



## Autodesk® Architectural Desktop Project Navigator for First-Time Users

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**BD11-1L** This hands-on tutorial will give first-time users of ADT 2007 an overall feel for the software's Project Navigator. We will create a small project during the session and explore what Project Navigator can do and how you can use it to save time and effort.

### About the Speaker:

Reid is a Registered Architect with more than 30 years of experience in the industry. He is currently the architectural applications specialist for Granary Associates in Philadelphia, a firm specializing in healthcare. Reid supports more than 50 users on Autodesk Architectural Desktop, Autodesk Revit, Autodesk VIZ, and a variety of other software programs. He also manages the company's Buzzsaw websites.

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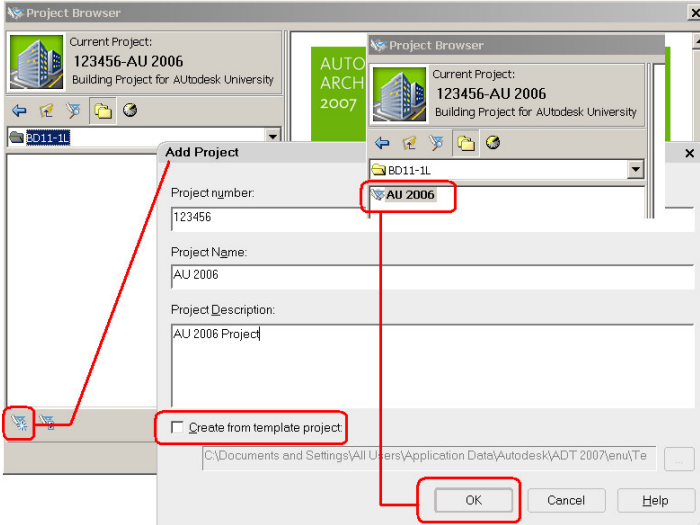
The premise behind Project Navigator is to provide a way for you to keep all of your AutoCAD files not only organized, but actually "communicating" with each other. The "buzz-acronym" for Architectural software is "BIM" or Building Information Model. Autodesk has two of these programs: Revit and Architectural Desktop. Both programs use a "Project Navigator/Browser" interface to organize your project files. Revit has a slight organizational advantage because everything is stored in a single file, while Architectural Desktop 2007 (ADT2007) uses the AutoCAD "External Reference" file concept to "distribute" the data amongst many files. That is why ADT2007 and Project Navigator are called a "Distributed Building Information Model."

This distribution occurs amongst four types of files: **Elements; Constructs** (a tough name); **Views**, and **Sheets**. In order to better grasp how these all work, I've created the plans for a small two story office building. We will begin by creating a new project, then importing the *Element* and *Construct* files. We will then create some View files with *Named Modelspace Views* and some Detail Callouts. Finally we will create some *Sheet* files, linking the Layout viewports to the View files.

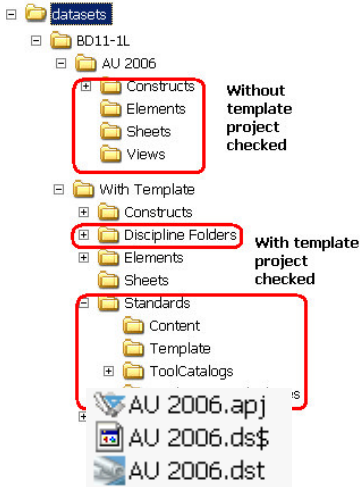
Off we go!

Everything starts with Project Browser, so we'll start there too. From the **File pulldown**, select **Project Browser...**

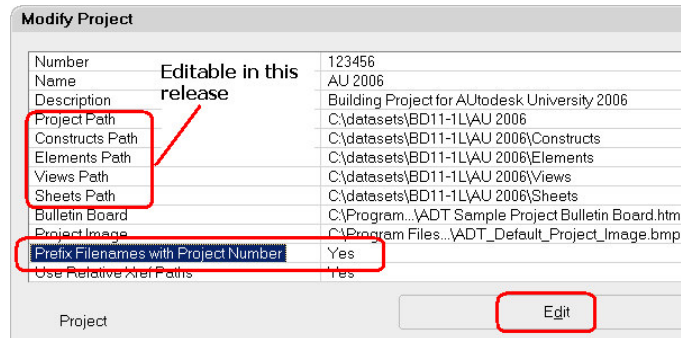
There are several buttons across the top left side of the Project Browser. The one you will probably use the most is the "sundial" Project History button, which allows you to switch projects. Switch to the **C:\datasets\BD11-1L** folder by picking the *double folder* icon to the left of the sundial, then use the drop down arrow in the section just below. At the bottom left pick the **New Project** button to bring up the **Add Project** dialog box. Use **123456** for the Project Number, **AU 2006** for the Project Name, and **AU 2006 Project** for the Project Description. We will uncheck the "Create from template project" toggle. This is useful if you have set up company standards for the Project Browser icon that appears in the top left corner as well as an HTML page that appears on the right side. This option also creates additional folders and files that establish project related standards, such as tool palettes.



