

Default, Substitute, and Embedded Fonts

In this tutorial, we'll cover default text properties and font substitution.

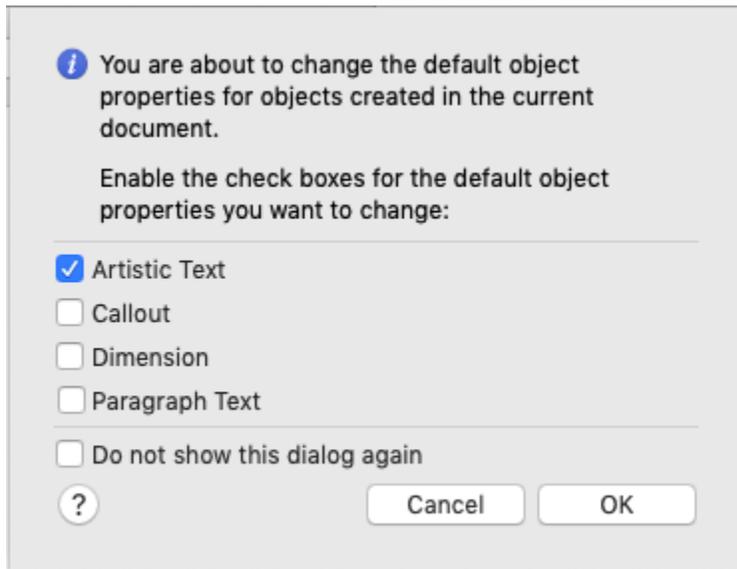
Default Text Properties

There are two ways to change the default font for both types of text: artistic and paragraph.

When you activate the **Text** tool, the default font and size for paragraph text are listed in the **Property Bar**.

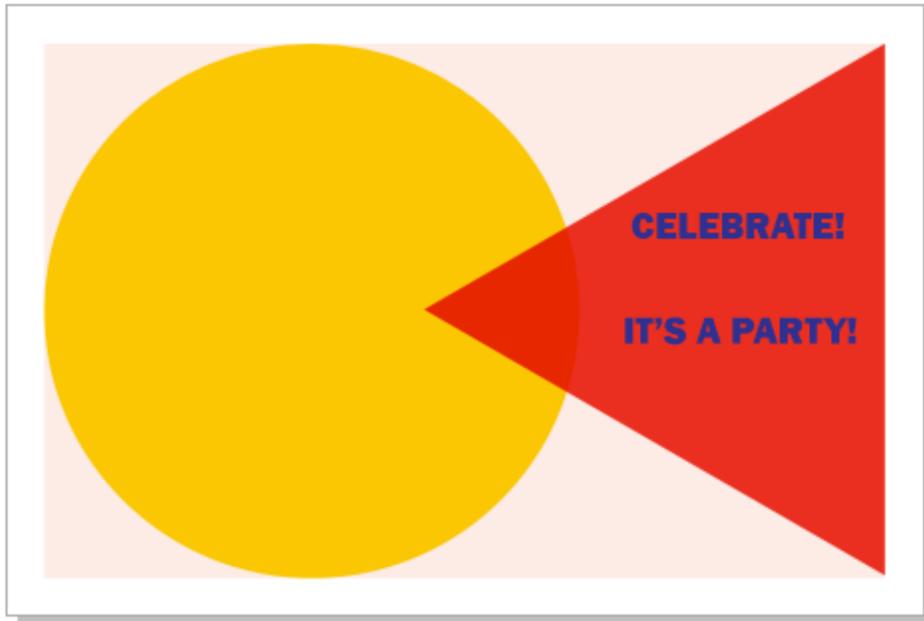


Before clicking anywhere to start the text, you can change the defaults. Choose the font you want to use as the artistic text default, and in the prompt that appears, choose **Artistic Text** and click **OK**.

