WFNMap
version 1.0

About WFNMap

In order for CorelDRAW! 3.0 to properly open CDR files created by previous versions of the software, any WFN fonts used by these files must be referenced in the [Coreldrw20FontMap] section of the CORELDRW.INI file. This section is a lookup table that maps a WFN filename to a font family name that is recognized by DRAW! 3.0. Each entry in the lookup table also requires calibration values that are necessary, due to the differences in the way text spacing is handled, in order to maintain visual integrity.

Previously, these calculated values could only be determined using a utility called WFNSpace, which runs only in DOS and handles one file at a time. The purpose of WFNMap is to allow batch calculations and automatic [Coreldrw20FontMap] entry generation within Windows.

Installation and Requirements

The following files are contained in the compressed, self-extracting archive called CDRCHECK.EXE:

CDRCHECK.EXE	The CDRCheck program
CDRCHECK.WRI	CDRCheck documentation
THREED.VBX	Custom Visual Basic controls
WFNMAP.EXE	The WFNMap program
WFNMAP.WRI	WFNMap documentation
WFNMAP.INI	Initialization file for WFNMap

WFNMap requires that the Visual Basic runtime support files VBRUN200.DLL and THREED.VBX be either in the same directory as WFNMAP.EXE, in the Windows System directory, or elsewhere in the path. The VBRUN200.DLL may be downloaded as VBRUN2.ZIP from Library 5 of the MSBASIC forum on CompuServe.

The WFNMap program itself may be run from anywhere on the system as long as the support files are present. The WFNMAP.INI file should reside in the same directory as WFNMAP.EXE, although it is not required for normal operation.

WFNMap may used in conjunction with CDRCheck, if you so desire, or it may be run standalone. If you plan to run CDRCheck first and then use the WFNMap button to run WFNMap, the two programs must reside in the same directory. Check the Windows manual if you are not familiar with the procedure for adding a new icon to a Program Manager group.

Using WFNMap

WFNMap may be started by double clicking on its icon in the Program Manager, by double clicking on its filename in the File Manager, or by entering its path and filename in the command line of the Run dialog box. Once it is running, it may be moved about the screen by dragging the title bar and it may be minimized to its iconic state by selecting Minimize from the control menu.

The opening screen offers standard controls for selecting drives, directories and files. Once you have chosen a directory that contains files with the WFN extension, the Select All button will be enabled. You can use this button to select all of the font files in the directory or you can make individual or multiple selections within the files listbox using the standard Windows techniques. When one or more files are selected, the Update INI button will be enabled. This button is used to initialize the generation of font map entries for the selected fonts.

In order to generate a font map entry that is complete, and will satisfy CorelDRAW! 3.0, WFNMap needs to know the name of the font as it is presently installed on the system. This name cannot be extracted from the WFN file itself and must therefore be retrieved from the DRAW! 2.0 CORELDRW.INI file. This name could still be incorrect, due to the fact that the font may be installed as a True Type or Adobe Type 1 font under a slightly different name. If you find that various fonts are still not being recognized by CorelDRAW! 3.0, open the CORELDRW.INI file in Notepad and find the entry for that font in the [Coreldrw20FontMap] section. The font name that follows the equals sign must match the name that is seen in the Fonts dialog box within DRAW!.

The course of action taken by the program is determined by the versions of CorelDRAW! installed on the system.

If CorelDRAW! 2.0 and 3.0 are both installed properly on the system, WFNMap will go through the entry generation process as best it can using the information available to it. In most cases, the font map entries will be complete but if various fonts are installed under different names, or are not installed at all, the 'Bad or missing font file' message will still be issued by CorelDRAW! when opening the related CDR files. In all cases, however, the actual calibration values for each font should be correct. The user must only ensure that the font names mapped by the entries coincide with fonts that are presently installed for use with CorelDRAW! 3.0.

If CorelDRAW! 3.0 is installed but CorelDRAW! 2.0 is not, the font map entry generation will proceed but all new entries will be mapped to a font called 'FontName'. This is obviously not a font that will be installed on the system. It is purely a mechanism for alerting the user that manual editing is required. Before the calculations begin, a message box will be displayed to relay this information.

If CorelDRAW! 2.0 is installed but CorelDRAW! 3.0 is not, the entries generated by WFNMap will be written to the WFNMAP.INI file. They may then be copied into the CORELDRW.INI file of any installation of CorelDRAW! 3.0. A message box will be displayed to alert the user of this fact.

If neither version of CorelDRAW! is installed, the font map entries will be generated using the generic FontName and written to the WFNMAP.INI file.

The WFNMAP.INI file

There are three switches in the WFNMAP.INI file. They are all set to zero (false) initially. In order to enable one of these switches one should open the WFNMAP.INI file in an ascii text editor and change the 0 (zero) to a 1 (one).

AlwaysUseWFNMapIni=0

If this switch is enabled WFNMap will write all generated font map entries to the WFNMAP.INI file instead of the CorelDRAW! 3.0 CORELDRW.INI file.

SuppressDraw3NotFoundMessage=0

Enable this switch if you know CorelDRAW! 3.0 is not installed and you don't want to see the message box telling you so.

SuppressDraw2NotFoundMessage=0

Enable this switch if you know CorelDRAW! 2.0 is not installed and you don't want to see the message box telling you so. This will save you one mouse click for each batch of WFN files.

Contacting the author

If you have any questions on the use of WFNMap, or if you have noticed certain problems or anomalies with the software please contact the author through one of the following means:

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The stuff at the end of the document

WFNMap is freeware. Please pass it on to anyone who may find it useful.

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Rus Miller
Feb '93