After creating this Project, **five new folders** are created. In this release you can choose where they will be located. We will simply use the defaults for now. The top folder is named the same as the Project Name. Under this are the four folders for the different types of *Project Navigator* drawing files: **Elements; Constructs; Views;** and **Sheets** (not in this order). In addition, two (really three, though one is a backup) files are created in the top project folder: an **APJ** (Autodesk Project) file, and a **DST** (Drawing Sheet) file. This latter file can be opened with the Sheet Set Manager program too. Let's look at some of our Project properties.

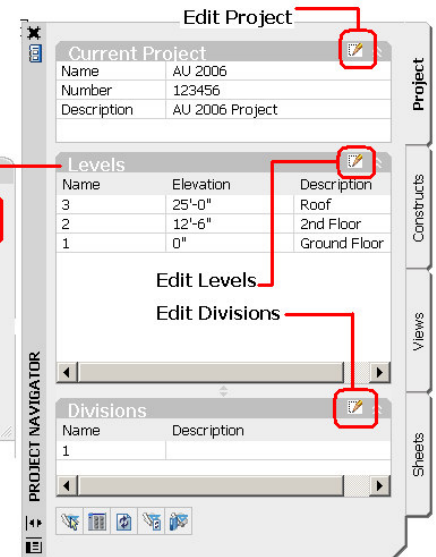
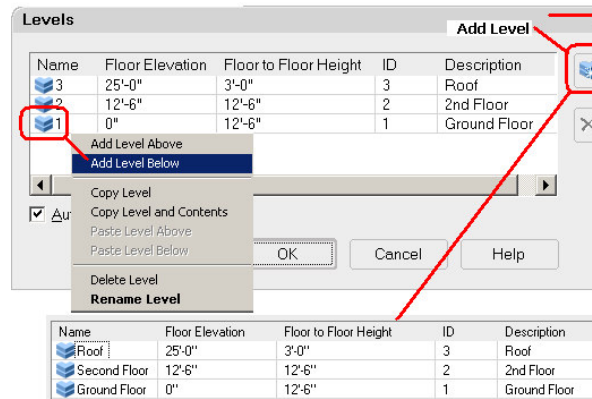


In the Modify Project dialog box, set the **Prefix Filenames with Project Number** option to Yes. This will automatically add the Project number to your DWG files without you having to do it. Set **Use Relative Xref Paths** to Yes also. This will make uploading to Buzzsaw easier. I've also set all the *Template* files to the *Aec Model (imperial Ctb).dwt* file.



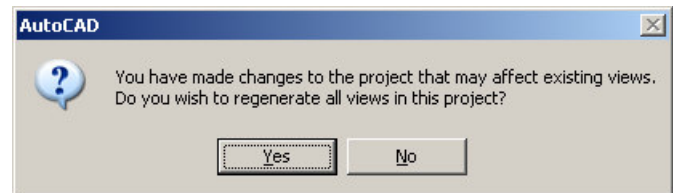
At the bottom of the box is the **Project Details Edit...** button. In this dialog box you may add items that may be used in **fields** in things like titleblocks.

Select the Close button in the lower right corner to bring up the **Project Navigator** palette. This palette has **four tabs** along the side: **Project**; **Constructs (and Elements)**; **Views**; and **Sheets**. We'll start with the **Project** tab.



In the upper section is the **Edit Project** button (same as in the Project Browser dialog box). Below are two sections: **Levels** and **Divisions**.

**Levels** represent each floor or *vertical* separation in your building. **Divisions** represent *horizontal* separations in your building. Pick the **Edit Levels** button and create two additional levels, and rename the 1<sup>st</sup> level *Ground Floor*, the 2<sup>nd</sup> level *Second Floor*, and the 3<sup>rd</sup> level *Roof*. Notice when you right click on the *Level Name*, in the right click options box options for **Add Level Above** as well as **Add Level Below**. Keep the Floor to Floor Height at 10'-0" for the Second Floor, changing the Roof to 3'-0". Notice the Auto Adjust Elevation check box. This will adjust all project levels if a change is made to one of them. Let's change the Floor to Floor Heights to 12'-6" for the Ground and Second Levels. A warning box appears. Pick Yes.



The drawing files in your project will be associated with these levels. If you create a Section or Elevation of your building by Xrefing all the levels in your building into one **View** file, Project Navigator places them at the Level Height that they are associated with. Okay, enough Project Setup.

Let's get to the meat of the Drawing files.

