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GERBER YUNIQUEPLM

Adobe Illustrator Plugin User Guide V9

Date: 5/2/2023

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Contents

1. OVERVIEW

YuniquePLM offers an Adobe Illustrator plugin named YuniquePLM Design Suite+. It is available for download from the Adobe Creative Cloud desktop app.

The YuniquePLM Design Suite+ and Adobe Illustrator compatible versions reside within the Adobe Illustrator plugin by pressing the About icon, as shown below. YuniquePLM does not support earlier versions of Illustrator CS6, CS5, or earlier. Artboards are ONLY compatible with YPLM V7.1 and later. A Creative Cloud installation is required to proceed.
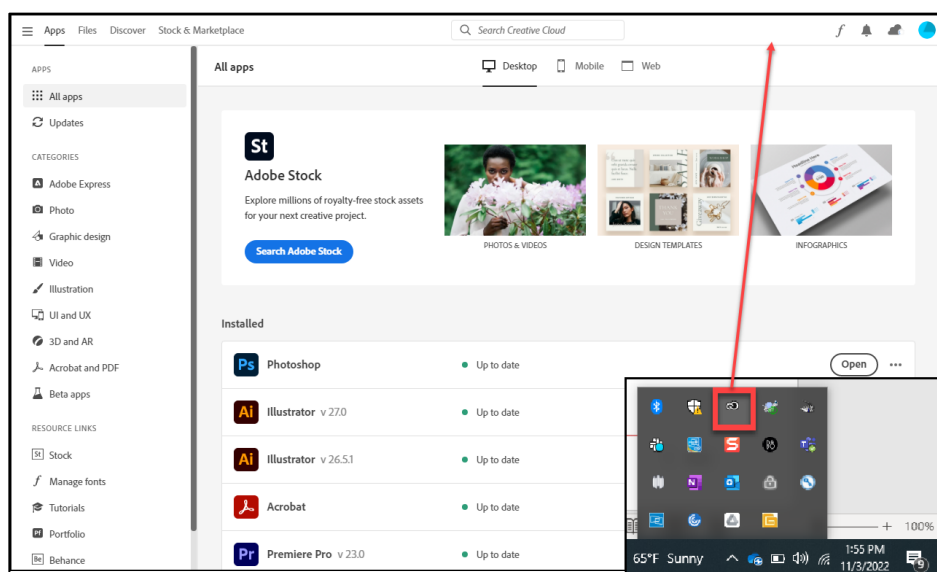

Follow the steps in this document to ensure your files are accessible via the Creative Cloud, as well as installing the Adobe Illustrator application and using the plugin.
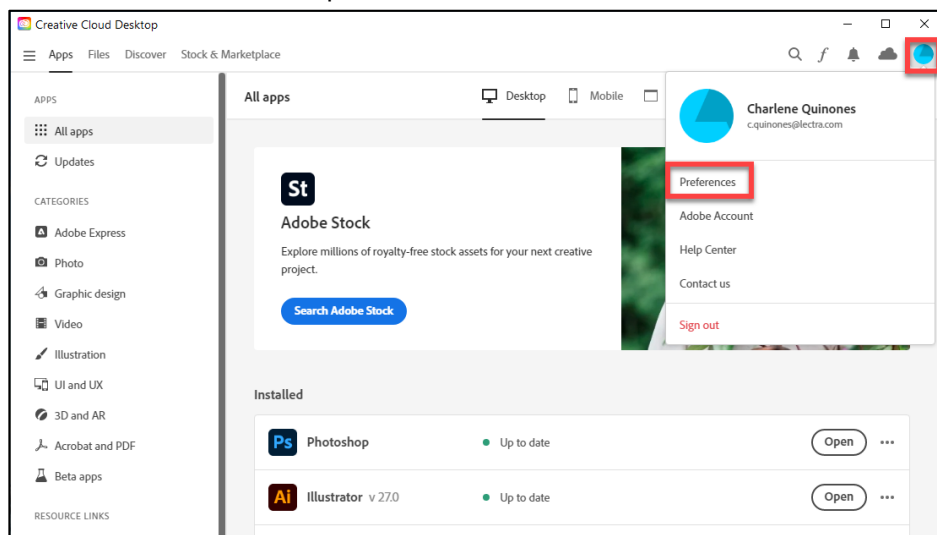
2. CREATIVE CLOUD PREFERENCES

It is essential to enable Adobe's sync and notification options before proceeding. The Adobe Sync option ensures your files and folders are available from the Creative Cloud while ensuring the user receives Adobe's notifications after installing an Add-on. *Note: Download the Creative Cloud desktop app to manage and download Adobe applications easily.* https://www.adobe.com/creativecloud/desktop-app.html

1. Click on the **Creative Cloud** desktop icon in the *Windows* taskbar or the *Apple* menu, as shown below. The Creative Cloud application opens to reveal a list of available software.

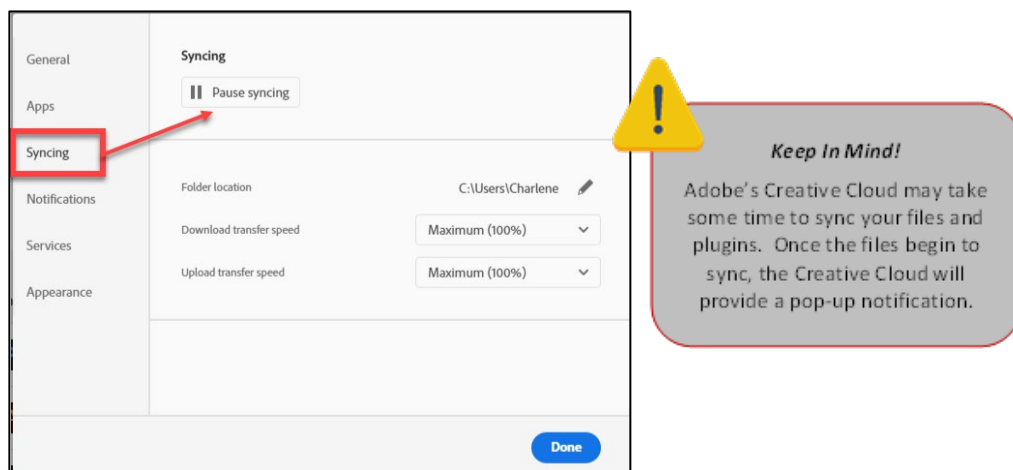2. Click the **account** icon to open the account menu, then select **Preferences**.

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3. Select the **Notifications** tab, and ensure the first two options**, App Updates** and **File Syncing,** are checked.

    Note: Keeping all the notifications checked per your preference is okay.
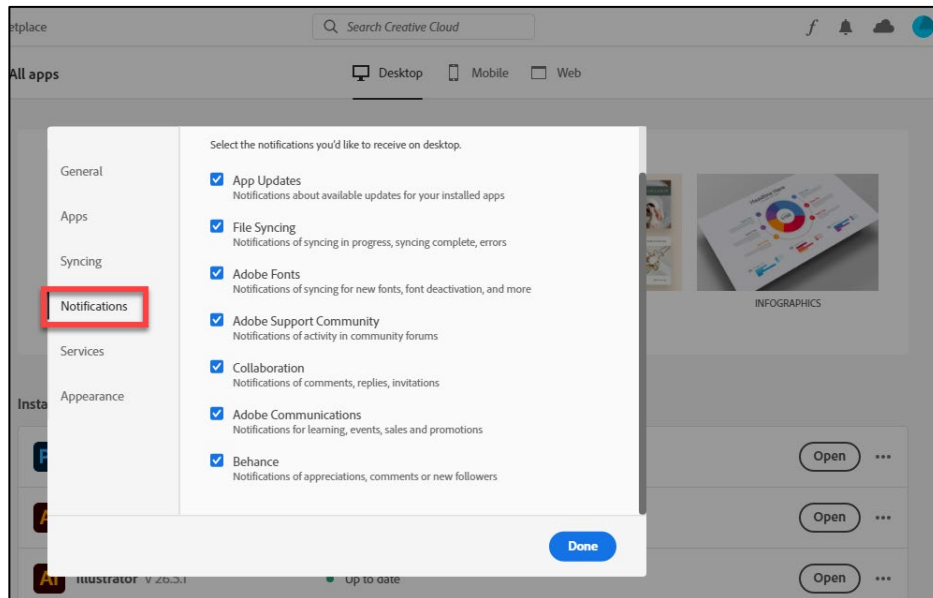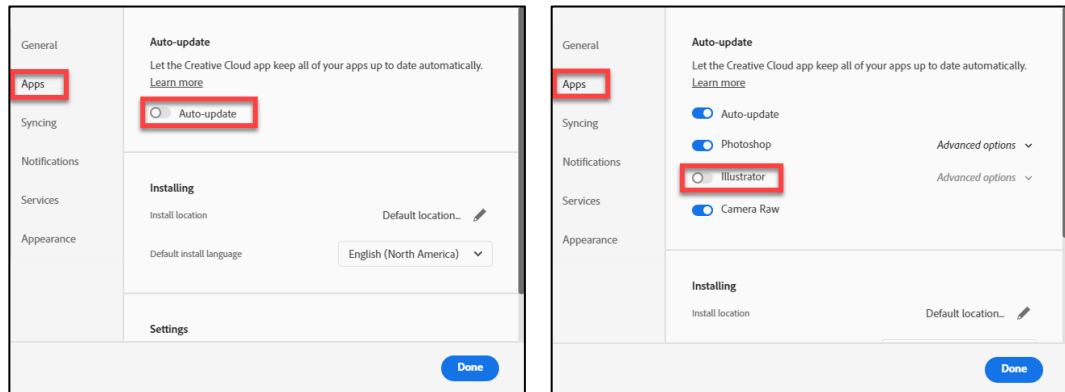

4. Select the **Syncing** tab and ensure **Pause Syncing** is enabled**,** which means Adobe's Creative Cloud is currently syncing all files, app updates, and notifications.

    Note: If you press Pause syncing, it changes to Resume Syncing, which pauses all notifications, updates, and files.

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5. Select the **Apps** tab, then deselect the **Auto-update** option.

   If you have multiple Adobe products, you can keep the **main auto-update option** checked for all programs, then deselect the **auto-update option for Illustrator**. These steps ensure that the latest Adobe Illustrator application works with the current YuniquePLM Design Suite+ plugin.


6. Press **Done** when complete.

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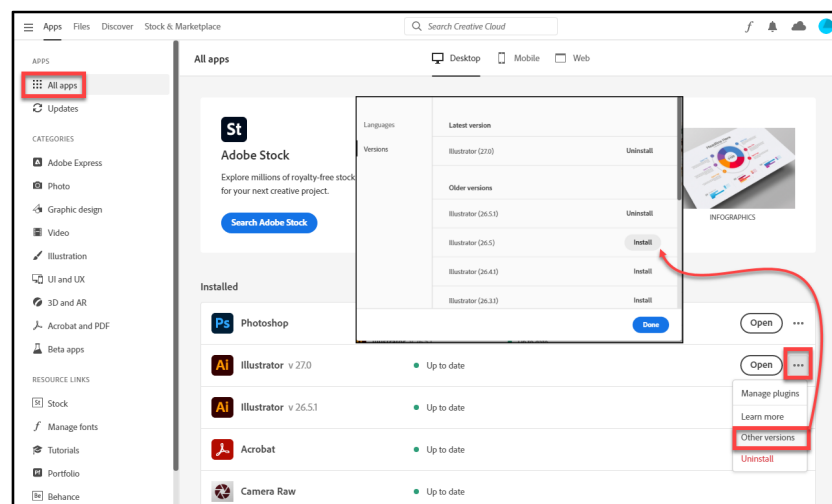
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3. INSTALL THE ADOBE ILLUSTRATOR APPLICATION

The Adobe Illustrator application is required. Follow the steps below to install the application. *Note: We recommend having one application version installed at a time.*

1. Select the **Apps** tab.

2. Click on **Illustration** to view a list of applications.

3. Locate Adobe Illustrator and select **Install** to begin the process.
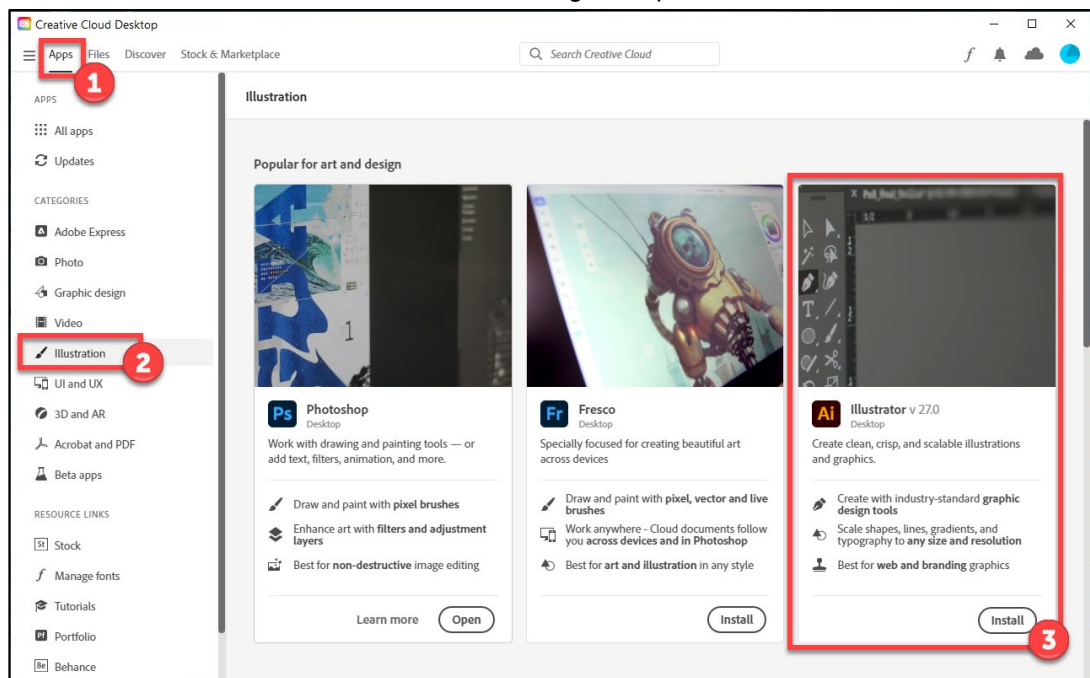
*Note: A list of available versions is accessible by selecting **All apps**, clicking the installed program's **overflow** icon, and selecting **Other Versions** to view a version list.*

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4. INSTALLING AND UPDATING THE PLUGIN

The YuniquePLM Design Suite+ is available for download from the Creative Cloud app or the Adobe Exchange website. The plugin is available in two versions; **YuniquePLM Design Suite** for YuniquePLM V7.X and **YuniquePLM Design Suite+** for YuniquePLM V9.X or later.

Installing from Creative Cloud

1. Select the **Stock & Marketplace** tab.

2. Click on the **Plugins** tab.

3. Ensure the **All Plugins** section is highlighted. If not, click it.

4. Type **YuniquePLM** within the *Search All Plugins* field.

5. Locate the *YuniquePLM Design Suite+* plugin and press **Install**. The plugin is available within the Adobe Illustrator application.
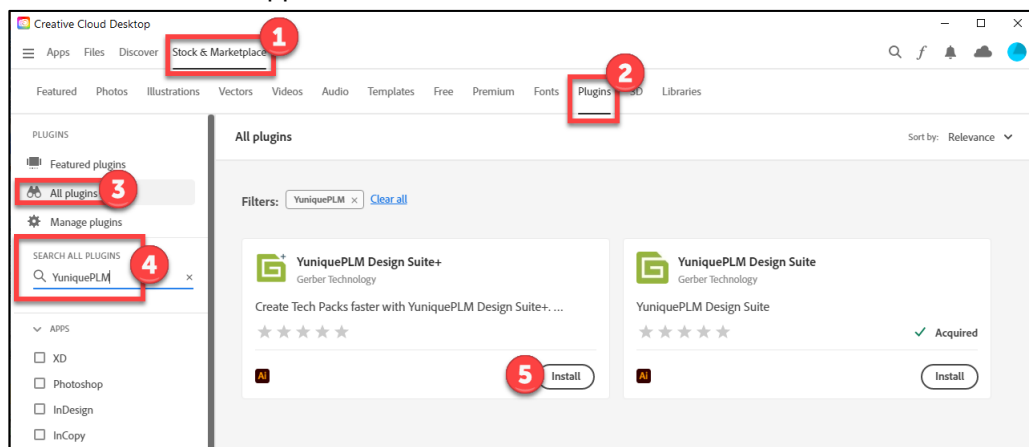
Updating from Creative Cloud

The YuniquePLM Design Suite+ plugin is updated, via the Creative Cloud Desktop application, when there is a new version of YuniquePLM. Follow the steps above to locate the plugin, then press **Update**.
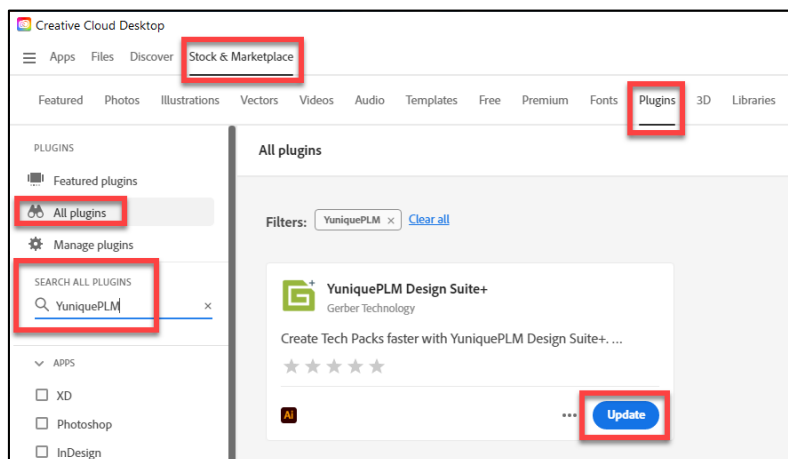
Adobe Exchange

Both plugins are available for download via the Adobe Exchange site
https://www.adobeexchange.com/creativecloud.html.

1. Type **YuniquePLM** within the search field to locate its plugin.

2. YuniquePLM has two plugins available on Adobe Exchange. Most users should select **YuniquePLM Design Suite+** if they use V8.X or later.

    - **YuniquePLM Design Suite+:** users of YPLM V8.X or later

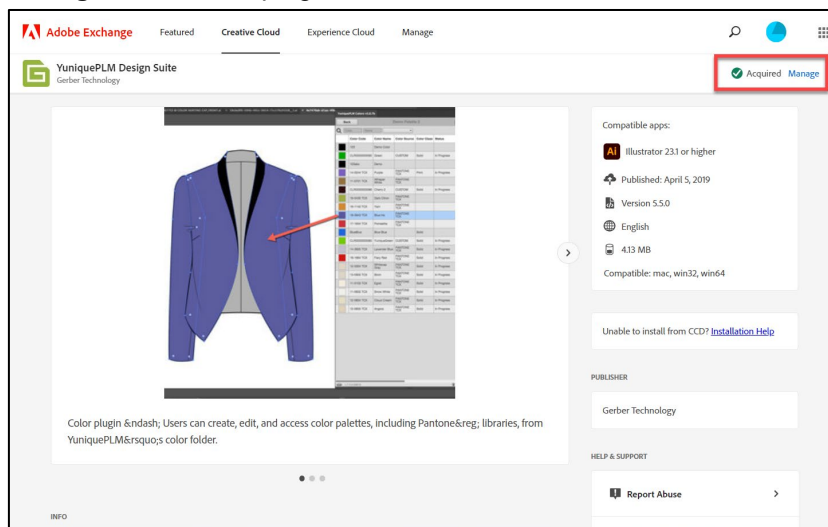   - **YuniquePLM Design Suite:** users of YPLM V7.X
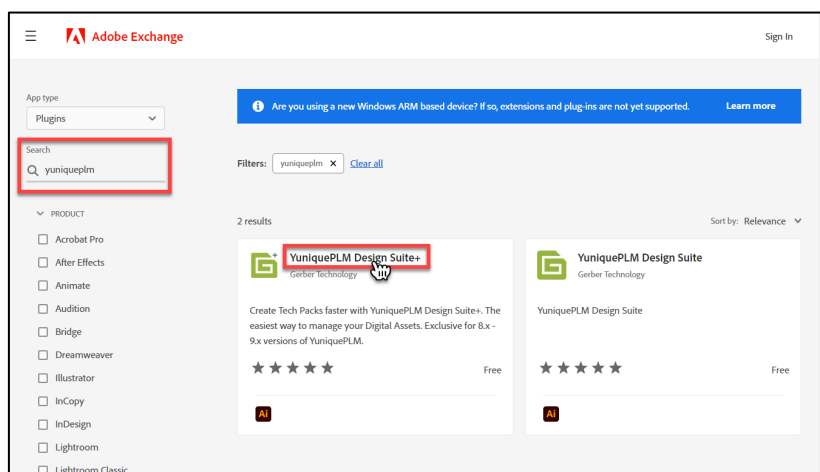
3. Press the **Free** button on the *YuniquePLM Design Suite+* product page.
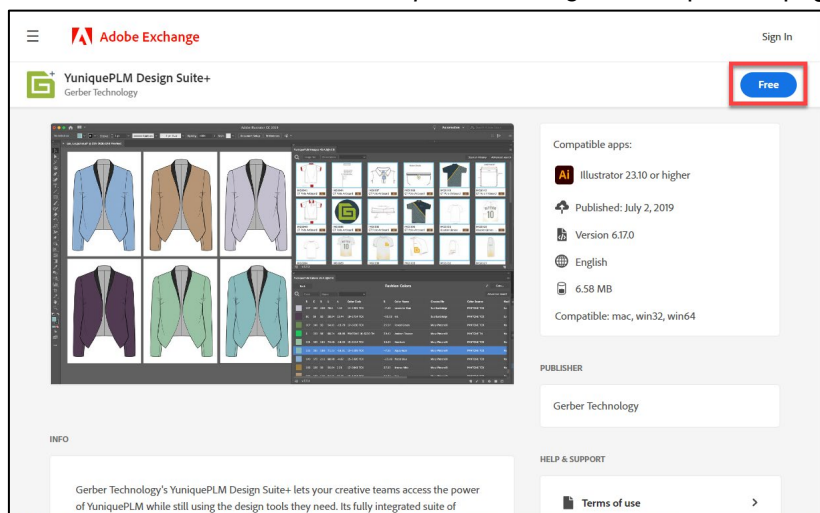
4. An End-User License Agreement appears in a separate window. Press the **Accept and Continue** button.
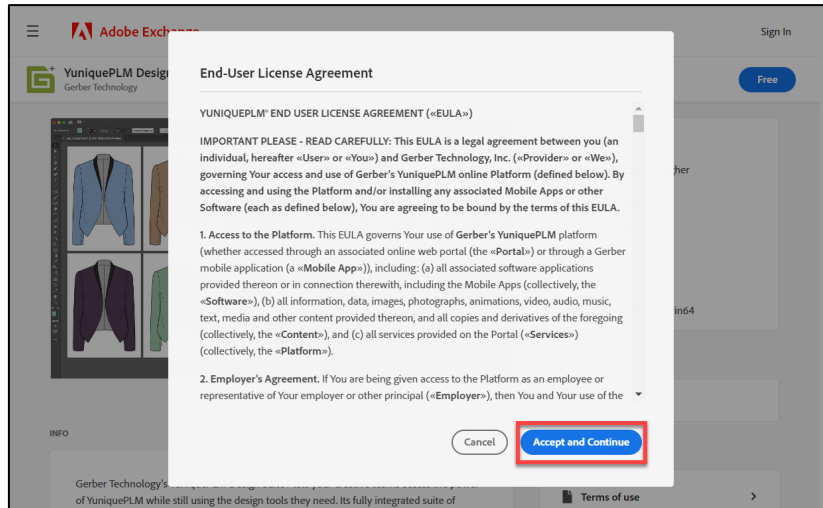
5. Sign in with your Adobe ID when prompted, and the plugin's status changes to *Acquired*. Select **Manage** to install the plugin.

