STEP

STEP FOR ADOBE ILLUSTRATOR USER GUIDE

Release 9.1-MP6 (July 2019)

StiboSystems
MASTER DATA MANAGEMENT

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STEP for Adobe Illustrator

STEP for Adobe Illustrator is a component available as a plugin for Adobe Illustrator. Adobe Illustrator is frequently used, for example, by product designers to make sketches of products, such as drawings of clothes and the details that are needed for clothing production. STEP for Adobe Illustrator supports these designers in their work, as well as any other users of Illustrator who need to store Illustrator files (.ai) and their associated artboards in STEP.

The STEP for Adobe Illustrator plugin integrates Illustrator directly with STEP. When saving an Illustrator file to STEP from Illustrator, the artboards are automatically generated as .png image files and saved to a specified classification folder in STEP along with the associated Illustrator file. The Illustrator file and artboards are also automatically linked to the corresponding product or entity object in STEP.

Note: Though STEP for Adobe Illustrator is optimized for use with the PLM solution—a special configuration of STEP for the retail, footwear, and apparel (RFA) industries—this component can be installed on any STEP system. For more information on PLM, contact see the PLM documentation.

Topics in this documentation explain how to:

- Configure Illustrator object types, asset reference types, System Settings, and the Illustrator component model in the STEP Workbench
- Install the Illustrator Plugin and access STEP from within Illustrator
- Save Illustrator files to STEP and open Illustrator files saved to STEP from within Illustrator

To use this component, you must apply the STEP for Adobe Illustrator license and install the STEP for Adobe Illustrator recipe. Contact your Stibo Systems representative to obtain the license and the latest install recipe.

Configuring STEP for Adobe Illustrator in the Workbench

Before using STEP for Adobe Illustrator, a number of configurations must first be performed in the STEP Workbench. This topic explains how to:

- Create an asset object type for Illustrator files and an asset object type for Illustrator artboards
- Create the reference types used to link Illustrator files and artboards to products and/or entities
- Configure Illustrator settings under System Setup > Users & Groups
- Configure the Illustrator component model

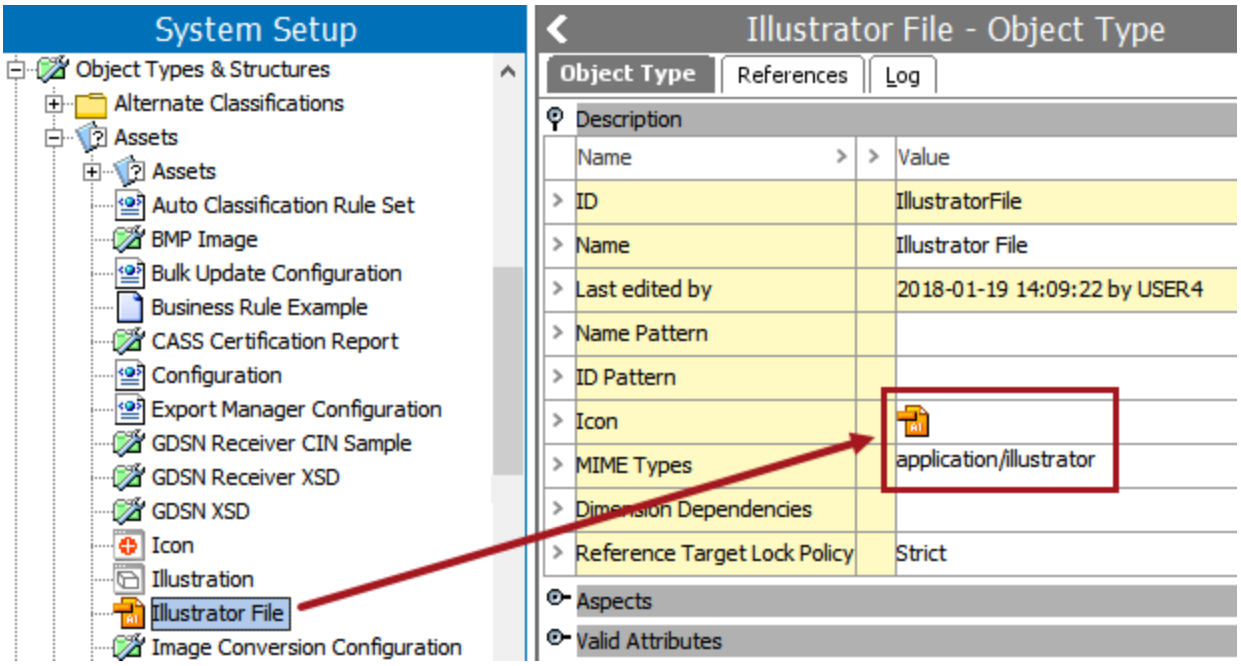
Configuring Illustrator Object Types in the STEP Workbench

Illustrator File Asset Object type

If not already present on your system, create an Illustrator object type under Object Types & Structures > **Assets**. This object type must have the MIME type of **application/illustrator**. Choose the AI icon to represent the object type in the Tree.

For information on how to create an asset object type and add an icon, see the following topics in the **Super User Guide** / **System Setup** / **Super User Guide** documentation:

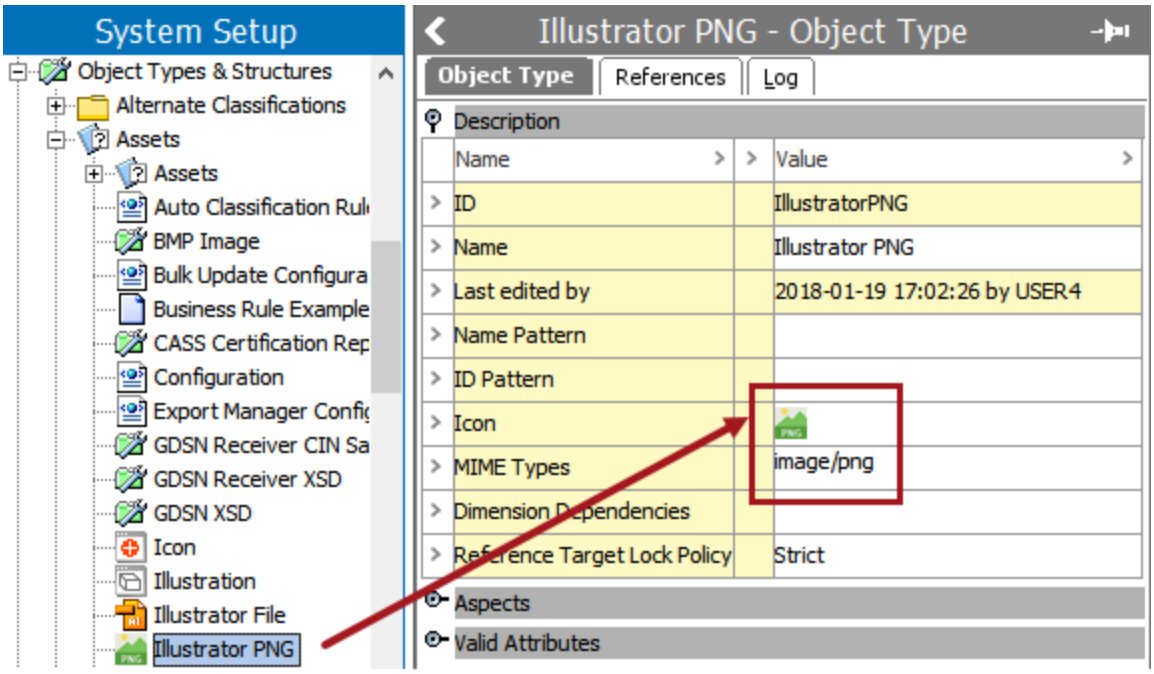
- Creating an Object Type
- Object Type Icons



