

New Features

Special Effects

* **Non-linear transformations:** apply "envelopes" to objects to mold and shape them in surprising and sometimes, unpredictable ways.

representations

Text Features

* **Corel Symbol & Typeface Export:** create and edit your own typefaces and symbols libraries

* **Text extraction & merge back:** allows you to extract text from your drawing, edit it with a word-processor, and place it back into the drawing at its original location; useful for translations. Print merging makes personalized forms applications a snap.

* **Bulk text import;** bring in paragraph text from your word-processor and set it up with justification in columns

* **51 new typestyles:** we've added some very special ones here

* **Fit text to shape;** molds your letters to fit within any shape

* **Internal font rasterizer;** gives better looking type from non-Postscript printers.

Enhanced Program Operations

* **Color Models:** now you can specify colors using the RGB and HSB models, as well as create and name your own custom colors for ongoing use.

* **Color Palettes:** on-screen programmable color selection, with variable screen models

- * **Full Screen Preview:** use your entire screen to view your work
- * **Two modes of drawing:** choose between freehand and Bezier modes
- * **Enhanced printing operations:** overprints & trap
- * **Nudge function:** ability to move objects in small, precise increments
- * **"Move to" function:** move objects to precise locations anywhere on your drawing
- * **Programmable mouse button:** choose from a list of functions
- * **Node Handling:** precise placement and alignment of nodes now possible
- * **Interruptible redraw:** speeds up your work
- * **Curve flattening:** allows you to work and print in "draft" mode
- * **Dotted and dashed lines:** new variety, with the ability to create your own styles
- * **Arrowheads:** new variety, including the ability to create your own types
- * **Guidelines:** allows you to bring guidelines down onto your page for precision work. Use these in conjunction with the *Snap to Guidelines* command.
- * **Adjustable rulers:** allows you to set your origin anywhere on the page
- * **Onscreen Grid:** a programmable visual alignment aid. Use this in conjunction with the *Snap to Grid* command
- * **Cursors:** now you can use a crosshair cursor
- * **Visual file selection:** allows you to "see" a drawing's contents before opening it
- * **Auto Back-up:** now you can activate an automatic, timed back-up of your work
- * **About box:** provides # of objects, # of groups and disk space counters
- * **Edge Padding:** for improved fountain fills in irregularly-shaped objects
- * **Radial Offsets in fountain fills:** for directional "lighting" control
- * **Stretch & Scale:** now you can do this from an object's center

Clipart and Symbols

- * **Clipart:** over 750 clipart samples in 14 categories

* **Symbol Libraries:** over 3000 symbols in 36 categories. Visual selector provided

* **Customized symbol creations:** use CorelDRAW to create your own symbol libraries

Related Programs

* **Mosaic:** a new utility that works with CorelDRAW; it is a visual file manager which lets you see and perform operations on whole directories of CorelDraw files

* **CorelTRACE:** now you can trace color bitmaps and have the program fill the traced image with those colors

* **WFN Boss:** Adobe Type 1 export added to create downloadable PostScript fonts. This can be used with the customized typefaces you can now create in CorelDRAW

CorelDraw! Connectivity to the Outside World

Clipboard Support

CorelDRAW supports the Windows *Clipboard*. This allows you to link CorelDRAW with many popular Windows packages, such as:

Even more importantly, you can use the clipboard to transfer objects between different CorelDRAW files.

Copy & Cut

Use of the clipboard in CorelDRAW is very straightforward. Simply select the object(s) you wish to place on the clipboard with the pick tool and then click on either *Copy* or *Cut* in the Edit menu. Using *Copy* places the object on the clipboard while leaving the current drawing unchanged. *Cut* also places the object(s) on the clipboard and will then remove it (them) from the current drawing. If the objects you wish to place on the clipboard exceed the CD-CORELDRW limit of 64 kilobytes, you will be

given the warning:

"CorelDRAW Clipboard format too large to put on Clipboard"

Click on *OK* to return to your drawing. Note that in most circumstances (unless it is very complex), the object will in fact have been Copied into the clipboard using Window's Metafile format. As such, it is available to be Pasted, but only into another application capable of pasting Metafiles in excess of 64 kilobytes.

Paste

To paste an object from the clipboard into your drawing, the pick tool must be active. You then simply click on *Paste* in the Edit menu. If an object was copied from another CorelDRAW file, it is pasted into the current drawing at the same size as the original. It will also be at the same distance and orientation from the center of the working page. If the page size and/or orientation of the two files is different, this can lead to the object being pasted *off* the working page. For example, if you copy an object from the top left-hand corner of a file on an 8.5" by 11" portrait page and then paste it to a 4" by 3" landscape page, the pasted object may not appear on the smaller page. Click on the zoom tool and select *All*. Move and scale the object as required. If it is too large or complex to paste into CorelDRAW, this message appears:

Click on *OK* to return to your drawings.

Allowable Formats into the Clipboard

CorelDRAW currently allows two formats to be *Copied* to the clipboard:

General Copying Limitations

Objects containing the following effects can **not** be *Copied* to the clipboard from CorelDRAW:

Copying Objects from CorelDRAW

Certain programs have been tested in conjunction with CorelDRAW's use of the clipboard. The following limitations have been discovered with objects *Copied* to the Clipboard from CorelDRAW and then **Pasted** into other applications.

Arts & Letters

which cannot be ungrouped.

Micrografx Designer

and the other is the fill. If the original outline was thick, that outline may come in as a one group of objects.

Allowable Formats from the Clipboard

The following formats may be *Pasted* from the clipboard into a CorelDRAW drawing

General Pasting Limitations

Certain limitations exist on the use of the clipboard with objects from other packages. Specifically, the following Windows Metafile features *Copied* to the clipboard from other programs can **not** be pasted into CorelDRAW.

When pasting text from another application such as Windows Notepad or Write, that text will come into CorelDRAW assigned with the current text defaults (typeface, size, outline & color). Spacing options are always assigned the opening defaults. Any of these parameters can then be changed as required.

Please note also that when Pasting text from another application, the **text string is limited to 250 characters maximum**. If you need to transfer more than this, then perform the Cut & Paste operation in a series of blocks, where each block of text is less than 250 characters. If a text string exceeding the limit has been copied to the clipboard and you try to paste it into CorelDRAW, it will be truncated after 250 characters. You will receive a warning that this has occurred.

