ADOBE® ILLUSTRATOR®

ADOBE ILLUSTRATOR 2023 PORTING GUIDE

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This document describes how to update your SDK plug-in code and development environments for Adobe® Illustrator® 2023. It details changes in the public API and other aspects of the SDK since the previous release.

Download the Illustrator 2023 SDK from https://console.adobe.io/downloads/ai, along with installation instructions and documentation.

The Creative Cloud™ 2023 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 2023. 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: ▶ *Adobe Illustrator 2023 Programmer's Guide* (`guides/programmers-guide.pdf`) ▶ *Porting Guide* (this document) ▶ *Getting Started with Illustrator 2023 Development* (`guides/getting-started-guide.pdf`) ▶ *Using the Adobe Text Engine* (`guides/using-adobe-text-engine.pdf`) ▶ *API Reference* This document is provided in two formats: ▷ `references/index.chm` — This compiled HTML file allows text searches to be performed on the content. See the *Getting Started with Illustrator 2023 Development* for details. ▷ `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. ▶ *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 10	
	Illustrator 2023	
	Visual Studio 2019	
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®	macOS 10.15.4 or higher	Deployment Target should be macOS 10.15 (arch=x86_64); macOS 11.0 (arch=arm64)
	SDK: macosx (default)	
	Xcode 12.3	Xcode can be downloaded from https://developer.apple.com/download/more/
	LLVM Clang	

Language	Standard
C++	17

Illustrator API changes

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