

ADOBE® ILLUSTRATOR® CC

ADOBE ILLUSTRATOR CC PORTING GUIDE



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This document describes how to update your SDK plug-in code and development environments for Adobe® Illustrator® CC. It details changes in the public API and other aspects of the SDK since the previous release.

Download the Illustrator CC SDK from <https://www.adobe.io/apis/creativecloud/illustrator.html>, along with installation instructions and documentation.

The October 2017 release of Creative Cloud™ requires a different development environment from previous releases; this means that you must recompile plug-ins built with an earlier version of the Illustrator SDK in order for them to run in Illustrator CC. See [“Development environment” on page 4](#).

SDK organization

The SDK contains these folders and files (locations are relative to the download location, <SDK>):

docs/	<p>Documentation, including:</p> <ul style="list-style-type: none">▶ <i>Adobe Illustrator CC Programmer’s Guide</i> (guides/programmers-guide.pdf)▶ <i>Porting Guide</i> (this document)▶ <i>Getting Started with Illustrator CC Development</i> (guides/getting-started-guide.pdf)▶ <i>Using the Adobe Text Engine</i> (guides/using-adobe-text-engine.pdf)▶ <i>API Reference</i> <p>This document is provided in two formats:</p> <ul style="list-style-type: none">▷ references/index.chm — This compiled HTML file allows text searches to be performed on the content. See the <i>Getting Started with Illustrator CC Development</i> for details.▷ references/sdkdocs.tar.gz — This file contains the <i>API Reference</i> in HTML format. To view the contents, decompress the archive, then open index.html in your browser. <ul style="list-style-type: none">▶ <i>API Advisor</i> (references/apiadvisor-ai21-vs-ai22.html)
legalnotices/	Licenses.
illustratorapi	The Illustrator API header files.
samplecode/	A set of samples for learning about the API.

Changes in this release

These are the major changes between this release and the previous release.

Development environment

The version of Visual Studio has changed. When you open an older solution or project file in the new version of Visual Studio, you are prompted to update the file.

This release supports these platforms for Illustrator plug-in development.

Platform	Component	Note
Windows	Windows 7 SP1 32-bit or higher	
	Illustrator CC	
	Visual Studio 2015 Update 3	
Mac OS®	Mac OS X 10.11 or higher	Deployment target should be Mac OS X 10.11
	Apple 10.12 SDK	
	Xcode 8.2.1	Xcode can be downloaded from http://developer.apple.com/tools/download/
	LLVM Clang	

Illustrator API changes

A detailed change list is provided with the SDK, in the API Advisor page, `apiadvisor-report.html`.