# HOW TO FIND AND ELIMINATE EMPTY ARTIFACTS IN INKSCAPE

Back story:

Someone was having issues importing an SVG into EASEL. It kept erroring. A lot of times it's because there are objects in the SVG file that easel and other CAM software can't interpret and doesn't know what to do with them, so it rejects the entire file.

Step 1: Find Clues

All issues can be explained . The 2 most common are raster images left in the file or text not converted to path. ALL objects in an SVG bound for Easel MUST BE <u>VECTOR ONLY</u>! Easiest way to check for that is switch to outline mode to see raster images. They will show up as red boxes with an X thru it.
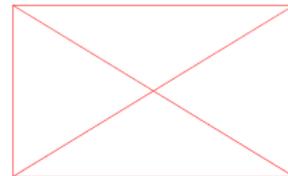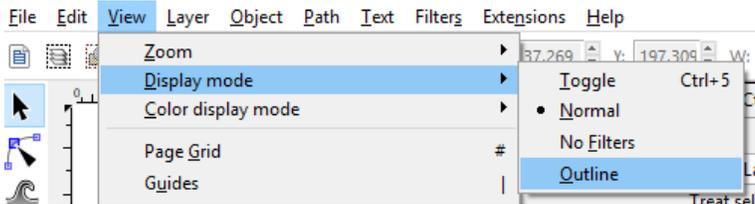

To see if text is vector or not, just select the test and hit the edit paths by node button. If the nodes show up, it's vector. If not, select the text and convert to path (Path -> Object to Path). You have to ungroup it to see the nodes, but the single node in the lower left corner will be gone.
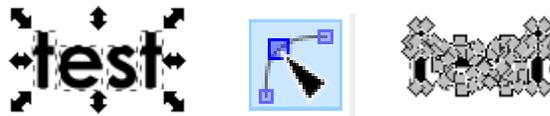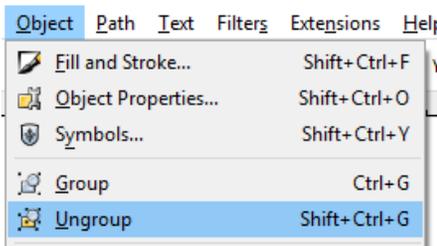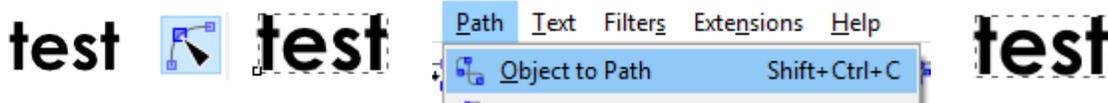
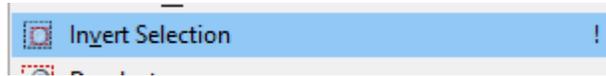But that wasn't the case here.

So, to find out what's hidden, you have to be able to see what's invisible. A few checks will do that. First, just hit Ctrl+A for select all. If something is waaaaayyy off in space, the bounding box will show it because you will not be able to see all the grips. That didn't show anything by itself in this case. So next, hit the edit paths by node button, then select all again. This time an extra node shows up.
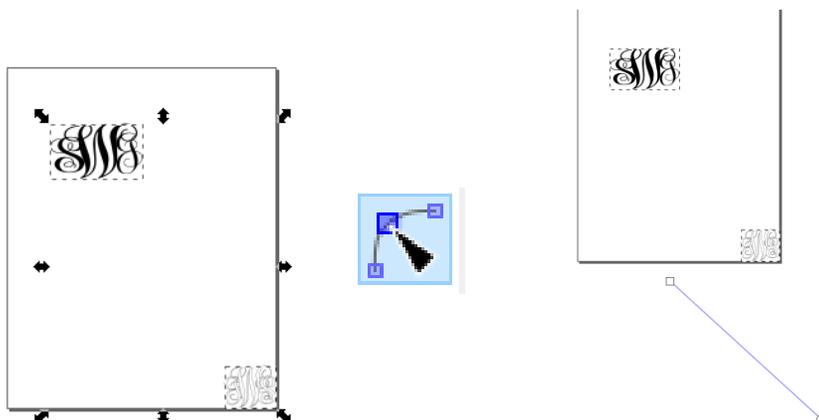
Step 2: Eliminate the problem

Even though you can click on the node, you may not be able to just hit the delete key to get rid of it. So there's a trick to that. First select the objects that are good (must NOT be on node editing mode). Then go to EDIT->Invert Selection. Now the unselected object are only selected. At the bottom of the screen are clues as to what it is. In this case, it was 8 blank text boxes.

From here just hit the delete key and save the document. You should now be able to import into Easel.