User Guide: ExportPDF for Adobe Illustrator

Script version 4.9.23

Contents

1. Introduction....3
1.1. What the script does....3
2. Requirements....3
2.1. Software....3
2.2. What to prepare....3
3. Installation and first run....3
3.1. Installation....3
3.2. Running the script....3
3.3. First run....4
3.4. Interface language....4
4. Quick start....4
5. License....4
5.1. License types....4
5.2. Demo version....5
5.3. The “About script” dialog....5
5.4. Activation and renewal....5
6. The main dialog “Script Processing Preferences”....5
6.1. The Product panel....5
6.2. The Basic Settings panel....6
6.3. The Text Case Settings panel....6
6.4. The Name Diacritics Settings panel....6
6.5. The Logo in Numbers Settings (on back) panel....6
6.6. Other buttons....6
7. The “Advanced Parameter Settings” dialog....6
7.1. Profile management....7
7.2. The Products & Sizes tab....7
7.3. The CSV Mapping tab....7
7.4. The Graphic Functions tab....7
7.5. Where the settings are stored....7
8. Setting up your own products....8
8.1. Prefix and display name....8
8.2. Example: from jerseys to hoodies and caps....8
8.3. Tips....8
9. Preparing the template....8
9.1. Text frames....8
9.2. Artboards....9
9.3. Symbols....9
9.4. Layers....10
9.5. Reference frames....10
10. Preparing the CSV file....10

10.1. File format....10
10.2. Columns....10
10.3. Assigning columns....11
10.4. Different data for each product....11
10.5. Text on two lines....11
10.6. Superscript and subscript....11
10.7. A CSV with one column....12
11. Script functions....12
11.1. Diacritics from symbols....12
11.2. Assigning symbols to diacritic marks....13
11.3. Diacritic placeholders....13
11.4. Graphic numbers....13
11.5. Logo in the number....14
11.6. Optional graphic....14
11.7. Condensing long text....15
11.8. Laser contours....15
11.9. Outlines and the font check....15
11.10. Several designs on one sheet....15
12. Export....16
12.1. The “Export Settings” dialog....16
12.2. Good to know....17
12.3. Export progress....17
12.4. Summary and log....17
12.5. Simplified mode (exporting numbers)....17
12.6. Recovery after an export error....17
13. Troubleshooting....17
13.1. Starting the script....18
13.2. License....18
13.3. CSV file....18
13.4. Text frames....19
13.5. Diacritics....19
13.6. Graphics and symbols....19
13.7. Export....19
14. Contact....20

1. Introduction

The ExportPDF script for Adobe Illustrator creates personalized PDFs from the data in a CSV file. It fills numbers, names and other details into your template and saves a finished PDF for every CSV row. It is made for jerseys, hoodies, caps, T-shirts, mugs and other products that differ only in text or a small graphic.

The script works with up to **two products** at a time. By default they are called **Jerseys** and **Shorts**, but you can rename them to anything, for example hoodies and caps (chapter 8).

> **About the examples:** The examples in this guide use the default settings, that is the products Jerseys and Shorts (artboards such as `jerseys-M`, CSV columns such as `size-jerseys`). If you rename the products, these names follow your settings.

1.1. What the script does

- Fills the **number, name and nickname** from the CSV into the template, on two lines if needed.
- Works with **sizes**: every size has its own artboard.
- Inserts **graphic numbers** from your symbols instead of digits from the font (chapter 11.4).
- Inserts a **logo into the number** (chapter 11.5).
- Adds **diacritics from symbols** for fonts that do not have them (chapter 11.1).
- **Condenses long text** so that it fits into a defined space (chapter 11.7).
- Shows an **optional graphic** according to the CSV, such as a sponsor logo (chapter 11.6).
- Creates **laser contours** (chapter 11.8).
- Combines **several designs on one sheet**, for example key rings (chapter 11.10).
- Names files and folders according to **your naming templates** (chapter 12.1).
- Remembers settings in **profiles** for different jobs (chapter 7.1).
- Has an interface in Czech, English, German, Slovak and Polish.

2. Requirements

2.1. Software

- **Adobe Illustrator CS6 or later**, on Windows and macOS.
- Illustrator CS4 cannot name artboards. The script works in it, but you have to assign the artboards to products and sizes by hand.

2.2. What to prepare

- A **template** in Illustrator (.ai) with named text frames and artboards (chapter 9).
- A **CSV file** with the data. The first row contains the column names, every following row is one item (chapter 10).

3. Installation and first run

3.1. Installation

The script is not installed. Unzip the downloaded file (for example `exportPDF.zip`) to a place where you can find it easily. To update, replace the script file with the new one. Your settings and profiles are kept.

3.2. Running the script

1. In Illustrator, open the template you want to work with.

2. Choose **File > Scripts > Other Script...**
3. Select the script file and click **Open**.

> Run the script in only one Illustrator at a time. Before you run it in another Illustrator, wait until the previous run has finished.