Windows Screen Capture

An interesting, albeit indirect, use of the clipboard is available through the Windows screen capture facility. Anytime you're running a Windows 3.0 application such as CorelDRAW, you can press the Alt key followed by the Print Screen key. This causes a bitmapped representation of your entire screen to be placed into the clipboard. You can then go into Windows Paintbrush to paste the image into that program. Before pasting it though, adjust your view to Zoom Out, click on Paste and the contents of the clipboard will appear. You can then modify this "screen shot" using the Paintbrush tools and save it as a BMP or PCX file. This file can then be imported for use in CorelDRAW.

Importing Graphics Files from Other Software Packages

The *Import* command under CorelDRAW's FILE menu allows you to bring in or "import" graphics to your drawings that were created by other software packages. The wide variety of "import filters" that have been developed enable you to link CorelDRAW with scanner outputs, drawing files from other illustration programs, business graphics applications and more. Once a file has been imported, you can then use CorelDRAW's powerful drawing and text tools to embellish it. The file can then be saved in CorelDRAW's own format, CDR, or "exported" to other formats for use in other programs. The *Export* function is covered in detail further on in this reference guide.

Since different graphics formats have their own, unique way of handling the information they contain, it is sometimes difficult to *precisely* translate the contents of one format to another. One format may not be capable of recording the same functions and special effects applied to an object as another format. And some formats are intrinsically *very* different than others; bitmaps versus vector files being a prime example.

In all cases, we have tried to provide as accurate a translation between formats as is possible. You will, however, notice the differences once you start using the filters. The following pages detail some of the variations you can expect when importing files into CorelDRAW.

Import filters available in CorelDRAW include the following bitmap and vector formats:

When you select the *Import* command from CorelDRAW's FILE menu, the following dialog box appears:

Choose the format you want from the list. After making your choice, you will be presented with the file selection menu:

This dialog box operates identically to the one for file selection described in the main User's manual for the *Open* command. Depending on your choice of filter, CorelDRAW automatically displays filenames with the extension shown in brackets beside the filter's name. You can change this, if for example your PCX files are stored with a .PCC extension.

Note that the *For Tracing* option in the first dialog box is only active for the three bitmap import formats; BMP, PCX, and TIF. It is discussed in detail in the User's manual.

CorelDRAW Format

CorelDRAW allows you to merge one or more CDR files by permitting you to import (as opposed to "open" the program's own format, .CDR. This can be handy for things like adding logos to a drawing, or splitting up large, complex files into more workable pieces. When each of the pieces are finished, you can then bring them all back together by importing one after another.

You import other CorelDRAW files into your current CDR file by choosing the "**CorelDRAW .CDR**" line from the *Import* dialog box. You will then be prompted for directory containing the desired file. Once this is specified, double-click on the filename or select the file and click on the *Open* button.

Imported CorelDRAW files appear as a *group* of objects. You may manipulate them the way you would any other objects in the picture. Use the *Ungroup* command if you want to manipulate individual objects in the imported graphic.

Since CDR files are CorelDRAW's native format, there are obviously no limitations or alterations to the contents of such a file on import.

Bitmap files: BMP, PCX and TIF Formats

There are three major bitmap formats supported by CorelDRAW; BMP, PCX and TIFF. Since these formats are similar to one another, and all are intrinsically different from CorelDRAW's vector format,

they are grouped together here.

One of the major differences between bitmapped and vector graphics is the issue of *resolution*. The resolution of bit-mapped graphics such as BMP, PCX or TIF files is dependent on the device or program which generated them. These files are built up as a number rows of individual pixels, with a set number of pixels per row. On the other hand, vector-based (object-oriented) graphics formats like CorelDRAW are device *independent*, because all of their objects are described in terms of mathematical equations.

One of the results of this basic difference is the appearance of a graphic when you change its size. When such a file is imported, it comes in at "full-size". If you *increase* the size of the bitmapped graphic, it will become more "ragged", because the differences in pixels between adjacent rows and columns of the original objects become amplified. If you *decrease* the size of the bitmap, you also risk losing picture information because the computer must decide which pixels to eliminate in order to "squeeze" the graphic into the new smaller size. Be aware of these limitations if you intend to import and *scale* a bitmap in your drawing. A bitmap is still treated as a bitmap by CorelDRAW, even though the program itself is object-orientated. In contrast to this, scaling vector-based objects does not alter their overall appearance.

A bitmap file is imported into CorelDRAW by selecting the *Import* option under the main FILE menu. When the dialog box appears, use the scroll bars to read the list of available import formats and select the format you want, one of

"Windows 3.0 Bitmaps . BMP"

You will then be prompted for directory containing the desired file. Once this is specified, double-click on the filename or select the file and click on the *Open* button.

Note that the bitmap files will come into CorelDRAW's editing window shown as black rectangles with a grey or black fill. If you call the preview window, the contents of the bitmap will appear. Note also that *skewered* or *rotated* bitmaps can only be printed on PostScript printers.

PCX Bitmaps

These files are commonly generated through packages such as ZSoft's PC Paintbrush and a host of scanning packages. PCX files may either be in color or black & white, whereas most scanners produce only black & white, whereas most scanners produce only black & white files. (Upper-end scanners are also capable of producing grey-scale and color images.)

CorelDRAW will accept standard, single-bit black & white PCX files. It will also import color PCX files and will print them as such, provided you have a color printer. On a black & white printer, colors will be converted to shades of grey. Note that if you *save the bitmap as part of a CDR file*, the color information will be retained. However, *exported* PCX files *do not* contain color information.

BMP Bitmaps

These files are created by the Windows 3.0 Paintbrush program. They may be either color or black &

white and will print accordingly, depending on your printer. As with the PCX format, if you have only a black & white printer, colors will be converted to shades grey. This format does not support grey-scale information.

TIFF Bitmaps

CorelDRAW will accept the most common derivations of TIFF files including grey-scale bitmaps from HP's Scanning Gallery. Compressed TIFF files can also be imported. However, you may notice additional loading time, as CorelDRAW decodes the file compression. Some compression algorithms used to produce color TIFF files such may not allow successful importation of these file types.

CorelTRACE Format

CorelDRAW allows the direct import of files created by the CorelTRACE utility. Traced files can then be refined using CorelDRAW's numerous features.

A CorelTRACE file is imported into CorelDRAW by selecting the *Import* option under the main *File* menu. When the dialog box appears, use the scroll bars to read the list of available import formats and select the "**CorelTRACE.EPS**" line. You will then be prompted for directory containing the desired EPS file. Once this is specified, double-click on the filename or select the file and click on the *Open* button.

The files you import from CorelTRACE have been converted from bitmapped format to vector format. As such, they consist of various outlines and/or closed paths.

Once the file is imported to CorelDRAW, you may use any of the program's tools and functions to modify the image. These include editing the nodes, applying color fills and incorporating special effects such as fountain fills, PostScript textures and calligraphic pens.

