EXDXF-Pro4
Plug-in for Adobe Illustrator

M a n u a l

Terms and conditions:

Before using EXDXF-Pro, please read through the each terms and conditions written below. By using the EXDXF-Pro Package we judge that you have read and understood the following information.

1. License
Basically one license for EXDXF-Pro qualifies you to use one application, which means that one license allows you to install the software on one machine. If you want to use the software license for other purposes, it is illegal and you could be asked for compensation.

2. Conditions of use
You cannot use the function of DXF file conversion for the purpose of making a profit as part of the service of your business. For other uses of the product, if the act is judged as making a profit from the function, we can stop you from using the license of the product.

3. Warranty of use
It is not possible for us to insure against any accidents that could happen when users use BPT-Pro, and as such, we regard your use of the software as agreement that there have been no problems, unless you stop using the software while still using the demonstration version.

System Requirements:

Macintosh OS X 10.2～
Windows OS XP / Vista / Win7 ～
Adobe Illustrator 10.0 / CS / CS2 / CS3 / CS4 / CS5 / CS6 / CC

In some cases there may be a malfunctioning of EXDXF-Pro when used in conjunction with, or at the same time as other companies Adobe Illustrator Plug-ins, and as such the program may not work properly. We are sorry for the inconvenience.

Install

Please exit Adobe Illustrator before running the install program.

Macintosh

Installer

Windows

Setup.exe

Double click Installer icon in EXDXF-Pro folder.

Click "Start" as the installer launched. The install program will run and automatically detect the appropriate disk where your Illustrator would be installed in. If the disk showing on the screen is not right, click "Change Disk" and select the right disk. Click "Contiue" to proceed.

A list of Illustrator versions installed in your computer will be shown. Select the version you want to install EXDXF-Pro. Click "OK" and install process will start.

[Manual Installation]

1. Open "DATA" folder and open a folder with Illustrator version you're installing the plug-in. Move out EXDXF-Pro.aip from the folder and drop them directly into the "Plug-in" folder of Adobe Illustrator (Make sure AI version corresponds with Plugin's version).

2. Move out "EXDXF-Pro" folder (Location: DATA > Prefs > EXDXF-Pro) and drop it into another Prefs folder in user's document folder (See right picture for your Prefs folder location).
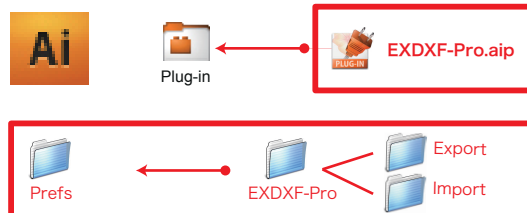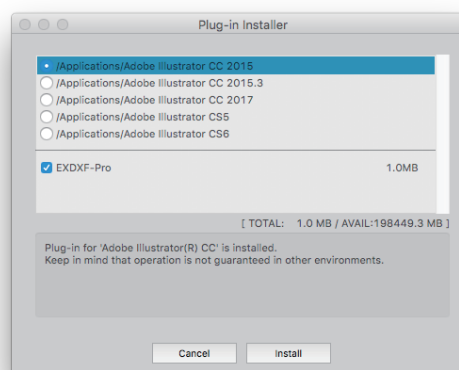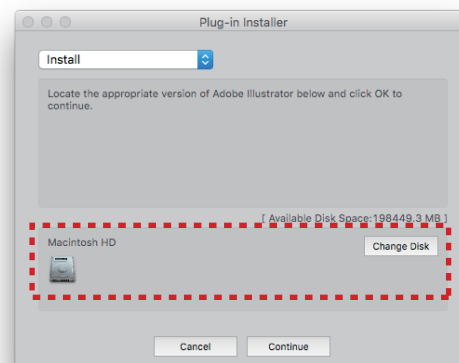
＊） Where is the Prefs Folder?

Macintosh: user / Documents / Adobe / Illustrator / Prefs
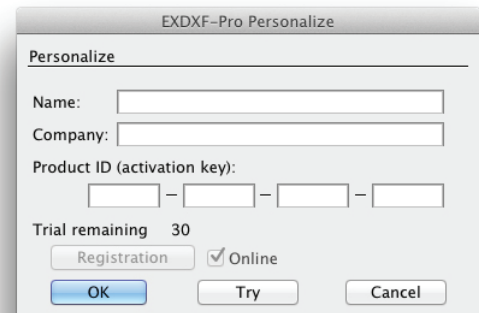
Windows: Documents / Adobe / Illustrator / Prefs

The data surrounded by ☐ needs to be installed.

Personalization

When you start EXDXF-Pro, a dialog box will appear as in the picture on the right. Enter your name, organization(such as company, school) and Product-ID(activation key). Click OK to complete personalization

[About trial]
If you use the plug-in as a trial version, click Try button. You can use the plug-in with all functions for 30 times.