3.3. First run

The first run, and the first run after an update, takes longer. The script checks its files and prepares the license. It shows the **"Script Initialization"** window. Illustrator may look as if it is not responding during the check. Do not close it, just wait.

On Windows 11 you may be asked which app should open `.vbs` files. Select **Microsoft Windows Based Script Host** and tick **Always**.

3.4. Interface language

On the first run you choose the language in the **"Select Language"** window. You can change it later with the **"Change Language..."** button in the main dialog.

> The script remembers product names, prefixes and CSV column names separately for each language. After you switch the language you therefore see the settings saved for that language (chapter 8.3).

4. Quick start

A short path from the template to finished PDFs. Details are in the chapters referred to.

1. Prepare the template

- Name the artboards as prefix + size: `jerseys-M`, `jerseys-L`, `shorts-M` (chapter 9.2).
- Name the text frames: `NameText`, `NumberText`, `NicknameText` (chapter 9.1).

2. Prepare the CSV

The first row contains the column names, for example `number`, `name`, `size-jerseys`, `code-jerseys`. Every following row is one item (chapter 10.2).

3. Run the script and choose the preferences

In the **"Script Processing Preferences"** dialog, turn on the functions you want to use (chapter 6). Confirm with **OK** and select the CSV file.

4. Set up the export

In the **"Export Settings"** dialog, check that the artboards are assigned to the right products and sizes, choose the folder and the PDF preset, and check the file name preview (chapter 12.1).

5. Start the export

Click **OK**. The script creates the PDFs and shows a summary at the end (chapter 12.4).

5. License

5.1. License types

Type	What it includes	Price
Demo	30 runs; at most 20 CSV rows are processed	Free
Monthly	Full version for 30 days	See the price list at www.exportPDF.cz

Type	What it includes	Price
subscription		
Yearly subscription	Full version for 365 days	See the price list at www.exportPDF.cz
Perpetual license	Full version with no time limit	See the price list at www.exportPDF.cz

A license is valid for one computer.

5.2. Demo version

Without a license the script runs as a demo. On every start it shows how many runs are left. If the CSV has more than 20 rows, it processes the first 20 and warns you about the rest.

The demo can be extended with a key from the seller: in the "About script" dialog click **"Extend demo version..."** and enter the key.

5.3. The "About script" dialog

Open it with the **"About script..."** button in the main dialog. It shows:

- the script version,
- the license status (demo with the remaining runs, or full version with its type and expiry date),
- the **activation code** with the **"Copy"** button,
- the buttons for activation and renewal.

The activation code belongs to your computer. The seller uses it to prepare your license key.

5.4. Activation and renewal

Activating the full version

1. In the "About script" dialog click **"Copy"** next to the activation code and send the code to the seller with your order.
2. When you receive the license key, click **"Activate full version..."**.
3. Paste the key into the **"Verify License Key"** window and confirm.

Renewing a subscription

Seven days before the license expires, the script starts telling you at startup how many days are left. Send the activation code to the seller and enter the new key with the **"Renew license..."** button. The remaining days are added to the new period.

Good to know

- Every key can be used only once and only on the computer it was issued for.
- After you update the script, it may ask you to enter the key again. Enter your existing key, the license remains valid.

6. The main dialog "Script Processing Preferences"

After you run the script, the **"Script Processing Preferences"** dialog appears. Here you turn on the functions you want to use in this run. The script remembers your choices for the next run. After you confirm with **OK**, you select the CSV file.

6.1. The Product panel

The panel shows which products the script is set up for (for example **Jerseys / Shorts**). With the **"Switch Product..."** button you switch to another saved profile (chapter 7.1) without opening the advanced settings.

Switching changes the product names, artboard prefixes, CSV column names and custom sizes. The functions you have turned on stay as they were.

6.2. The Basic Settings panel

- **“Use graphic symbols for numbers (instead of text)”**: numbers are inserted from your symbols (chapter 11.4). After ticking it, select the reference frames and assign symbols to the digits.
- **“Force manual CSV column mapping”**: the column mapping window is always shown (chapter 10.3).
- **“Use separate fields for products (number, name...)”**: each product has its own CSV columns for the number, name, nickname and optional graphic (chapter 10.4).
- **“Process column for nickname”**: the script also fills the `NicknameText` frames.
- **“Process column for optional graphic”**: the script shows a graphic according to the CSV (chapter 11.6).

6.3. The Text Case Settings panel

Conversion to capital letters is turned on separately for the names and the nicknames of each product, for example **“Convert Names to UPPERCASE (Jerseys)”**.

When diacritics from symbols are turned on, these options control only the **generic frames without a size in their name** (`NameText`, `NicknameText`). Frames with a size in their name (for example `NameText_M`) and the **file name** are then always in capital letters (chapter 11.1).

