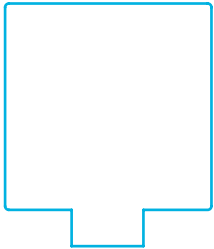


Converting DXF files into useable Illustrator documents can be tricky due to the way the two file formats treat line segments. When importing, Illustrator can attempt to join the lines for you, though small areas are often missed on arcs and rounded corners. The following should help with DXF or DWG importation into Illustrator to allow objects to be filled with color.

ORIGINAL



At first glance it looks as if the shape consists of 8 segments

SEPERATED TO SHOW PARTS



Upon separation of the parts it shows that there are actually 12 segments. 8 obvious and 4 little tricky ones at the rounded corners.

SOLID FILLED

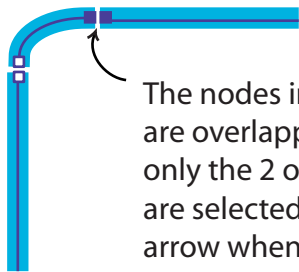


After joining each of the 12 corners you should have no problem filling this shape with any color.

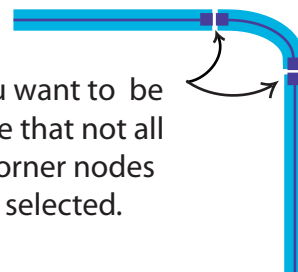
All you need to do is join the corners. The trick with these particular drawings are that 4 of the the corners consist of short curved line segments. This means for each corner you'll have two seperate joins.

When using the join command be sure to select the two over lapping nodes with the Direct selection tool (White Arrow) and then join them.

Object > Path > Join (CTRL + J)



The nodes in your drawing are overlapping be sure that only the 2 overlapping nodes are selected with the white arrow when using the join command.



You want to be sure that not all 4 corner nodes are selected.



I've also found that by copying the line segments from Illustrator into Macromedia Flash and then back again joins the lines automatically. This occurs because of the very different way that Flash treats Vector graphics. It may be useful to use the paint bucket within Flash to fill in the shapes before copying them back to Illustrator. If there is a large amount of joins to be made then this method will save you lots of time. Often finding the places that need to be joined is more time consuming then actually joining them.