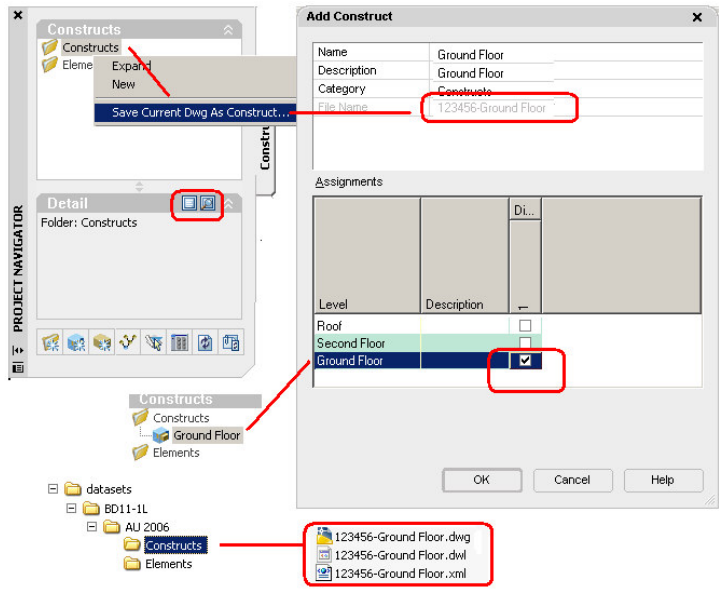
**Elements and Constructs**

Project Navigator is designed so that **Element** files are externally referenced into **Construct** files. *Constructs* in turn are externally referenced into **View** files, which then are externally referenced into **Sheet** files. This seems to cause a great deal of confusion for new users of Project Navigator, so let's go through a brief description of these file types as we begin to use them. Begin by switching to the Constructs tab in Project Navigator.

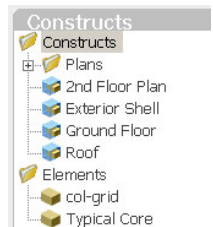
The Constructs tab actually displays the two folders **Elements** and **Constructs**. On the **Project** tab you just created three levels: one at an elevation of 0'; one at 12'-6"; and a third at 25'-0". A **Construct** is a *Level and Division* specific portion of your building that will be used in *multiple View* files. The building objects in these files exist in one and only one point in space. For example, walls for the second floor that exist there and nowhere else would go in a *Second Floor Construct* file, which in turn is associated with the Second Floor Level of your project. This file will later be externally referenced (xrefed) into several *View* files such as a Dimensioned Floor Plan; a Reflected Ceiling Plan; a Furniture Plan; etc. Objects that exist in a unique Level and Division in your Project but are **not** used in multiple View files will be placed directly in those View files, such as furniture.

An **Element file** contains objects that will be used in more than one *Construct, View, or Sheet* file that do **not** exist in a unique spatial location. Examples of this might be a typical building column grid, a bathroom-elevator core, or a titleblock. Unlike Constructs that are associated with Levels when they are created, Elements are not associated with specific Levels in your Project. Let's create some Constructs and Elements from existing files.

Begin by opening the **C:\datasets\BD11-1L\Ground Floor.dwg** file. Right click on the word **Construct** and choose **Save Current Dwg As Construct...** from the pop up menu. This brings up the Add Construct dialog box. This is where you give the file a name and description. Notice the file name has the Project Number as a prefix, which you said Yes to in the Project Browser setup. You now select a Level or Levels and a Division to associate with this file. You will use multiple Levels when creating a **Spanning Construct**. Check all three levels for the *Exterior Shell* file as it is a *Spanning Construct*. When you create a **View** file, you will specify which Level of the Project it is a View of. Project Navigator then automatically xrefs all the appropriate *Constructs* into the new *View* file.

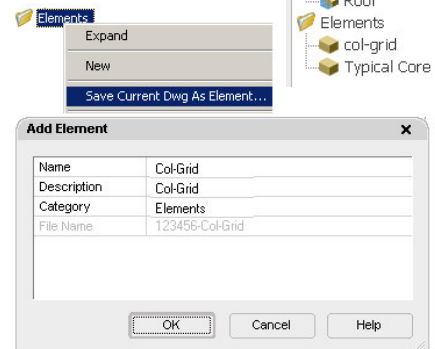


This process of creating a *Construct* from an existing drawing **copies** it from its current location to the *Constructs* project folder. It also creates a temporary lock (dwl) file and a permanent **XML** file. **Do Not delete** these XML files. They create the linkages among all your Project files. They are not needed when you send these files to consultants but they are critical to the functioning of Project Navigator! Let's repeat this process for the *Exterior Shell, 2<sup>nd</sup> Floor Plan, and Roof*, closing each file when you are finished. Your *Constructs* section will look something like the diagram to the right. Let's create some *Elements*.



**Do Not delete** these XML files. They create the linkages among all your Project files. They are not needed when you send these files to consultants but they are critical to the functioning of Project Navigator! Let's repeat this process for the *Exterior Shell, 2<sup>nd</sup> Floor Plan, and Roof*, closing each file when you are finished. Your *Constructs* section will look something like the diagram to the right. Let's create some *Elements*.

For this Project, I've pre-created two *Element* files: a Column Grid; and a Typical Building Core. We will use the same method for creating the *Element* files that we used for the Constructs, opening each file, right clicking on the word **Element** in the Constructs tab, and choosing **Save Current Dwg as Element...** Notice in the **Add Element** dialog box there are no Levels or Divisions with which to associates Element files. You now have four *Construct* and two *Element* files.



You may create new **Categories** under the Constructs or Elements sections. This in turn will create **new folders** on your hard drive. Keep in mind that once you've added files to Project Navigator, you should from here on out **always open** them through the **Project Navigator palette** and never from the Open command or Windows Explorer. By opening them through Project Navigator, you insure that the proper data is written to the Project APJ file as well as the drawing XML files.