Exporting Graphics Files to Other Software Packages

The *Export* command under CorelDRAW's FILE menu allows you to send out or "export" your CDR graphics in a variety of formats suitable for use in other software programs. In particular it allows you to create files which can be used in Xerox Ventura Publisher, Aldus Pagemaker, Word Perfect 5.0, MS Word, Lotus Manuscript, and a whole host of other desktop publishing, page layout and word processing packages running on PC's, mini's and mainframes.

Since different graphics formats have their own, unique way of handling the information they contain, it is sometimes difficult to *precisely* translate the contents of one format to another. One format may not be capable of recording the same functions and special effects applied to an object as another format. This same problem is in evidence when importing different graphics formats. In all cases, we have tried to provide as accurate a translation between formats as is possible. You will, however, notice the differences once you start using the filters. The following pages detail some of the variations you can expect when exporting files from CorelDRAW.

Export filters available in CorelDRAW include the following bitmap the vector formats:

When you select *Export*, the following dialog box appears.

Once you have chosen the options from the dialog box and selected *OK*, the file selection dialog box appears. You can then select the filename which you want to use to save your exported graphic.

Various options are available in the *Export* dialog box below the format list. Most of these are specific to certain export formats and are therefore discussed in the relevant sections that follow. The one option that is generally applicable is the *Selected Object(s) Only*. This option is provided to let you export only a portion of your current graphic. When this option is checked, then only the currently selected objects in your CDR file will be saved in the exported file.

Export Suggestions

The tables on the next page are guides to the graphics formats used in other popular programs and capable of being converted and exported by CorelDRAW.

Table 1 is a listing of recommended file formats for use in Page Layout and Desktop Publishing packages. The preferred format varies with the kind of printer you will be using. These can be split into two broad categories, either PostScript or non-PostScript printers. Post Script printers include devices such as the QMS PS-810, NEC Silentwriter LC890, apple Laserwriter, and the Linotronic equipment in use at most printing/typesetting service bureaus. Non-PostScript printers include machines such as the HP LaserJet II, HP PaintJet, and all dot-matrix printers. When you have completed a drawing in CorelDRAW, consult this table and export the drawing in the suggested format for your particular program and printer. Table 2 and 3 deal with popular graphics-editing software packages and specialized hardware devices.

These tables are intended to serve as a guide only. Many programs are capable of handling a variety of file formats, and while we have tested a good number of these, it would be impossible to test all possible combinations of hardware and software. This is especially true when the contents of a

particular drawing (ie/special effects such as fountain fills, calligraphic pens, PostScript textures, etc..) also affects how well it translates to another file format. The best approach is to consider the suggestions in the table and then experiment with your particular drawing, software and hardware.

Information on the **Corel Symbols & Typeface** Export filter can be found in the WFN Typeface Creation and Conversion Guide, Section 2.

Refer also to the *Clipboard* section in this guide as a means of transferring information between CorelDRAW and other applications that run under Windows.

1) Recommend formats for exporting graphics files from CorelDRAW to Page Layout and Desktop Publishing software packages which allow you to place, scale and crop images, but do not permit editing them.

These recommendations are based on the output device you are using. Generally, if you have a PostScript printer and the program you are using supports PostScript, then use the EPS format. Otherwise, use the format stated in the table. Other formats can be used in some cases, but do not give you as much functionality as the recommended format. Note also that PCX and TIFF can be used in all cases, but have the following disadvantages.

** Restricted to black & white only, whereas other formats support color*

** Become jagged in appearance if enlarged, since they are created at a fixed resolution*

** Dithered patterns for grey levels can look rough when printed*

For Windows applications, the Clipboard is another method, but it is limited in size and scope. Other export methods are required for large or complex files.

**Programs you are
Recommended graphic export formats for:
exporting to:
PostScript printers**

Ami Professional

EPS

WMF

Delrina Perform

GEM

GEM

PageMaker 3.0

EPS

WMF

Ventura Publisher 2.0

EPS

GEM

Word Perfect 5.x

EPS

WPG

2) Recommended formats for exporting graphics files from CorelDRAW to other graphics software packages which allow you to edit the images:

Adobe Illustrator
AI
Arts & Letters
WMF, EPS (using Decipher)
AutoCAD
DXF
GEM Artline
GEM
MAC-based vector packages
MAC PICT, AI
Micrografx Designer
CGM
PC Paintbrush
PCX

3) Recommended formats for exporting graphics files from CorelDRAW to other graphics devices:

Matrix, Genographic
Solataire film recorders
SCODL (if PostScript compatibility is not available)

VideoShow Devices
VideoShow PIC

Computer-driven cutters
and machines
HPGL or DXF Outlines

CorelDRAW and CorelDRAW 1.XX Formats

You can export (as opposed to "save") the program's own format, .CDR. This can be handy, especially in conjunction with the *Selected Object(s) Only* option. This allows you to export only a *portion* of your current CDR file as a CDR file on its own. Applications include building sets of smaller files from complex ones, or splitting up large, complex files into more workable pieces. When each of the pieces are finished, you can then bring them all back together by importing one after another into a "final" version of the drawing.

The purpose of the CorelDRAW 1.xx export format is to allow you to create a version of your CorelDRAW 2.0 file that is readable by earlier versions of the program. This can be useful in sharing

files with someone who does not have the latest version. If your drawing makes use of some of the new typefaces supplied with version 2.0, make sure you convert any text strings containing these to curves *before* exporting the file. If you don't, the font will be unrecognized by someone else running version 1.2 or earlier.

Exporting CDR Files

To export a CorelDRAW file from your current CDT file choose the "**CorelDRAW .CDR**" line for exporting to version 2.0 format or the "**CorelDRAW 1.XX .CDR**" line for version 1.2 from the *Export* dialog box. You will then be prompted for directory to store the file. Once this is specified, enter the filename and click on the *Export* button.

Limitations

Since CDR files are CorelDRAW's native format, there are no limitations or alterations to the contents of such a file on exporting it to CDR.

Bitmap files: PCX and TIF Formats

Two major bitmap formats are capable of being exported by CorelDRAW: PCX and TIFF. Since these formats are similar to one another, and both are intrinsically different from CorelDRAW's vector format, they are grouped together here.

These may be used in page layout programs if you do not have access to a PostScript printer, but they should be the option of last choice for that purpose. CorelDRAW includes a number of non-PostScript formats that will give you better results. Refer to the PCX/TID/BMP section under "Importing Graphics Files" for a discussion on how these formats differ from CorelDRAW's vector format.

