# User Guide: ExportPDF for Illustrator

## 1. Introduction

"Welcome to the guide for the ExportPDF script... Its main goal is to automate the generation of personalized PDFs for a wide range of products, such as hoodies, caps, sports jerseys, mugs, and more. The script allows you to flexibly define up to two different product types and fully customize their names and properties."

**Main script features:**

- Loading data from CSV files with automatic delimiter detection.
- Dynamic size loading from CSV and option to permanently save custom atypical sizes.
- Automatic and manual CSV column mapping with a clear interface.
- Personalization of text fields, including intelligent formatting preservation for multi-line text.
- Advanced graphic numbering: Inserting digits 0-9 as individual graphic symbols.
- Option to insert logo directly into numbers with dynamic positioning.
- Support for 14 diacritics types across 10 languages spanning Central and Northern Europe — Czech, Slovak, German, Polish, Swedish, Finnish, Danish, Norwegian, Icelandic, and Faroese. Total coverage of 36 special characters (uppercase and lowercase), including Nordic letters Å, Ø, Æ, Đ, and Þ.
- Automatic check and warning for missing characters (glyphs) in the used font.
- Flexible naming of exported files and folders using templates with live preview.
- Flexible processing of up to two fully customizable product types (e.g., hoodies and caps).
- Display of optional graphics based on CSV data (e.g., for sponsor logos).
- Option to export in simplified "single-column" mode.
- Multilingual interface (Czech, English, German, Slovak, Polish).
- Profile management: Ability to save, load, import, and export complete settings sets for different job types.
- Demo mode with limited number of runs and processed rows.
- Automatic glyph (character) validation in fonts for numbers.
- Automatic recovery during transient Illustrator errors during export.
- Improved multi-line text formatting preservation with style caching.

This guide will walk you through the installation, configuration, and usage of the script.

## 2. Requirements

To successfully use the script, you need:

- **Software:**
  - The script is tested and fully functional on Adobe Illustrator CS6 and newer versions (including CC). Compatibility with older version CS4 is possible but with certain limitations (e.g., missing support for artboard names).
- **Input files:**
  - **AI template (.ai):** A prepared Adobe Illustrator document containing:
    - Correctly named text fields for personalization (see chapter 7.1 "Text Fields").
    - Optionally: Symbols for diacritics, graphic numbers, logo.
    - Optionally: Reference elements for dynamic logo placement (see chapter 7.5 "Dynamic Logo Placement in Numbers").

- Artboards for individual sizes and product types.
- **CSV file (.csv):** A file with separated values (comma or semicolon), containing data for personalization (e.g., number, name, size, code). The first row should contain column names. UTF-8 encoding is recommended (the script attempts conversion from CP1250 if it detects problems).

# 3. Installation and Running the Script

The script does not require traditional installation. Simply save the exportPDF.zip file (or the name corresponding to your version) to an accessible location on your computer and extract it.

**Running the script in Adobe Illustrator:**

1. Open Adobe Illustrator and the document (template) you want to work with.
2. Go to menu File > Scripts > Other Script...
3. In the dialog box, find and select the script file.
4. Click "Open". The script will start.

## 3.1. First Run and Security Check

During the first run of the ExportPDF script after installation (or after updating to a new version), you may notice that startup takes longer than usual. During this time, an information window titled "Script Initialization" may appear, and Adobe Illustrator itself may temporarily appear as "Not Responding" (the window title bar may display "Not Responding").

**Reason for longer startup:** The script performs a one-time security integrity check of its files. This process is crucial to ensure the script has not been modified or corrupted, and to verify your license. It includes, among other things:

- **Comprehensive integrity check:** The script calculates and verifies checksums (hashes) of its internal data to ensure no unauthorized tampering has occurred.
- **License mechanism initialization:** Sets up basic data for the licensing system (e.g., for demo version or full activation).

**What to expect:**

- **"Script Initialization" window:** An information dialog will appear about the ongoing action.
- **Possible temporarily "not responding" application:** Depending on your computer's speed and Illustrator version, the application may appear "not responding" for several tens of seconds to a few minutes. This is normal behavior because the script is intensively working with data storage and performing complex calculations during this operation.
- **Patience is key:** Please do not attempt to close Adobe Illustrator or forcibly terminate the script. Wait until the process completes and the dialog window disappears.

**Subsequent runs:** All following script runs will be significantly faster, as the one-time deep check will no longer be needed. Only a quick check of current data and timestamps will be performed, taking just a fraction of a second.

# 4. First Run and Basic Settings

## 4.1. Language Selection

On the first run (or if no language is saved in settings), a dialog for selecting the script's user interface language will appear.

- **Available languages:** Czech, English, German, Slovak, Polish.
- Select your preferred language and click "OK".

- Your language choice will be saved to the settings.txt file for the next run.
- The language change takes effect immediately, and the main dialog will already be in the selected language.

## 4.2. Licensing System

The script contains a three-tier licensing system:

**Demo version:**

- On the first run (or if no valid license is found), the script runs in demo mode.
- **Limitations:** Max 30 launches and max 20 CSV rows.
- Demo status is displayed in the "About the Script" dialog.
- The demo can be extended with a special key ("Extend demo version..." button in the "About the Script" dialog).

**Subscription (monthly/yearly):**

- Activation with a time-limited license key.
- Monthly (30 days) or yearly (365 days) license.
- Expiration date is displayed in the "About the Script" dialog and in the log.
- 7 days before expiration, the script shows a warning with the number of remaining days.
- After expiration, the script shows a dialog prompting you to enter a new key and Machine ID for ordering.
- **Renewal:** Enter a new key via the "Extend license..." button in the "About the Script" dialog. Remaining days are automatically added to the new period.

**Permanent license:**

- One-time activation without time limitation.
- Displayed as "Permanent license" in the "About the Script" dialog.

**"About the Script" dialog:**

- Displays script version, license status, subscription type, and expiration date.
- **Machine ID** — a unique identifier for your PC (copyable). Required for generating a license key — send it to the seller when ordering.
- Buttons: "Activate full version..." / "Extend license..." / "Extend demo version..."

**Activation and renewal procedure:**

1. Open the "About the Script" dialog ("About the Script..." button in the main dialog).
2. Copy the Machine ID and send it to the seller along with your order.
3. You will receive a license key.
4. Click "Activate full version..." (or "Extend license...").
5. Paste the key and confirm.
6. The script activates immediately and shows a confirmation.

## 4.3. Settings File (settings.txt)

To remember your choices between individual runs (for example, the path to the export folder or the name of the PDF preset), the script saves them to a text file called settings.txt.

**File location**

This file is located in the user data folder. The location differs for Windows and macOS.

- **Windows** (The full path usually looks like: ~/Users/YourName/AppData/Roaming/AlesUlrychScripts)
- **macOS** (The full path usually looks like: ~/Library/Application Support/AlesUlrychScripts)

**What settings are saved?**

The settings.txt file stores, for example:

- Path to the main export folder.
- Name of the preferred PDF preset.
- Templates for automatic file and folder naming.
- Reference field selections.
- Your symbol mappings for manual diacritics and graphic numbers.
- Custom column names for your CSV file.
- Last selected user interface language.