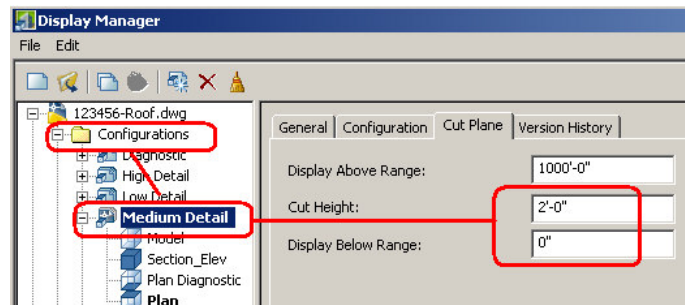
Let's begin work on our **Ground Floor Construct**. Open it from the Project Navigator Constructs tab by double left clicking on it, or right click and pick open from the pop up menu. Note all the different options in this menu. Notice the **Drawing Task Bar** that has been blank up until now has some relevant information for you. On the left your current *Project* is listed, while in the middle the current **type** of file as well as its name is listed.

Now for the really fun part! Drag and Drop Xrefing! Set Layer *Xref* current. From the **Elements** section of the *Constructs* tab, drag and drop onto your open drawing with your left mouse button the **col-grid** file. Do the same for the **Typical Core** file, and finally from *Constructs* section, **Exterior Shell**. That's it! They are xrefed in. *Element* files from Project Navigator use the **Attach** method, while *Constructs* from Project Navigator use **Overlay**.



The reason is that when you create a *View* file, you will tell Project Navigator which *Level* to find associated drawings from. Project Navigator then xrefs all these files into the new View file. By using *Overlay* in the Construct file, Project Navigator avoids creating nested xrefs of Constructs. Save and close this file. Do the same process for the 2<sup>nd</sup> floor plan, **freezing the revolving door layer**. Finally, drag and drop the column grid and Exterior Shell onto the Roof drawing. Freeze the **123456-Col-Grid | S-Cols**, and the **123456-Exterior Shell | A-Door** layers (use *Format->Layer Tools->Layer Freeze* and pick the objects). Walls in the *Roof* file are not displaying correctly, so go to *Format->Display Manager->Configurations->Medium Detail* (or the current configuration). On the right, pick the **Cut Plane** tab, and set the *Cut Height* to **2'-0"**, and the *Display below Range* to **0"**. Save and close the files.

| Reference Name        | Status | Size   | Type    |
|-----------------------|--------|--------|---------|
| 123456-Ground Floor   | Opened | 211 KB | Current |
| 123456-Col-Grid       | Loaded | 115 KB | Attach  |
| 123456-Exterior Shell | Loaded | 267 KB | Overlay |
| 123456-Typical Core   | Loaded | 311 KB | Attach  |



Okay, let's review Reid's Rules for Project Navigator so far.

1. If drawing entities exist in a specific point in space **AND** will be used in more than one View file, create them as Constructs (the walls, doors and windows will be used in the Dimensioned Floor Plan, Furniture Plan, Finish Plan, Reflected Ceiling Plan, etc. View files so they are Constructs).
2. If drawing entities will be used in more than one View file but **DO NOT** exist in a specific point in space, create them as Elements (buildings cores, column grids, and title blocks are excellent candidates for Element files).

There are many more objects we could add to these Construct files such as AEC Polygons or Space objects for attaching Room *Property Sets* to, but we'll save that for another time. At this point, most offices will go right to the **Sheet** or Plot files. They will xref in the Constructs (Model) files, and start adding the annotation (text, dimensions, and other symbology) to the files.

Let's think about this for a minute. Here you are in the early stages of your Construction Document (or Design Development) phase of your project. You know you want to plot the plans at 1/4"=1'-0" scale. You know you want 1/2" scale plans of the stair and core area. You know you want 1/4" scale Elevations and Sections of the building. You may even know which rooms you want 1/2" scale Interior Elevations of.



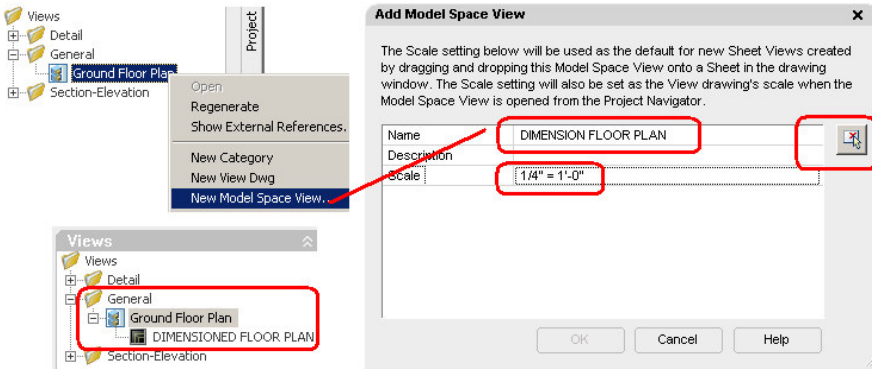
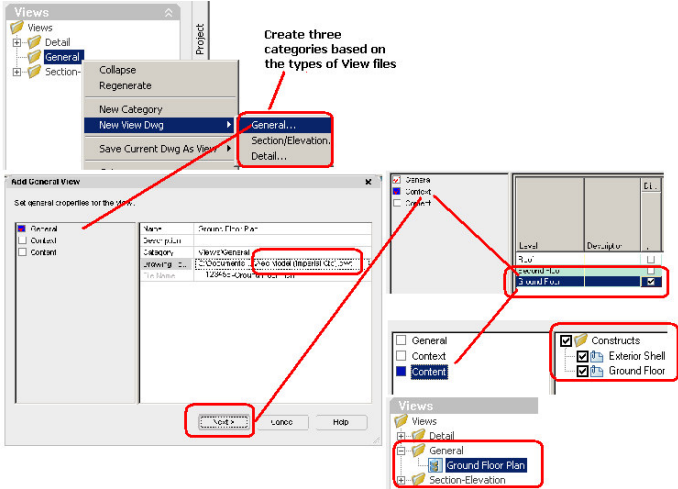
So, at this point, you know **what you want to plot**. The problem is you don't yet know **where you want to plot them**. Here are three more of Reid's Rules for Project Navigator

