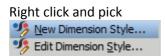
Inventor Styles and Standards

Situation 1:

You want to alter a drawings dimension appearance (Local Styles and Standards)

You have a drawing already created and you want to alter the drawing styles and standards. In the drawing pick the annotation item you want to alter.



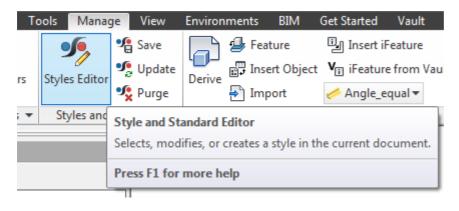
New "Dimension" Style – if you want this dimension to be unique in comparison to the existing style. This will just alter the item you had selected. Other items can then have this style applied to them afterwards.

Edit "Dimension" Style – if you want to change the current style. This will change all items that currently have the same style applied.

Recommendation: Only really use Edit Dimension Style if you are wanting to change the defaults/templates, otherwise pulling through global library changes later will overwrite these local alterations.

Note "Dimension" could be any other annotation item, such as Parts List, Balloon etc....

Or head to the Manage Tab > Styles and Standards Editor.





Once you have picked one of the above options you are presented with the Styles and Standards Editor.

1				X
Balloon	Back New	Save Reset		2 V Local Styles
⊕-+- Center Mark ⊕- ⊕ Datum Target ⊖-+ Dimension	Dimension Style [Default (ISO)] Units Alternate Units Displa	y Text Tolerance Options Notes and L	Display	
Default - Method 2b (ISO) Default - mm [no Default - mm [no De	Linear mm Decimal Marker , Comma	Format 0.0 Decimal Precision 2.12 Fractional Text Scale 70%	Unit String ULeading Zeros Trailing Zeros Included Zeros	
Ceader Object Defaults Object Defaults Entry Sufface Texture Text A Text Common Table A Text O A Text O Weid Bead	Comments	Angular Format Decimal Degrees Precision 2.12	Angular Display Image: Constraint of the second s	

1. The library state (Read Only or Read/Write) is only important if you are wanting to save the style changes back to the main library and templates.

Note: For minor changes to a single case by case drawing this state doesn't matter.

- 2. Filter for what styles are displayed. Local styles/Active Standard/All Styles.
- 3. The current style selected for change
- 4. The style options available for the selected style. In this area make the changes to the style so that it appears correctly.

Take careful note of the styles you are changing as there could be a knock on effect. A common one is wanting to change the text on a dimension.

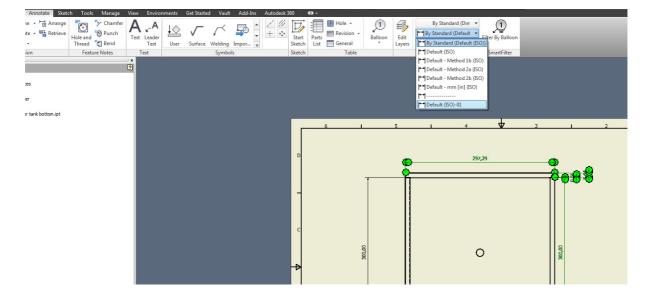
Alternate Units	Display	Text	Tolerance	C
/ Text Style				
Fext (ISO)			-	2
	/ Text Style	/ Text Style		r Text Style

The primary text style chosen above can be edited by clicking the pencil, but this Note Text style could be being used in many other locations, such as your title block, normal notes placed on the drawing, in your parts lists etc. So be careful and do not just plough straight in and edit things without knowing the consequences.

On making the changes and leaving this dialog you will be prompted to save. This is only effecting the local file at this point.



If you have done the "New Dimension Style" and you want to apply it to other dimensions. Pick all the dimensions you want to change and then on the Annotate Tab on the far right you can change the format to your new style.





Situation 2:

You want to alter a drawings dimension appearance and save the changes to the library and to your templates so that all drawings can use them.

Follow the above steps to create or modify your local styles.

Once the local styles have been changed these changes to be saved to the Library. Someone with sufficient privileges is required to do this as the network location has security on it.

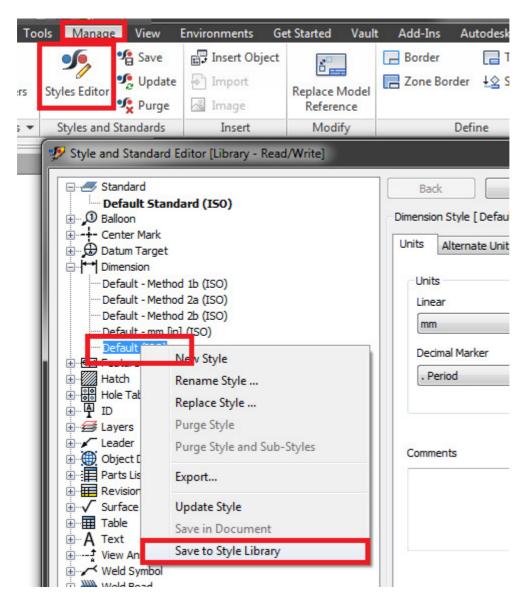
Open the altered drawing. From Situation 1 make sure that you have read/write access to the Styles Library. This can be set in Inventor's Project File. File > Manage > Projects (note if you need to alter this, all files need to be closed and the ipj file needs to be checked out of the Vault)

