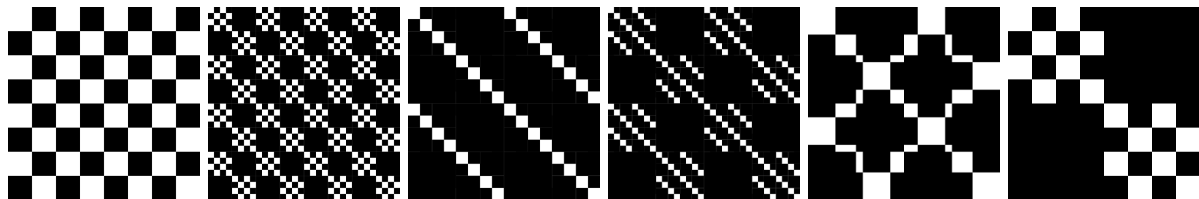


XD Plugin Development Workshop

22nd of July, 2021 by Pablo Klaschka

Thank you so much for attending the workshop. As promised, here is a document containing some explanatory drawings (including those from the workshop), links and more. **Also, please be sure to read up on the [Errata section](#) at the bottom.**

It was a lot of fun and I genuinely only stumbled upon the generative art our plugin can create (by adding multiple levels of subdivisions to the same artboard) on the day of our workshop 😊.



[XD Plugin Development Workshop](#)

[Drawings & Visualizations](#)

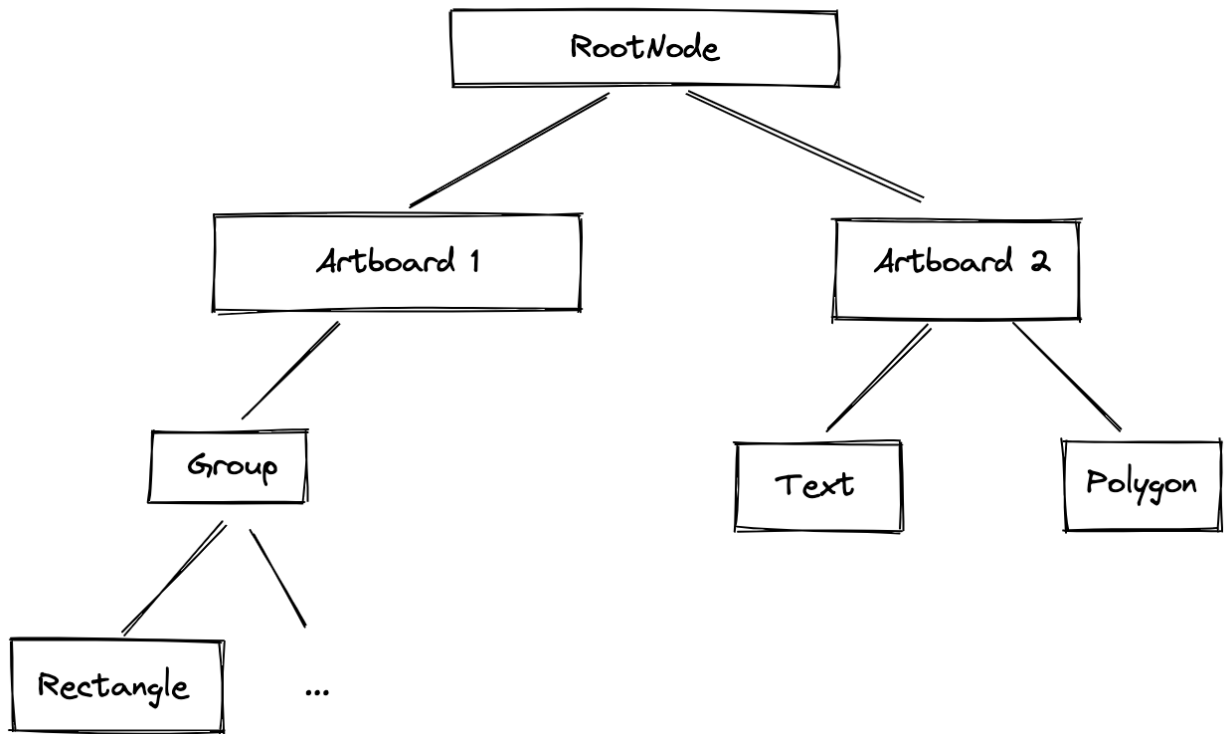
[Links from the workshop](#)

[Contact Info](#)

[Errata](#)