### 4.4. Profile Management: Saving and Loading Complex Settings

Profile management allows you to save a complete set of advanced settings for different job types and easily switch between them. You no longer need to reconfigure everything for each product type (e.g., "hoodies and caps" vs. "towels with logo").

All profile management tools can be found in the "Advanced Parameter Settings" dialog at the top of the window.

**Profile management features:**

- **Save profile...:** Saves the current configuration from all dialog tabs (product names, CSV mapping, graphics settings, etc.) to a file with your chosen name.
- **Load profile...:** Displays a list of saved profiles. After selecting one, all values in the "Advanced Parameter Settings" dialog are immediately updated according to the saved profile.
- **Import...:** Allows importing profile files (ending in .json) that you may have transferred from another computer.
- **Export...:** Allows you to select one of the saved profiles and export it as a .json file that you can back up or share with colleagues.

## 5: Quick Start for Experienced Users

This chapter serves as an accelerated guide for users who already know the basic principles of the script. For detailed descriptions of individual functions, please refer to the following chapters.

**Step 1: Preparing the Template in Adobe Illustrator**

1. Open the .ai file with your product template.
2. Check artboard names: Make sure they are correctly named for automatic recognition, e.g., mikina-XL. Remember that prefixes (e.g., mikina-, dresy-, trenky-, ...) can be changed in advanced settings.
3. Check Text Field names: Verify that dynamic text fields have correct names, e.g., NameText_M, NumberBack_L, NicknameText. The script is case-sensitive.

**Step 2: Preparing Data in CSV File**

1. Prepare a .csv file with personalization data. Make sure the first row contains column names (header).
2. Check column names: Default expected names are cislo, jmeno, prezdivka, velikost-mikiny, etc. Custom names can be permanently set in advanced settings.
3. For multi-line text, use the separator || in the cell (e.g., Jan||Novák).

**Step 3: Running the Script**

1. In Adobe Illustrator, go to menu File > Scripts > Other Script...
2. Find and open the script file (e.g., exportPDF_demo.jsx).

**Step 4: Main Process Settings**

1. After starting, the "Script Processing Preferences" dialog will appear.

2. Choose key options for this export:
    - Do you want to use graphic numbers? (i.e., replace text digits 0-9 with supplied images/symbols, e.g., when the client has a custom digit design).
    - Does your font support diacritics, or should the script create them manually?
    - Do you want to insert a logo into numbers?
    - Will you process the nickname column?
    - Do you need to display specific graphics for some products (e.g., sponsor logo)?

**Step 5: Export Settings and Launch**

1. After confirming preferences, the export settings dialog will appear.
2. If needed, map artboards to sizes.
3. Set the target folder for export and select a PDF preset.
4. Check and adjust file and folder name templates if needed.
5. Click "OK" to start the automatic export.

## 5. Main Initial Settings Dialog

After starting the script and the optional language selection dialog, the main "Script Processing Preferences" dialog appears. Here you set the key options for the current script run.

**Options in this dialog:**

- **Panel: Basic Settings**
    - **Use graphic symbols for numbers:** After checking this option, the following buttons become accessible:
        - **"1. Select reference field...":** This button opens a dialog where you define the main text fields whose font size will serve as the 100% reference for scaling graphic numbers (e.g., NumberBack_M).
        - **"Map symbols for graphic numbers...":** This button, active only after selecting a reference field, opens the familiar dialog for assigning symbols to individual digits.
    - **Force manual CSV column mapping:** If checked, the CSV column mapping dialog will always appear, even if automatic mapping finds all required fields.
    - **Use separate numbers for products (hoodies and caps):** If checked, the script will offer mapping of separate numbers for your chosen products.
    - **Process nickname column:** If selected, the script allows inserting both name and nickname on one product at once.
    - **Convert names/nicknames to UPPERCASE:** The content of the text field for name/nickname will be converted to uppercase. If manual diacritics is activated (see below), the option for names will be automatically checked and disabled.

**Panel: Diacritics settings for names**

- **The font used for names supports diacritics:**
    - **Checked (default):** The script assumes the font correctly displays diacritics. The option to convert names to uppercase is fully editable.
    - **Unchecked:** The script will use the manual method of placing diacritics using per-character placeholders. The name “Novák” will become “NOVAK” in the text field and symbols (caron, acute, etc.) will be placed above the respective letters according to positions defined in placeholders. **When unchecked, the option “Convert names to UPPERCASE” is automatically enabled and locked, because manual diacritics is optimized for capital letters.**

When unchecked, the following buttons become available:

    - **“1. Select reference field...”:** This button opens a dialog where you define the main text fields whose font size will serve as the 100% reference for diacritics scaling (e.g. *NameText_M*).
    - **“Map diacritics symbols”:** Opens a dialog for assigning symbols to diacritics types. Now supports 10 symbol types (caron, acute, ring, mäkčeň, circumflex, umlaut, ogonek, dot above, stroke, eszett). Set unneeded types to “Not used”.
    - **“2. Create/Update placeholders”:** Creates reference letters with diacritical symbols on a special layer **Diacritics_Placeholders**. The user then visually adjusts the position and size of each symbol. The script uses these positions during export.
- **Panel: Logo in Numbers Settings (on back)**
    - **Insert logo into numbers:** Checking this option activates the function that inserts the selected logo symbol directly into the numbers on the product.
    - **Note:** This function cannot be used simultaneously with the "Use graphic symbols for numbers" option.
    - After checking, the "1. Set symbol and reference..." button becomes accessible. Clicking it opens a dialog where you select the logo symbol and also determine the reference text field (e.g., NumberBack_M), whose font size the script will use as the 100% reference for proper logo scaling.
- **Panel: Final Options**
    - **Skip glyph check:** When checked, the script skips automatic validation of whether the font contains all necessary characters (glyphs) — for both numbers and names/nicknames. This is useful if you know your font is fine or if the check causes slowdowns.
    - **Convert text to outlines:** When checked, the script converts all text in the document to outlines (curves) before PDF export. This eliminates potential font issues in the exported PDF — the recipient does not need to have the font installed.
- **Panel: Advanced Settings**
    - **Edit advanced parameters...:** Opens the "Advanced Parameter Settings" dialog (see below).
- **Panel: Language & Information**
    - **Change language...:** Opens the language change dialog.
    - **About the script...:** Displays dialog with script and license information.

"Note: Your reference field selection is automatically saved for the next script run. You don't need to set them every time, only when you want to use a different reference."

## 5.1. Dialog: Symbol Mapping for Graphic Numbers

- **Purpose:** Assign symbols from the AI document to digits (0-9) for front and back numbers.
- **Usage:** For each digit and number type, select the symbol name from the dropdown list. If you choose "Do not use", the graphic number will not be generated.
- Settings are saved to settings.txt.

