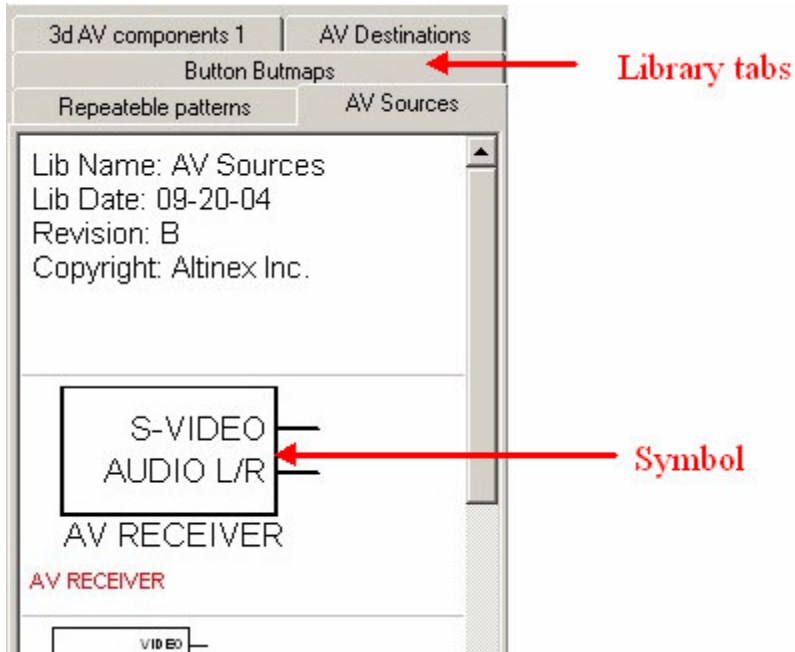


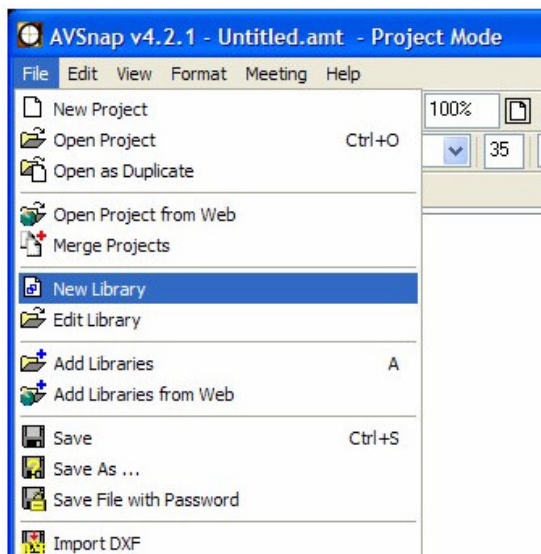
AVSnap Tutorial 2: Utilizing the Symbol feature in AVSnap to improve project efficiency