Illustrator Artboard Asset Object Type

This is the file type associated with the artboards that are saved to STEP along with Illustrator files. An artboard is created for each individual artboard in the Illustrator document. This object type must have a MIME type of **image/png**.

Note: A custom PNG icon is used in this example; you may use any icon you wish, or just use the generic system-generated icon.



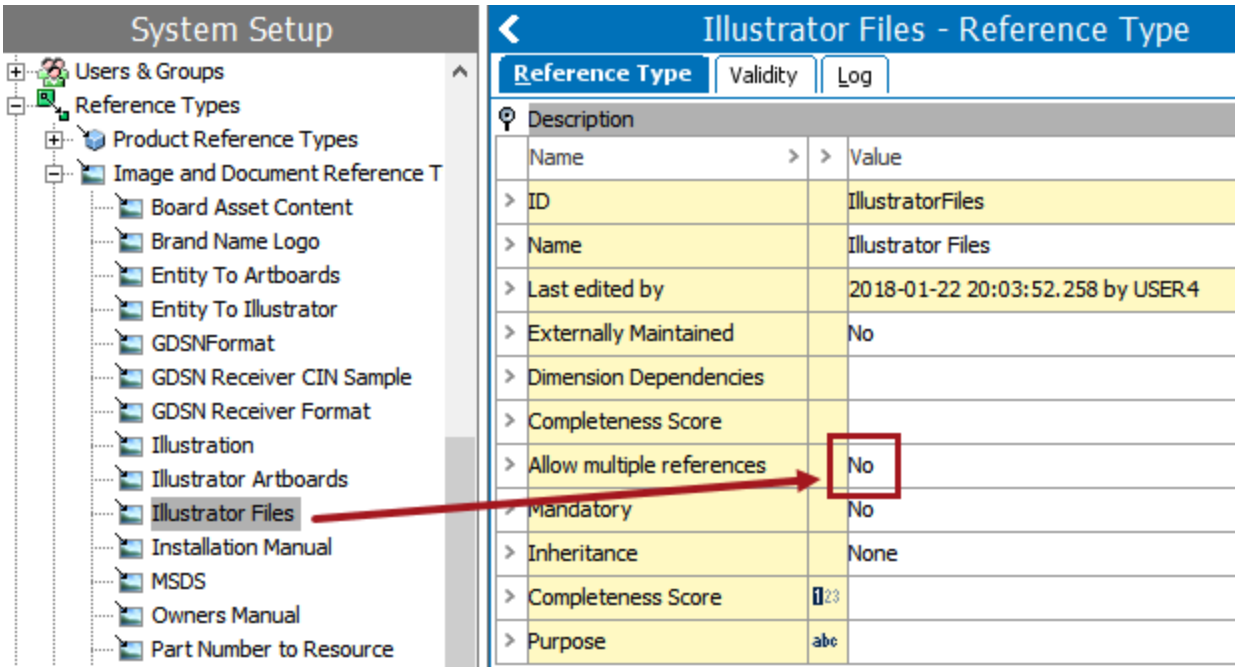
Illustrator and Artboard Asset Reference Types

Two asset reference types must be created to link Illustrator files and artboards to a product or entity object. One of these reference types must link **Illustrator** files to product or entity objects, and the second must link **artboard** images to product or entity objects.

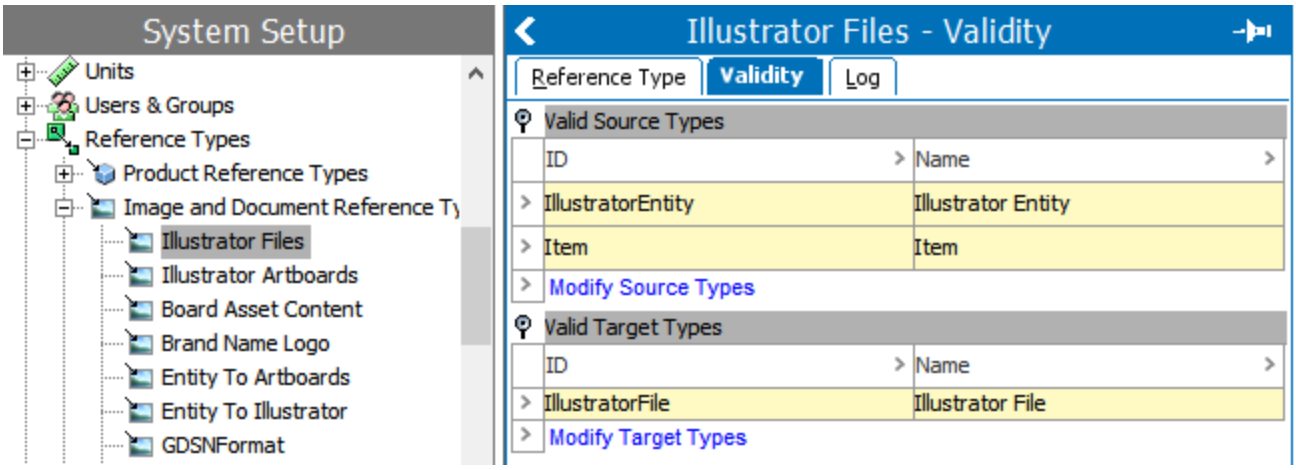
For instructions on how to create asset reference types in System Setup, see **Creating a Reference Type** in the **Super User Guide** / **System Setup** / **Super User Guide** documentation.

