

CorelDRAW imports CALS (Computer Aided Acquisition and Logistics Support) CAL files. CAL files are a mono (1-bit) format.

IMG Bitmaps

CorelDRAW supports full imports GEM Raster IMG files.

MAC Bitmaps

CorelDRAW imports MACPaint MAC files. MAC files are a mono (1-bit) format that has either RLE compression or not compression.

Picture Publisher (*.PP4) Bitmaps

CorelDRAW imports Picture Publisher PP4 files. PP4 files support mono, colour, and grayscale.

Adobe PhotoShop (*.PSD) Bitmaps

CorelDRAW imports Adobe PhotoShop PSD files. PSD files support mono, grayscale and color up to 32 bit CMYK.

Wavelet (WVL) Bitmaps

CorelDRAW imports Wavelet WVL files. WVL files are 24-bit (16.7 million color) format.

Import - Adobe Illustrator (*.AI)***Technical Notes***

Imports vector graphics created by Adobe Illustrator for Windows or Macintosh.

CorelDRAW provides full support for all Adobe Illustrator formats up to and including 3.0, Illustrator 88 and 1.1.

Imported Illustrator graphics come into the program as a group of objects. Use the Ungroup command in the Arrange menu so you can manipulate objects in the imported graphic.

Note: To import AI files successfully choose the AI import filter.

Import - GEM Files (*.GEM)

Technical Notes

Imports vector graphics created by programs such as GEM Draw and GEM Artline. Also imports GEM files from earlier versions of Ventura Publisher.

Object Interior Fills

Objects in GEM that have a solid or percentage fill of a particular color will also have a corresponding fill in CorelDRAW. However, custom fills (i.e., grids, hatches, ball bearings, etc.) used in the GEM programs are not supported. Objects containing such fills will have a tinted color fill in CorelDRAW that corresponds to the color of the pattern fill of the original GEM object.

Line End Styles

The types of end styles imported by CorelDRAW's GEM filter depend on the package that created the GEM file. From GEM Artline, no end caps or corners will import into CorelDRAW. In a file created in GEM Draw, the following will occur in CorelDRAW:

- Round end caps on both ends of a line will be successfully imported
- A round end cap on only one end of a line will be successfully imported
- Lines with arrows will come into CorelDRAW with no end caps (no arrows)

Symbols

The symbols available in GEM Artline are created as text objects. They are imported as curves in CorelDRAW.

Text in GEM Files

- Except for GEM Artline, text in your GEM file will come into CorelDRAW as editable text. If your file was created in Artline, your text string will come across as a curve.
- If a typeface from the imported file is not available on your system it will default to the font it most closely resembles that is available on your system.
- Text in the imported file may not align exactly as it did in the original file. This is due to the differences in font sizes, and inter-character and inter-word spacing between the two programs. Such misalignment is easily corrected in CorelDRAW.
- Unsupported keyboard characters appear as question marks in CorelDRAW. Underlined text from the GEM format is not supported.

Import - Computer Graphics Metafile (*.CGM)
Technical Notes

Imports vector graphics from such programs as Harvard Graphics, Lotus Freelance and Arts & Letters. Also gives you access to graphics produced on mini and mainframe computers, as well as clipart from vendors such as MGI and New Vision.

Bitmaps

Bitmaps are not supported.

Markers

CorelDRAW's CGM import filter only accepts markers supported by the CGM standard. Private-use markers are ignored.

Text in CGM Files

- Text will be editable, provided the file was exported by the originating program using the correct text options (for example, in Harvard Graphics 3.0, you must select the CGM font).
- The typeface you see in CorelDRAW will probably not correspond to the one used in the originating program. However, you can easily change this in CorelDRAW.

Import - Macintosh PICT (*.PCT, *.PIC)

Technical Notes

Imports graphics created in Macintosh programs such as MacDraw. CoreIDRAW can import vector and bitmap images contained in these files.

Objects

Objects that contain a fill and an outline will come into CoreIDRAW as a group of two objects. One object will be the outline and the other the fill.

Colors

While not always obvious, PICT fills are often bitmap patterns. CoreIDRAW will try to maintain these fills as bitmap patterns.

Pattern Outlines

Pattern outlines are converted to a solid color.

Arrowheads and Dashed Lines

These are not supported from MacDraw II into CoreIDRAW.

Text

- Text in the PICT file will come into CoreIDRAW as editable text.
- If a typeface in the imported file is not available on your system it will default to the font it most closely resembles that is available on your system.
- Unsupported Macintosh fonts come into CoreIDRAW as the default font.
- Text alignment may not quite agree with the original file. This is due to the differences in font size, and inter-character and inter-word spacing between the two formats. Any misalignment is easily corrected in CoreIDRAW.
- Unsupported characters appear as question marks in CoreIDRAW.
- The following PICT text styles are supported: Bold, Italic, Outline, Shadow and any combination of these. Underlined text is not supported.

Note: To import PCT/PIC files successfully choose the PCT import filter.

Import - HP Plotter HPGL (*.PLT)

Technical Notes

Imports vector graphics created by programs such as AutoCAD.

Formats Supported

CorelDRAW can interpret a SUBSET of the HPGL and HPGL/2 command set. A stepping factor of 1016 plotter units = 1 inch will be used.

Image Size

The dialog box includes a Scale option for resizing the imported image. Use this option to import images larger than CorelDRAW's maximum page size. If your image does not fit in the CorelDRAW page, it will automatically be scaled down unless you select a stretch factor that will make your image smaller than the CorelDRAW page.

- 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 will result in the highest resolution it will also greatly increase file size. A curve resolution of 0.004 inches is recommended.

Colors in HPGL Files

The HPGL format does not contain color information. Instead, the various objects in an HPGL file have certain pen numbers associated with them. When imported into CorelDRAW, 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.

Pen Selection

The Pen Selection list contains 256 pens, although not all of the pens may be assigned.

Pen Color

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 the RGB values.

Pen Width

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.

Pen Velocity

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 HPGL files.

Pen Unused

Allows you to set a defined pen to (Unused).

Reset

Allows you to reset the current Pen Library pen settings back to the last saved settings.

Fills

Only certain types of objects in the HPGL file will be filled in CorelDRAW.

Line Types

CorelDRAW supports numerous HPGL dotted, dashed and solid line types. The pattern number of a certain line in an HPGL file will be translated to a CorelDRAW line type pattern, as shown in the following table:

HPGL line:	CorelDRAW line type:
#0	Solid
#1	Dotted
#2	Small dash
#3	Large dash
#4,5	Dot-dash
#6	Double dot-dash
#7 and over	As per # 2

Text in HPGL files

- Text will only come into CorelDRAW as editable text when the application that generated the file is capable of exporting text as text.
- Once in CorelDRAW, text strings will be assigned the Monospaced font, but can subsequently be assigned any typeface and size.
- Imported text has no outline color, only a fill color. The fill color is based on its associated pen number in the original HPGL file.

Import - AutoCAD (*.DXF)

Technical Notes

Imports vector graphics created by AutoCAD.