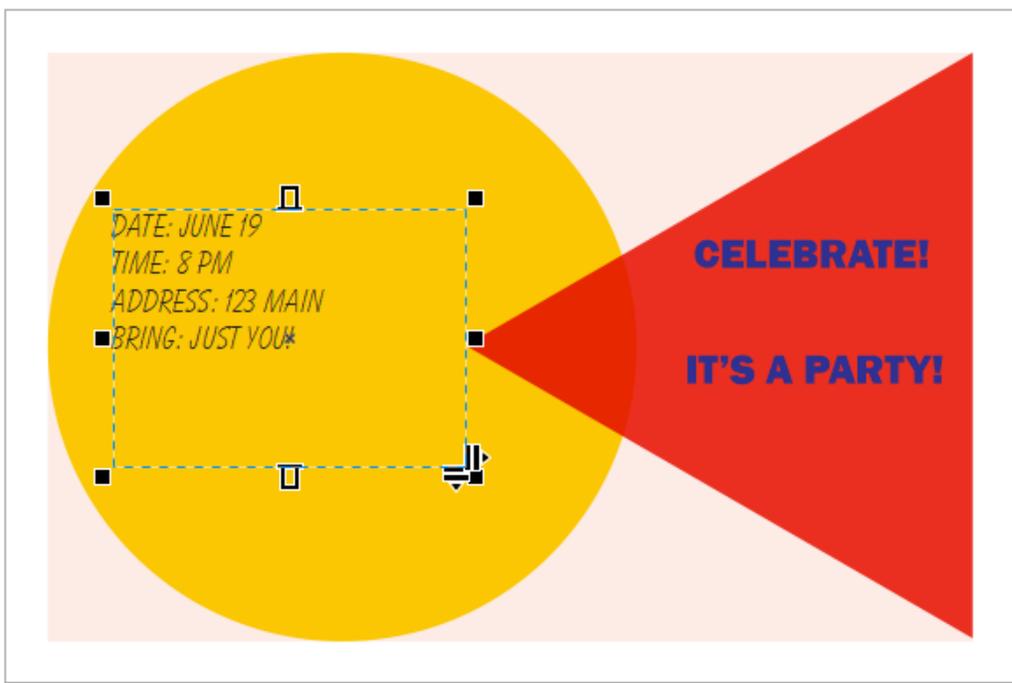


The same prompt will appear when changing the font size, color, or other properties such as font style, underlining, horizontal alignment, etc.

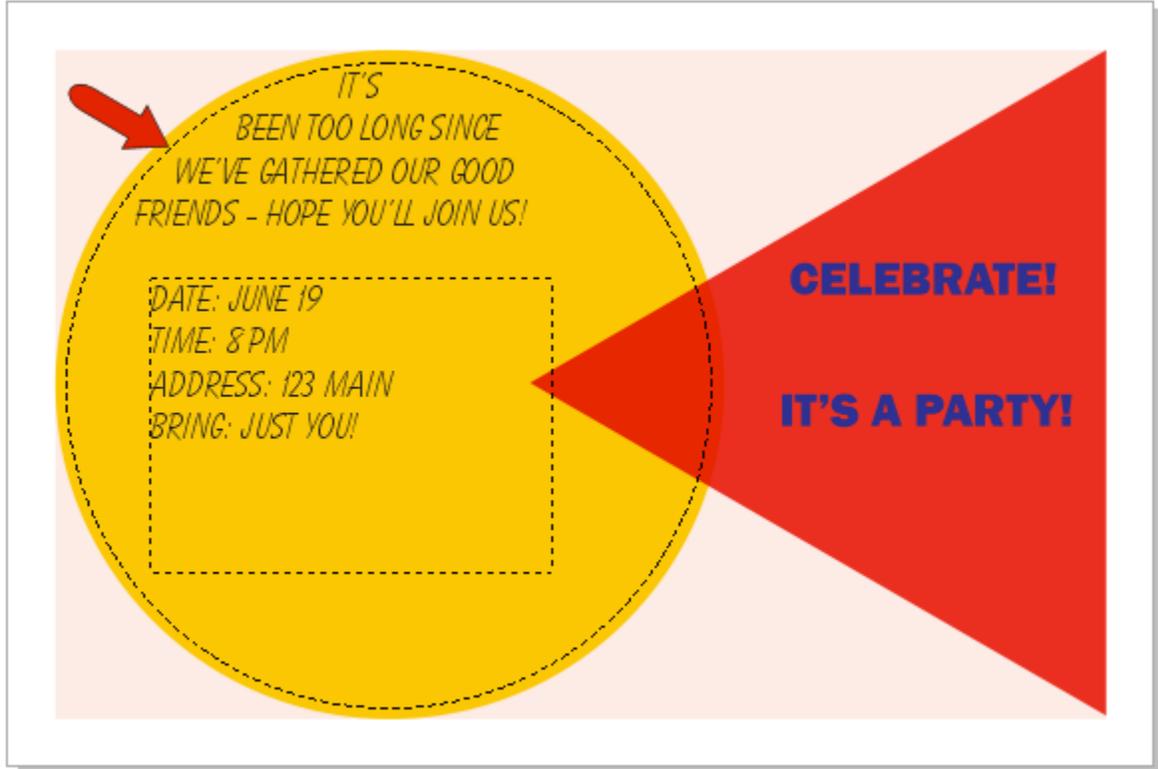
Now when you click to start artistic text, the font and size you set appear in the **Property Bar**, and the default color is used. These properties will be used each time you create artistic text.