6.4. The Name Diacritics Settings panel

- **“Font used for names supports diacritics”**: leave it ticked if the font contains the accented letters you need. If it does not, clear the box. The script then adds the diacritics from your symbols (chapter 11.1).
- **“Font used for Nickname supports diacritics”**: the same for nicknames.
- **“1. Select Reference Frame...”**: select the name frame that controls the size of the diacritic marks, for example `NameText_M` (chapter 9.5).
- **“Check/Change diacritic symbol mapping...”**: assign symbols to the diacritic marks (chapter 11.2).

6.5. The Logo in Numbers Settings (on back) panel

Tick **“Insert logo into numbers”** and use the **“1. Set Symbol & Reference...”** button to select the logo symbol and the reference frame of the back number, for example `NumberBack_M` (chapter 11.5).

You set this option and the logo symbol again on every run. The script remembers the reference frame.

6.6. Other buttons

- **“Edit advanced parameters...”** opens the advanced settings (chapter 7).
- **“Change Language...”** switches the interface language.
- **“About script...”** shows the version and the license (chapter 5.3).

7. The “Advanced Parameter Settings” dialog

Open it from the main dialog with the **“Edit advanced parameters...”** button. Profile management is at the top, with the settings tabs below it.

Save your changes with **OK**. Closing the window with the cross does not save them. The **“Restore Defaults”** button returns the values in the dialog to the defaults.

7.1. Profile management

A profile is a saved set of settings for one type of job, for example “Hoodies and caps”. You switch between profiles instead of setting everything up again.

- **“Save Profile...”** saves the settings from the dialog under the name you enter.
- **“Load Profile...”** sets the dialog according to the selected profile. Then confirm with OK.
- **“Import...”** and **“Export...”** move profiles between computers as `.json` files.

A profile contains the product names and prefixes, custom sizes, CSV column names and the settings for graphic numbers and the logo in the number. The options for converting text to outlines, the glyph check and the text width are shared by all profiles.

7.2. The Products & Sizes tab

Product Identification

For each product you enter the **artboard prefix** (default `jerseys-` and `shorts-`) and the **display name** (default “Jerseys” and “Shorts”). A worked example follows later (chapter 8).

Custom Sizes

The script knows the common sizes: children's 2 to 14 and adult XXS to XXXL. Enter any other sizes here, separated by commas, for example `30x50, UNI`. Sizes that the script finds in the CSV are added to the list automatically.

Laser Contour

The **“Contour offset (mm)”** box and the **“Create contours”** button (chapter 11.8).

7.3. The CSV Mapping tab

Here you set the names of the columns in your CSV. The script then finds them by name and you do not have to assign them on every run. An overview of the columns follows later (chapter 10.2).

7.4. The Graphic Functions tab

PDF Export Options

- **“Convert text to outlines (for problematic fonts)”**: text is saved in the PDF as outlines (chapter 11.9).
- **“Skip glyph check (problematic files)”**: turns off the check that the font contains all the letters (chapter 11.9).

Text width

Settings for condensing long text (chapter 11.7).

Graphic numbers and logo in the number

Tick the product that should use graphic numbers and the product that should use the logo in the number. Only one of the two can be turned on for a product.

Basic diacritic offsets and logo reference element spacing

The default position of the diacritic marks and the spacing of the digits when placeholders are created (chapter 11.3, chapter 11.5).

7.5. Where the settings are stored

The script stores settings and profiles in this folder:

- **Windows:** `C:\Users\<user>\AppData\Roaming\AlesUlrychScripts`
- **macOS:** `~/Library/Application Support/AlesUlrychScripts`

Profiles are files named `profil_<name>.json`. It is worth backing them up.

8. Setting up your own products

Product 1 and product 2 can be any two products: hoodies and caps, T-shirts and shorts, mugs and coasters. You do not have to use the second product at all. You set them up in the advanced settings on the **Products & Sizes** tab.

8.1. Prefix and display name

- The **artboard prefix** is the beginning of the artboard name by which the script recognizes the product. With the prefix `hoodie-`, the artboards `hoodie-M`, `hoodie-L` and so on belong to the product. Upper and lower case do not matter.
- The **display name** is shown in the dialogs and in the summary, for example “Size (Hoodies)”.

8.2. Example: from jerseys to hoodies and caps

1. In the advanced settings, on the **Products & Sizes** tab, fill in:

Field	Value
Artboard prefix for product 1	`hoodie-`
Display name for product 1	Hoodies
Artboard prefix for product 2	`cap-`
Display name for product 2	Caps

2. Caps come in one size. In the **Custom Sizes** box therefore enter, for example, `UNI`.
3. After you confirm, the script offers to rename the CSV columns to match the new prefixes (for example `size-jerseys` to `size-hoodie`). Accept, or set the column names yourself on the **CSV Mapping** tab.
4. In the template, name the artboards `hoodie-S`, `hoodie-M`, `hoodie-L` and `cap-UNI`.
5. Save the settings as a profile, for example “Hoodies and caps” (chapter 7.1).

