

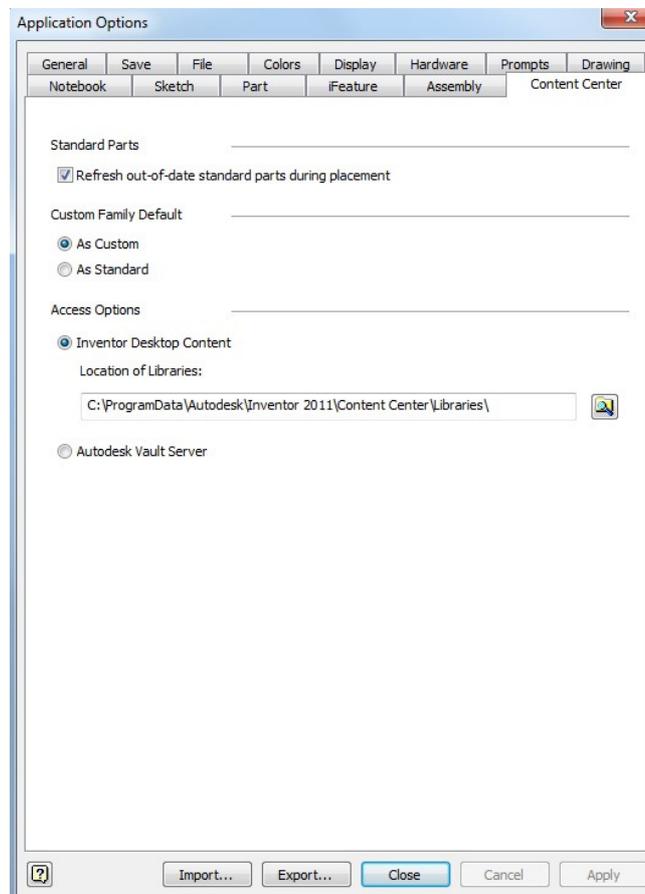
Configuring Inventor Desktop Content Libraries

This guide runs through the configuration of your content centre libraries as Desktop content after installing or moving to desktop content

Advanced Inventor Users, IT Departments,

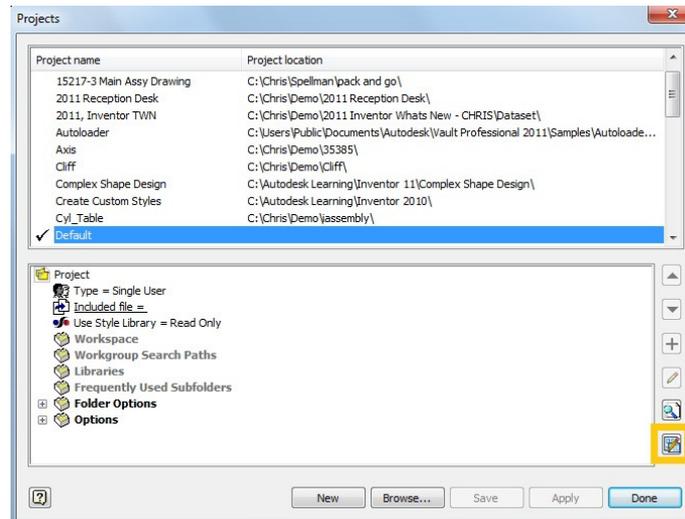
Please **first** refer to document 'Content centre Adding to desktop Libs MS2011005' to install the libraries. This generates the *.idcl files representing the libraries.

With the desktop libraries installed, ensure you tell Inventor about it and where to find them. In Inventor you can do this under APPLICATION OPTIONS -> CONTENT CENTER -> INVENTOR DESKTOP CONTENT.

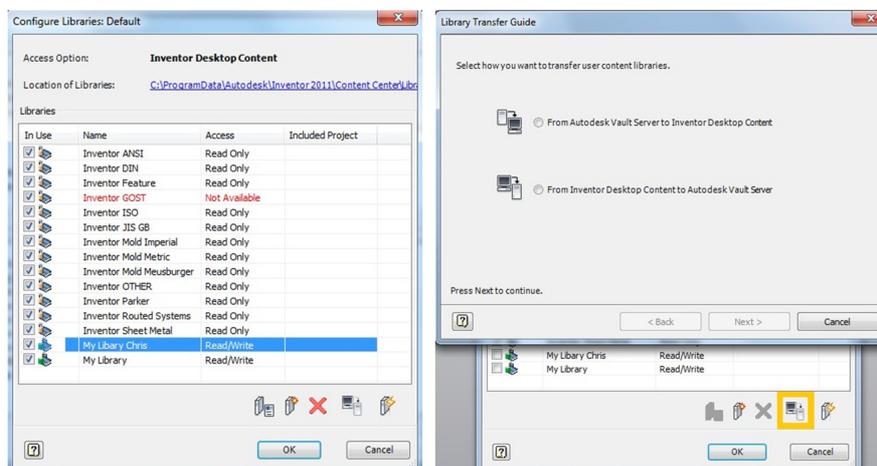


Under ACCESS OPTIONS select the INVENTOR DESKTOP CONTENT and browse to the path where the *.idcl files are. This can be locally on a standalone PC or alternatively can be a network location that multiple PC's can access.