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5. OPEN THE ADOBE ILLUSTRATOR APP

1. Open **Adobe Illustrator** via the Creative Cloud app or your computer's menu.

2. Open a **new** or **existing** Illustrator file.

3. The YuniquePLM plugin may appear in two locations within the *Window* Menu. Select one or more plugins to open and dock.

   a. Click the **Window** menu, then **Extensions,** and finally, select a **YuniquePLM** plugin extension, like *YuniquePLM Colors*.
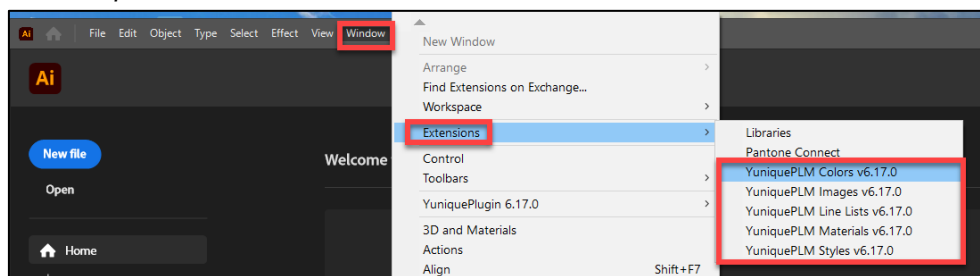
   b. Click the **Window** menu, then scroll down and choose a **YuniquePLM** plugin extension.
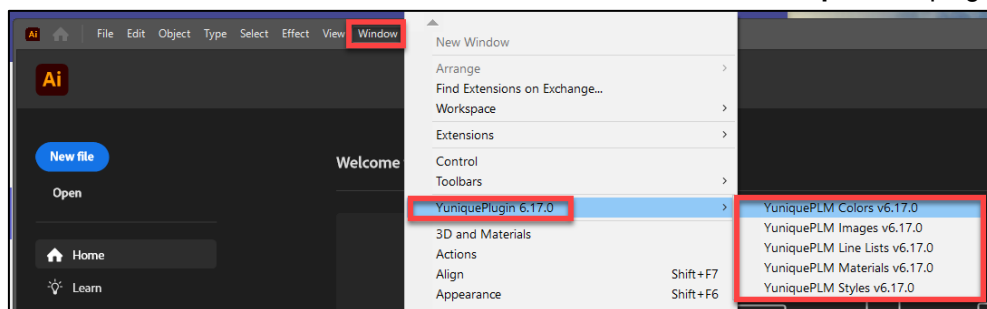
   Note: The YuniquePLM extension will not appear in the list if Adobe Illustrator is open during installation. Users experiencing this issue must re-launch the application to see the newly installed extension.

4. The *YuniquePLM extension* opens. Select the **Settings** icon to enter the *connection settings* of your YPLM instance.

   Tip!

   Enter a name within the *Environment Name optional* field to easily identify the current environment shown within the app header as stated in Step #5.

   Enable Save Shortcuts allows for the use of Ctrl +S to save edits to YPLM.

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Note: You need to enter the relevant connection information and credentials from the YuniquePLM application instance supplied by your system administrator. The details for Server, API, and PLM Instances are found within the Admin>WS Clients and Tools>Adobe Integration Services area of YuniquePLM. The user must have permission to access these areas: Image, Color, Style, Material, and Line List.
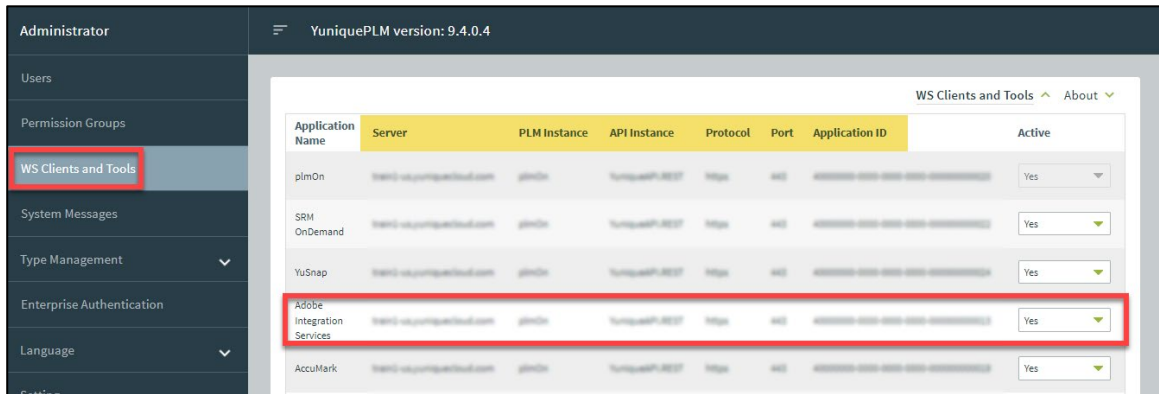
*Note: Users can now configure the color theme to match the YuniquePLM plugin. Use the **Adobe Preferences** menu (MAC: Illustrator CC> Preferences; PC: Edit> Preferences) and navigate to the **User Interface** area. Select a desired color to match the AI application.*
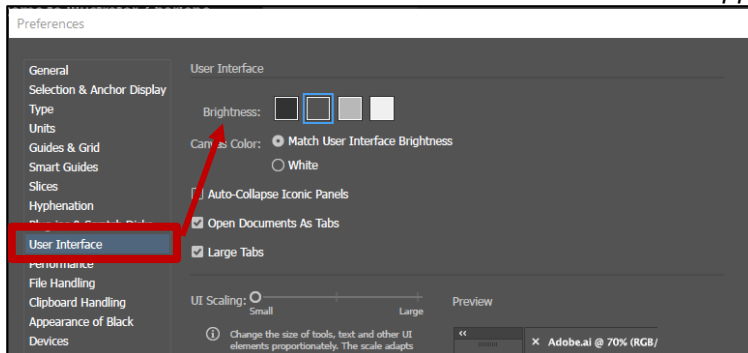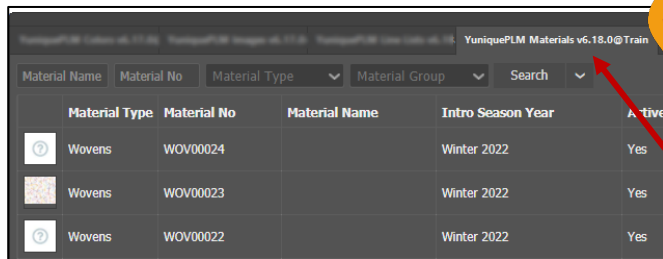

5. Enter your **YuniquePLM username** and **password,** then press **Logon**.
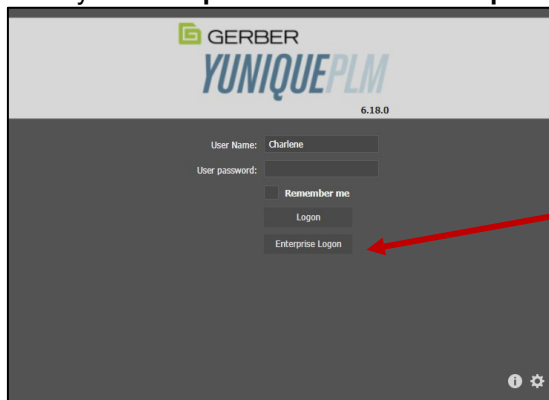
Using Enterprise Logon?

Click Enterprise Logon to launch a new browser where you can enter your logon credentials using an external identity provider which is configurable within YuniquePLM.

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6. Logging into <u>one</u> extension automatically logs the user into all extensions, provided the user has permission for those areas in YuniquePLM.
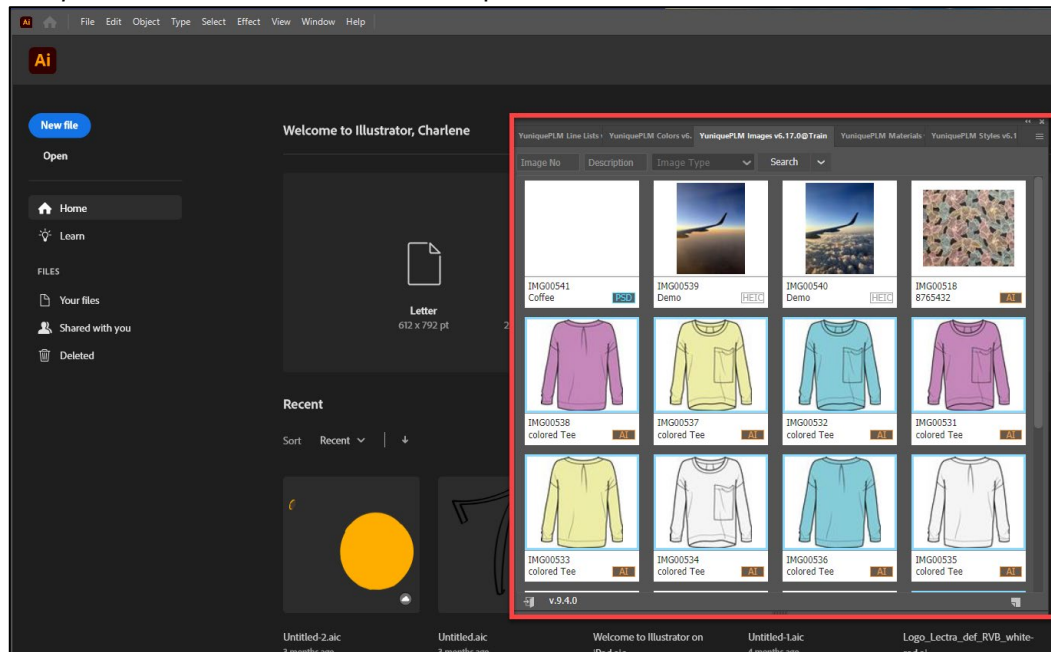

Tip!

The environment name is reflected within the tab. Ex: *YuniquePLM Materials v6.18.0@Train*

7. After logging in, each extension can be docked onto Adobe Illustrator's workspace. Click and drag a plugin into the desired dock area highlighted in blue. For more information regarding *customizing the workspace,* refer to Adobe Illustrator's help section.

The YuniquePLM plugin is now ready to use with Adobe Illustrator.

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6. USING THE PLUGIN

The YuniquePLM plugin consists of the following extensions: Colors, Images, Line List, Materials, and Styles.   The Artboards section is only available within the Image and Style extensions. Please select a category to jump directly to its section within this document.

Tip!

The dynamic Panel menu provides users with various options throughout each of the plugins.

Note: The **refresh** link syncs the Adobe plugin with YuniquePLM ensuring the user has the latest files.

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6.1 Colors

The **Colors** extension lists existing Color Palettes within the Color Folder. Refer to section 5. Open The Adobe Illustrator App to learn how to access each extension.

Once Color opens, users can **create a new color palette**, which is saved into YuniquePLM, or **choose an existing color palette** created within YuniquePLM to use in the Adobe Illustrator workspace. Let's begin with creating a new color palette.

6.1.1 New Color Palette

1. Click the **add new** icon at the bottom right corner of the page to create a new color palette.
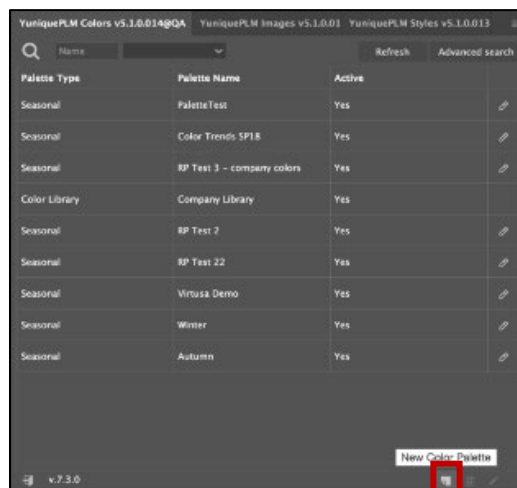
2. A new window opens. Select a *Palette Type,* enter a *Palette Name,* and select an *Active* status from their respective fields. Click **Save** to create the palette.
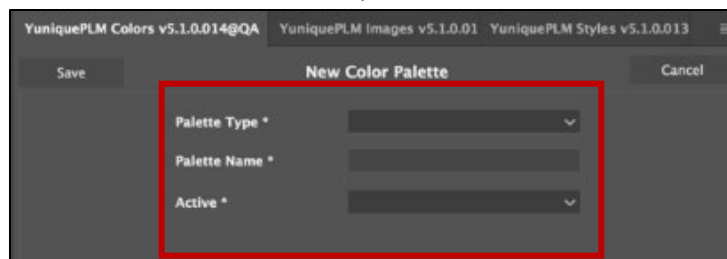
3. The newly created Color Palette opens with an empty list.

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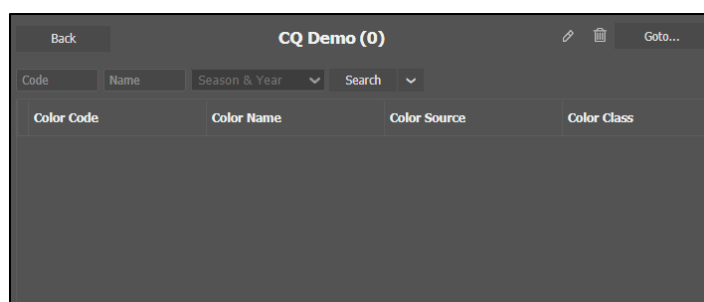
6.1.2 New Color Chip

1. Add new colors by selecting the **new color chip** icon at the bottom of the color palette screen.
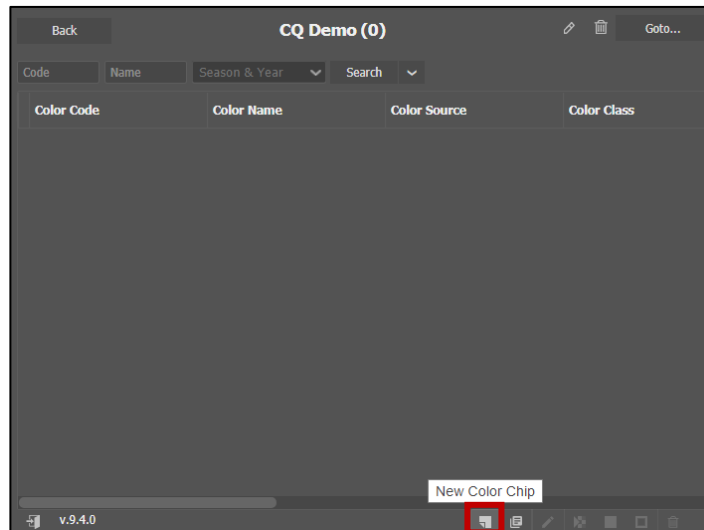
2. The *New Color Chip* window opens, allowing the user to enter a *Color Code, Color Name, Color Source, Color Class, Color Status, Keywords, RGB Value,* or *Hex Value*.

   Click the **color chip thumbnail preview** or the **RGB button** to open the Color Picker window and select a desired color. Once finished, click the **OK** button to confirm.

Tip!

The *Import from Swatches* button allows users to pick colors from Adobe's color swatch library.
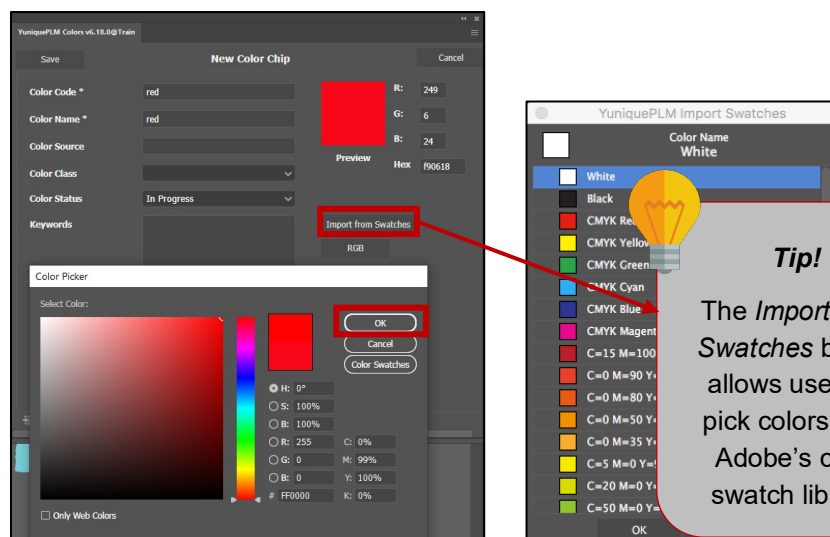
3. After selecting a color, click **Save** to add it to the color palette in YuniquePLM.

4. The newly saved color chip opens to its *Edit Color Chip* window. Users may link an image to the color chip. Select the **Link Image** button to open the link image window. *Choose an image,* then press **Link Image**. Once complete, press **Back** to return to the newly created Color Palette page.
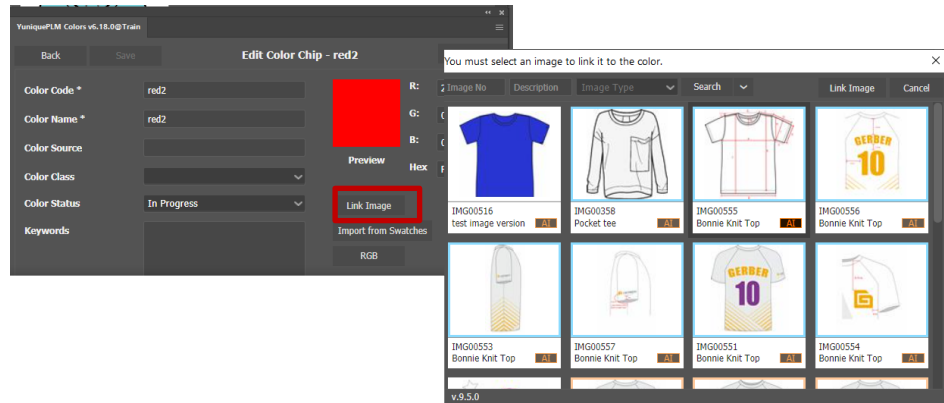
5. The newly added color now appears in the Color Palette. Repeat the steps to include additional color chips.

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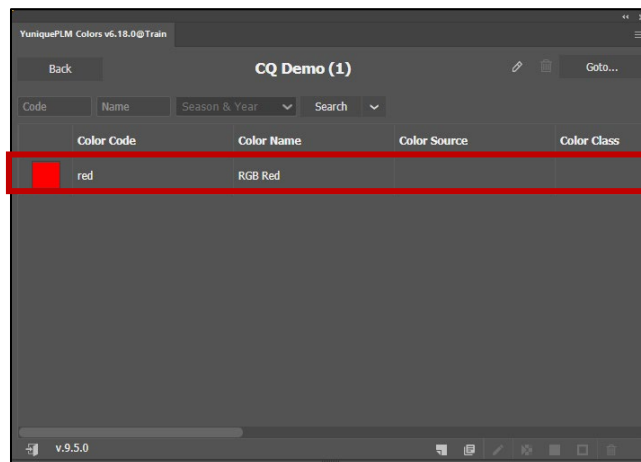
6.1.3   Add from Library

New colors can be included in a color palette from YuniquePLM's Color Library. Users can now access their favorite colors from libraries such as Pantone, A&E, and Coloro.

1. Press the **Add from Library** button to view a list of color libraries.
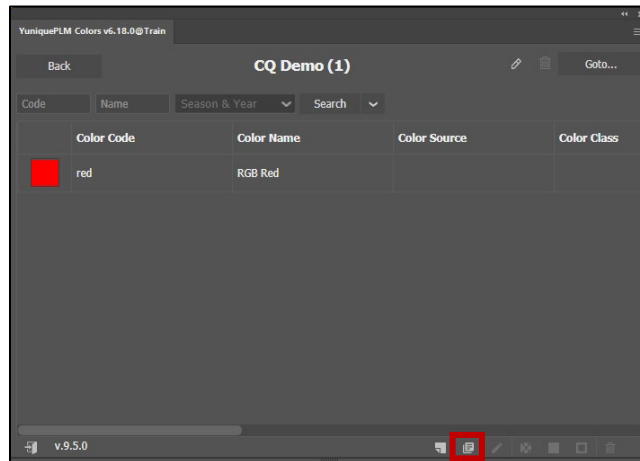
2. A new window opens with a list of available color libraries from YuniquePLM. Select a **color library** to view a list of colors.

