

AutoSketch Release 6
Live Demo Version
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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.

Disabled Features

The following features are intentionally disabled as part of this restricted demonstration release. If you would like access to these features, see your local retailer for a full copy of AutoSketch Release 6.

- OLE drag and drop commands
- Clipboard functionality
- Merge commands
- Print commands
- Save and Save As commands
- Customize commands

Technical Support

Technical support is not available for this restricted demonstration release. If you would like access to technical support, see your local retailer to purchase a full copy of AutoSketch.

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 6, 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 On 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 6 online Help to open the file in AutoSketch Release 6.

To save a drawing file in AutoSketch Release 2.1

- 1 On the File menu, click Save As.
- 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 a 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 CTRL or SHIFT and clicking the filenames.
- 5 Click Open. The parts, or symbols, are opened into the library you selected in step 2.

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.

Documentation Corrections

Getting Started Guide

Tutorial number thirteen, titled "Converting & Reshaping Entities", on page 58, step 2 reads, "With the circle selected, click the Convert Arc/Circle button on the edit bar."

Step 2 should read, "With the circle selected, click the Convert Arc/Circle to Curve button on the edit bar."

Alternately, right-click the selected circle, then click Convert, Arcs/Circles to Curves on the pop-up menu that appears.

The graphic illustration of the edit bar that appears below step 2, on page 58, shows one Convert Arc/Circle button. You will notice there are now two convert buttons. Hold the pointer over the button for a moment and a ToolTip appears. The ToolTip helps identify which button to click.

AutoCAD DWG Import

AutoSketch R6 includes the ability to read AutoCAD DWG files. This allows AutoSketch users to read in an existing AutoCAD DWG file to serve as a basis for a drawing or illustration that will be created in AutoSketch.

The feature set and drawing database of AutoCAD is more extensive and complex than AutoSketch. In certain cases, where an entity type is supported in AutoCAD and not supported in AutoSketch, entities may not be imported or may be changed to a different entity type. For example, since AutoSketch is not a 3D CAD program, it is can't read and display 3D entities from AutoCAD. Best results are achieved when reading "standard" 2D DWG files.

For more information on DWG import, see chapter 33, "Importing and Exporting" of the AutoSketch User's Guide.