Preparing the file in AutoCAD

To create a DXF file from AutoCAD, use the DXFOUT utility while in that program. If the image is 3-D, save it with the view that you want to transfer over to CorelDRAW. Whenever possible, use polylines rather than regular lines. This reduces the complexity of the file when it is imported into CorelDRAW.

Note: DXF v11, v12 and v13 are not fully supported.

DXF File Complexity

If your DXF file is too complex to import into CorelDRAW, configure your AutoCAD output device as an HP7475 Plotter and perform a Plot-to-File of your drawing. You should then be able to import this plot file using CorelDRAW's HPGL import filter.

General notes and limitations on imported DXF files

- CorelDRAW tries to center the imported image in an 18x18 inch area. This size is not guaranteed though, especially with 3-D images. Drawings larger than 18x18 inches can be scaled to fit within these dimensions. You will see a dialog box that allows you to enter a scale factor. You may scale an image up or down as long as it is not larger than 18 x 18 inches.
- Dashed lines in the DXF file will be given a similar dashed line pattern in CorelDRAW.
- 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 which that polyline had in AutoCAD. The maximum line width is 4 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 will result in the highest resolution it will also greatly increase file size. A curve resolution of 0.004 inches is recommended.
- Solid and trace entities are filled, provided the view is not 3-D (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 come into CorelDRAW incorrectly due to lack of header information.

AutoCAD features not supported in CorelDRAW

The following features in AutoCAD are not supported when importing a DXF file into CorelDRAW:

- Shape entities - CorelDRAW cannot read .SHX files
- 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 3-D shapes such as cones, spheres and toroids
- 3-D extrusion of circles, arcs, and text
- 3-D extrusion of polylines with width and/or dashed patterns
- Invisible lines in 3-D face entities
- Automatic wireframes
- Hidden lines removal
- Extrusion direction assumed to be parallel to the z-axis
- Binary DXF format
- Paper Space Entities within a Model Space
- AutoCAD layers cannot be mapped to CorelDRAW layers.

Text in the DXF File

Text generated in AutoCAD and imported via DXF will show the following differences:

- Various justifications on text entries may not be preserved. Normal text placement (no justification) works best.
- CorelDRAW has limits on values for text's point size and skew. If the AutoCAD text object exceeds these limits, the object is brought within these limits when it is imported.

Special characters in text strings:

- Control characters are ignored.

- Overscore and underscore indicators are ignored.
- 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 characters become a "?" in CorelDRAW, including the degrees symbol, the +/- tolerance symbol, and the circle dimensioning symbol.

The typefaces used in AutoCAD are matched by PANOSE font matching with the closest available face in CorelDRAW. If a font is not found the default font will be used.

Import - IBM PIF (*.PIF, *.PF)

Technical Notes

Imports vector graphics created on IBM mainframes.

Unsupported Functions

- No "Set Background Mix" or "Set Foreground Mix" orders are processed. Instead, CorelDRAW will overlay objects in the order they are read in. Each will have its own defined color where there is no overlap.
- No "Call Segment" orders are processed.
- No "Set Character Set" orders are processed.
- "Set Paper Color" is not supported.
- "Set Pattern Symbol" is not supported.

PIF Line Types

- "1", "3", "4" and "6" become a "three-unit dash followed by a five- unit space" type of line in CorelDRAW.
- "2" and "5" become a "one-unit dash followed by a five-unit space" type of line.

Note: 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.

Text in PIF Files

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

Note: Windows '95 (Chicago) might confuse IBM PIF with there own PIF (Program Information Files). If this occurs you will get a "Security Privileges" error message when trying to import the file. To solve this, rename the file with a ".PF" extension.

Import - Lotus PIC (*.PIC)
Technical Notes

Imports graphs from Lotus 1-2-3.

Color

The colors contained in a PIC file are translated to a standard set of eight colors.

Text

- Text contained in the file will come in as editable text.
- "Title" text will come in as the Toronto typeface in CorelDRAW. Any "non-Title" text will come in as the Monospaced typeface.

Note: To import PIC files successfully choose the PIC import filter.

Import - ANSI Text (*.TXT)
Technical Notes

Imports text directly into a Paragraph text frame.

Allowable formats

Text imported with this filter must be in ASCII format. When preparing text for import, use your word processor's non-document mode or save the file as "text only" (i.e., ASCII format). Text attributes such as bold, italics, and underlining will be ignored, while tabs and indents will be converted to spaces.

Other text filters included with CorelDRAW allow you to import text in several popular word processor file formats.

Character Limits

CorelDRAW allows a character limit of 8000 characters per paragraph of Paragraph text. (A paragraph is defined as a block of text ending in a carriage return.)

Import - EPS {Encapsulated PostScript} (*.EPS)
Technical Notes

CorelDRAW imports EPS files in a "Placeable" format. CorelDRAW displays the "thumbnail" or preview in the working file.

If the EPS file contains a placeable header (i.e., a small bitmap representation of the image) the placeable header is imported and displayed. The EPS 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. The EPS file is not editable, nor can text in the EPS file be edited.

Imported placeable graphics come into the program as a group of objects.

Note: This filter will import files exported from CorelDRAW to EPS format.

Note: EPS file formats cannot be imported properly using the All Files import option. To import EPS placeable files successfully choose the EPS import filter.

Import - PostScript {Interpreted} (*.EPS, *.PS)

Technical Notes

CorelDRAW can interpret EPS and PS files. This filter is primarily for importing print files.

The EPS information that is used when the image is printed to a PostScript printer can be imported into CorelDRAW.

- If text was exported as text it should be importable as editable text. Point size and font information should be maintained.
- PostScript (Interpreted) will import the CorelDRAW EPS format.
- Due to the way PostScript describes gradient fills, if you are importing a file with large or complex gradient fills you may generate a very large number of objects. This may lead to a very large file, or, if the file grows too large, you may not be able to import the file due to memory limitations.
- If the file you are importing is too large or complex you may not be able to import the file due to memory limitation errors.
- There is an option in CORELFLT.INI to increase the Virtual Memory that the interpreter will allocate when it initializes. This may help you import larger or more complex files. Set VMSize=n (where n is megabytes of allocated memory, 2 is the default) to a larger number.

Note: EPS file formats (EPS placeable, PostScript Interpreted) cannot be imported properly using the All Files import option. To import PostScript Interpreted files successfully choose the PostScript Interpreted import filter.

Import - JPEG Bitmap (*.JPG, *.JFF, *.JTF)
Technical Notes

JPEG is a standard format developed by the Joint Photographers Experts Group, allowing transfer of files between a wide variety of platforms, using superior compression techniques.

Import - Kodak Photo CD images (*.PCD)

Technical Notes

Imports Kodak Photo CD images into CorelDRAW. Kodak Photo CD images are derived from 35mm film negatives or slides which have been converted to digital format and stored on a compact disc (CD).

Note: Photo CD images may be subject to copyright. Corel will not display a warning about this.

Resolution

When you import PCD files, a dialog box will appear prompting you to choose the desired file resolution.