1. **What** you want to plot goes into **View** files.
2. If what you want to plot exists in a specific point in space, such as the 2<sup>nd</sup> floor furniture, but **IS NOT USED** in more than one file, put it in a View file.
3. **Where** you plot from is your **Sheet** file.

So far, here's the sequence: Elements are xrefed dragged and dropped into Constructs. The next step is to create a View file that will find **all level specific Constructs**. Click on the New tool so that we are in a drawing (or not in what is called zero dock state). Click on the **Views tab** and right click on the word **Views**. If you go down to the **New View Dwg** option, you will notice three different types of **View** files: **General**, which I use for plan type drawings; **Section/Elevation**, which I use for both exterior and interior types of these drawings; and **Detail**, which I use for enlarged plan or section detail drawings, say at 1½"=1'-0" plot scale or larger.

At this point, I go up to the **New Category** menu option and create three categories that mimic the names of these View file types. Go ahead and create these categories (use a - for Section-Elevation). You could go further and add additional categories under each of these. For example, under General you could have Dimensioned Plans, Furniture Plans, and Reflected Ceiling Plans. Each Category in turn creates another folder on your hard drive. Let's create a **Ground Floor Plan View** file.

Right click on the General category and choose **New View Dwg->General...** from the pop-up menu. The **Add General View** dialog box appears. Let's call the file *Ground Floor Plan*. Note how the project number is prefixed to this. Switch to the *AEC Model (Imperial Ctb).dwt* template file (this would be configured at the AEC Project Defaults tab in the Options dialog box. Pick *Next* at the bottom. The Context portion of the dialog box is where you link this file to a specific level(s). This in turn allows Project Navigator to locate all required *Dwg* files that are also linked to this Level. Pick the *Ground Floor* check box. Pick *Next* and you get to the *Content* portion of the box. We only have two Constructs in this project associated with the Ground Floor Level. In reality, you will have more than this. You may choose to uncheck certain Constructs.



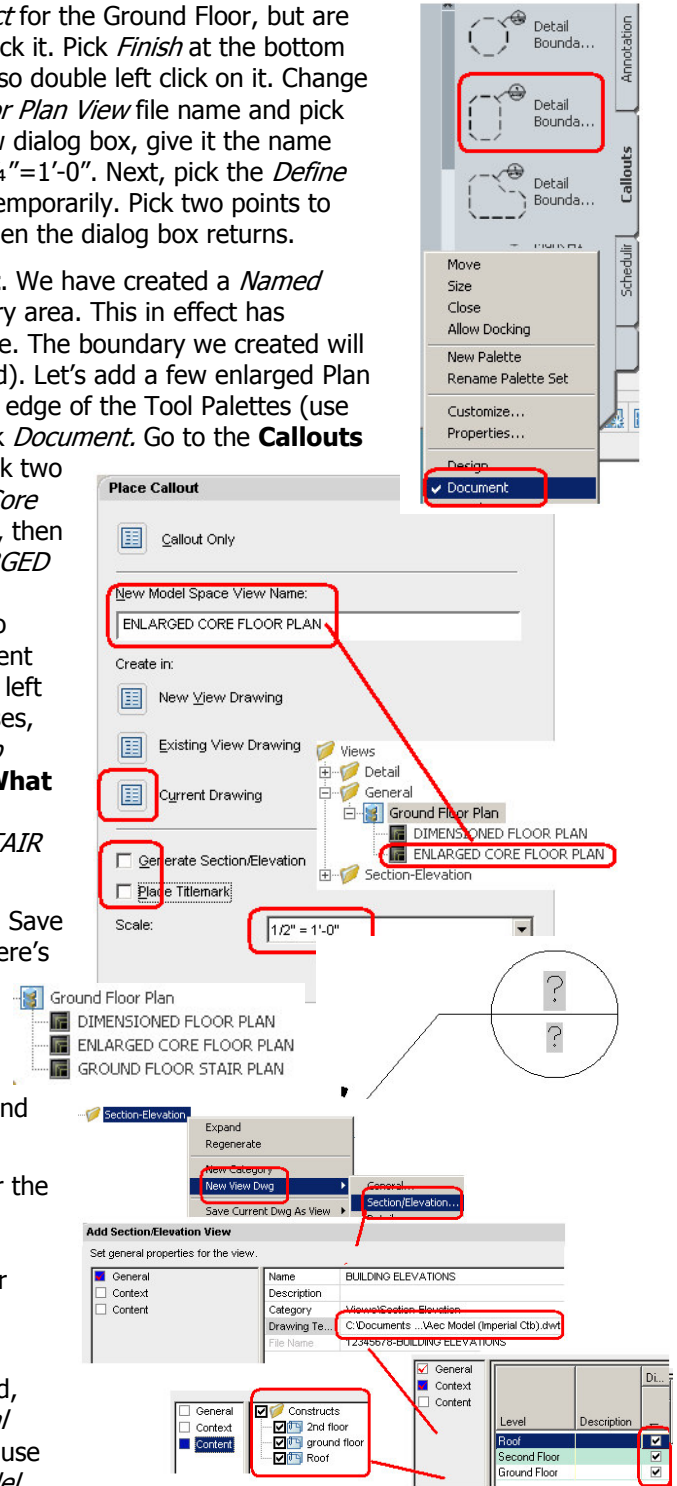
For example, if you have a *Reflected Ceiling Plan Construct* for the Ground Floor, but are creating a *Dimensioned Floor Plan*, you will want to uncheck it. Pick *Finish* at the bottom of the box. The View drawing is created but **not** opened, so double left click on it. Change the Scale to 1/4"=1'-0", then right click on the *Ground Floor Plan View* file name and pick **New Model Space View...** In the Add Model Space View dialog box, give it the name *DIMENSIONED FLOOR PLAN* and make sure the scale is 1/4"=1'-0". Next, pick the *Define View Window* button on the right. The dialog box closes temporarily. Pick two points to define a window that encloses the entire plan. Pick OK when the dialog box returns.