## 5.2. Dialog: Diacritics Symbol Mapping

- **Purpose:** Assign symbols from the AI document for diacritical marks. The new version supports 14 symbol types for 10 languages.
- **Usage:** For each diacritics type, select the corresponding symbol from the document. Set unneeded types to “Not used”. Default symbol names are listed in the table below.
- The dialog automatically assigns symbols based on their names in the document. On subsequent runs, the mapping is loaded from saved settings.
- Settings are saved to *settings.txt*.

**Supported diacritical symbol types (14 types):**

| Symbol type | Default name | Letters | Languages |
|---|---|---|---|
| Caron | hacek | Š, Č, Ř, Ž, Ň, Ď, Ť, Ě | CZ, SK |
| Acute | carka | Á, É, Í, Ó, Ú, Ý, Ĺ, Ŕ, Ś, Ć, Ń, Ź | CZ, SK, PL, IS, FO |
| Ring | krouzek | Ů, Å | CZ, DA, NO, SV, FI |
| Mäkčeň (SK caron) | makcen | Ľ, (Ď, Ť) | SK |
| Circumflex | circumflex | Ô | SK |
| Umlaut | umlaut | Ä, Ö, Ü | DE, SV, FI, IS |
| Ogonek | ogonek | Ą, Ę | PL |
| Dot above | dot-above | Ż | PL |
| Stroke | stroke | Ł | PL |
| Eszett | eszett | ß | DE |
| Slash | lomitko | Ø | DA, NO |
| Ligature Æ | ligatura_ae | Æ | DA, NO, IS, FO |
| Eth | eth | Ð | IS, FO |
| Thorn | thorn | Þ | IS |

- **Intelligent Ď/Ť assignment:** Letters Ď and Ť are automatically assigned to the correct symbol based on script language — caron in Czech, mäkčeň in Slovak.
- **Special handling of ß (eszett):** Eszett is not a classic diacritical mark but an entire letter. The script replaces ß with an invisible B (to maintain text proportions) and places the eszett symbol at its position.

## 5.3. Per-Character Diacritics Placeholders

The new placeholder system allows you to visually set the exact position and size of a diacritical symbol for each letter individually, directly in Illustrator.

**How it works:**

- 1. On the first run with manual diacritics active, the script offers to create placeholders.
- 2. On a special non-printable layer Diacritics_Placeholders, reference letters (C, S, A, U, ...) with diacritical symbols are created.
- 3. The user visually adjusts the position and size of each symbol to match the desired appearance on the jersey.
- 4. On subsequent runs, the script reads positions and sizes from placeholders and uses them during export.
- 5. Positions and sizes are automatically scaled based on text size and rotation.

**Advantages over the old system:**

- Precise placement for each letter individually (Š vs Í have different offsets).
- Visual control directly in Illustrator — WYSIWYG.
- One-time setup — then works automatically for all exports.
- Support for rotated text (0°, 90°, -90°, 180°).
- Automatic scaling for different sizes (adult/children).
- Symbol size from placeholders is transferred — smaller caron for narrow letters (I), larger for wide ones (Š).

**Setting up placeholders — step by step:**

- 1. Uncheck “The font used for names supports diacritics” (= enable manual diacritics).
- 2. Click “Map diacritics symbols” and assign symbols to diacritics types.
- 3. Select the reference text field.
- 4. Click “Create/Update placeholders”.
- 5. The script creates the Diacritics_Placeholders layer with reference letters and symbols.
- 6. Find the Diacritics_Placeholders layer and adjust the POSITION and optionally SIZE of each diacritical symbol for each letter.
- 7. Save the document. On the next export, the script will automatically use the positions.

**Position and size from placeholders:** The script uses both position and size of the symbol from placeholders during export. Size is automatically scaled proportionally based on text size (current/reference font ratio). This also applies to logo in number.

**Placeholder layout:**

Symbol groups are arranged side by side in rows with labels (HACEK, CARKA, UMLAUT, ...). Automatic wrapping when exceeding artboard width. Ogonek is placed below the letter, stroke and eszett through the center.

**Warnings and checks:**

- If placeholder layer doesn’t exist → offers to create it.
- If some placeholders are missing → warning with list of missing letters.
- If mapped symbols have changed → mismatch warning.
- User can continue (missing letters won’t have diacritics) or stop the script.

**Default positions:**

When creating placeholders, the vertical and horizontal offset values from the advanced dialog are used as default positions. The user then fine-tunes individual letters.

### Supported Languages and Characters

## Central Europe

- **Czech (CZ):** Á, Č, Ď, É, Ě, Í, Ň, Ó, Ř, Š, Ť, Ú, Ů, Ý, Ž
  - → *hacek, carka, krouzek*
- **Slovak (SK):** Á, Č, Ď, É, Í, Ĺ, Ľ, Ň, Ó, Ô, Ŕ, Š, Ť, Ú, Ý, Ž
  - → *hacek, carka, makcen, circumflex*
- **German (DE):** Ä, Ö, Ü, ß
  - → *umlaut, eszett*
- **Polish (PL):** Ą, Ć, Ę, Ł, Ń, Ó, Ś, Ź, Ż
  - → *carka, ogonek, stroke, dot-above*

## Northern Europe (NEW in v4.4.17)

- **Swedish (SV):** Å, Ä, Ö

    - → *krouzek, umlaut*
- **Finnish (FI):** Å, Ä, Ö
    - → *krouzek, umlaut*
- **Danish (DA):** Æ, Ø, Å
    - → *ligatura_ae, lomitko, krouzek*
- **Norwegian (NO):** Æ, Ø, Å
    - → *ligatura_ae, lomitko, krouzek*
- **Icelandic (IS):** Á, Đ, É, Í, Ó, Ú, Ý, Þ, Æ, Ö
    - → *carka, eth, thorn, ligatura_ae, umlaut*
- **Faroese (FO):** Á, Æ, Đ, Í, Ó, Ú, Ý, Ø, Å
    - → *carka, ligatura_ae, eth, lomitko, krouzek*

**Total: 10 languages, 14 symbol types, 36 special characters.**

## 5.4. Dialog: Advanced Parameter Settings

This dialog is the center for detailed configuration of script behavior. Since version 3.9, it is divided into several tabs for maximum clarity.

**Tab: Products and Sizes**

- **Product Identification:** Here you define how the script recognizes your products. For each of the two products, you set:
    - **Artboard prefix:** Technical identifier by which the script assigns an artboard to a product (e.g., mikina-).
    - **Display name:** Product name that you will see in the script interface (e.g., "Hoodies").
- **Custom sizes:** In this field, you can enter any atypical sizes separated by comma (e.g., 50x30, taska, 1-2 roky). These sizes will then appear in the selection when mapping artboards and will be saved for the next run.

**Tab: CSV Mapping**

In this tab, you can permanently change the expected column names in your CSV file. The script remembers this setting. It is divided into three sections:

- **Common fields:** For columns used in "simple" mode (when you don't have the "Use separate fields..." option checked).
- **Product 1 / Product 2:** For specific column names for each product, used in "separate fields" mode.

