

User Interface Overview

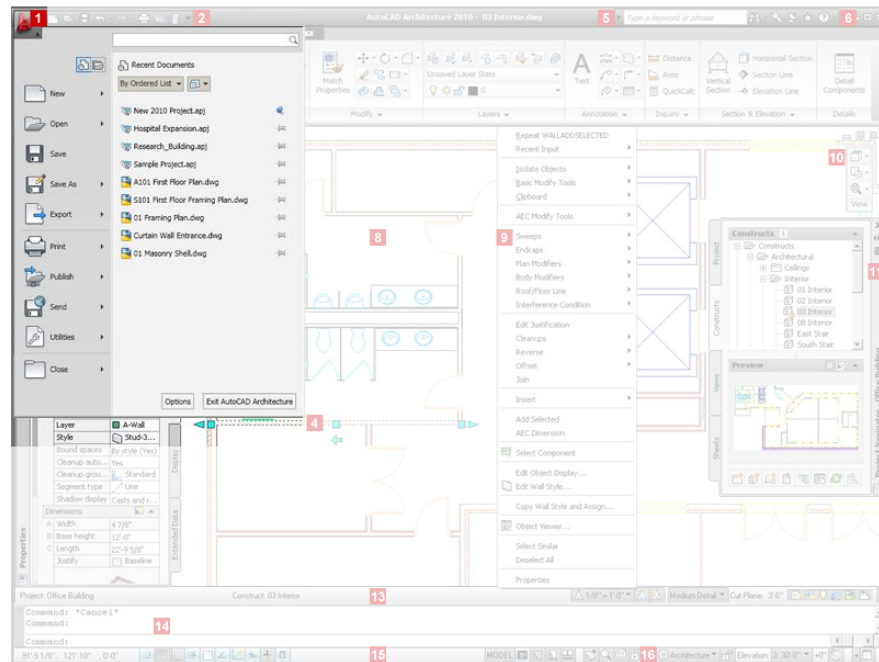
1 Application Menu

In addition to file management commands such as New, Open, Save, Export, and Close, the application menu includes a keyword search for finding other commands in the application. The application menu also tracks recent documents and open documents. Recent documents include all file types that can be opened with AutoCAD Architecture, such as DWG, DWT, APJ, and DST. Selecting a project in the recent documents list makes it the current project.

Click for a close up view.



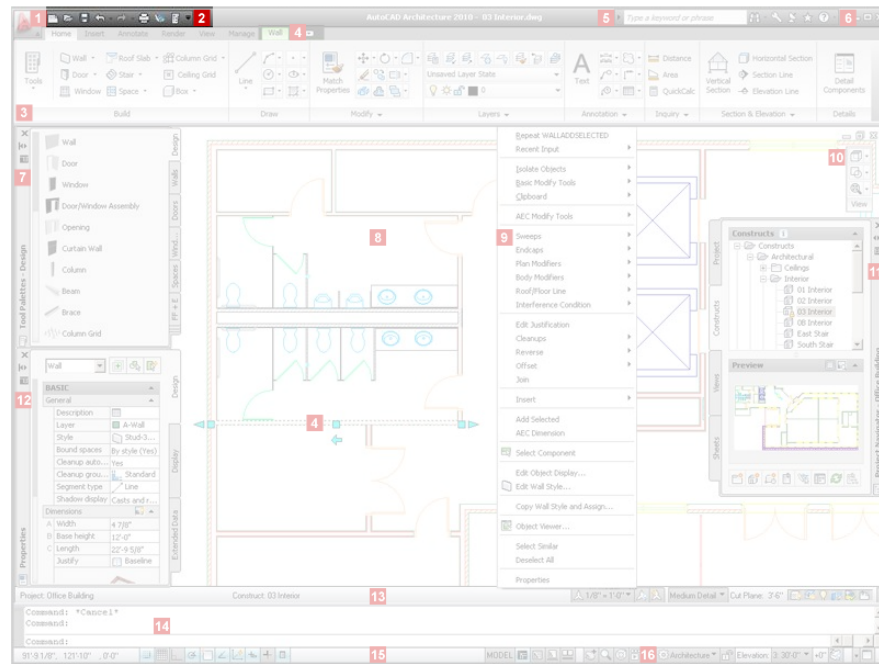
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2 Quick Access Toolbar

Put your most used commands on the Quick Access toolbar. The Project Browser and the Project Navigator palette are included by default so you can easily access projects and manage project drawings. To add or remove commands, click the down arrow, and select Customize Quick Access Toolbar, or copy commands from the ribbon.