- Wallet (128x192)
- Snapshot (256x384)
- Standard (512x768)
- Large (1024x1536)
- Poster (2048x3072)
- Billboard (4096x6144)

Note: High resolutions require large amounts of disk space.

Colors

- 16.7 million (24 bit)
- 256 colors (8 bit)
- 16 colors (4 bit)
- 256 grayscale (8 bit)

The **Image Size** indicator will update to reflect the choices you have made regarding Resolution and Color.

Use **Apply Image Enhancement** if you want to color correct the image before importing it into CorelDRAW.

Color Correction Method

GamutCD (TM)

This color correction method uses gamut mapping to enhance the color fidelity and tonal ranges of the CD image.

- | | |
|---------------------------|---|
| Set Active Area | Use the mouse to specify an active area within the image in the view field. This ensures GamutCD will base its color correction on the area of the photo that you are going to use and helps cut out any black borders left over from the original scan. |
| Set Neutral Colors | Define neutral colors by clicking on pure whites, blacks and grays within the Active Area. |
| White in Image | Choose this option if you have good white elements in the photo. If you do not have a white, disable this option as the Gamut mapping will over brighten your picture as it maps the lightest elements of your picture to white.

This option will assist GamutCD in enhancing the tonal range of your image and removing color cast. If your white is not pure white you may wish to lower the 255 setting in the number box to the right. |
| Black in Image | Choose this option if you have good black elements in the photo. If the image does not have blacks, disable this option as the Gamut mapping will darken your picture as it maps the darkest elements of your picture to black.

This option will assist GamutCD in enhancing the tonal range of your image and removing color cast. If your black is not pure black you may wish to raise the setting in the number box to the right from 0. |
| Fast Preview | Displays the effect the GamutCD settings you have chosen will have on the image. |
| Best Preview | Displays the effect the GamutCD settings you have chosen will have on the image. This method will be more accurate than fast preview but take longer to build. |

Kodak Color Correction

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

Remove Scene Turns off the Scene Balance Adjustment

Balance Adjustment the photo finisher applied at the time the original image was scanned and placed on

the Photo CD disk.

Color Metric Allows you to adjust contrast by pre-set amounts.

Show Out-Of-Gamut If the changes you've made are too extreme the preview

Colors will display out-of-gamut pixels as pure red or pure blue.

Note: Other Kodak compatible applications may install Kodak's PCDLIB.DLL into the Windows directory instead of the Windows\System directory. This will result in an error message with CorelDRAW. See the README file installed with CorelDRAW for information on how to fix this problem.

Import - Micrografx 2.x, 3.x (*.DRW)
Technical Notes

Imports graphic files created in Micrografx Draw 2.x or 3.x into CorelDRAW.

Unsupported Features

- Clip regions are not supported.
- Most raster operations are not supported.

Fountain Fills

Gradient (or fountain fills) created in Micrografx .DRW files are broken down in to several polygons.

Import - Microsoft Rich Text Format (*.RTF)

Technical Notes

Imports text files created and saved in Microsoft Word's Rich Text Format into CoreIDRAW.

Unsupported Features

- Table of Contents and Indexing Data
- Some graphics

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - WordPerfect Graphic (*.WPG)
Technical Notes

Imports graphics created in WordPerfect applications into CorelDRAW.

Features not supported

- WPG version 2 is not fully supported.
- Graphics Text Type 2.
- WPG version 6 is not supported.

Import - Ami Professional (*.SAM)
Technical Notes

Imports text files created in Ami Professional CoreIDRAW.

Note: Two versions are available; Ami Professional 1.1, 1.2 and Ami Professional 2.0, 3.0.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Microsoft Word 5.0, 5.5 (*.DOC)
Technical Notes

Imports text files created in Microsoft Word into CoreIDRAW.

Unsupported Features

Endnotes or footnotes.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Microsoft Word for Windows 1.x (*.DOC)

Technical Notes

Imports text files created in Microsoft Word 1.x for Windows into CorelDRAW.

General notes and limitations

- CorelDRAW supports the **embedded field** method for building indexes in Microsoft Word. CorelDRAW does not support the **style implied** method for building indexes in Microsoft Word.
- CorelDRAW will convert Word's "Normal" text style to Draw's default text style.
- Whenever possible, CorelDRAW will automatically convert characters that are available in the sets "Symbol" or "MS Linedraw" to the corresponding PC character set entries.
- Most fonts are proportionally spaced and text is reflowed when imported into CorelDRAW. As a result, soft line and page breaks will often appear in new locations if you are converting to a "fixed pitch" or "non-scaleable" font.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Microsoft Word for Windows 2.x & 6.x (*.DOC)

Technical Notes

Imports text files created in Microsoft Word for Windows 2.x or 6.x into CorelDRAW.

General notes and limitations

- CorelDRAW will try to match all the fonts in your document with the same or similar fonts, depending on your system font configuration.
- CorelDRAW supports the **embedded field** method for building indexes in Microsoft Word. CorelDRAW does not support the **style implied** method for building indexes in Microsoft Word.
- CorelDRAW will convert Word's "Normal" text style to Draw's default text style, which can be set under the Text tab in the Preferences dialog box.
- Whenever possible, CorelDRAW will automatically convert characters that are available in the sets "Symbol" or "MS Linedraw" to the corresponding PC character set entries.
- Most fonts are proportionally spaced and text is reflowed when imported into CorelDRAW. As a result, soft line and page breaks will often appear in new locations if you are converting to a "fixed pitch" or "non-scaleable" font.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Microsoft Word for Macintosh 4.0 (*.*)
Technical Notes

Imports text files created in Microsoft Word 4.0 for the Macintosh into CoreIDRAW.

Unsupported Features

CoreIDRAW does not support footnotes or endnotes created in Microsoft Word for Macintosh 4.0.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Microsoft Word for Macintosh 5.0 (*.*)
Technical Notes

Imports text files created in Microsoft Word 5.0 for the Macintosh into CoreIDRAW.

Unsupported Features

CoreIDRAW does not support footnotes or endnotes created in Microsoft Word for Macintosh 5.0.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - WordPerfect 5.0 (*.WP, *.WP5)

Technical Notes

Imports text files created in WordPerfect 5.0 into CorelDRAW.

General Notes and Limitations

- Text in WordPerfect's Table of Contents and Index functions are not supported by CorelDRAW.
- WordPerfect Style Sheets are not supported.
- Equations and formulas created in WordPerfect's equation language are converted to regular text by CorelDRAW.
- Graphic features like HLine and VLine are not converted to CorelDRAW.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

WordPerfect for Windows 5.1 (*.WP, *.WP5)
Technical Notes

Imports text files created in WordPerfect for Windows 5.1 into CorelDRAW.