Part 1 Creating your Library containing customized symbols

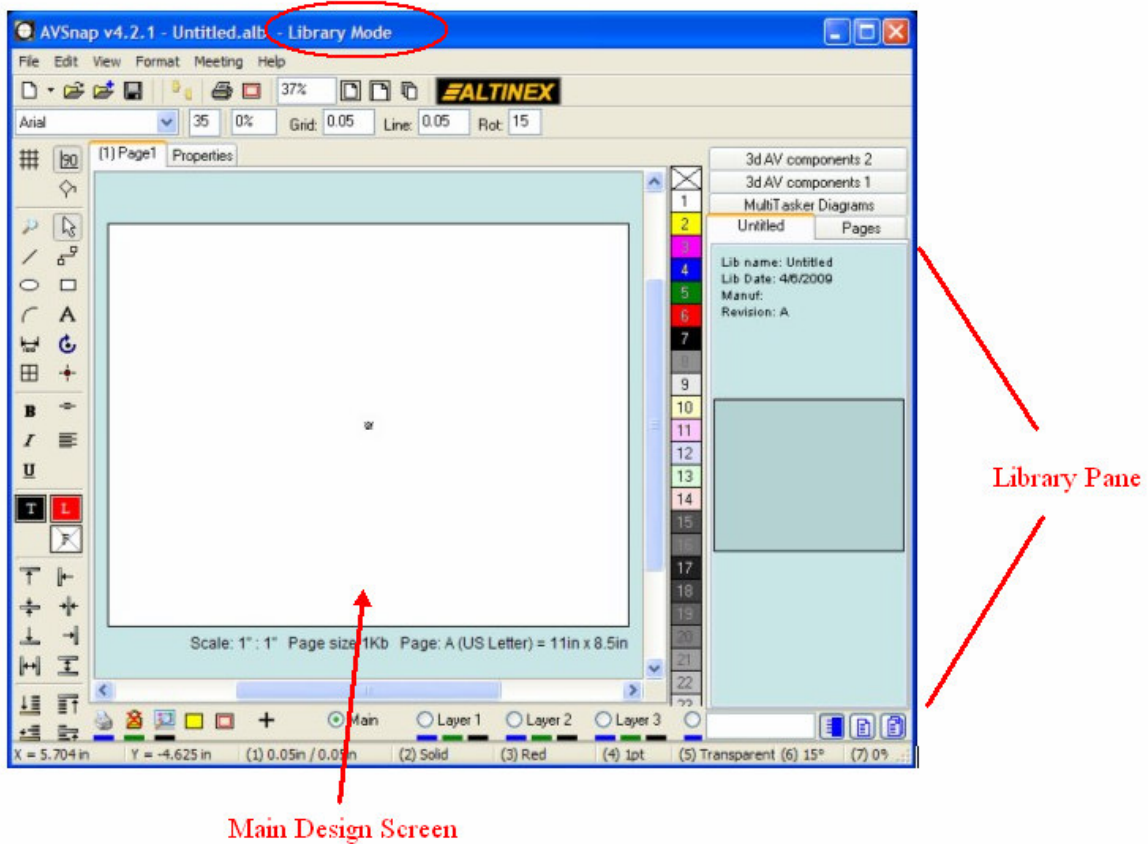
You are provided with tools to create your own libraries and symbols in the AVSnap software. By doing so, you can easily access your customized symbols for use in different design pages for the same project or for different projects. In this section of AVSnap tutorial, you will learn how to create a new library.