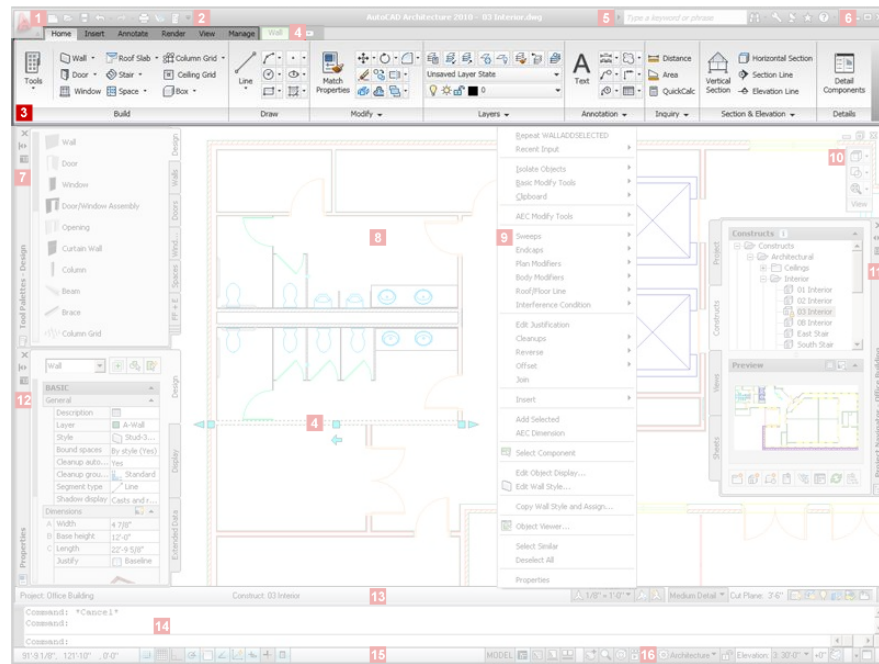


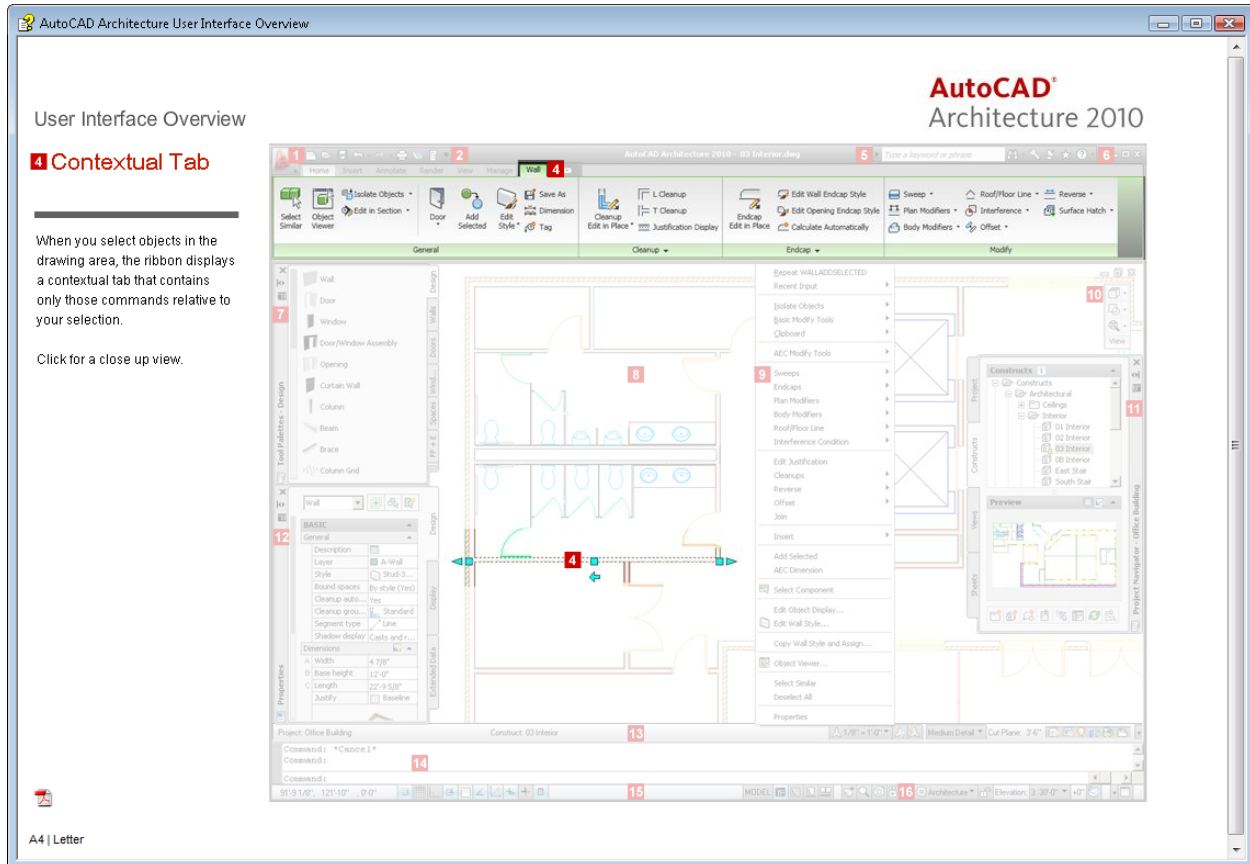
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3 Ribbon

