

Adobe XD

March/April 2019

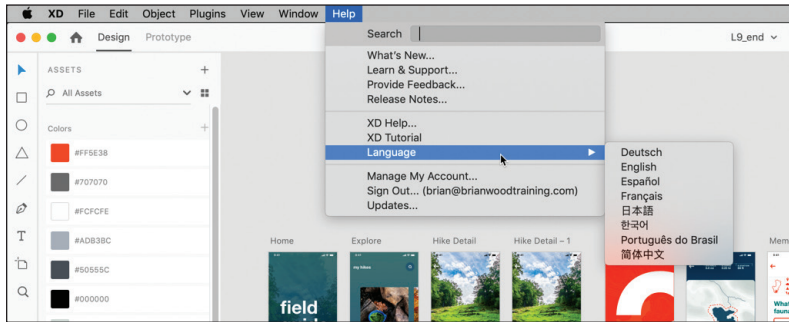
updates

The March/April 2019 release of Adobe XD offers a wide variety of enhancements and new features. The following is a list of those updates covered here:

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Language switcher

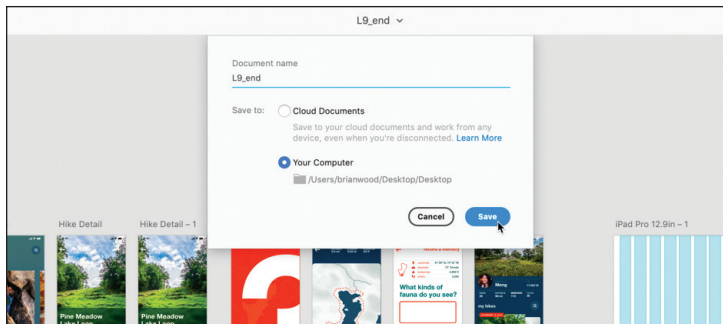
In Adobe XD you can now switch languages for the language of the program interface and not be tied to the language you selected for the OS. By choosing Help > Language (macOS) or clicking the menu icon in the upper-left and choosing Help > Language (Windows), you can choose from a series of included languages. The new language preferences will persist across all XD updates.



UI changes when saving an XD document

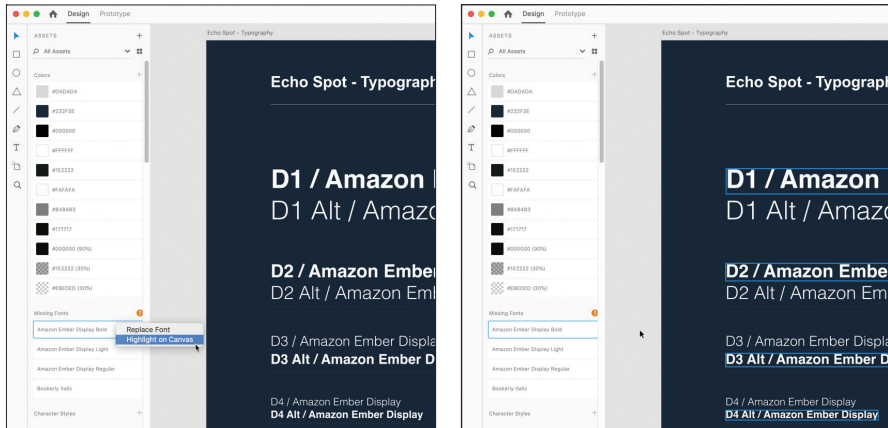
When saving a document in Adobe XD, you can save as a cloud document or a local document. In Lesson 2 of the Adobe XD Classroom in a Book, in the section titled “Creating and saving a new document,” starting on page 35, saving a document is discussed. For this update, the options have remains the same, but the save window looks different.

When you choose File > Save (for a new document) or Save As (macOS) or click the menu in the upper-left corner and choose Save (for a new document) or Save As (Windows), the Save To: option now has a sentence of explanation for cloud documents and a folder path for local documents. To change the folder when saving locally, you can click the path below Your Computer in the window to choose a folder. When you click Save, the document is saved to the location chosen.

