

## CDR Import Translator

### **Rounded Rectangles**

Rounded rectangles that have been rotated are emulated using Circular Arc Center.

### **Editing of Envelopes and Perspective**

After importing a CDR file containing a warp envelope or 3-D like perspective, you cannot edit the envelope or perspective.

### **Extrusions**

Extruded groups of objects are not fully supported.

### **OLE Objects**

OLE objects are ignored.

### **IMCDR.INI Settings**

The INI file for this translator is located in your MGXLIBS directory. An entry with the keyname Image Extent controls whether or not objects positioned off the page are imported. If Image Extent = Page Only, then only the parts of the drawing that are on the page are imported. If Image Extent = Entire Extent, then the entire drawing is imported, even if part of it is off the page.

### **Multiple Pages**

Only the contents of the first page in CorelDRAW! is imported; subsequent pages are ignored.

### **Versions Supported**

This version of the CDR import translator supports CorelDRAW! 3.x file formats.

### **Related Topics**

[Importing a Corel Draw file](#)

## Importing a Corel Draw File

### To import a CDR file:

1. Open the File menu and choose Import. The Import dialog box opens.
2. Click the down arrow in the List Files of Type list box.
3. Choose CDR - CorelDRAW! 3.0.
4. Change to the drive and directory you want.
5. Highlight the name of the file you want to import.
6. Click Import. The dialog box closes and the imported file appears in the drawing area.

### Related Topics

[CDR Import Translator](#)

