

EXDXF-Pro

Plug-in for Adobe Illustrator



Manual

Read before use

By installing, copying or using this software you are considered to have agreed to the End User License Agreement.

End User License Agreement :

<http://www.baby-universe.co.jp/en/end-user-license-agreement/>

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[Warranty Disclaimer]

Baby Universe disclaims any warranty for the software. Users accept any and all risk arising out of use or performance of the software.

System Requirements

This software works on the computer with the following versions of Adobe Illustrator working properly.

Mac : Adobe Illustrator 2020 / 2021

Windows : Adobe Illustrator 2020 / 2021

This software may not work properly with other plug-ins running at the same time.

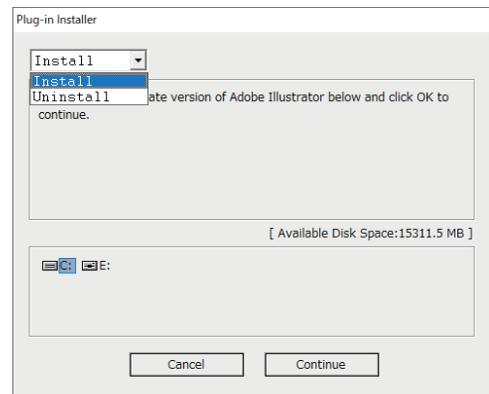
Install

Please exit Adobe Illustrator before launching the install program.

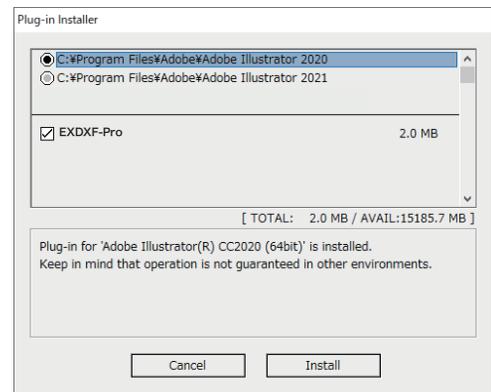
On Macintosh, double click the Installer icon in BPT-Pro folder. On Windows, double click setup.exe.



Click "Start" as the installer launched (It may take a few minutes to launch).
The install program will automatically detect a suitable disk where Adobe Illustrator would be installed in. If the disk is not right, click "Change Disk". Then click "Continue".

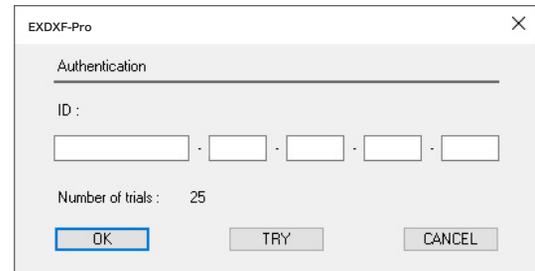


A list of all Adobe Illustrator versions installed in your disk will be shown. Select the right version to install the plugin and click "Install".



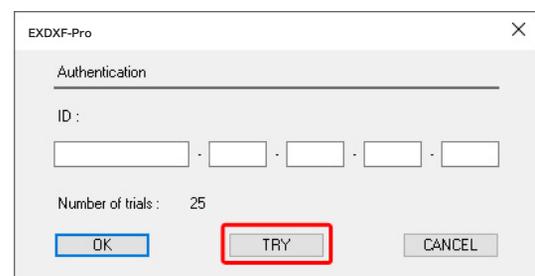
Authentication

The first time you use the software, a window like in the right picture will appear. Enter your ID which has been sent to you by email and click "OK". Now your license is authenticated and you have one year access to the plug-in.



Trial

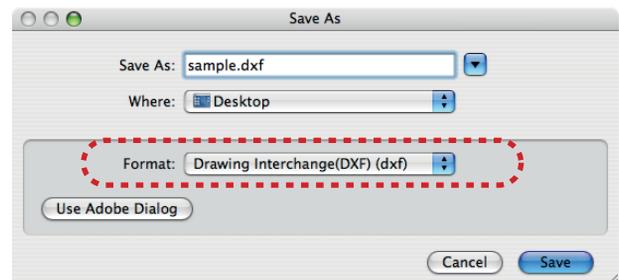
Click "TRY" button to tryout the plug-in. You can use full functions of the plug-in until the number of trial is all used up.



