



# EXDXF-Pro4

Plug-in for Adobe Illustrator



## Manual

## 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

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. Please bear with us.

# Install

Please exit Adobe Illustrator before running the install program.

On Macintosh, double click the Installer icon in EXDXF-Pro folder. On Windows, double click setup.exe in a folder named the Illustrator's version you're installing the plug-in.

The installer will be launched and then click OK. The install program will automatically find out the compatible version of Illustrator from your disc as indicated by the red dotted line on the picture. Then please make sure that the version and its location are right. If applicable version is not found or if there are several versions available, select directly the right version from your disc or folder. Click OK to proceed.

Please make sure that the right version of Illustrator and EXDXF-Pro are checked. Click OK to complete the installation.

## [Manual Installation]

Open a folder named the 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. Then move out EXDXF-Pro.ini as well and drop it into Prefs folder of Adobe Illustrator.

### Macintosh

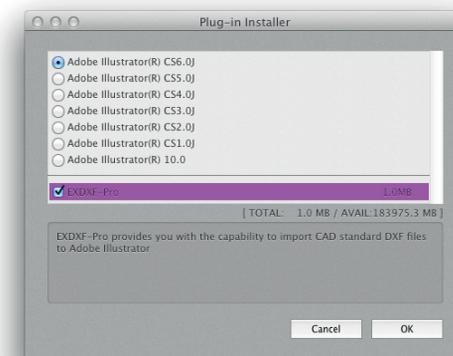


Installer

### Windows



Setup.exe



Plug-in



EXDXF-Pro.aip



Prefs



EXDXF-Pro.ini

\* ) Where is the Prefs Folder?

Macintosh: user / documents / Adobe / Illustrator / Prefs

Windows: My Documents / Adobe / Illustrator / Prefs

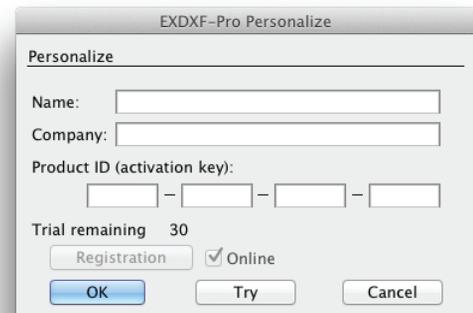
The data surrounded by  is needed to be installed.

## 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.



EXDXF-Pro Personalize

Personalize

Name:

Company:

Product ID (activation key):  -  -  -

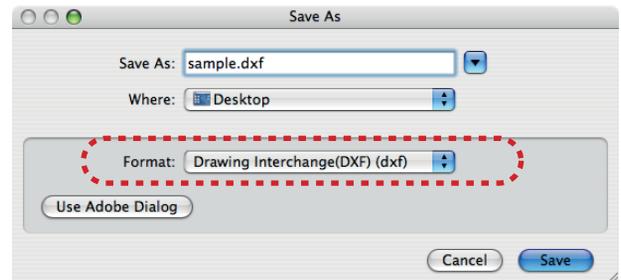
Trial remaining 30

Registration  Online

## DXF EXPORT

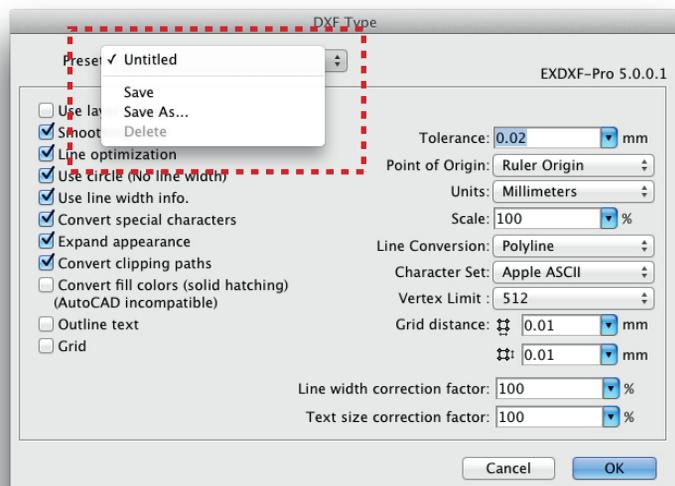
There are two methods to export DXF using EXDXF-Pro. One is “Save As” in File menu. Another is to choose “Export” from File menu. When you chose Save As or Export, a dialog like the picture on the right will appear. Then select “Drawing Interchange(DXF)” as the format(like the area in the picture surrounded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