**Tab: Graphic Functions**

- **Graphic numbers usage:** Allows you to enable or disable the graphic numbers function separately for each product. This option is active only when the global "Use graphic symbols for numbers" option is checked in the main dialog.
- **Logo in number usage:** Same as graphic numbers, you can also enable or disable this function for each product separately.
- **Basic diacritics offsets:** Allows setting default vertical and horizontal offset for diacritical marks. These values are used as default positions when creating per-character placeholders. After creating placeholders, these values are replaced by the precise positions from the placeholders.
- **Logo reference element spacing:** Setting the horizontal spacing between automatically generated digits for dynamic logo placement.

A detailed procedure for final logo position adjustment can be found in chapter 8.5 "Dynamic Logo Placement in Numbers".

# 6. Custom Product Settings

One of the most powerful features of the script version 3.8.x is the ability to fully customize which products you will process. You are no longer limited to just "jerseys and shorts". You can configure the script for any combination of two products, for example hoodies and caps, t-shirts and shorts, or even mugs and coasters.

This chapter will guide you through the process of telling the script exactly what you want to produce.

**Where to find the settings?**

All options for defining custom products can be found in the main dialog under the **Edit advanced parameters...** button in the **Product Identification** section.

**Parameter explanation**

For each of the two products, you set two key properties:

**1. Artboard prefix (technical identifier)**

- **Purpose:** This is the technical text by which the script recognizes which artboard belongs to which product. The script simply checks whether the artboard name starts with this text.
- **Example:** If you set mikina- here, the script will consider all artboards with names starting with "mikina-" (e.g., mikina-M, mikina-L) as "product 1".

**2. Display name (interface label)**

- **Purpose:** This is the name you will see throughout the entire script user interface - in dialogs, error messages, and in the final summary. It serves for your clarity.
- **Example:** If you set Mikiny here, the CSV mapping dialog will show the text "Size (Mikiny)".

**Complete example: From jerseys to hoodies and caps**

Let's show how to completely reconfigure the script from default jerseys and shorts to hoodies and caps.

**Step 1: Goal** --- We want to export personalized hoodies (product 1) and caps (product 2).

**Step 2: Script settings** --- Open Advanced Parameter Settings and fill in the Product Identification section as follows:

- Product 1 artboard prefix: mikina-
- Product 1 display name: Mikina
- Product 2 artboard prefix: cepice-
- Product 2 display name: Čepice

**Step 3: Preparation in Illustrator** --- Now we need to ensure our artboards match the newly set prefixes. Rename them, for example:

- mikina-M
- mikina-L
- mikina-XL
- cepice-univerzalni

**Step 4: Result** --- Done! From now on, the entire script will work with your new products:

- The CSV column mapping dialog will show labels like "Size (Mikina)" or "Code (Čepice)".
- The final summary report will inform about the number of exported products, e.g.: "Number of exported files (Mikina): 5 out of 5".
- The script will automatically know that the artboard mikina-L belongs to the product "Mikina".

**Important tips and notes**

- **Hyphen in prefix:** We recommend that the prefix always ends with a hyphen (-) for better readability of artboard names (e.g., mikina-M). The script will automatically add it if missing.

- **Consistency is key:** The names you set must match how you name the artboards.
- **CSV columns:** Don't forget to rename the expected CSV column names in the same part of the dialog, e.g., velikost-dresy to velikost-mikiny.

# 7. CSV File Preparation

- **Format:** Standard CSV (comma , or semicolon ; as delimiter).
- **Encoding:** UTF-8 recommended.
- **First row (header):** Must contain column names.
- **Columns:**
  - cislo: Player/product number. Can be empty if there is no number for the given product.
  - cislo-mikiny: Numbers for hoodies, if different from caps.
  - cislo-cepice: Numbers for caps, if different from hoodies.
  - jmeno: Player name.
  - prezdivka: Player nickname or other text.
  - velikost-mikiny / velikost-cepice: Product size. At least one of these sizes must be present for processing a row in complex mode.
  - kod-mikiny / kod-cepice: Product code (optional).
- **Note:** The actual expected column names depend on your mapping settings (see chapter 6).

Note: If the CSV file is missing a value for name, nickname, or code, the corresponding text fields in the exported PDF will be empty.

## 7.1. CSV Column Mapping

- **Automatic mapping:** The script attempts to find matches between CSV column names and expected names (from settings.txt or defaults).
- **"CSV Column Mapping" dialog:** Appears if mapping is forced or if key columns were not automatically mapped. Allows manual assignment.
- **Permanent user column names:** Can be set in the "Advanced Parameter Settings" dialog (see 5.3).

## 7.2. Single Column Mode in CSV

If the CSV contains only one column, the script switches to simplified mode. The column name is used for "number". The export dialog will be simplified.

## 7.3: Inserting Multi-line Text (names, nicknames)

Since version 3.8, the script supports inserting multi-line text into a single text field. This is ideal, for example, when you need to place a first name and below it a surname on a product.

**How to do it?**

Very simply. In the CSV file, just insert two vertical separators || between the words you want to wrap to a new line in the name (or nickname) cell.

**Example:**

- **Entry in CSV file in the jmeno column:** Jan||Novák
- **Result in the NameText text field on the product:** JAN
  NOVÁK

This procedure works for both the jmeno and prezdivka columns.

The vertical separator |, also called pipe, can be typed using the following keyboard shortcuts depending on your keyboard layout:

- **On Czech keyboard (QWERTZ):** The most common shortcut is AltGr + W.
- **On English keyboard (QWERTY):** Press Shift + \.
- **Using numeric keypad (Windows):** Hold left Alt and type 124 on the numeric keypad.

"The script intelligently preserves formatting. If your template has a text field with multiple lines and each has a different style (e.g., first line bold, second normal), the script will attempt to apply this formatting to the newly inserted text from CSV. If the template has only one line, its style is used for all newly created lines."

### 7.3.1 Using Superscript, Subscript and Escaping

Where superscript or subscript is needed, insert an underscore or caret into the CSV.

- For water ($H_2O$) type: H_2O
- For square meters ($m^2$) type: m^2
- For $CO_2$ type: CO_2

The script automatically converts these to the correct typographic characters during import.

If a square or plain digit appears in the output despite this, it means the font doesn't support these characters and a different font must be chosen (or use the optional graphics method).

The script supports "escaping" (escape sequences).

If you place a backslash \ before the _ or ^ character, the script will ignore it and print the character as-is.

The rules are as follows:

- H_2O → $H_2O$ (Normal behavior: creates subscript)
- Part_2 → Part_2 (Backslash "protects" the underscore, no subscript created)
- m^2 → $m^2$ (Normal behavior: creates superscript)
- \^ → ^ (Prints the caret itself)
- C:\\Složka → C:\Složka (To type a literal backslash, write two \)

## 7.4 Using Separate vs. Shared Numbers

In the introductory script dialog, you will find the option "Use separate numbers for products...". This setting changes how the script works with the number column in CSV:

- **If the option is NOT checked (default):** The script expects one shared column for number (default name cislo) and uses its value for both products.
- **If the option IS CHECKED:** The script will ignore the shared cislo column and will look for specific columns for each product (e.g., cislo-mikiny and cislo-cepice). This allows having different numbers for hoodie and cap on the same CSV row.