Asset Reference Type for Illustrator Files

The asset reference type for Illustrator files must have 'No' selected for 'Allow multiple references,' since only one Illustrator file is allowed to be referenced to each product / entity.

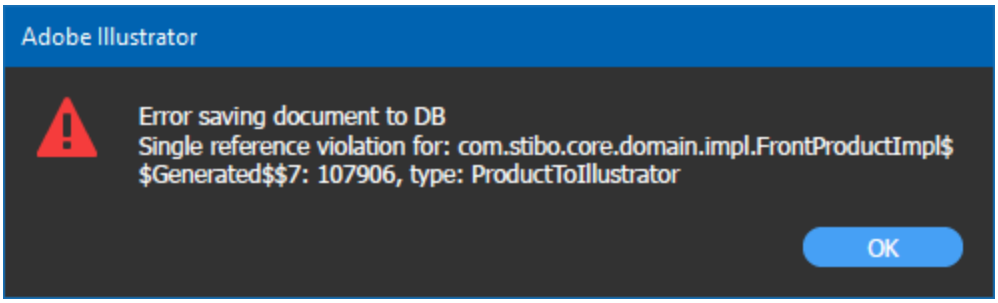


This reference type must have a product and/or entity type as a valid **source** type and the Illustrator asset type as the valid **target** type.



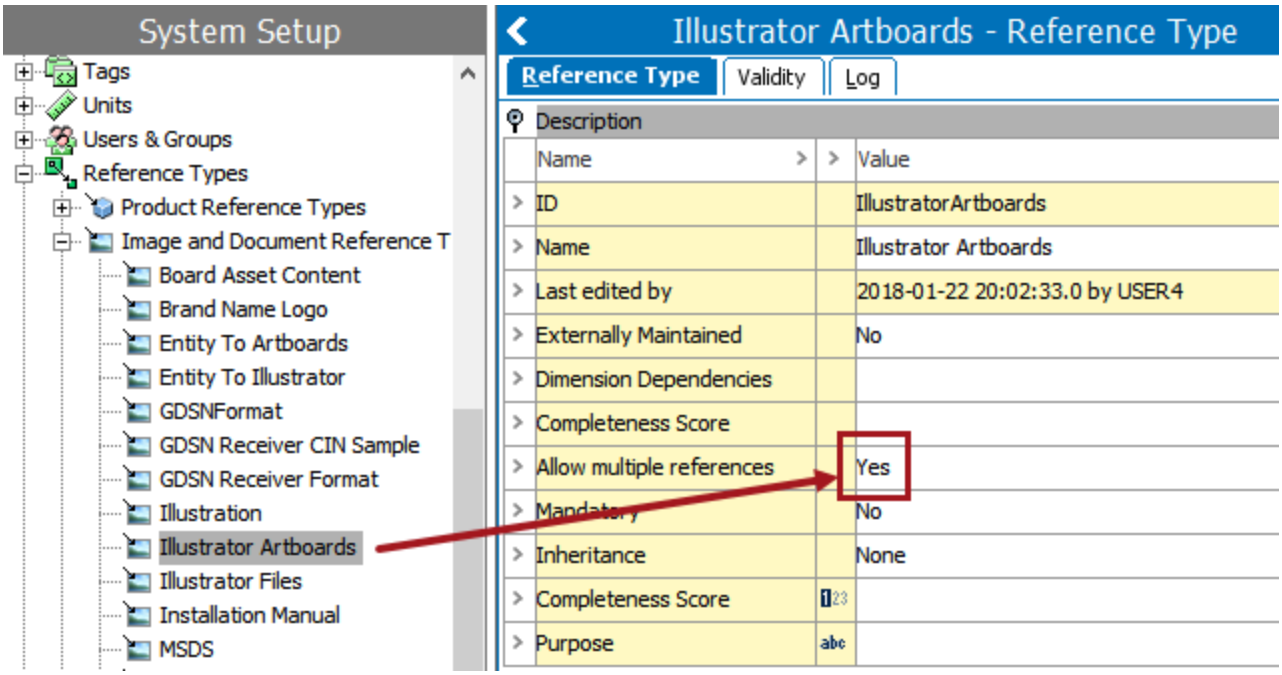
Error Handling

If you configure your reference type incorrectly by selecting 'No' for 'Allow multiple references,' this error message will display when attempting to save an Illustrator file to STEP:

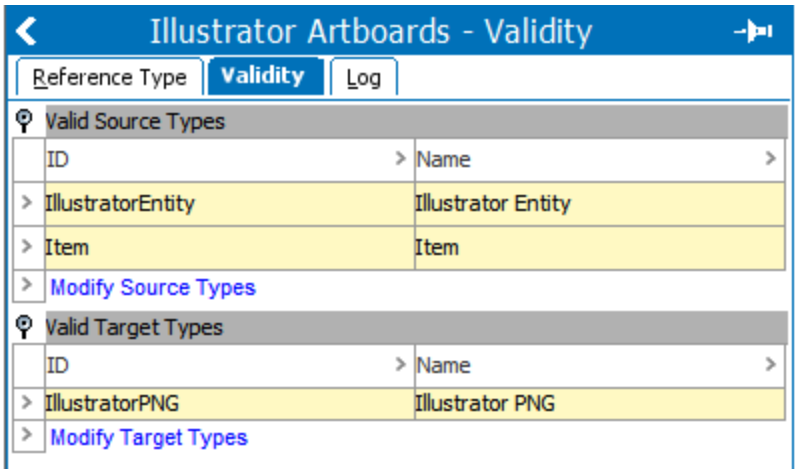


Asset Reference Type for Artboards

The asset reference type for Illustrator artboards must have 'Yes' selected for 'Allow multiple references,' since multiple artboards can appear in each Illustrator file.



This reference type must have a product and/or entity type as a valid **source** type and the artboard asset type (in this example, ID = IllustratorPNG) as the valid **target** type.