Exporting bitmap files

A bitmap file is exported from CorelDRAW by selecting the *Export* option under the main FILE menu. When the dialog box appears, use the scroll bars to read the list of available export formats and select the format you want, one of:

.PCX, .PCC"

.TIF"

You will then be prompted for a directory to store the file. Once this is specified, enter the filename and click on the *Export* button.

The major disadvantage of using the PCX or TIF formats is that you must concern yourself with the dimensions and resolution which are used when you export the file. This is discussed further under the Resolution section below.

Color

Exported PCX and TIF files contain no color or grey-scale information. They are strictly monochrome. All colors are converted to dithered black and white.

Resolution

When creating PCX or TIF bitmap files, you have a choice of specifying the resolution of the bitmap. For the best looking results when creating a PCX or TIF file, select a resolution of 300 dpi.

If you enlarge a bitmap in your page layout package, you will lose resolution and the "jaggies" will become apparent. If you shrink a bitmap in your page layout package, then the result should be acceptable (to a point), but you will be wasting disk space storing information which isn't used.

To avoid unnecessarily large bitmap files (a full page at 300 dpi uncompressed can take up to 1 Meg of disk space), make sure that the dimensions of your drawing in CorelDRAW are roughly the same as they will be when placed in your page layout package. Select all objects in the drawing and use the CorelDRAW scaling feature to resize the group of objects **before** you create the exported PCX or TIF file.

Encapsulated PostScript EPS Format

If you have access to a PostScript printer, EPS is the best format to use when exporting your graphics to page layout and word processing packages. It is a fully-functional format and supports every function and feature generated within CorelDRAW. When you import your EPS graphic into the page layout program, it will print exactly as it did directly from CorelDRAW. In addition, once in the page layout package, you can size and position the graphic, and in Pagemaker and Ventura you can also crop it.

Information for the title, date and authoring programs are entered automatically. As well, CorelDRAW automatically determines the size of the bounding box.

Exporting EPS files

To use this filter, click on *Export* under the main FILE menu and then select the "**PostScript (EPS) .EPS**" line from the dialog box. Use the file selection menu to specify the desired directory and filename and click on the *Export* button.

Include Image Header

One of the options in the *Export* dialog box available to the format is whether or not to include an image header in the EPS file. This header is a TIFF bitmapped approximation of the contents in your PostScript file. It is extremely useful when importing the graphic into a page layout package which supports the display of an EPS image header, since it allows you to "see" the drawing. This makes positioning, sizing and cropping the image in the page layout package much quicker and easier. Without the header, these programs cannot display the contents on screen, even though they can print

them with no problems. PC Pagemaker and Ventura Publisher 2.0 both support the display of the header. Earlier versions of Ventura do not.

Normally, the image header is a bitmap of low resolution, 128 x128 bits, since you are using it for positioning purposes only. You must be cautious if setting the *Fixed Size* to a higher value, as it impacts on the overall file size. This is an important factor with certain programs in which you might use the EPS file. Both Ventura and PageMaker fall into this category, since they are sensitive to the image header size. For most applications, you really don't need higher resolution than 128 by 128, since the setting of this parameter **has absolutely no impact on the printing quality of the file**. For further discussion on these TIFF header, refer to the section "CorelDRAW and Other Applications in General" under "Tips and Hints"

All Fonts Resident

Another option that is available only for the EPS export is *All Fonts Resident*. When selected, this option causes CorelDRAW to assume that any typefaces used in your drawing are resident in your printer. All text strings contained in the file will be printed using the resident PostScript fonts instead of the CorelDRAW fonts.

There are two cases when you would use this feature

1) If you have purchased downloadable PostScript typefaces from Adobe, and want to use them in place of the CorelDRAW typefaces. Make sure that you download ALL the necessary fonts before printing the file. This option is intended for *temporary* use; if you want CorelDRAW to always assume that the downloadable typefaces are available, then you should modify your CORELDRW.INI file as described in the *CorelDRAW Software-related Information* section in this guide.

2.) The main application for this option is in the creation of a PostScript file to be printed at a PostScript typesetting or laser printing service bureau. You must however, confirm that the bureau has the Adobe versions of the fonts which you have used in your file. By choosing the *All Fonts Resident* option when creating the EPS file, you will cause the file to be printed using the Adobe faces.

If you print an EPS file created with this option selected and the typeface is NOT resident in the printer, the text will be printed in Courier, or the page will not print.

This format really has only one minor limitation with respect to the features and functions that CorelDRAW is capable of generating. Pantone Spot colors used in CorelDRAW are converted to CMYK values in EPS. In most cases, this will be a very close match.

CorelDRAW Software-related Information

This section provides information on the various ASCII text files you can edit to affect the performance of CorelDRAW. If you wish to edit any of these, you **must** use an ASCII text editor, such as the Windows Notepad program, or Windows Write with **no** conversion to Write format

WIN.INI and CORELDRW.INI Files

The following is a description of the contents and functions in the CORELDRW.INI file and WIN.INI file as it relates to CorelDRAW.

CorelDRAW relies on WIN.INI to get the directory in which the file CORELDRW.INI resides. WIN.INI contains the following section relevant to CorelDRAW:

<*coreldrw.ini directory*> : This is the directory containing CorelDRAW. It must be the full path, including drive. If not specified, CorelDRAW will look for the CORELDRW.INI file in the directory where WIN.INI resides.

This is the only CorelDRAW specific entry in WIN.INI. All other relevant CorelDRAW entries now reside in CORELDRW.INI.

CorelDRAW relies on CORELDRW.INI file to get the directory in which all CorelDRAW system files are, including the CorelDRAW configuration file. This directory is called the *application directory*.

CORELDRW.INI should contain the following sections:

[CDrawConfig]

This section contains the following, and are explained below:

<*application directory*>: This is the directory containing CorelDRAW and must be the full path,

including drive. If you install CorelDRAW in a new directory (ie: c:\windows\winapps\cdraw), then certain CorelDRAW files must be installed in that directory. These include:

.PAN file name, then copy that .PAN file over the file named CORELDRW.INK.

<*configuration directory*>: This must be the full path, including drive. This directory contains the CDCONFIG.SYS and other internal configuration files. It facilitates network operation, since it contains user-specific configuration information. This directory should always reside in a local CPU, whereas directories such as typefaces, symbols and filters may be centralized. It should include the following files:

<*fonts directory*> This must be the full path, including drive. If specified, this is the directory containing the fonts and symbol libraries. The fonts directory must be specified if the import filters are located in a directory other than the application directory.