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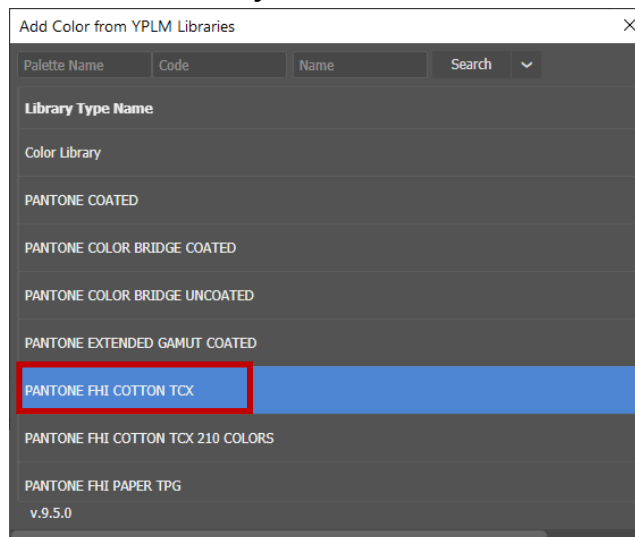
3. The selected color library opens and displays a collection of colors. **Check one or more colors,** then press **Add Colors**.
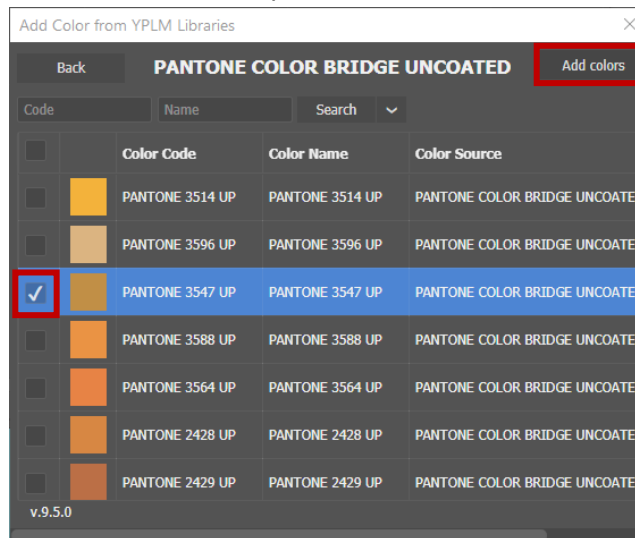
4. A confirmation window appears, notifying the user of the successful addition of the new color. Press **okay** to confirm the additional color and press **Back** to return to the primary color palette window.

Tip!

Quickly add a color by clicking and dragging it onto the Adobe Illustrator workspace.

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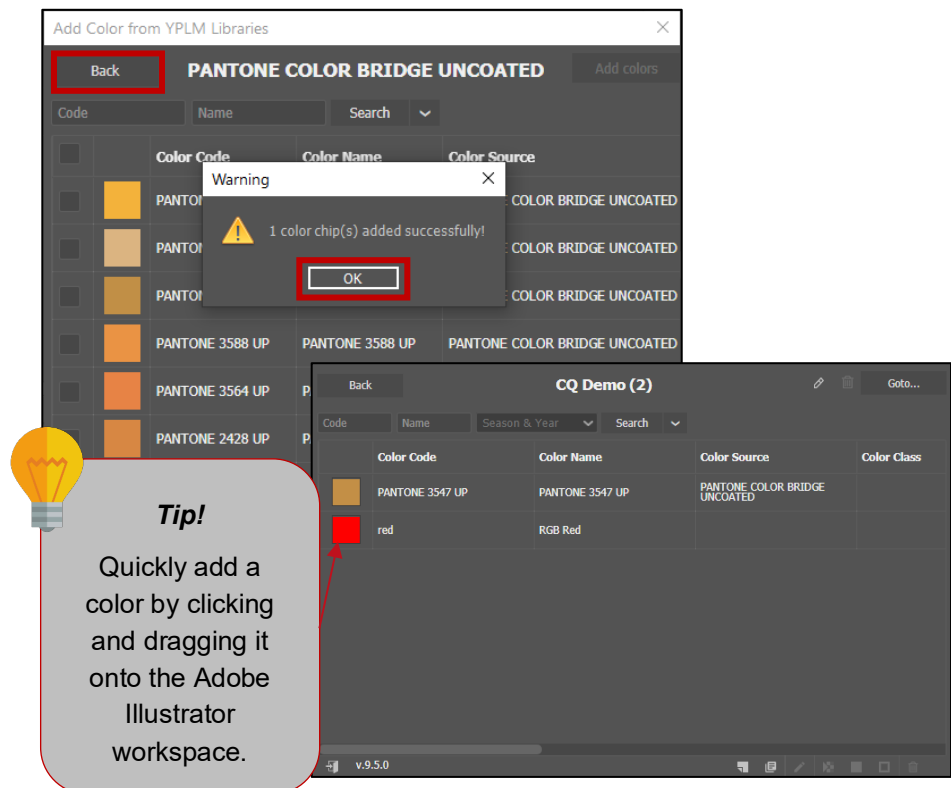
5. Users may add a Color Palette or Color Chip to Adobe Illustrator's Swatches panel using the **Add to Swatch** icon.
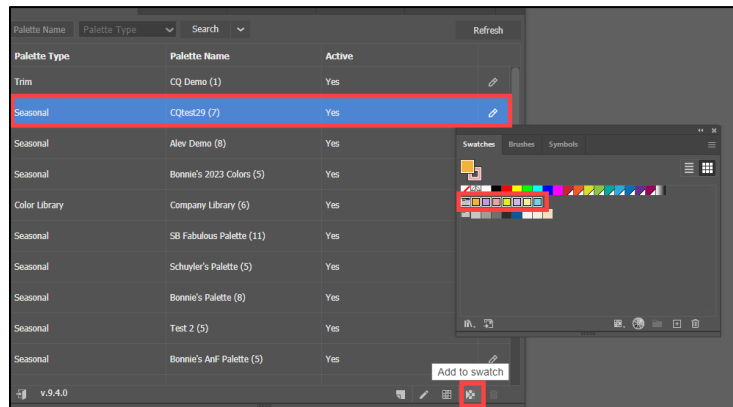
6. Also, users can quickly **Set Fill Color** or **Set Stroke Color** by selecting the desired color and pressing its respective icon.

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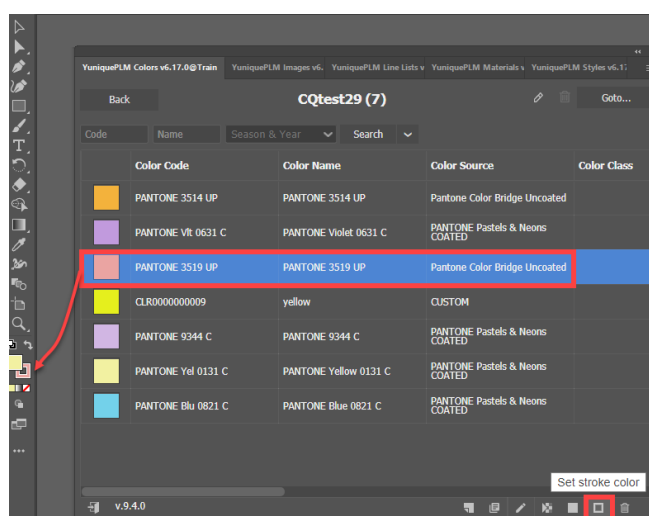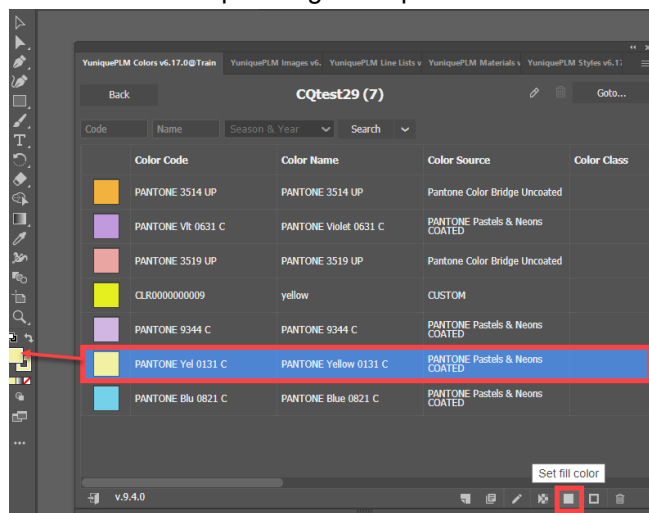
6.1.4   View Existing Color Palettes

1. Use the *Palette Name, Palette Type,* or *Search* fields to locate a desired color palette. Click the color palette's respective **pencil** icon to view and edit.

Tip!
Use the bottom icons to **create a new color palette**, **view a color palette, edit the selected color palette**, **add to swatch,** or **delete a color palette**.

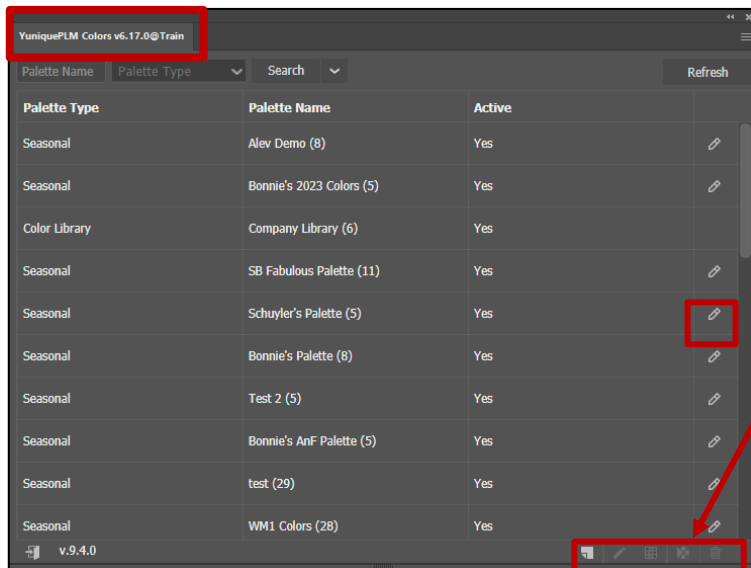2. A new window opens, displaying the selected color palette's detail. The *palette type, palette name,* and *active* fields can be modified. A new palette type and name can be created by entering a different name and selecting a different palette type. Please note that the fields that appear throughout the extension might differ based on the configurations within the environment.

3. Click **Save** to keep the changes or press **Back** to disregard and return to the list of color palettes.

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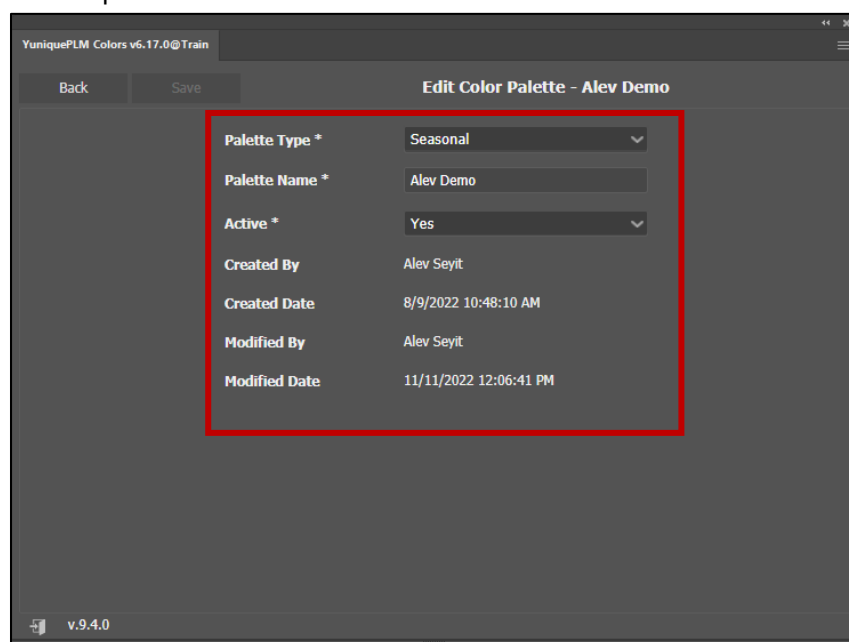
4. Select an existing Color Palette by double-clicking to view all its colors.

5. Colors within the palette may be searched using the **search fields** or **Advanced Search** options at the top of the window. Click the **Back** button to return to the Color Palettes list view.

Tip!
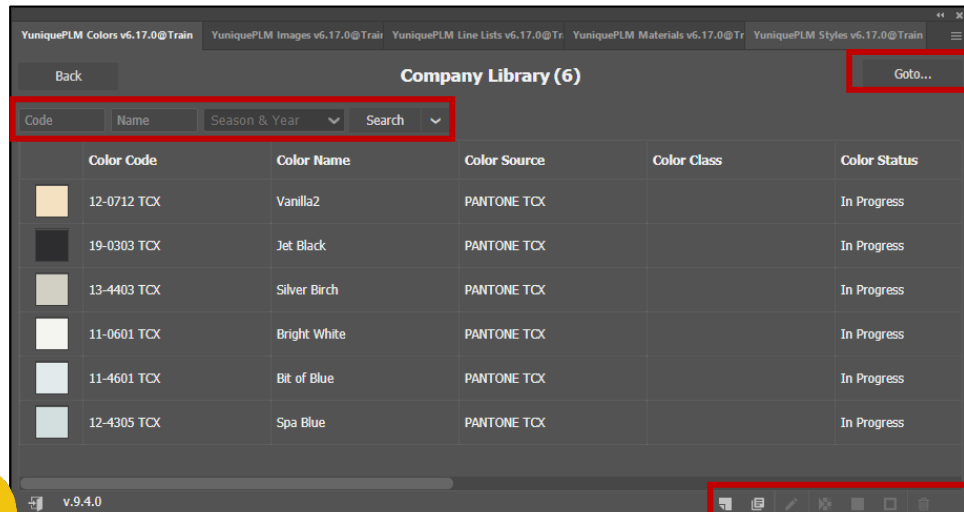
Pressing the **Goto** button opens a browser to the selected color palette in YuniquePLM.
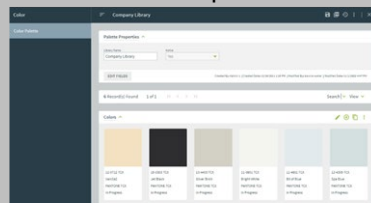
Use the bottom icons to **add a new color chip, add from library, edit selected color chip, add to swatch, set fill color, set stroke color,** or **delete the selected color chip.**

6.1.5 Edit a Color Chip

1. Double-click a color chip to open its window, which contains specific information associated with the color. Here, users can modify the *Color Code, Color Name, Color Source, Color Class, Color Status, Value (RGB and Hex value), Link Image*, and *Import from Swatches*.

Tip!

The *Link Image* button opens a new window so the user can select an image to link with the selected color chip.

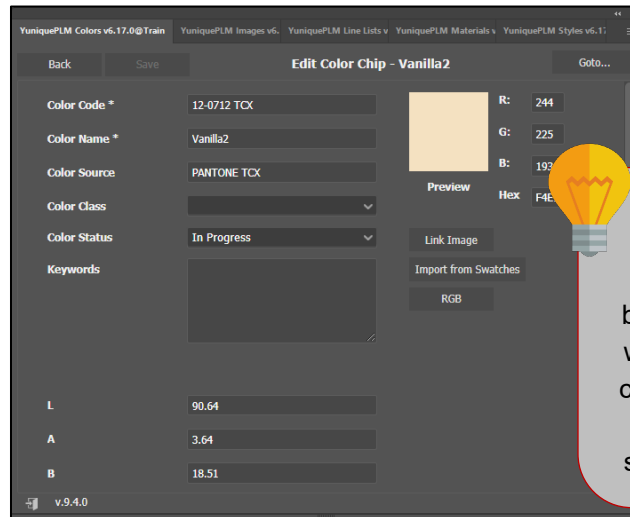2. The user may change the color by clicking the **color chip preview thumbnail** to launch the *Color Picker* window. Choose a color by clicking within the colored area or changing the values associated with the color. Once finished, click **OK** to keep the changes or **Cancel** to disregard any changes made. Press **Back** twice to return to the color palette list.
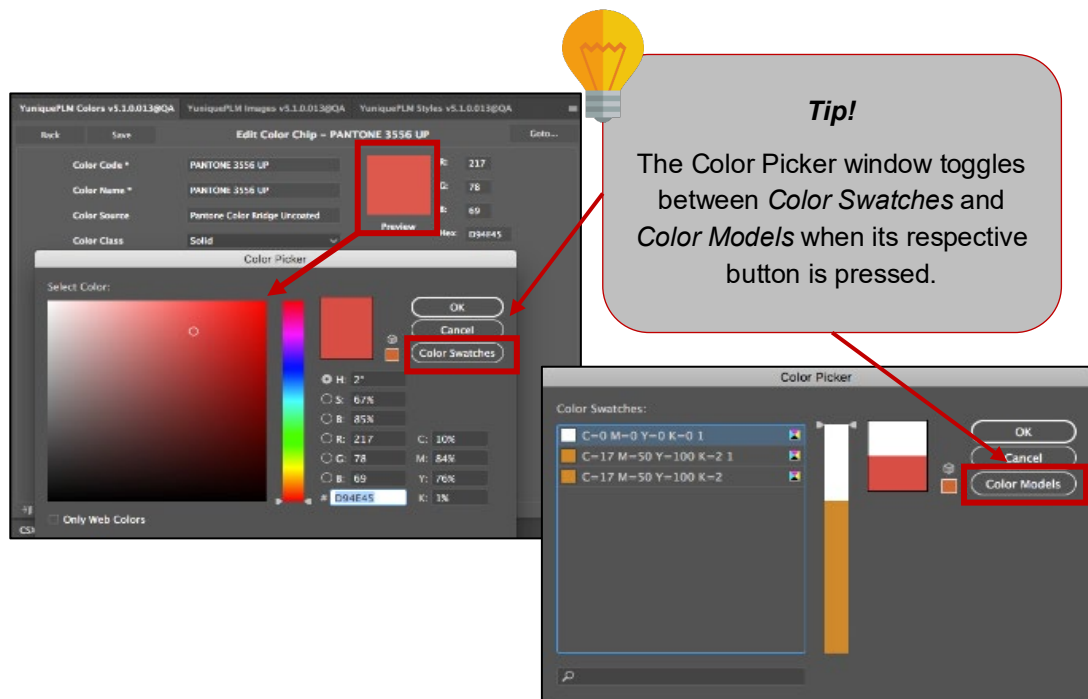
Tip!

The Color Picker window toggles between *Color Swatches* and *Color Models* when its respective button is pressed.

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6.2 Images

The **Images** extension displays a list of images from the *Image Folder*. Refer to section 5. Open The Adobe Illustrator App to learn how to access each extension.

Once the Image extension opens, users can **create a new image**, which is saved into YuniquePLM, or **choose an existing image** created within YuniquePLM to use in the Adobe Illustrator workspace. Let's begin with creating a new image.

6.2.1 New Image

1. Click the **New Image** icon at the bottom right corner OR click on the menu within the top right corner and select **New Image**.
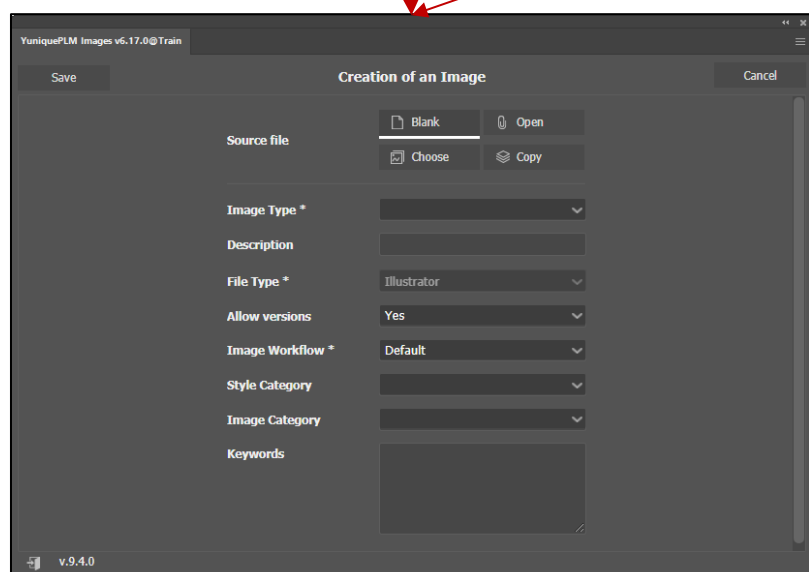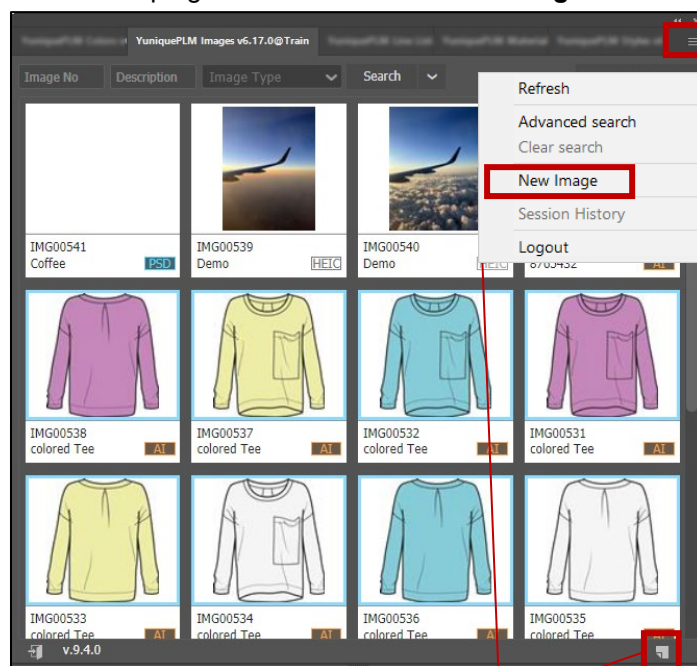
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2. The user can open a *blank file, open a file* stored on the local drive, *choose* from a list of available open documents, or *copy* an image from the image library. For example, the user would choose from a list of opened Illustrator files imported into the system after making some modifications. Select a **Source File option,** then enter the image's header information into the corresponding data fields.
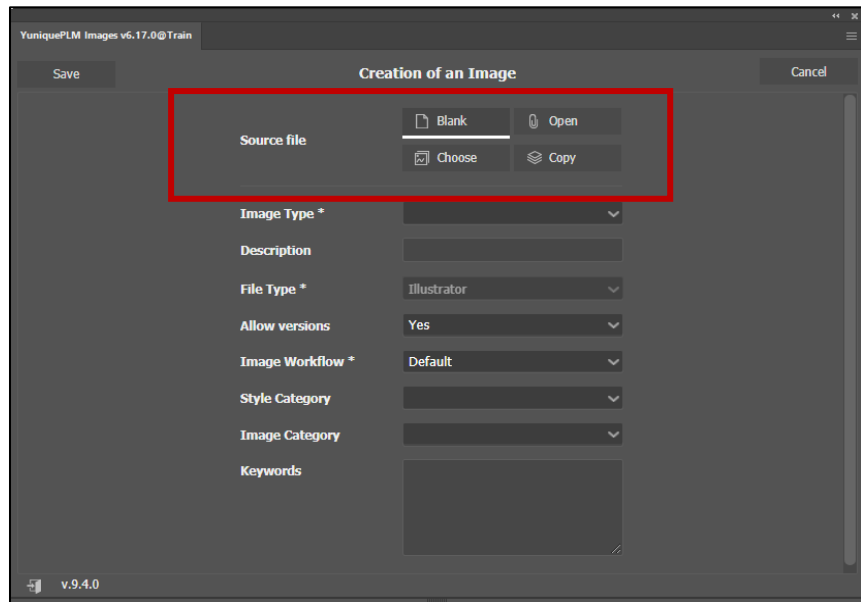
3. The newly added image appears in the upper left corner above previously viewed or edited images. Once finished, click the **Save** button.
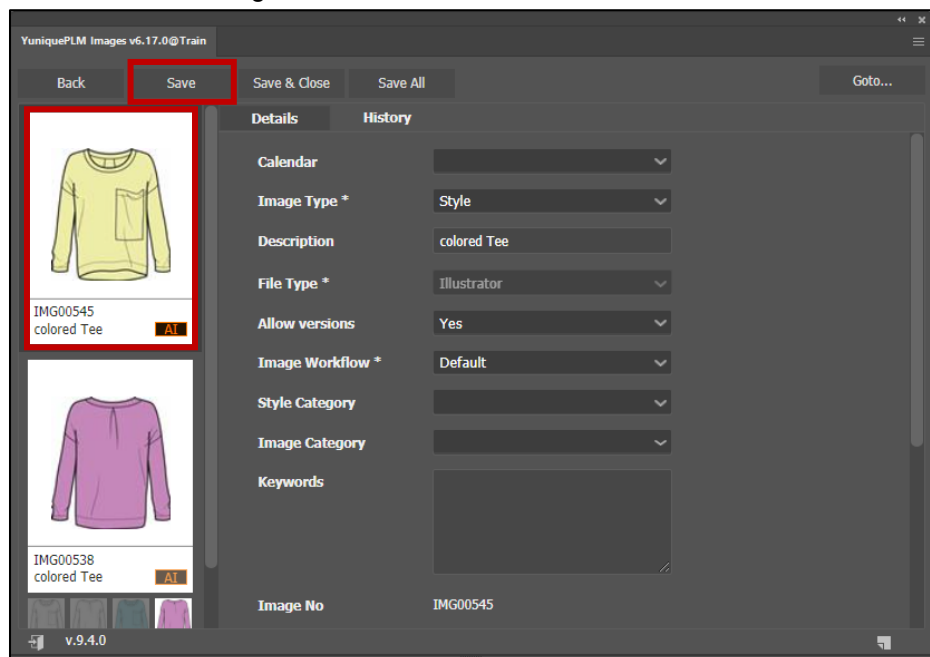
4. Press **Back** to return to the main image screen.