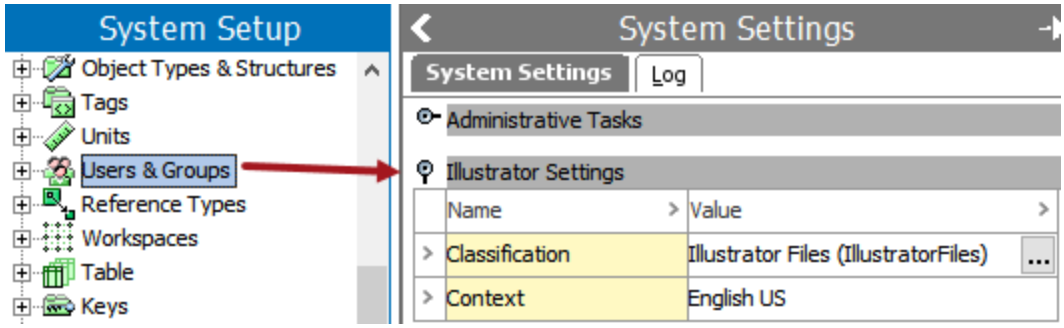


Workbench Configurations in System Setup

Additional configurations must be performed in System Setup to enable the STEP for Adobe Illustrator solution. These configurations are set up under **Users & Groups** and within the **Illustrator component model**.

Users & Groups Settings

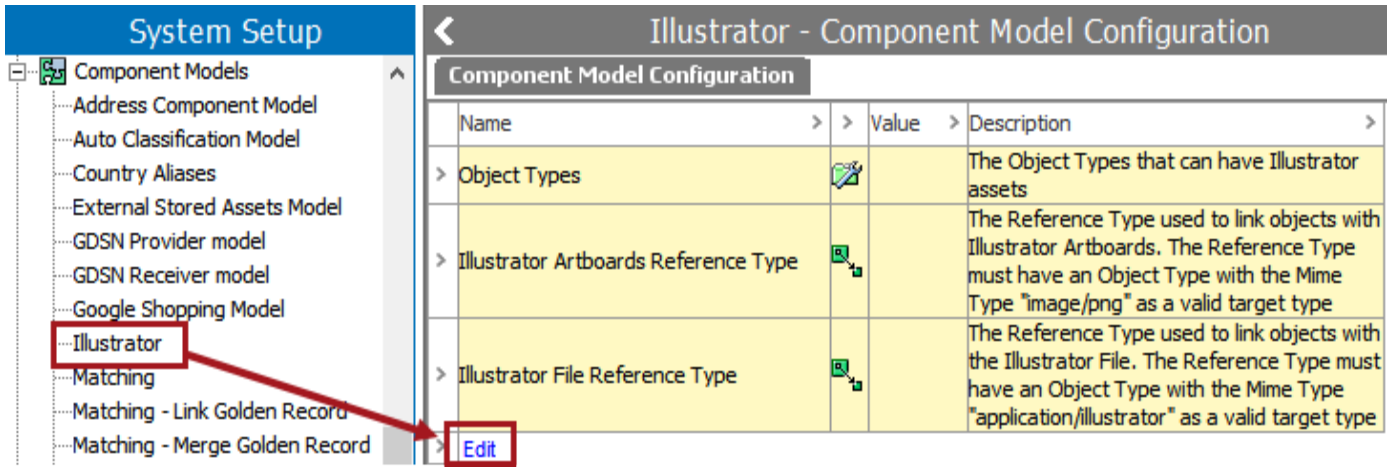
1. Navigate to System Setup > Users & Groups, then locate the **Illustrator Settings** flipper.
2. Click the ellipsis button (...) in the **Classification** field to choose the classification folder where Illustrator files and their associated artboards will be stored.
3. Click inside the **Context** field and select a context from the dropdown. A context must be chosen from which to display the product and/or entity names in the STEP panel in Illustrator.



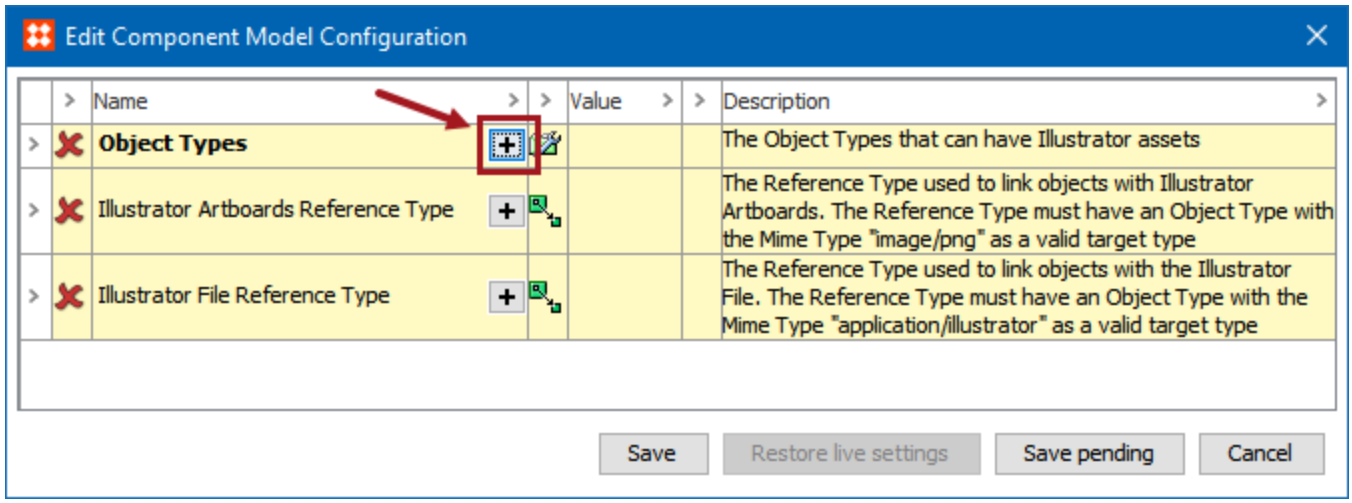
Illustrator Component Model

The Illustrator component model has three fields: Object Types, Illustrator Artboards Reference Type, and Illustrator File Reference Type. To configure the component model, follow these steps.

1. Navigate to System Setup > Component Models > Illustrator, then click the 'Edit' hyperlink.

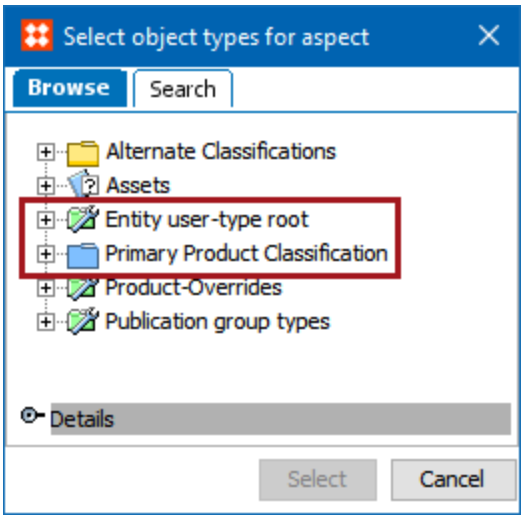


2. In the 'Edit Component Model Configuration' dialog, click the **+** icon in the 'Object Types' field to choose the object types that Illustrator files can be referenced by.