<*import filter directory*> This must be the full path, including drive. If specified, this is the directory containing the import filter files (*.DLL) The import filter directory must be set if the import filters are located in a directory other than the application directory.

<*export filter directory*> This must be the full path, including drive. If specified, this is the directory containing the export filter files (*.DLL) The export filter directory must be set if the export filters are located in a directory other than the application directory.

AutoBackupMins:

<*number of minutes*> This must be an integer number. It sets the number of minutes between automatic saving of current drawing to a *filename* ABK file. If you set it to 0, the automatic backup is disabled.

Default = 10.

MaximizeCDraw:

Setting this number to 1 will maximize CorelDRAW on initial start-up. If you set it to 0, CorelDRAW will start up at the default size. Default = 1.

MakeBackupWhenSave:

Setting this number of 1 will cause CorelDRAW to create a *filename*.BAK backup file every time it saves a .CDR file. If you set it to 0, no backup file will be created. Default = 1.

FontRasterizer:

Setting this number of 1 enables the internal rasterizer. The function of this rasterizer is to improve the appearance of CorelDRAW fonts printed at small sizes. If you set it to 0, the font rasterizer will be disabled. Disable it for drivers that have problems with the rasterizer. Also, if you're using Zenographics Superprint, set this to 0. Default = 1.

CRDHeaderResolution:

This entry determines the size of the bitmap image header in .CDR files. If you set this to 0, the image header is disabled. If it is set to 1, the image header is about 1K in size, corresponding to about 90 x 90 pixels. If set to 2, the image header is 2K in size, corresponding to about 128 x 128 pixels. Default = 1.

[CorelDrwFonts}

This section lists all the available CorelDRAW fonts, in lines such as

These all end with the .WFN extension. If you want to change the name of any of the typefaces, all you have to do is edit the name as it appears in this section. Changing a typeface name does not effect the reference in the CorelDRAW file, as the actual DOS filename is used, not the name which appears in the typeface selection list.

When you edit the name, do not change anything but the name which appears at the beginning of the line. Do not change the numbers or the filename.

For example, to change Greek/Math_Symbols to Symbol Set you would change the line:

to:

You are not allowed to put any spaces in your typeface names, so either run the words together, or use the "-" or "_" characters to separate the words.

If you have purchased downloadable typefaces for use with your PostScript printer which correspond to those provided with the package, you can have CorelDRAW print using those typefaces. The

typefaces **must** be downloaded to the printer in advance, as CorelDRAW does not have an automatic downloading facility.

If you just want to temporarily use the downloadable fonts, just select the *All Fonts Resident* option in the Print dialog box. This causes CorelDRAW to use the typeface outlines stored in the printer, rather than its own, for all text strings.

If you want to permanently change the configuration of CorelDRAW to assume that a given typeface is always in the printer, then you need only change one number in the line for that particular font. That number occurs at the end of the string after the xxxx.wfn name and is used to indicate whether or not the typeface is resident in the printer. The numbers signify the following:

"0" : the typeface is NOT resident

"1" : the typeface IS resident in all PostScript printers

"3" : the typeface IS resident in recent PostScript printers.

Change the "0" to a "1" or "3" to indicate that the typeface will be resident. At this time, you can also change the typeface name which appears at the beginning of the line to reflect the name of the downloadable typeface. This name will appear in the typeface selection box in CorelDRAW. Do not change the filename at the end of the line.

If you have added a typeface via WFN BOSS or the Corel Symbol & Typeface export filter, refer to the section on *Using Your Custom Typefaces* in the **WFN Type Guide** for further information.

[CorelDrivers]

This section is used to flag various PostScript drivers that can be used by CorelDRAW. The number after the equals sign indicates to CorelDRAW whether or not the printer is PostScript. The number "1" flags the driver; "0" does not. To recognize additional PostScript drivers, add their filename to this section (e.g. the UltraScript PS driver is USPC.drv. You would add the following line; USPC=1). The two lines shown below are for the Micrografx PostScript driver (first line) and the Windows generic PostScript driver (second line).

CDrawHPGLPenColor

This section is only needed for the import HPGL filter. It defines the colors assigned to plotter pens.

CDrawImportFilters

This section lists the available import filters

```
DXF=11 "AutoCAD DXF>>.DXF"* .dxf IMPFDXF>DLL 1
AI=16"Adobe Illustrator>>.AI,.EPS"* .ai,* .eps IMPFAI.DLL 1
```

GEM=12"GEM>>.GEM"*.gem IMPFGEM.DLL 1
PIC=6"Lotus PIC>>.PIC"*.pic IMPFPIC.DLL 1
HPGL=14"JPG??.PLT"*.plt IMPFHPGL.DLL 1
CGM=9"Graphics Metafile>>.CGM"*.cgmIMPFCGM.DLL 9
GDF=7"IBM PIF(GDF)>>.PIF"*.pif IMPFGDF.DLL 1
EPS=15 "Corel Trace>>.EPS"*.eps IMPFAI.DLL 1
PICT=13"Mac(PICT)>>.PCT"*.pct IMPFPICT.DLL 1

CDrawExportFilters

This section lists the available export filters.

DXF=61 "DXF (outlines only)>>.DXF" *.dxf EXPFDXF.DLL 1
CGM=56 "Graphics Metafile>>.CGM"*.cgm EXPFCGM.DLL 1
GDF=55 "IBM PIF(GDF)>>.PIT"*.pif EXPFGDF.DLL 1
GEM=65"GEM>>.GEM"*.gem EXPFGEM.DLL 1
HPGL=63 "HPGL(outlines only)>>.PTL"*.ptl EXPFHPGL.DLL 1
EPS=64"Illustrator>>.AI"*.ai EXPFAI.DLL 1
PICT=62 "Mac(PICT)>>.PCT"*.pct EXPFPICT.DLL 1
SCODL=57 "SCODL>>.SCD"*.scd EXPFSCDL.DLL 1
VOS=58"Video Show>>.PIC"*.pic EXPFLVOS.DLL 1
WPG=59"WordPerfect Graphics>>.WPG"*.wpg EXPFLWPG.DLL 1
WFN=66"Corel Symbol & Typeface>>.WFN"*.wfn EXPFWFN.DLL 1

CORELDRWSymbols

This section lists the symbol libraries located in the default fonts directory, such as:

If you create your own libraries, you will have to add their names to this section, as follows;

MOSAIC

This section lists the information required to run the MOSAIC Visual File Manager utility. It contains the following:

<application directory> : This is the directory containing CorelTRACE. This is usually your Windows\Coreldrw directory and must be the full path, including drive. It contains the following files: CORELTRC.EXE, CORELTRC.PS and CORELTRC.HLP.