DXF EXPORT

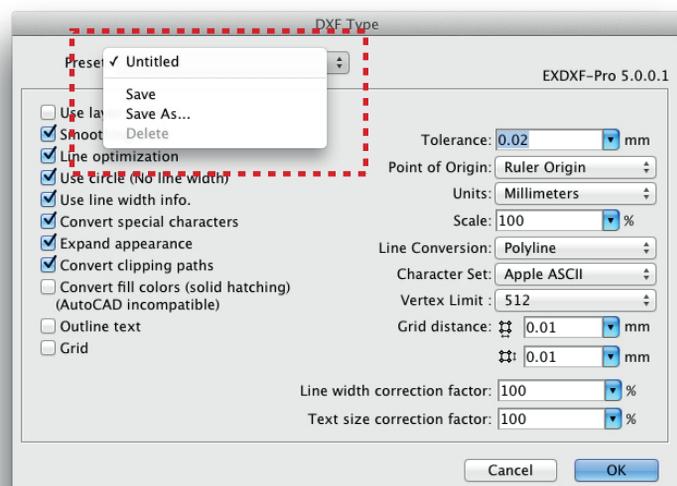
There are two methods to export DXF using EXDXF-Pro. One is “Save As” in File menu. Another is to choose “Export” from File menu. When you chose Save As or Export, a dialog like the picture on the right will appear. Then select “Drawing Interchange(DXF)” as the format(like the area in the picture surrounded by the red dotted line). Then input the file name and select a place to save, press Save (or Export) button.

***Please make sure that the file has an extension(.dxf) .**



Preset

You can save the setting as a preset when you output the file. The presets can have its names so you can find them easily.



Continue →

DXF EXPORT

Set and choose the options in the dialog and press “OK” button. Then Export is complete. Please see below for the options of export.

Use layer name

When checked, the DXF file will retain the Illustrator layer name.

Smoothing (Arc)

This option retains Bezier curves (smooth curves) created in Illustrator on conversion.

Line Optimization

Depending on the optimization of the original path, Illustrator’s Bezier curves will be optimized, resulting in fewer anchor points and simpler paths.

Use circle (No line width)

When checked, perfect circular objects can be maintained on conversion without exporting the line width information.

Use line width info

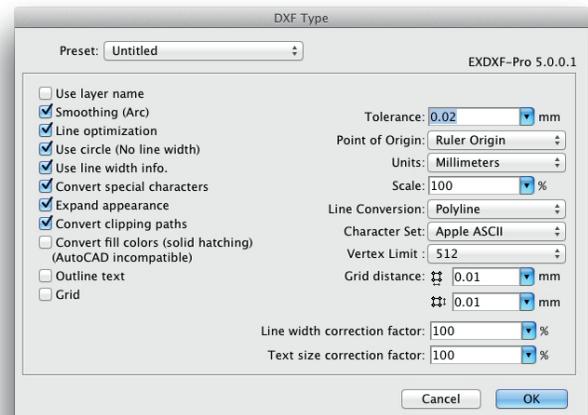
When checked polyline width information is exported. However, the line width of regular lines and paths is not exported.

Convert special characters

The characters like “%” “ø” “☒” will be maintained when not checked. This option works in conjunction with the comparable command in the DXF import options.

Expand appearance

When using Illustrator’s appearance, this option expands it.



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DXF EXPORT

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Convert Clipping Paths

Output clipping masks as paths.

Convert fill colors(solid hatching) (AutoCAD incompatible)

Convert fill colors' information to hatching.(This option doesn't work when imported by AutoCAD.)

Outline text

Output all texts as outline.

Grid

Round the objects' vertex point. You can set the grid with Grid distance on the right.(※The Grid distance is recommended to be smaller than the tolerance.)

Tolerance

As the numerical value is increased, the less vertexes are output.

