

## Create Symbol (YC)

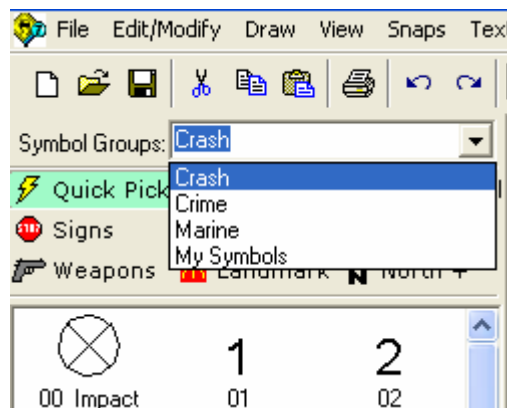
Use the Create Symbol command to create a symbol made up of existing objects, which may then be placed repeatedly in the drawing (rotated and rescaled as desired) or saved to disk for future use. These appear in your symbol manager so you can drag and drop into place.

### To create a symbol:

1. Draw the objects to be included in the symbol. (If you have symbols from other programs such as AutoSketch, open the *dxf* or *dwg* file from the other program in the CAD Zone program and follow steps below.)
2. Select all the object parts to be included in the symbol by clicking on them or drawing a selection box around them (will highlight magenta color so you know what is selected).
3. Select the Draw pull-down menu > Symbol Tools > Create Symbol (or type YC on your keyboard to bring this command up).
4. Enter the symbol's name in box provided on the Settings Bar at the top of the Program Screen as shown below. Press Enter or click on OK.



5. You will be prompted in the command line at the bottom left to select your first and second handle points used for placing the symbol. The first handle point is the INSERTION point and the second allows you to set the rotation of the object. After you selected both, the objects should then return to their normal color and no longer be selected.
6. The symbol will automatically saved to the “My Symbols” folder on the Symbol Manager. You can change the path in your symbol directories at the Symbol Groups pull-down as shown:



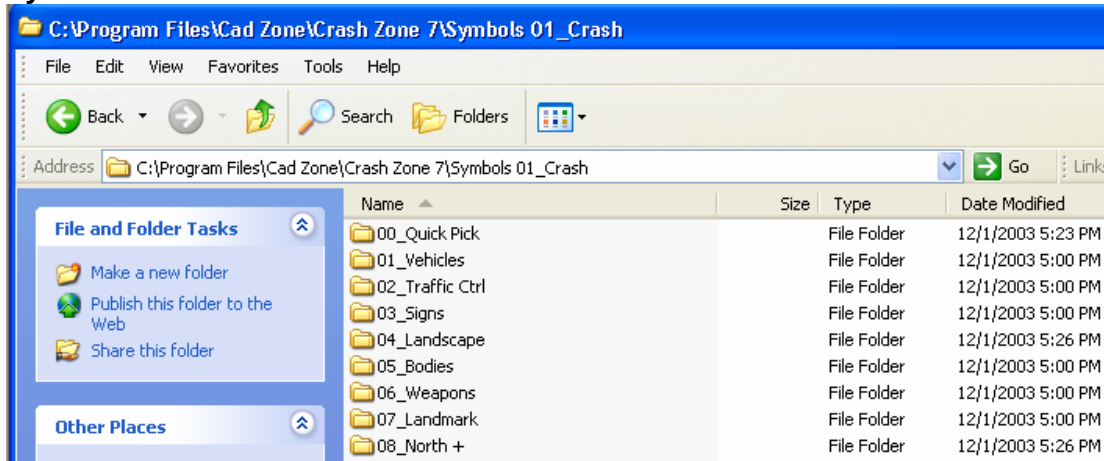
You can **set up your own sub-directories** or **MOVE** them from My Symbols to some of the other symbol folders.

The path is: **C:\Program Files\Cad Zone\Crash Zone 7\My Symbols**

(This is the default setting in: Utilities > Settings under the System tab in Symbols field.)

Next to the Symbol name box on the Settings Bar is a check box labeled “Replace original w/symbol.” If you check this box, the selected objects in your drawing are replaced by the symbol. If unchecked, the objects remain separate and the symbol is loaded into memory but is not placed in the drawing.

### Symbol Directories:



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**The Symbol Manager allows you to set the color, rotate, etc. right from the Symbol manager to save you time editing later.**

At the BOTTOM of the SYMBOL MANAGER are these options:



**MIRROR X & Y:** allows you FLIP the view of the symbol. For example if you pick the side view of a vehicle, it allows you to switch from the default passenger side view to the driver’s side view.



**DYNAMIC SCALE:** allows you to scale the symbol as you place it. This is a useful feature and allows you to snap to the 2 axel points for a vehicle position and allows you to get the correct wheel base and placement in just 2 clicks. Use for other applications such as sizing trees, north arrows and other objects and ideal for placing doors to fit in the openings in crime scene diagrams. (Caution: do not leave this feature in the ON position since most of our symbols are pre-scaled to represent real-world units. Never resize a SCALE BAR or it will provide false reading.)



**SET SYMBOL COLOR:** define the color of the symbol before inserting into the drawing. This color selection also carries over to the 3D view. (Color can also be changed afterwards using the Edit function)



**EXPLODE:** this breaks the objects down to the numerous individual drawing components and will turn your 3D objects into flat 2D objects. **Use with Extreme CAUTION!** Applications for this command would be if you were going to create a detail with vehicle crush damage.