8.3. Tips

- An artboard that is not assigned automatically can be assigned by hand in the export dialog (chapter 12.1).
- Choose prefixes that do not contain each other. With the prefixes `tee-` and `minitee-`, the artboard `minitee-M` would belong to product 1.
- The script remembers product names, prefixes and CSV column names separately for each interface language. After you switch the language, set them up in that language as well, or load a profile.

9. Preparing the template

The template is your document with the product artwork. The script recognizes what belongs where by the **names** of the text frames, artboards and symbols.

9.1. Text frames

You name a text frame in the Layers panel (double-click the object name). The script inserts the value from the CSV into it.

Frame name	What the script inserts
`NameText`	name
`NicknameText`	nickname
`NumberBack`	number on the back

Frame name	What the script inserts
NumberFront	number on the front
NumberText	number anywhere else (sleeve, shorts, mug...)

For a simple template, NameText and NumberText are enough.

Frames for sizes

You can add an underscore and a size to the frame name: NameText_XL, NumberBack_M. The script fills such a frame only for rows of that size. A frame without a size is always filled.

You need frames with a size for diacritics from symbols, graphic numbers and the logo in the number (chapter 9.5).

Good to know

- The script fills the frames on the artboard it is currently processing. It skips frames on a hidden or locked layer.
- There can be several frames with the same name on an artboard, the script fills them all.
- Text can be rotated by 90° or 180°.
- The script does not change text distorted with an envelope (Envelope Distort). Release the envelope before you run the script.
- The size and the code from the CSV are not inserted into the template. They are used to select the artboard and in the file names.

Frame names in other languages

The script also recognizes the frame names of the other language versions, so you do not have to rename a template from a colleague abroad.

English	Czech	German	Polish	Slovak
NameText	JmenoText	NameText	NazwiskoText	MenoText
NicknameText	PrezdivkaText	SpitznameText	PrzezwiskoText	PrezyvkaText
NumberBack	CisloZadni	NummerHinten	NumerTyl	CisloZadne
NumberFront	CisloPredni	NummerVorne	NumerPrzod	CisloPredne
NumberText	CisloText	NummerText	NumerText	CisloText

9.2. Artboards

Every size of every product has its own artboard. Name it as **prefix + size**: jerseys-M, jerseys-XL, shorts-L.

The script then assigns the artboards to the product and size automatically. You can check and change the assignment in the export dialog (chapter 12.1). You can set your own prefixes (chapter 8).

You rename an artboard in the Artboards panel.

9.3. Symbols

Graphic numbers, diacritics and the logo in the number are inserted from **symbols** that you prepare in the document.

Drag the artwork into the **Symbols** panel (Window > Symbols) and name the symbol. Choose **Static Symbol** as the symbol type, the export type does not matter.

Used for	Symbols	Recommended names
Graphic numbers	ten digits 0 to 9, separately for back and front numbers if they differ	number_back_0 to number_back_9, number_front_0 to number_front_9

Used for	Symbols	Recommended names
Diacritics from symbols	the diacritic marks you need	`hacek`, `carka`, `krouzek` and others (chapter 11.2)
Logo in the number	one logo	any

You choose which symbol is used for what in the script dialogs.

9.4. Layers

- You create the **`Volitelna_Grafika`** layer yourself if you use the optional graphic (chapter 11.6).
- The script creates the layers with the placeholders for diacritics and for the logo. In them you only adjust the position and size of the symbols (chapter 11.3, chapter 11.5).
- The script creates the other layers for the inserted diacritic marks, numbers and logos and rewrites them during the export. Do not draw anything in them.

9.5. Reference frames

Diacritic marks, graphic digits and the logo must grow and shrink with the text. On size XXL the name is larger than on size S.

For these functions you therefore select a **reference frame**, for example `NameText_M` or `NumberBack_M`. The script takes the font size in it as 100 %. On the other sizes it adjusts the symbols according to the font size in the frame of that size (`NameText_XL`, `NumberBack_S`...).

So prepare a separate frame with the size in its name for every product size, and set the font in it as large as you want it on the product.

10. Preparing the CSV file

The CSV file contains the data for the individual items. You prepare it in Excel, LibreOffice or Google Sheets and save it as CSV.

10.1. File format

- The **first row** contains the column names, every following row is one item.
- The **separator** is a comma or a semicolon, the script detects it automatically.
- Choose **UTF-8** encoding. The script also reads a file in Windows-1250 encoding.
- Put text that contains the separator in quotation marks: `"Smith, Jr."`.
- An empty cell means an empty frame on the product.

10.2. Columns

The names in the tables are the defaults. You can set your own names in the advanced settings (chapter 7.3).

Column	Content
`number`	number
`name`	name
`nickname`	nickname or another second text
`optional-graphic`	name of the graphic to show (chapter 11.6)
`size-jerseys`, `size-shorts`	size of product 1 and product 2
`code-jerseys`, `code-shorts`	job or product code for file and folder names

- **The size decides what is produced.** A row with `size-jerseys` filled in and `size-shorts` empty creates only product 1.
- Keep the number column in the CSV even if some products have no number. Just leave the cell empty.
- The script reads the `nickname` and `optional-graphic` columns only when the corresponding function is turned on in the main dialog.