The ribbon is the central location for commands you use in the currently active drawing and projects. Commands are easily accessed through a collection of tabs and panels. Each tab contains at least 2 panels, and each panel contains multiple commands. Some panels can be expanded to access additional commands.

Click the ribbon for a close up view.

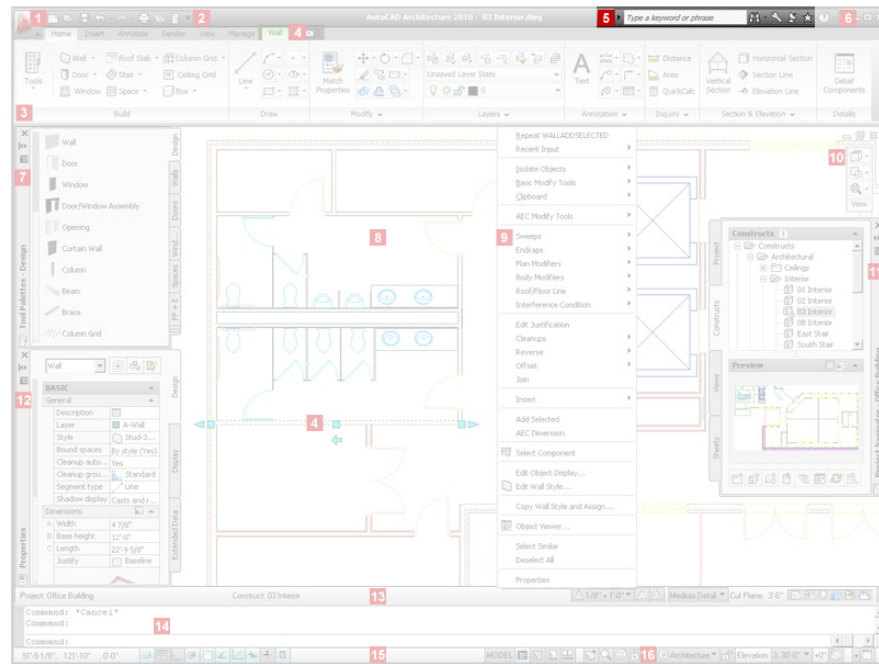




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5 InfoCenter

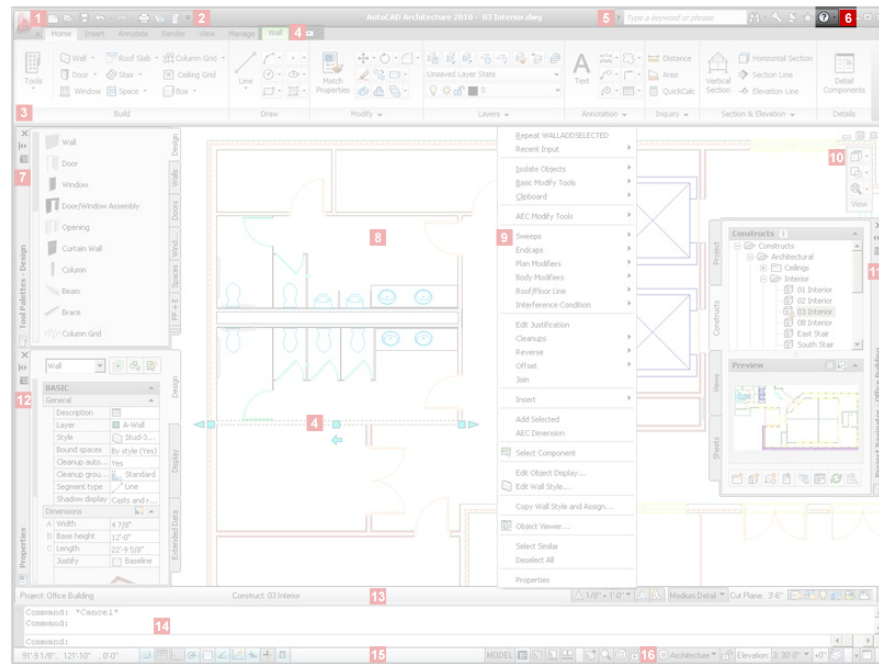
InfoCenter tools let you establish links and settings for automatic updates, notifications, and access to user groups. Enter a keyword to generate a list of links to related learning resources.