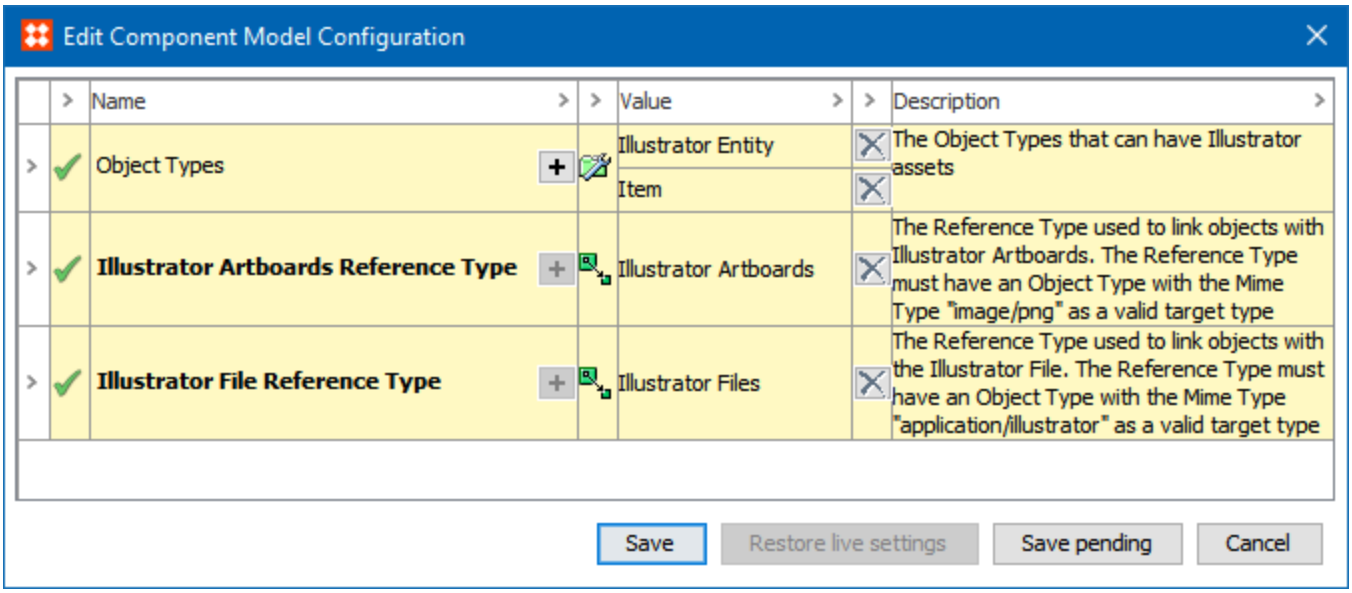


3. In the 'Select object types for aspect' dialog that displays, choose the **product** and/or **entity** object types that can be referenced to Illustrator files.

Note: Though all object types appear in the dialog, Illustrator files can only be linked to products and entities.



4. Click the **+** icon in the 'Illustrator Artboards Reference Type' field to choose the reference type that will be used to link Illustrator artboard files (.png) to the designated product and/or entity object types. Only one reference type can be selected.
5. Click the **+** icon in the 'Illustrator File Reference type' field to choose the reference type that will be used to link Illustrator files (.ai) to the designated product and/or entity object types. Only one reference type can be selected.
6. The configured component model should now resemble the following. Click **Save** to close the dialog and complete the configuration.



Accessing STEP from Adobe Illustrator

This topic explains how to install the STEP plugin for Adobe Illustrator on your local computer and how to log on to STEP from within Illustrator. This topic assumes the following:

- You have Adobe Illustrator installed on your computer (supported version is CC 2017)
- You have been assigned a STEP user name and password
- You have installed the STEP Adobe Illustrator component on your STEP system

Installing the Illustrator PlugIn

To log onto STEP from within Illustrator, you must first install the STEP Illustrator plugin that is associated with the STEP system that you are trying to access.

Note: It is strongly recommended that Illustrator is closed while you install the plugin. If Illustrator is open when you install the plugin, you will need to close and reopen Illustrator before the plugin can be registered.

The following instructions are written for the Windows platform, but the overall process of downloading and installing the plugin is equivalent for Mac users.

1. In your browser, navigate to the Start Page for your STEP system and locate the 'STEP for Adobe Illustrator' icon at the bottom of the screen.

2. Click on the icon to display the supported plugins for your STEP system.

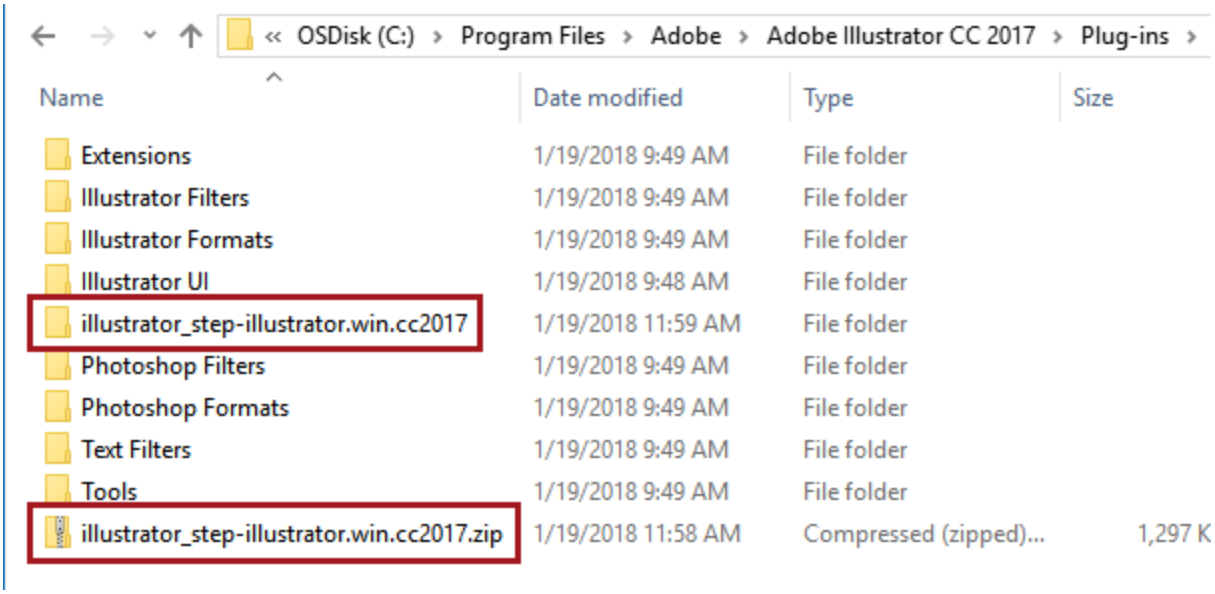
3. Select the plugin that matches the version and platform of Illustrator that you are running. For Windows users, the plugin is contained within a .ZIP file. For Mac users, the plugin is contained within a .dmg file. The file should download automatically, though the file may download differently depending on your browser settings. The

