

# AutoSketch Release 5.01

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## Welcome

Please read this document carefully. It contains information that is more current than that provided in the printed documentation or in online Help.

## AutoSketch Release 1.0 Users

If you have an AutoSketch Release 1.0, or other AutoSketch DOS-based drawing file, you want to open in AutoSketch Release 5, you need to first open the file in AutoSketch Release 2.1. To obtain a copy of AutoSketch Release 2.1 for file conversion, call your local AutoSketch technical support number. Once you receive a copy of AutoSketch 2.1, simply follow the steps below to convert the drawing files.

### To open an AutoSketch Release 1.0 in AutoSketch 2.1

- 1 From the File menu, click Open.
- 2 Double-click the icon that represents the file you want to open, or select the file on the Active File drop-down list box, and click OK. The file appears in the drawing window.

Once you have opened an AutoSketch Release 1.0 drawing file in AutoSketch 2.1, you need to resave the file. Saving the file in AutoSketch 2.1 automatically updates the file. Once the file is saved as a 2.1 file, simply follow the instructions in AutoSketch Release 5 online Help to open the file in AutoSketch Release 5.

### To save a drawing file in AutoSketch Release 2.1

- 1 On the File menu, click Save.
- 2 Select a directory and enter a filename, then click Save.

## Importing Symbol Libraries

If you're an upgrade user, you may want to convert your existing AutoSketch for Windows 2.0 or 2.1 part files into symbol libraries. You can import other libraries or part files into an existing symbol library, or you can create an entirely new symbol library.

Once another symbol library or part file has been converted and imported into AutoSketch, it can be placed and used in a drawing just as any other AutoSketch symbol.

### To import symbols or parts from AutoSketch 2.1

- 1 On the Draw menu, click Symbol, Explore. The Symbol Explorer appears.
- 2 Select a symbol library in which to place the symbols or parts to import, or create a new library by clicking the New Symbol Library button at the top of the Symbol Explorer.
- 3 Click Import. The Select File(s) to Import dialog box appears.
- 4 Select the part files you want to import by clicking. You can select more than one file by pressing SHIFT and clicking the filenames.
- 5 Click Open. The parts, or symbols, are opened into the library you selected in step 2.

### Note

- The symbol name is the name of the part file and its base point is set to the origin. If you need to change the base point to a more useful location, you will need to draw it, explode it, select the entities, and then create the symbol again with a new base point making sure to save it back to the library.

## **Online Help**

If your system is not capable of displaying 16 bit color at a resolution of 1024 X 768, it may affect the ability of online Help to display tables and other graphics.