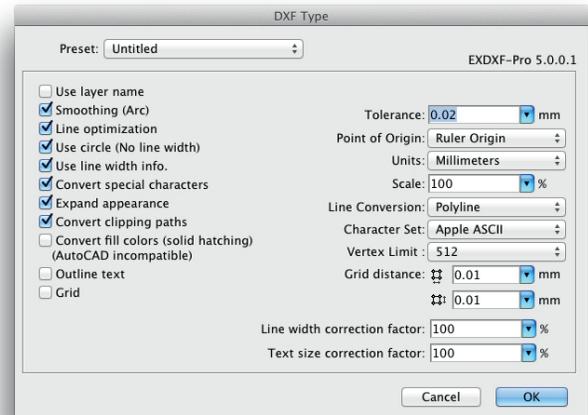
When checked polyline width information is exported. However, the line width of regular lines and paths is not exported.

## 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

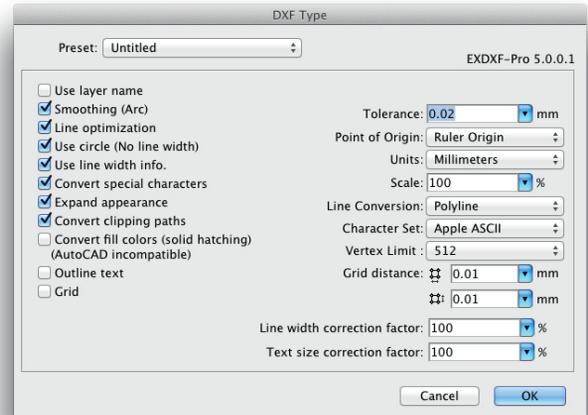
**Ruler Origin** : Illustrator's ruler origin

**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.



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# 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

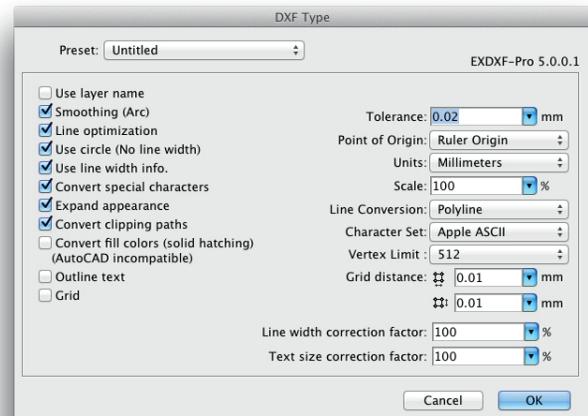
When "Grid" option is on, this setting is available. Please refer the Grid explanation for detail.

## 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 :

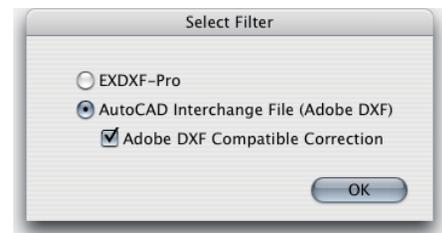
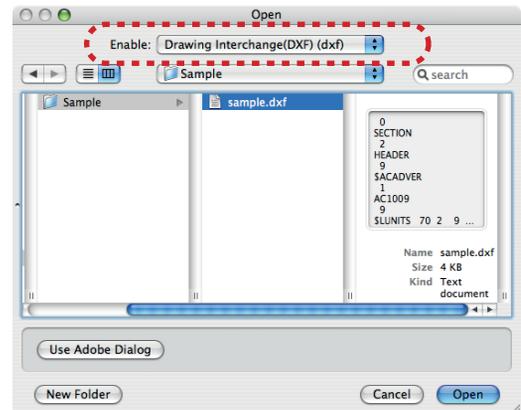
●\$EXTMIN, \$EXTMAX has been changed to the object size from paper size.

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

## DXF IMPORT

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”.



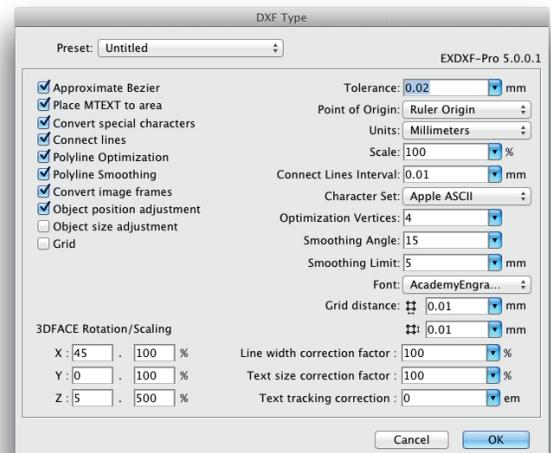
Then, a dialog for import setting will appear (like the left picture). Setup how to convert DXF into ai file and press “OK”. Now import is complete. Explanation about each setting are below:

### 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.



continue →

# DXF IMPORT

continued from page No.9

## 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 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

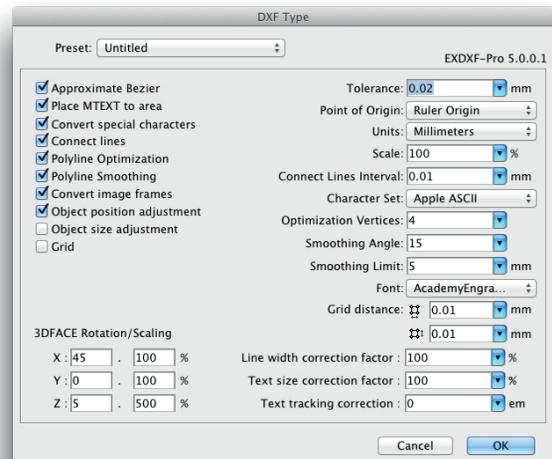
Centering the position of the object which was away from the origin.

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



continue→

# 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

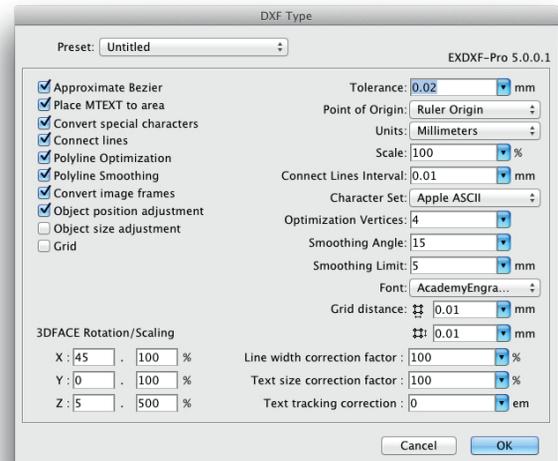
When the Connect Lines option is selected, this determines the maximum distance between lines that will be connected.

## 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

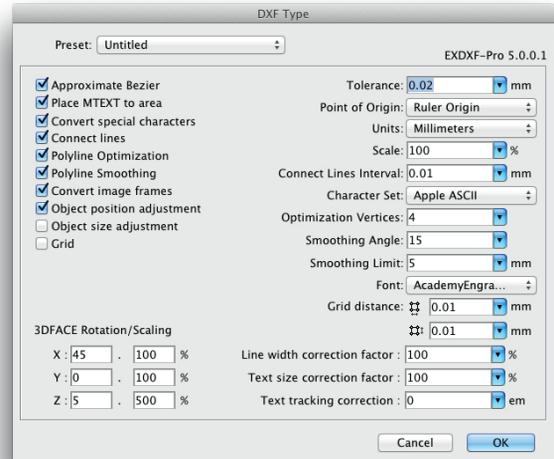
When imported, the line width of DXF can be different from that of CAD. This feature corrects the difference by setting scale factor.

## 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

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.

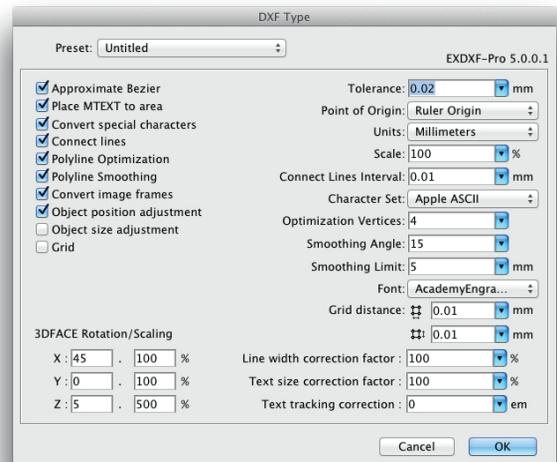
### ※ Other Changes

#### ● \$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.





**For further information about EXDXF-Pro:**

Please send your inquiry by email or fax.

Please attach your ID and serial number of the product.

**BABY UNIVERSE Inc.**

FAX: +81 466 55 3001

Email: [info\\_eng@baby-universe.co.jp](mailto:info_eng@baby-universe.co.jp)

**Visit us for the latest information of BPT-Pro**

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