As you operate the program, certain other operational parameters will be written to this section. These are the customized tracing options you can configure. The values that appear here should not be altered.

CORELDRW.DOT File

The following is a description of the contents on the CORELDRW.DOT file. By editing the file, you can create your own Dashed and Dotted line styles to supplement those included with CorelDRAW. *Before editing this file, make a backup copy of it somewhere, just in case you need to access the original default values.*

To create a line style, you must specify the length of the dots/dashes and the gaps between them. Dots are actually created by defining short dashes and then specifying *Round* as their Line Cap 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.

Format:

nNumbers n, DotLength n, SpaceLength n, DotLength n, SpaceLength.....n, DotLength n, SpaceLength

where:

nNumbers: is the number of elements (both dots/dashes and spaces) that define the line style (2 to 10)

nxDotLength: is the length of dots

nSpaceLength: is the length of the spaces between the dots/dashes

For example, "2 1 5" means there are 2 elements defining this line style. The first one 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, where that width is considered to be 1. In the above example, you can alter the spacing between the dots by altering the number 5. By the same token, you could create a dashed, with equal dash and space widths by adding a line such as "2 5 5" to this file.

Some of the existing lines in this file employing more than three numbers in a row, define lines made up of dots spaces and dashes of varying lengths. You can define up to 10 elements (dots and dashes) which make up the line. 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.

You may define up to 40 different line styles in this file. Note that dotted and dashed lines will be displayed in CorelDRAW's preview window.

Hardware-related Information on Peripheral Devices

PostScript Printers

There are basically two types of PostScript laser printers: the PostScript and the PostScript Plus types. Regular PostScript printers contain only four typeface families, specifically, COURIER, HELVETICA, TIMES and SYMBOL. On the other hand, PostScript Plus printers contain 11 typeface families, specifically, the four contained in regular PostScript printers plus a host of others such as PALATINO, BOOKMAN, etc.

CorelDRAW is set for PostScript Plus printers, but if you have only a regular PostScript printer you should make the following change to your CorelDRAW.INI file. In the [CoreldrwFonts] section of the CORELDRW.INI file, all listed font names with a "3" at the end of the line are PostScript Plus fonts. By changing the "3" to a "0", you tell the program that the corresponding font should be substituted with a CorelDRAW font when the file is printed to PostScript.

On the other hand, some later generation PostScript printers come with over 35 ROM-resident fonts. In any of these additional ones that match the resident CorelDRAW fonts, you may instruct the program to use the printer fonts when printing your file to PostScript. To do this, simply change the "0" to a "3" at the end of the corresponding font name lines in the [CoreldrwFonts] section of the CORELDRW.INI file. After changing the CORELDRW.INI file, you must first exit CorelDRAW and then re-open it for the changes to be registered.

For further information on font substitution, consult the "*All Fonts Resident*" section in the User's Manual and the *CorelDraw Software-related Information* section in this guide.

Printing Problems with PostScript Devices

Some users have found that when printing to certain PostScript printers, the unit will go idle without printing the page. While the reason for this may vary from device to device, we have found that two simple procedures solve this problem for most printers. First, you should deactivate the Windows Print Manager. Next, open CorelDRAW and activate the *Control Panel* from the *FILE* pulldown menu. Set the **Transmission Retry Time to a value of 600 or greater** (this can be set to as high as 999). Once you have completed these changes, try printing your file.

Printing PostScript Fountain Fills

The printing of fountain fills on PostScript printers has been improved to remove banding. Printing times involving fountain fills are however somewhat longer as a result. When printing at 1270 or 2540 dpi (Linotronic equipment), use a screen frequency of 128 to 200 lines per inch respectively to avoid any visible banding. At higher screen frequencies, some minor banding may appear at the extremes, but this is far less evident than it used to be. When printing at 300 or 600 dpi, reduce the screen frequency to between 40 and 60 lines per inch to reduce the banding.

*.Pan Files

RGBMITSU.PAN: All monitors

For better display copy this file over your existing CORELDRW.INK file. Should you want to return to your original CORELDRW.INK file in the future, copy the file CMYK-150.PAN over CORELDRW.INK

Unsupported Windows Devices

CorelDRAW uses the device drivers installed during Windows setup and fully supports PostScript, Laserjet, Paintjet and Deskjet printers. If you are experiencing difficulties with peripheral devices, please ensure that Windows has been properly configured for your hardware and that your printer has been correctly installed in the Control Panel. Non-standard printers may require device drivers available through the manufacturers or Microsoft.

Since you are using Windows, many other devices are available to you, and most print CorelDRAW images quite well. However, some cannot handle the complex images that CorelDRAW can generate. Here are some hints that may help you get at least some output

the printing of unconnected objects. If this is the case, avoid converting text to a curve. If you must, break apart the text, and recombine on a letter by letter basis. Avoid using the clipping effects discussed in the User's Manual.

VIDEO CARDS AND MONITORS

The Sigma Laserview Windows driver may have problem displaying dotted Marquee lines along a diagonal. Contact them at (415)770-0100 for upgrade information.

If you use CorelDRAW with certain high-resolution video cards such as the IBM 8514/A, you may find the nodes are drawn quite small. Most other high-resolution video cards also have this problem, and it is unavoidable.

EXTENDED RAM

If you have extended RAM in your PC, we recommend that you install Windows 3.0 to make use of the SMARTDRV and RAMDRV utilities. Make sure that your RAMDRIVE is at least 1 Megabyte in size. You can then change the directory used for storing temporary files to the RAMDRIVE to speed up program performance. For example, if your RAMDRIVE was E: then you would include the statement "**set temp=e:**" in your Autoexec.bat file. For further information on the use of the TEMP drive, see the "Tips and Hints" section under *Using the Temporary Drive*.

Tips and Hints

Creating Complex Art

You may find that the best way to design complex art is to create the original elements at a fairly large size, on the order of one to two inches across, or 48-100 points for text. Work with these large originals to compose the art you want, then shrink it to the required final size. This keeps the maximum possible accuracy in your drawing.

You may also find that some complex "curve" objects print well on a PostScript laser printer, but have problems printing on Linotronic equipment, causing the units to hang or crash (such files may also cause the PostScript lasers to do the same!) This occurs because complex objects (*danger threshold: 200-400 modes per object*) can exceed certain internal limits within the PostScript language. Although the current version of CorelDRAW has been modified to minimize the occurrence of this problem, very complex curves may still cause a print job to crash. To further minimize the risk, try to observe the following when creating complex forms:

- *Avoid using "Convert to Curves" on large text strings. If you must use it, then also use "Break Apart" to break the resulting curves into smaller objects. Follow this with "Combine" to combine each letter together (especially those with enclosed openings, such as "O" or "B", the "holes" need to be combined with the outline in order to be transparent)

- *Avoid combining such text with other objects (for instance, to create *mask* effects)

- *Remove extraneous objects and nodes. Each object adds 150 bytes to the file by its very existence; control points and nodes each add 1 byte.