General Notes and Limitations

- Text in WordPerfect's Table of Contents and Index functions are not supported by CorelDRAW.
- WordPerfect Style Sheets are not supported.
- Equations and formulas created in WordPerfect's equation language are converted to regular text by CorelDRAW.
- Graphic features like HLine and VLine are not converted to CorelDRAW.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

General Notes on Importing Text files

Generally, the text file that you are importing will look the same in CorelDRAW as it did in the source application. However, there may be some formatting attributes and page layout features in the text which CorelDRAW does not support. In such cases, the program will try to simulate the results of a feature when a reasonable substitution can be made.

Following is an explanation of how CorelDRAW handles the conversion of special features in the imported file.

Unsupported Features

- Header, footers, footnotes and endnotes
- Underlining
- Embedded graphics
- Columns
- Tables
- Macros

Fonts and Character Sets

CorelDRAW provides font matching support. If you are not satisfied with the default font matches, you can modify the font matching settings in the CORELDRW.INI. Fonts are converted by size and by family provided the source file format includes font family information which CorelDRAW can access.

CorelDRAW will automatically convert RTF files to the Microsoft Windows ANSI character set. CorelDRAW also supports the Macintosh Character Set and Standard IBM PC Code Page 437.

Because languages other than English use more than 256 characters, code page definitions (i.e., tables of information that define the character sets used by your computer) will lack certain characters found in other languages.

Note: CorelDRAW will automatically convert characters to logical equivalents if they are not matched between the source code page and CorelDRAW's code page. If there is no logical equivalent for the unidentifiable character, CorelDRAW will mark that character space with the underscore symbol (_).

Font Family and Font Size Translation

CorelDRAW supports the conversion of fonts sizes. The following table shows CorelDRAW's font family conversion capabilities.

Word Processor	From RTF to CorelDRAW
WordPerfect	All fonts supported
Microsoft RTF	All fonts supported
Microsoft Word PC	All fonts supported
Ami Professional	All fonts supported
Microsoft Word Macintosh	Limited font support
Word for Windows	All fonts supported

"All fonts supported" means that CorelDRAW will support all of the font families supported by that application format. "Limited font support" means that CorelDRAW will support only selected fonts from the fonts supported by that application format. This typically includes Standard PostScript fonts and the Standard HP PCL fonts.

When converting Macintosh files to CorelDRAW, font support will be limited by the supported font families of the PC formats.

Conversion of formats other than those listed in the table above will map to fonts that CorelDRAW deems as the "best-fit."

Proportional versus Non-Proportional Fonts

You may encounter alignment problems when converting from a proportional font to a non-proportional font, and vice versa. Therefore, if you import a document created in a non-proportional font to CorelDRAW where a proportional font is used, there will be pages that have more text per page than did the original.

Page Size and Margins

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

Anchored Text and Frames

Also known as Absolute Positioned Objects or APO's, CorelDRAW will convert anchored text and frames from WordPerfect 5.x, Microsoft RTF, Microsoft Word for Windows, Microsoft Word for Macintosh 4.0 and 5.0, and Ami Professional. In all other cases, the content of the frame or APO will convert to regular text.

Miscellaneous Formatting

- Center-right and full justification are applied to the entire paragraph. RTF does not allow these attributes to be applied to individual lines of a paragraph.
- Source documents that contain Table of Contents and Indexing converts into the appropriate functions in RTF.
- Automatic Outlining data converts to regular text.
- Style sheet properties are converted to RTF. In CorelDRAW, the file will appear as it did in the source application, however, the style sheet in the original application is not imported.
- Text contain within a frame or a positioned object is retained.

Import - WordPerfect for Windows 6.0 (*.WP, *.WP6)
Technical Notes

Imports text files created in WordPerfect for Windows 6.0 into CorelDRAW.

General Notes and Limitations

- Text in WordPerfect's Table of Contents and Index functions are not supported by CorelDRAW.
- WordPerfect Style Sheets are not supported.
- Equations and formulas created in WordPerfect's equation language are converted to regular text by CorelDRAW.
- Graphic features like HLine and VLine are not converted to CorelDRAW.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Enhanced Windows Metafile (*.EMF)

Technical Notes

Imports graphics in a format used by many newer Windows programs.

CorelDRAW substitutes fonts missing from a EMF file to similar fonts available on your system.

Import - Legacy 1.0, 2.0 (*.LEG)**Technical Notes**

Imports text files created in Legacy 1.0, 2.0 into CorelDRAW.

Unsupported Features

CorelDRAW does not support footnotes or endnotes.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

Characters

Characters are limited to 8,000 in CorelDRAW.

See also

[General Notes on Importing Text files](#)

Import - MET Metafile (*.MET)

Technical Notes

Imports graphics in a format specific to IBM's Presentation Manager for OS/2.

Used as a method for interchanging data between applications under OS/2.

Import - WordPerfect 4.2 (*.WP, *.WP4)

Technical Notes

Imports text files created in WordPerfect 4.2 into CoreIDRAW.

General Notes and Limitations

- Text in WordPerfect's Table of Contents and Index functions are not supported by CoreIDRAW.
- WordPerfect Style Sheets are not supported.
- Equations and formulas created in WordPerfect's equation language are converted to regular text by CoreIDRAW.
- Graphic features like HLine and VLine are not converted to CoreIDRAW.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Microsoft Word 3.x (*.DOC)

Technical Notes

Imports text files created in Microsoft Word 3.x into CorelDRAW.

Unsupported Features

CorelDRAW does not support footnotes or endnotes created in Microsoft Word 3.x.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Microsoft Word 4.x (*.DOC)***Technical Notes***

Imports text files created in Microsoft Word 4.x into CorelDRAW.

Unsupported Features

CorelDRAW does not support footnotes or endnotes created in Microsoft Word 4.x.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Windows 3.x/NT Resource (*.CUR, *.DLL, *.EXE, *.ICO)

Technical Notes

Imports Windows 3.x/NT Resource graphics into CorelDRAW.

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

Imports bitmap graphic elements found within executables. These bitmaps are 32 pixels x 32 pixels and no more than 4-bit (16 colors). You can select a color for Transparent and Inverse masks.

Windows 3.x/NT Cursor Resource (*.CUR, *.EXE, *.DLL)

Imports Cursor graphic elements that are used in windows pointers. These bitmaps are 32 pixels and no more than 4-bit (16 colors). You can select a color for Transparent and Inverse masks.

Windows 3.x/NT Icon Resource (*.ICO, *.EXE, *.DLL)

Imports Icon graphic elements found within executables. These bitmaps are 32 pixels x 32 pixels and no more than 4-bit (16 colors). You can select a color for Transparent and Inverse masks.

See also

[Import - Bitmaps](#)

Import - WordStar 2000 (*.WSD)

Technical Notes

Imports text files created in WordStar 2000 into CoreIDRAW.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - WordStar (*.WSD)

Technical Notes

Imports text files created in WordStar into CoreIDRAW.

