

# Converting KNK Files to SVG Files

By Sandy McCauley

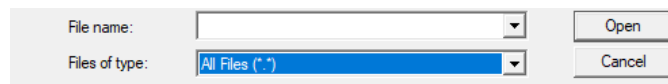
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- I tested 3 file formats for converting KNK files: SVG, PDF, and EPS. **The best was SVG** because it retained both original fill and stroke colors, imported the files with each fill color on its own layer, no ungrouping was required, and no extra surrounding rectangle appeared.
- If you have a raster image in your KNK file (jpg, bmp, png, etc.) you will need to separately export it. Select the image and go to **File>Export Image**. Select **PNG** as the file type and then name it and save it.



## Exporting as SVG from KNK Studio or Signlab

- Open the .knk file in either KNK Studio or in SignLab. (note that in Signlab, you'll need to switch to **All Files** in the **Open** window so that .knk files show up):

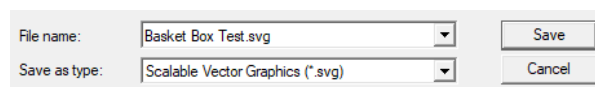


- If you've used more than one color in your file, it's best to do a **Make Path** on each color so that when you import the file into a program such as SCAL, the shapes will still be together. Thus, if you have 3 colors used in your KNK file, then when imported into SCAL, there will be 3 layers, one for each color.
- Double click a color on the **Job Palette** (or hold **Shift** and click once on a color) to select all shapes in that color. Go to **Arrange>Make Path**. Repeat for each color on the **Job Palette**.

Individually double click each color and apply **Arrange>Make Path**

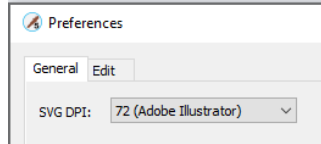


- Go to **File>Export** and select **SVG**. Name the file, note where you are saving it, and click on **Save**:

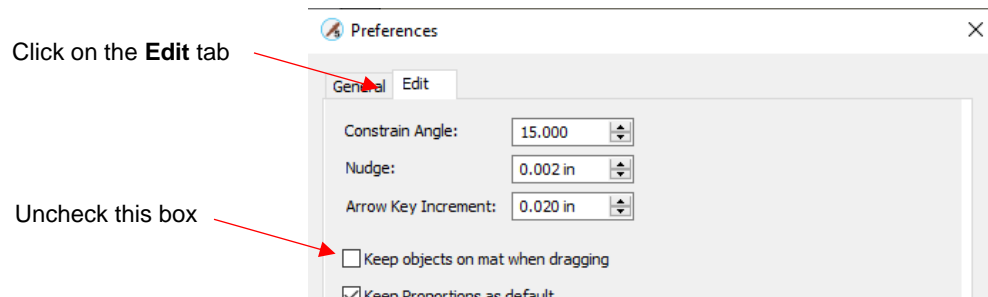




## Importing the SVG Files into SCAL

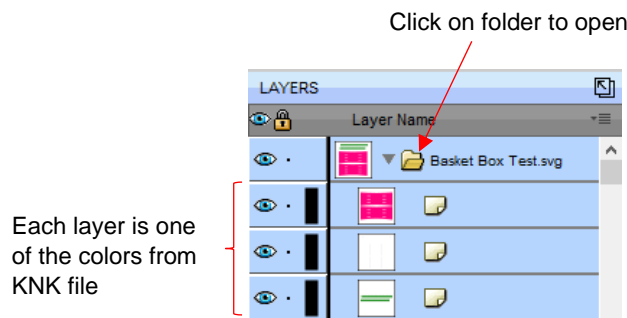
- Programs export SVG files in whatever DPI they choose. Fortunately, SCAL has a setting you can use to make sure that the imported SVG files matches what it was in the program that exported the SVG file. Go to **Edit>Preferences** and set the **SVG DPI** to 72:



- While you still have that window open, click on the **Edit** tab and unmark the box called **Keep objects on mat when dragging**. This then allows shapes to be moved outside of the virtual mat area. Click on **OK** to close out of the **Preferences** window.



- Click on the **Import** icon  at the top of the screen. Locate the **SVG** file and click on **Open**.
- Click on the **Layers Panel**  on the right side of the screen. Open the folder and you should now see the same number of layers as the number of colors in your project:



- To import a PNG file that you exported from KNK Studio, use **File>Place Image**.
- To learn more about SCAL, refer to my support page here:

<https://www.iloveknk.com/support/sure-cuts-a-lot-scal-support/>