Purchase EXDXF-Pro4 at our online store:
https://www.baby-universe.co.jp/shopping_eng/index.jsp?dir=%2F1%2F.23

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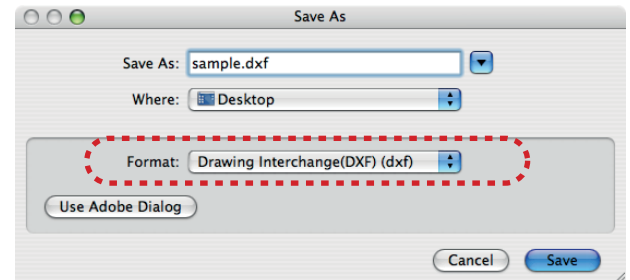
Preset
You can save the setting as a preset when you output the file. The presets can have its names so you can find them easily.
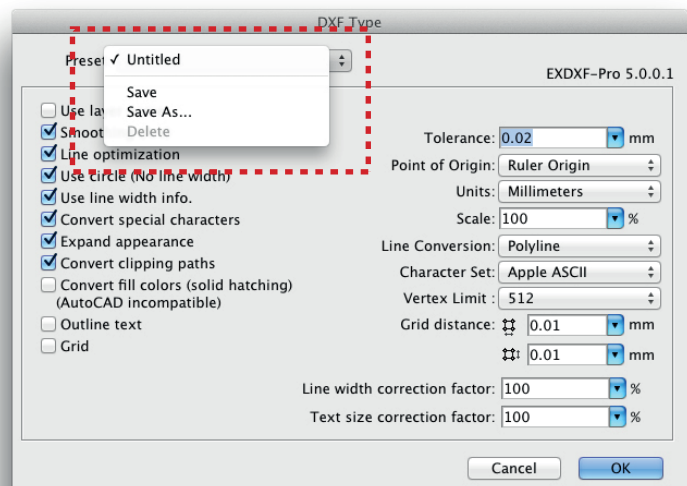
DXF EXPORT

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.
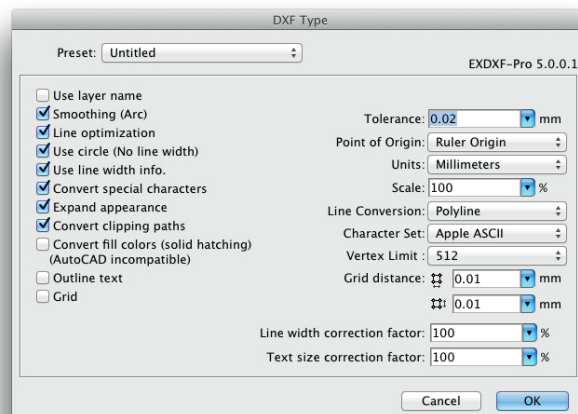
DXF EXPORT

(continued from page No.6)

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 Auto-CAD.)

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
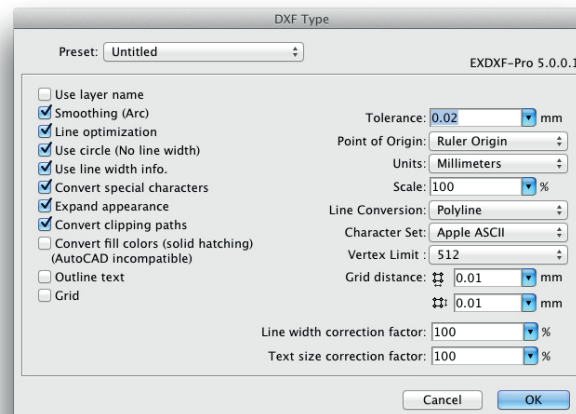
Page Bottom Left : Lower left of the artboard

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.

DXF EXPORT

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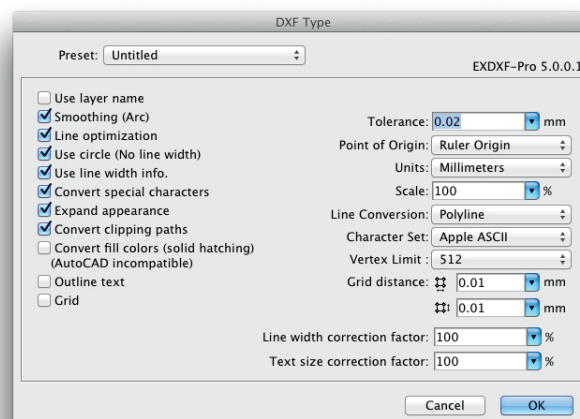
Grid distance
When "Grid" option is on, this setting is available. Please refer the Grid explanation for detail.