WordStar 3.3, 3.31, 3.45, 4.0 (*.WSD)

General Notes and Limitations

- Merge dot commands are not supported.
- Printer dot commands are not supported.
- Display commands are not supported.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

WordStar 5.0, 6.0, 7.0 (*.WSD)

General Notes and Limitations

- CoreIDRAW does not support footnotes or endnotes created in WordStar.
- Font information is printer-dependent in WordStar. CoreIDRAW will use its default font for fonts it can not match.
- Merge dot commands are not supported.
- Printer dot commands are not supported.
- Display commands are not supported.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

WordStar for Windows 1.x, 2.0 (*.WS1, *.WS2)

General Notes and Limitations

- Merge dot commands are not supported.
- Printer dot commands are not supported.
- Display commands are not supported.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CoreIDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - XYWrite III, III Plus, IV, Windows (*.XY3, *.XYP, *.XY4, *.XYW)
Technical Notes

Imports text files created in XYWrite into CorelDRAW.

General Notes and Limitations

- XYWrite programming language not supported.

Page Size

When importing text the page size in the original document is ignored. The text is fit to the current CorelDRAW page size. This may affect the placement of text.

See also

[General Notes on Importing Text files](#)

Import - Microsoft PowerPoint (*.PPT)***Technical Notes***

Imports presentation files created in Microsoft PowerPoint into CorelDRAW.

CorelDRAW substitutes fonts missing from a PPT file to similar fonts available on your system or to its default font.

Imported files appear as a group of objects. Use the Ungroup command in the Arrange menu to manipulate individual objects in the imported presentation.


Import - Lotus Freelance (*.PRE)***Technical Notes***

































Imports presentation files created in Lotus Freelance into CorelDRAW.

CorelDRAW substitutes fonts missing from a PPT file to similar fonts available on your system or to its default font.

Imported files appear as a group of objects. Use the Ungroup command in the Arrange menu to manipulate individual objects in the imported presentation.

Export File Filters - Technical Notes

Click  for technical information about CorelDRAW's export filters.

-  Adobe Illustrator 1.1, 88, 3.0 (*.AI)
-  ANSI Text (*.TXT)
-  AutoCAD DXF (*.DXF)
-  CALS Compressed Bitmap (*.CAL)
-  Computer Graphics Metafile (*.CGM)
-  Compuserve Bitmaps (*.GIF)
-  CorelPHOTO-PAINT (*.CPT)
-  Corel Presentation Exchange 5.0 (*.CMX, *.CDR, *.PAT)
-  Corel Presentation Exchange 6.0 (*.CMX, *.CDR, *.PAT)
-  CorelDRAW! (*.CDR)
-  Encapsulated PostScript (*.EPS, *.DCS)
-  Enhanced Windows Metafile (*.EMF)
-  GEM Files (*.GEM)
-  GEM Paint File (*.IMG)
-  HP Plotter HPGL (*.PLT)
-  IBM PIF (*.PIF, *.PF)
-  JPEG Bitmaps (*.JPG, *.JFF, *.JTF)
-  Macintosh PICT (*.PCT, *.PIC)
-  MACPaint Bitmap (*.MAC)
-  Matrix/Imapro SCODL (*.SCD)
-  MET Metafile (*.MET)
-  Micrografx 2.x, 3.x (*.DRW)
-  OS/2 Bitmaps (*.BMP)
-  PaintBrush (*.PCX)
-  SCITEX (*.CT, *.SCT)
-  Targa Bitmaps (*.TGA, *.VGA, *.ICB, *.VST)
-  TIFF Bitmaps (*.TIF, *.SEP)
-  TrueType Fonts (*.TTF)
-  Wavelet Compressed Bitmap (*.WVL)
-  Windows Metafile (*.WMF)
-  Windows 3.0 Bitmaps (*.BMP, *.DIB, *.RLE)
-  WordPerfect Graphic (*.WPG)

See also

[Recommended formats for exporting graphics from CorelDRAW](#)

Export - Adobe Illustrator 1.1, 88, 3.0 (*.AI)

Technical Notes

Saves drawings in the Adobe Illustrator vector format. This format is used by the Macintosh and Windows versions of Adobe Illustrator. Only vector objects can be exported in this format; any bitmaps in the drawing will be ignored.

AI vs. EPS

The AI format is a subset of the EPS format that CorelDRAW also exports. When you export to AI, you may sacrifice some of the drawing effects that only EPS supports.

Limitations

Fountain fills: These are exported as a series of filled bands, similar to the effect you get using CorelDRAW's Blend feature. The number of bands is determined by the **Preview Fountain Steps** setting in the Preferences - Views dialog box.

Texture fills: If these are included in your file, they are replaced with a solid gray fill.

Arrowhead line caps: These are simulated by drawing them as separate objects.

End caps (Round, Square): These will be lost upon export.

Fit Text to Path: This function is supported, however, each character is exported as a separate text string.

Character attributes: If a text object contains characters with special attributes (kerning, rotation, typeface changes and scaling) each is exported as a separate object and are converted to curves.

Bitmaps

Bitmaps are ignored in the exported file.

Outline Attributes

To accurately reproduce calligraphic outlines, corner styles, and line caps, click the **CalligraphicText** box under the Text tab in Preferences. The outlines will export as a group of polygons which match the appearance of the outlines in CorelDRAW, but which add significantly to the size of the exported file.

General Notes and Suggestions

- Avoid combining objects in your CorelDRAW file to make the export conversion easier.
- During the export conversion, objects can become complex, making it much more difficult to edit them in other drawing packages or even in CorelDRAW if they are re-imported. To avoid this problem, keep a copy of the image in CDR format and use CorelDRAW for all editing needs.
- If you are creating a file with the intention of printing it in programs such as Ventura or PageMaker, then export it using the EPS filter, not the AI filter. The EPS filter supports more drawing effects than the AI filter, and generally yields better results.

Text

- If exported text displays in another font (usually the default font in DRAW) or prints in Courier, export the file again with the **Export Text as Curves** selected in the Export AI dialog box. This option should be selected whenever your CorelDRAW file contains a font not available in Adobe Illustrator.

Export Options

Format: Adobe Illustrator 1.1, Adobe Illustrator 88, Adobe Illustrator 3.0

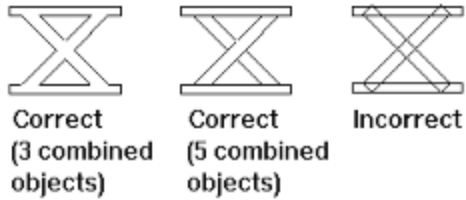
Text as: Text, Curves

Export - TrueType Fonts (*.TTF) Technical Notes

Saves a graphic as an Adobe Type 1-compatible text, or a symbol character that can be made available for use in other Windows applications through Adobe TypeManager Version 2.0.

Limitations

- Type 1 and TrueType fonts exported from CorelDRAW are unhinted.
- Each exported character must comprise a single object. Multiple objects must be combined using the Combine command in the Arrange menu before exporting. You cannot export multiple objects or grouped objects
- Avoid intersecting lines. Any object in your character should lie completely inside or outside of others, as shown in the example below:



- Fill and outline attributes applied to objects are not exported.
- Adobe Type 1 fonts you create are compatible with Adobe TypeManager version 2.0, but not with earlier versions.