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6.2.2 View Existing Image

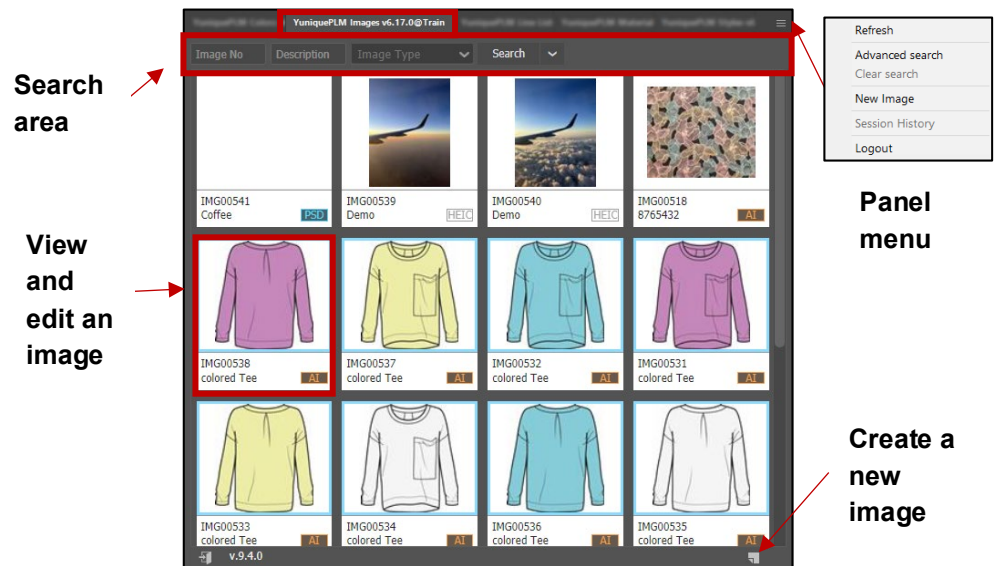1. Search for the desired image using the *search filters* option. A list of images, identified by their name and file type (*AI, PNG, JPG, PSD, and HEIC*), appear for users to choose from. *AI's files are currently the only editable format.*

2. *Double-click* an **image** to view its edit options.

3. Users may edit header information within the data field entries. Click **Save** to keep the changes.

Tip!

Filenames within the Image area now follow a new naming convention.

- Image description_image#_version #.jpg

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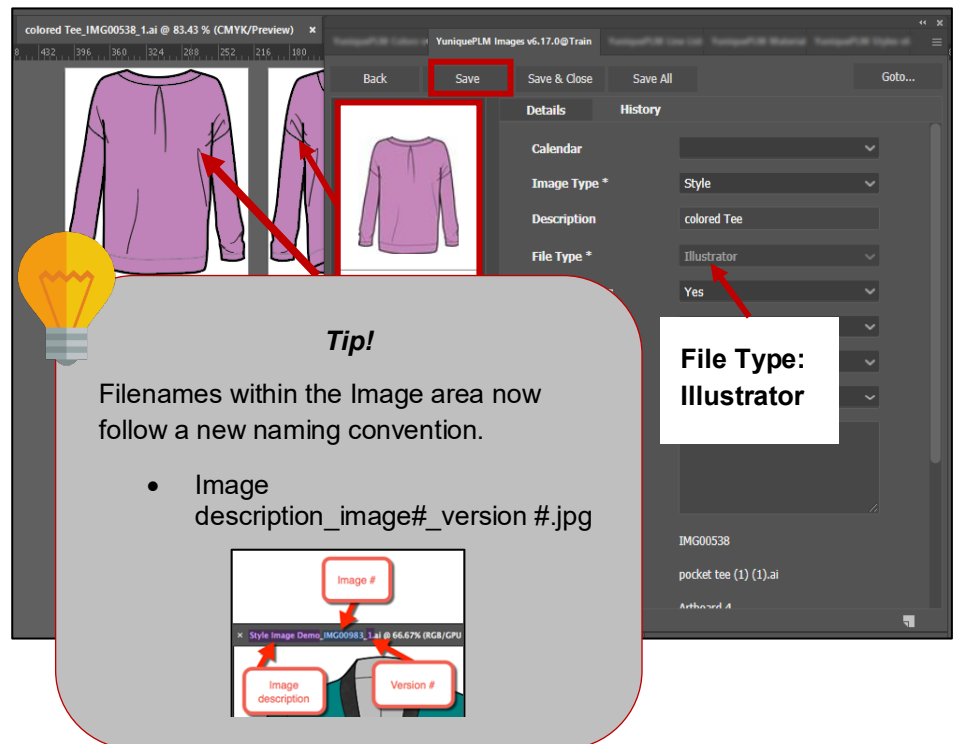
a. Are you using an Illustrator file? *Double-click its thumbnail* to open it in Adobe Illustrator. Apply any necessary changes to the image and click **Save**.

Tip!
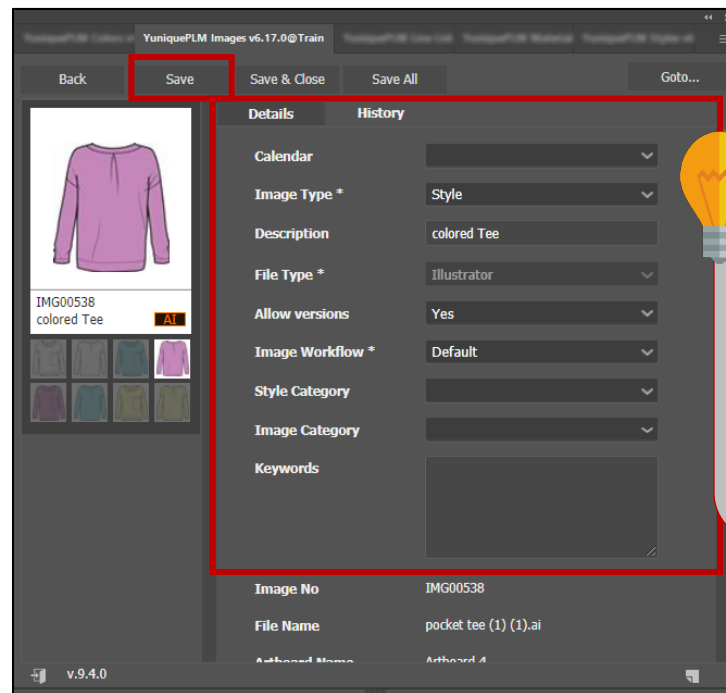
Pressing the **Goto** button opens a browser to the selected image in YuniquePLM.

b. Click the **History** tab to view the image's previous modifications.

Tip!

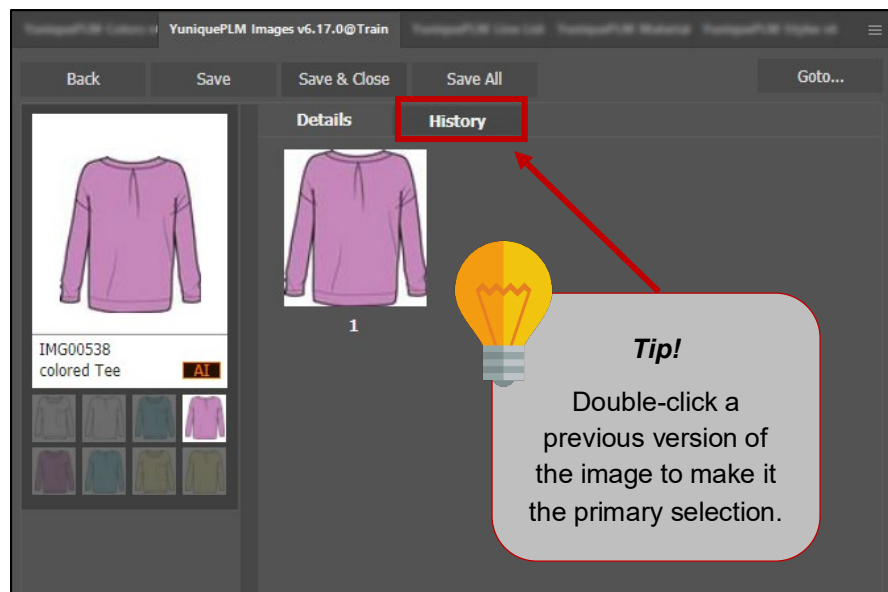Double-click a previous version of the image to make it the primary selection.

4. Click the **Back** button to return to the *Image* search results window.
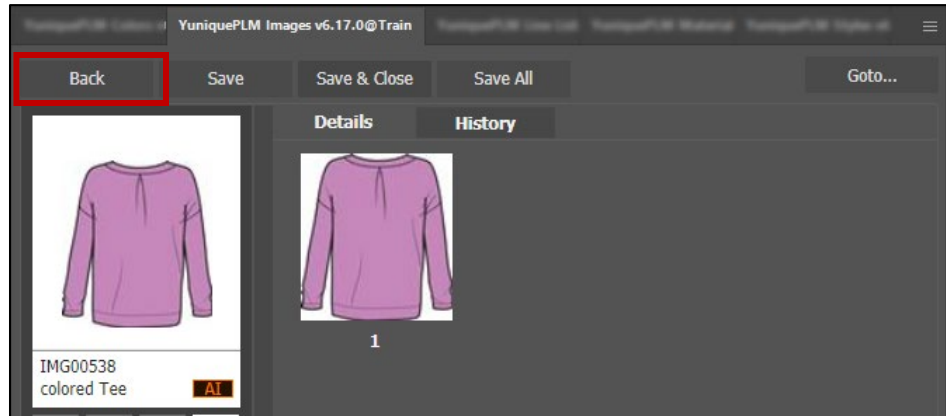
5. Users may select another image from this area or search for another using different image attributes. *Double-click* an image to view its attributes.

Tip!

Press the **Session History** button to return to the last edited image.

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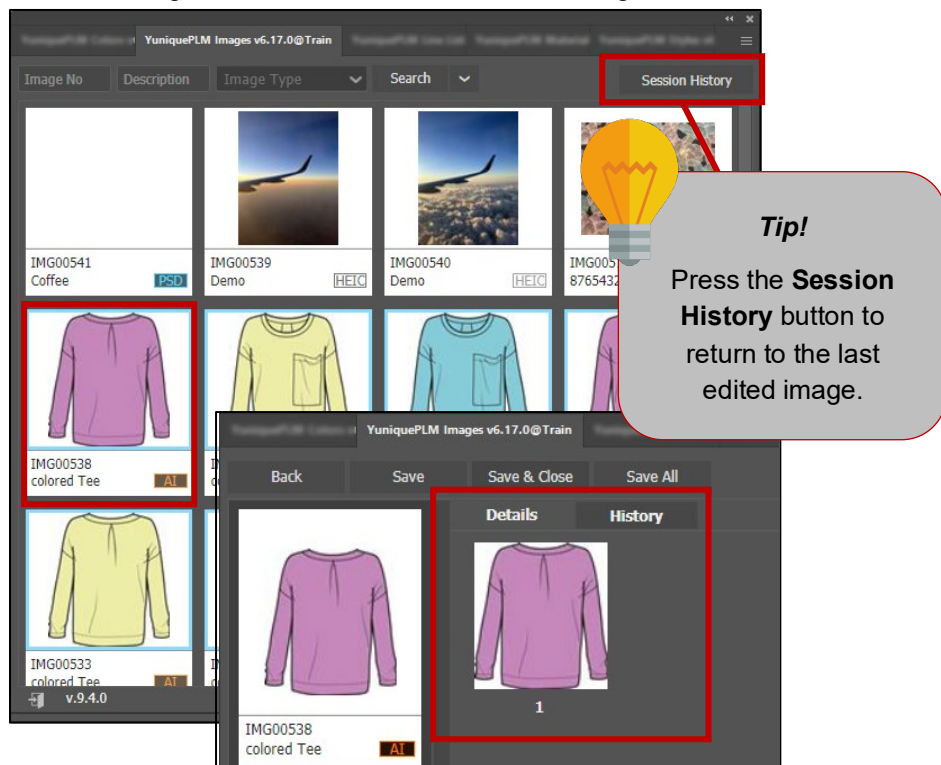
6. This image appears in the left thumbnail column above the image previously edited. Users may change the image header information or the image itself if it is an Illustrator file. Press the **Save** button to keep any changes made to the current image.

    Remember, the *Save & Close* button saves changes and closes the current image. The *Save All* button saves every image currently opened.
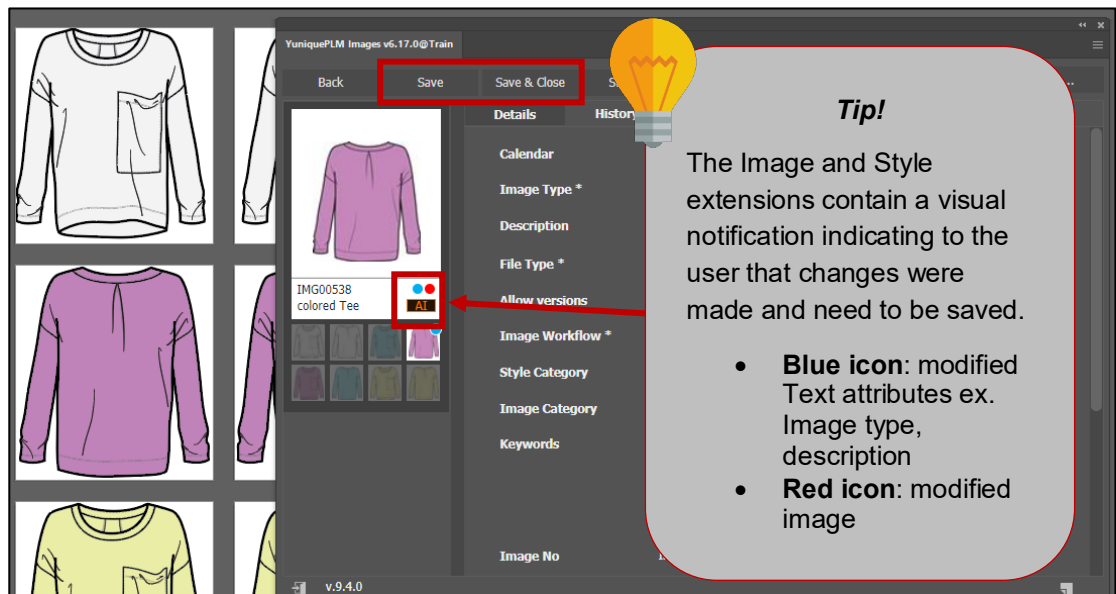

7. Close an Image from the Session History by clicking the **X** button at the top right corner. Please note that this does not delete the image; it just removes it from your session history.

8. Press **Back** to return to the Image Folder main screen.

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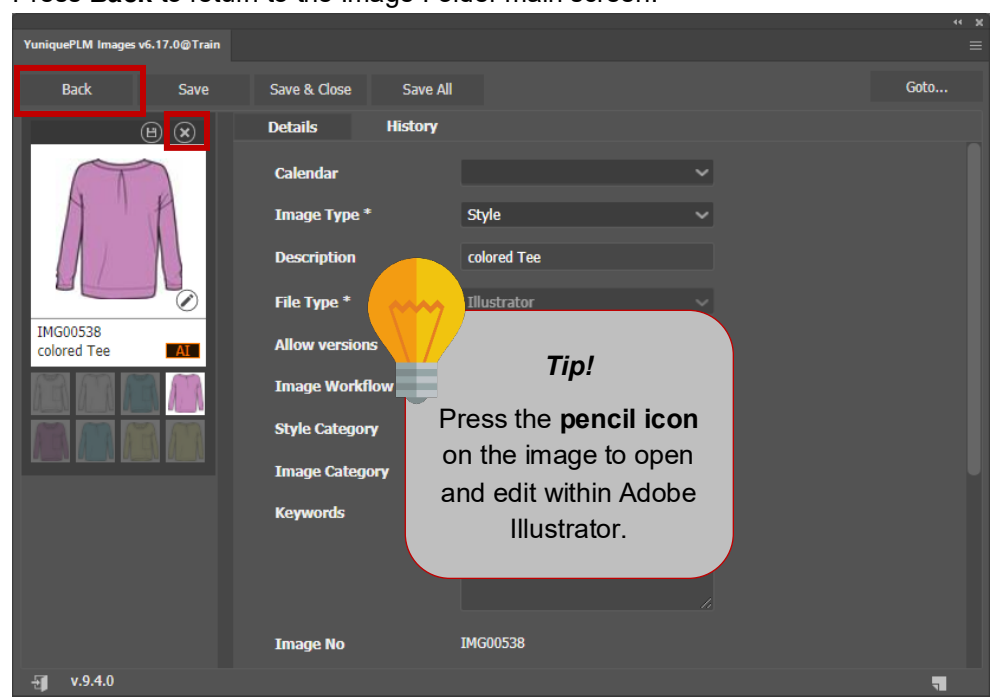
6.2.3 Adding a Color Swatch to an Image

Users can modify the colors on an image using a color chip from the YuniquePLM Color app.

1. With an image opened on the main workspace, ensure the *YuniquePLM Color* app is also opened.

2. Select Adobe's **Direct Selection** tool, then *click and drag* a **YuniquePLM color swatch** onto the image. Once the color swatch is dragged onto the image, the color swatch is displayed along with the color code and name assigned to the color chip.
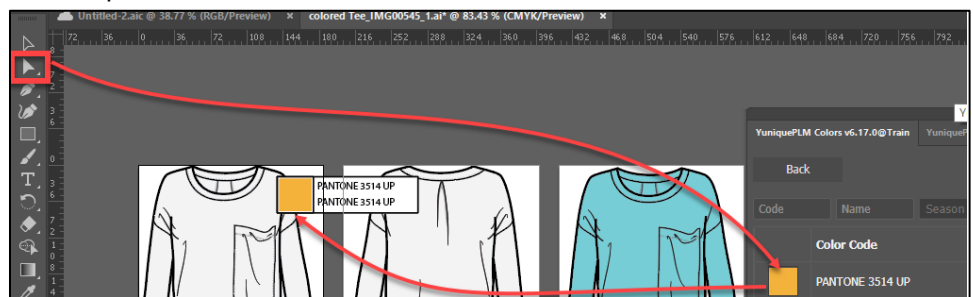
3. Select the **color square** and drag it to the *Swatches* tab.
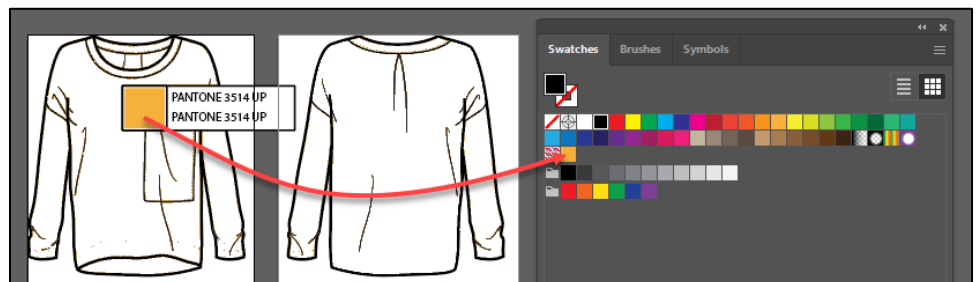
4. The color swatch is now available on the image using Adobe Illustrator's tools. Use the *direct selection* tool to **drag the color swatch** onto desired areas of the image.

