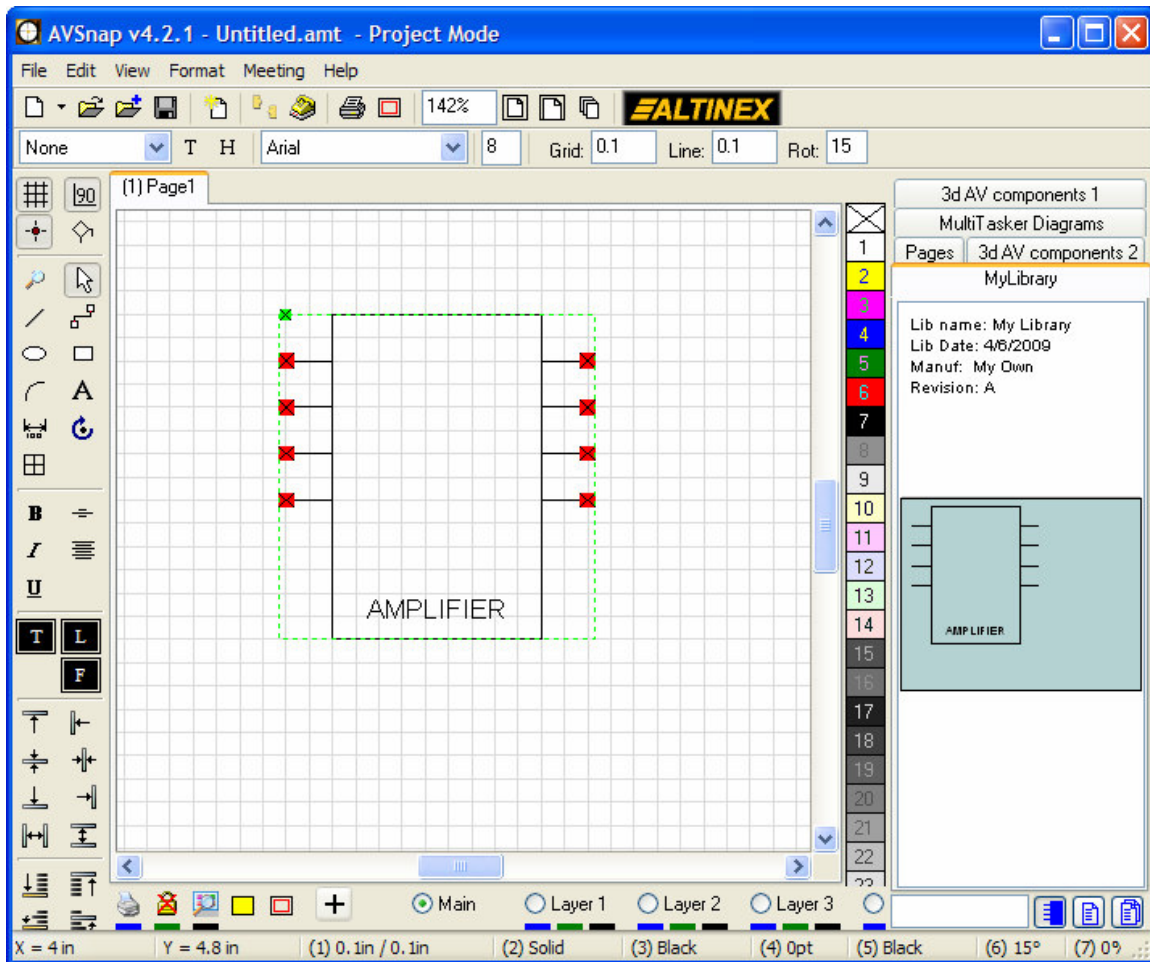


AVSnap Tutorial 2: Utilizing the Symbol feature in AVSnap to improve project efficiency

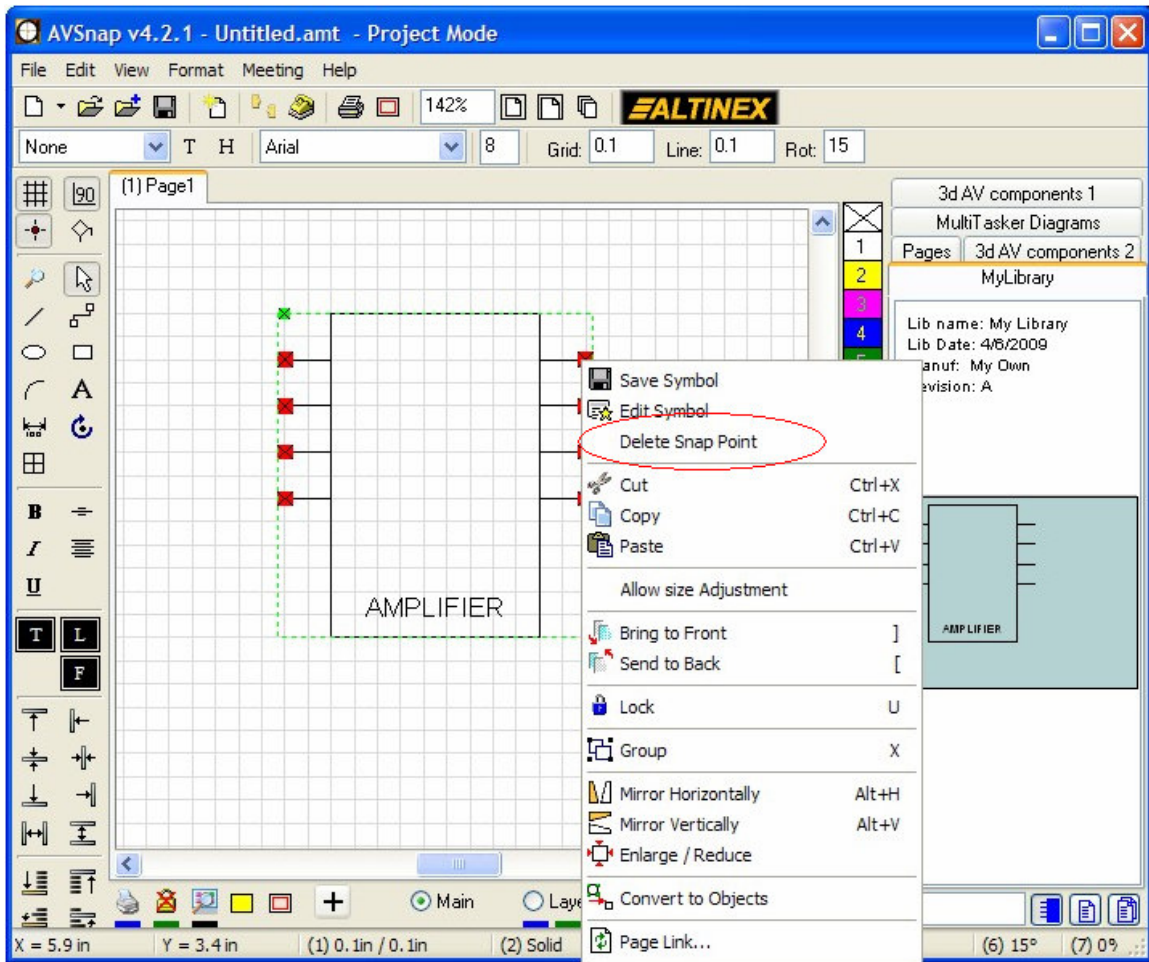
### Part 3: Working with libraries and symbols when creating projects

This section will cover how to utilize libraries and symbols in the project design view.

