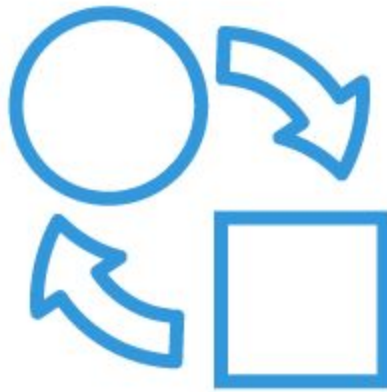# Similar Maker Light

Adobe Illustrator script
Created by Alexey Lebedev in partnership with mai-tools.com

User Guide

Introduction

Similar Maker Light is a script for Adobe Illustrator which allows you to replace objects with another, mix objects and swap them.

The script has three functions for working with objects: Replace, Random, Move.

Similar Maker Light script can rotate and reflect objects also.

Similar Maker Light works like a panel in Adobe Illustrator. You can select and turn objects on the Artboard and use the script in the same time. This script is fast and easy to use.

Similar Maker Light useful for redesign, making similar illustrations, editing large templates and others.

Compatibility: Adobe Illustrator CC, Adobe Illustrator CS6

Script version is universal for Windows and Macintosh OS.

Buy Similar Maker Light script for **$7** right now!
Visit our website: **mai-tools.com**

Installation

Take the script file (*SimilarMakerLight.jsx*) and drop it to the script folder of your Adobe Illustrator. Location of the script folder depends on your Adobe Illustrator version and system configuration.
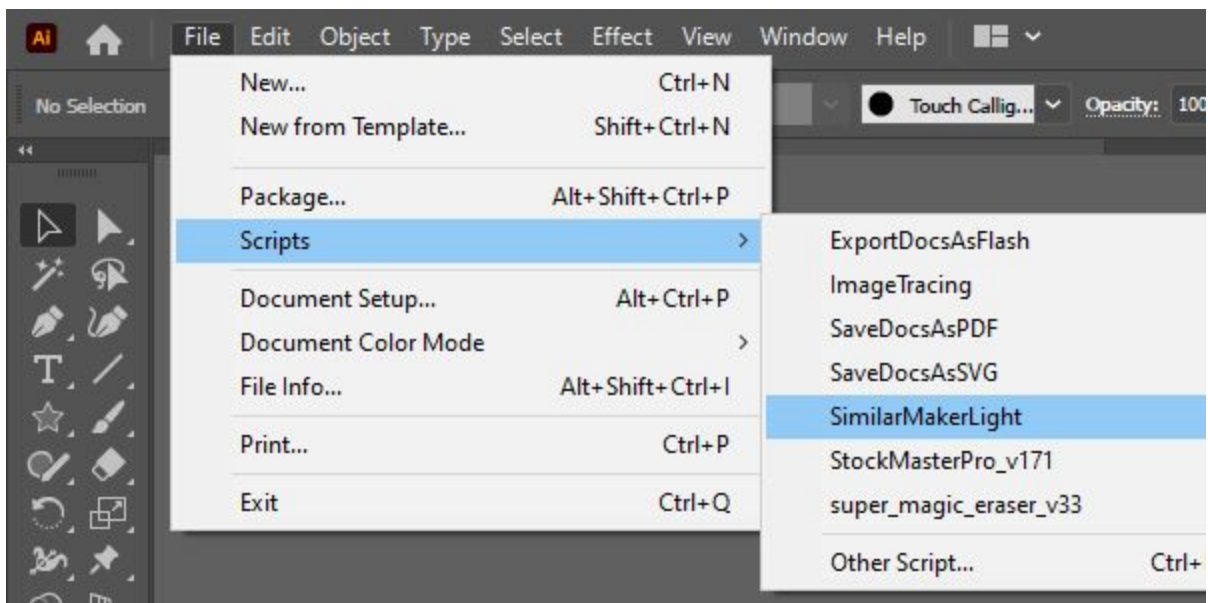
For Windows it might be:
C > Program Files > Adobe > Adobe Illustrator (your version) > Presets > en_GB > Scripts