following screenshot shows how the downloaded .ZIP file appears at the bottom of a browser window in Chrome.

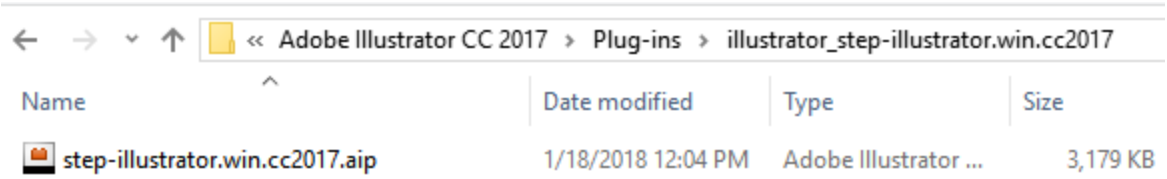
4. Locate the .ZIP file in its download location (such as your Downloads folder or other default download location), then move it into your Adobe Illustrator **Plug-Ins** folder. For Windows platforms, the file path format is as follows. ('Adobe Illustrator CC 2017' will be replaced with the specific version of InDesign that you are using.)

   C:\Program Files\Adobe\Adobe Illustrator CC 2017**Plug-Ins**

5. Unzip the file directly into the Plug-Ins folder. Optionally, you can create your own folder within the Plug-Ins folder to store the STEP Illustrator plugin (for example, 'STEPplugins'), but this is not required.
6. Once unzipped, your Plug-Ins folder should resemble the following. The ZIP file may be deleted at this point, though it is not required to do so.



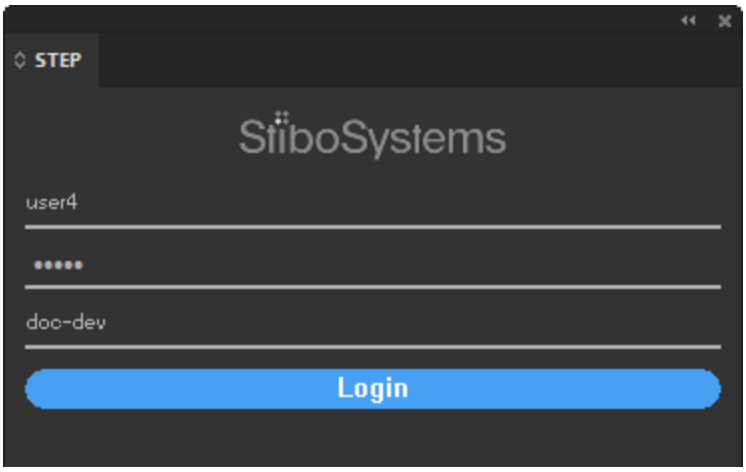
7. The contents of the unzipped file will look as follows:



Accessing STEP From Illustrator

After installing the plugin, follow these steps to access STEP from Illustrator by using the STEP panel.

1. Open your Illustrator client, then navigate to Window > **STEP** to open the **STEP panel**.
2. On the STEP panel, enter your STEP user name, password, and the address of your STEP instance (e.g. user-dev), then click **Login**.



3. The STEP panel now displays two options—**Open from STEP** and **Save to STEP**.

4. Click **Open from STEP** if there is an Illustrator file already saved to STEP that you would like to open. Otherwise, activate **Save to STEP** by opening a locally saved Illustrator file.

Go to the next topic in this documentation section, **Saving and Opening Illustrator Files Using the STEP Panel**, for instructions on how to save Illustrator files to STEP and open Illustrator files from STEP.

Opening and Saving Illustrator Files With the STEP Panel

The STEP panel is used to both open Illustrator files *from* STEP and save Illustrator files *to* STEP. Using the STEP panel allows designers to save Illustrator documents to STEP without needing to use the STEP Workbench, allowing them to work exclusively in Illustrator.

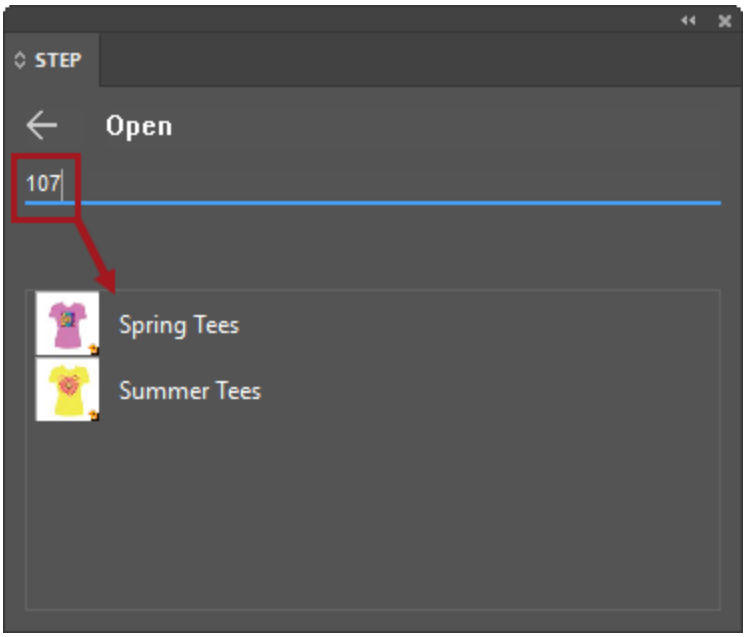
Note: To save or open Illustrator files using the STEP panel, you must first know either the STEP name or STEP ID of the product or entity that is associated with the Illustrator file. There is no browse feature on the STEP panel; only typeahead search.