Point of Origin

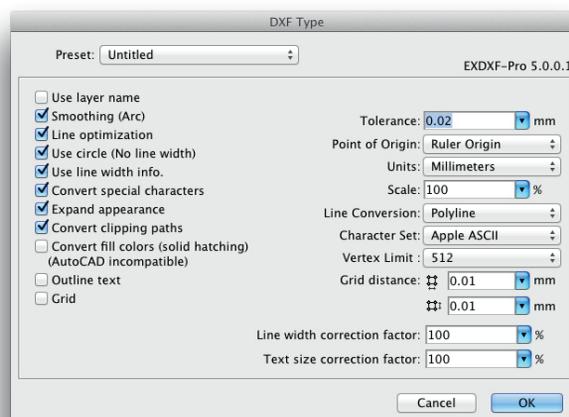
Ruler Origin : Illustrator's ruler origin

Page Bottom Left : Lower left of the artboard

Printable Area Bottom Left : The point moved inside from the lower left by the amount of print margin in the art board

Printable Area Center: Center of the artboard

※Since CS5, it became impossible to get the location of the page when importing. So the point of origin is unified to the lower left of the artboard.



Continue→

DXF EXPORT

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Units

The document can be exported using either inches or millimeters as the unit of measure. Also, the unit is applied to Tolerance and Grid distance as well.

Scale

The DXF file can be saved at various percentages of the original's size.

Line Conversion

Polyline : For general CAD software use

Polyline and Arc : Smooth and round arcs

Line and Arc : For CAD software incompatible with polylines. Lines are not connected through vertexes.

Character Set

Work together with “Convert Special Characters” option. The character sets offered are ASCII for either Apple or Microsoft.

Vertex Limit

The number of vertices in a Polyline, the default is 512 points. The more points added can result in drawing an accurate line, but if the result is not fine, it needs adjustment.

Grid distance

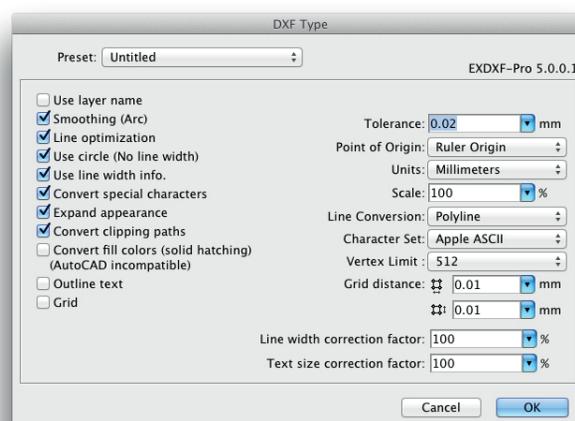
When “Grid” option is on, this setting is available. Please refer the Grid explanation for detail.

Line width correction factor

Set the scale factor for line width.

Text size correction factor

Set the scale factor for text size. Text size can be changed depending on the font design of CAD, and this setting can correct that.



※Other changes :

●\$EXTMIN, \$EXTMAX has been changed to the object size from paper size.

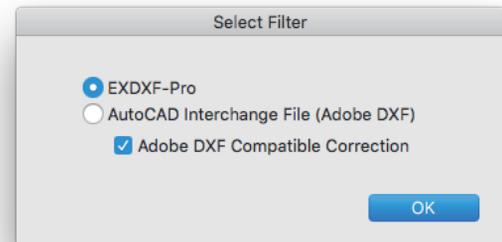
●The point of origin has been changed to the lower left of the artboard from the lower left of the paper.

DXF IMPORT

You can import DXF in two ways: One is “Open” in File menu of Illustrator. Second is “Place” in File menu.

After choosing a DXF file to import, click “Open”(or “Place”) button.

Then a “Select Filter” dialog will open. Select “EXDXF-Pro” and click “OK”.



