

## How to import gene maps (that were created using OGDRAW) into CorelDraw.

1. Create a GenBank file of your construct or vector. This can be done either in VectorNTI or by using SeqBuilder from the DNASTar/Lasergene package.
2. Be sure to properly and sensibly annotate the sequence features in your file. This means that you should annotate coding regions of genes as „CDS“ features, promoter regions as „promoters“ (oh, really) and so on. If you don't do this the output that OGDRAW generates will probably lack some of the features you would like to see. You can use the enclosed configuration file which instructs OGDRAW to depict common vector feature types.
3. Save your file as a .gb (from VectorNTI) or .gbk (Lasergene) file.
4. Go to <http://ogdraw.mpimp-golm.mpg.de/> and upload your file.
5. If the file you uploaded was a circular sequence (like a plasmid or full plastome) and you want to create a linear map of a small region, specify this region in the „Zoom into region“ field. Making an entry here will pop up another option box allowing you to choose the scaling. You can either generate maps with a fixed size or with a fixed scale. If you want to create maps of several constructs and want them all to be the same scale you should select a fixed scale (e.g. 100px per 1kb).
6. Choose PostScript (PS) as the output file type on the following options screen.
7. Uncheck GC Graph. (This doesn't work anyway with linear maps (yet))
8. Download the .ps file from the OGDRAW web server by clicking the link on the last page and save the file to your disk. (The file is actually an archive and has to be unzipped.)
9. Now you can simply open the .ps file(s) in CorelDraw (this works with version 12 or higher) and do some manual tweaking until the image looks like you want. Alternatively it's possible to use Adobe Illustrator.
10. DONE.