## 7.5 Displaying Optional (Conditional) Graphics

Since version 3.8.3, the script allows showing or hiding a specific graphic element (e.g., sponsor logo, anniversary mark, certification) based on a text value in your CSV file. This function significantly increases personalization flexibility.

**How does it work?**

The principle is simple: If you fill in a special column in the CSV file with the graphic name (e.g., "ŠKODA") for a given product, the script will try to find a correspondingly named object in Illustrator and make it visible before export.

**Step 1: CSV File Preparation**

Add a new column to your CSV file. The default expected name is volitelna-grafika, but you can rename it in advanced settings.

- For products that should not have any extra graphics, leave the cell in this column empty.
- For products that should have specific graphics, type its base name into the cell (e.g., ŠKODA or Hyundai).

**Step 2: Preparing the Template in Adobe Illustrator**

All optional graphic variants must be prepared in one layer.

1. Create a new layer and name it exactly Volitelna_Grafika.
2. Place all graphic variants (sponsor logos, marks, etc.) into this layer.
3. Group (Ctrl+G) each graphic element separately.
4. Name each group according to the rule: NAME_SIZE.
   - The name must exactly match the text from CSV.
   - The size must match the product size.
   - Example: For sponsor "ŠKODA" and size "M", the group name must be ŠKODA_M. For "Hyundai" and size "L" it will be Hyundai_L.
5. Initially, all these groups in the Volitelna_Grafika layer can be visible or hidden --- the script manages their visibility on its own.

**Step 3: Activation in the Script**

When running the script, in the main "Script Processing Preferences" dialog, check the new option:

- **"Process optional graphics column"**

This tells the script to look for the volitelna-grafika column (or your renamed one) and attempt to make the corresponding graphics visible based on its content. If the script doesn't find the corresponding object (e.g., ŠKODA_M), it will write a warning to the log but will continue exporting normally without this graphic.

## 7.6. Advanced Imposition: Exporting Multiple Designs per Sheet

This function is ideal for products that are small (e.g., keychains, stickers, tags) and require printing many personalized pieces on one print sheet. The script allows filling several artboards at once and exporting them as one shared file.

**How it works (The "do not export" and "do not overwrite" principle)**

The script normally processes artboards one by one. However, using special keywords in the artboard name, you can tell it how to behave at each step:

1. **-donotexport** (do not export): The script fills this artboard with CSV data (name, number, etc.) but does not create a standalone PDF from it. It serves as a "preparation" artboard.
2. **-donotoverwrite** (do not overwrite): The script creates a PDF from this artboard but will not attempt to change texts in it. It serves as the "final" sheet that physically contains (overlaps) the previously filled artboards.

**Practical example: Producing 17 keychains on one sheet**

Imagine you have a print sheet that fits 17 keychains.

**Preparation in Illustrator:**

- Create 17 small artboards (e.g., klíčenka-donotexport-1 through klíčenka-donotexport-17). Each artboard contains text fields for one keychain.
- Create one large artboard (e.g., klíčenka-donotoverwrite-final) that spatially encompasses these small artboards.

**Preparation in CSV:**

- Your CSV will have 17 rows for each batch. The script sequentially fills the 17 small artboards.

- Upon reaching the 18th artboard (the one with the -final suffix), the script makes no text changes (thanks to the -donotoverwrite tag) but saves this entire large artboard as the resulting PDF with all 17 filled keychains.

**Reserved keywords table**

| Keyword in name | Action: Fill text | Action: Export PDF | Usage |
|---|---|---|---|
| ***-donotexport*** | YES | NO | Individual positions on the sheet. |
| ***-donotoverwrite*** | NO | YES | Final print sheet (layout). |

**Tip:** This procedure saves time in subsequent print processing (RIPing), because you get ready-made sheets instead of hundreds of small files.

**Important: Artboard order in the "Artboards" panel**

For this system to work correctly, the processing sequence must be maintained. The script processes artboards in exactly the order they are arranged in the Artboards panel.

- Preparation artboards (-donotexport) must ALWAYS be BEFORE the final sheet in the list.
- The final sheet (-donotoverwrite) must ALWAYS be LAST in the list (or after all artboards that compose it).

**Why is this important?** The script works like an assembly line. First, it "picks up" data from CSV and sequentially "typesets" them into artboards 1 through 17. Only when everything is filled does it reach artboard number 18 (the sheet), which visually overlaps all previous artboards, and creates the resulting PDF file with all changes. If the sheet were first, the script would save the PDF before it had time to change the names on individual positions.

**How to check the order:** If you are adding new artboards and are unsure about the order, open the Artboards panel in Illustrator (Menu: Window \> Artboards). The list you see must follow the logic: Data 1, Data 2, ..., Data X → Final Sheet. You can change the order by dragging up/down in this panel.

# 8. AI Template Preparation

## 8.1. Text Fields

The script identifies text fields by their names (in the "Layers" or "Attributes" panel).

These text fields are case-sensitive --- the name must match exactly.

- **Important text fields** (optional, the script creates them on a hidden layer if missing):
  - NumberText: General field for number. *(fixed name in the script)*
  - NameText: For name. *(fixed name in the script)*
  - NicknameText: For nickname. *(fixed name in the script)*
  - NumberBack, NumberFront: For back and front numbers (if not using graphic numbers). *(fixed names)*
  - VelikostDresyText, KodDresyText, VelikostTrenkyText, KodTrenkyText. *(fixed names)*
- **Size-specific fields** (have priority):
  - E.g., NameText_XL, NumberBack_L. *(fixed naming convention)*
- **Placement:** The script primarily works with text fields on the currently active artboard.
- **Rotated text support:** Since version 3.8, the script reliably supports correct placement of manual diacritics and logos in numbers even on text fields rotated by 90 or 180 degrees. This gives you greater freedom in template design.

- **Text in envelopes (Envelope Distort):** The script cannot reliably update text enclosed in an envelope. Such fields should not be used for dynamic text, or the envelope must be released before running the script.

### 8.1.1 Correct AI Preparation for the Script --- Basic Setup:

- Text fields to be updated from the cislo column: name them NumberText *(fixed name)*
- Text fields to be updated from the jmeno column: name them NameText *(fixed name)*
- Text fields to be updated from the prezdivka column: name them NicknameText *(fixed name)*

### 8.1.2 Correct AI Preparation for the Script --- Advanced Setup:

"Advanced script functions, such as inserting graphic numbers, logos, or manual diacritics, use a 'reference field' system. The principle is simple: the script needs to know what the 100% size of the given element should look like, so it can derive the correct size for other variants (e.g., shrink the logo for size S or enlarge for XXL). As this 100% reference, it uses the font size from the text field you specify --- typically the field for the medium size, e.g., NumberBack_M or NameText_M. Therefore, correct naming and setup of these fields is crucial for the proper function of advanced options."