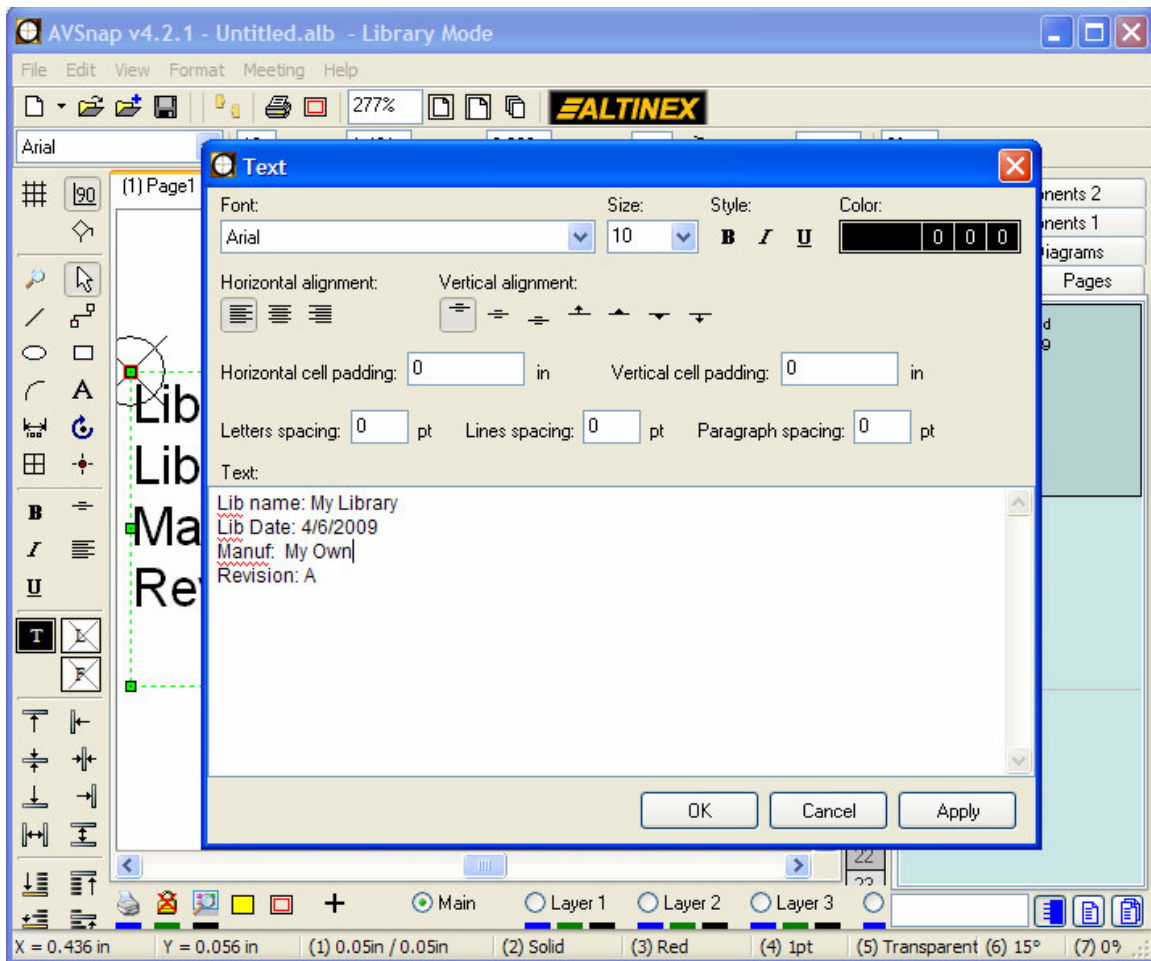
Step1: Select File menu followed by New Library option.



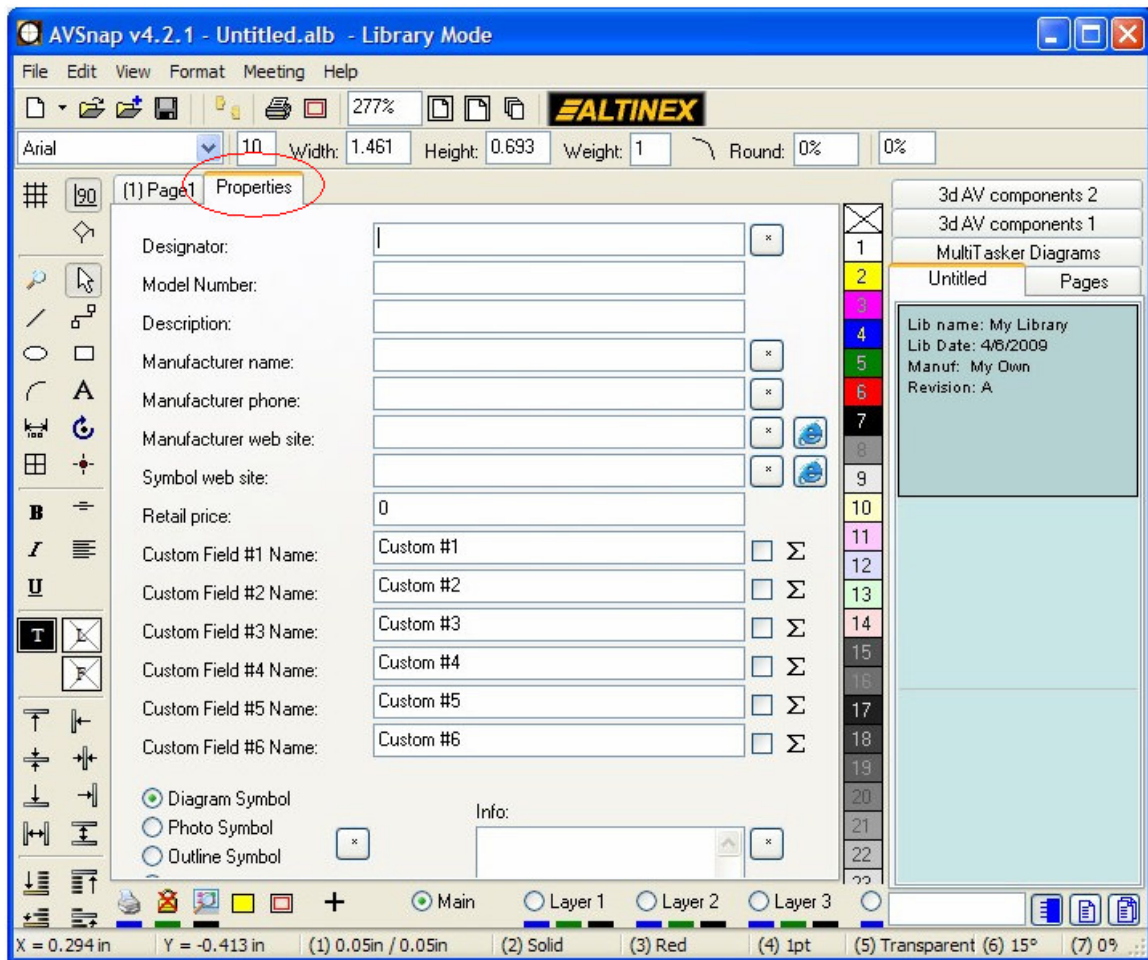
The AVSsnap is switched to Library Mode and the Library Editor is displayed. The main design screen is displayed in the center and the Library Pane is displayed on the right side of the screen.



