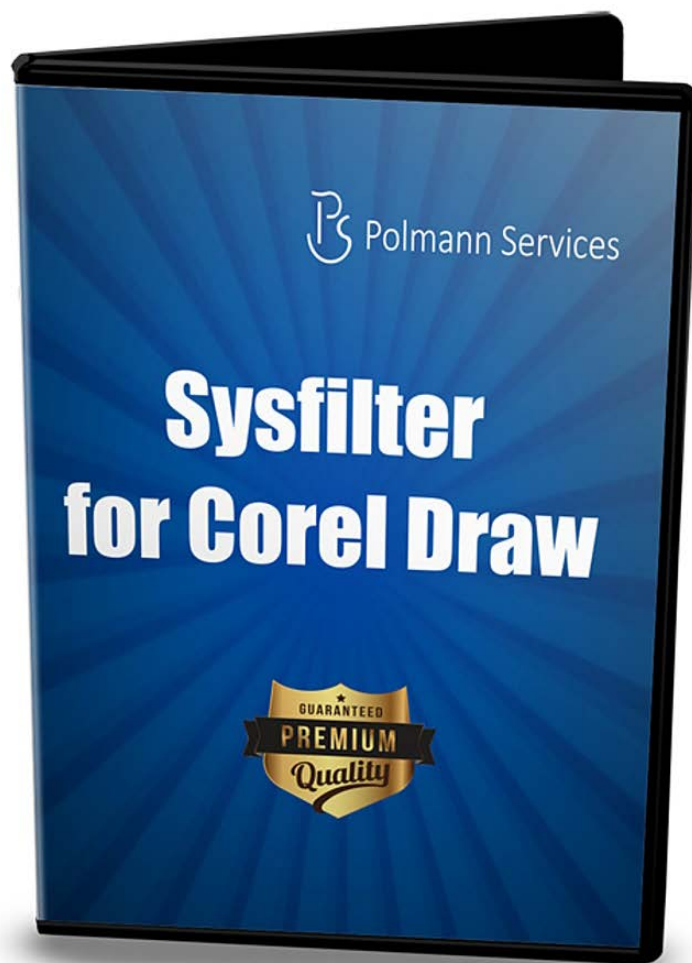


# Sysfilter for CorelDraw



## Quick Start

These instructions will enable to you to use Sysfilter for CorelDraw within 5 minutes. Enjoy Sysfilter for CorelDraw!

## 1. Installation

Execute the download file and follow the instructions on the screen.

## 2. Test Software

After installation and start of Sysfilter, a welcome screen will be displayed. In the welcome screen click on "Test Software". You will get to the main view.

## 3. Set up Filter

Select the desired CorelDraw version. Select "Tools" -> "Options..." to open the setup window. Go to the "CorelDraw" version list box and select the desired version. **CorelDraw X7 is set by default.** Afterwards click on OK.

## 4. Set up CorelDraw

### 4.1) Deactivate all warnings in CorelDraw:

Open CorelDraw and go to menu **Tools** → **Options** → **Work space** → **Warnings**

- and deactivate all check boxes.

If warnings are activated, Sysfilter can be blocked by CorelDraw warning messages. The warning messages can be activated again after the text transfer

### 4.2) Deactivate the Font Navigator Catalog

Open CorelDraw and go to menu **Tools** → **Options** → **Work space** → **Text** → **Fonts**

- and click on the option "Do not use font Navigator Catalog"

## 5. Transfer Texts / Export Texts

Search for the appropriate directory where your CorelDraw files are stored. To do this, use the file explorer on the left side. The CorelDraw files will be automatically displayed in the file list.

Select the file in the file list and click on "Export Text".

➔ A RTF file is being generated. The texts in the RTF file can now be translated or edited optionally.

## **6. Transfer Texts / Import Texts**

In the main view click on the tab “Import options”. The file list now displays RTF files. The CorelDraw file must be located in the same directory like the RTF file.

Click on “Import Text”. The import job will be started.

➔ The files contain the translated text.

**For further information please see the software manual or [contact us.](#)**