

## *Illustrator 10 Scripting Read Me*

### **IMPORTANT**

- ❖ VB: You must recompile previous VB scripts with the latest version of Illustrator.
- ❖ VB: you must have the VB runtime libraries installed to run Visual Basic scripts.
- ❖ VBS: you must have the Windows Scripting Host installed to run VBScripts.

### **WHAT'S NEW**

Please refer to the *Illustrator Scripting Guide.pdf* for more information.

- Scripts menu  
JavaScript, AppleScript, VBScript, and Visual Basic scripts can be executed from the Scripts menu.
- Symbols and SymbolItems
- Variables and Datasets
- GraphItem support

### **NOTES**

- Since the previous release, the page item class has been augmented with the read-only property 'editable'. This property can be used to determine whether the item can be selected or edited. The property is false if the page item or any group or layer that contains the page item is locked. The property is true if Illustrator allows for changing the page item (ie, the page item is visible, unlocked, and all of its containers are unlocked).
- VB: TextRanges are now 1-based rather than 0-based.
- Added Move and Duplicate commands
- DoScript is asynchronous and, therefore, cannot be executed from the Scripts menu
- The Document RulerOrigin != (0,0) with non-default document size.
- The symbol count returns all listed and unlisted symbols.
- Added 'user interaction level' / UserInteractionLevel property to the application class.
  - The default setting is interact with all/aiDisplayAlerts, so be sure to set this property from your script as appropriate.
- Added 'BlendingMode', 'Isolated', and 'ArtworkKnockout' properties to Layer class
- VB: Open command now returns a document reference
- Added Top and Left properties to PageItem class for VB and JS only
- Visual Basic Reference in Scripting Guide: the Variable class contains a PageItems collection which is omitted from the documentation.

## KNOWN PROBLEMS

- AppleScript: Scripting Support returns a filespec that references a volume as a {file xx} value. However, it's not valid to pass a volume using the {file xx} form. Instead, you need to use alias xx
- Opening and placing Photoshop files from a script will always include slices and image maps, regardless of the settings.
- When exporting in SVG format, the preserve editability setting is ignored when the file is saved and is not editable.
- Aliases/Links cannot be opened from scripting. You must first resolve the alias/link and then specify the target file in the script.
- JavaScript: the getFiles() method on the Folder object may return File/Folder objects with a wrong path. This only occurs on Windows, however, the workaround described below works correctly on both Windows and Mac OS.

Workaround: always set the current folder to the folder that you invoked the "getFiles" method on before accessing the files. For example:

```
var myFolderPath = "C:\\temp\\";
var myFolder = new Folder(myFolderPath);
var myFiles = myFolder.getFiles();

Folder.current = myFolderPath; // <-- Change the current directory
// before accessing the values returned from getFiles

alert( myFiles[0].fsName );
```

- Text does not work properly thru scripting on Japanese systems. As such, the following scripts provided in the Scripts menu will not work with Japanese text:

Mac OS:

- Change Font Sizes Of Selection
- Apply Style To Text Selection

Windows:

- ChangeSizesOfTextSelection.js
- ApplyStyleToTextSelection.js

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