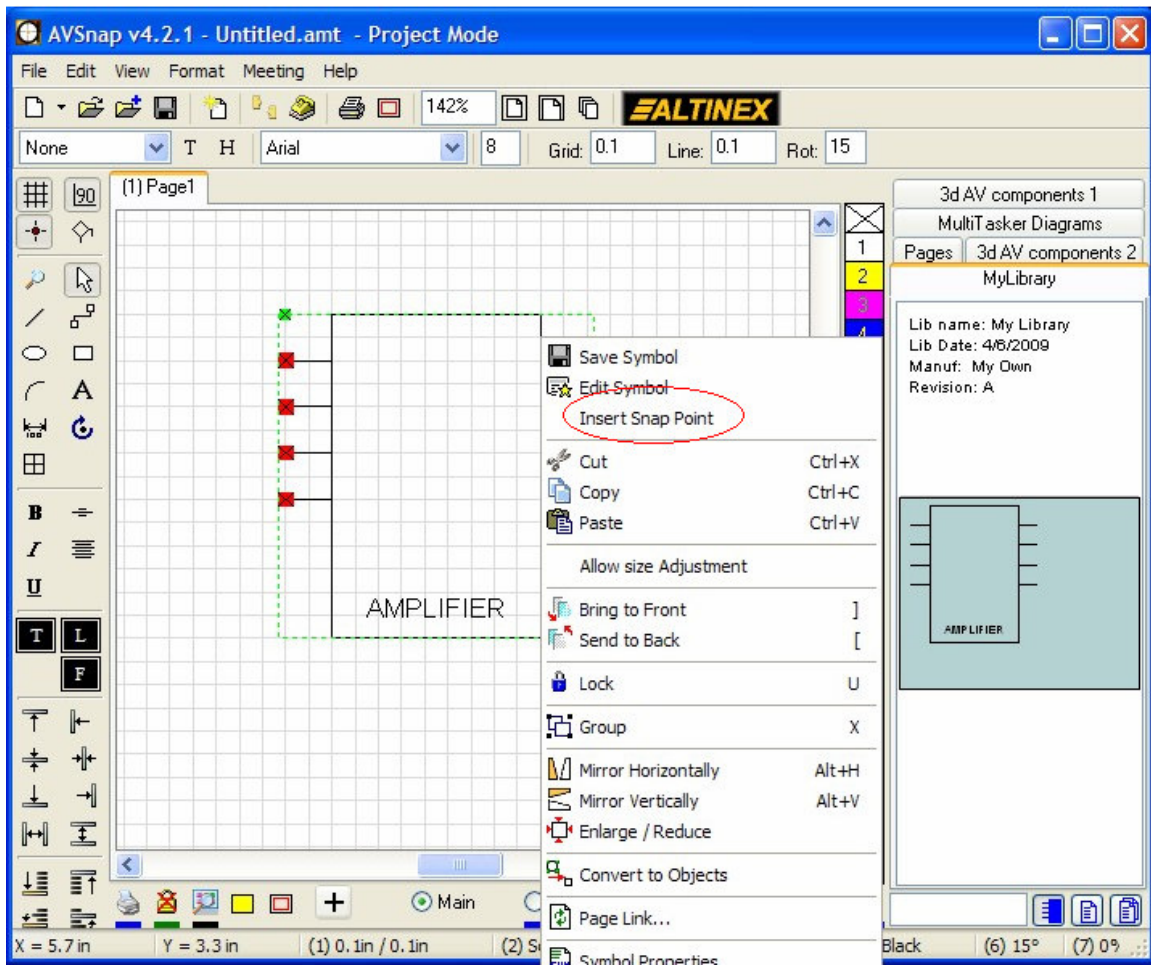
**Step 1:** Start a new project and insert a symbol from the Library Pane to the project page. Notice that the green dot on the top left corner is the Origin symbol that was used when designing the symbol. As mentioned earlier, the symbol will be snapped to the grid where the origin object is located.



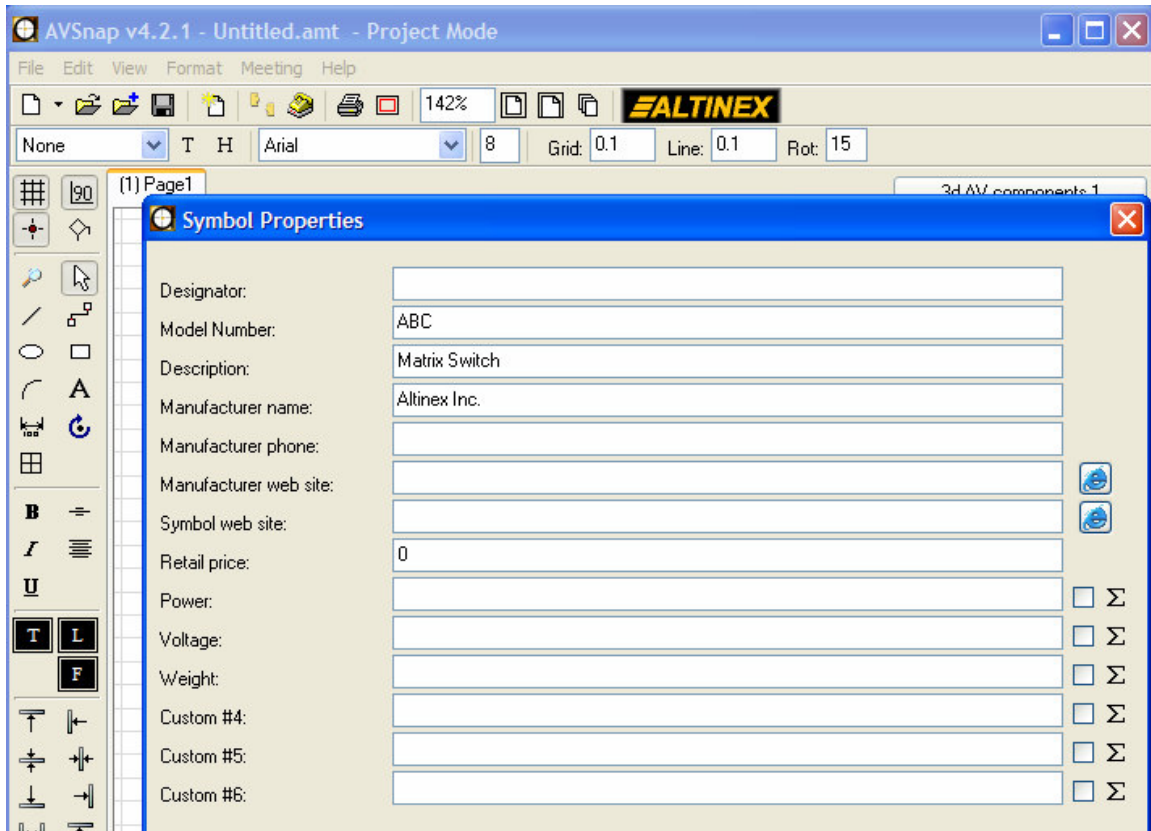