Example

```
number;name;nickname;size-jerseys;code-jerseys;size-shorts;code-shorts
7;John||Smith;Johnny;M;FC-2026;M;FC-2026
10;Peter Brown;;XL;FC-2026;;
1;Sarah Miller;Sal;S;FC-2026;S;FC-2026
```

Peter Brown has no shorts size, so the script creates only a jersey for him.

10.3. Assigning columns

The script assigns columns that are named as in the settings automatically. Upper and lower case do not matter.

If it cannot find a column it needs, it shows the **“Map CSV Columns”** dialog. There you select a column from your CSV for each item, or leave “None”. You can force the dialog with the **“Force manual CSV column mapping”** option in the main dialog.

If you always use the same column names, set them in the advanced settings on the **CSV Mapping** tab. The dialog then does not appear.

10.4. Different data for each product

Normally both products on a row share the same number, name and nickname from the common columns.

If each product should have different data, tick **“Use separate fields for products (number, name...)”** in the main dialog. The script then reads separate columns for each product:

Product 1	Product 2
`number-jerseys`	`number-shorts`
`name-jerseys`	`name-shorts`
`nickname-jerseys`	`nickname-shorts`
`graphic-jerseys`	`graphic-shorts`

10.5. Text on two lines

Separate the lines in a cell with two vertical bars `||`. Writing `John||Smith` puts the name into the frame on two lines. This works for the name and the nickname.

Each line keeps its own style from the template. If the first line should be smaller than the second, set it up that way in the template.

On an English keyboard you type the vertical bar with **Shift +** `\`.

10.6. Superscript and subscript

You can write a superscript or subscript in the name and the nickname:

Written in the CSV	Result
`m^2`	m^2
`H_20`	H_2O

- The ^ character makes a superscript, the _ character a subscript. Always from the single character that follows it.
- If you want the _ or ^ character printed as it is, put a backslash before it: `Part\_2` prints Part_2.
- If a small box appears instead of the superscript or subscript, the font does not contain that character.

10.7. A CSV with one column

If the CSV contains a single column, the script switches to a simplified mode for a quick export of numbers or names alone (chapter 12.5). It recognizes a column called `number` or `name` automatically. For any other name it asks whether the column contains numbers or names.

11. Script functions

11.1. Diacritics from symbols

Team and sports fonts often lack accented letters. The script then writes the letter without the mark and adds the mark from your symbol.

Steps

1. Prepare symbols for the diacritic marks you need, for example `hacek`, `carka`, `krouzek` (chapter 9.3).
2. In the template, have a name frame with the size in its name for every size: `NameText_S`, `NameText_M`...
3. In the main dialog, clear the **"Font used for names supports diacritics"** box.
4. With the **"1. Select Reference Frame..."** button, select the name frame, for example `NameText_M`.
5. With the **"Check/Change diacritic symbol mapping..."** button, assign the symbols to the diacritic marks (chapter 11.2).
6. Confirm the dialog. On first use the script creates placeholders in which you set the position of the marks (chapter 11.3).

There is a separate option for nicknames in the main dialog.

Two kinds of frames

The script distinguishes two kinds of frames for the name (and the same for the nickname):

- **Frame with a size in its name** (`NameText_M`, `NameText_L`...): this is where the symbols go. The text is always in uppercase and the accented letters are assembled from the symbols. This frame must have the **same font as the reference frame**. When it uses a different font, the script does not insert the symbols, writes the name as in the CSV in uppercase and prints a warning once per frame and size.
- **Generic frame without a size in its name** (`NameText`): symbols do not go here. The text is written as it is in the CSV. It may be in lowercase and may contain accented letters if the font of the frame supports them. When the font does not contain a character, the script replaces it with a space and reports it in the summary and the log. Whether the generic frame uses uppercase is controlled by the option in the main dialog (chapter 6.3).

Example: on a jersey, `NameText_M` uses a font without diacritics (uppercase, symbols) and next to it `NameText` uses a different font that supports diacritics (as in the CSV, lowercase, for example "Chloé").

When the artboard of a size has no frame with a size in its name, no symbols are used for that size and the generic frames are filled from the CSV. The script notes this once in the log.

Good to know

- Names in a frame with a size in its name are always converted to **capital letters**.

- A mark that has a symbol assigned is inserted from the symbol. Letters for which you assign no symbol and which the font contains stay in the font.
- **ß, Æ, Đ and Þ** are whole letters. Their symbol must therefore contain the whole letter, not just a mark.
- In the same way you can prepare a symbol for **#** and the **hyphen** if the font does not have them.