What did we just do? Well, we just decided **What to Plot**. We have created a *Named Modelspace View* with layer settings, scale, and a boundary area. This in effect has defined what we want to see in a *Layout tab* in a *Sheet* file. The boundary we created will become the *Paperspace Viewport* (which may be adjusted). Let's add a few enlarged Plan Details to this file. Right click on the dark gray area at the edge of the Tool Palettes (use CTRL+3 to open Tool Palettes if they are closed), and pick *Document*. Go to the **Callouts** tab (second from top), and pick the second tool down. Pick two corner points to define the boundary around the *Typical Core Area*, pick two more points to define the leader to the tag, then Enter. The **Place Callout** dialog box appears. Use *ENLARGED CORE FLOOR PLAN* for the View name, uncheck Generate Section/Elevation and Place Titlemark, and set the scale to 1/2"=1'-0". The View may be created in one of three different files. We will create it in this file, so pick the button to the left of *Current Drawing*. After the Place Callout dialog box closes, pick two points to define your future *Sheet File Layout tab Viewport* around the core area. You've created another **What you Want to Plot** view. Repeat this process to create an enlarged plan view of the stair. Call it *GROUND FLOOR STAIR PLAN*.

We now have three *Named Model Space Views* in this file. Save the drawing. How do you know where these views are? Here's an ADT Secret revealed! Type in **showmodelspaceviews**. A temporary box and view Title appears around each Named View. (This command is a good candidate for a shortcut macro. I use SMV). As soon as you do anything involving your view, the names and borders disappear.

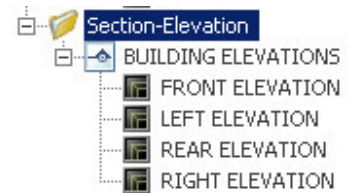
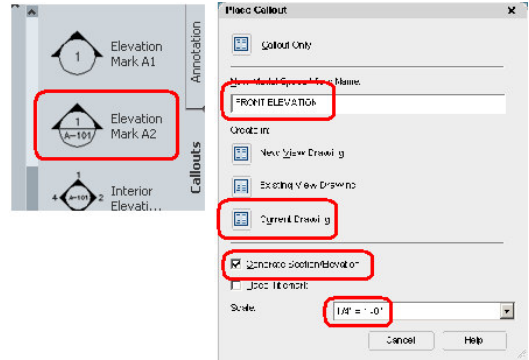
Look at the Callout bubbles. They have question marks for the *View* and *Sheet* number. This will be resolved when these Views are dropped onto *Sheet* files. We now have a basic understanding of *General View* files. They may be used for more than plan layouts, but that's how I use them. Let's create an *Elevation* and *Section View* file next.

Right click on the **Section-Elevation** category we created, choose *New View Dwg->Section/Elevation...*In the *General* portion of the **Add Section/Elevation View** dialog box, use the name *BUILDING ELEVATIONS* as well as the *AEC Model (Imperial Ctb).dwt* template file, then pick *Next*. In the *Context* section, check all three levels, then pick *Next*. Finally, in the *Content* section, accept all checked files and pick *Finish*. Open this file.