Export - AutoCAD (*.DXF)

Technical Notes

Saves drawings in a vector format accepted by CAD/CAM programs and devices, such AutoCAD and certain computer-driven sign and glass cutters. Only the outlines of objects are exported.

Unsupported CorelDRAW Features

The following CorelDRAW features are not supported when exporting to DXF file format:

- Calligraphic pen effects, dashed and dotted lines, or arrowheads. All line weights are converted to solid lines 0.003" thick.
- Bitmaps are not exported.
- Layers information is not exported to this format.

Texture fills

Texture fills are replaced with a solid gray fill. All other fills are ignored.

Objects with no Outlines

Filled objects that have no outlines will have an outline appended to them in the DXF export process.

File Size

DXF files created with this filter can become quite large, especially if text is exported as curves. A complex drawing occupying only 20 or 30K in CorelDRAW may easily balloon to 500K or more in the DXF format.

Colors

Options in the Export DXF dialog box control how colors in the CorelDRAW file are exported:

Standard Colors (7): Matches colors in the CorelDRAW file to the seven colors available in DXF.

Full Colors (255): May yield a truer representation of your CorelDRAW file. But because results vary depending on the video adapter and driver used by AutoCAD or other applications, colors may turn out to be very poorly matched.

Text

Text is automatically exported as curves so that its appearance is maintained in the exported file. Note, text exported as curves cannot be edited as text in the destination application.

Export Options

Curve Resolution: 0.0 - 1.0 inches (to 8 decimal places, 0.004 inches suggested)

Option: Automated weld, Image units (millimeters, inches)

Export - Bitmaps

Technical Notes

Saves drawings as bitmap graphics. You can use bitmaps of various formats in desktop publishing programs such as Corel Ventura. You can also edit them in paint programs such as Corel PHOTO-PAINT and PC Paintbrush.

Scaling Bitmaps

Bitmaps are mapped pixel by pixel to the page, so if you enlarge a bitmap in another application the resolution will not increase. What you see will be an apparent loss of resolution, your bitmap will become "jagged". If you shrink a bitmap, the result should be acceptable, but you will be wasting disk space storing information which is not used. A common rule of thumb is to sample bitmaps to size, with two pixels of information for every one line of screen. If your picture will print on a high resolution printer with a 150 line screen you'd sample your photo to 300 dpi resolution.

File Size

To avoid unnecessarily large bitmap files (a full page at 300 dpi uncompressed can take several megabytes of disk space), scale the CorelDRAW graphic so that it's the same size as the space it will occupy in your word processing or page layout package or change the destination size in the dialog box.

Compression Schemes

CorelDRAW uses the following compression schemes:

Windows BMP	RLE (Run-Length Encoding). Very few applications support compressed BMP files, and will generate error messages or display the bitmap improperly.
OS/2 Bitmaps	RLE (Standard Version 1.3 and Enhanced Version 2.0 or later)
CALS	CCITT (International Telegraph and Telephone Consultative Committee) Group 4
Compuserve GIF	LZW (GIF Version 87A and Version 89A)
CorelPHOTO-PAINT	Depends on the number of colors exported. 1 Bit (Black & White) Only: Huffman, CCITT Group 3-Dim 1, CCITT Group 3-Dim 2, CCITT Group 4 4 Bit (16 colors) and above: RLE/Packbit or LZW
GEM Paint File IMG	RLE (Run-Length Encoding)
JPEG Bitmaps	JPG/JFF (Joint Photographic Experts Group/JPEG File Interchange Format) or JTF (JPEG TIFF). These formats have subformats that control the amount of compression (4:4:4, 4:1:1, 4:2:2). Using the Quality factor you can choose from a large size file with high quality, as your exported file, to a small size file with low quality. A factor (2-255) can be set, default is 10.
MACPaint Bitmap	RLE (Run-Length Encoding)
Paintbrush PCX	RLE (PCX Version 3.0)
Targa TGA	Exports either RLE-compressed color-mapped images or RLE compressed RGB images (types 9 and 10 as defined by AT&T Electronic Photography and Imaging Center). The type of file produced depends on the number of colors exported: 24-bit color TGA files will be exported as RLE-compressed RGB bitmaps. Very few applications support compressed TGA files.
TIFF	CorelDRAW 6.0 includes TIFF (Tagged Image File Format) 4.2, 5.0 and 6.0 filter formats. If you export as CMYK, you will automatically use the 6.0 filter. If you export as 16 million colors, you will automatically use the 5.0 filter. If you export as 256 colors or less, you will automatically use the TIFF 4.2 filter. There is no other way to specify a particular version of TIFF.
Wavelet Bitmap	WVL compression

Fountain Fills

The number of bands used to represent fountain fills in the exported file is determined by the **Preview Fountain Step** setting in the Preferences - View dialog box.

Export - GEM

Technical Notes

Saves drawings in vector format for use in GEM Artline, Delrina Perform and Ventura Publisher (Version 2.0 to 4.2).

Limitations

- 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 GEM supports.
- Fountain fills often appear quite coarse because of the limited color availability in GEM.
- 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 is therefore uneditable.
- GEM limits the number of objects per file. This poses problems if the original CorelDRAW file contains many complex objects. If the limit is exceeded, a less-than-complete image may come into Artline. If this occurs, try simplifying the file, and then re-export it to GEM.

Unsupported CorelDRAW Features

- Bitmaps
- Bitmap pattern fills
- PostScript Textures (converted to uniform mid-gray fills)
- Corners (joins) will appear round in GEM Artline
- Dotted and dashed lines

Bezier Curves

Convert to curves for GEM drawing programs such as GEM Artline. You will 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 will show in wireframe view if you import the exported file into CorelDRAW. The lines will 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 understand Bezier curve information.

Export - Computer Graphics Metafile (*.CGM)
Technical Notes

Saves drawings in a vector format for use in desktop publishing programs, such as Ventura Publisher or Aldus PageMaker.

Unsupported CorelDRAW Features

- PostScript Textures are converted to solid gray fills.
- Bitmaps

Fountain Fills

The number of bands used to represent fountain fills in the exported file is determined by the **Preview Fountain Steps** setting in the Preferences - View dialog box.

Export Options

Text as: Text, Curves

Export - HP Plotter HPGL (*.PLT)

Technical Notes

Saves drawings in a vector format used primarily by computer-driven sign and glass cutters. Only the outlines of objects are exported.

Unsupported CorelDRAW Features

- Most fill types are ignored. Solid fills may be simulated, see Advanced Options in the HPGL Export dialog box. Texture fills are converted to a solid gray fill.
- Bitmaps

Limitations

- Dotted, dashed lines and arrowheads are mapped to HPGL's standard line types
- Bezier curves are converted to line segments
- Any outline is exported with a width of one pen width. Both thickness and calligraphic setting are lost.

Colors

HPGL files contain "pen numbers" that correspond to the drawing pens available in a plotter. These pens are installed by the user and can be any color. The pen numbers and color assignments selected in CorelDRAW's HPGL Pen Options dialog box should be paired with the pen assignments in the plotter.