11.2. Assigning symbols to diacritic marks

In the **"Map Symbols for Diacritics"** dialog you select a symbol from the document for each diacritic mark. The script assigns symbols named as in the table automatically. Leave the marks you do not need unassigned.

Mark	Symbol name	Letters
Caron (háček)	`hacek`	Š Č Ř Ž Ň Ě Ď Ť
Acute	`carka`	Á É Í Ó Ú Ý Ĺ Ŕ Ś Ć Ń Ź
Ring	`krouzek`	Ů Å
Soft sign (mäkčeň)	`makcen`	Ľ
Circumflex	`circumflex`	Ô
Umlaut	`umlaut`	Ä Ö Ü
Ogonek	`ogonek`	Ą Ę
Dot above	`dot-above`	Ż
Stroke	`stroke`	Ł
Sharp s	`eszett`	ß
Slash	`lomitko`	Ø
Ligature Æ	`ligatura_ae`	Æ
Eth	`eth`	Đ
Thorn	`thorn`	Þ
Hashtag	`hashtag`	#
Hyphen	`pomlcka`	-

For Czech you need the caron, acute and ring. For Slovak add the soft sign, circumflex and umlaut, for German the umlaut and sharp s, for Polish the acute, ogonek, dot above and stroke.

11.3. Diacritic placeholders

In the placeholders you set exactly where the mark sits on each letter and how large it is.

1. If the document has no placeholders, the script asks after you confirm the main dialog whether it should create them. Choose **Yes**.
2. The script creates the `Diacritics_Placeholders` layer with letters and mark symbols, and ends.
3. For each letter, move the symbol to where you want it. You can also change its size.
4. Save the document and run the script again.

You set the placeholders only when you first use a template. On the other product sizes the script recalculates the position and size of the marks according to the font size.

> If you later add a new symbol or change the symbol assignment, delete the placeholder layer and let the script create it again. You lose the positions you have set, so delete it only when necessary.

11.4. Graphic numbers

Instead of digits from the font, the script inserts your graphic digits. This is useful for numbers with effects or styling that a font cannot provide.

Preparing the template

1. Create symbols for the digits 0 to 9 (chapter 9.3). If the back and front numbers differ, prepare two sets.
2. In the template, have number frames with the size in their names: `NumberBack_M`, `NumberFront_M`... The font size in the frame determines how large the digits are.

Settings

1. In the advanced settings, on the **Graphic Functions** tab, tick the product that should use graphic numbers.
2. In the main dialog, tick **"Use graphic symbols for numbers (instead of text)"**.
3. With the **"1. Select Reference Frame..."** button, select the frames for the back and front number, for example `NumberBack_M`. Set the type you do not use to "Do not use".
4. With the **"Map symbols for graphic numbers..."** button, assign a symbol to each digit.

Automatic assignment

In the mapping dialog click **"Auto-map"**. The script finds sets of ten symbols whose names differ only in the digit and assigns them. In the **"Assign detected sets"** window you confirm which set belongs to the front numbers and which to the back numbers.

Graphic numbers and the logo in the number cannot be used for the same product.

11.5. Logo in the number

The script inserts a logo into the digits of the back number. You set the logo position separately for each digit.

Settings

1. Have the logo in the document as a symbol, and in the template a back number frame with the size in its name, for example `NumberBack_M`.
2. In the advanced settings, on the **Graphic Functions** tab, tick the product that should use the logo.
3. In the main dialog, tick **"Insert logo into numbers"** and use the **"1. Set Symbol & Reference..."** button to select the logo symbol and the reference frame.
4. Confirm the dialog.

Logo position

On first use the script offers to create placeholders on the `Logo_Placeholders` layer: the digits 0 to 9, each with a copy of your logo. Then it ends.

For each digit, move the logo to where you want it and reduce its size if needed. Save the document and run the script again.

11.6. Optional graphic

The script shows a graphic only on rows that have it in the CSV: a sponsor logo, a flag, an anniversary badge.

1. Add the `optional-graphic` column to the CSV. Enter the name of the graphic in the cell, for example SKODA. Leave the cell empty for rows without a graphic.
2. In the template, create a layer named exactly `Volitelna_Grafika` and place all variants of the graphic in it.
3. Name each variant **name + underscore + size**: SKODA_M, SKODA_L.
4. **Hide** all variants. The script always shows only the one the row needs.
5. In the main dialog, tick **"Process column for optional graphic"**.

The variants can also be in sublayers and groups. Leave the groups and sublayers themselves visible, only the variants should be hidden.

11.7. Condensing long text

A long name may not fit into the space on the product. The script condenses it so that it does not exceed the width you define.

Preparation

Draw a rectangle with no fill and no stroke over the space the text has to fit into. Name it after the frame and add _MAX:

- `NameText_M_MAX` applies to size M,
- `NameText_MAX` applies to all sizes without their own rectangle.

A rotated frame (for example a name on the side) needs its own rectangle that overlaps it.

