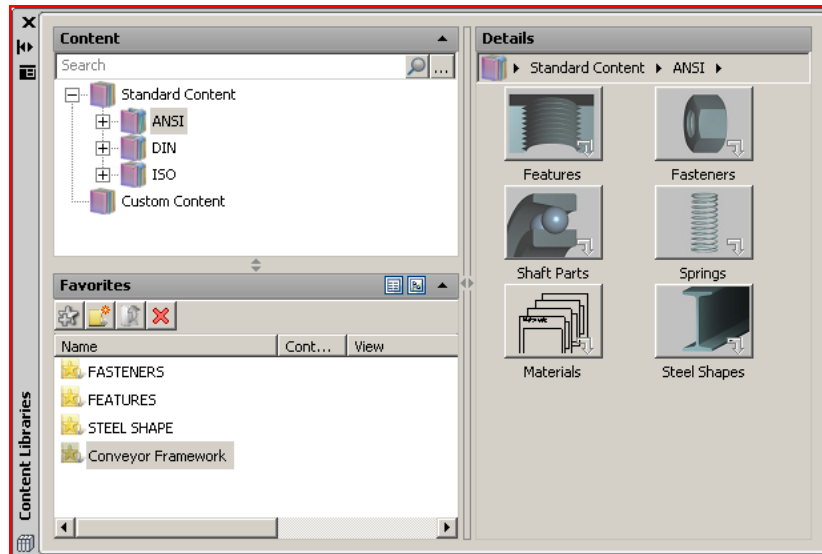
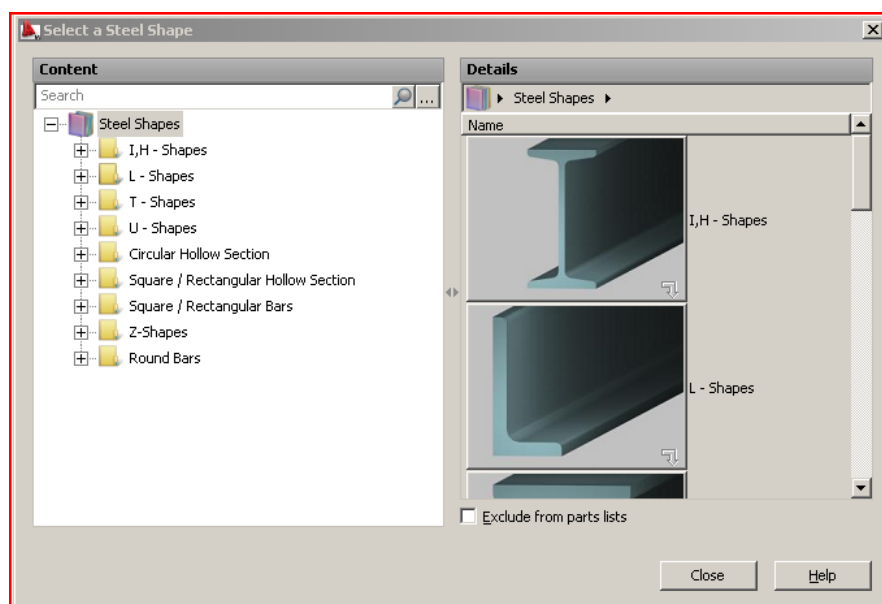


## AutoCAD Mechanical Insert standard or custom content

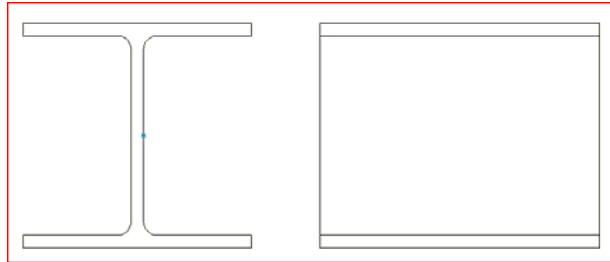
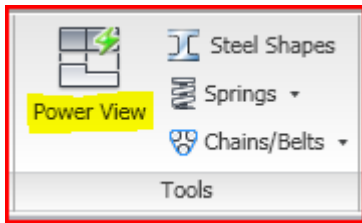
AutoCAD Mechanical contains over a half a million pre-drawn standard parts that you can insert into drawings. These parts include screws, washers, nuts, cylindrical pins, taper pins, grooved drive studs, cotter pins, plain rivets, countersunk rivets, clevis pins, plugs, lubricators, sealing rings, drill bushings, bearings, keys, and steel shapes.