Fountain Filling Irregular Shapes

Various file formats such as CGM, GEM, MAC PICT, SCODL, and VideoShow allow objects to be fountain-filled, provided they are rectangular and use linear fountains. However these formats have difficulty when it comes to filling objects that have circular or irregular shapes or use radial fills. In such an object is *directly* filled with a fountain, the fill tends to overwrite the object's shape.

In CorelDRAW an object is fountain-filled by filling the RECTANGULAR bounding box of the object first and then WINDOWS allows the subtraction of the unwanted fill outside the object boundary. In the above-mentioned formats this last step cannot occur, so if the object has any shape other than a rectangle, the fill will cover that shape over. To get around this problem, we have found that the following masking technique allows you to *indirectly* apply linear or radial fountain fills to non-rectangular objects.

1. Create the object you want to fountain fill. This can be text or any closed curve. (Example is oak leaf)
2. Create a rectangle on top of the object that completely covers it.
3. Combine the rectangle and the original object into a single new object using the *Combine* command. This will cause the original object to form a "hole" of the same shape within the rectangle. Set the outline to NONE. This new combined object is your mask. Set its fill to be the same as the background color of the drawing in which it is to be used. This will make it "blend in" with the background so that it will not be visible.
4. Create another rectangle on top of the mask. This new rectangle should be smaller than and lie

completely within the mask. It should also be larger than and completely cover the original object you created. Fill this new rectangle with the desired fountain fill (radial or linear) and then send it *To Back*. This will cause the fountain fill to only appear through the "holes" in the mask formed by the original object.

5. These two objects may then be *Grouped* and treated as a single unit.

6. Refer to the CorelDRAW manual under *Clipping Holes* for further information.

Working with Bitmaps

The resolution of bit-mapped graphics such as .PCX or .TIFF files are dependent on the device or program which generated them. These files are built up as a number of rows of individual pixels, with a set number of pixels per row. On the other hand, vector-based (object-oriented) graphics formats like CorelDRAW or EPS are device *independent*, because all of their objects are described in terms of mathematical equations. One of the results of this basic difference is the appearance of a graphic when you change its size. If you *increase* the size of a bit-mapped graphic, it will become more "ragged", because the differences in pixels between adjacent rows and columns of the original object become amplified. If you *decrease* the size of a bit-mapped object, it may tend to become sharper, but you also risk losing picture information when the computer decides which pixels to eliminate in order to "squeeze" the graphic into the new, smaller size.

Be aware of these limitations if you intend to import and scale a bitmap in your CorelDRAW work. A bitmap is still treated as a bitmap by CorelDRAW, even though the program itself is object-oriented. Further information on the importing of bitmaps (including color and grey-scale bitmaps) can be found in this guide under *Importing Graphics Files*.

Note too that a TMP file is created for each bitmap you import into CorelDRAW. The size of this TMP file corresponds to the size of the bitmap file. This can lead to problems if you are importing numerous and/or large bitmaps and insufficient space has been allocated to your Temporary drive. See the following section on *Using the Temporary Drive* for more information.

Using the Temporary Drive

Objects in CorelDRAW can become quite complex. As a result, the program often requires more than the available DOS memory to fit all of the objects into a drawing. Objects that do not fit within this limit are then swapped to disk and stored in a file called:

This file is created at the beginning of each session and is deleted when the session ends. This temporary file can become quite large (20K to over 500L) and could exceed the amount of space available on the disk. If you've got a ramdrive, you can direct your temporary files to reside on that drive. For example, if your RAMDRIVE is E: then you would include the statement "*set temp=e:*" in your AUTOEXEC.BAT file. Your ramdrive should be at least 1 MEG in size.

Effect of Control Points on Line Caps and Corners

Corners and arrowheads are drawn based on the position of the closest control point. If you see

unexpected results (eg. the direction an arrowhead points). zoom in close, and use the (shaping double-arrow tool) to see if there is a control point very near the affected point.

Dirt on the Screen

After shaping a curve object or an ellipse several times using the (shaping) tool, the screen may become "dirty" with little pieces of black scattered across the image. The problem is exaggerated if you pan/scroll between edits. This "dirt" may be cleared by pressing Control-W.

Refreshing the Screen

If you take a single object and repeatedly transform it, making it very small, and then very big, you will notice a gradual and slight degradation of the screen object shape. There is not a corresponding corruption of the original. If this slight distortion concerns you, there are two ways to refresh the screen version of the object:

You can refresh the preview screen at any time by clicking in the preview window. You can refresh the normal editing window by pressing Control-W.

Scaling Rectangles Created on a Grid

You'll notice that enlarging or reducing the size of a rectangle that was on grid will often take it off the grid. You can always restore an object (like a rectangle) to the grid by using the *Align to Grid* function.

Printing

Printing Multiple Copies of Complex Files

You'll notice that printing numerous copies of a complex image can take quite a bit of time. If your current printer driver supports the printing of multiple copies, then use the *Copies* option in the Print Dialog box to specify how many you want. If your driver does not support this call, then use the *Print to File* option in the dialog box.

When you do this, you will be asked to specify a new file name for your printer file. Select a name and press OK. You will then be presented with the Printer setup dialog box. Use this to specify the proper parameters for the printer that will be used. Once these are set, press OK. This procedure creates a printer file with the chosen file name and a .PRN extension. You can then copy this file to the printer from DOS as often as you require. To do that, first exit Windows and then from DOS, type the following:

where *filename* is the name you've given to the printer file and *x* is the correct number for the printer port you are using (Usually lpt1 or lpt2). You must include the "/b" extension after the filename for non-PostScript devices.

These print files can also be sent to service bureaus or other people who may not have CorelDRAW, but do have printers.

Fountain Fills

If you set Fountain Fill on a rectangle to go from 100% black to 0% black (i.e. , white), the full gray range is visible. However, if you then rotate the rectangle 45 degrees, only some of the gray range is visible. Why? The color at any point in the rectangle is based on the object, which is visible when you select it with the (pick) tool. The bounding box is always upright. Since we sweep the color range across the box, the first few grays, and the last few grays are assigned to a section of the bounding box that the rectangle does not cover. Use the *Edge Pad* option in the Fountain Fill dialog box to eliminate this problem.