**Step 2:** Additional snap points can be added to or deleted from this symbol using the right click menu. To delete a snap point, right click on the Snap point and select “Delete Snap Point”



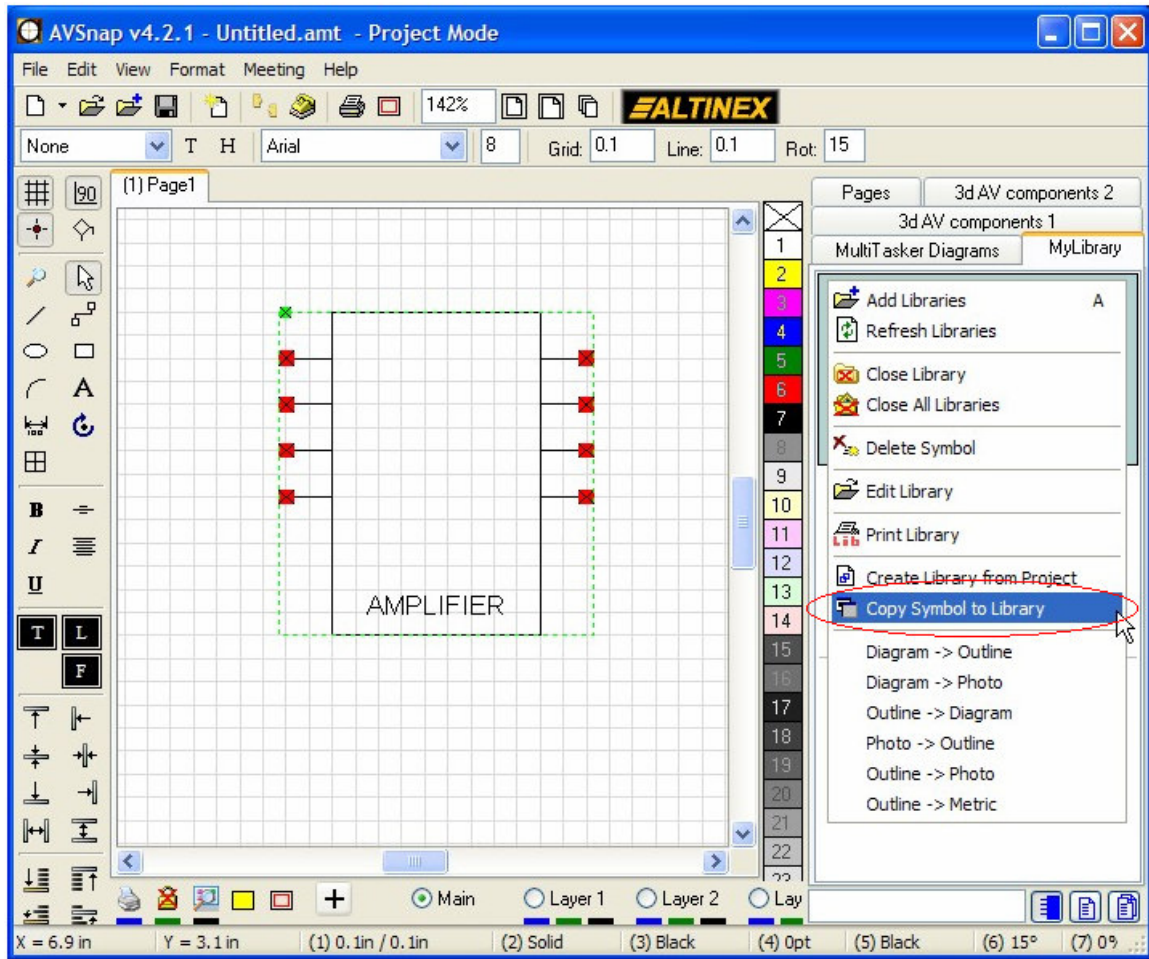
To add a snap point, right click anywhere you want to add the