When the file is exported, the colors it contains are analyzed for their CMYK content. They are then matched as closely as possible to the current pen library.

As many as 256 pens can be defined, but most plotters use eight or fewer pens. You can define the color, width and velocity of your pens in the Pen Options of HPGL Export dialog box.

Note: Any changes made to CorelDRAW's Pen Color assignment list affect both the HPGL Import and Export filters.

Page Options

So that the image is properly positioned when plotted, make sure the page size and orientation of your CorelDRAW file match the plotter page. If the plotted image appears distorted, try changing the orientation of the CorelDRAW page then re-export the file.

Objects with no outlines

Since this filter deals with outlines only, any filled objects in your CorelDRAW file that have no outlines will have an outline appended to them in the HPGL export process.

Text

Text is automatically exported as curves so that its appearance is maintained in the exported file. Text exported as curves cannot be edited as text in the destination application.

Export - IBM PIF (*.PIF, *.PF)

Technical Notes

Saves drawings in PIF format which you can convert to GDF format for use by IBM mainframe programs. Only vector objects can be exported in this format. Any bitmaps in the drawing will be ignored.

Limitations

- Colors in CorelDRAW are color-mapped to provide the best possible match to PIF's sixteen-color palette.
- Because of the limited number of colors in PIF, fountain fills will usually look poor.
- Texture fills are converted to solid gray fills.
- Windows '95 (Chicago) might confuse IBM PIF with their own PIF (Program Information Files). If this occurs you will get a "Security Privileges" error message when trying to import the file. To solve this rename the file with a ".PF" extension.

Outlines Attributes

CorelDRAW will export the following outline effects as polygons, provided you set **CalligraphicText** box in **Clipboard** under the Text tab in Preferences.

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

Unsupported CorelDRAW Features

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

Exporting Text as Text or Curves

Exporting **Text As Text** will create smaller files, and the text will be editable in the destination application. Fonts and spacing may not be maintained.

Exporting **Text As Curves** will create larger files, and the text is not editable as text in the destination application. The appearance of the fonts is maintained. Use this option if you:

- used fonts in your drawing that are not available in the application in which you intend to use the exported file.
- are not satisfied with the appearance of the exported text.

Convert curves to

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 understand Bezier curve.

Export - MACINTOSH Picture (*.PCT)

Technical Notes

Saves drawings in PICT2 (color) format for use in many Macintosh graphics programs. Only vector objects can be exported in this format. Any bitmaps in the drawing will be ignored.

Outline Attributes

CorelDRAW will export the following outline effects as polygons, provided you click the **CalligraphicText** box in **Clipboard** under the Text tab in Preferences. This will maintain the exact image, but will create a larger file.

- Calligraphic pen effects.
- Line caps

Calligraphic effects and line caps appear as separate objects grouped with the line to which they are applied.

Unsupported CorelDRAW Features

- Bitmaps
- PostScript texture fills. These are exported as a gray fill.
- Two-Color and Full-Color pattern fills

Objects with Fills and Outlines

Filled objects with an outline export as a group of two objects. One object will be the outline and the other the fill.

Outlines on text will export, provided the text is converted to curves prior to export. Convert the text by choosing the Convert to Curves command in the Arrange menu. Text converted to curves cannot be edited as text.

Fountain Fills

The number of bands used to represent fountain fills in the exported file is determined by the **Preview Fountain Steps** setting in the Preferences - View dialog box.

Colors

The colors available on the Macintosh are device-dependent, varying with the type of display you're using. If you have a display that uses 8-bit color, you are limited to a total of 256 colors. The colors in your CorelDRAW file will be matched as closely as possible. A display that uses 24-bit color will display colors that are virtually identical to the ones you used in CorelDRAW.

Export Options

Text as: Curves, Text (IBM or Macintosh characters)

Export - SCITEX (*.CT, *.SCT)

Technical Notes

Export format which saves drawings in a 32-bit color format which can be processed or modified for output by high end film houses and film recorders. SCITEX is ideal for color separated images as it is a native 32-bit CMYK format.

Saves drawings in a format used for high-end image setting. This format maintains CMYK color correction.

Recommended: Since you're using the SCITEX format for high-end applications, we recommend that you export to the size of the final printed image. A good rule of thumb is two pixels (dpi) per each line of output resolution (lpi). If your final image will be reproduced at a 150-line screen, save your CorelDRAW image at 300 dpi. Consult your output bureau or printer for the technical specifications.

File Size

To avoid unnecessarily large bitmap files (a full page saved as SCITEX CT at 300 dpi can take over 27 megabytes of disk space), scale the CorelDRAW graphic so that it's the same size as the space it will occupy in its final destination or change the destination size in the dialog box.

Scaling Bitmaps

If you enlarge a bitmap in another application, you will lose resolution. If you shrink a bitmap, the result should be acceptable, but you will be wasting disk space storing information which is not used. If possible scale photos to the size and resolution you will need for the final output.

Fountain Fills

The number of bands used to represent fountain fills in the exported file is determined by the **Preview Fountain Step** setting in the Preferences - View dialog box.

Export - Matrix/Imapro SCODL (*.SCD)

Technical Notes

Saves drawings in a format which can be processed for output on SCODL devices such as ink-jet printers, thermal printers and film recorders.

Outline Attributes Option

CorelDRAW will export the following outline effects as polygons provided that you click the **CalligraphicText** box in **Clipboard** under the Text tab in Preferences. This will maintain the exact image, but will create a larger file.

- Corner types
- Calligraphic Pen effects
- Line caps and arrows
- Fountain fills

Unsupported CorelDRAW Features

- PostScript Textures
- Bitmaps
- Two-Color and Full-Color pattern fills

Producing Slides with full PostScript Effects

Agfa-Matrix offers an Adobe PostScript RIP for their film recorders. This device virtually eliminates all the limitations listed above. Some color slide-making service bureaus have this or similar equipment available.

Aspect Ratio

If you are beginning a new drawing, choose **Slide** in the File Page Setup dialog box. This automatically sets the page dimensions to 11.00" by 7.33", the same aspect ratio as a 35 mm slide. Page orientation will be set to Landscape.

If you are working with an existing drawing, select **Slide** as your page size. You will then have to scale and/or reposition objects in your drawing so that they lie within the page boundary. Any objects outside the page area will cause an error message when the file is exported. Correct this situation, otherwise these objects will be cropped out of the film image and the image will be distorted.

Working in Portrait Orientation

Slides can be produced in Portrait orientation as follows:

1. Choose Slide as the **Page Size** in the Page Setup dialog box.
2. Choose **Custom** and change the Orientation to **Portrait**. Do not change the page dimensions.
3. When your drawing is complete, change the Orientation back to **Landscape**.
4. Select all objects in the drawing.
5. Rotate the drawing 90 degrees (either clockwise or counterclockwise) to place objects onto the landscape page.
6. Export the drawing.

Export - Encapsulated PostScript (*.EPS)

Technical Notes

Saves drawings in vector format for use in desktop publishing and word processing programs, such as Corel Ventura and Microsoft Word. On a PostScript printer, graphics exported in EPS format will print from other programs exactly as they did from CorelDRAW.