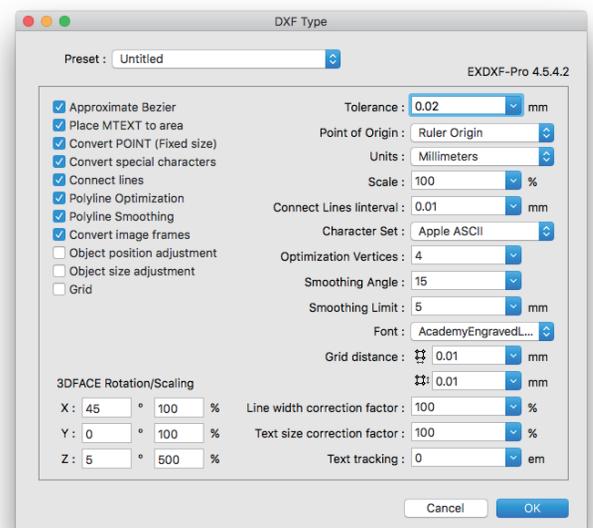
Then, a dialog for import setting will appear(like the right picture). Setup how to convert DXF into ai file and click “OK”. Now import is complete. Explanation about each setting are below:

Preset

You can save a setting as a preset. The presets can be named to be found easily.

Approximate Bezier

When this option is checked, the imported document will convert splines to approximated Bezier curves. When unchecked, corners and angles will have priority.



continue→

DXF IMPORT

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Arrange MTEXT to Area

This option allows MTEXT within a rectangular object to maintain line and paragraph breaks. When this option is not selected, text will be treated as point text and will not "wrap" within a container.

Convert POINT (Fixed size)

When this is checked, tips of POINT objects are converted to circle shapes.

Convert special characters

The special characters of (%), (∅), (±) etc. are converted when checked.

Connect lines

When converting from Splines to Bezier curves, the nearest lines can be connected.

Polyline Optimization

Delete unnecessary vertices in polyline.

Polyline Smoothing

Make the polyline smoother by complementing with spline. Then delete unnecessary vertices by converting the line to Bezier curve.

Convert image frames

Convert only image frames of DXF (incompatible with images) into paths.

Object position adjustment

Centering the position of the object which was away from the origin.

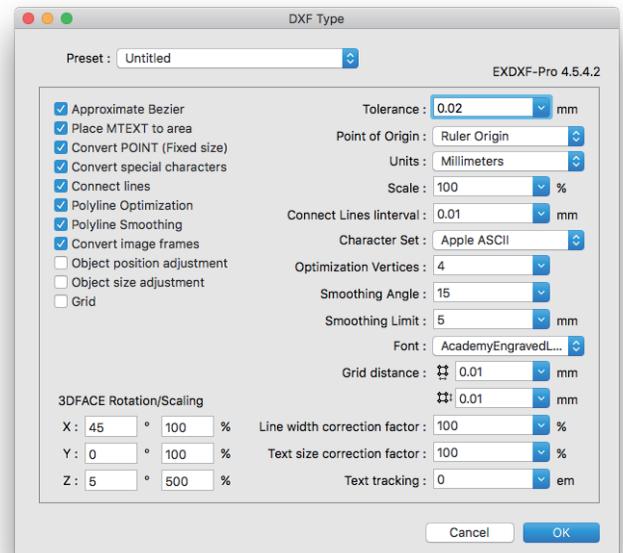
Object size adjustment

Adjust the object's size corresponding \$EXTMIN and \$EXTMAX parameter in DXF.

Grid

Round the objects' vertex point. You can set the grid with Grid Distance in the lower right.

※The Grid Distance value is recommended to be smaller than the tolerance.



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DXF IMPORT

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Tolerance

As the value rises, the less vertices are imported.

Point of Origin

Ruler : Illustrator's ruler origin. Since CS5, it's fixed on lower left of the artboard.

Page Bottom Left : Lower left of the artboard.

Printable Area Bottom Left : The point moved inside from the lower left by the amount of print margin in the art board

Printable Area Center : Center of the artboard

※Since CS5, it became impossible to get the location of the page when importing. So the point of origin is unified to the lower left of the artboard.

Units

Set the unit of the importing DXF.(millimeter and inches)

Scale

Set the scale(%) of the importing DXF.