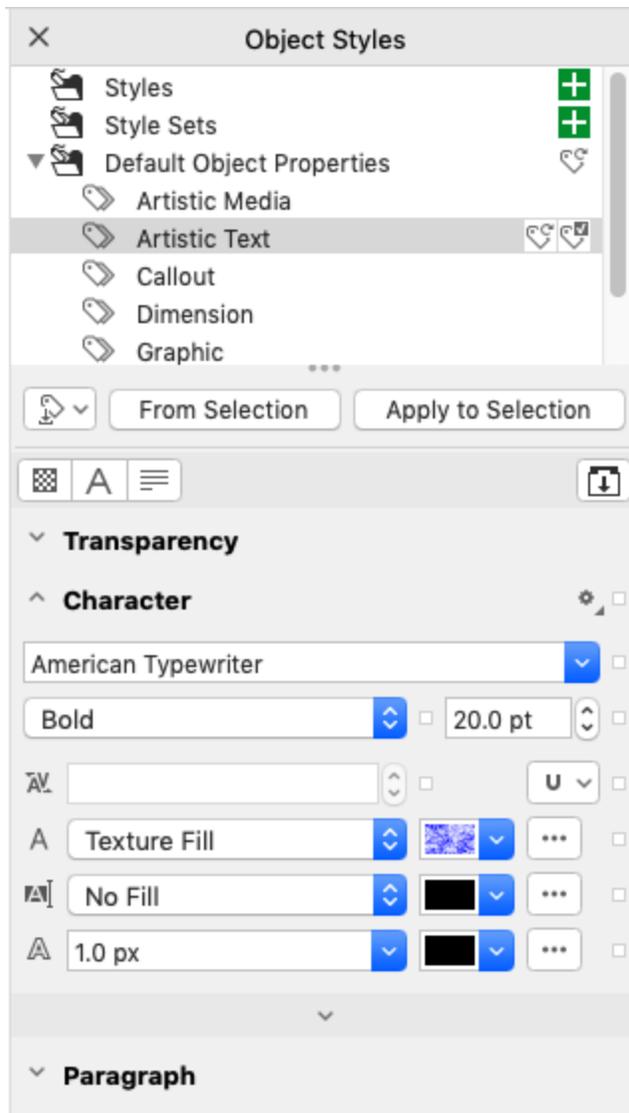
Activate the **Text** tool again, and before clicking anywhere, set the font and size you want to use for paragraph text, setting **Paragraph Text** in the prompt. Now these properties will be used each time you activate the **Text** tool, draw a text frame, and type.



This will also be the default text if you choose an existing shape as the text frame.



The other way to set default fonts is in the **Object Styles** inspector. Open **Default Object Properties**, then **Artistic Text**. Not only can you set a default font, style, and size, but you can set kerning, choose from a variety of fills and background fills, or set an outline. **Paragraph** and **Transparency** properties can be set here as well.



