# ADOBE® ILLUSTRATOR® CC 2017

# ADOBE ILLUSTRATOR CC 2017 PORTING GUIDE

Adobe

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# Adobe Illustrator CC 2017 Porting Guide

This document describes how to update your SDK plug-in code and development environments for Adobe® Illustrator® CC 2017. It details changes in the public API and other aspects of the SDK since the previous release.

Download the Illustrator CC 2017 SDK from http://www.adobe.com/devnet/illustrator/, along with installation instructions and documentation.

The Creative Cloud™ 2017 version 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 2017. See "Development environment" on page 4.

## SDK organization

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

| | |
|---|---|
| `docs/` | Documentation, including:<br>▶ *Adobe Illustrator CC 2017 Programmer's Guide* (`guides/programmers-guide.pdf`)<br>▶ *Porting Guide* (this document)<br>▶ *Getting Started with Illustrator CC 2017 Development* (`guides/getting-started-guide.pdf`)<br>▶ *Using the Adobe Text Engine* (`guides/using-adobe-text-engine.pdf`)<br>▶ *API Reference*<br>This document is provided in two formats:<br>▷ `references/index.chm` — This compiled HTML file allows text searches to be performed on the content. See the *Getting Started with Illustrator CC 2017 Development* for details.<br>▷ `references/sdkdocs.tar.gz` — This file contains the *API Reference* in HTML format. To view the contents, decompress the archive, then open `index.html` in your browser.<br>▶ *API Advisor* (`references/apiadvisor-ai18-vs-ai19.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 2017 | |
| | Visual Studio 2015 | |
| Visual Studio 2010 replaced the `_SECURE_SCL` and `_HAS_ITERATOR_DEBUGGING` flags with an `_ITERATOR_DEBUG_LEVEL` macro. Illustrator defines `_ITERATOR_DEBUG_LEVEL=0` for Release, and `_ITERATOR_DEBUG_LEVEL=2` for Debug. We recommend that developers do the same in Visual Studio 2013. | | |
| Mac OS® | Mac OS X 10.10 or higher | Deployment target should be Mac OS X 10.9 |
| | Apple 10.11 SDK | |
| | Xcode 7.3 | Xcode can be downloaded from http://developer.apple.com/tools/download/ |
| | LLVM Clang | |

## Ilustrator API changes

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