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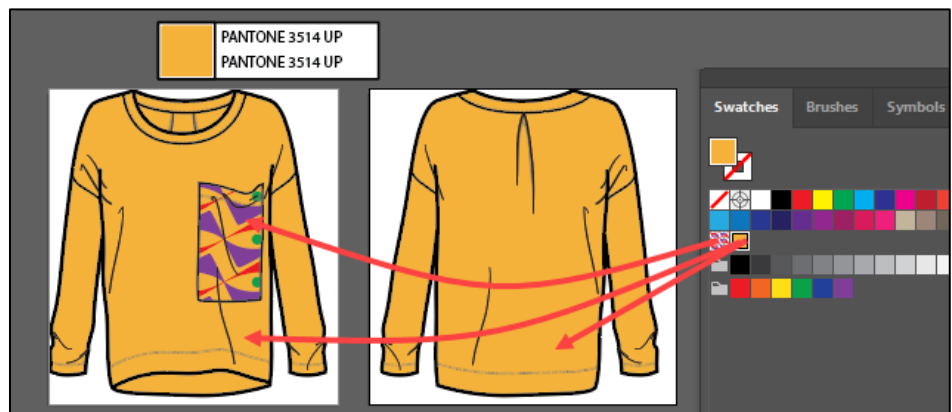
6.3   Line List

The **Line List** extension displays existing Line Lists created in YuniquePLM. Users can also create and edit line lists while adding and removing Styles from the Line List. Refer to section 5. Open The Adobe Illustrator App to learn how to access each extension.
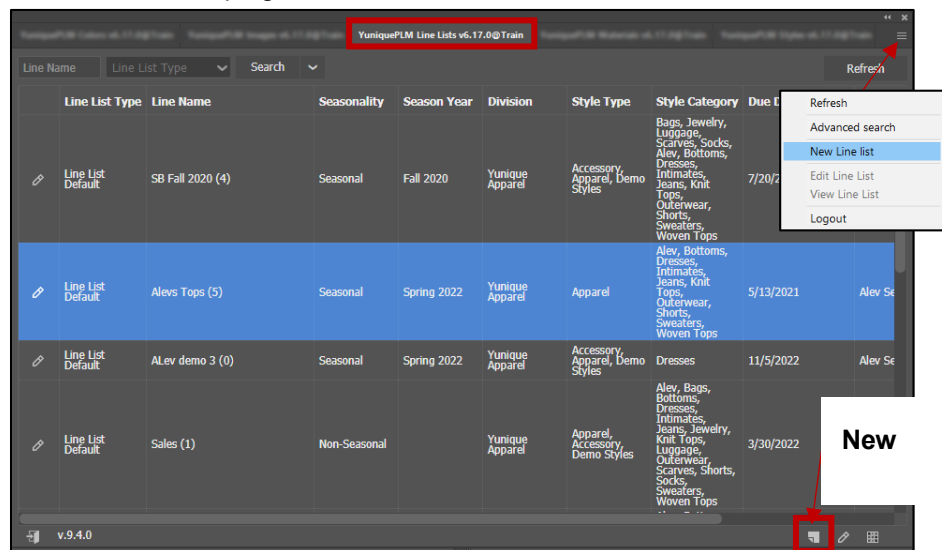
Once the Line List extension opens, users can **create a line list** that will be saved into YuniquePLM or **choose an existing line list** created within YuniquePLM to use in the Adobe Illustrator workspace. Let's begin with creating a new line list.

6.3.1   New Line List

1. Click the **New Line List** icon at the bottom right-hand corner OR click on the menu within the top right corner and select **New Line List**.

2. Add the necessary information within each field, then click **Save** to keep the changes.

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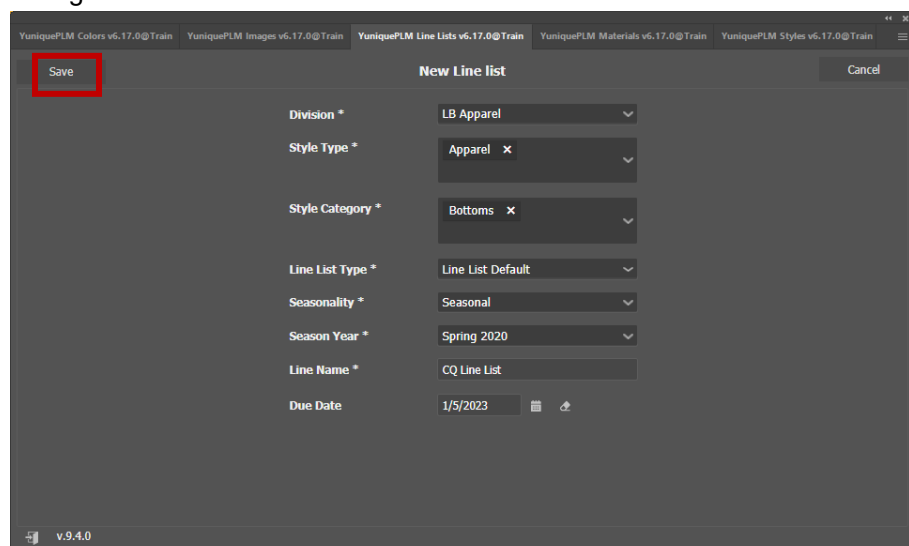
3. A new window opens where styles can be added to the new line list.
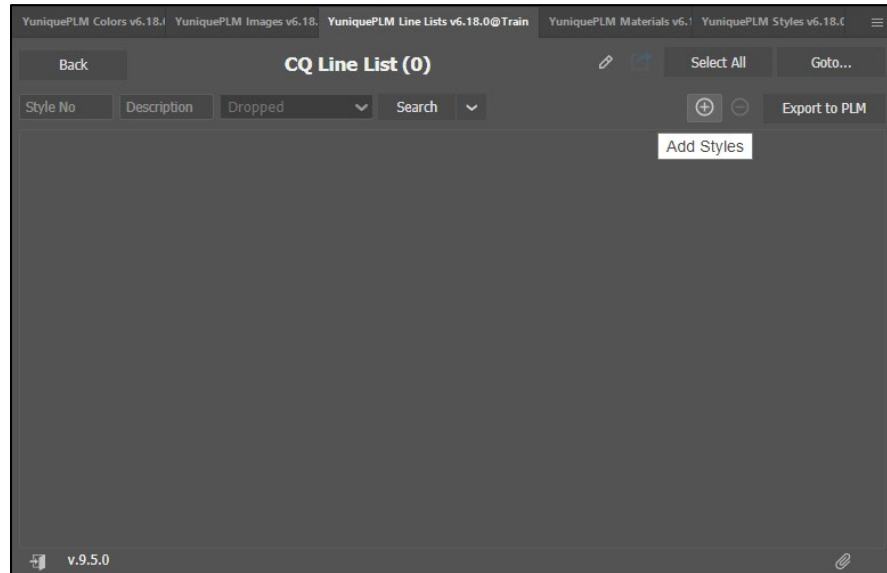
6.3.2   Adding Styles to a Line List

1. Press the **Add Styles** icon within the new line list to open its window.

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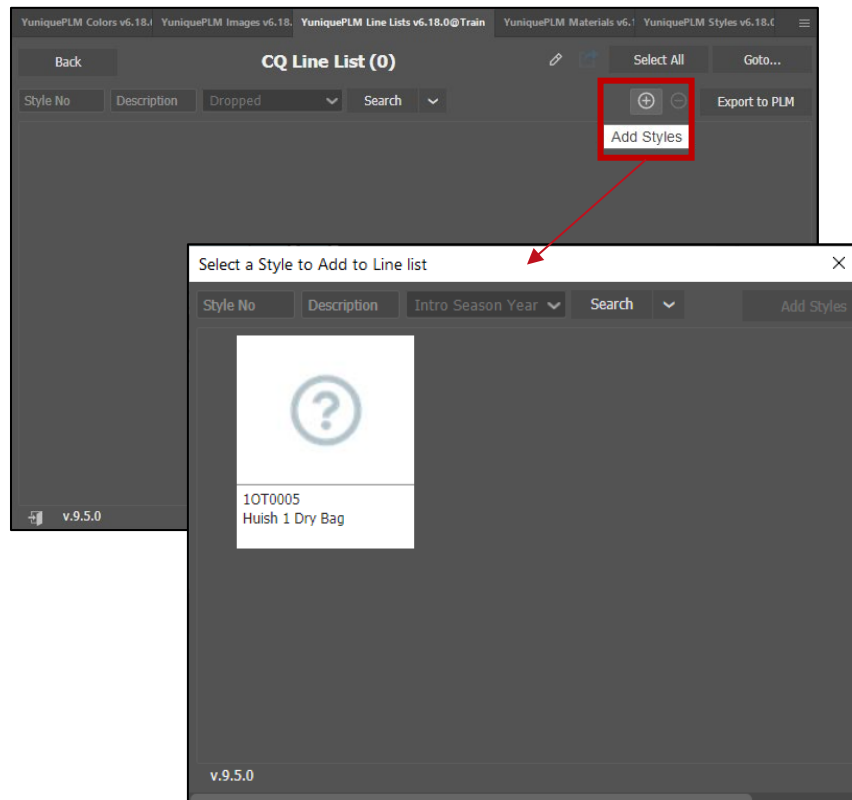
2. Select a Style, then press **Add Styles**. The Style has been added to the new Line List. Add more Styles as needed. Press **cancel** to return to the line list page.

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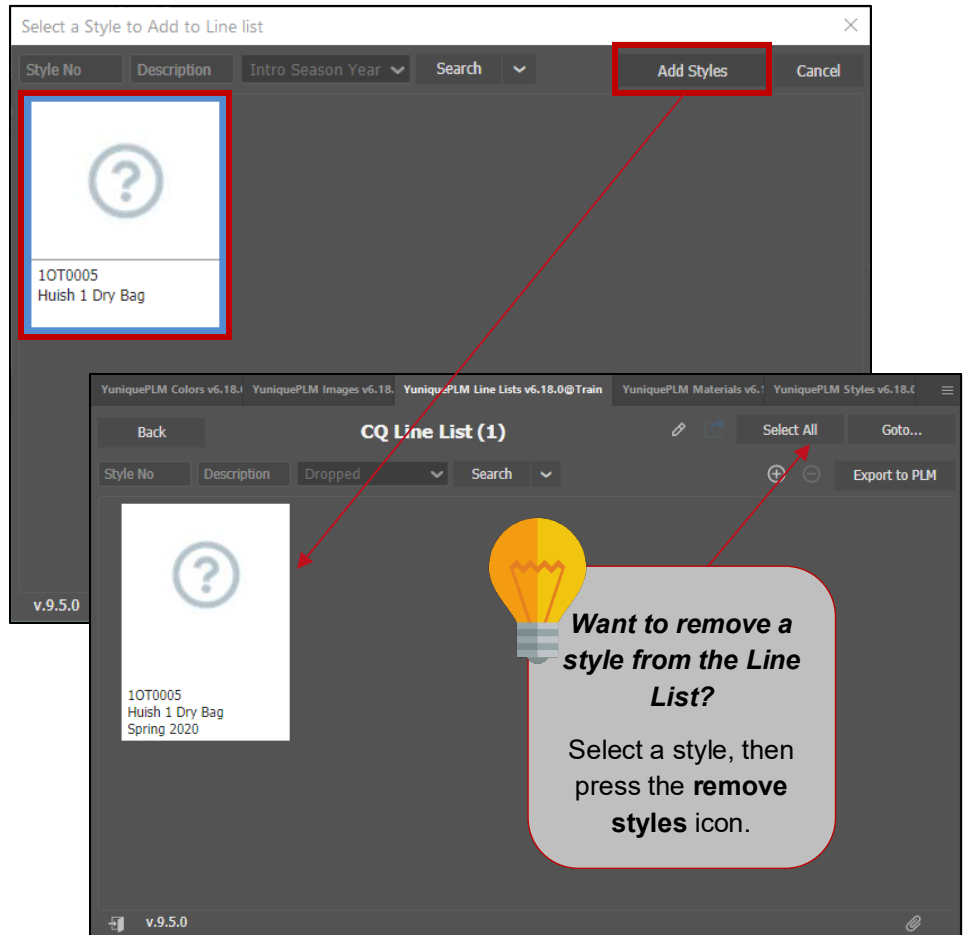
6.3.3 View existing Line Lists

1. Search for the desired line list using the *search filters* option. A list of line list, identified by their name and file type, appear for users to choose from.

2. *Double-click* a **Line List** to view its Style collection.

a. Users may edit header information within the data field entries by selecting the **pencil** icon within the line item or bottom right-hand corner. Click **Save** to keep the changes, or press **Back** to return to the home page.

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3.   The Line List opens and displays each Style. Users can add and remove Styles using their respective icons while double-clicking a Style to view its details and colorways. *Note: Users can click and drag an image and a colorway onto the artboard for editing.*

Tip!

Quickly and easily add or remove a Style from the Line List.
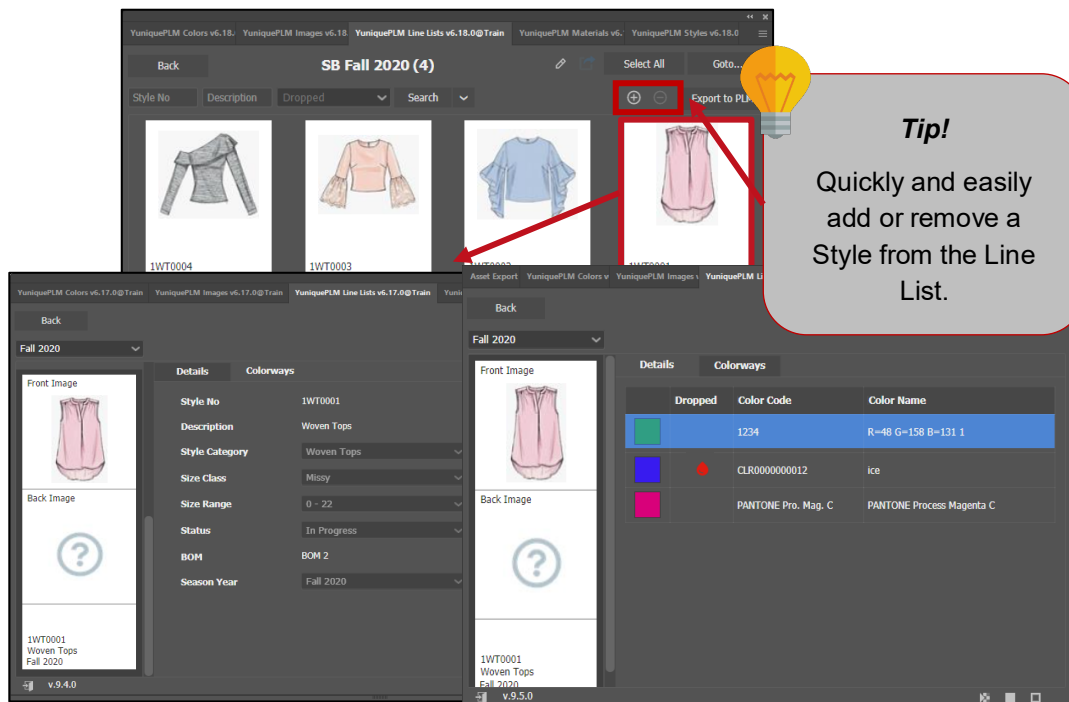
4.   The Colorways tab now indicates whether a color is active or dropped within the *Dropped* column. Users may also add a colorway to Adobe Illustrator's Swatch panel (**add to swatch)**, **set a fill color** and **set stroke color**.

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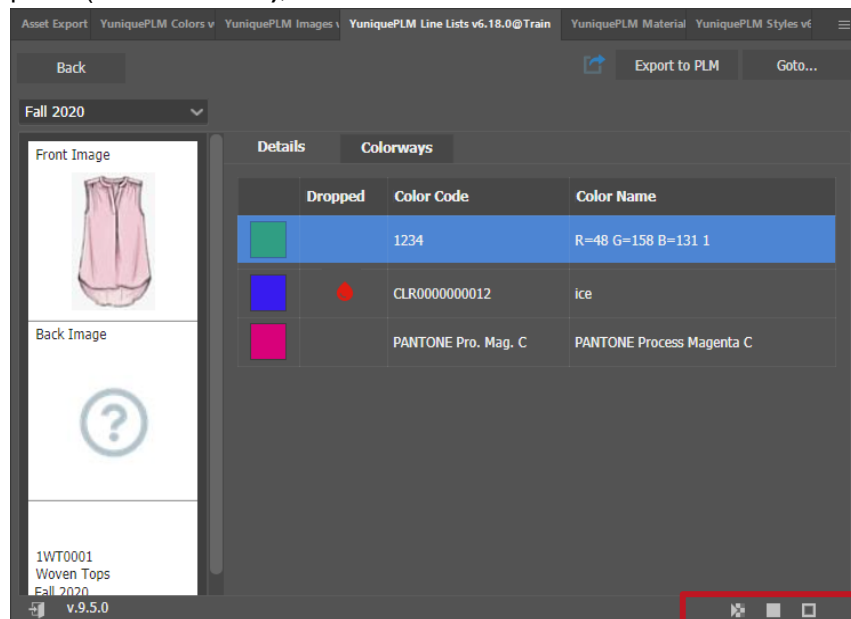
5. One or more styles can be exported to the Adobe Illustrator workspace by selecting a Style or pressing **Select All,** then drag the styles to the workspace OR press the **Export to Workspace** button. The Style's details and colorways are listed.

6. Press the **View Attachments** icon to view this Line List's attached files.
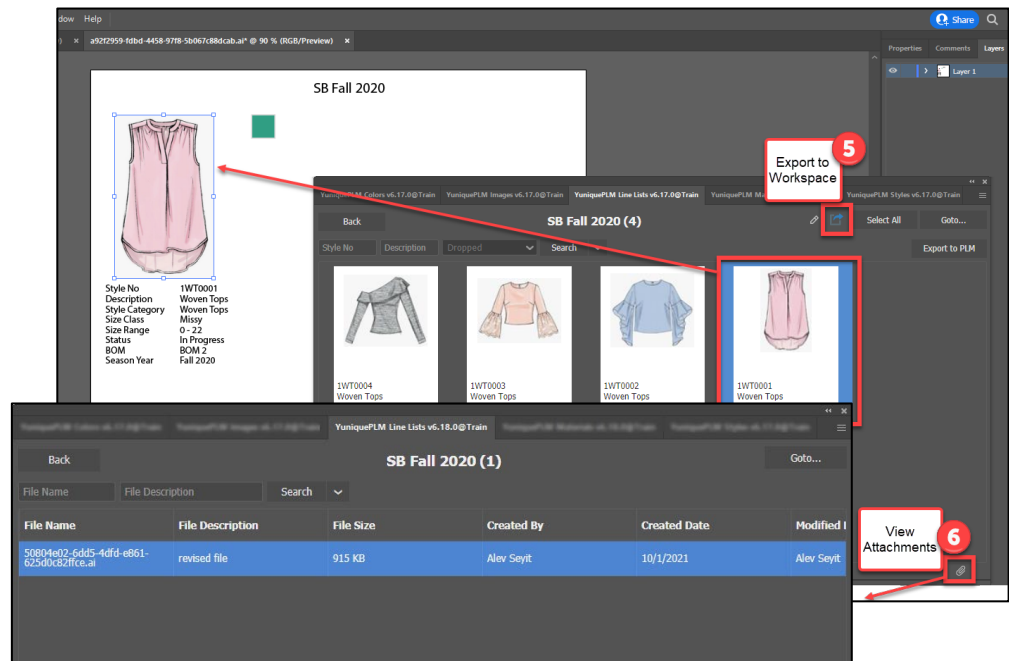
7. Press the **Export to PLM** button to save a document to a Line List within YuniquePLM.

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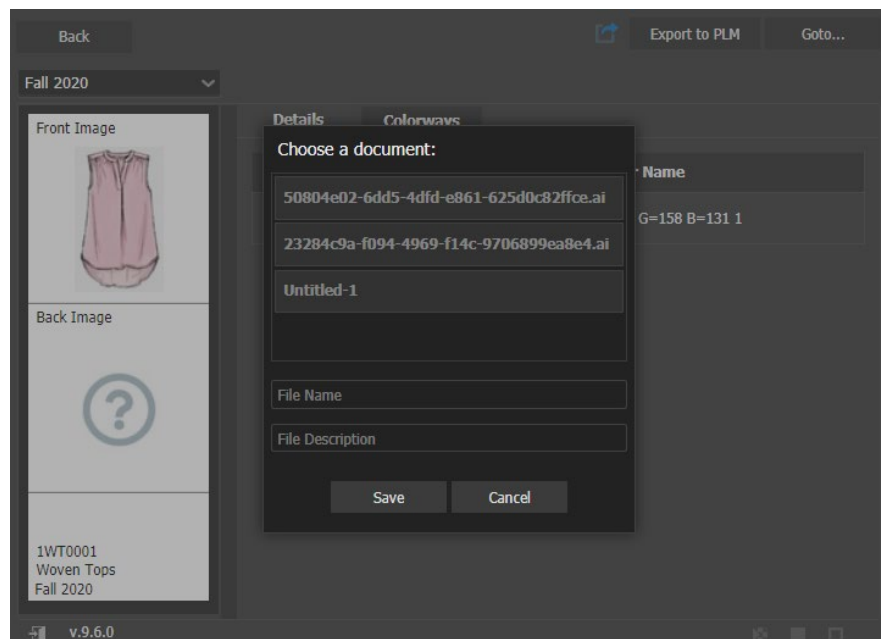
8. Double-click the attachment to open and edit within Illustrator's workspace.
   Save the modifications, which are saved within the extension and YuniquePLM.

Tip!

Pressing the **Goto** button opens a browser to the selected image in YuniquePLM Image Library.
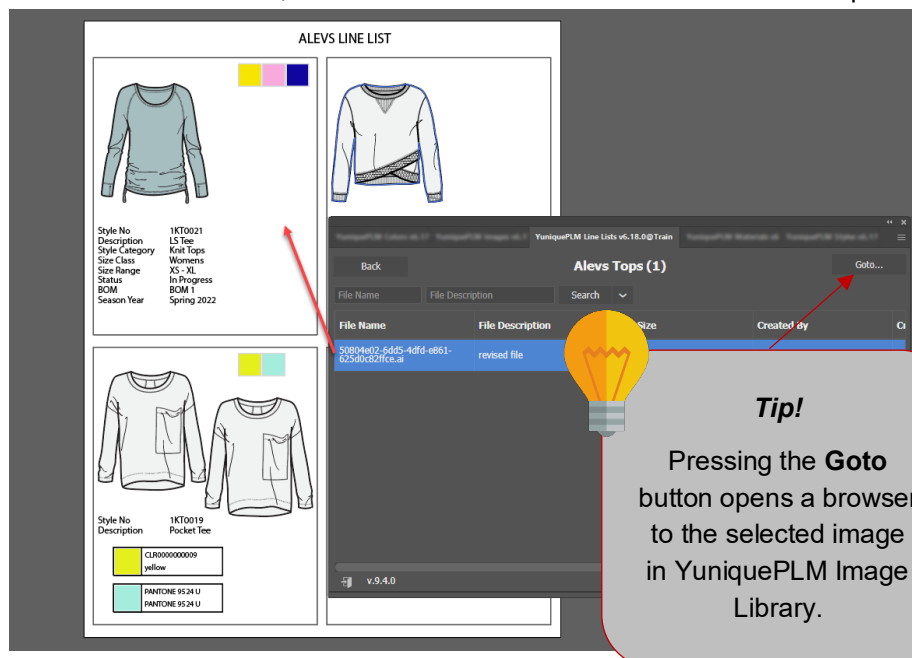
9. Press **Back** to return to the main Line List page.

