

# General

**Loading CorelDraw** - This is a big, complex program. It takes a while to load. Be patient and give it time. Before I learned this lesson, I had problems because I didn't think it was loading and retried to loading while it was loading.

**Help** - The help section is useful and fairly easy to use. The main difficulty is terminology, that is, what term do I look up to get the help I need. I recommend keeping the "Application Window" section open and minimized until you get used to the terminology.

*Menu Bar/Help/Contents/Welcome/Workspace Tour/Coreldraw Application Window*

**Save** - The default option is to save at set time intervals. I turn this off because I find it to be very distracting to have everything suddenly stop (it will anyway when it periodically "processes") and end up replacing things when I'm not sure I'm ready. But, if you choose this option be SURE to save every time you are satisfied with changes you have made!

*Menu Bar/Tools/Options/Workspace/Save "Never"*

**Nudge** - Nudging allows you to move an object with the keyboard arrow keys. This is very handy when aligning items. The default nudge is pretty big. I adjust to get a small nudge.

*Menu Bar/Tools/Options/Document/Ruler Nudge "0.01, Super Nudge "2 x" Micro Nudge "/10"*

**Snap To** - You can allow objects to snap to other objects and line nodes to snap to other nodes or to objects. This is very helpful in most cases but there are times when it interferes with positioning.

*Press "Alt" and "Z" keys simultaneously to toggle snap to on and off*

**Fill/Fill Color** - In order to "fill" or "color" an "object", the "object" must be "closed". That is, the "object" must be outlined with a continuous line with ALL of the "nodes" connected. This is most easily done by using the active "snap to" function. When I want to be sure an "object" is "closed" I select it, go to the "object Properties" "docker" or right click "menu", and "fill" it with any color. If the "object" doesn't "fill" (color) I know it is not "closed" and reject the "nodes". When the last "node" is connected the "object" will automatically "fill" with the chosen color.

**Object Manager and Object Properties Dockers** - I keep these "docked" on the right side of the "Drawing Window" all the time. Use the properties docker to control the "Layers" and the properties docker to control line width and color and fill color of objects.

*Menu Bar/Tools/select Object Manager The Object manager docker will open.  
Use the small double arrow in the upper left corner to open and close it.*

*Select any object, right click it and the Object Properties Docker will open. Use the double arrow to open and close it.*

**Change "Pen" Color/Line Width** - Select the "Outline Tool" (pen nib icon) "flyout" on the left side vertical "tool bar". Select the pen nib icon on the flyout and make your selections. The smallest line size is 0.004 points.

# Printing

**General** - I print on an HP Deskjet 882C INKJET printer. Yours will probably be different. So be sure and experiment with your printer. Include black and several colors light and dark.

**Print Preview** - I always print from "Print Preview". That shows you exactly what will print and where it will print.

*File/Print Preview*

**Print quality** - With my printer, I find that black and colors print somewhat differently. That is black may print wetter than color. This can result in the black beading up or running. I usually get best results by choosing "photo paper and "normal" rather than "best".

*File/Print Preview/Settings/General/Properties*

**Color** - Unless your monitor is "calibrated", the color you print will not be exactly the same as the color you see on the screen. This isn't a problem if you stick to basic colors. But, for subtle colors it is a problem. You have to experiment, and you must use the decal paper because the resulting color varies somewhat depending on the print surface and print quality. For a marking applied over a background paint color, try spraying the color on the decal sheet and printing over that. For large solid color items, spray the color on the decal sheet. Reverse the outline and print it on the back of the decal sheet. Cut this out and you have solid color painted decals.

**Printing Partial Sheets** - I found that if I print along that top edge of the decal paper, you can cut the printed area off square and then use the rest of the sheet for another project. You can feed cut off sheet up to about half length through the printer with no problem. You can use smaller pieces by taping them to a sheet of paper. I use Scotch Magic tape. If you do this, print the decal on the sheet of paper first (use "draft" setting) to locate the decal paper (and tape).

**Coating** - If you use an ink jet printer, you must coat the decal before you put it into water. The ink is highly water soluble but does not seem to be sensitive to paints and thinners. You should be able to use the clearcoat you will use on the model.

**Trimming** - When you put the decal in water to loosen it, the water will seep under the cut edge for a short distance and will dissolve ink close to the edge. So trim the decal 1/16" or greater from the printed edge.

**White Areas** - Printers do not print white. If you want white areas you must print on white paper. Also if you want opaque lighter colors (e.g. yellow), you must print on white. But, if you print on white, you must trim the decal right to the line. If you use an inkjet printer, this is a problem. If you trim to the edge of the printing, part of your outline will dissolve. I have tried clearcoating after trimming. But this tends to seal the edge of the decal to the edge of the decal paper. When done this way it is difficult to remove the decal from the paper. I usually end up damaging the decal. The next time I do this, I intend to print out an all white blank with only the outline of the decal. Cut this out and apply it first, then cover it with a clear decal with all but the white areas. If the edge of the white blank is eroded, it doesn't matter, it will be covered by the clear decal.