Connect Lines Interval

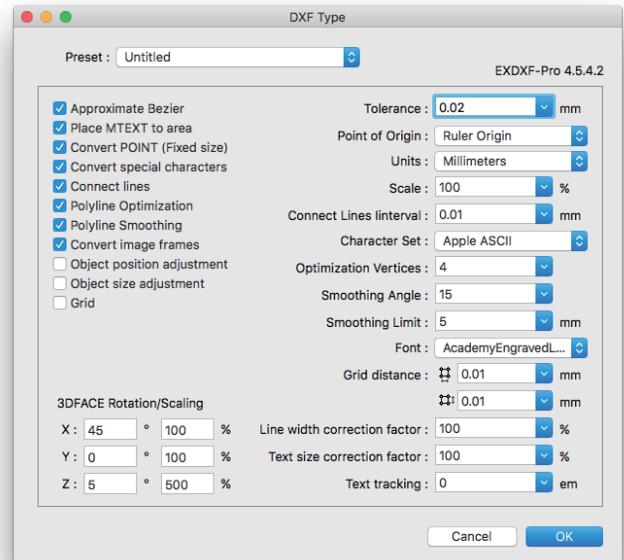
When the Connect Lines option is selected, this determines the maximum distance between lines that will be connected.

Character Set

You have the option of opening the file with Apple or Microsoft ASCII.

Optimization Vertices

When Polyline has more than the designated number of vertices, unnecessary vertices will be omitted by smoothing technology.



continue→

DXF IMPORT

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Smoothing Angle

As same as the Optimization Verticles, optimize the adjoining lines when they wind by the particular angle. This setting avoids objects from unexpected change of shape occurred by smoothing all corners . For example, if the vertices of a gear wheel are round, set this angle smaller. On the other hand, in case the polyline's vertices are too rough, set this angle bigger to make it smoother.

Font

You can select a font to apply to the imported file.

Grid distance

When the Grid option is on, this setting is available. Please refer to the explanation about Grid.

Line width correction factor

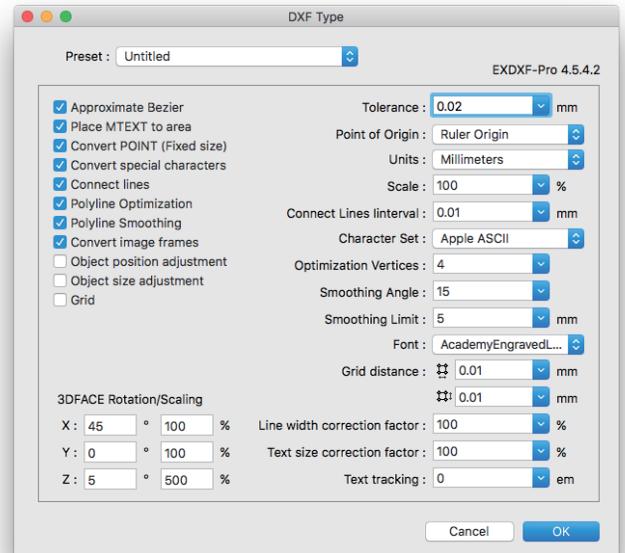
When imported, the line width of DXF can be different from that of CAD. This feature corrects the difference by setting scale factor.

Text size correction factor

When imported, the size of the texts can be different from that of CAD because of the font design applied by CAD. This feature corrects the size by setting scale factor.

Text tracking correction

This feature corrects the difference of text width caused by font design. Correction is done by adding em.