Drawings & Visualizations

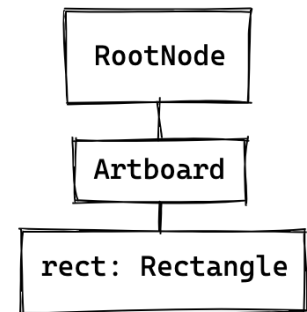
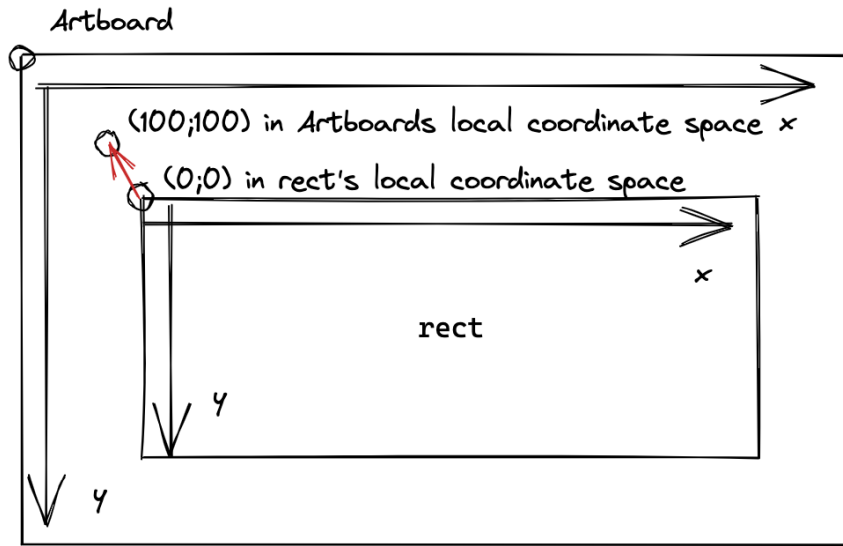
scenegraph



See also:

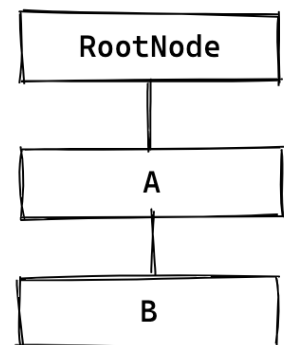
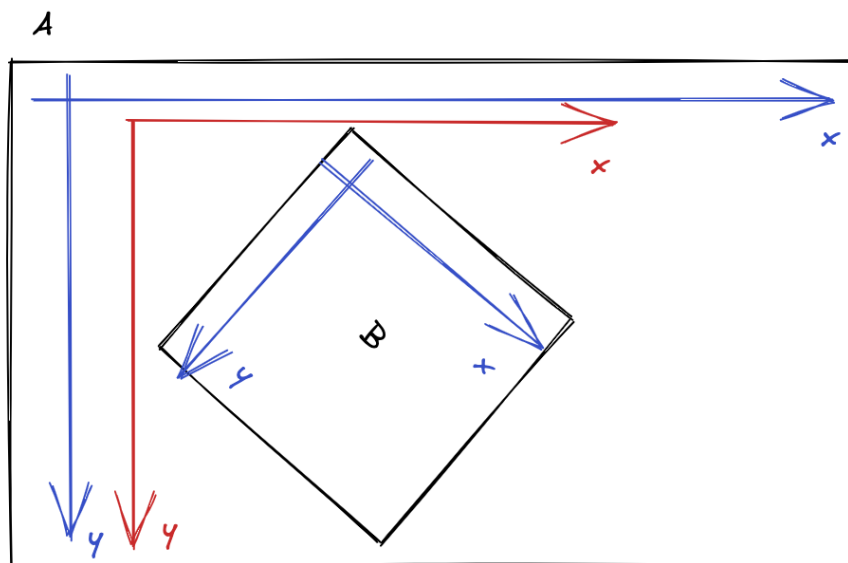
- <https://www.adobe.io/xd/uxp/develop/plugin-development/xd-concepts/scenegraph/>

```
rect.placeInParentCoordinates( { x: 0, y: 0 } , { x: 100, y: 100 } );
```



See also:

<https://www.adobe.io/xd/uxp/develop/reference/SceneNode/#placeinparentcoordinates>