Step 2: Select the header symbol on the Library Pane. The library header text will show on the main design screen. Double click and adjust the text as needed for your library. Click OK to close the text box.

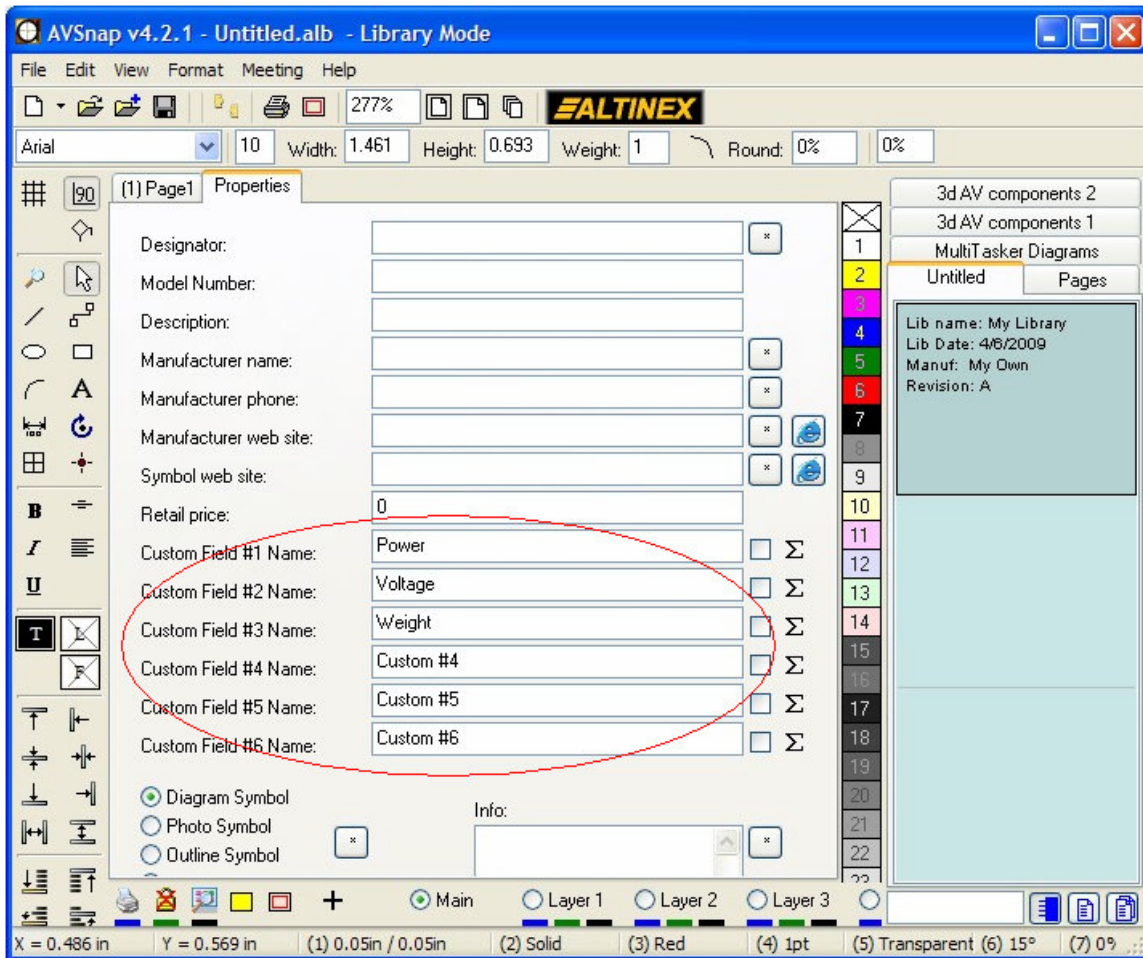


Then select the Properties tab on the top of the main design screen and enter the desired information that will be common to all symbols in the same library. For example, Manufacturer name, Manufacturer phone and Manufacturer website. When adding new symbols in this library, all of the info you entered in the header library will be copied to the new symbol.

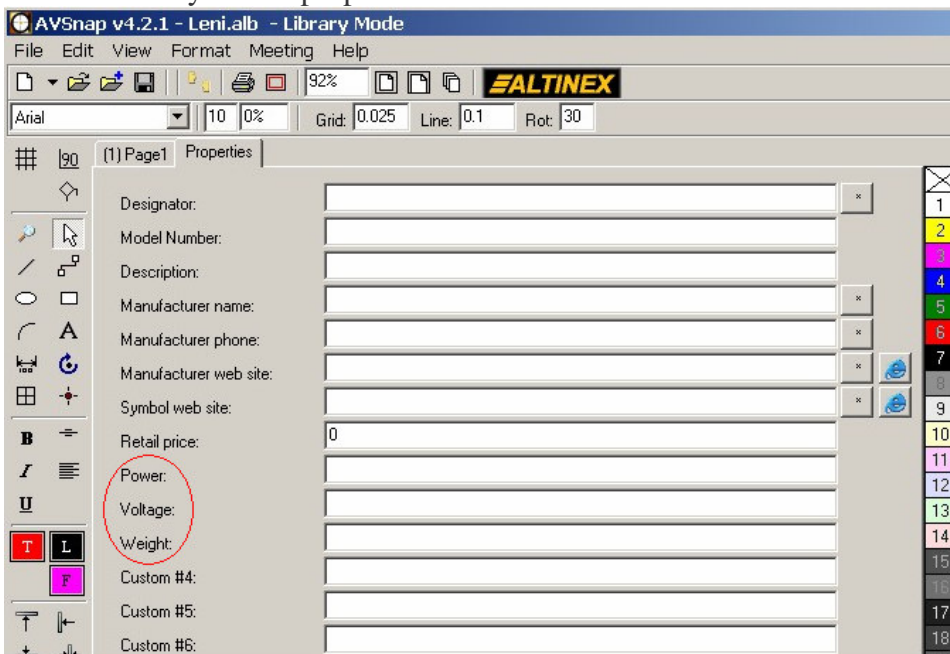


Tip: If the designator info is entered in the symbol, ex. AMP, when the symbol is placed on a project page, the designator of each object on the design page will be numbered with the increments of 1, ex. AMP1, AMP2 and AMP3. This feature is especially useful when you need to connect two symbols with cable objects and would like to show the connections info on the BOM report.