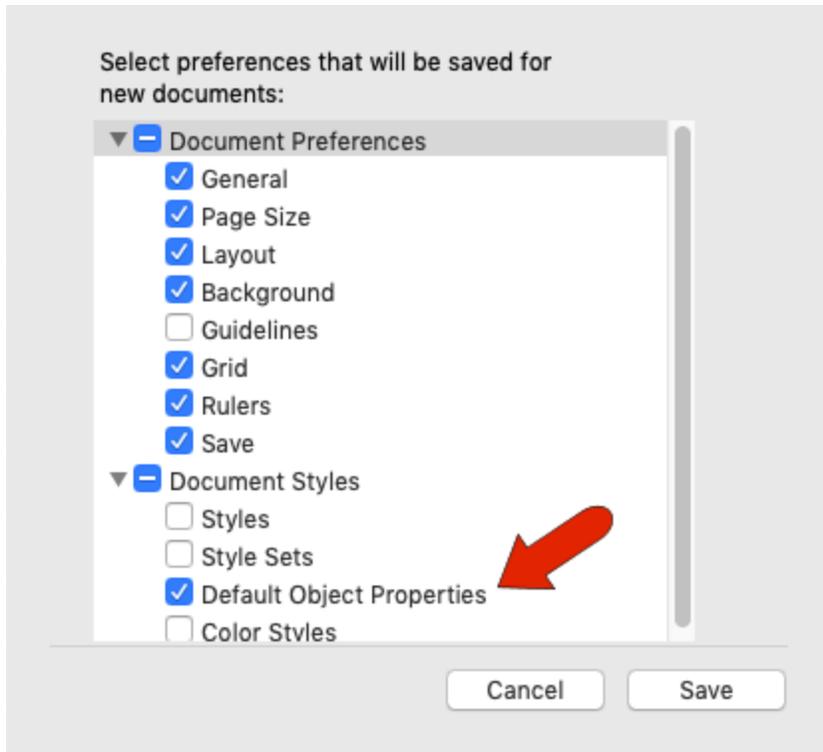
Add some new artistic text, which uses the new defaults.



If you want to change existing text to the new default, select the text and click **Apply to Selection** in the **Object Styles** inspector.

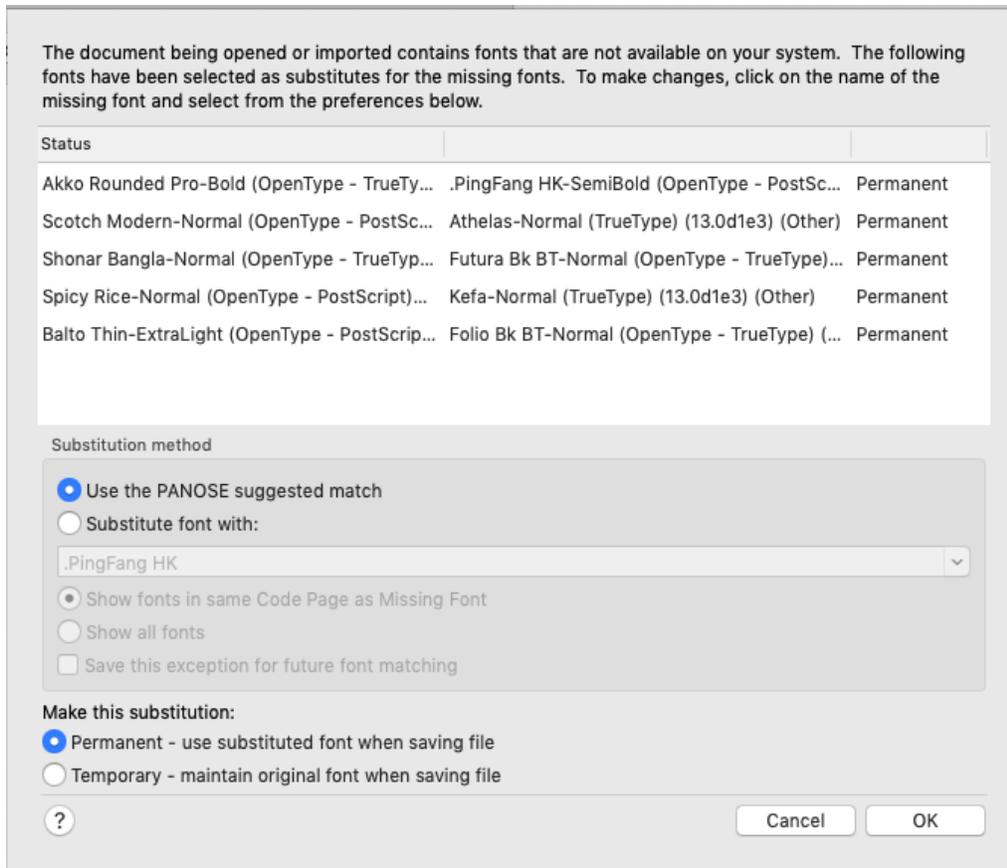
You can use this inspector to set defaults for paragraph text as well, along with several other types of objects.