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.

DXF Type

Preset: Untitled

EXDXF–Pro 5.0.0.1

- ☐ Use layer name
- ☑ Smoothing (Arc)
- ☑ Line optimization
- ☑ Use circle (No line width)
- ☑ Use line width info.
- ☑ Convert special characters
- ☑ Expand appearance
- ☑ Convert clipping paths
- ☐ Convert fill colors (solid hatching) (AutoCAD incompatible)
- ☐ Outline text
- ☐ Grid

Tolerance: 0.02 mm
Point of Origin: Ruler Origin
Units: Millimeters
Scale: 100 %
Line Conversion: Polyline
Character Set: Apple ASCII
Vertex Limit : 512
Grid distance: 0.01 mm
0.01 mm
Line width correction factor: 100 %
Text size correction factor: 100 %

Cancel   OK

※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

There are two ways to import DXF using EXDXF-Pro. One is to choose "Open" from File menu. Another is to choose "Place" from File menu.Then a dialog like a left picture will appear. Select "Drawing Interchange(DXF)" in the area circled by red dotted line. Select a file to import and press "Open(or Place)" button.

Then a dialog to select the format of the file appears. Please select "Drawing Interchange(DXF)" and press "OK".
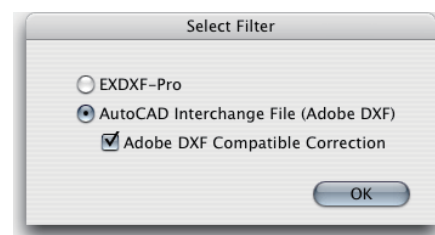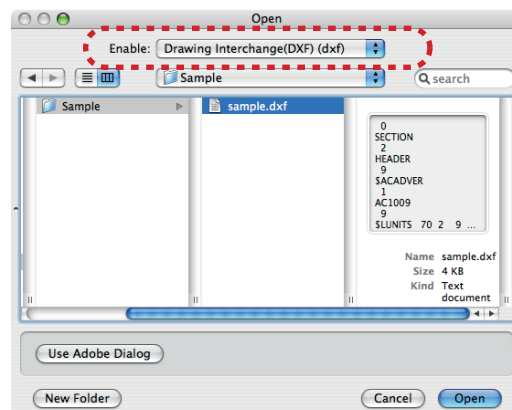
Then, a dialog for import setting will appear(like the left picture). Setup how to convert DXF into ai file and press "OK". Now import is complete. Explanation about each setting are below:

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.
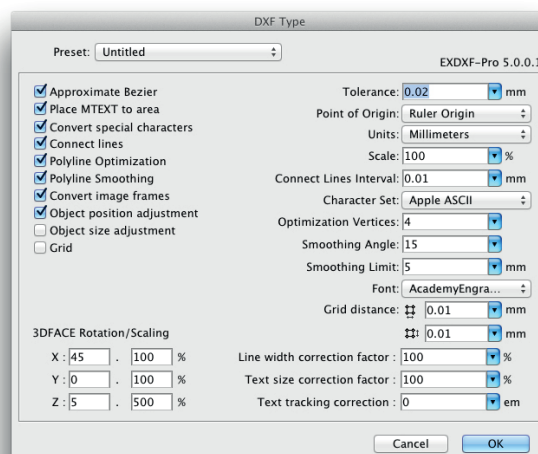
DXF IMPORT

continued from page No.9

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

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

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

Polyline Optimization
Delete unneccessary vertices in polyline.

Polyline Smoothing
Make the polyline smoother by complimenting with spline. Then delete unneccessary vertices by converting the line to Bezier curve.

Convert image frames
Convert only image frames of DXF (incompatible with images) into paths.
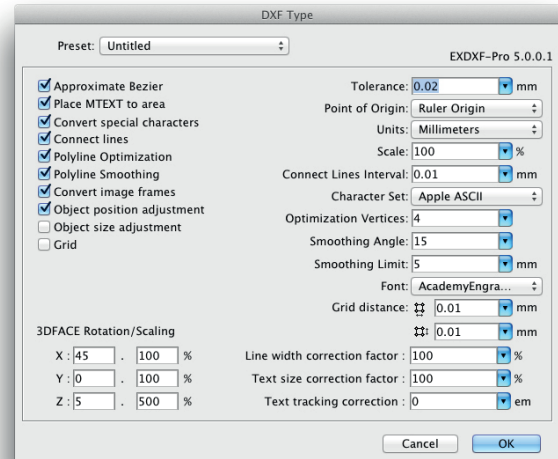
Object position adjustment
Centering the position of the object which was away from the origin.

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 on the right.(※The Grid distance is recommended to be smaller than the tolerance.)