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6 Help Menu

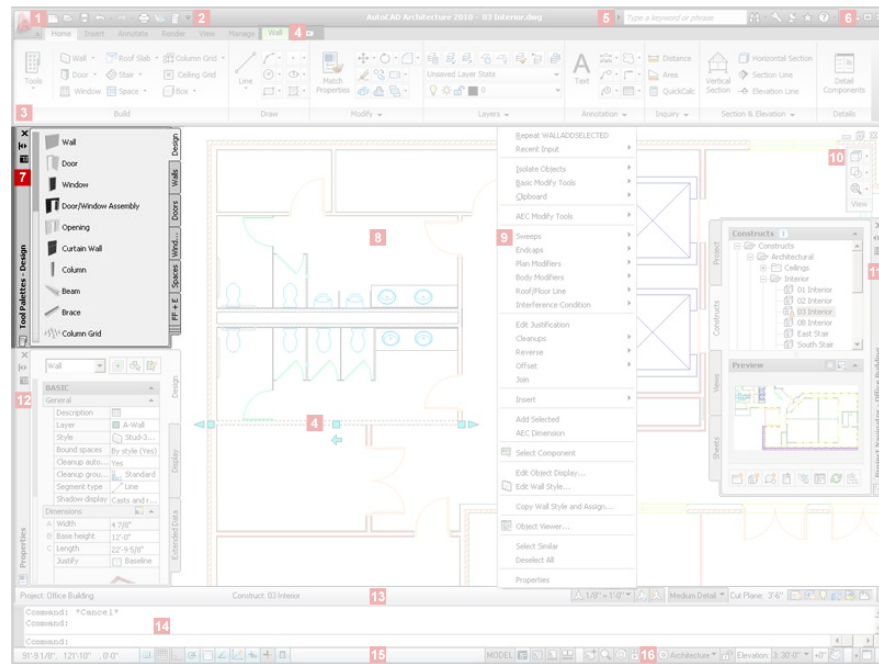
Click the question mark to open the Help files. Click the drop-down arrow to display additional menu choices.



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7 Tool Palettes

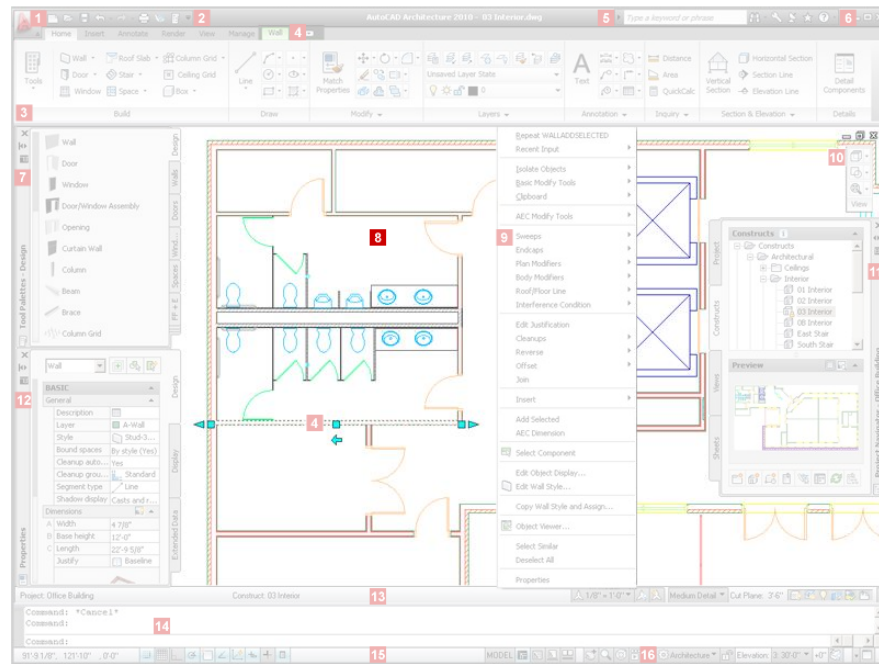
Tool palettes contain tools for creating specific types of walls, doors, and windows, as well as content such as tags and schedules. Default tool palette groups reflect the phases of a project: Design, Document, Detailing, and Visualization. A Project palette is also included to hold project-specific tools. Palettes and tools are customizable.