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6.4 Materials

The **Materials** extension displays a list of materials from the *Material Folder*. Refer to section 5. Open The Adobe Illustrator App to learn how to access each extension.

Currently, the Materials area ONLY allows users to view a list of available materials created within YuniquePLM.

1. Select the **Materials** tab to view a list of materials from the *Material Folder*. Refer to section 5. Open The Adobe Illustrator App to learn how to access each tab.

2. Search for the desired material using the *search filters* option.

3. View a list of materials identified by their name, type, and number. Users can also drag a material onto the artboard.

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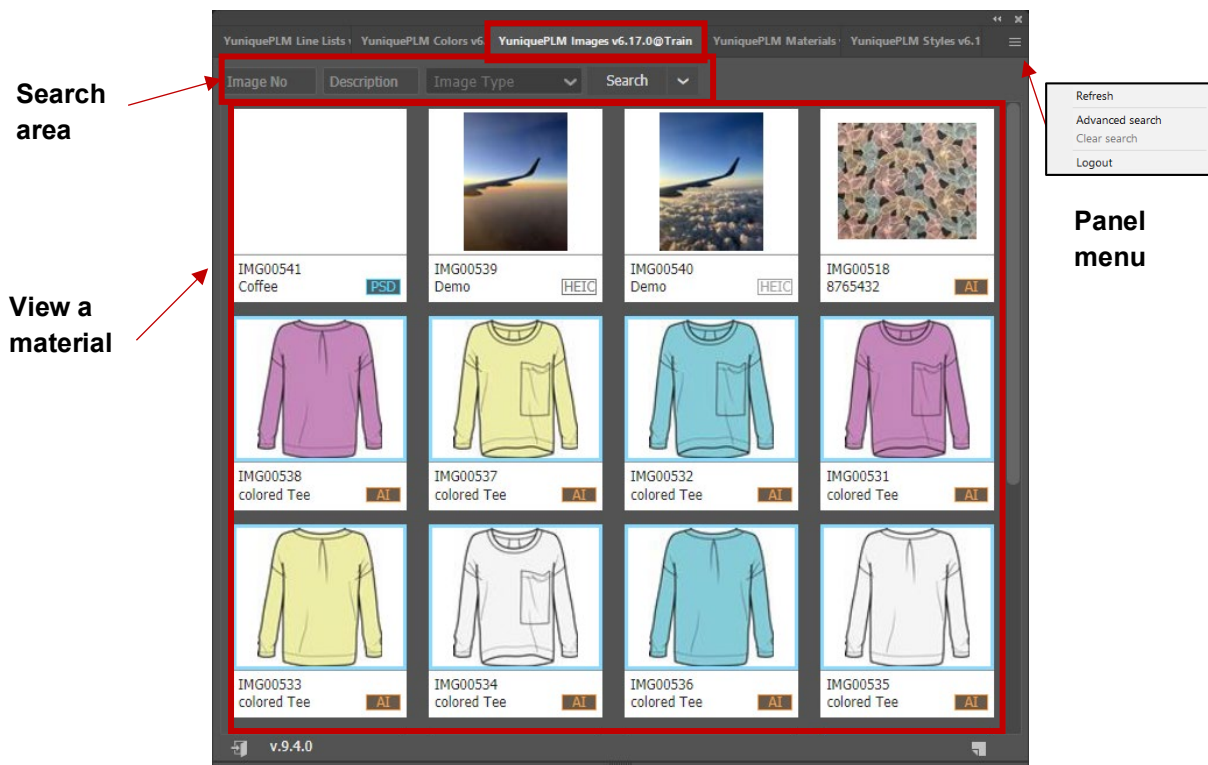
6.5 Styles

The **Styles** extension displays a list of styles from the *Styles Folder*. Refer to section 5. Open The Adobe Illustrator App to learn how to access each extension.

Once the Style extension opens, users can **create a new style**, which is saved into YuniquePLM, or **search for an existing style** created within YuniquePLM to use in the Adobe Illustrator workspace. Let's begin with creating a new style.

6.5.1   New Style

1. Click the **New Style** icon at the bottom right-hand corner OR click on the menu within the top right corner and select **New Style**.

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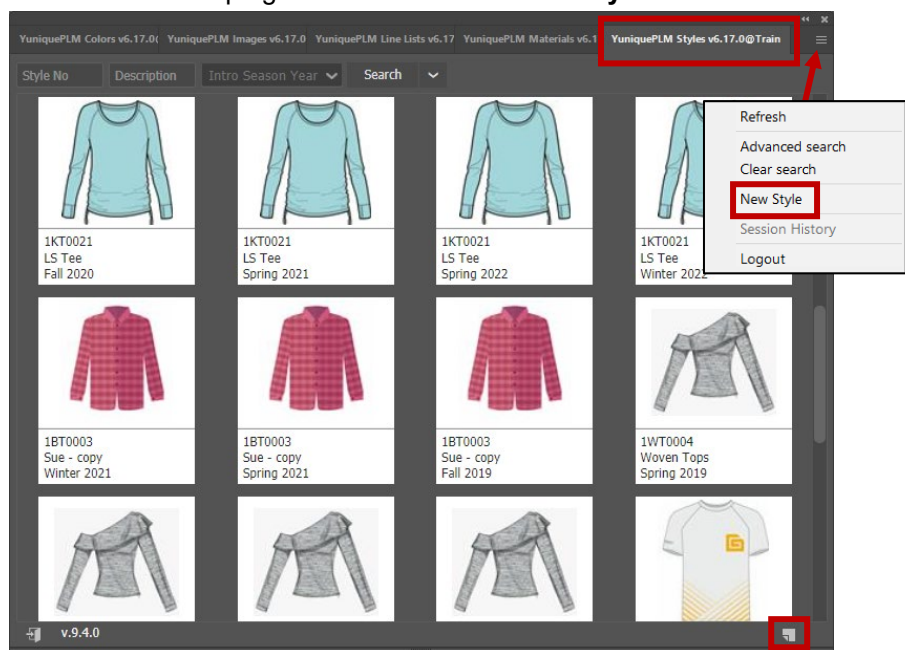
2. Select the appropriate Style Header related information within each drop-down and click the Next button.
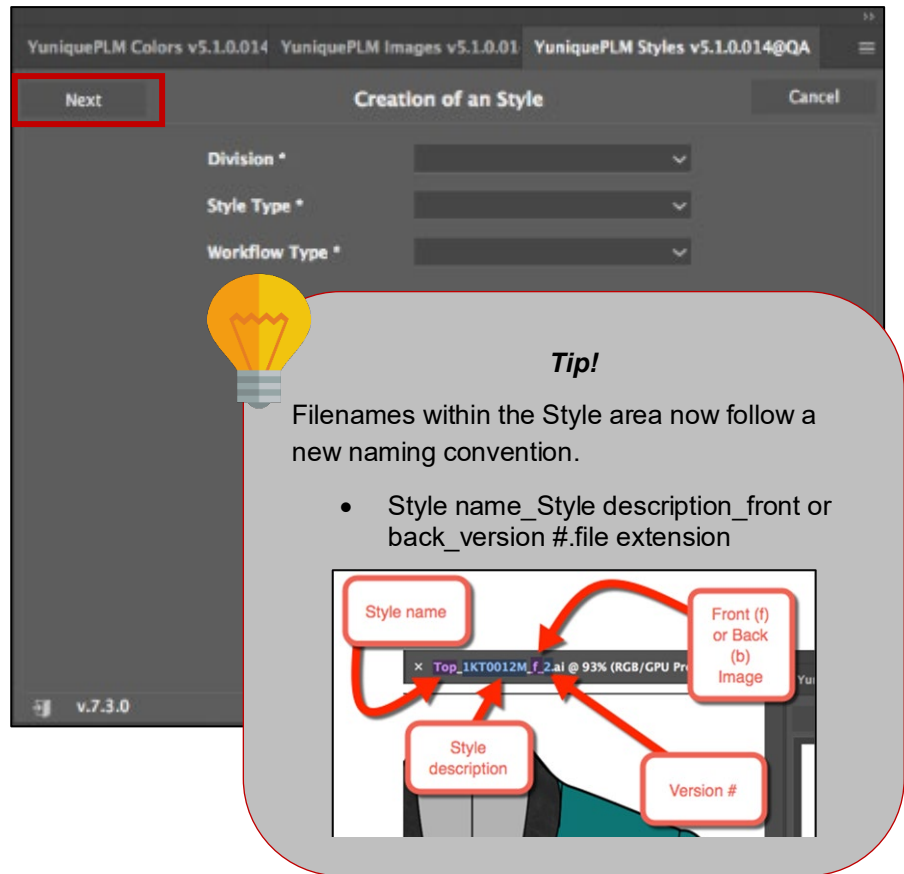
3. Complete the rest of the Style Header information on the next page and click **Save**. *Note: Required fields contain an asterisk.*

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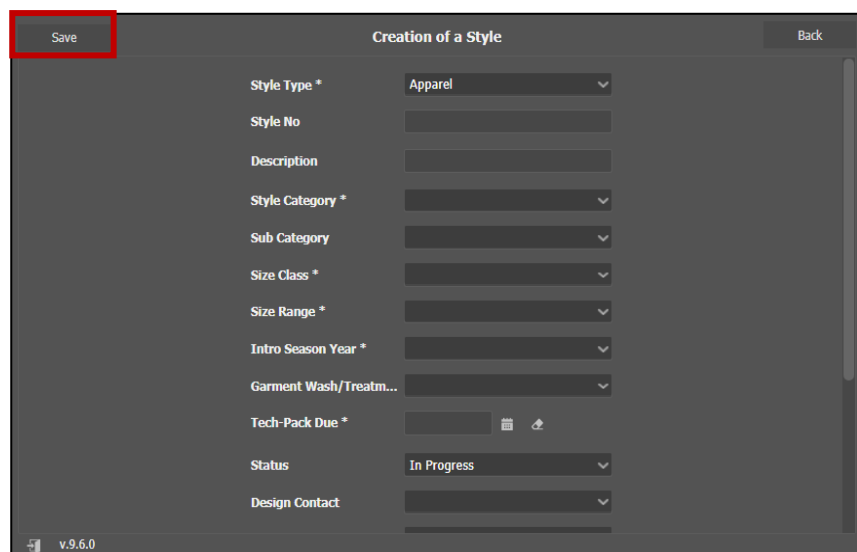
4. The new Style opens with the option to add *front/back images, modify its Style attributes and create or view BOM colorways.* Add images by hovering over the front or back image and press **new image.** Users can also link or unlink an image.

5. The new image window opens with several options. The user can open a *blank file, open a file* stored on the local drive, choos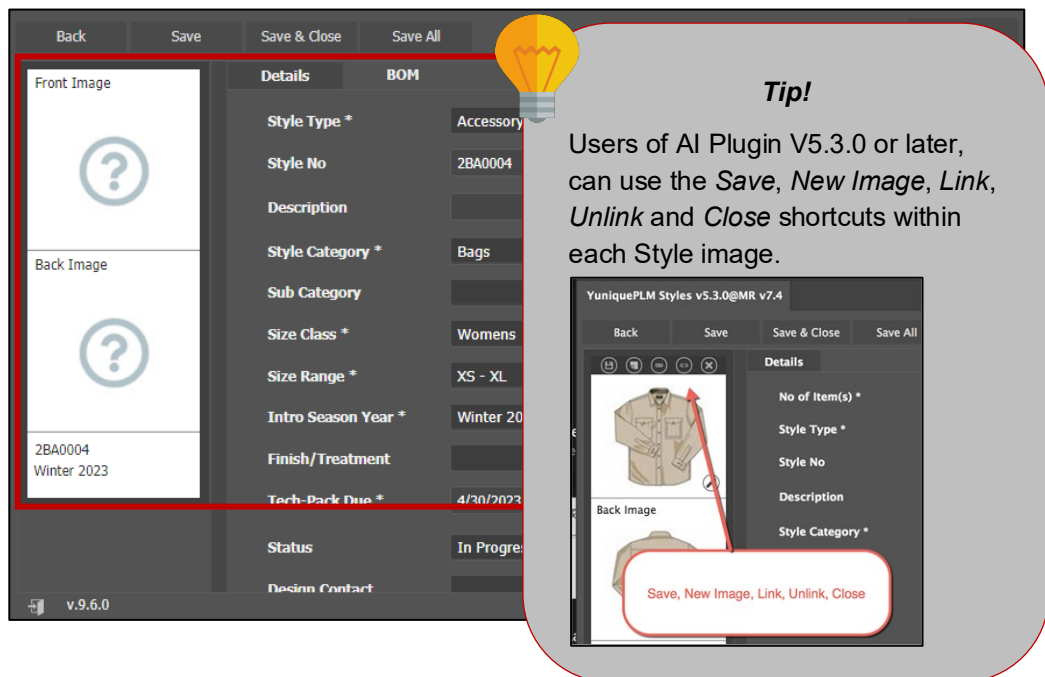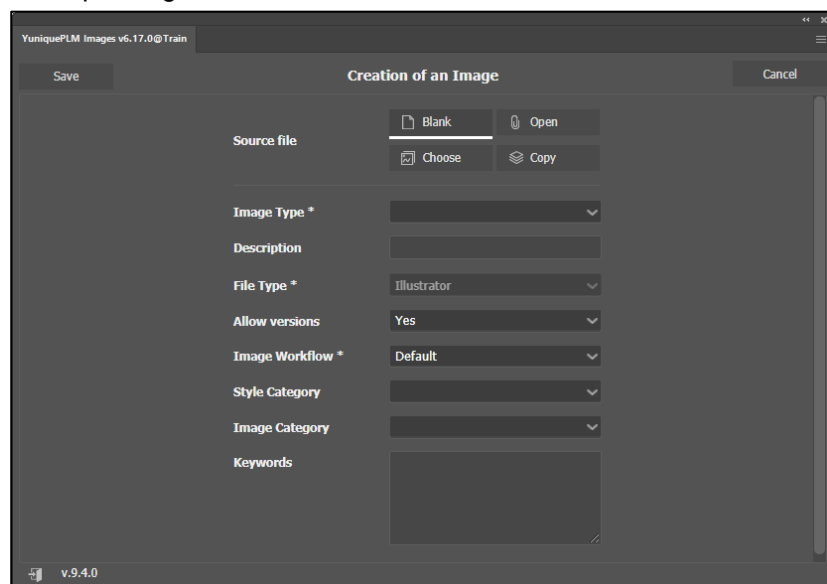e from a list of available open documents, or *copy* an image from the image library. For example, the user would choose from a list of opened Illustrator files imported into the system after making some modifications. Select a **Source File option,** then enter the image's header information into the corresponding data fields.

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6.5.2   Link Image

1. The new Style contains no associated images. The user may link their desired images using the **Link Image** button or selecting Link Image from the drop-down menu. Use the image search window to locate the desired image.
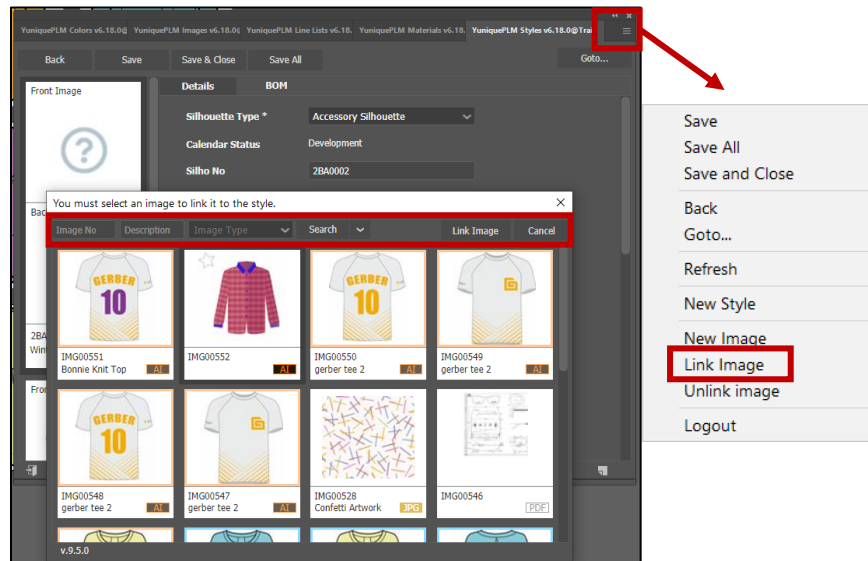
2. Click an *image,* then press the **Link Image** button.

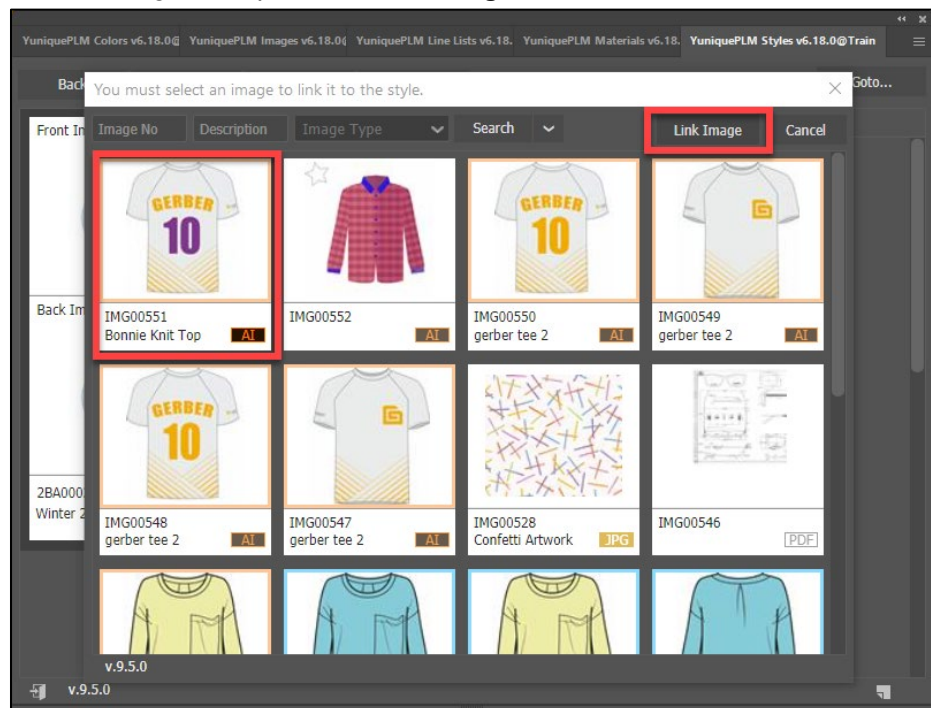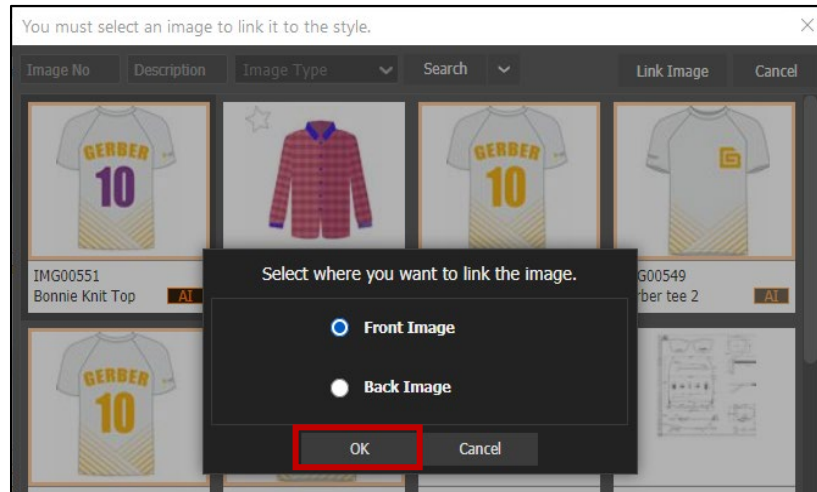3. A pop-up window opens with the option to select whether you want the image shown in the front or the back. Choose the **Front Image** option and press **OK**. Repeat the process to link the *Back Image*.

4. Click the **Save** button to keep the changes to the new Style.

   Remember, the *Save & Close* button saves any changes and closes the current Style. The *Save All* button saves every currently opened Style.

Tip!

The Image and Style extensions contain a visual notification, indicating to the user that changes were made and need to be saved.