- **Graphic symbols for numbers** --- for this option, name the text field for the front number NumberFront_size, for back numbers NumberBack_size, i.e., for size M it will be NumberFront_M and NumberBack_M, for size L the text field names will be NumberFront_L and NumberBack_L, etc. *(fixed naming convention)*
- **Used font does not support diacritics** --- for this option, name the text field NameText_size, i.e., for size M it needs to be NameText_M, for size L it's NameText_L, etc. *(fixed naming convention)*
- **Insert logo into numbers** --- for this option, name the text field for the back number NumberBack_size, i.e., for size L it will be NumberBack_L, for size M name it NumberBack_M, etc. *(fixed naming convention)*
- **Note:** For the nickname text field (NicknameText) and general number (NumberText), size-specific naming is not used (e.g., NicknameText_M). The script always updates all fields with this name found on the active artboard.

**Key text fields overview:**

| Function | General name | Specific name (example for XL) | Note |
|---|---|---|---|
| **Name** | NameText | NameText_XL | Script looks for *NameText_XL* first. If not found, uses *NameText*. Required for diacritics. |
| **Nickname** | NicknameText | *not used* | All fields named *NicknameText* on the active artboard are always updated. |
| **Back number** | NumberBack | NumberBack_XL | Looks for *NumberBack_XL* first, then *NumberBack*. Key for graphic numbers and logo. |
| **Front number** | NumberFront | NumberFront_XL | Looks for *NumberFront_XL* first, then *NumberFront*. For front graphic numbers. |

| | | | |
|---|---|---|---|
| **General number** | NumberText | *not used* | Used for numbers outside the main ones (e.g., on sleeve) or in simple mode. |

**Important:**

- **Rotated text:** The script supports text fields rotated by 90 or 180 degrees.
- **Text in envelope (Envelope Distort):** The script cannot work with text in an envelope. The envelope must be released before running.

## 8.2. Artboards

For each product type and size, there should be a separate artboard.

- **Naming:** For automatic recognition, we recommend the format YOUR_PREFIX-SIZE (e.g., mikina-XL). You can set the prefix in the "Advanced Parameter Settings" dialog (see chapter 5.3). Default values are dresy- and trenky-.
- **Note for CS4:** CS4 version cannot name artboards, meaning automatic artboard mapping does not work. During export, you need to know which artboard corresponds to which product.

## 8.3. Symbols (for graphic numbers, diacritics, logos)

If you use functions requiring symbols, they must be present in the "Symbols" panel.

- **Graphic numbers:** Symbols for digits 0-9 (e.g., cislo_zadni_0, cislo_predni_0). *(fixed naming convention)*
- **Manual diacritics:** Symbols for diacritical marks (in the Symbols panel). 14 types are supported: hacek, carka, krouzek, makcen, circumflex, umlaut, ogonek, dot-above, stroke, eszett, lomitko, ligatura_ae, eth, thorn. Activate only the ones you need for your language — set the rest to “Not used” in the mapping dialog.
- **Logo in number:** Symbol for your logo.

### 8.3.1 Which Symbol Type to Choose?

When creating a symbol (e.g., for logo in number, diacritics, or graphic number), Illustrator displays the "Symbol Options" dialog with several choices. For script purposes, the decision is very simple.

**Recommended choice:** For all script functions, the simplest and fully sufficient choice is **Static Symbol**.

The script will work correctly with all types, so if for some reason you use a different one, you don't need to worry.

**Explanation of individual choices:**

- **Symbol type (Static vs. Dynamic)**
  - **Static symbol:** This is the basic type. All its copies (instances) in the document are absolutely identical. It is the simplest and ideal choice for script needs.
  - **Dynamic symbol:** Allows more advanced work where you can change the appearance (e.g., color) of individual symbol copies. The script does not use this feature, but if you create a dynamic symbol, the export will proceed without issues.
- **Export type (Movie Clip vs. Graphic)**
  - As correctly stated in the Illustrator dialog help, this setting is a remnant from the older Adobe Flash program.
  - For work in Illustrator itself, this option has no functional difference, so it doesn't matter which one ("Movie Clip" or "Graphic") you select.

**Conclusion:** To prepare materials, just choose a static symbol and confirm the dialog. The script will handle such a symbol without any problems.

## 8.4. Layers

The script can automatically create and use specific layers:

- HiddenFields (non-printable): If some basic text fields are missing in the template, the script creates them for its internal needs to ensure smooth operation. *(fixed layer name)*
- Diakritika_Skript (printable): For manual diacritics symbols. *(fixed layer name)*
- Loga_V_Cislech (printable): For logo instances in numbers. *(fixed layer name)*
- Graficka_Cisla_Layer (printable): For graphic number instances. *(fixed layer name)*
- Logo_Placeholders (non-printable): For dynamic logo placement reference elements. *(fixed layer name)*
- Diacritics_Placeholders (non-printable) — Layer with reference letters and diacritical symbols for the per-character placeholder system. The script creates it automatically when the placeholder function is activated. Symbol positions and sizes on this layer determine the exact placement of diacritics during export.

## 8.5 Dynamic Logo Placement in Numbers

Version 3.8.0 completely changes and simplifies the preparation for dynamic logo insertion. The process is now highly automated and intuitive.

**How does it work?**

The entire principle is built so that you work with the logo visually and don't have to guess anything.

**1. Your preparation (what you need to do in the AI file)**

Before running the script, make sure you have two things correctly prepared in the template:

- **Reference text field:** A text field for the back number must exist (e.g., named NumberBack_M). This field must have exactly the font and size that the final numbers on the jersey should have.
- **Logo symbol:** Your logo must be saved as a symbol in the document (in the Symbols panel).

**2. Automatic script action (what the script does on its own)**

When you check "Insert logo into numbers" in the main dialog and select your symbol and reference field, after clicking "OK" the script performs the following:

- **Checks for placeholder existence:** It looks whether the needed elements already exist on the Logo_Placeholders layer.
- **Automatically creates them if missing:** If it doesn't find the elements, it prepares them for you:
  - Creates reference digits (ref-0 through ref-9) that automatically take the font and size from your reference field (NumberBack_M).
  - Creates placement symbols (0-umisteni through 9-umisteni) that are direct instances of your selected logo.

**3. Your final adjustment (the only easy task for you)**

After automatic creation, your task is maximally simple because you work directly with the visual appearance of your logo.

- On the Logo_Placeholders layer, find the instances of your logo (named 0-umisteni through 9-umisteni).
- Move each logo to exactly the position where you want it relative to the corresponding reference digit.

This eliminates any guesswork --- wherever you place the logo, that's where it will actually be inserted during the final export.

**TIP:** The spacing between individual reference digits can be adjusted if needed in the "Advanced Settings" dialog. After this one-time setup and saving the AI file, the script will use these perfectly set positions on every subsequent run.

