

Installing CorelDRAW

System Requirements

To use CorelDRAW; you need at a minimum:

- A 386- or 486-based CPU (286-based CPU may be used as well, provided it has sufficient extra memory to run in "Standard" mode. Windows "Real" mode is no longer supported).
- Windows 3.1. You can run CorelDRAW 3.0 under Windows 3.0, however Windows 3.1 is preferable. CorelDRAW floppy disks contain Windows 3.1 compatible True Type fonts only; therefore, to run CorelDRAW under Windows 3.0, you will need either Adobe Type Manager, or Corel WFN fonts which you may have on your system from a previous version of CorelDRAW: There are no Adobe Type manager Type 1 fonts included on the CorelDRAW floppy disks. However, there are over 250 Type 1 fonts included on the bonus CD-ROM disk. In addition, although you can use OLE capabilities with Windows 3.0, the applications that come with this version (such as Paintbrush, Write, and Cardfile) are not OLE-capable.
- At least 2MB of memory. This memory is required to use the Windows 3.1 OLE capabilities, and the TrueType fonts.
- A graphics monitor, either in color or monochrome, supported by Microsoft Windows 3.x with at least VGA resolution. A color monitor is recommended.
- A pointing device supported by Microsoft Windows
- A properly connected printer supported by Microsoft Windows is highly recommended.

Installing Windows

Microsoft Windows must be installed and working before you install CorelDRAW: Windows 3.1 is preferable to Windows 3.0. If you have Windows 3.0 installed, the Setup procedure will copy OLECLI.DLL and OLESRV.DLL to the Windows directory, and will overwrite the Windows 3.0 WINHELP .EXE file with a more current one. To test whether Windows is properly installed, print something from Windows PAINTBRUSH, which is supplied with Microsoft Windows.

If you have trouble getting Microsoft Windows installed and working with your printer, contact Microsoft Product Support, or the printer manufacturer's support.

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Before beginning the installation procedure, please take a moment to read this entire section and the README.TXT file on Disk#1. It's an ASCII file, so use any editor, such as Windows Notepad, to view it. This file will contain any last-minute things we've discovered -things you may want to know about before installing the program.

CorelDRAW 3.0 includes an extensive collection of programs in addition to the main application. The installation procedure may require 30 minutes or more, depending on the options you choose. Once you begin the procedure, a detailed installation routine is opened. This is a highly versatile program that offers many options. You can specify which of the major components and subsets of individual programs to install. For instance, you can choose which import/export filters to install for use with CorelDRAW. If you don't need certain ones, don't install them. This degree of choice is available because the CorelDRAW package is so extensive. A full installation requires over 20 Megabytes of free disk space.

Run the installation directly from the Windows Program Manager. To begin, select Run from the Program Manager's FILE menu and type the following in the Command Line field of the dialog box:

A:SETUP then click on OK

Substitute the appropriate floppy drive letter if it is something other than the letter "A" on your system.

Once the installation procedure begins, an initial screen appears along with a timer icon. The installation routine must scan the contents of your system to set itself up to offer you the appropriate options. This procedure will require 30 seconds or more on a 486-based machine, and may take over two minutes on an older 386-based one. When the installation begins, read the options carefully and select the ones you want. You can specify drives and directories for any of the components if you want different ones than those suggested. The installation program provides feedback on the disk space required for each of the components. Once the install is complete, a single new program group will be created containing the icons for all components supplied with CorelDRAW 3.0. Click on any of them to launch an application.

Your WIN.INI File

The installation procedure writes the necessary information for the various components of CorelDRAW 3.0 to your WIN.INI file. You do not have to overwrite an older version of CorelDRAW on your system. CorelDRAW 3.0 and previous versions may coexist under Windows 3.0 or 3.1. The following line will be written to your WIN .INI file to separate them:

[CorelDraw3]

DrawDir=drive:\application directory

(Note: "drive:\application directory" will be your path to the CorelDRAW 3.0 executable files.)

Similar lines will appear for the other applications supplied with this release.

The installation procedure will also register the applications as OLE- capable. Lines such as the following will appear in the [Embedding] section.

[Embedding]

Cdraw=CorelDRAW! 3.0 Graphic, CorelDRAW! 3.0 Graphic,drive:\directory\ CORELD RW.EXE,
picture

Editing your CORELDRW.INI File

The [CDrawConfig] section of the CORELDRW.INI file contains several entries which you can customize. These affect certain aspects of the program's operation. Consult the Reference section in the CorelDRAW 3.0 online Help file for a detailed description of how they operate and how to set them.

Device Drivers

CorelDRAW supports only standard Windows device drivers provided by Microsoft. The program may not work with device drivers provided by other manufacturers.

Register Your Software

Please take a minute to fill out your registration card and mail it to us. This will ensure that you are on our mailing list to receive any information on product updates or new Corel products.

Starting CorelDRAW

To Start CorelDRAW:

1. Start Windows by typing:

WIN

then press ENTER

2 Start CorelDRAW by double-clicking on the CorelDRAW icon.