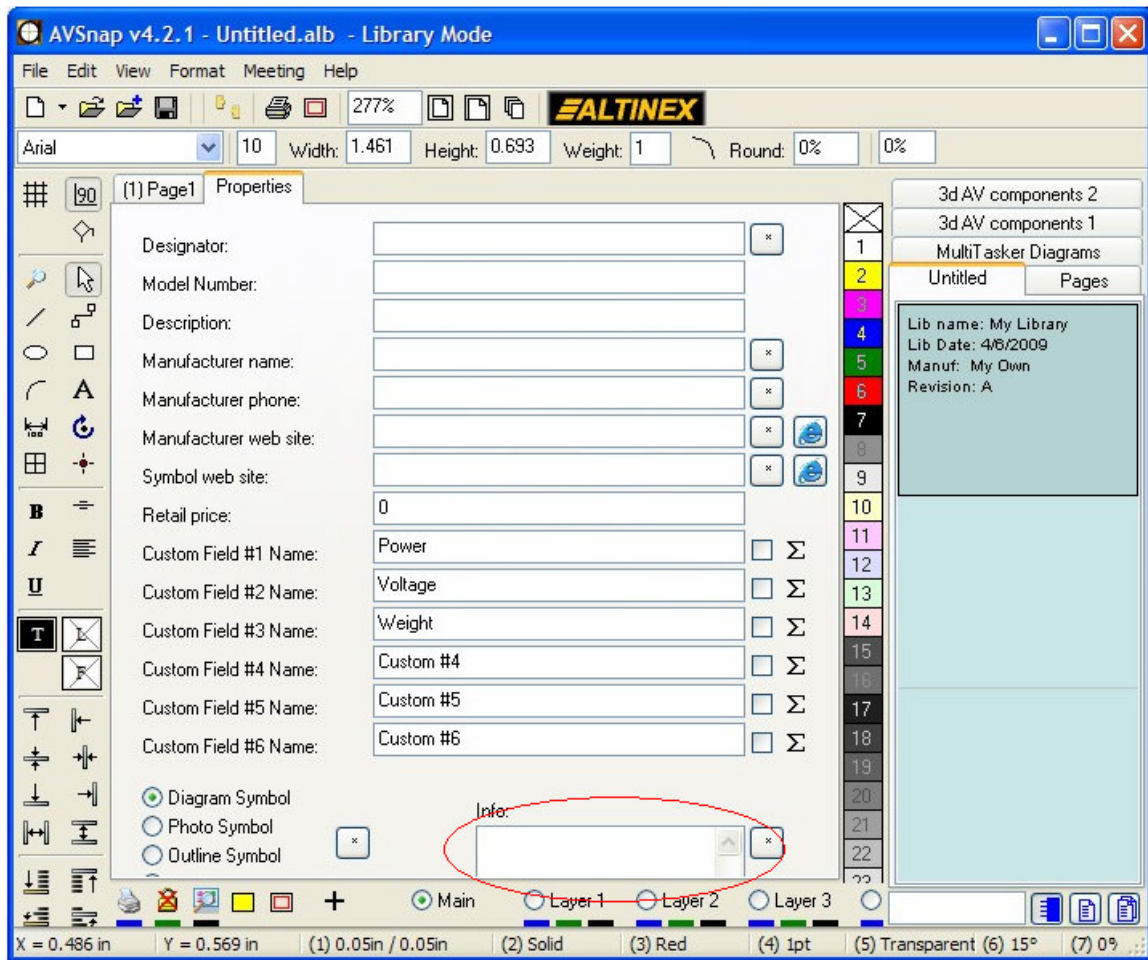
Step 3: Properties tab also contains Custom field names. These fields can be used to enter custom information. For example you can type: Power, Voltage, Weight etc. When the custom field is used, the custom field name will change to the names you entered in the new symbol.



Under a new symbol's properties:



Step 4: The Info text box is used to enter any additional information for the symbol. It can include RS-232 codes, dimensions or anything else that the designer needs to see.



Step 5: Select File menu and then Save option to save the library for future use.