Pro	ject	s			
	Project name /		Project location		
	Autodesk Inventor 2015 Intro Clas Default		C:\Autodesk Inventor 2015 Intro Class Files\		
		Designs	C:\Vault Workspace\		
		Routed Systems Examples	D:\2015 Routed Systems\		
		Routed Systems Examples	D:\Datasets\T+P\		
		Support	C:\Support\		
		Project (read only)			
		😭 Type = Vault			
	Ē	bcation = C:\Vault Workspace			
		🔁 <u>Included file =</u>			
		🗲 Use Style Library = Read-Write			
	± (Appearance Libraries			
	± (Material Libraries			

If all of the above is true then we can progress with saving the changes to the library.

You can do this in 2 ways. On an individual basis from the Style Library Editor.





Go to the Styles Editor, find the style which has been modified and then right click and Save to the Library.

This is useful if something like the "Parts List" has a few column changes, or a dimension arrow head has been tweaked.

If there are a number of changes that need to be made or they are more complex (ie linked styles or standards and defaults changed), or you are not sure what has been modified then you want to do a mass save.



ools Manage View	Environments (Get Started	Vault Add-Ins	Autodesk 360
媠 👫 Save	Insert Object		🔚 Border	📑 Title E
Styles Editor 🧐 Upda Styles Purg	Save Styles to Style	e Library	ument to the style li	hran/
Styles and Standards	Saves styles from the current document to the style library. Available only if the current style library is writeable.			
	Be careful when you save a style to the style library. If a style you save has the same name as an existing style in the library, it replaces the library version. It affects all other documents that use the style.			
	Press F1 for more h	nelp		

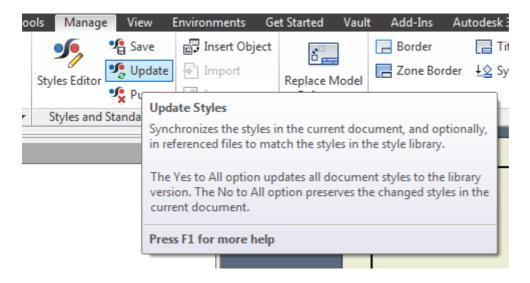
You will then be prompted which styles you want to save to the library.

Style Name	Туре	Location	Changes	Save to Library?
0	Layers	Local	No	Yes
Default (ISO)	Dimension	Both	Local	No
Standard	Text	Local	No	Yes

You need to click the Save to Library line item for each item you want to save to the library.

Or pick the "Yes to All" option to save all the changes.

Once this has been saved to the library any old files (including your templates) that you want the new styles in need to be opened and have their styles updated.

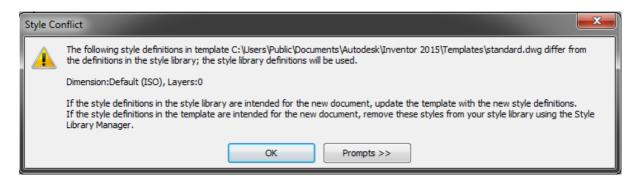








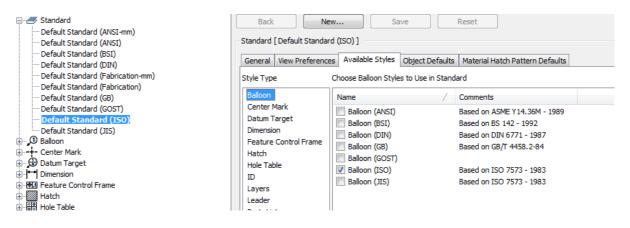
If you do not update the styles in your template then you will get a warning when you create a new file.



This is just informing you that the styles in the library and in your template do not match.

It will use the styles in the style library anyway but to avoid getting this message every time, open the template, use the update styles command and then save.

One thing to be aware of when creating new styles, if you add lots of new styles to your library you may also want to update the Standard itself so that the users have these available to them.



For each style type you can define which styles are available.

And also which is the default.

Standard Default Standard (ANSI-mm) Default Standard (ANSI) Default Standard (BSI) Default Standard (GIN) Default Standard (Fabrication -mm) Default Standard (Fabrication) Default Standard (GB) Default Standard (GOST)	Back New Save Reset Standard [Default Standard (ISO)]	ੱ <u>All Styles</u>
Default Standard (ISO)	Object Type / Object Style	Layer
Default Standard (JIS)	3D Sketch Geometry	3D Sketch Geometry (ISO)
terrer Mark	Angle Dimension Default (ISO)	Dimension (ISO)
B Datum Target	‡ Auxiliary View Line View Annotation (ISO)	Section Line (ISO)
	D Balloon Balloon (ISO)	Symbol (ISO)
	Baseline Dimension Set Default (ISO)	Dimension (ISO)
Hatch	Bend Note Default (ISO)	Symbol (ISO)
Hole Table	Bend Table Table (ISO)	Symbol (ISO)

If you do change these then you need to Save the changes to the library and update your templates.