

Inkscape

## Table of contents

DXF Importfilter . . . . .	1
System requirements . . . . .	1
Installation Java extension (the default) . . . . .	1
Installation .NET extension. . . . .	1
Installation native extension . . . . .	2

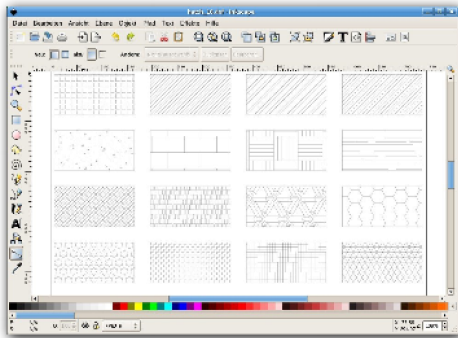
# Inkscape

---

## DXF Importfilter

You can use Kabeja as importfilter for the vector drawing program [Inkscape](#). The Kabeja importfilter will coexist with an existing dxf2svg importfilter.

The Kabeja extension will be accessible as "Kabeja-AutoCAD DXF (\*.dxf)" import type selection in the "File->Open" dialog.



## System requirements

For the Java based extension (the default):

- 1.3 or later.

For a native extension:

- 

For a .NET extension:

- (Microsoft/Mono) Runtime Environment and [IKVM](#)

## Installation Java extension (the default)

Copy the content of the "dist/inkscape-extension" into "Extensions" folder of Inkscape (e.g. for Unix "\$HOME/.inkscape/extensions" and Windows "C:\Program Files\Inkscape\extensions").

## Installation .NET extension

# Inkscape

---

The .NET extension is available as separate package. The package contains all necessary libraries to run out-of-box on Mono and Windows .NET.

- Download the latest .NET Kabeja Inkscape Extension [kabeja-inkscape-extension](#)
- Unpack and copy all files to the Inkscape extension directory (e.g. for Linux "\$HOME/.inkscape/extensions", Windows "C:\Programes\Inkscape\share\extensions"..)

## Installation native extension

The extension will be installed in the extensions folder of Inkscape (e.g. for Linux "\$HOME/.inkscape/extensions").

- Download the Kabeja [source-distribution](#)
- Unpack and change into the directory
- Copy "blocks.properties" file to "local.blocks.properties" and change the line "inkscape.importfilter.type=java" to "inkscape.importfilter.type=native" there.
- Build and install by:

```
ant block -Dblock.name=inkscape -Dblock.target=install
```