

OCAD® 9: OCAD Script Specification

1. Introduction

This document describes the XML OCAD script. OCAD 9 supports the file export defined in a XML file. In OCAD 9 open an ocd file and choose *Export with script* from the *File* menu. It is possible to define multiple export file in the same XML file.

2. Example

The following example export an AI file and some BMP tiles. Each exportScript node can contain many children.

```
<ocadScript> // comment
  <exportScript>
    <export id="1"> // first export section
      <file>c:\export\test.ai</file> // export file
      <format>AI</format> // file format
      <partialMap> // entire or partial map
        <enabled>>true</enabled>
        <coordSystem>mm</coordSystem>
        <L>0</L> // coordiantes for the partial
        <R>50</R> map
        <B>50</B>
        <T>100</T>
      </partialMap>
      <printScale>10000</printScale> // export scale
      <colors>normal</colors> // cmky or spot colors
    </export>

    <export id="2"> // second export section
      <file>c:\export\exp.bmp</file>
      <format>BMP</format>
      <resolution>300</resolution> // raster resolution
      <anti-alias>true</anti-alias>
      <colorCorrection>true</colorCorrection>
      <partialMap>
        <enabled>>false</enabled>
      </partialMap>
      <tiles> // tiles export
        <enabled>true</enabled> // tile dimensions
        <width>500</width>
        <height>500</height>
      </tiles>
    </export>

  </exportScript>
</ocadScript>
```

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3. OCAD Script Parameters

Each export file format supports different export parameter.

AI (Adobe Illustrator), PDF

Node	Child	Data type	Values / Description
export	file	String	eg.: ,c:\Export\Chlosterwald.ai'
export	format	Enumerated types	AI, PDF
export.partialMap	enabled	Bool	true, false
	coordSystem	Enumerated types	mm (paper), m (real world) [only if partialMap=enable]
	L, R, B, T	Float	left, right, bottom, top [only if partialMap=enable]
export	printScale	Integer	
export	colors	Enumerated types	normal, spotColors
export	combine	Bool	true, false [only if colors = spotColors]
export.spotColors	enabled	Spotcolor name	[only if colors = spotColors]

BMP, GIF, JPEG

Node	Parameter	Data type	Values / Description
export	file	String	eg.: ,c:\Export\Chlosterwald.bmp'
export	format	Enumerated types	BMP, GIF, JPEG
export	resolution	Integer	
export	anti-alias	Bool	true, false
export	colorCorrection	Bool	true, false
export.partialMap	enabled	Bool	true, false
	coordSystem	Enumerated types	mm (paper), m (real world) [only if partialMap=enable]
	L, R, B, T	Float	left, right, bottom, top [only if partialMap=enable]
export.tiles	enabled	Bool	true, false
	width	Integer	[only if enabled = true]
	height	Integer	[only if enabled = true]

EPS

Node	Child	Data type	Values / Description
export	file	String	eg.: ,c:\Export\Chlosterwald.eps '
export	format	Enumerated types	EPS
export.partialMap	enabled	Bool	true, false
	coordSystem	Enumerated types	mm (paper), m (real world) [only if partialMap=enable]
	L, R, B, T	Float	left, right, bottom, top [only if partialMap=enable]
export	printScale	Integer	
export	colors	Enumerated types	normal, spotColors
export.spotColors	enabled	Spotcolor name	[only if colors = spotColors]

OCAD AG

Mühlegasse 36
CH-6340 Baar / Switzerland



Telephone (+41) 41 763 18 60
Fax (+41) 41 763 18 64
Internet www.ocad.com
E-Mail info@ocad.com

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SVG (Scalable Vector Graphics)

Node	Child	Data type	Values / Description
export	file	String	eg.: ,c:\Export\Chlosterwald.svg '
export	format	Enumerated types	SVG
export.partialMap	enabled	Bool	true, false
	coordSystem	Enumerated types	mm (paper), m (real world) [only if partialMap=enable]
export.partialMap	L, R, B, T	Float	left, right, bottom, top [only if partialMap=enable]
	printScale	Integer	
export	compressFile	Bool	true, false

TIFF

Node	Parameter	Data type	Values / Description
export	file	String	eg.: ,c:\Export\Chlosterwald.tif '
export	format	Enumerated types	TIFF
export	resolution	Integer	
export	anti-alias	Bool	true, false
export	colorCorrection	Bool	true, false
export.partialMap	enabled	Bool	true, false
	coordSystem	Enumerated types	mm (paper), m (real world) [only if partialMap=enable]
export.partialMap	L, R, B, T	Float	left, right, bottom, top [only if partialMap=enable]
	enabled	Bool	true, false
export.tiles	width	Integer	[only if enabled = true]
	height	Integer	[only if enabled = true]
export.geoRefTiff	enabled	Bool	true, false
	pixelSize	Float	in meter [only if enabled = true]
	createWorldFile	Bool	true, false [only if enabled = true]
export	colors	Enumerated types	normal, spotColors
export	colorsCombine	Bool	true, false [only if colors = spotColors]
export.spotColors	enabled	Spotcolor name	[only if colors = spotColors]
export	colorMode	Integer	0 = 32 bit CMYK 1 = 24 bit RGB 2 = 256 colors 3 = grayscale 4 = 8 bit CMYK 5 = 1 bit black/white 6 = halftone screen
export	compression	Integer	1 = no compression 2 = CCITT 4 = FaxG4 5 = LZW

DXF

Node	Parameter	Data type	Values
export	file	String	eg.: ,c:\Export\Chlosterwald.dxf '
export	format	Enumerated types	DXF
export	printScale	Integer	
export	convertOEM	Bool	true, false

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Node	Parameter	Data type	Values
export	objectsSelSym	Bool	true, false
export	coordinates	Enumerated types	mm, m