- **Blue icon**: modified Text attributes ex. Style Type, Style No, Description
- **Red icon**: modified image

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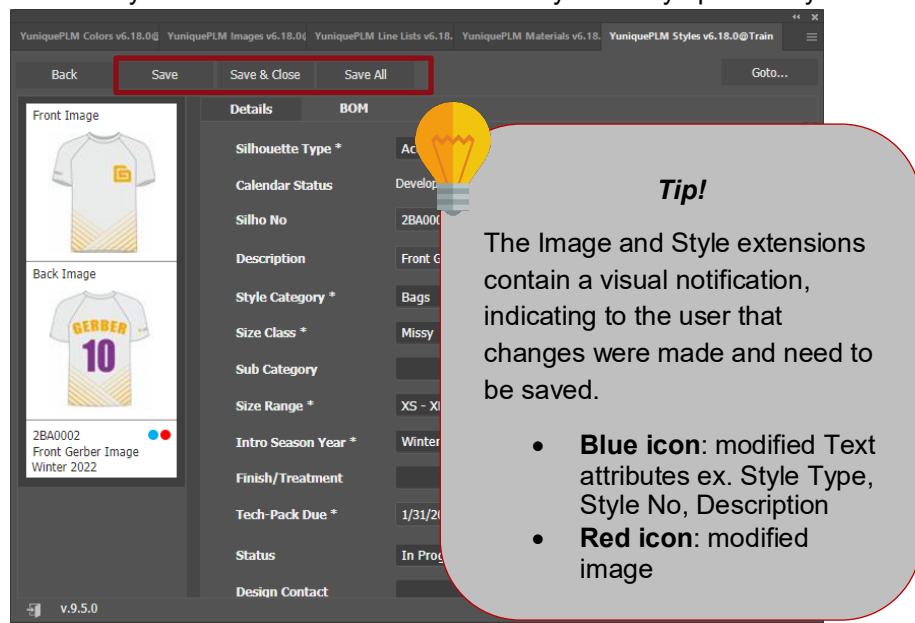
6.5.3   Creating a New BOM

1. Select the **BOM** tab to view a list of available BOMs.

2. Users may also add a new BOM by selecting the **Create New BOM** button.
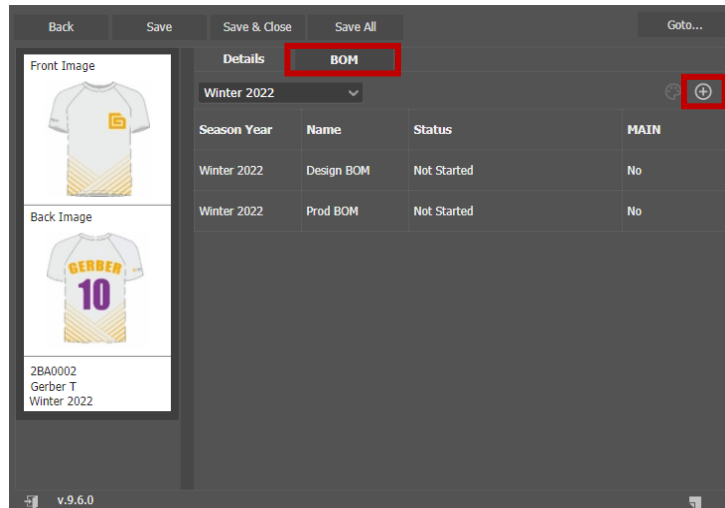
3. A new window opens. Add the required attributes, then press **save**.
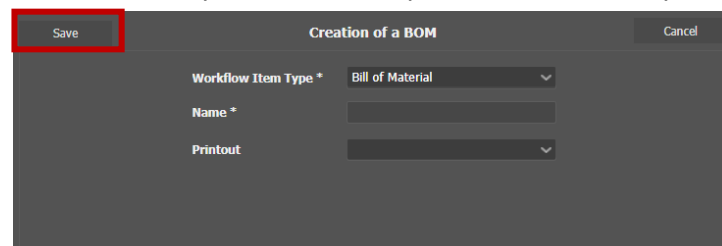
4. The new BOM is saved and listed. Double-click the *new bom* to add materials.

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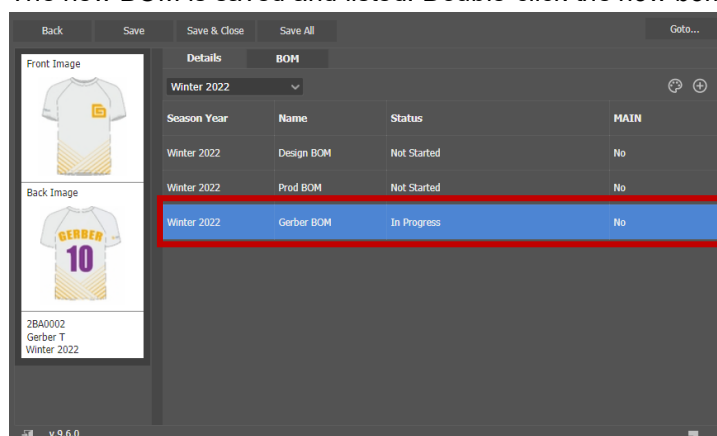
6.5.4   Adding Materials

1. Press the **Add Materials** button to view a list of materials. Select the *desired materials,* then press **Add Materials**. Close the window.
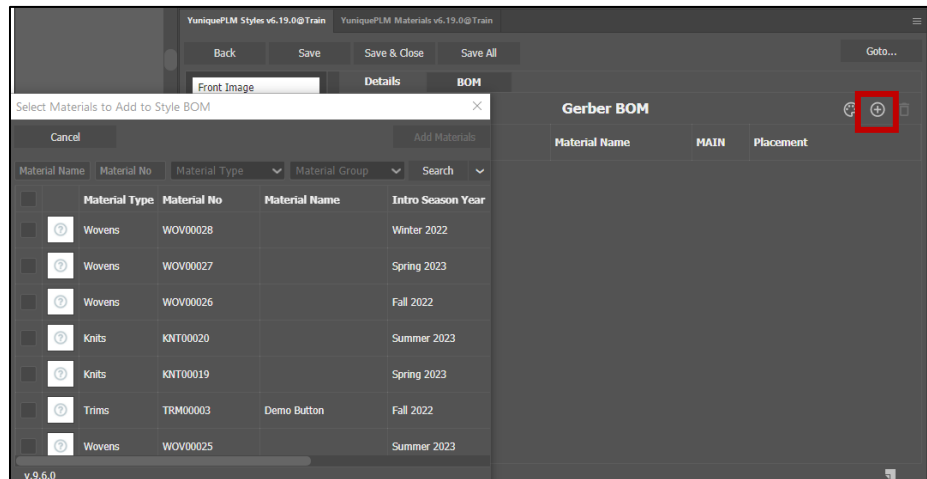
2. The newly added materials are now listed within the BOM. Users can designate a main material by checking the MAIN box.   Also, a material can be removed by selecting it and pressing the trash icon.
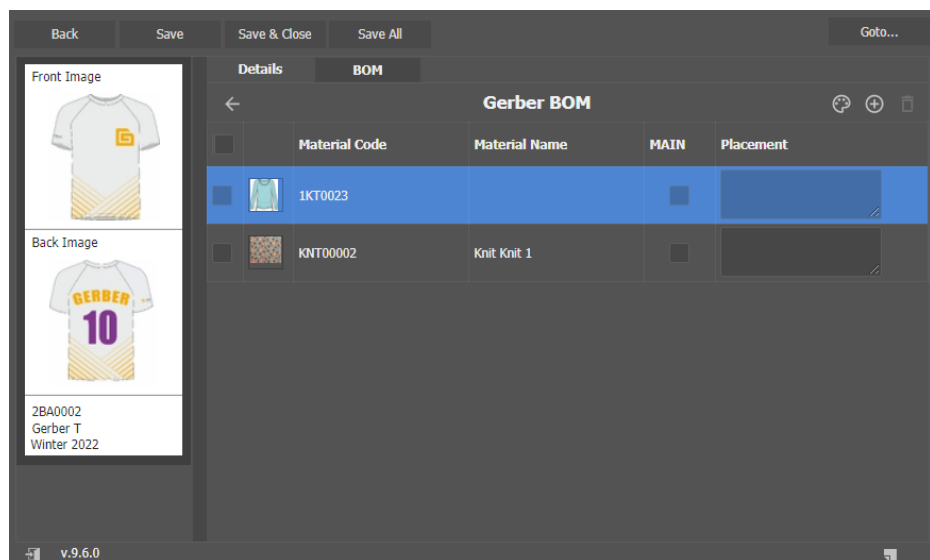
6.5.5 BOM Colorways

1. Select the **Show BOM Colorways** icon to open the Colorways window.
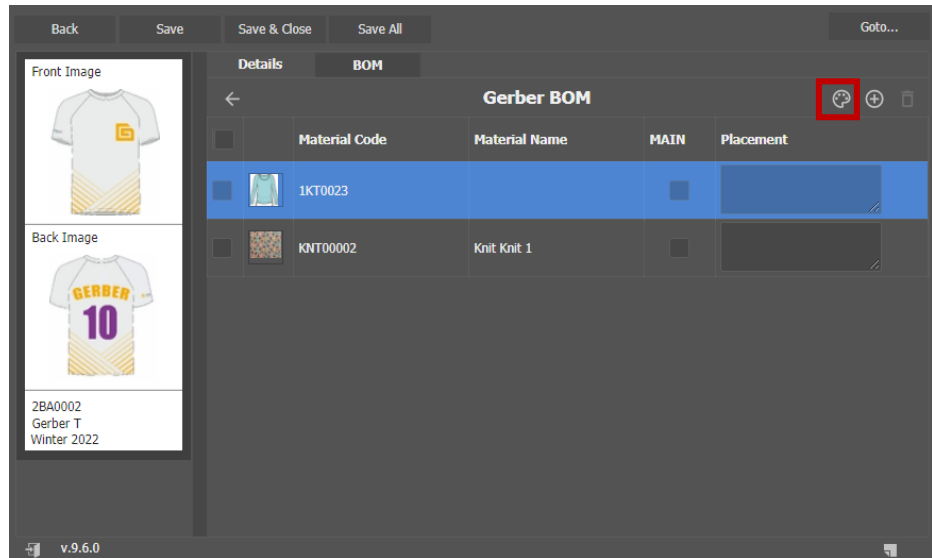
2. The Colorways window opens and lists any included colorways. To **add colorway,** press its respective button.

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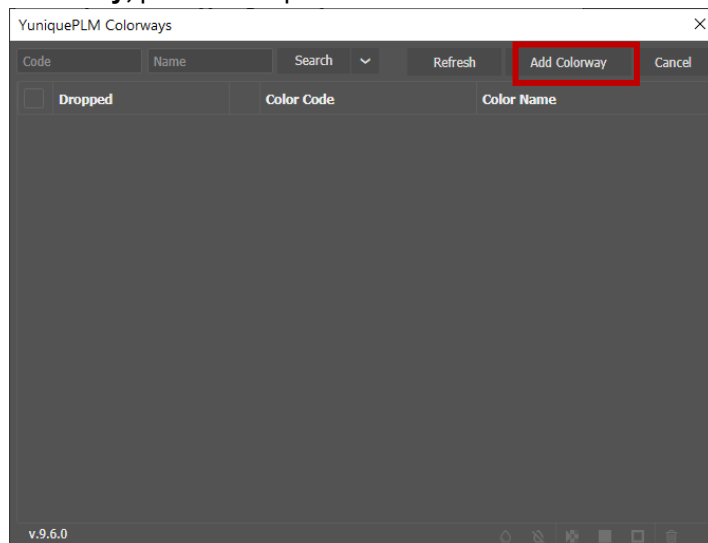
3. The add colorway window opens. Select all desired colors, then press **add colors.** Close the window.
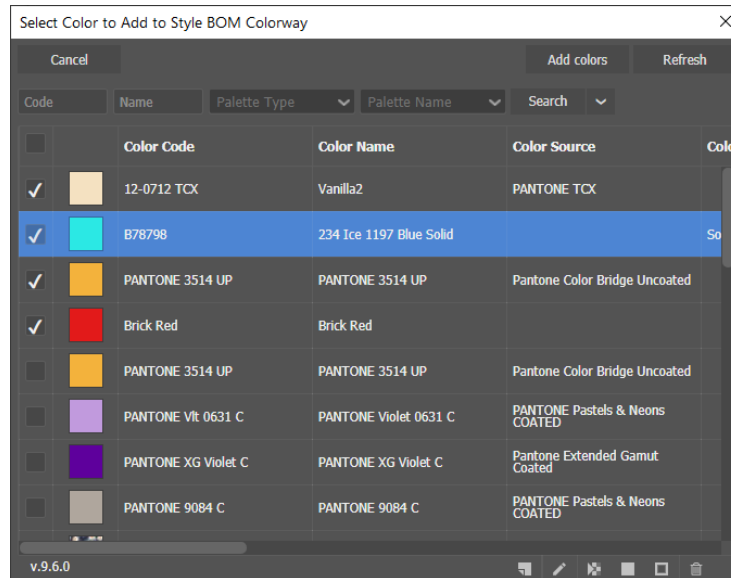
4. The added colors are now included on the Style BOM's Colorway window. Users may also select a colorway to **drop** from the BOM, set it back to **active**, **add it to a swatch** in AI, **set the fill or stroke color,** and can **remove a colorway**.

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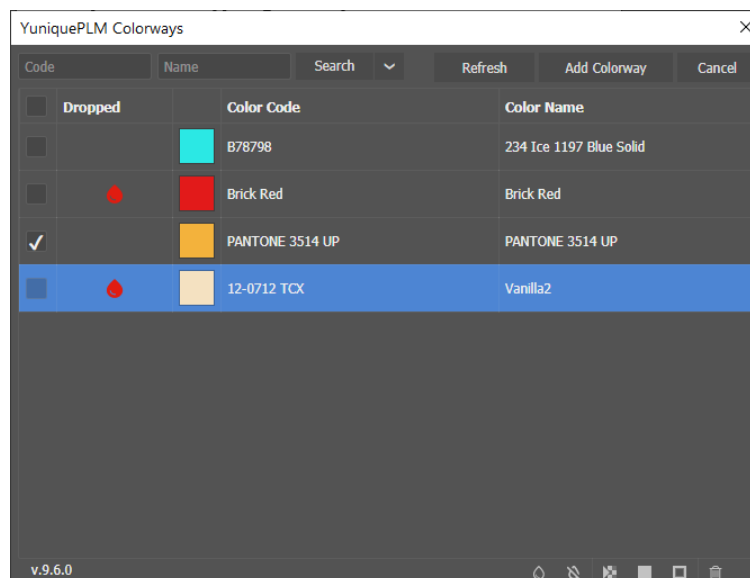
6.5.6   Goto

1. Click the **Goto…** button to open a browser to view the selected Style in YuniquePLM.

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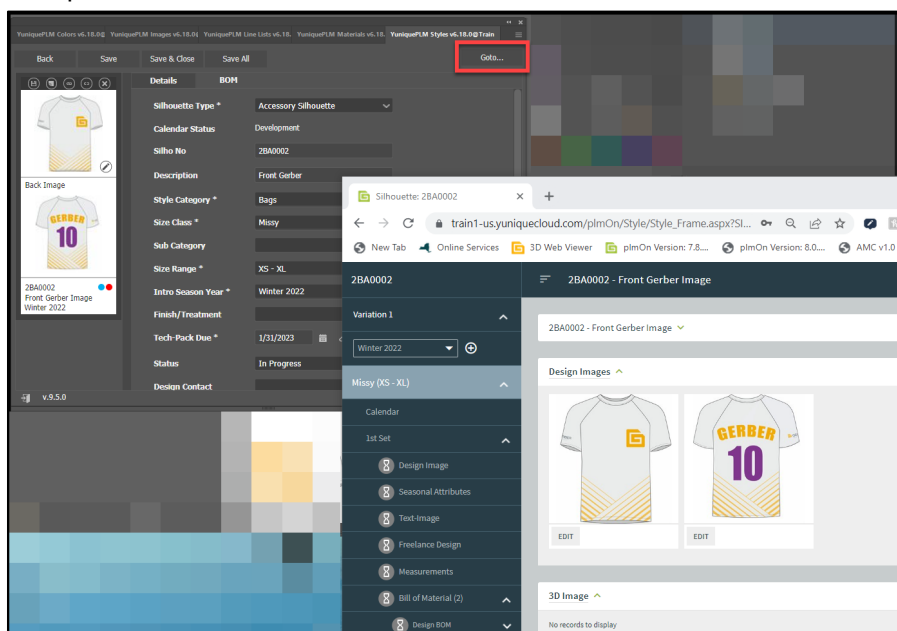
6.6   Artboards

Adobe allows multiple pages within a single illustrator file called Artboards. YuniquePLM allows users to upload and use Artboards ONLY within the *Image and Style extensions*.

Users are unable to upload Artboards directly into YPLM. If you directly link an artboard image from the Image folder to a Style in YPLM, it will not automatically associate all related artboard files. Mass linking images to a Style can ONLY occur within the Style extension.

1. Open **Adobe Illustrator**.

2. Select the **Window** menu and press **Artboards**.
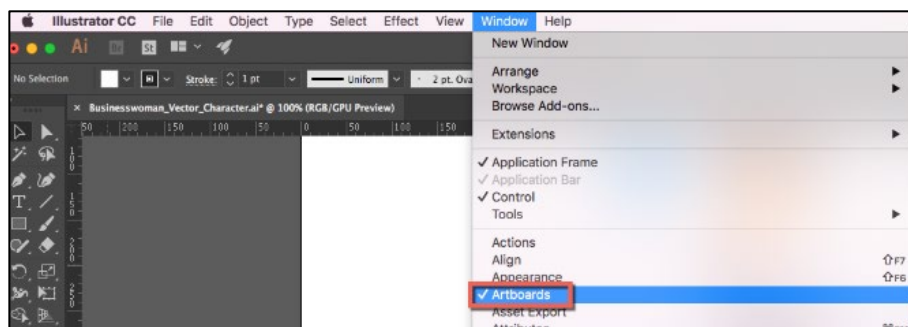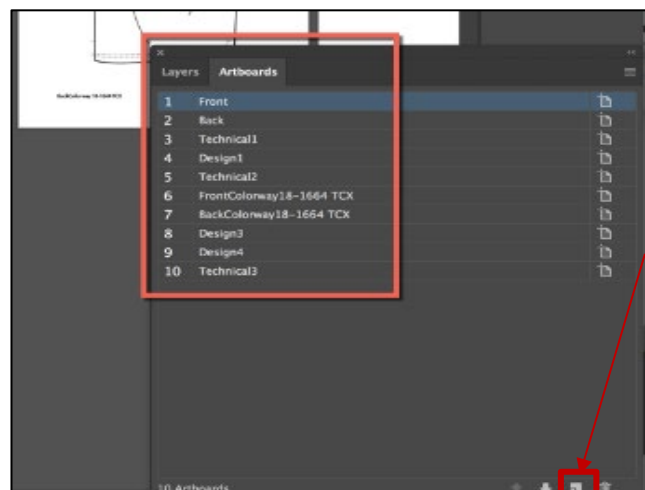

3. The Artboards window opens. Press **New** to add an Artboard using the following configuration example below to match the Control Panel Artboard entries. *Note: The names can be rewritten by double-clicking the text.*

- **Front**: Map to Style Header front image.
- **Back**: Map to Style Header back image.
- **Design**: Map to Design Images -Text Image workflow page.
- **Technical**: Map to Text Image workflow page Technical Details Sub Workflow.
- **FrontColorway**: Map to Front Colorway for the corresponding Style Colorway.
- **BackColorway**: Map to Back Colorway for the corresponding Style Colorway.
- **Freelance**: Maps to Freelance design workflow page.
- **Measurements**: Maps to single 'How to measure' image on the Style Measurements Workflow page.
- **Detail**: Maps to the Design Detail Style Workflow Page.
- **DesignCustom**: Maps to Design Detail custom page.

Refer to **How to Link Images to Styles** for further details.

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6.6.1 Artboard View

The Image tab displays all images within an Artboard in a thumbnail view, while the currently viewed image is highlighted within the thumbnail area.

Thumbnail View

Artboard
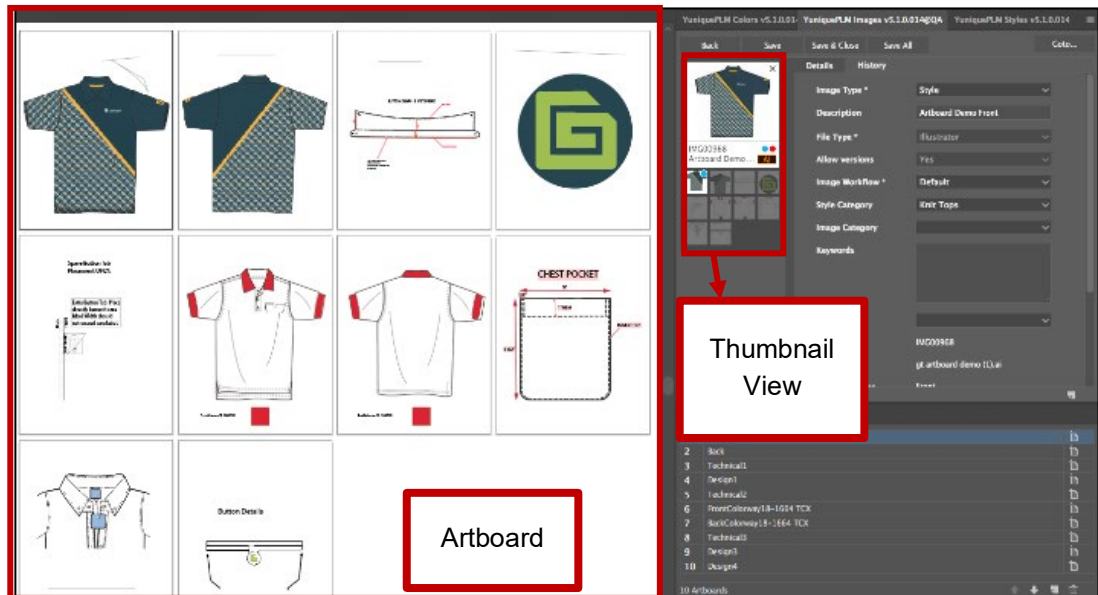
A visual notification is presented once an image is modified, either by the Illustrator view or the text attributes.

➢ **Blue** icon: Indicates the text attributes were modified—for example, Image Type, Description, or File Type.

➢ **Red** icon: Indicates the image was modified within the Illustrator workspace.

