

# OCAD® 9: OCAD Script Specification

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## 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]

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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