**Important note: Setting color and style of reference text**

The script can only read basic attributes from your reference text (e.g., NumberBack_M), such as font, size, fill color, and stroke color/weight.

However, it cannot copy more complex styles applied to text through the Appearance panel (Window \> Appearance). If you use the Appearance panel to color the reference text (e.g., by adding a new fill or effect), the script will not see this information, and newly created placeholders will carry the original basic text color.

## 8.6 Intelligent Dynamic Scaling

Version 3.8 brings a revolutionary change in how the script works with the size of graphic elements (manual diacritics, logos in numbers, graphic numbers). The original model with fixed scaling for "children's" and "adult" sizes is replaced by a fully dynamic system that intelligently adapts to your template.

**How does it work?**

- **Reference field principle:** The script now reads the font size from your main reference field (e.g., NumberBack_M for logos or NameText_M for diacritics). It considers this size as 100%.
- **Automatic adjustment:** When processing another size (e.g., XL), the script compares the font size in the NumberBack_XL field with the reference size from NumberBack_M and calculates the exact ratio (e.g., 115%). It then automatically scales the inserted logo or diacritics by this ratio.

**What does this mean for you?**

- **Huge simplification:** You no longer need to worry about what is a "children's" and "adult" size. You don't need to try to maintain the same number size across different artboards.
- **Complete design freedom:** Simply set the number and name size you need for each size (M, L, XL, etc.) in the template. The script will ensure that the inserted logo and diacritics always proportionally match.
- **Change in "Advanced Settings":** Values for scaling and offset for children's sizes now serve only as an additional correction to this dynamic calculation, not as the main method.

## 8.7 Graphic Numbering (Instead of Fonts) --- Using Custom Image Digits

The script offers a unique option to replace standard text digits in the template with your own graphic symbols. This is ideal in situations where the client has a specific, non-traditional digit design (e.g., with effects, textures, or stylization) that cannot be created using a standard font.

**How does it work?** "The script intelligently reads the required number (e.g., '21') from your CSV file, breaks it down into individual digits ('2' and '1'), and then inserts the corresponding graphic symbols you have prepared in advance into the template. Thanks to dynamic scaling, the digits automatically adjust to the size of the reference text field."

**Step 1: AI Template Preparation --- Your Graphic Digits as Symbols**

1. Create symbols for each digit: For each digit from 0 to 9, create a separate graphic object. This can be vector graphics, converted text to outlines, or even a raster image.
2. Add them to the "Symbols" panel: Drag each graphic object into the "Symbols" panel (Window \> Symbols) in Adobe Illustrator.
3. Name symbols by convention:
    - For back numbers (on the jersey back): We recommend naming symbols in the format cislo_zadni_0, cislo_zadni_1, ..., cislo_zadni_9.

- For front numbers (on the chest/shoulder): We recommend naming symbols in the format cislo_predni_0, cislo_predni_1, ..., cislo_predni_9.
- (Important: You will assign these symbol names later in the script dialog. If you have the same symbols for front and back numbers, just assign them correctly.)

**Step 2: AI Template Preparation --- Text Fields for Numbers**

"The script needs to know where to place the graphic digits and also where to get the reference size for their scaling. Use standard text fields for this purpose."

1. For back numbers: Create a text field where the back number should go. We recommend naming it NumberBack_SIZE (e.g., NumberBack_M, NumberBack_L).
   - Important: The font and font size in this text field determine the scale at which graphic digits will be inserted. Set it exactly as the height of your resulting graphic digits should look.
2. For front numbers: Similarly, create a text field for the front number. We recommend naming NumberFront_SIZE (e.g., NumberFront_M, NumberFront_L).
   - Important: Here too, the font and font size define the scale of inserted graphic symbols.
3. Reference field setting: In the introductory script dialog, you will be prompted to select the main reference field (e.g., NumberBack_M or NumberFront_M), from which the script will once determine the "base" 100% font size. All other graphic digits will then be scaled relative to this reference field and the current text field size on the given artboard (see chapter "Intelligent Dynamic Scaling").
4. Script layer: The script will automatically insert graphic digits onto the Graficka_Cisla_Layer layer. You don't need to worry about this layer --- the script creates and manages it automatically.

**Step 3: Script Settings --- Activation and Mapping**

1. In the main "Script Processing Preferences" dialog:
   - Check the option "Use graphic symbols for numbers (instead of text)".
   - Important: Make sure this option is enabled for your products in the "Advanced Parameter Settings" dialog under the "Graphic numbers usage" panel.
2. Click "1. Select reference field...":
   - Here in the dialog, select the text field (e.g., NumberBack_M) that serves as the main 100% reference for scaling. The button activates after checking "Use graphic symbols for numbers".
3. Click "Map symbols for graphic numbers...":
   - This option activates after selecting the reference field. The "Symbol Mapping for Graphic Numbers" dialog opens.
   - For each digit (0 through 9) and for each type (back numbers and front numbers), select the corresponding symbol from the dropdown that you created in step 1.
   - If you don't select a symbol for some digit ("Do not use"), no graphic number will be generated for it.
   - Settings are saved to the settings.txt file.

**Step 4: Running the Export**

"After completing settings in the 'Script Processing Preferences' dialog and the subsequent 'Export Settings' dialog, click 'OK'. The script automatically processes the CSV file, inserts graphic digits, and exports personalized PDFs."

**Important notes and tips for this functionality:**

- "Use graphic symbols for numbers" cannot be used simultaneously with "Insert logo into numbers".
- Graphic digits scale dynamically based on the font size in the target text field and selected reference field, same as logo and diacritics (see chapter "Intelligent Dynamic Scaling"). Make sure your graphic symbols for digits are created at a size corresponding to the reference font.

# 9. Using the Script --- Export Process

## 9.1. Dialog: Export Settings and Artboard Mapping

Differs for simplified and complex mode.

### 9.1.1. Simplified Mode (single number)

- **Panel: Artboard Selection:** Select the artboard for export. The script will look for the NumberText field (and its variants).
- **Panel: Export Settings:** Export folder, PDF preset, subfolder name.
- After confirmation, the script updates NumberText on the selected artboard and exports PDF.
- **Note for CS4:** CS4 version cannot name artboards. During export, you need to know which artboard you want to export.

### 9.1.2. Complex Mode (processing product 1 and/or product 2)

- **Panel: Artboard Mapping:** Assign artboards to type (e.g., Hoodies/Caps) and size.
- **Panel: Export Settings:** Main export folder, PDF preset.
- **Panel: Folder and File Name Configuration:** Detailed name template settings using placeholders ({cislo}, {jmeno}, {prezdivka}, {velikost}, {kod}, {docName}). Separately for each product. Contains preview and help.