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8 Drawing Area

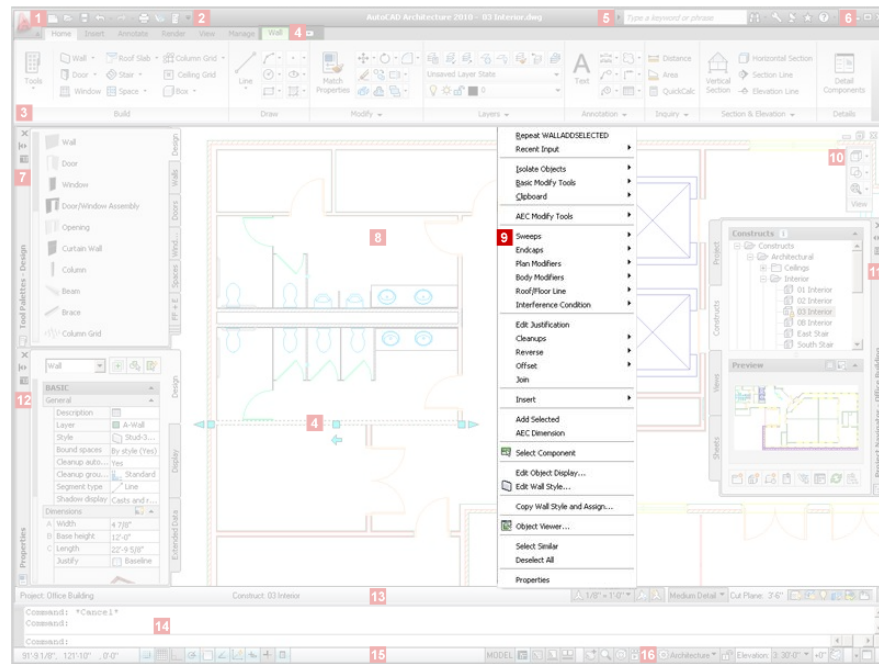
The drawing area is where you create all objects. The objects are most often displayed in a top view. You can change the viewing direction to see objects that have both 2D and 3D components.



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9 Context Menu

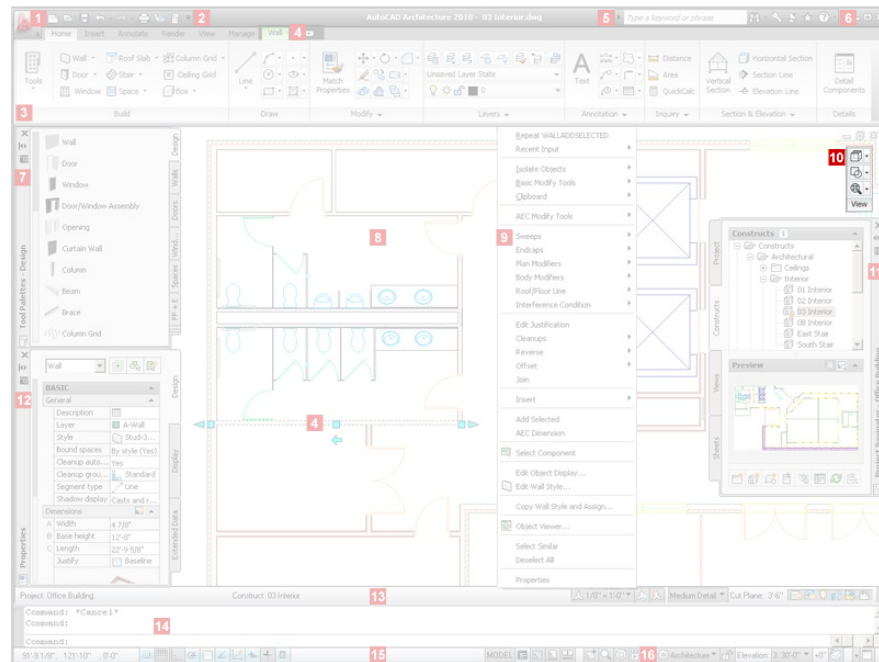
Right-clicking any selected object displays a menu of editing commands specific to that object. For example, right-click a wall, and edit the wall, or create additional walls.



