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SVG Buttons



Production and export of buttons in .svg format

- For the graphic production of the .SVG visuals we recommend **to use a vector creation software** (ex: Illustrator).
- **CTA text should be vectorized before exporting** because the typeface used in the .svg may be replaced if the player does not have it on the device used to play.
- To do this, **we advise you to duplicate all your CTAs in a second layer before vectorizing the texts** in order to keep the buttons whose texts will remain editable if you need to make changes.

The template has two layers (editable text and vectorized text) in which the buttons are grouped and renamed.

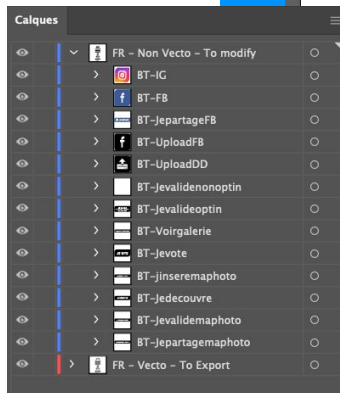


Template



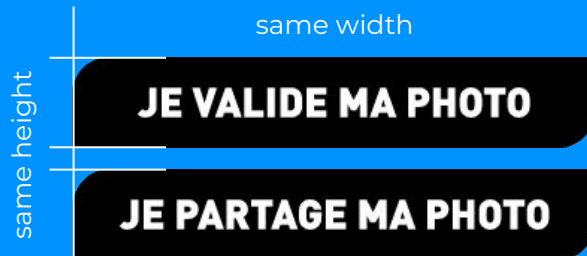
Buttons with text editable

Duplicated buttons with vectorized text OK for export



- In Illustrator, you can use the **"Export File"** tool to quickly and easily export your CTAs in different formats (.svg, .png, .jpg) by dragging the CTAs from the "To Export" layer into the window.
- The .svg format does not include pixel dimensions, **so you will have to resize them manually when importing into box.**
- To facilitate integration and resizing, we recommend **producing visuals with a fixed height and/or width.**

You can add the .svg exports and the source file in the "Buttons" folder of the rendering folder for integration.



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More info on :

<https://box.adictiz.help>

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