continue→

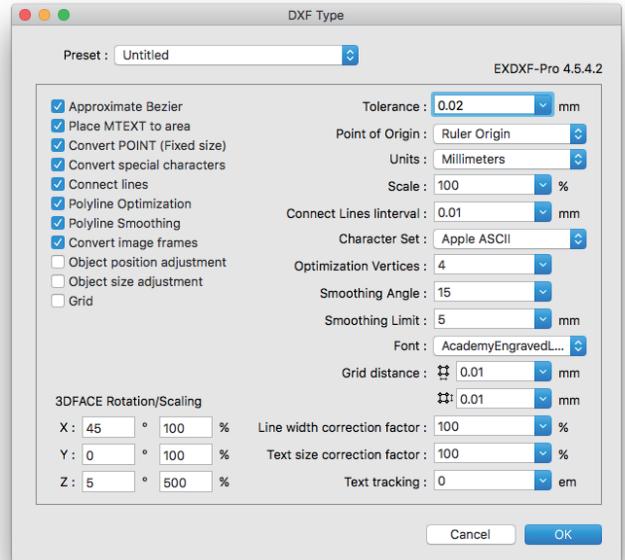
DXF IMPORT

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- 3DFACE Rotation / Scaling
When the file has 3D face like maps, they can be imported by setting the rotation angle and scaling.

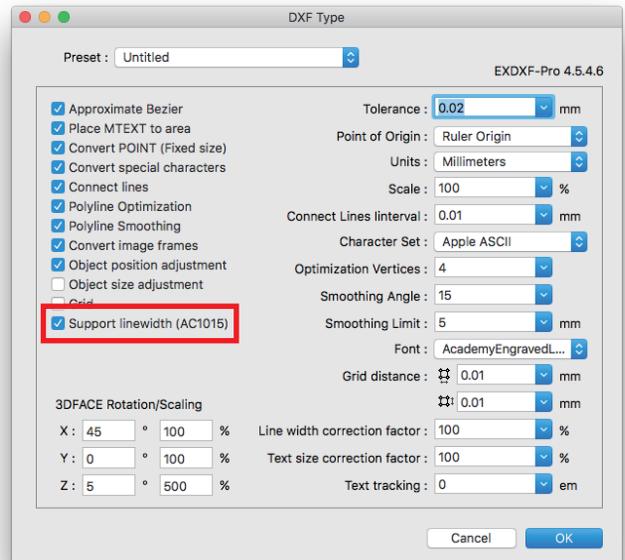
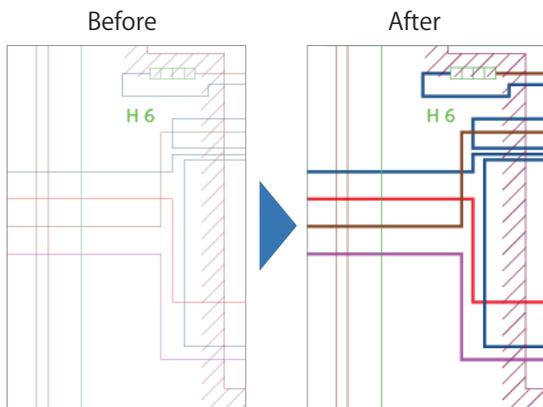
※ Other Changes

- \$INSUNITS (specify units) is supported:
When specific units are existing in DXF, import of the units is now supported.
- SOLID entity's object compatibility standard (OCS) is now supported.
- The point of origin has been changed to the lower left of the artboard from the lower left of the paper.



※Additional Function released on November 08,2018

- Support line width
Support line width for LINE, ARC, CIRCLE and ELLIPSE (AutoCAD 2000 / AC1015 or later)



Trouble Shooting

■ Fonts are garbled or not showing in English :

Install of the plugin is not completed properly. Please confirm that Illustrator is completely closed and try reinstall of the plugin. Also, please log in to your computer as the same user who installed the plugin.

■ Can't install to Windows:

- Make sure that the downloaded data is completely unzipped.
- If "Program Compatibility Assistant" popped out, choose "This program installed correctly". We are sure that our data is safe and correct.

■ Can't install to Mac:

- Please confirm that plugin is installed to a right version of Illustrator.
- The install data could be old. Please download the latest data here:
<http://www.baby-universe.co.jp/en/support/download/>

■ ID(Activation key) doesn't work:

- Please copy&paste ID sent from Baby Universe by email. You shouldn't input it manually.
- Install of the plugin might not complete correctly. Please close Illustrator completely and try reinstall of the plugin.

Visit our website for the latest support information:

<http://www.baby-universe.co.jp/en/support/>

For further questions please email us at info_eng@baby-universe.co.jp



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