

# Encapsulated PostScript - AI compatible (\* .eps)

Source of documentation:

<https://github.com/tzunghaor/inkscape-eps-export>

AI compatible EPS export for Inkscape 0.92 (might work with older versions too). This script converts an Inkscape SVG to Adobe Illustrator 7 compatible EPS. The generated EPS file uses custom Illustrator PS operators, and includes PostScript processes that stands in place of said operators when the file is not opened with Adobe Illustrator. The script exports layers, groups, paths, clones, clipping paths, fill, stroke, gradient fill into a format that Illustrator understands.

**Warning** This script is not extensively tested. Since its dual nature, it is possible that the result looks different in Illustrator than in other programs.

## Known limitations

- Text is not supported: convert them to paths, then ungroup them.  
You can regroup them afterwards, but without ungrouping, this script may think they are invisible.
- Path node types are not retained.
- Circles and elliptical arc segments in paths are converted to bezier curves.
- Layer names lose non 7 bit ASCII characters.
- Radial gradients cannot be elliptical: all radial gradients will be converted to circular. (Although I think it is possible to save elliptical radial gradients, but I did not figure out how to save it in a way that is compatible with different Illustrator versions.)
- Outline gradients are not supported. (Illustrator 7 does not support them.)
- Clones are exported as copies.
- No transparency: everything is exported opaque. (EPS does not support transparency.)
- Filters (including radial blur) are not exported.

- Path effects are not exported, only the result of the effects.

# Features

(It's not a bug, it's a feature!)

- Automatically closes all paths that are filled. It makes visual difference with unclosed paths that have fill and stroke.
- Invisible objects are not exported (invisible layers and objects, objects with neither stroke nor fill, stray points)

The generated \*.eps files do not work in Roland CutStudio. For this case please use [Open in Roland CutStudio Plugin](#)

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Version #1

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