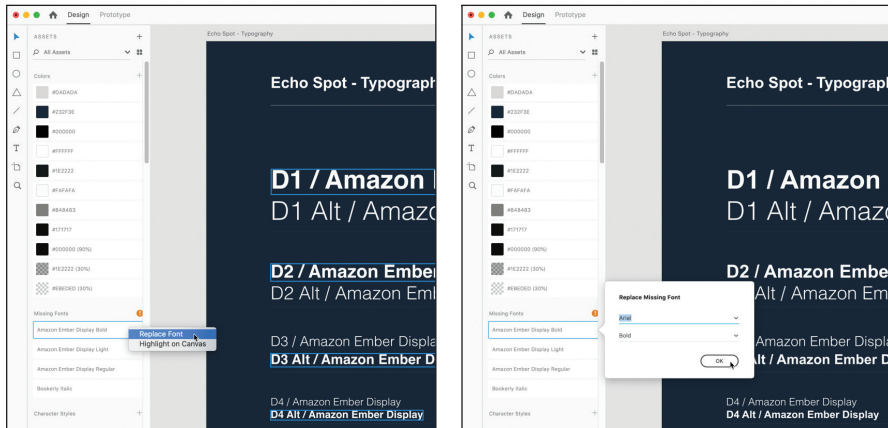


Improved font management

For each document you open you can now see a list of missing fonts in the Assets panel. With the Assets panel open, you can see the listing of missing fonts. You can right-click any font in the list and choose to highlight where it is applied.



You can also right-click a font in the missing fonts list and choose to replace it.



When you open a document that has missing Adobe fonts applied, XD automatically activates those that are a part of your Creative Cloud subscription on your machine.

Note: Replacing a missing font using the method described above does not replace the font in Character Styles applied to the same text.

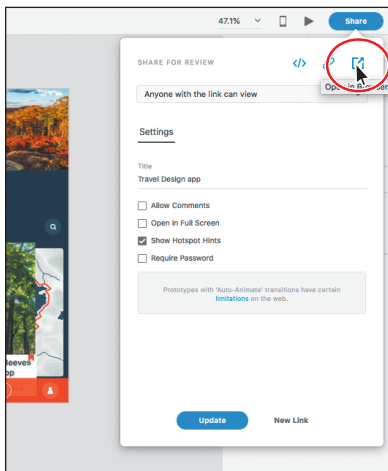
“Share Document” is now “Invite to Edit”

When you click the Share button in the upper-right corner of the application window, you will now see “Invite to Edit” instead of “Share Document.” In the book, starting on page 289, sharing cloud documents is discussed. When the commands in the book call for Share Document, choose Invite to Edit instead. It’s the same command, allowing you to share a cloud document.

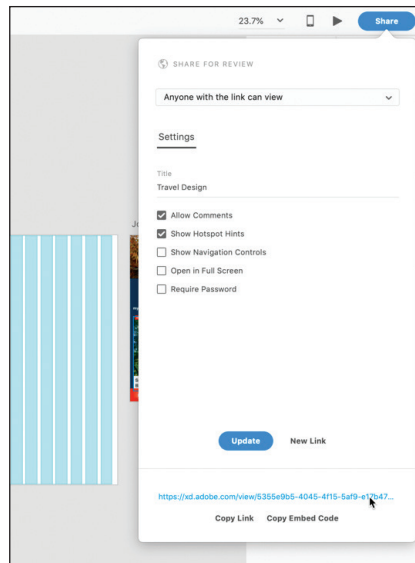


Share for Review and Share for Development options window

The options found in the Share For Review and Share For Development windows are mostly the same as found in the book, but as few of the options have moved. After sharing for review or development, you will now find the link, copy link, and embed code options at the bottom of the window, rather than the top, as found in the book starting on page 295.



Options in the Classroom in a book



Options in the April 2019 release

Select objects across groups

With the Select tool, you can now select multiple objects within different groups using Command+Shift-click (macOS) or Control+Shift-click (Windows). Once the content across the groups is selected, you can easily change common attributes in the Property Inspector, and more.

Other improvements

Editable vectors in Illustrator

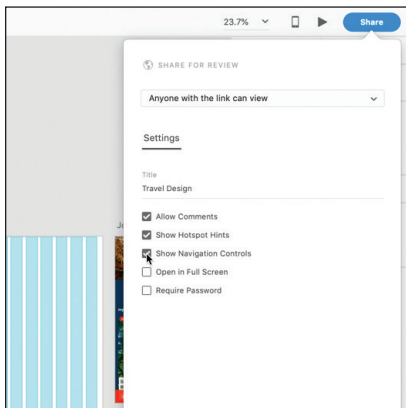
When you copy vector content from XD, you can now paste that content as editable vector content in Adobe Illustrator. Previously, the vector content pasted into Illustrator was rasterized.

Drag gesture support in a prototype web browser

With this update drag prototype triggers will now work in a web browser.

Hide navigation controls in web prototypes

You can now hide navigation controls when sharing a prototype for review or for development. This allows for more controlled testing.



Mark for export improvements

When you import Photoshop (.PSD) and Illustrator (.AI) files into XD, the objects will automatically be marked for export. You can also select an object on your artboard and mark it for export in the Properties Inspector on the right or right-clicking the content and choosing Mark For Export from the menu.