localBounds

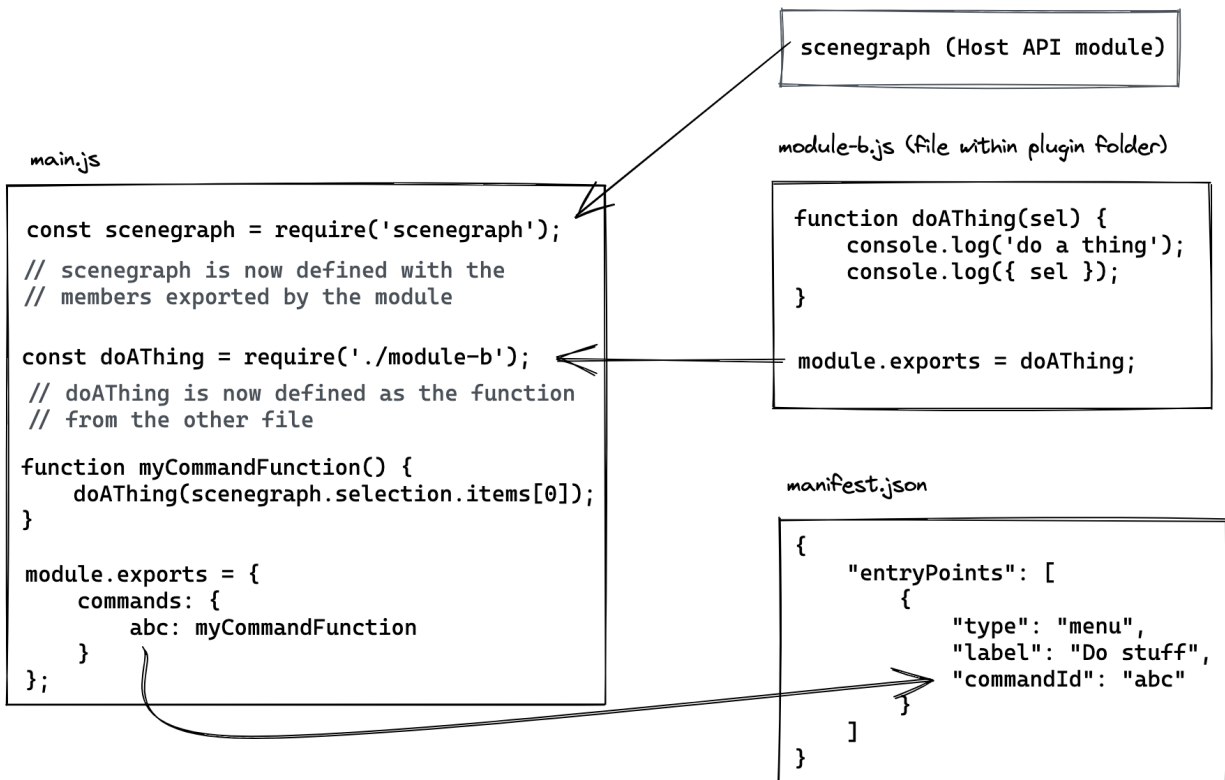
The node's path bounds in its local coordinate space

boundsInParent:

The node's bounds in the parent's coordinate space

See also:

- <https://www.adobe.io/xd/uxp/develop/reference/SceneNode/#localbounds>
- <https://www.adobe.io/xd/uxp/develop/reference/SceneNode/#boundsinparent>
- <https://www.adobe.io/xd/uxp/develop/plugin-development/xd-concepts/coordinate-space-s-and-units/>



See also:

- <https://www.adobe.io/xd/uxp/develop/plugin-development/javascript-and-xd/javascript-support/#can-i-use-require>
- <https://www.adobe.io/xd/uxp/develop/plugin-development/plugin-structure/handlers/>

JavaScript Object Destructuring

```
const { selection, Rectangle } = require('scenegraph');
```

does exactly the same as

```
let scenegraph = require('scenegraph');
```

```
const selection = scenegraph.selection;
const Rectangle = scenegraph.Rectangle;
```

```
scenegraph = undefined;
```

See also:

- <https://hacks.mozilla.org/2015/05/es6-in-depth-destructuring/>

Links from the workshop

- Documentation: <https://adobexdplatform.com/plugin-docs/>
NOTE: This page is outdated. Please refer to the Errata section for more details.
New link: <https://www.adobe.io/xd/uxp/develop/>
 - manifest.json:
<https://www.adobe.io/xd/uxp/develop/plugin-development/plugin-structure/manifest-v3/>
- XD Extensibility Roadmap Trello Board:
<https://trello.com/b/WFKmCVaz/xd-extensibility-roadmap>
- Fund for Design: <https://www.adobe.com/products/xd/adobe-fund.html>
- Inspiration for plugin ideas:
 - Adobe XD Uservoice:
https://adobexd.uservoice.com/forums/353007-adobe-xd-feature-requests?category_id=368995
 - Fund for Design Technical Project Commissions:
<https://trello.com/b/aad2jZ2C/adobe-fund-for-design-technical-project-commissions>
 - Scrolling through the documentation, “Inspired by APIs”

Contact Info

If you have any questions, please don't hesitate to contact me via email (pklaschka@adobe.com), the developer forums (<https://forums.creativeclouddeveloper.com/u/pklaschka/summary>), LinkedIn (@pklaschka) or Twitter (@pklaschka2000).
I'm looking forward to hearing from you 😊!

Errata

- The documentation page referenced in the workshop is outdated. The new documentation lives in <https://www.adobe.io/xd/uxp/develop/>. Still, some concepts might be a little bit easier to read on <https://adobexdplatform.com/plugin-docs/reference/reference-index.html>, but this doesn't necessarily include all the latest APIs (the official recommendation is to use the “old” documentation for plugins for XD v35 or below, which no longer really has relevance)
- Whenever the manifest.json file changes, it is required to use the **Load** tool within the UXP Developer Tool, once again (instead of leaving it running on **Watch** or just using **Reload**). For more information, see <https://www.adobe.io/xd/uxp/develop/plugin-development/devtool/plugin-workflows/#load-plugin>