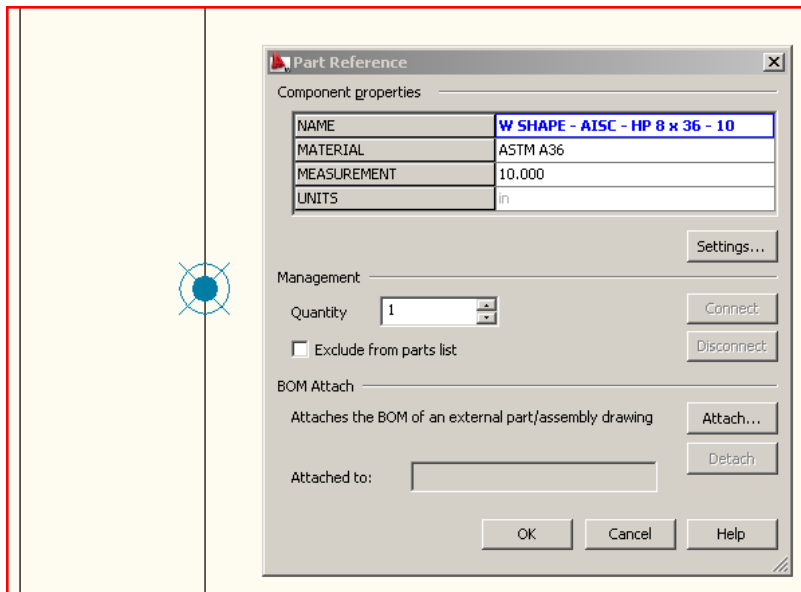
The insertion process is similar for each standard part. Select the standard part you want to insert, select the view to insert, and then specify the size. If you use the AMCONTENTLIB command, you can select any standard or custom part for insertion. If you use a specific standard part insertion command such as AMSTLHAP2D, you can only access the parts associated with that command (2D steel shapes in this example). This is a convenient way to access a filtered list of standard parts.



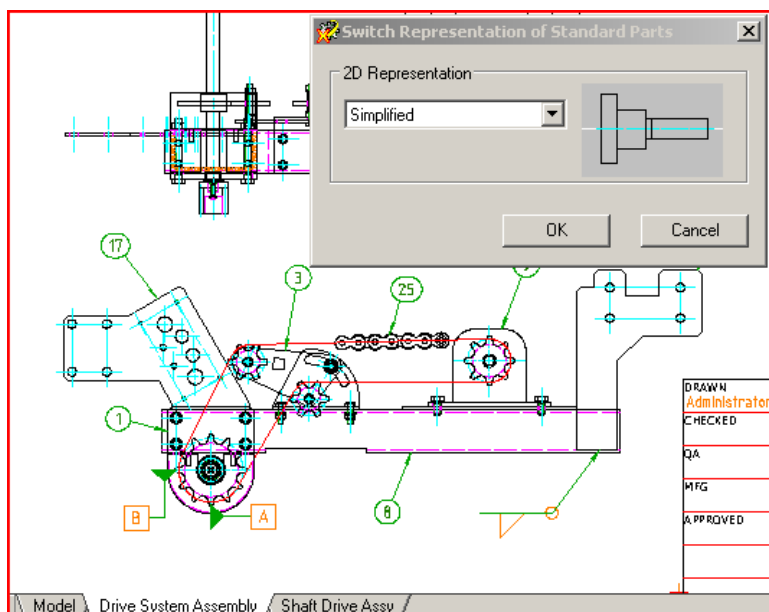
You can quickly generate a view from a standard or custom content that exists in a drawing (for example, to create the right side view from the front view) with the AMPPOWERVIEW command.



When you insert a standard part in the drawing, the program inserts a part reference, which contains information about the part, automatically.

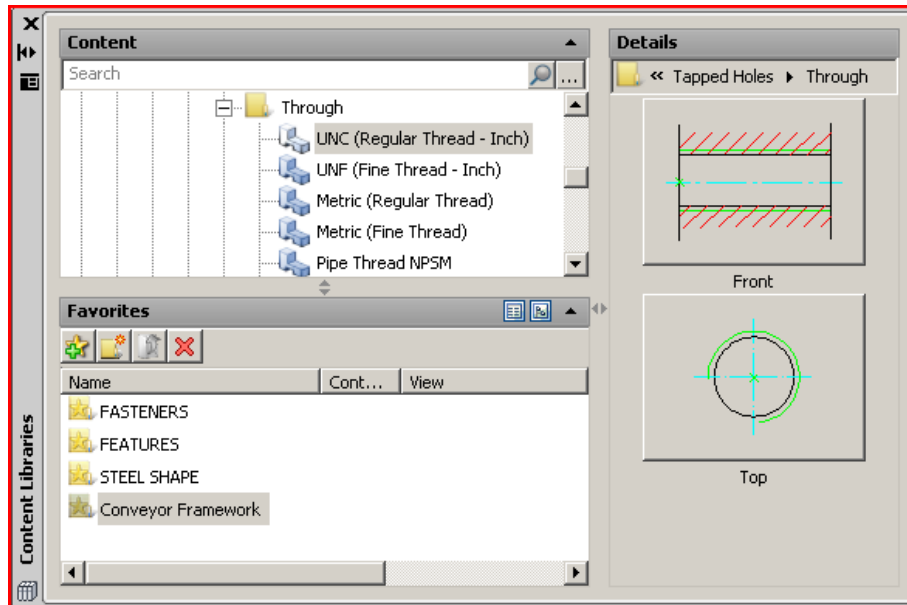


In complex assemblies, showing standard parts in their default form (standard representation) may clutter the drawing. Use the AMSTDPREP command and change to a simplified representation for a better overview.



The program stores standard and custom content in the GDB (global) database. This database contains the description of the part, the paths to the parametric files (GPL files), and the path to the pictures shown in dialog boxes. The GPL files (Global Parametric Library files) are parametric files in a packed format.

In addition to standard parts, the standard part library contains pre-drawn through holes, blind holes, counterbores, countersinks, through slots, blind slots, tapped through holes, tapped blind holes, external threads, and thread ends.



The insertion process is similar for all standard content. Select the hole or slot to insert and determine the view, insertion point, hole length, and nominal diameter. You can also insert user holes and user slots, which have user-defined diameters.

Next month we will look at creating custom content and how to add it to the Content Library.