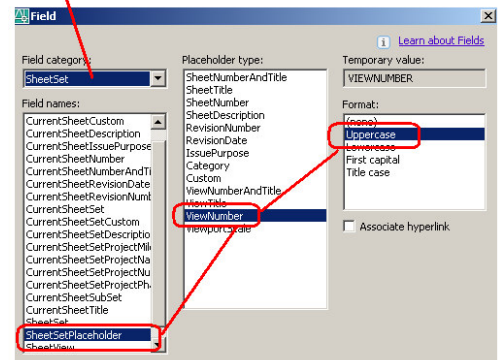
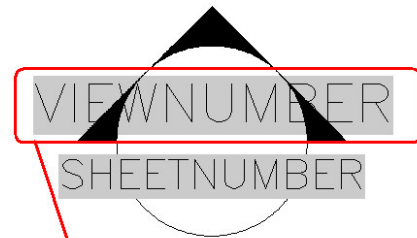




Next, we'll generate the **Building Elevations**. Set your Scale to 1/4"=1'-0" and freeze the **123456-Col-Grid | S-Cols** layer. In the same Tool Palette where you found the *Detail Boundary* tool, slide down to find the *Elevation Mark A2* tool. Pick it, then place the symbol below the front (bottom) of the plans and drag the arrow up. In the **Place Callout** dialog box, use the name *FRONT ELEVATION*, check only *Generate Section/Elevation*, and set the scale to 1/4"=1'-0". Pick the button to the left of *Current Drawing*. Pick two points to define the area encompassing the front wall, then pick a spot to the right of the plans for the elevation. Repeat this for the other three elevations, picking a different point to the right of the last *Elevation View* created. Save the drawing. Again notice that the elevation symbols have question marks. We won't be using these but will add them instead as *Callouts Only* to the *Ground Floor Plan View* file. Note that this View file has four *Named Model Space Views*, or again **What you want to plot**. This drawing is where you'd add notes, dimensions, column grid lines etc. Everything besides *Constructs* and *Elements* that you want to plot goes in the **View** file, with the exception of the Title for the Sheet file Layout viewport.

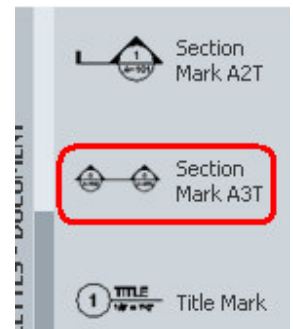


Close this file and reopen the *Ground Floor Plan View* file. Add the four Elevation Mark A2 symbols to this file as *Callout Only*. Again note that the values in these symbols are **Fields**. By double clicking on the word *VIEWNUMBER*, then right clicking on it in the Enhanced Attribute Editor dialog box, right clicking on the Value at the bottom and picking *Edit Field...* brings up the **Field** dialog box. This field is linked to the *SheetSet* category, *SheetSetPlaceholder* field name, *ViewNumber* placeholder type, and *Uppercase* format (so no matter how you type in a letter it will convert to upper case). We will soon discover how this all works when we create **Sheet** files.



Still in this *Ground Floor Plan View* file, we'll add some *Section* lines as **Callouts Only**, then reopen the *Building Elevations View* file and create the actual sections. Scroll down a bit further in the *Callout* tab of the Tool Palette and select the **Section Mark A3T** tool. Let's create two cross sections: one from left to right straight through the two side exit doors pointing up; one from top to bottom through the Men's bathroom (left in Core area) and out the revolving door, facing to the right. Save and close the file.

Right click on the *Building Elevations View* file, pick *Rename*, and add "+ SECTIONS" to the name. Open this file. Repeat the process for creating the *Section Views*, only this time drag the rectangular boundary just far enough to get the next wall behind your section cut line. In the *Place Callout* dialog box make sure to set the scale to 1/4"=1'-0", check *Generate Section/Elevation*, uncheck *Place Titlemark*, and select the button to the left of *Current Drawing*. For the left to right section *Named Model Space View*, call it *LOGINTUDINAL SECTION*, and *CROSS SECTION* for the top to bottom one. Place them well under your Elevations.