Note that the defaults you set this way only apply to the current document. If you want these to be the defaults for future documents as well, choose **CoreIDRAW > Save Settings as Default**. Make sure that **Default Objects Properties** is checked, before clicking **Save**.

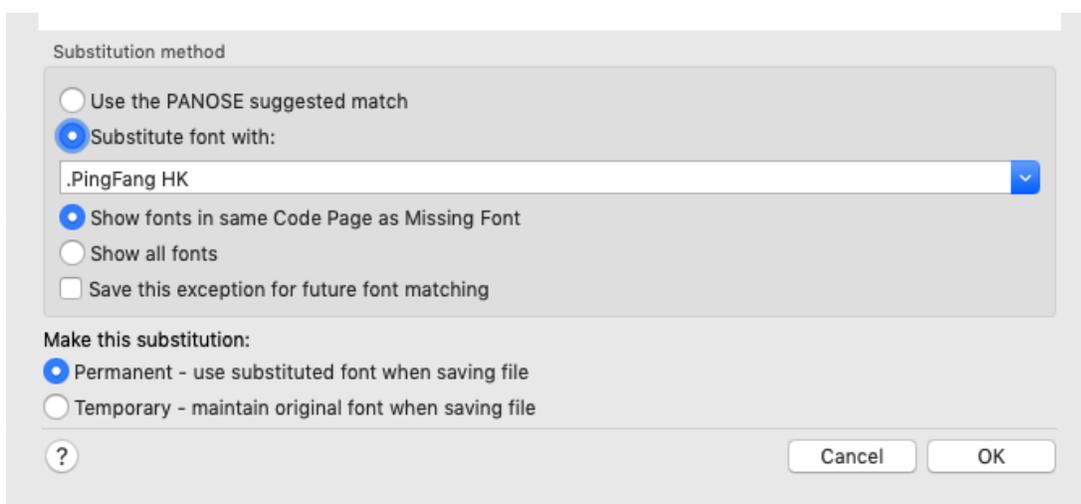


Font Substitution

If you open a document that includes fonts that aren't installed on your operating system or in CorelDRAW, you'll see the **Substitute Missing Fonts** window, listing all fonts found in the document that can't be used in CorelDRAW. The PANOSE system is used to determine which of your available fonts are the closest to the ones you don't have.