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10 View and Navigation Panel

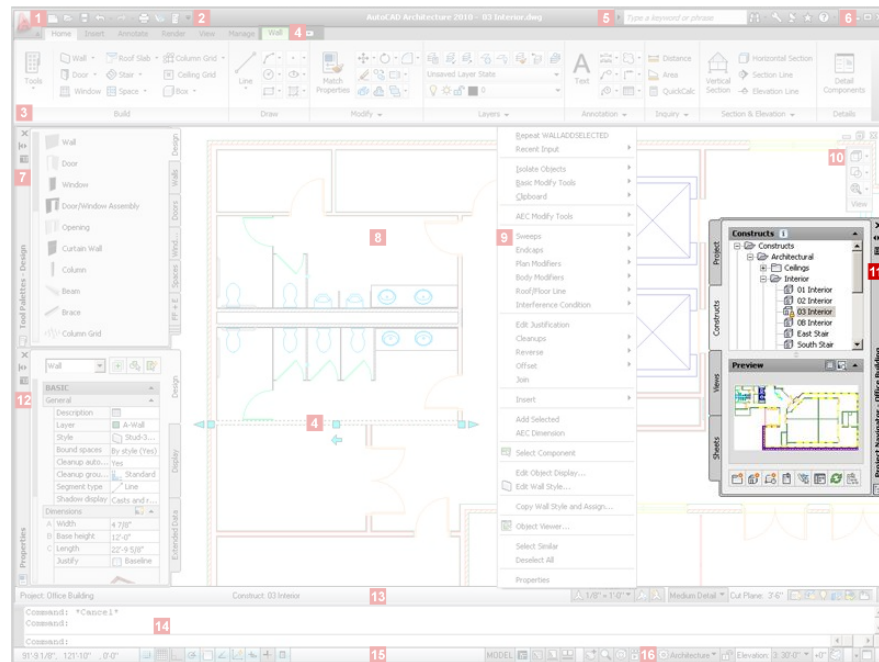
The view and navigation panel displays buttons and controls used for both 2D and 3D viewing.



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11 Project Navigator Palette

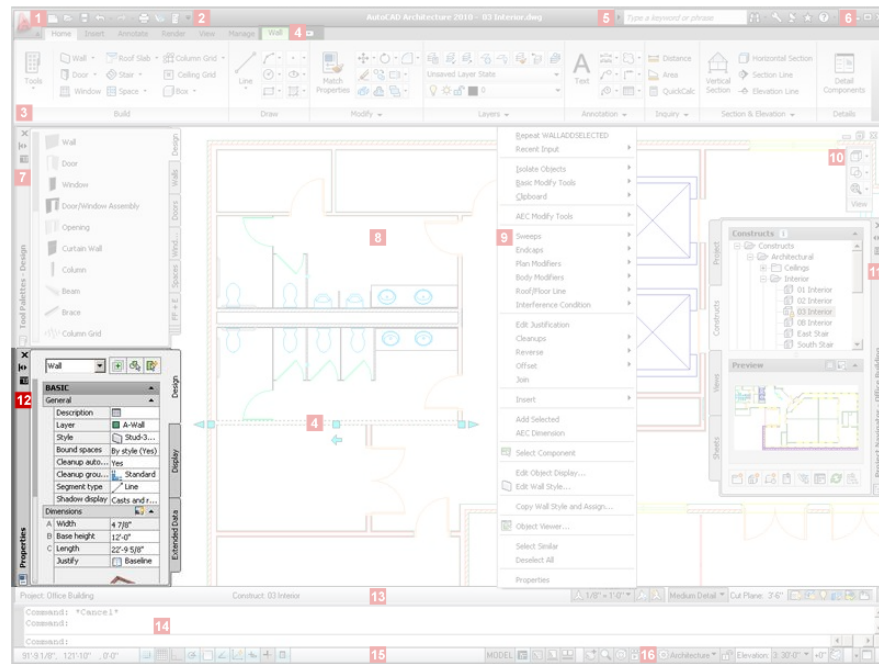
The Project Navigator palette displays a list of all project drawings. Use the icons to preview, open, close, copy, and move drawings. You work with the drawings in the context of a single active project.