Turning it on

In the advanced settings (**Graphic Functions** tab), section **Text width**:

- tick **"Condense texts wider than the <field>_MAX rectangle..."**,
- **"Narrowest character width (%, 50-100)"** sets the percentage of the original width down to which the script may condense the letters (default 75 %). If that is not enough, it reduces the font size,
- **"Vertical alignment of shrunk text"** sets whether the reduced text stays at the bottom, in the middle or at the top,
- **"Use for Product (...)"** turns condensing on for each product separately.

The summary at the end of the export tells you how many frames the script adjusted.

11.8. Laser contours

The script creates a contour with a set offset around selected shapes, for example for laser cutting.

1. Name the shape you want a contour around so that its name starts with **Laser** (for example `Laser`, `Laser_logo`).
2. In the advanced settings, on the **Products & Sizes** tab, enter the **"Contour offset (mm)"**.
3. Click **"Create contours"**.

The contours are placed on the `Laser_Kontury` layer below the other content. When you create them again, the script replaces the old ones. You create the contours in advance, the PDF export does not change them.

11.9. Outlines and the font check

Converting text to outlines

The **"Convert text to outlines (for problematic fonts)"** option in the advanced settings saves the text in the PDF as outlines. Use it when the printer or RIP does not display the font correctly. The template stays as text.

Checking the characters in the font

During the export the script checks whether the font contains all the letters of the name. It lists missing characters in the summary and in the log. In that case choose a different font, or use diacritics from symbols (chapter 11.1).

If the check reports errors on a file that are not really there, turn it off with the **"Skip glyph check (problematic files)"** option.

11.10. Several designs on one sheet

Small products (key rings, stickers, tags) can be filled one by one and exported together as one sheet.

A word in the artboard name tells the script what to do with it:

Word in the artboard name	What the script does	Used for
`donotexport-`	fills the text, does not create a PDF	the individual positions on the sheet
`donotoverwrite-`	does not change the text, creates a PDF	the whole sheet

Example: 17 key rings on a sheet

1. Set the product prefix to `keyring-` (chapter 8).
2. Create 17 small artboards `keyring-donotexport-1` to `keyring-donotexport-17`. Each contains the frames for one key ring.
3. Create one large artboard `keyring-donotoverwrite-sheet` that covers all the small ones.
4. In the CSV every key ring has its own row, with its position on the sheet (1 to 17) in the size column. They are followed by a row with the size `sheet`. On that row the script saves a PDF of the whole sheet.
5. The next sheet continues with the following rows in the same way.

12. Export

After you select the CSV, the export dialog appears. Here you define which artboards belong to which product and size, where the PDFs are saved and what they are called.

12.1. The “Export Settings” dialog

Map Artboards

The list contains all artboards of the document. Each has a **Type** (product) and a **Size**. The script fills them in from the names, you check them and correct them if needed. An artboard set to “Do not use” is not processed.

Assign only one artboard to each product and size.

Export Settings

- **Export folder:** where the PDFs are saved.
- **PDF preset:** the Adobe PDF preset used to create the PDFs.

Folder and file names

For each product you enter a **folder template** and a **file template**. In a template you write your own text and placeholders, which the script replaces with the values from the CSV:

Placeholder	What is inserted
`{number}`	number
`{name}`	name
`{nickname}`	nickname
`{size}`	size
`{code}`	code
`{docName}`	document name

Example: the file template `{code}-{number}-{size}` creates the file `FC-2026-7-M.pdf` for a row with the code FC-2026, the number 7 and the size M.

“Name Preview (from first CSV row)” shows what the folder and the file will be called for the first row. After you change a template, click **“Update preview”**. The **“Template help...”** button opens an overview of the placeholders.

Buttons

- **OK** starts the export.
- **"← Back to Initial Settings"** takes you back to the main dialog.
- **Cancel** ends the script.

12.2. Good to know

- **Empty number:** to create a product without a number, leave the number cell empty.
- **Missing frame:** if a row has a number or a name but the template has no frame for it, the script reports it in the summary. It does not export a product whose number has no frame.
- **Identical rows:** a row that is repeated in the CSV is exported only once.
- **Identical file names:** if two rows would create a file with the same name, the second one gets a number at the end, for example `FC-2026-7-M (1).pdf`.
- **Older files:** the script overwrites a PDF with the same name from an earlier export.

12.3. Export progress

During the export, the **"Export PDF"** window shows how many rows are done. Illustrator may look as if it is not responding during the export. Let it finish.

12.4. Summary and log

At the end the script shows the **"Export Summary"** window: how many files it created for each product and which errors or warnings it found.

A detailed record is in the log:

- **File:** `ExportPDF_Log.txt`
- **Location:** the export folder

If something does not turn out as expected, look in the log first. Attach it when you contact support.

Stabilizing the document

After the summary the script offers the **"Recommended Action for Stability"** window. Illustrator tends to be unstable after a large export, so we recommend choosing **"Save and Reopen"**.