Highlighted (Current) Image

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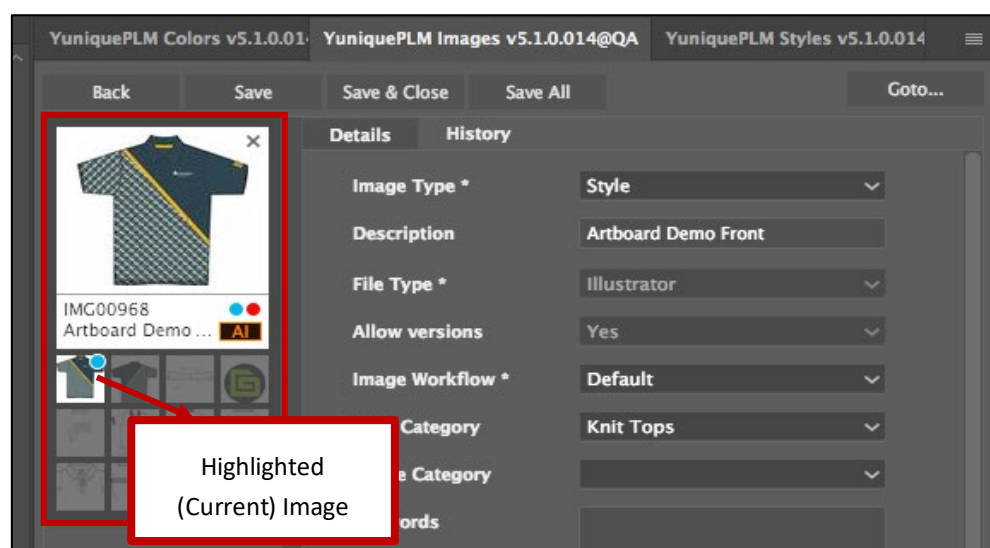
6.6.2   Artboard Sorting

The artboard images can be rearranged using the Artboard panel's menu.
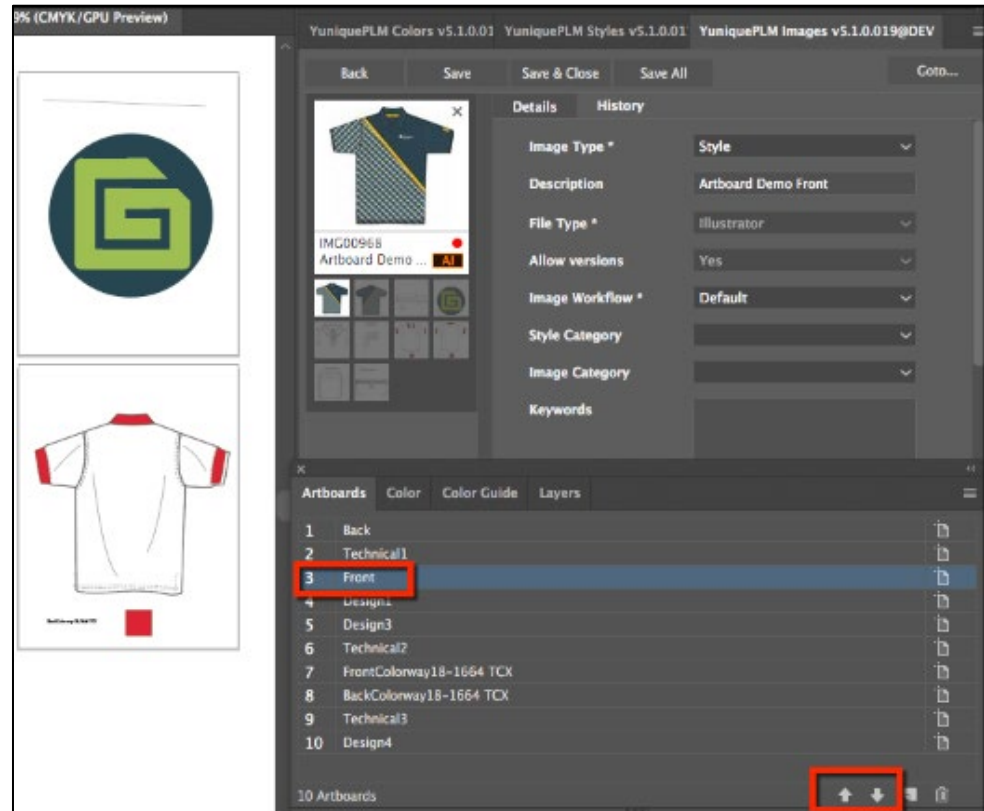
1.   Select an artboard to *rearrange,* then press either the **up** or **down** arrow. Within this example, the *Front* image was moved from the *1st position* down to the *3rd*.

2.   Click within the *upper right-hand corner* to open the menu. Select **Rearrange Artboards** to sort the images on the Adobe Illustrator workspace automatically.

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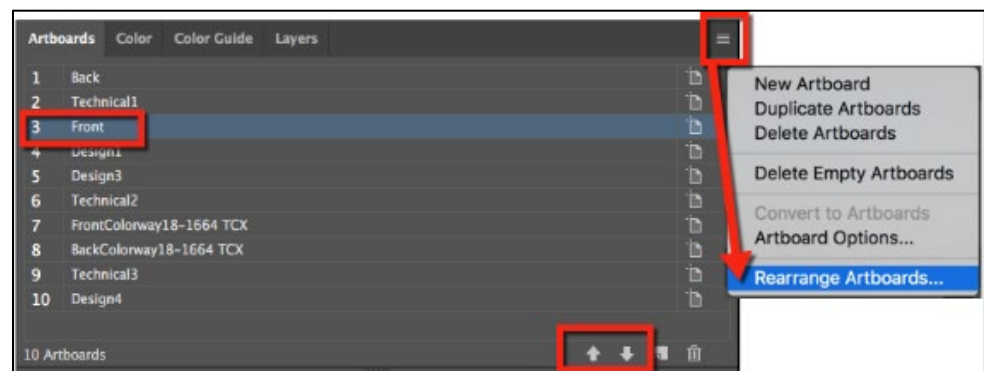
3. Press **save** within the YuniquePLM Image tab to reflect the artboard rearrangement onto the Image thumbnails.

Tip!

Notice the **Front image** has been relocated to the third position on the *Artboard workspace* as well as the *thumbnail* area.

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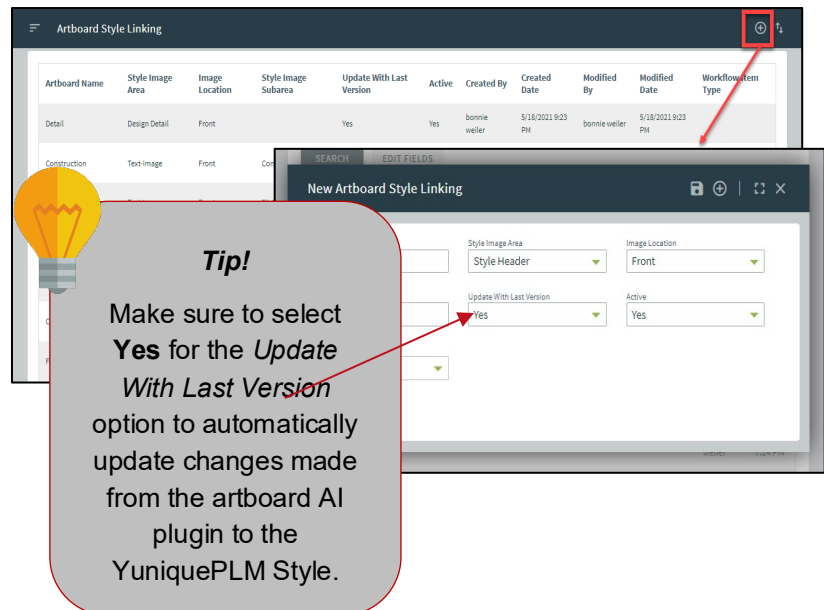
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6.6.3   How to Link Images to Styles

Each created Artboard needs to match up to a *Control Panel Artboard entry*.

1. Within YuniquePLM, click the **Home** button and press the **Control Panel** link within the left navigation bar.

2. Expand the **AI Plugin** folder, then click **Artboard Style Linking**.

3. This area contains pre-listed artboard entries, which can be modified to fit the user's preferred names or create a new entry.

    a. Double-click an ***entry*** to modify its configuration settings.
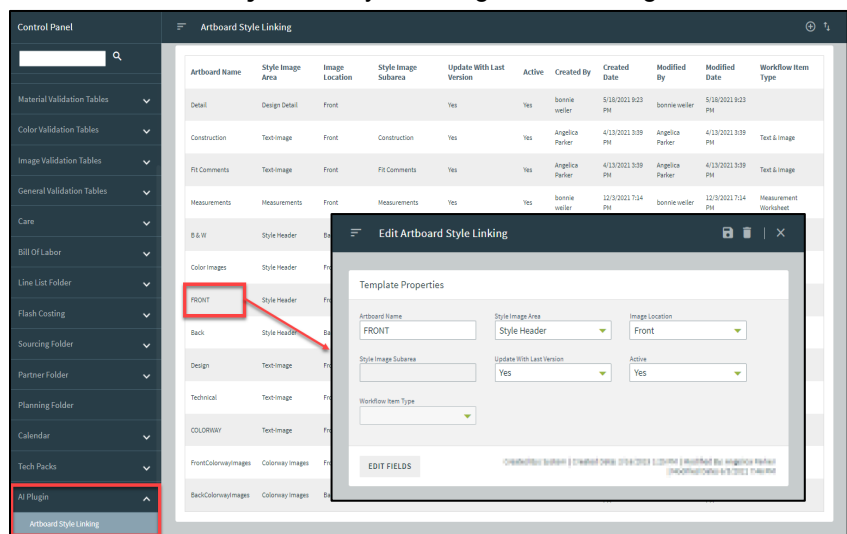
    b. Or press ***new*** to create and map your entries.

Tip!

Make sure to select **Yes** for the *Update With Last Version* option to automatically update changes made from the artboard AI plugin to the YuniquePLM Style.

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4. Use the following <u>example</u> to match up the artboard entries:

➢ **Front**: Map to Style Header front image.

➢ **Back**: Map to Style Header back image.

➢ **Design**: Map to Design Images - Text Image workflow page.

➢ **Technical**: Map to Text Image workflow page Technical Details Sub Workflow.

➢ **FrontColorway**: Map to Front Colorway for the corresponding Style Colorway.

➢ **BackColorway**: Map to Back Colorway for the corresponding Style Colorway.

➢ **Freelance**: Maps to Freelance design workflow page.

➢ **Measurements**: Maps to single 'How to measure' image on the Style Measurements Workflow page.

➢ **Detail**: Maps to the Design Detail Style Workflow Page.

➢ **DesignCustom**: Maps to the Design Detail custom page.

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Any artboard image can be assigned to a Style. However, users will likely match the *Front* for the *Front Image*. Once linked, it automatically associates the other *artboard images* to the other *workflow pages* based on the control panel mapping.
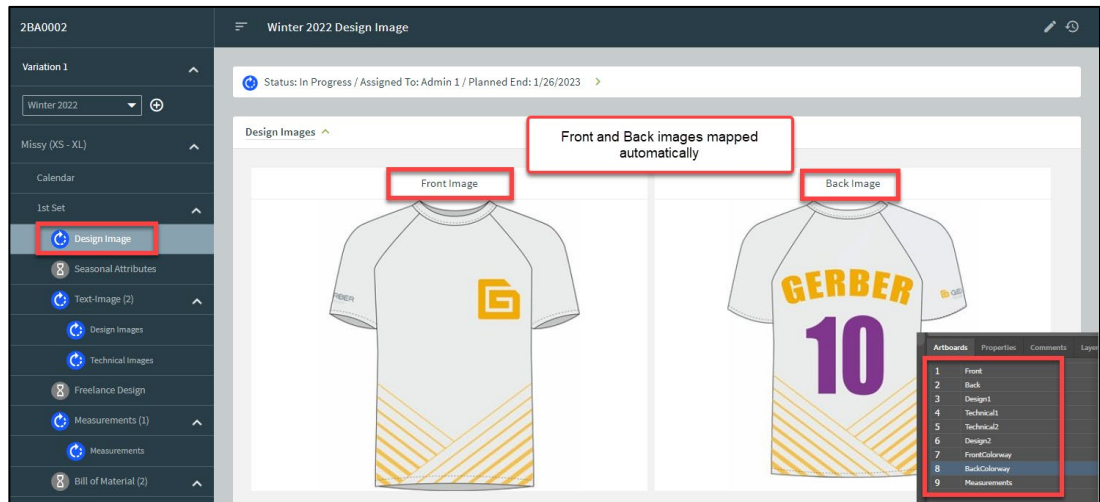
This also creates the Text Image sub-workflow pages based on the Control Panel mappings.

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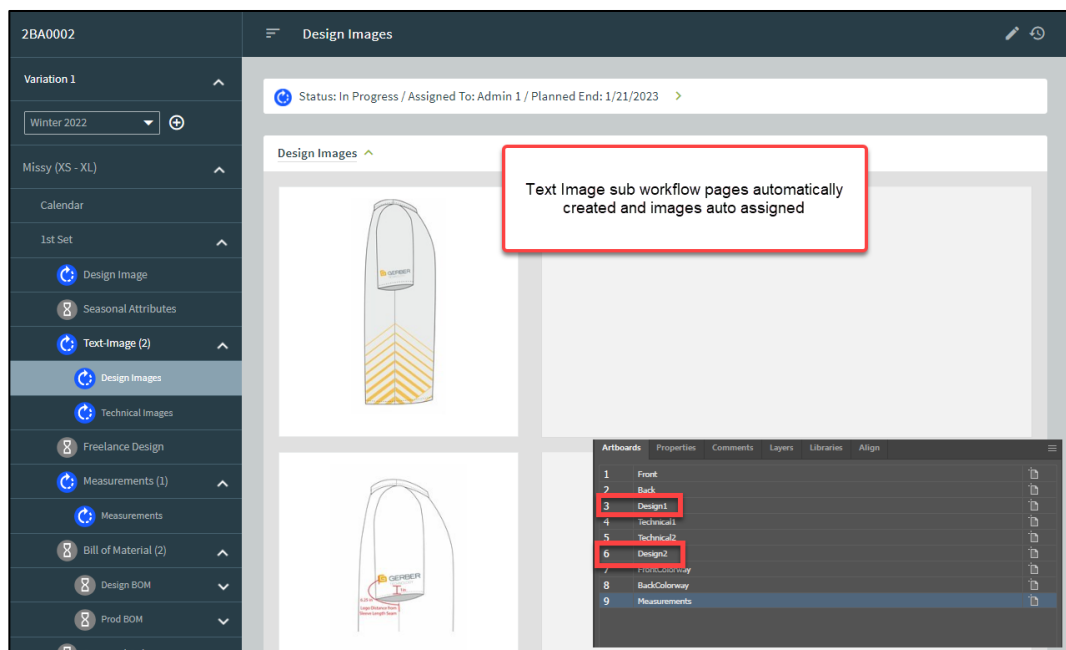
6.6.4 How to Link Colorway Images

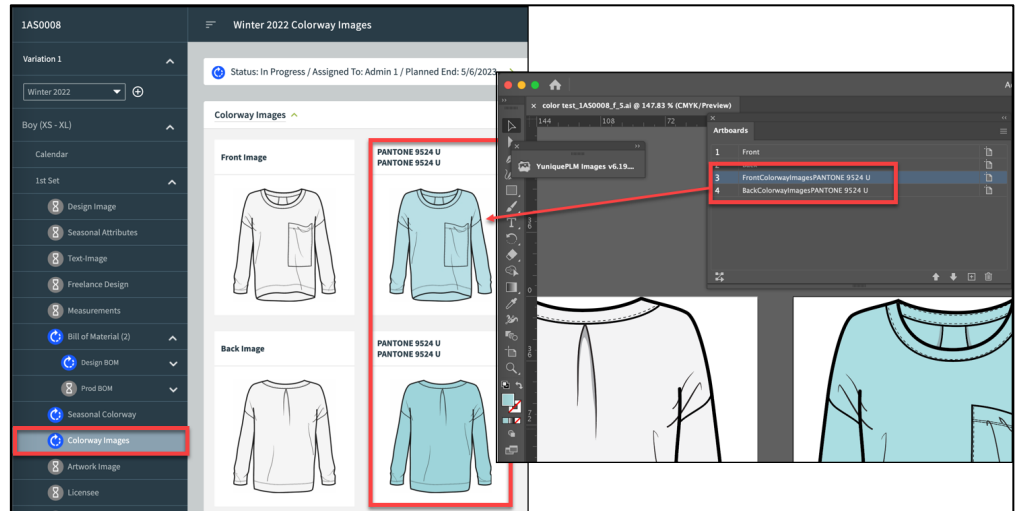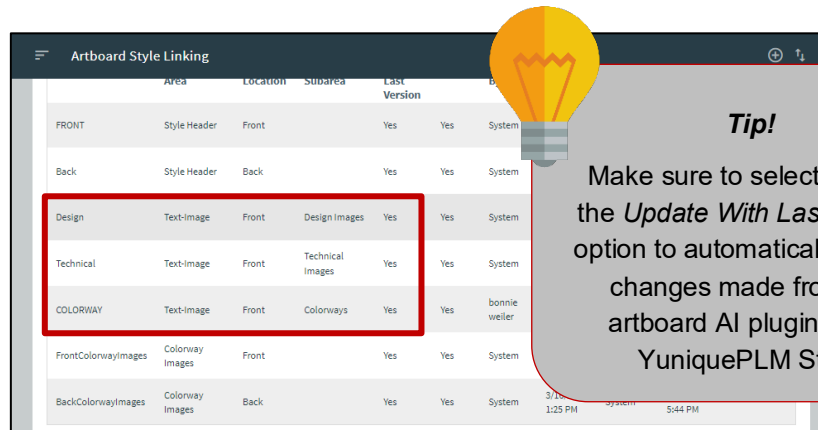Double-click an Artboard entry to type in the colorway color code directly after the name. Placing the color code within the name will map the entry to the appropriate colorway within YPLM. Example: FrontColorwayImages18-1664 TCX is the corresponding mapping (18-1664 TCX is the color code for the colorway used on the BOM).

6.6.5 Updating Artboard Images

Once an artboard is assigned to a Style, any updates to the artboard images are automatically updated back in the Style. (This depends upon the control panel option, Update With Last Version is set to YES within new or pre-existing artboards).

Tip!

Make sure to select **Yes** for the *Update With Last Version* option to automatically update changes made from the artboard AI plugin to the YuniquePLM Style.

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6.6.6 Removing Images in an Artboard

1. Open the desired Artboard file within the YuniquePLM plugin. (Access the file from the *Image Folder* or *Style Folder* extensions.) The Artboard file should open within the main Adobe Illustrator window.

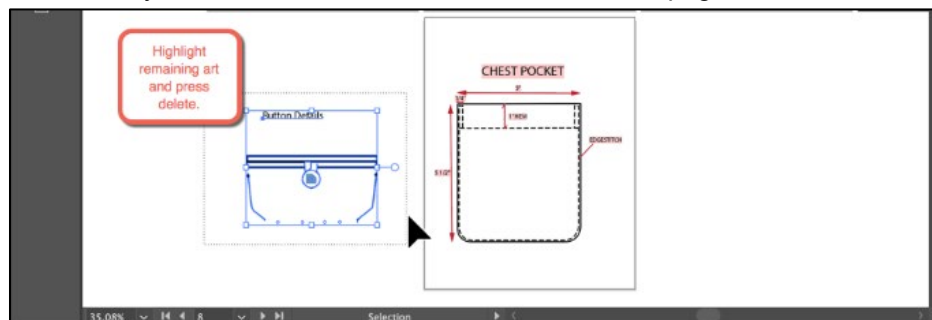2. Select an artboard to remove within the Artboards window. Click on the **designated artboard,** then press the **delete** (trash can) icon.
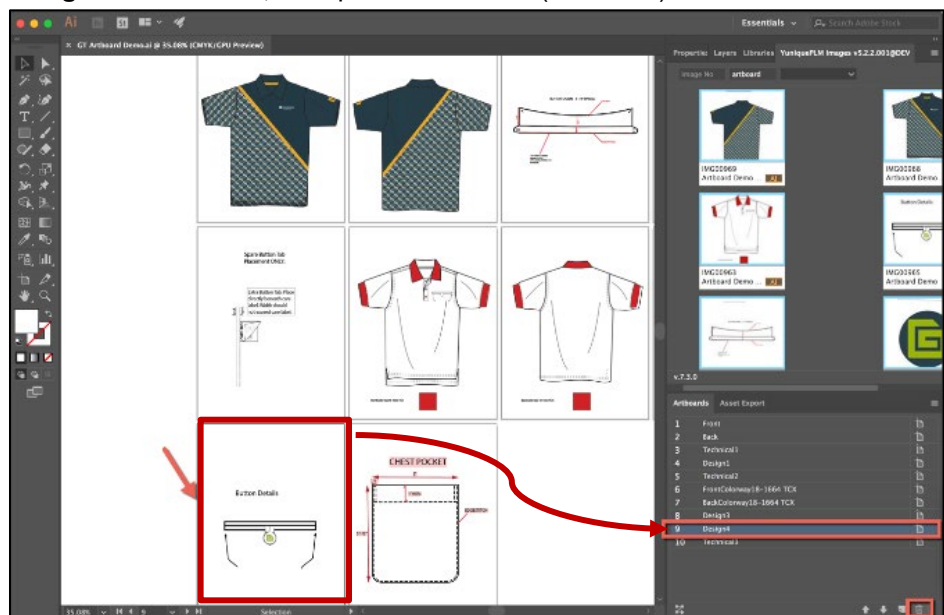

3. Remove any illustrations from the now deleted artboard page.

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4. **Save** the file within the YuniquePLM extension. This will break the link of the deleted artboard image in the image folder with the rest of the artboard files.

   Remember, the **Save & Close** button saves any changes and closes the current Style. The **Save All** button saves every currently opened Style.
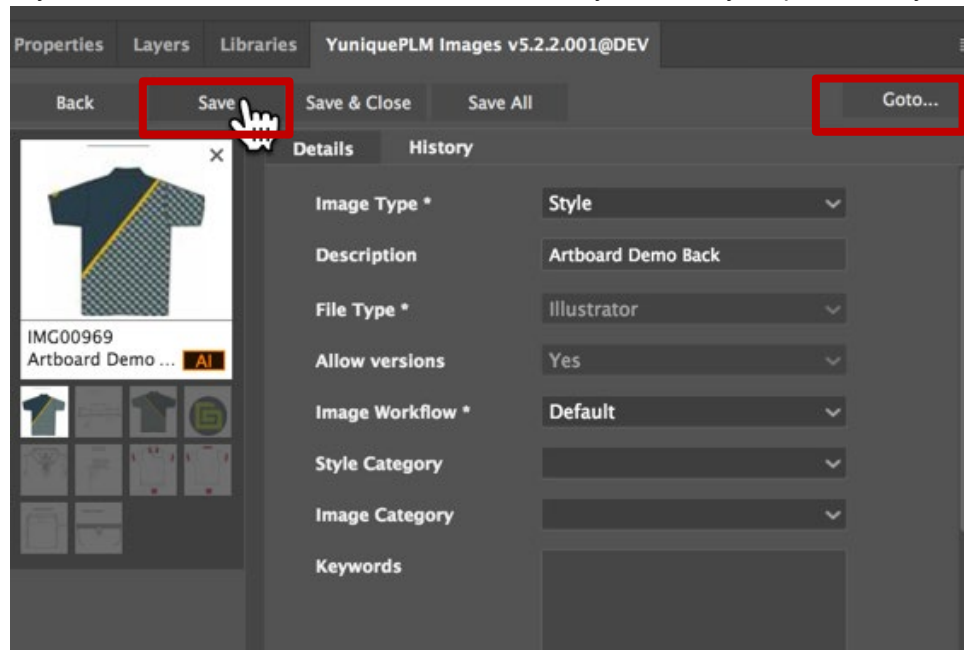
5. Press the **Goto** button to open a browser to the selected image in YuniquePLM.

6. Once the deleted artboard image opens in YuniquePLM, a message displays stating the image was removed from an artboard. You can remove this image from where it was previously used within the Style Folder.

   Note: Deleting in Adobe Illustrator does not automatically delete an image within PLM or within remove/delete that image from a Style it was being used on. A user must manually remove that image from anywhere it was used within PLM.

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6.6.7 Tip for Text Image Artboards

Placing a **1-10** after the Artboard name helps to identify each image and the page it will be mapped to in YuniquePLM. *Example: Design1, Design2, Design3, Technical1, Technical2 etc.* Keep in mind that users can not save duplicate Artboard names.

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