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12 Properties Palette

You can use the Properties palette to enter values for objects as you create them or to edit the values of existing objects that you select.



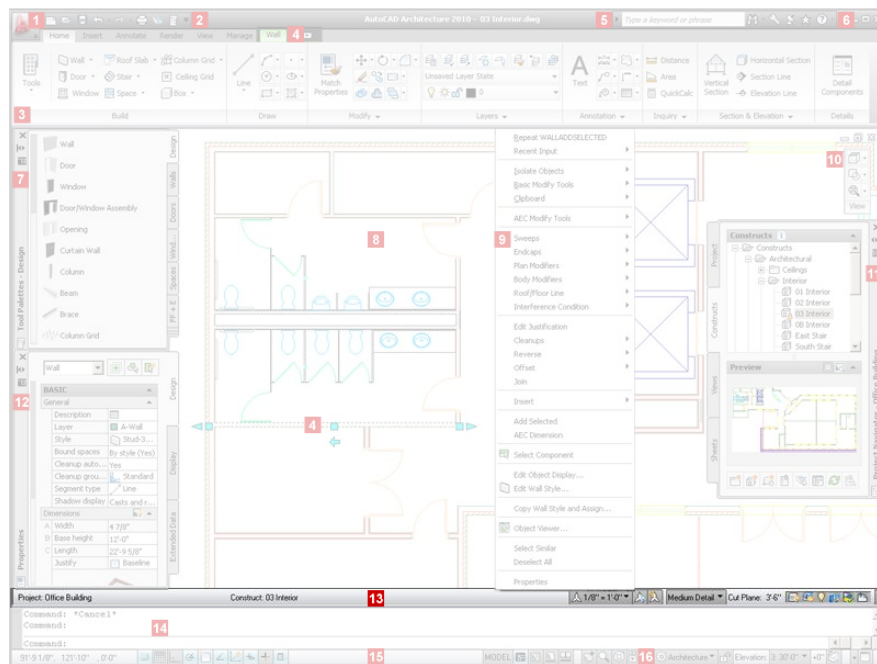
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13 Drawing Window Status Bar

The drawing status bar displays and allows you to specify drawing-specific information, such as the annotation scale, display configuration, and cut plane height. Additional options let you manage the surface hatch display, use layer key overrides, isolate or hide objects, apply project standards, verify that the drawing is a trusted Autodesk drawing, and manage external references. The project name displays in the drawing status bar if a drawing is associated with a project.



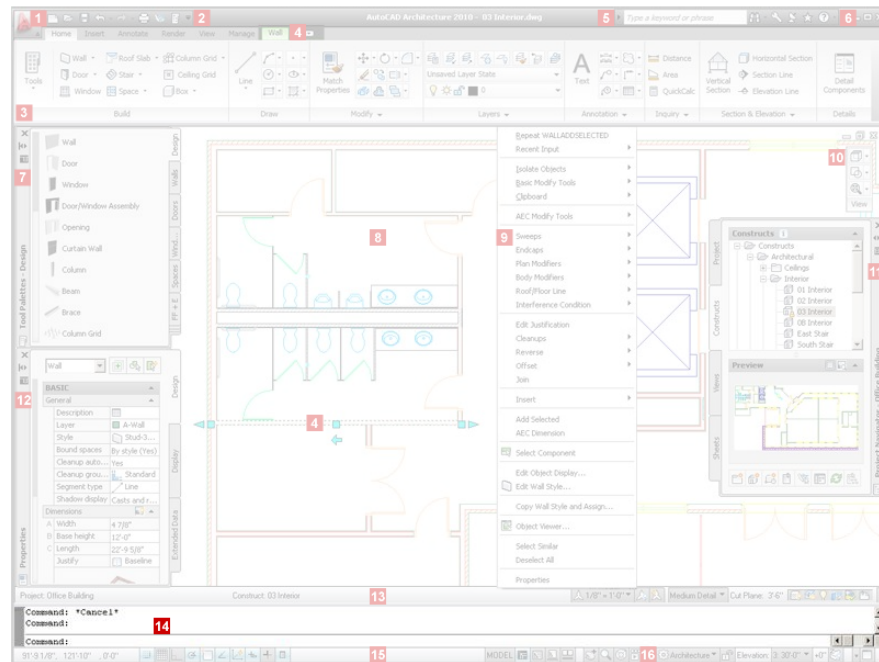
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14 Command Window