DXF IMPORT

continued from page No.10

Torelance
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.(milimeter 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.
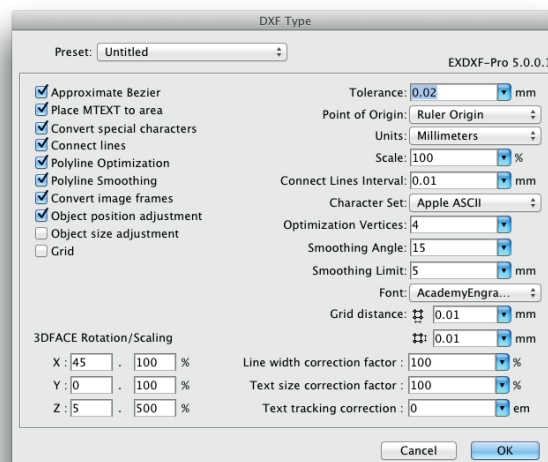
DXF IMPORT

continued from page No.11

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 occured 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.
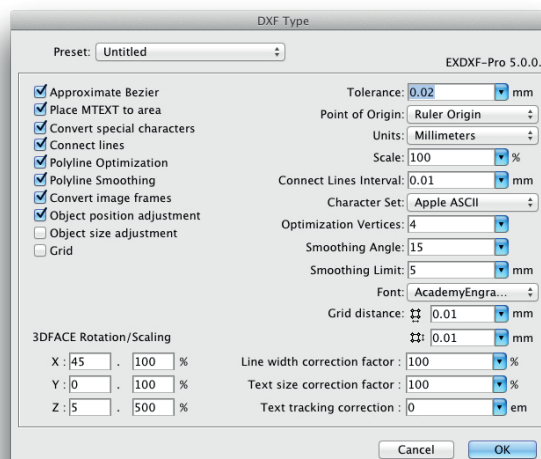
DXF IMPORT

continued from page No.12

●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.
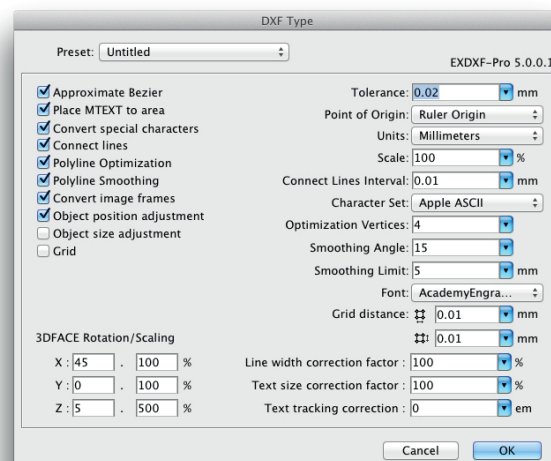
Trouble Shooting

■**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:**
There are three things you should confirm:

1. Make sure that the downloaded data is completely unzipped.

2. Confirm if your Illustrator (Not OS) is 32bit or 64bit version. You can see it on "About Illustrator" in "Illustrator(Mac)" or "Help(Win)" menu of Illustrator. Then install the right version of software. (e.g. If you install EXDXF-Pro to CC2017 64bit : Open "EX-DXF-Pro AICC(x64)" in EXDXF-Pro's folder you downloaded and open Setup.exe.)
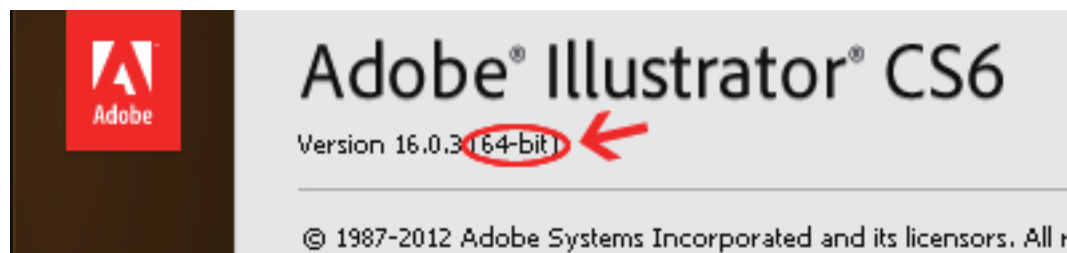
3. If "Program Compatibility Assistant" popped out, choose "This program installed correctly". We are sure that our data is safe and correct.

■**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 pelase email us at **info_eng@baby-universe.co.jp**

Purchase EXDXF-Pro4 at our online store:
https://www.baby-universe.co.jp/shopping_eng/index.jsp?dir=%2F1%2F.23

BABY UNIVERSE Inc.

FAX: +81 466 55 3001
Email: info_eng@baby-universe.co.jp