Opening Illustrator Files From STEP

1. Click **Open from STEP** on the STEP Panel, then type either the STEP Name or ID of the *product* (or entity) associated with the Illustrator file into the typeahead search field.

   Note: Illustrator files themselves cannot be searched from the STEP panel; only their associated products or entities.

2. Select the product / entity in the STEP panel, then double-click to open the Illustrator file.

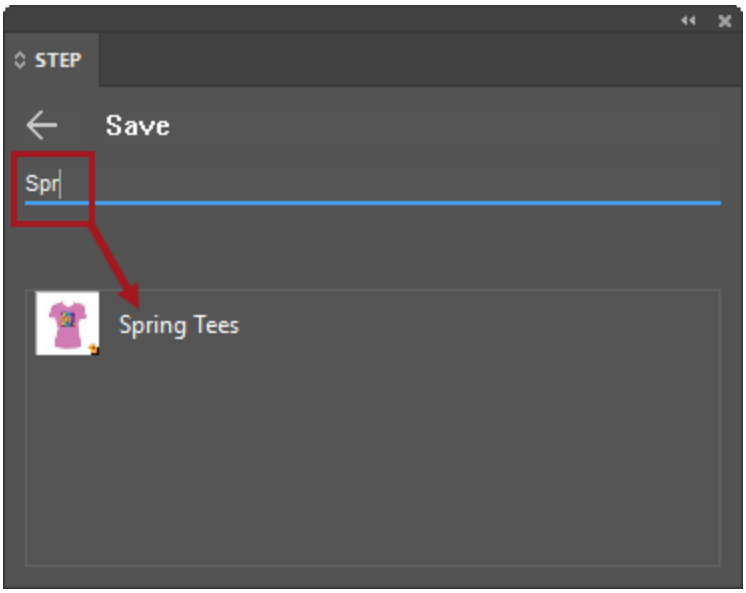


Saving Illustrator Files to STEP

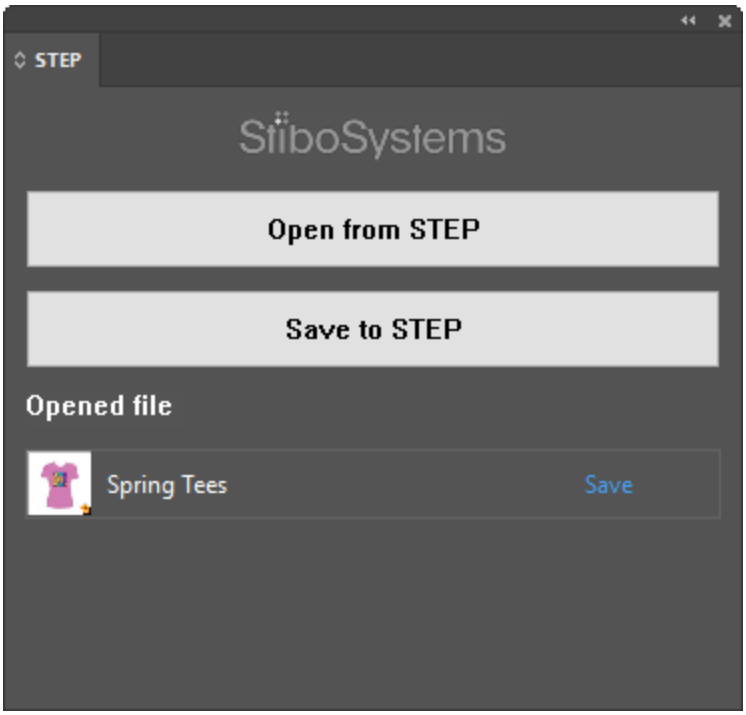
For this example, the Illustrator file will be saved to a product object in STEP with the name 'Spring Tees' and the STEP ID of 107906.

1. In Adobe Illustrator, open the Illustrator file that you would like to save to STEP. If already saved to STEP, follow the instructions in the first section of this topic. If not already saved to STEP, open the file from your local drive. In this example, a file named 'Spring Tees' with three artboards is used.

2. Open the STEP panel and click **Save to STEP**.
3. In the 'Save to...' field, start typing either the STEP ID or STEP name of the product or entity object to which you want to save the file.
4. Once the product or entity appears in the panel, select and double click it.

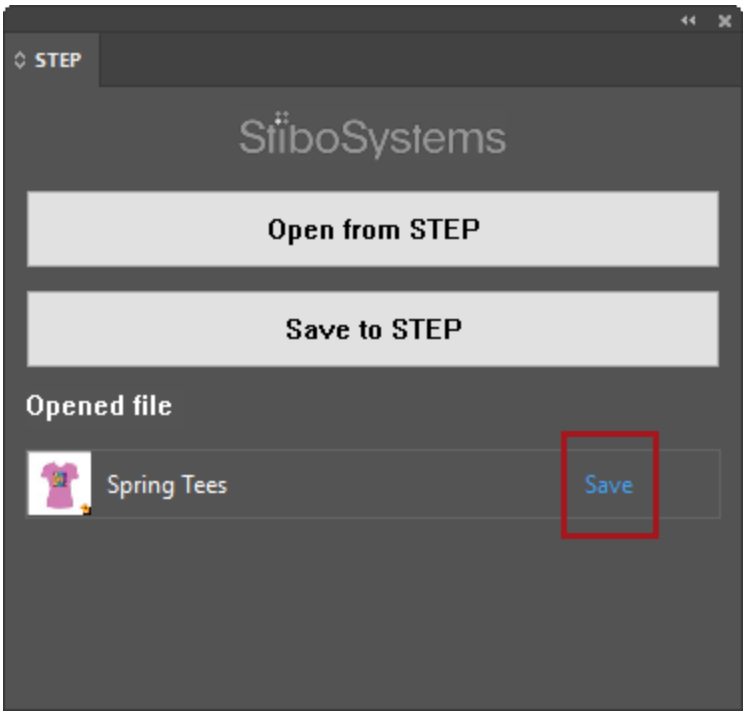


5. If the save is successful, the STEP panel displays the ID of the product with a thumbnail of the first artboard associated with the Illustrator file.