Hairline Outlines

Hairline outlines (.25 points) can lead to printing problems for some types of printers as well as certain software packages. These problems usually result in a partial or total dropout of hairline from your graphic.

We've found that exporting hairlines works fine in all supported formats except PCX and TIFF. Either of these formats can lead to difficulties when trying to print them out through other programs such as Pagemaker 3.0 or WordPerfect 5.0. On the other hand, Ventura 2.0 seems to handle them correctly.

Certain output devices may also experience problems with hairlines, regardless of the software supplying the file. While most 300 dpi PostScript printers print them well, we have noticed some dropout problems with dot matrix and the HP LaserJet. High-end output devices such as Linotronic equipment and the LaserMaster LX6 and LM1000 may also not print them correctly.

If this is proving to be a problem with your specific software/hardware, then try using a slightly heavier outline (0.5 points or greater) when generating your file in CorelDRAW.

Cancel Printing

When CorelDRAW is printing, a Cancel printing button is available. If you use this function, and you do not use the Print Manager, there is a chance that the printer has already received some graphics commands. In this case, the next job that you send to the printer may fail. To avoid this, you may wish to reset the printer manually.

Text and Fonts

If you want to check the appearance of a certain typeface, load the file *Charset.CDR* from your CorelDRAW Samples. This contains a full character set to which you can assign any attribute such as typeface, font weight, fill, outline, etc. You can then preview this file in the preview window or print it out to check the results.

Use of CorelDRAW Fonts vs. ADOBE Fonts

When printing a CorelDRAW file containing text, the program can be made to automatically use the equivalent *resident fonts* (i.e. fonts that are "built-in" to your printer) or *downloadable Adobe fonts* (i.e.. fonts that are "loaded into" to your printer from another source, like your computer) in your PostScript printer. These are defined in the [CorelDrwFonts] section of the CORELDRW.INI file. All fonts ending in "1" or "3" are Adobe *resident* or *downloadable* fonts and will print as such. Fonts ending in "0" will print as CorelDRAW fonts. If you have downloadable or resident fonts available and wish to use them whenever you print, simply edit the "0" value to read "1" or "3" at the end of the appropriate typeface string in the CORELDRAW.INI file. This will cause the program to automatically use your printer fonts, regardless of whether or not you specify *All Fonts Resident* in the PRINT OPTIONS menu.

By contrast, if you specify *All Fonts Resident* when printing a file, you must ensure that all fonts used in that file have been correctly downloaded into the printer prior to sending the file to print. If this is not done, then any missing printer fonts will either print as Courier or the print job will crash. See the *CorelDRAW Software-related Information* section in this guide for more information.

Changing all Characters in a String with the (shape) tool

If you change the size of text with the pick tool, and then sue the Edit Text dialog box, the point size is indicated properly. But if you use the shape fool to resize *all* the characters in the text string, then return to the pick tool, the Edit Text dialog box does not reflect the real point size. This is because the shape tool was designed to allow you to make exceptions in text string (like subscripts), but you have the power to select all the characters, making them all exceptions.

Small text

The fonts that are used within CorelDRAW are high quality Bezier fonts, suitable for headlines. They do not, however, contain "hints". This means that the fonts can suffer if they are printed at smaller sizes. To overcome this, CorelDRAW now includes an internal font rasterizer to improve printing on non-PostScript printers. Even with the rasterizer, you should mind the following guidelines on text size.

- a) If you are using a PostScript, and the font which you have selected is in the printer (i.e.l resident or downloaded), then you need not worry since the COREL fonts are not used. All the PostScript fonts include scaling "hints" which provide adjustments for printing at small sizes.
- b) If you are using PostScript at 300 dpi, and the font you have selected in NOT resident in the printer, try to use point sizes over 6 points: if you are sending to the Linotronic or Varityper (600 dpi) you can easily drop down to 4 points.
- c) If you're using LaserJet or DeskJet, try to keep t point sizes over 6 points.
- d) If you are using the PaintJet, try to keep to point sizes over 10 points.

CorelDRAW and Other Applications in General

Working with Other Applications

We suggest that you do not have any other large applications open under Windows (ie/ PageMaker, Excel, etc.) while running CorelDRAW. This can lead to memory problems which may affect operation of the program, such as limiting the number of *Import* formats displayed, problems with the *Clipboard* and others.

Conversely, if you have a large CorelDRAW file open while you are trying to use another Windows application (like PageMaker), and the other application is operating slower than normal, you can release some memory by "minimizing" the CorelDRAW screen. Either use the system menu option, Alt-F9, or the minimize arrow.

Exporting Complex Art

Some of CorelDRAW's more complex functions can only be successfully exported as PostScript (EPS) files. These include: PostScript textures, halftone screens, and skewed or rotated bitmaps. If your drawing includes any of these features and you try to export it as something other than PostScript, then the **printed** file will resemble the **screen** representation of that file (*Note: screen displays cannot currently show PostScript effects*).

PostScript Files with TIFF Headers

CorelDRAW allows you to include an *image header* when exporting a PostScript file. The image header is a TIFF bitmap which represents the appearance of the PostScript file. This is useful when creating files which will be used in programs such as Pagemaker 3.0, because while these programs **cannot** display the PostScript file, they **can** display the image header. This allows you to correctly size and position the graphic in those programs.

In CorelDRAW you can specify the Fixed Size of the image header at 128 x 128, 256 x 256, or 512 x 512. This determines the resolution of the bitmap only and **has absolutely no impact on the print quality of your drawing**. We strongly recommend using a setting of 128 x 128 because this keeps down the overall size of your file. a 128 x 128 header adds approximately 2K to the size of a file, whereas a 256 x 256 header adds about 8K and a 512 x 512 header about 32K.

These sizes however, apply to images which are more or less square in shape. When you have a graphic file that is larger in the vertical direction (height) than it is horizontally (width), these sizes can grow proportionately larger. For instance, a graphic that is twice as long as it is wide can have an image header exceeding 64K if 512x512 is chosen as the header resolution.

Size is an important factor, especially in Pagemaker 3.0, where you are limited to maximum header size of 64K. If your file exceeds this, you will get an error message stating that the file you're trying to bring in is too large.

Remember, your header is really only intended as a placement guide. For most purposes, you simply don't need a resolution larger than 128 x 128.

Addendum

Several color palettes (e.g. PURE255A.PAL, PURE255B.PAL, etc) have been copied into your CorelDRAW subdirectory. If you wish to use any of these, just copy it over the existing file called

CORELDRAW.PAL. The CORELDRW.PAL that is installed initially is the same as the PURE99.PAL file.