Tip on exporting in EPS format

To edit these files in the future, always save them in CorelDRAW format before you export them.

Image Header Size

Header format is WMF or TIFF: Black and White, 4 bit gray or color, 8 bit gray or color. You can set header resolution from 1 to 300 dpi. The default header resolution is 72 dpi.

If the program importing the EPS file has a limitation on the image header size, you may receive an error message stating that the file you're trying to bring in is too large. To keep 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 maximum header resolution is 300 DPI.

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.

Texture Fills

Texture fills are exported as solid gray fills.

File Contents

Along with the graphic, EPS files exported from CorelDRAW contain filename, program name and the date. CorelDRAW automatically determines the size of the bounding box.

Text

- If you have Adobe PostScript typefaces and you want to use them in place of CorelDRAW's typefaces, make sure all the necessary fonts have been downloaded to your printer.
- Choose **Include Fonts** and CorelDRAW will download the font into the EPS file. No fonts will be downloaded if you export text as curves.
- If you want CorelDRAW to always assume that the downloadable typefaces are available, then you should modify the PSResidentFonts section of your CORELFNT.INI file.
- If a font used in the file is not resident on the printer or has not been downloaded into the file, either the text will print in Courier, or the drawing will not print.

Export - Windows Metafile (.WMF)

Technical Notes

Saves drawings in a vector format familiar to many Windows applications. Corel Ventura and Microsoft Word are popular programs that can read WMF files.

Unsupported CorelDRAW Features

- PostScript functions including PostScript textures fills and halftone screens.
- Two-Color and Full-Color patterns appear as gray in the WMF file.
- Texture fills are exported as solid gray fills.

WMF File Complexity

WMF files can be very large if your graphic contains a lot of curves or text. This can cause problems in programs such as Ventura Publisher and PageMaker, which impose limits on the size of imported files.

Image Header

You have the option of including an image header with the exported WMF file. This makes it possible to view the contents of the file in programs such as PageMaker, Ventura and Word for Windows. However, the presence of this header may also make the WMF file impossible to read by applications not designed to handle it.

Fountain Fills

The number of bands used to represent fountain fills in the exported file is determined by **Preview Fountain Steps** setting in the Preferences - View dialog box.

Export Options

Text as: Text or Curves.

Export - WordPerfect (.WPG)

Technical Notes

Saves drawings for use in WordPerfect Version 5.0 and later.

Outline Attributes

To accurately reproduce calligraphic outlines along with corner styles and line caps, click the **CalligraphicText** box under the Text tab in Preferences.. The outlines will export as a group of polygons which match the appearance of the outlines in CorelDRAW, but add significantly to the size of the exported file.

Fountain Fills

Fountain fills tend to contain coarse banding, try using the 256 color option.

Unsupported CorelDRAW Features

- PostScript fills
- Bitmaps
- Textures fills export as solid gray

Colors

Options in the Export WPG dialog box control how colors in the CorelDRAW file are exported:

16 Colors Matches colors in the CorelDRAW file to a standard set of 16 colors. Choosing this option usually yields acceptable results on a VGA display.

256 Colors May yield a truer representation of your CorelDRAW file. But because results vary depending on the video adapter and driver used in WordPerfect, colors may appear as shades of gray. If this happens, go back to CorelDRAW and export the file again with 16 colors selected.

Export Options

Text as: Text or Curves.

Export - CorelDRAW!

Technical Notes

Saves drawings as vector graphics. You can use vectors of various formats in desktop publishing programs such as Corel Ventura. You can also edit them in Corel programs such as Corel PHOTO-PAINT.

Scaling Vectors

Vectors define a picture as a list of graphic primitives (rectangles, lines, text, arcs, and ellipses). Vectors are mapped point by point to the page, so if you enlarge or decrease a vector the image will not distort, just change size.

Corel Filters

CorelDRAW can export the following Corel vector file formats:

CMX

Presentation Exchange between various Corel applications such as PHOTO-PAINT. Two versions are available: Version 5.0 and Version 6.0 (32 bit).

CorelDRAW CDR

Saves your work in CorelDRAW's native format. A version of your drawing is saved in CMX format (along with the CDR format) for use in OLE operations, unless you disable the Save Presentation Exchange Data option.

Export - ANSI Text (*.TXT)
Technical Notes

Saves Artistic and Paragraph text using the ANSI character set.

Unsupported Features

- Underlining
- Embedded graphics
- Columns
- Tables

Export - Enhanced Windows Metafile (*.EMF)

Technical Notes

Saves drawings in a vector format familiar to Windows applications. Corel Ventura and Microsoft Word are popular programs that can read EMF files.

Unsupported CorelDRAW Features

- PostScript functions including PostScript textures fills and halftone screens.
- Two-Color and Full-Color patterns appear as gray in the EMF file.
- Texture fills are exported as solid gray fills.

EMF File Complexity

EMF files can be very large if your graphic contains a lot of curves or text. This can cause problems in programs such as Ventura Publisher and PageMaker, which impose limits on the size of imported files.

Export - Micrografx (*.DRW)***Technical Notes***

Saves graphic files in Micrografx Draw format.

Unsupported Features

- Raster operations
- Gradient or fountain fills (broken down into several polygons).

Export - MET Metafile (*.MET)

Technical Notes

Saves drawings in MET. Only vector objects can be exported in this format. Any bitmaps in the drawing will be ignored.

Limitations

- Colors in CorelDRAW are color-mapped to provide the best possible match to MET's sixteen-color palette.
- Because of the limited number of colors in MET, fountain fills will usually look poor.
- Texture fills are converted to solid gray fills.

Outlines Attributes

CorelDRAW will export the following outline effects as polygons, provided you set **CalligraphicText** box in **Clipboard** under the Text tab in Preferences.

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

Unsupported CorelDRAW Features

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

Recommended formats for exporting graphics

To Page Layout and Desktop Publishing programs without graphics editing capabilities:

The following recommendations are based on the type of printer you are using. Generally, if you have a PostScript printer and the program you are exporting to supports PostScript, use the EPS format. Otherwise, use the format shown in the table.

Program	Recommended format for:	
	PostScript printers	Non-PostScript printers
Ami Professional	EPS	WMF
Delrina Perform	GEM	GEM
PageMaker	EPS	WMF
Corel Ventura	EPS	CMX
WordPerfect	EPS	WPG

To page layout and desktop publishing packages with graphics editing capabilities:

Program	Recommended format
Adobe Illustrator	AI
Arts & Letters	WMF, EPS (using Decipher)
AutoCAD	DXF
GEM Artline	GEM
Macintosh-based vector programs	Macintosh PICT, AI
Micrografx Designer	CGM
PC Paintbrush	PCX

To graphics devices:

Device	Recommended format
Matrix, Genographic Solataire film recorders	SCODL (if PostScript compatibility is not available)
Computer-driven cutters, machines and plotters	HPGL or DXF outlines