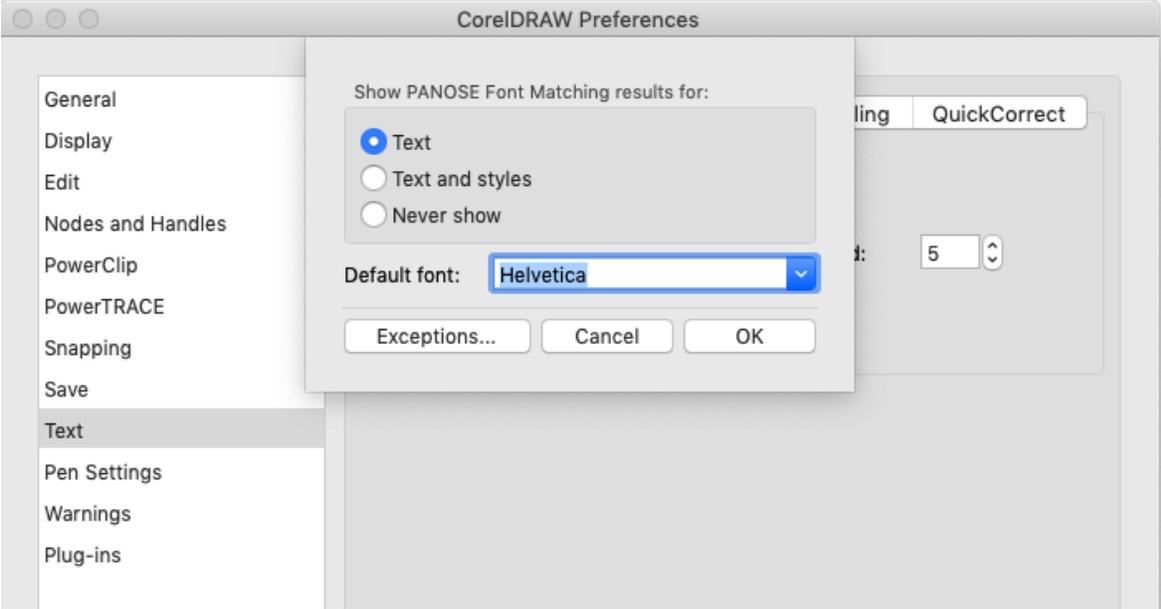


You can also choose which fonts to substitute. When choosing a font, you can choose to limit your choices to those that share the same code page as the missing font. A code page is a set of characters that have ASCII numbers assigned to them, and a shared code page means that characters in both fonts will have the same numbers. Alternatively, you can choose from all fonts in your system. You can also choose to save this exception, meaning substitution, for future font matching.

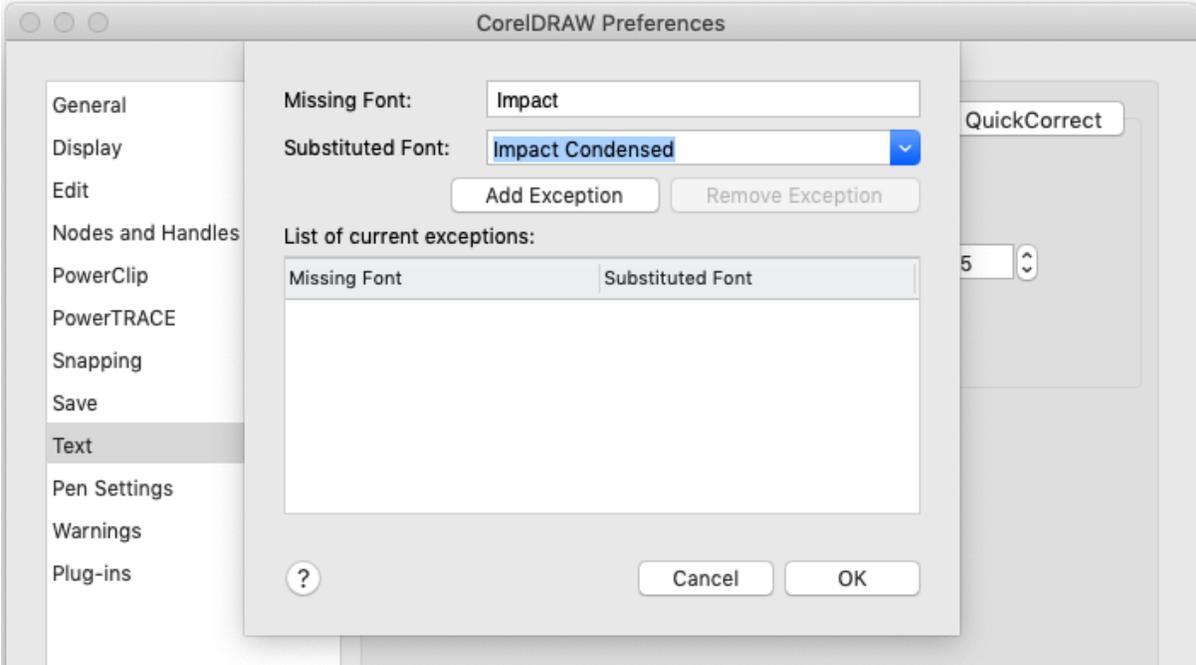


At the bottom of this window, you can also choose **Permanent** to use the substituted font when saving the file or choose **Temporary** to keep the original font when saving.

Manual font substitution would have to be done for each missing font. To set application-wide font substitutions, choose **CorelDRAW > Preferences > CorelDRAW**, then open the **Text** page to the **Fonts** tab. Here you can choose where or whether to show PANOSE suggestions, as well as the default substitution font if a closer match can't be identified.



Click **Exceptions** to define substitutions you want to use when opening any document. In this example, **Impact** is the missing font, and **Impact-Condensed** is the font that will be used to substitute.



After clicking **Add Exception**, this substitution will be done automatically when opening a document. You can remove an exception by selecting it and clicking **Remove Exception**.