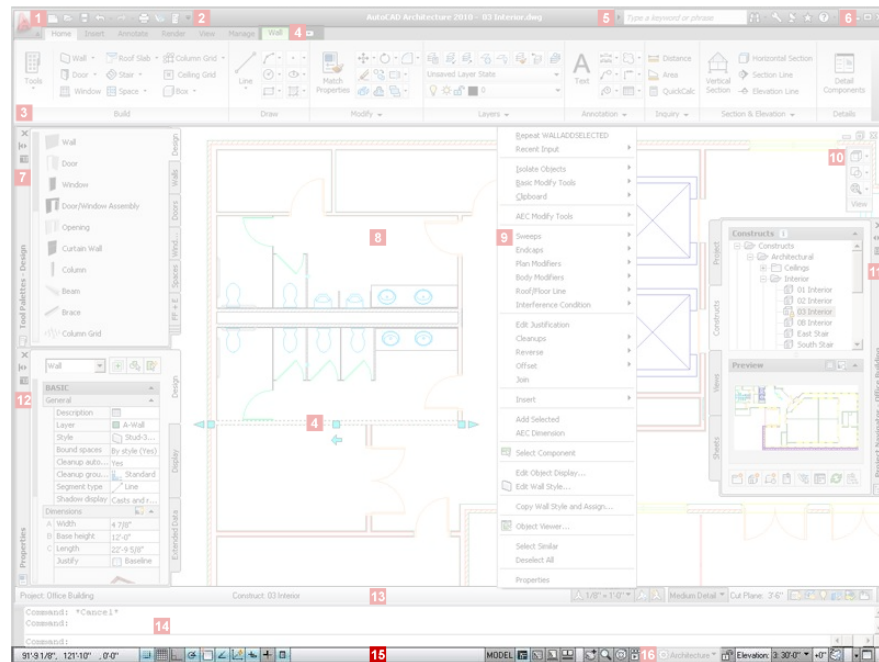
The command window displays the command prompt for command entry and selection of command options.



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15 Application Status Bar

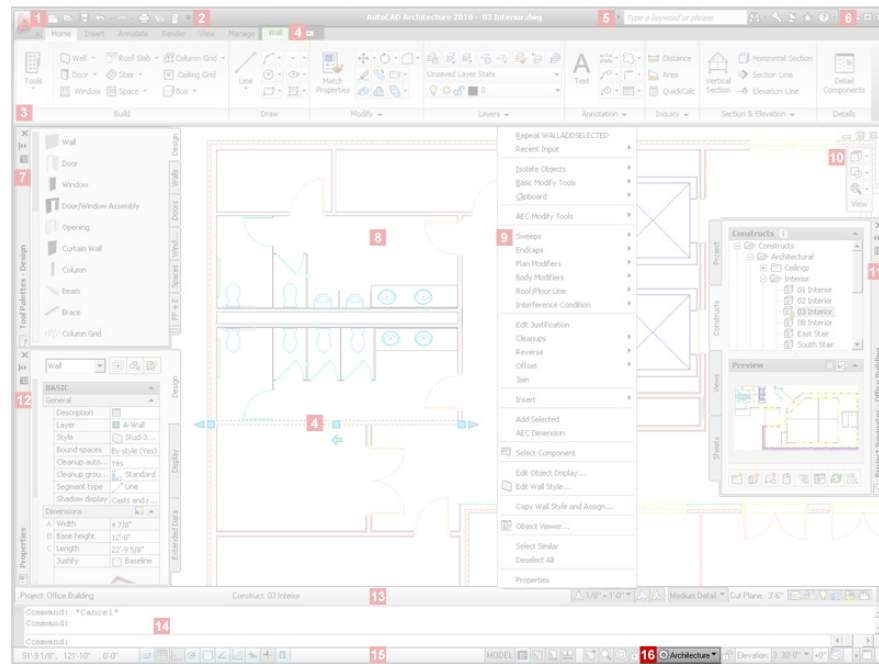
The application status bar displays the coordinate values of the cursor position and provides tools to navigate your drawing. It also lets you view and modify many settings for drawing aids, such as object snap settings that help you to connect precisely to existing objects. Other options let you switch between model space and paper space, switch between open drawings, add movement and transitions to a saved view, maximize the drawing area, and minimize interface components. The Application Status Bar Menu drop-down, on the far right, lets you control which of these options and settings display.



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Workspace Switching

You can create a customized workspace that includes sets of menus, toolbars, palettes, and ribbon control panels grouped and organized together for a task-oriented drawing environment.



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15 Application Status Bar

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