For Macintosh it might be:
Applications > Adobe > Adobe Illustrator (your version) > Presets > en_GB > Scripts
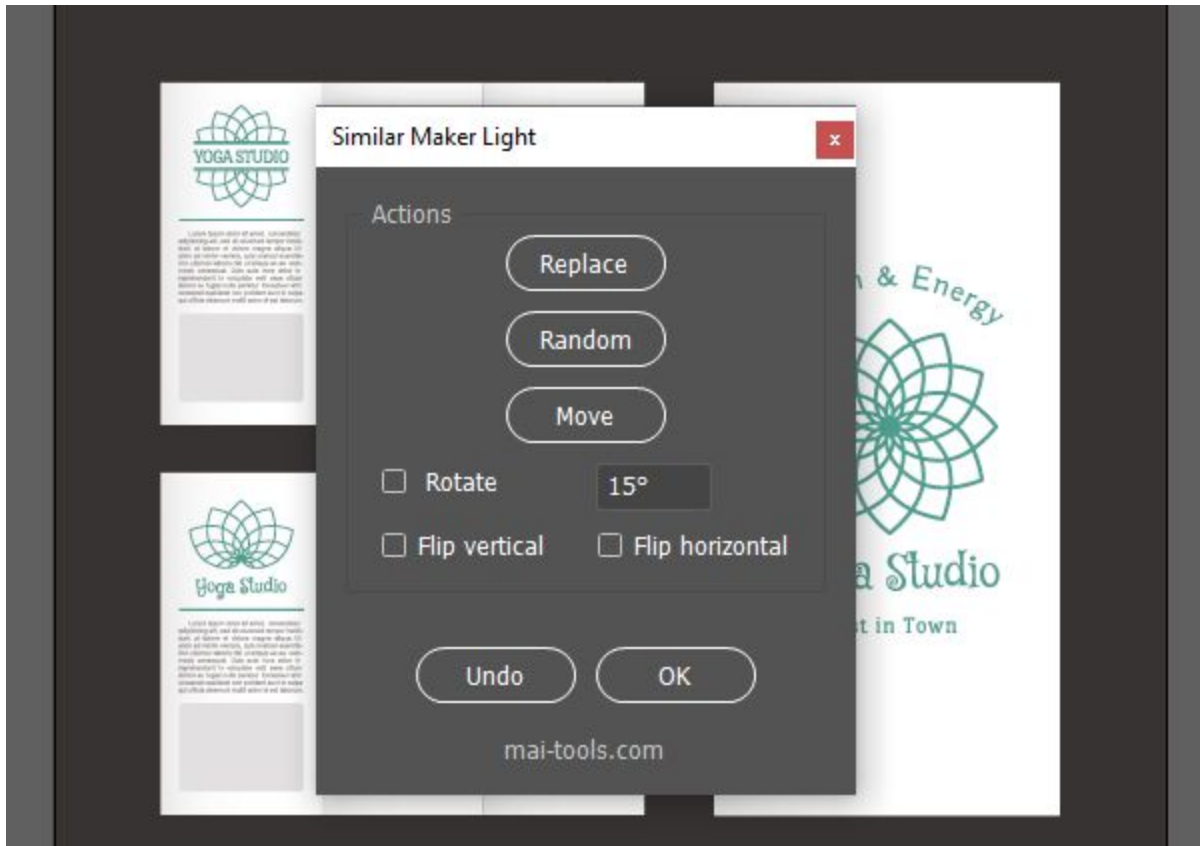
Then run Adobe Illustrator. You can find the script in the main menu *File > Scripts.*

You can also run the script without installation. Go to *File > Scripts > Other Script* (Ctrl+F12). Then open the script file on your computer.

Usage in Adobe Illustrator

Open or create any vector illustration. Then run the script Similar Maker Light.

You will see a script window. Similar Maker Light works like a panel in Adobe Illustrator. You can select and turn objects on the Artboard and use the script in the same time. So you can move a script window to the comfortable spot.

Replace function

Then you need to draw a new object for redesign. This object should be at the top position in the **Layers panel (F7)**. Group the new object **(Ctrl+G)** if it consists of parts.