**Explanation of how automatic file and folder name generation works**

- {cislo} --- the number from the CSV file will be inserted into the folder or file name
- {jmeno} --- the name from the CSV file will be inserted into the folder or file name
- {prezdivka} --- the nickname from the CSV file will be inserted into the folder or file name
- {velikost} --- the size from the CSV file will be inserted into the folder or file name
- {kod} --- the code from the CSV file will be inserted into the folder or file name
- {docName} --- the name of the AI file from which PDFs are generated

## 9.2. CSV Row Processing (Complex Mode)

For each row and product:

1. Artboard activation.
2. Cleaning dynamic layers (for graphic numbers, logos).
3. Updating text fields (name, number, size, code) from CSV.
    - If number data exists in CSV but there is no visible field on the active artboard for displaying it (see 7.1), the script will report an error for this specific product and will not export it.
    - If there is no number data in CSV, existing number fields on the artboard are emptied (set to empty content "").
4. Special processing (diacritics, graphic numbers, logo).
5. Export to PDF according to name templates.
6. Skipping duplicate exports.
7. Automatic renaming of duplicate files: The script contains logic that, in case a file with an already existing name would be generated (within one run), automatically adds a numerical suffix to the file name, e.g., (1), (2), etc., to prevent overwriting.

## 9.3. Error States and Logging

- **Log file:** ExportPDF_Log.txt in the main export folder.
- **Summary report:** After completion, displays an export overview including errors.

# Chapter 10: Troubleshooting (FAQ)

Here you will find solutions to the most common problems you may encounter while working with the script.

**Problem: The script takes a long time on first run and Illustrator "not responding".**

- **Solution:** This behavior is expected and normal. During the first run (or after a script update), the script performs a one-time security integrity check and license mechanism initialization. This process can take several tens of seconds to a few minutes. Please do not close Illustrator and wait until the check completes. Subsequent runs will be significantly faster. A detailed explanation can be found in chapter 3.1. "First Run and Security Check".

**Problem: The script doesn't work at all or throws an error immediately after starting.**

- **Solution:**
  - Make sure you have a document (.ai file) open in Adobe Illustrator.
  - Check your license status in the "About the Script" dialog. Your demo version may have expired.
  - Check the ExportPDF_Log.txt file in your export folder --- it may contain a more detailed error description.

**Problem: The script doesn't update text fields for name, number, or code.**

- **Solution:** This is the most common problem. Please check the following:
  - **Exact field name:** The text field name in Illustrator must exactly match the expected name (e.g., NameText, NumberBack_M). Names are case-sensitive.
  - **Visibility and locking:** Neither the field nor the layer it is on must be locked or hidden.
  - **Active artboard:** The script primarily works with fields on the currently processed artboard. Make sure the field is on the correct artboard.
  - **Text in envelope:** The script cannot reliably work with text in an "Envelope" (Envelope Distort). If you use this function, the envelope must be released before running the script.

**Problem: The script reports error "No visible text field was found on artboard ... for displaying number ...".**

- **Solution:** This message means your CSV file contains a number for the given product, but the script didn't find a corresponding visible text field in the template. In this case, the script will not perform PDF export to prevent manufacturing a product without a number.

**How to correctly generate a product that should not have a number?** If you intentionally want to generate a product without a number, the procedure is as follows:

- Your CSV file must still contain a column for number (e.g., cislo, cislo-mikiny, etc.), because the script expects it.
- For the product that should not have a number, simply leave the cell in this column empty.

The script will then generate the product normally, just without a number, and no error will be reported.

**Problem: Diacritics are not displayed correctly, or squares/question marks appear instead of text.**

**Solution:** This problem almost always means the font used in your AI template does not contain all the required characters (glyphs), for example Czech characters like "ř", "ě", or "ů".

- **New check function:** The script now contains an automatic check that can detect this problem. If the script discovers that your text contains characters the font doesn't have, it will alert you in the final summary report and write detailed information to the ExportPDF_Log.txt file.
- **How to fix it:**
  1. **If the font should support diacritics:** Make sure you have the "Used font for names supports Czech diacritics" option checked in the introductory dialog. If the error still appears, it means

the font truly doesn't have all characters, and you must change the font in the AI template to one that supports them.

2. **If the font doesn’t support diacritics (manual method):**
   Uncheck “The font used for names supports diacritics”. The script activates manual diacritics with per-character placeholders. Create placeholders, visually set symbol positions, and run the export. Requires symbols in the Symbols panel (see 8.3) and correct mapping in the dialog (see 5.2). If placeholders don’t exist, the script offers to create them.

- More information can be found in the chapter "Symbol Mapping for Diacritics".

**Problem: Graphic numbers or logo in number are not being inserted.**

- **Solution:**
  - **Function activation:** Make sure you have the appropriate option checked in the introductory dialog ("Use graphic symbols..." or "Insert logo...").
  - **Mutual exclusivity:** These two functions cannot be used simultaneously. If one is active, the other must be turned off.
  - **Symbol mapping:** Check that you have correctly mapped symbols in the appropriate dialog.
  - **Reference field existence:** Both functions require the existence of reference text fields (e.g., NumberBack_M, NameText_M) for proper functioning and scaling. Without them, they will not work correctly.

**Problem: I changed settings (e.g., CSV column names), but the script still uses the old ones.**

- **Solution:** Make sure you confirmed the dialog where you made the changes (e.g., "Advanced Parameter Settings") with the "OK" button. Simply closing the window with the X button does not save changes. Settings are permanently written to the settings.txt file only after this confirmation.

**Problem: Export stops with "Operation was canceled" error when processing a large number of files.**

- **Solution:** Since version 4.0.22, the script automatically catches this error and attempts to retry the export. If the error persists, try reducing the number of rows in the CSV (split the job into smaller batches) or restart Adobe Illustrator to free memory.

**Problem: The script reports "Your subscription has expired".**

- **Solution:** Contact the seller for a new license key. In the "About the Script" dialog, you will find the Machine ID — send it along with your order. Enter the new key via the "Extend license..." button.

**Problem: After upgrading to a new version, the script requires a new key.**

- **Solution:** Re-enter your existing license key via the "About the Script" dialog → "Activate full version...". A reactivation is sometimes necessary when the version changes.

## 11. License Information and Activation

**License types:**

| Type | Description | Price |
|---|---|---|
| **Demo** | 30 launches, max 20 CSV rows | Free |
| **Monthly subscription** | Full access for 30 days | According to the current price list at www.exportPDF.cz |
| **Yearly subscription** | Full access for 365 days | According to the current price list at www.exportPDF.cz |
| **Permanent license** | Full access without limitations | According to the current price list at www.exportPDF.cz |

**Activation:** Via the "About the Script" dialog → "Activate full version..." → paste your key.

**Subscription renewal:** Via the "About the Script" dialog → "Extend license..." → paste your new key. Remaining days are automatically added to the new period.

**Version upgrade:** When updating the script to a new version, you may need to re-enter the license key. The script will prompt you automatically.

**Machine ID:** A unique identifier of your PC displayed in the "About the Script" dialog. Required for ordering a license — send it to the seller.

## 12. Contact

For problems, questions, or improvement suggestions, please contact the author:


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Thank you for using the script!