snap point on the symbol and select “Insert Snap Point”. The Snap Point will be positioned on the grid if it is turned on.



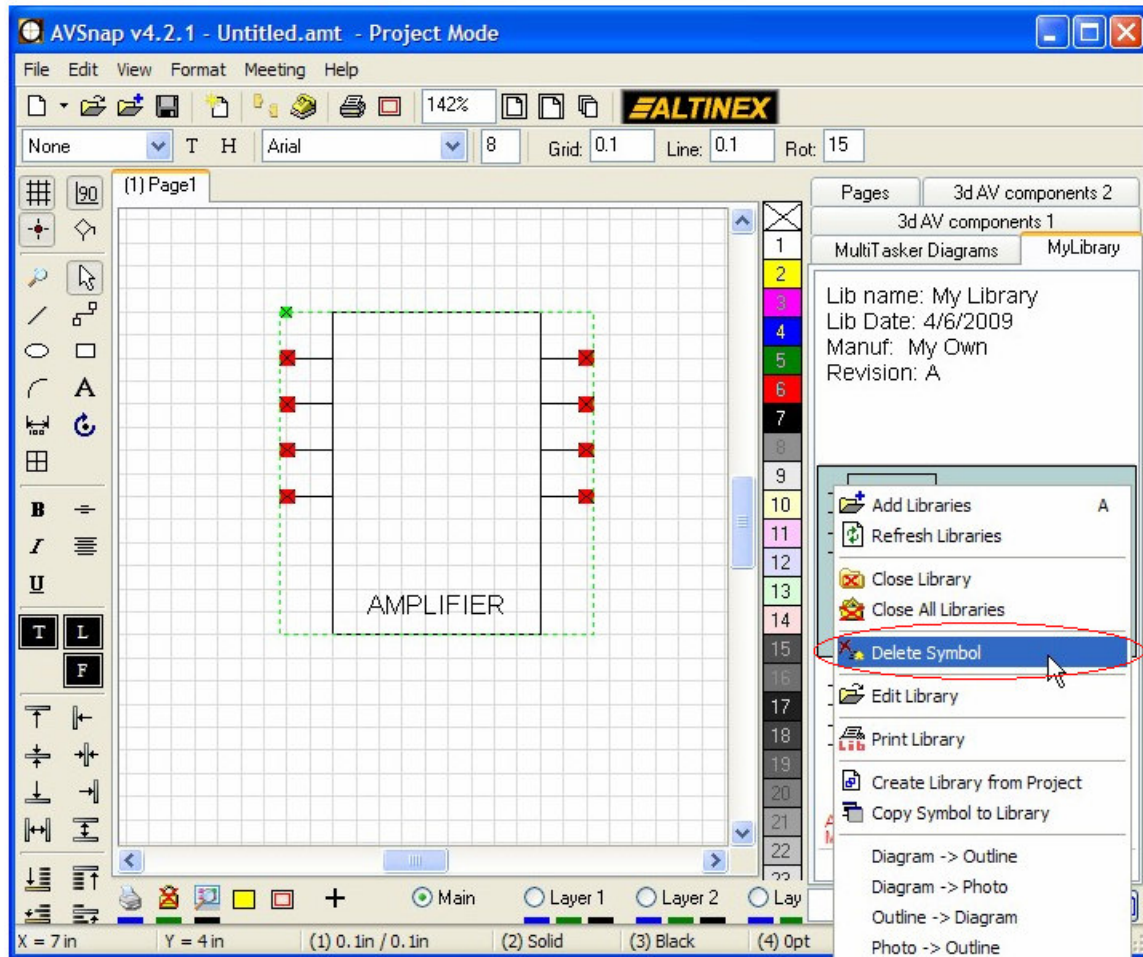
**Step 3:** Once the symbol is modified, it can be easily moved into the library. Double click on a symbol to see the property dialog. Adjust the settings as needed and click OK.