Select the new object and the rest of the objects you want to replace. Click the **Replace** button in the script window. And the script will replace the old objects with a new one.

before

after

Random function

Select several objects that you want to shuffle. Click the **Random** button in the script window. And the script will shuffle all objects in places randomly.
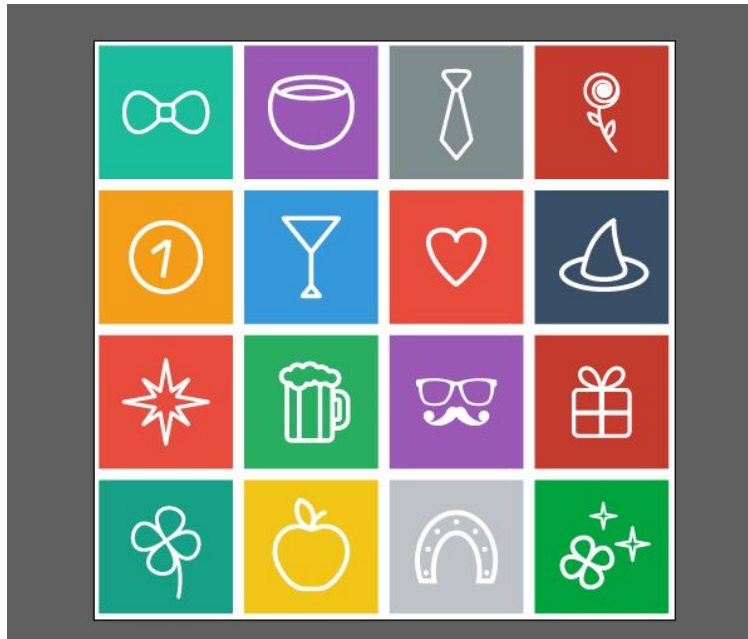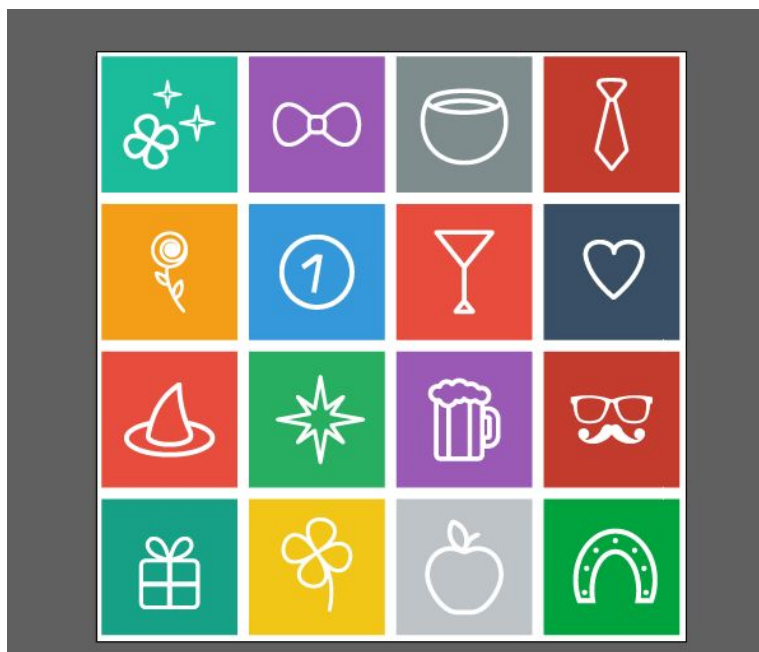
before

after

Move function

Select several objects that you want to move. Click the **Move** button in the script window. And the script will move objects to the place of others. The script looks at the position in the **Layers panel (F7)**. One object is moved to the place of another object which is higher than it in layer.

before

after

Rotation and reflection

The script can rotate objects while operations when you check the **Rotate checkbox**. Use the field next to it to set the angle. The script rotates objects randomly when you use **Random function**.

The script can flips objects while operations when you check the checkboxes **Flip vertical** and **Flip horizontal**.

Other functions

Undo - undo the last action. You can use the default Illustrator function **Ctrl+Z** (undo) and **Shift+Ctrl+Z** (redo).

OK - exit the script.

Contact us

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