

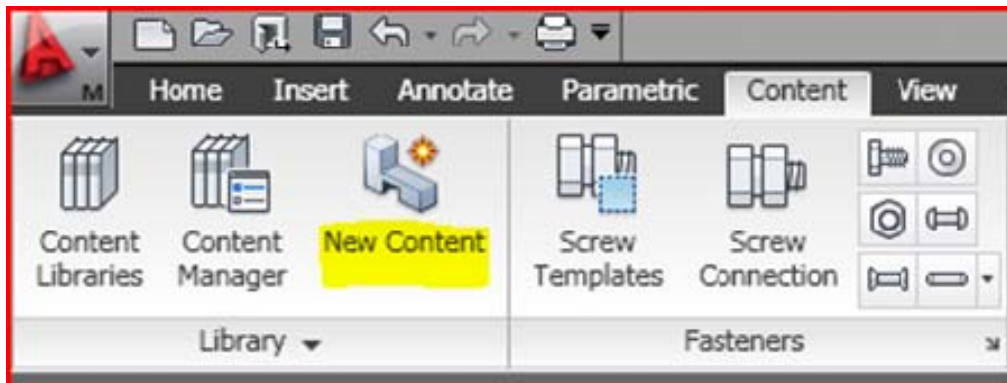
AutoCAD Mechanical: Creating New Custom Content

You can create new content and add it to the content library from several different sources. It can be drawn from scratch directly in the Content Editor, which is very similar to the Block Editor in AutoCAD. It can be created from the contents of the current open drawing, or it can be created from an existing block defined within the current drawing.

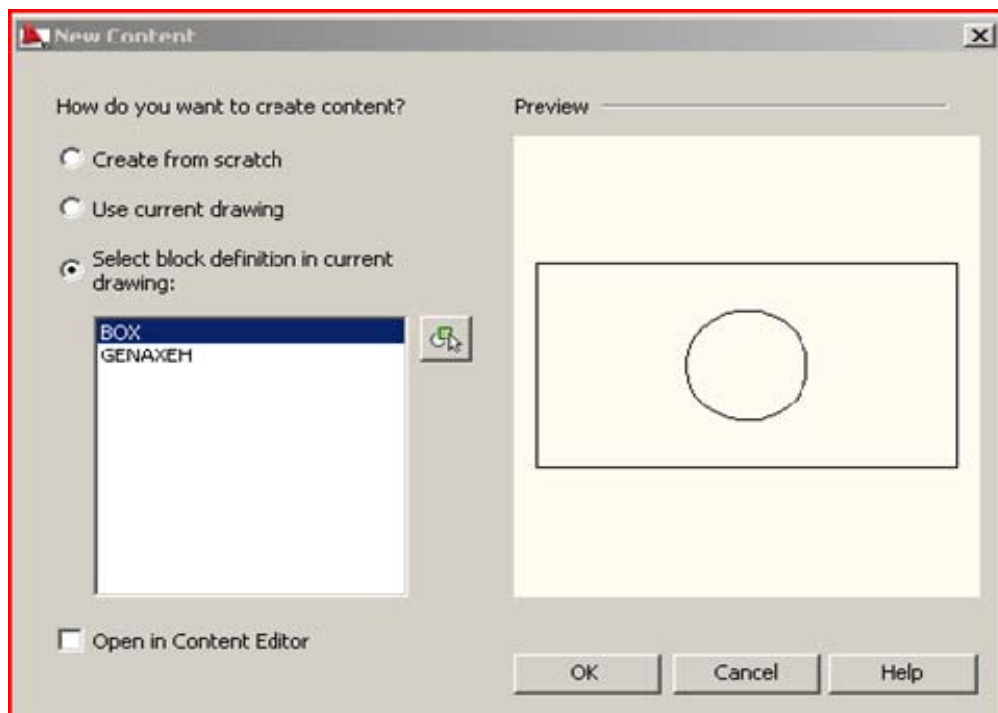
The easiest method is to define the content from existing blocks inside the drawing. We will look at this process for this month's tip.