12.5. Simplified mode (exporting numbers)

For a CSV with one column (chapter 10.7) the **"Export Numbers to PDF"** dialog appears. In it you select the artboard, the export folder, the PDF preset and the subfolder name.

The script inserts the value from each row into the `NumberText` frame (for names into `NameText`) and saves a PDF.

12.6. Recovery after an export error

With a large number of files, Illustrator may interrupt the export with an error. In that case the script reopens the document from disk and continues from the interrupted row.

- **Save** the document before you run the script. The recovery opens the saved version.
- If the error keeps recurring, split the CSV into smaller parts and restart Illustrator before the export.

13. Troubleshooting

If you do not find the answer here, look in the log (chapter 12.4) or write to support (chapter 14).

13.1. Starting the script

The first run takes a long time

The first run, and the first run after an update, takes longer because the script checks its files. Do not close Illustrator, just wait (chapter 3.3).

The script ends right after it starts

- Check that you have a document open.
- Check the license in the “About script” dialog. The demo may have expired.
- Look in the log.

The script says that ExportPDF is running elsewhere

Run the script in only one Illustrator at a time. Wait until the first run has finished and run the script again.

The script reports saved data from an older version

This version cannot read data that an older version or an older demo saved on the computer. Send the log and the diagnostic file that the script saved next to the log to info@exportpdf.cz. You will receive a code that clears the old data.

I changed the settings, but the script uses the old ones

- Confirm the dialog with the changes with **OK**. Closing it with the cross does not save the changes.
- After you switch the interface language, the product names, prefixes and column names saved for that language apply (chapter 8.3).

13.2. License

The subscription has expired

Send the seller the activation code from the “About script” dialog and enter the new key with the **“Renew license...”** button (chapter 5.4).

After an update the script asks for the license key

Enter your existing key. The license remains valid.

The key cannot be used

A key is valid only for the computer it was issued for and can be used only once. Send the seller the activation code from this computer and ask for a new key.

There is a watermark on the PDFs

The script has found that its file or the license is not in order. Check the license in the “About script” dialog. If it is in order, contact support.

13.3. CSV file

The script shows the column mapping dialog

The columns in the CSV are named differently from what is set in the script. Assign them in the dialog, or set the names in the advanced settings (chapter 10.3).

Accented characters from the CSV are garbled

Save the CSV again in UTF-8 encoding (chapter 10.1).

Only 20 rows were processed

You are using the demo version (chapter 5.2).

A product was not created for some rows

- The row has no size filled in for this product.
- The size on the row has no artboard assigned (chapter 12.1).

- The row is repeated in the CSV.

13.4. Text frames

The script does not fill in the name or the number

- Check the frame name (chapter 9.1).
- The frame must be on the artboard of the given size.
- Neither the frame nor its layer may be hidden or locked.
- The text must not be distorted with an envelope.

A long name overflows

Turn on text condensing and draw a `_MAX` rectangle (chapter 11.7).

13.5. Diacritics

Accented letters appear as boxes, spaces or in a different font

The font does not contain these letters. Choose a different font, or use diacritics from symbols (chapter 11.1).

Some letters are missing their mark

- The mark has no symbol assigned (chapter 11.2).
- The letter has no placeholder. Delete the placeholder layer and let the script create it again (chapter 11.3).

A mark is shifted or the wrong size

Adjust the symbol for that letter on the placeholder layer and save the document. Also check the selected reference frame (chapter 9.5).

The names are in capital letters

With diacritics from symbols, frames with a size in their name are always written in capital letters (chapter 11.1). For the other frames this is controlled by the options in the main dialog (chapter 6.3).

13.6. Graphics and symbols

Graphic numbers or the logo in the number are not inserted

- The function must be ticked in the main dialog and enabled for the product in the advanced settings (chapter 7.4).
- Only one of the two can be used for a product.
- Check the symbol assignment and the selected reference frame.
- You turn the logo in the number on again on every run (chapter 6.5).

The optional graphic is not shown

- The object must be named name + underscore + size, for example `SKODA_M`, and the name must match the text in the CSV.
- The object must be on the `Volitelna_Grafika` layer (chapter 11.6).

Laser contours are not created

- The shape must be named so that its name starts with `Laser` (chapter 11.8).
- The contour offset must be greater than 0.

13.7. Export

The export stopped with a large number of files

Split the CSV into smaller parts and restart Illustrator before the export. After an error the script tries to recover the document and continue (chapter 12.6).

The PDFs have different names from what I wanted

Check the naming templates and the preview in the export dialog (chapter 12.1).

Where is the log

The file `ExportPDF_Log.txt` is in the export folder.

14. Contact

- **Author:** Aleš Ulrych
- **E-mail:** info@exportpdf.cz
- **Web:** www.exportPDF.cz
- **Phone:** +420 776 149 945

When you report a problem, send a description of what you did, the script version from the “About script” dialog and the log.

© 2026 Aleš Ulrych. All rights reserved.