Resaving and Overwriting Illustrator Files and Artboards

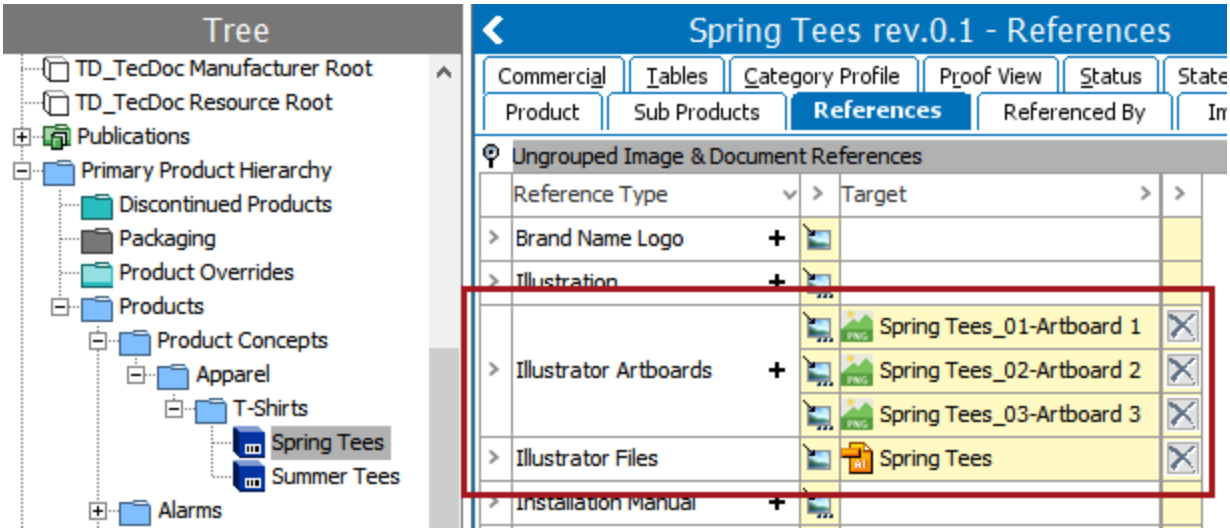
Once the Illustrator file is saved to STEP, a 'Save' link displays next to the file thumbnail in the STEP panel. Using this link makes it easier to resave the document to STEP after making edits, allowing you to overwrite the previous file and associated artboards without having to search for the associated product or entity again.



Viewing Illustrator Files in the STEP Workbench

References Tab

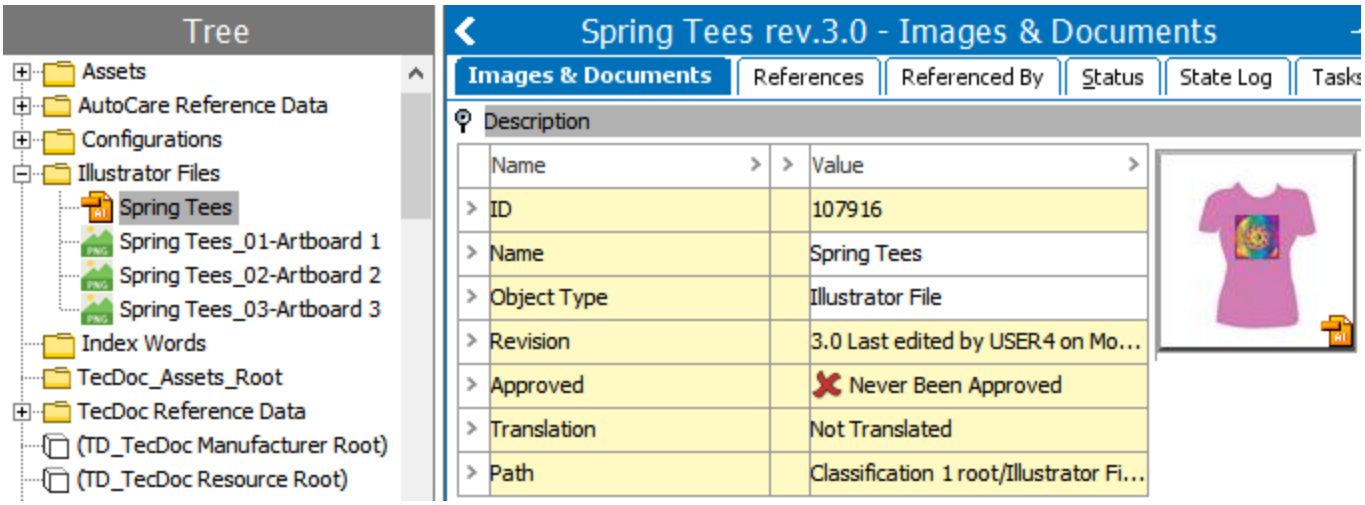
After an Illustrator file is saved to STEP, you can view the referenced Illustrator file and artboards by navigating to the relevant product or entity in the workbench and clicking on the **References** tab. The Illustrator file and associated artboards will be linked to the product / entity using the asset reference types that were chosen when configuring the Illustrator component model.

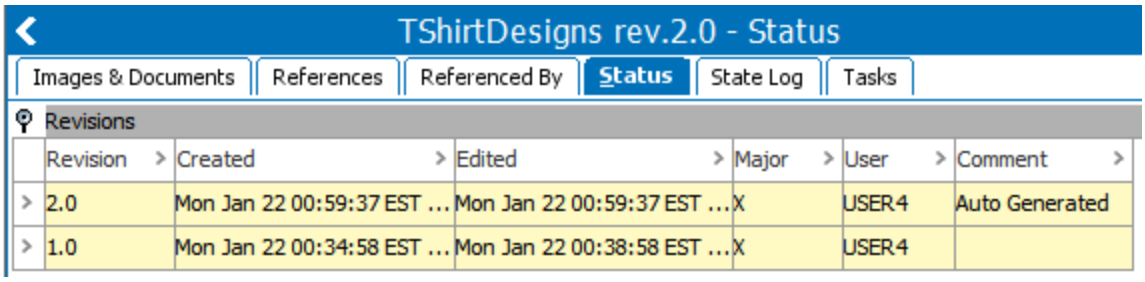


Classification Folder

Navigate to the classification node that was specified under 'Illustrator Settings' in Users & Groups. This is the location where all Illustrator files and associated artboards will be saved.

Note: All Illustrator files will be saved in this folder, whether they are linked to products or entities, and even if they are linked to both types of objects.



Revision Control

Illustrator files remain under revision control in the workbench so users can revert back to an earlier revision if , for example, someone accidentally saves back a file with incorrect edits. These revisions can be viewed by selecting the **Status** tab when the Illustrator file is selected in the tree. Artboards are, however, not under revision control, so when reverting to an earlier revision of the Illustrator file, the artboards from the latest revision remain, causing them to be out of sync. New artboards will be created when the document is re-saved to STEP.