Depending on what you want to add, either start a new drawing and insert the blocks you would like to add to the Content Library, or open an existing file that already contains the blocks defined in the drawing's database. The blocks do not have to be physically inserted into the drawing; they just need to exist in the database of the file.

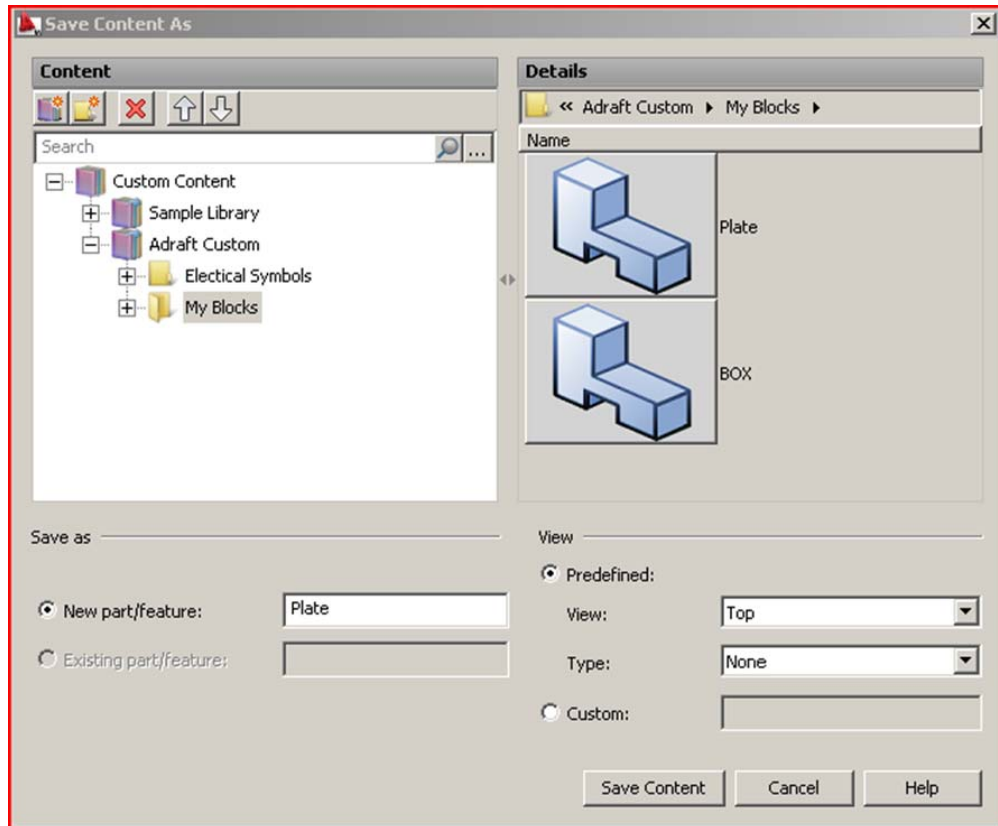
Select the Content tab on the ribbon bar, on the Library Panel click the "New Content" button.



This will launch the "New Content" dialog box. Select the "Select block definition in current drawing" radio button.



Highlight the block definition you wish to add from the list and click ok. This will launch the " Save Content As" dialog box. In the Content pane, you can define a new library, create a new folder within a current library, or simply highlight an existing folder to place the new content in. Under the "Save As" section, give the new part a name. Under the view section you may designate a view and type category if desired. Then just click "Save Content", and that's it! You can now insert the content into all future drawings, easy as that!



You can also control layering and parameters if desired, to create more intelligent content. For a more detailed approach, check out this video tutorial on the Autodesk University website.

http://au.autodesk.com/?nd=class&session_id=5080

Thanks!