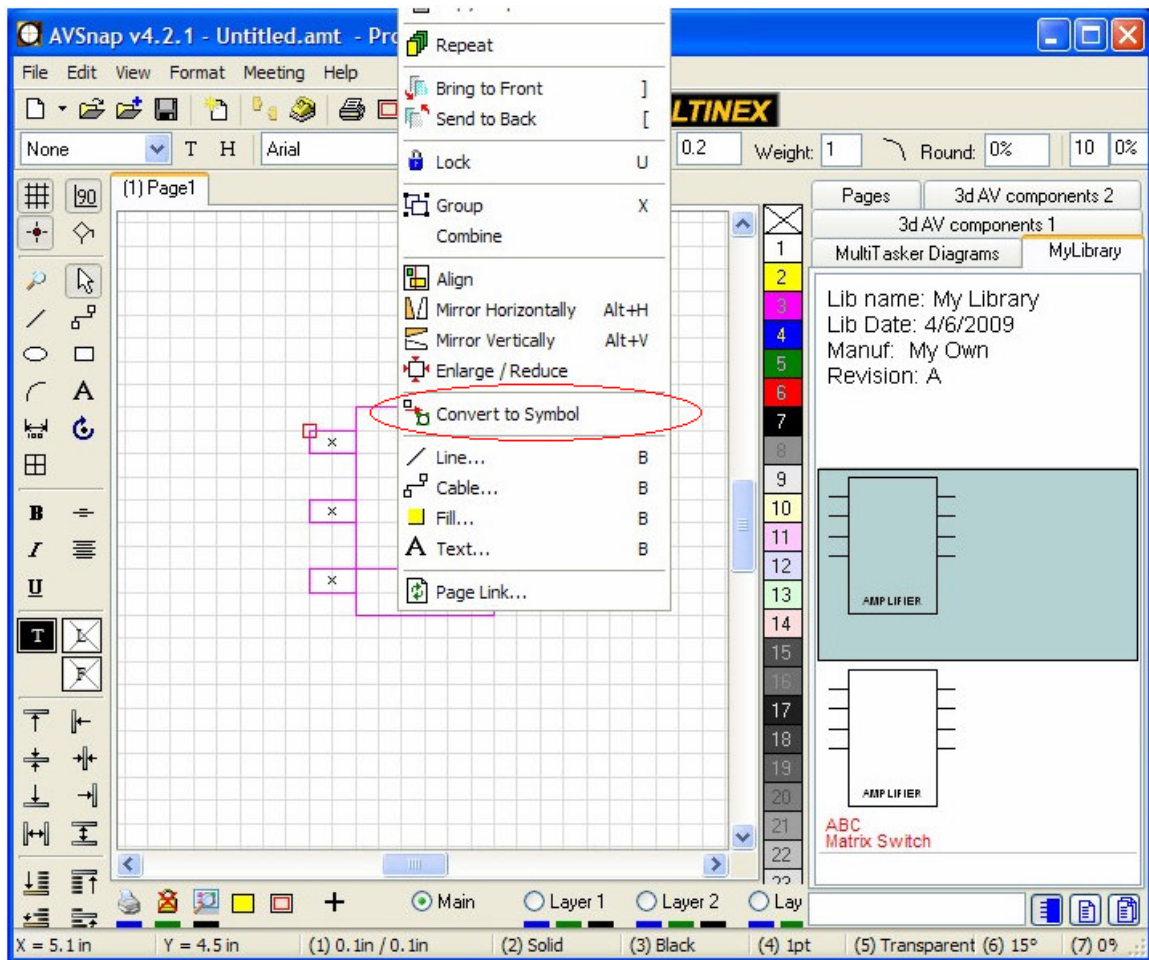
While the symbol is still selected, right click on the library pane and select “Copy Symbol to Library”



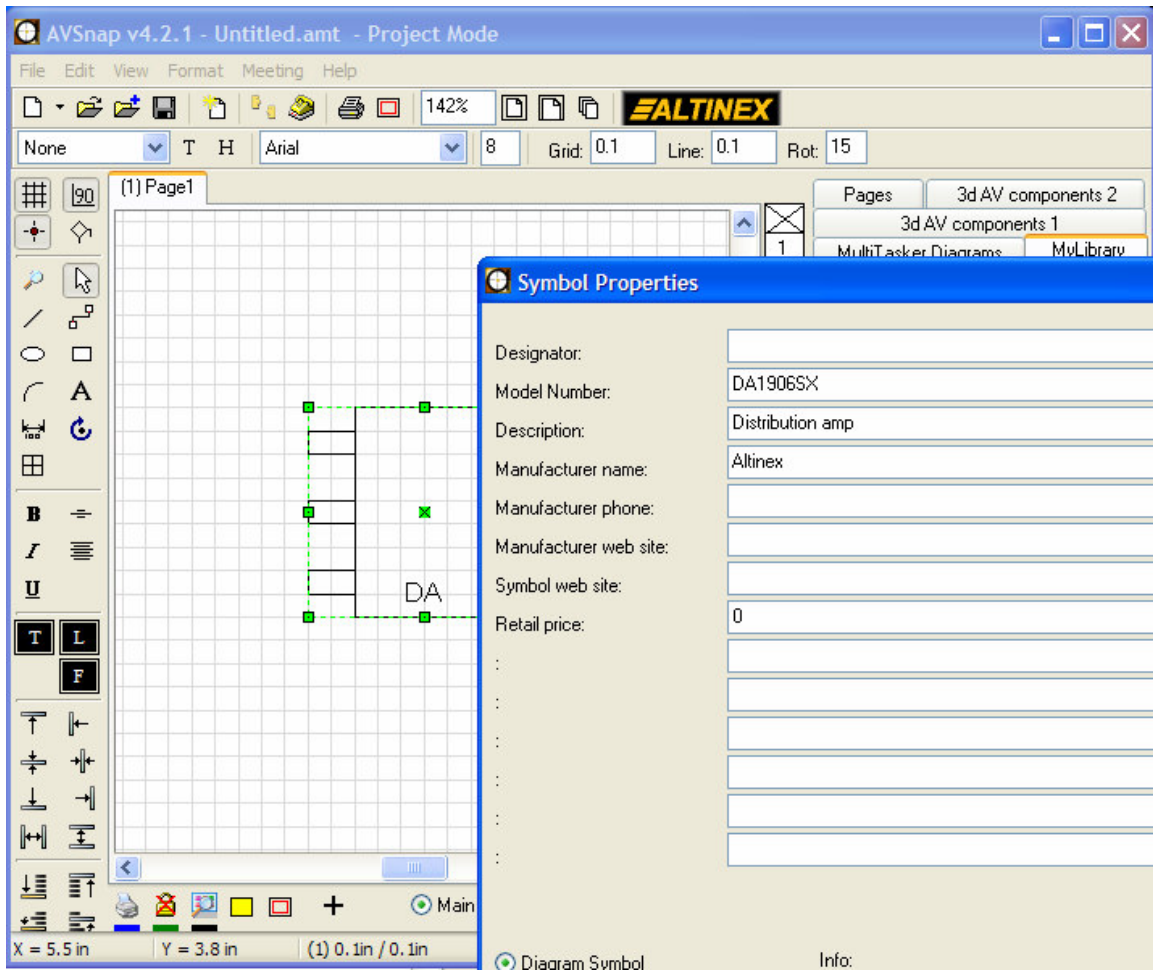
You can also delete any library symbol by right clicking on the symbol in the library pane and selecting “Delete Symbol”



**Step 4:** You can also create symbols directly from the Project page. Draw any symbol in a project. Then select all objects which you would like to include in one symbol. Right click on the selection and select “Convert to Symbol”



Once converted to a symbol, double click on the symbol and fill out the properties fields. Then, right click the library pane and copy this symbol into the library.



This concludes the tutorial of creating libraries, symbols and how to use these features in the project.