Another check is to make sure you can access all the required libraries for an Inventor project, go to your Inventor PROJECT



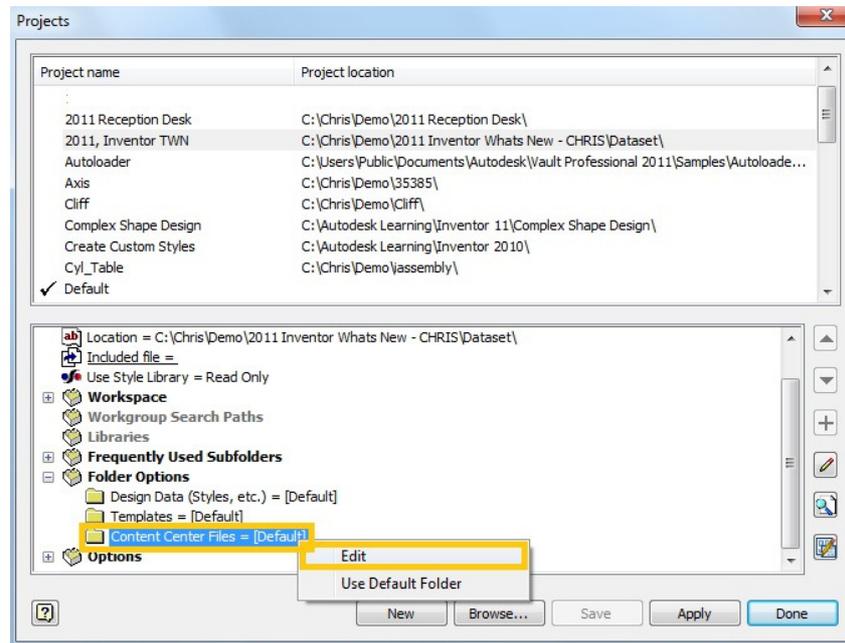
In the bottom right-hand corner select CONFIGURE CONTENT CENTRE LIBRARIES and select the libraries you wish to use.



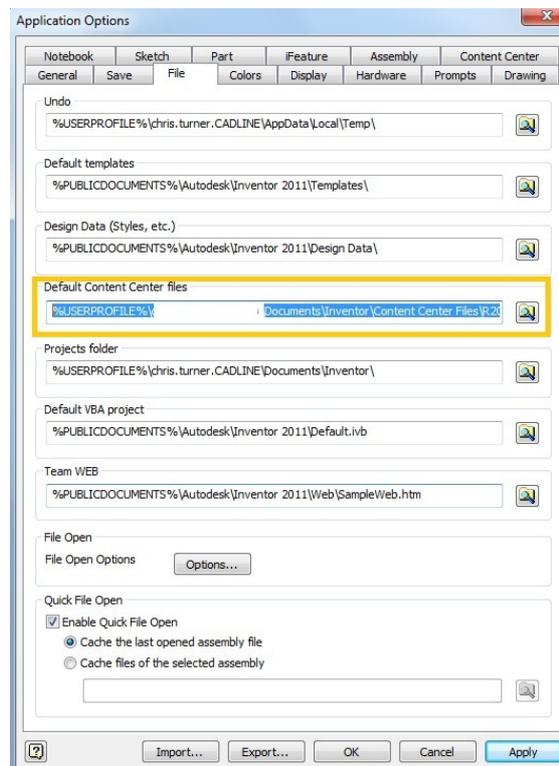
Note that custom libraries are also displayed here if you have any. These custom libraries can be transferred back and forth between the Autodesk Vault Server and Inventor Desktop Content using the LIBRARY TRANSFER GUIDE.

Remember that the Autodesk Content Centre, regardless if you are using the Vault Server or local Desktop Content, are DATABASES. The actual parts (IPT/IAM files) do not exist on your system until you actually use them and place them into an assembly. It is important to note where these are created on your system, so they can be reused and of course backed up.

Ensure you know and set this location. It can either be set in your Inventor PROJECT (preferably) ...



... or in your Inventor APPLICATION OPTIONS.



Be careful using DEFAULT and make sure you are backing these CONTENT CENTRE files up. Nothing is more irritating when you open an assembly and you need to resolve the links of reference files. I would recommend that everyone sets up their own PROJECT environment.