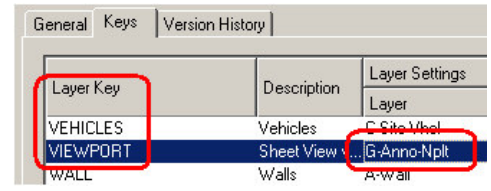
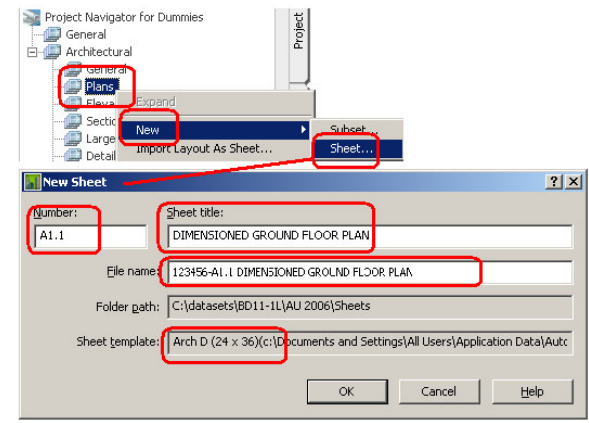
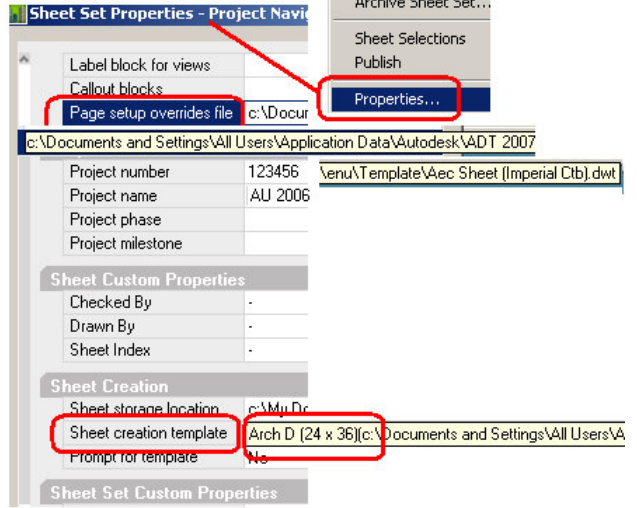
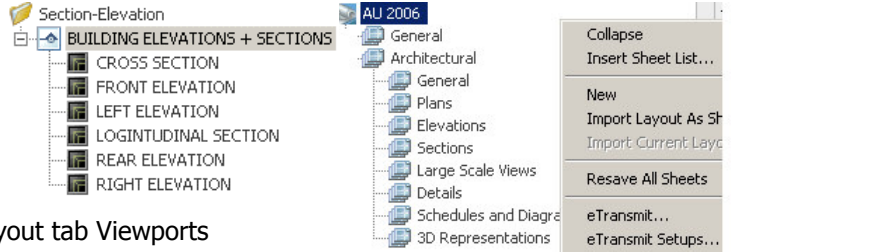
Your **BUILDING ELEVATIONS + SECTIONS** View file now has six Named Views. Time to move on to *Sheet* files.

Now that we have *WHAT we want to plot*, we have to create the **Sheet** files, which are the *WHERE we want to plot* files. These files will usually contain nothing more than Layout tab Viewports created from *View file Named Model Space Views*, Viewport titles, and the project title block.

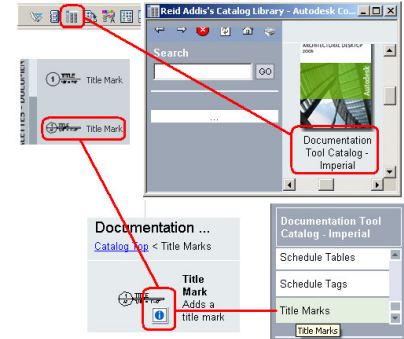
Go to the **Sheets** tab of Project Navigator. Right click on the set name *AU 2006* and pick **Properties...** In the *Sheet Set Properties* dialog box choose the *AEC Sheet (Imperial Ctb).dwt* file for the *Page Setup override file*, and the *Arch D (24x36)* layout for the *Sheet creation template* option. Back in Project Navigator, right click on *Architectural->Plans* and select *New->Sheet...* In the *New Sheet* dialog box, give it the number *A1.1* and the title *DIMENSIONED GROUND FLOOR PLAN*. Notice how the Project Number is being prefixed to the sheet name from your settings in Project Browser, and that the Sheet Template is the Arch 24x26 layout you just specified for the Sheet Set. Pick OK. Open this new *Sheet* file. Notice in the *Title Block* that portions such as the *Sheet Title* and *Sheet Mtext* have already been filled in with the correct information. This is because they have *Fields* that pull in this information from the *Sheet Set* file. Save the file.

Go back to the *Views* tab in Project Navigator. Under *General->Ground Floor Plan*, **drag and drop** the **DIMENSIONED FLOOR PLAN** named View. Pick a spot where it will fit. You've just created the same scaled view from the *View* file in your *Sheet* file. All necessary external reference files have been attached, and the Viewport has been sized and scaled to match the 1/4"=1'-0" scale used to create the original *Named Model Space View*. The Viewport will be created on the layer for the Layer Key *VIEWPORT* in your current *Layer Key Style.*, in this case *G-Anno-Nplt*. I usually change this to the *Defpoints* layer in my Layer Key Style. Adjust the viewport to include all of the section and elevation symbols. Let's next add a Title to the View, and see how this is linked in Project Navigator.

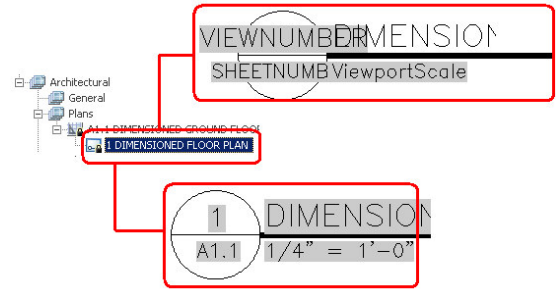
Let's add a Tool from *Content Browser* to our Callout tool palette. From the *Navigation toolbar*, pick the third tool from the left, or simply use *CTRL+4*. Pick the *Documentation Tool Catalog-Imperial*. Choose *Title Marks* from the list on the left. Pick the blue *I-Drop* icon from the top left tool and drag it onto your tool palette below the Title Mark tool that only has the Detail Number. This new Title Mark has the Sheet Number as well. Pick this new tool and move the cursor into the layout, Notice how the viewport highlights. Pick a spot below and to the left of the viewport, then pick a second point to define the length of the line under the View name. At this point the View Title will already be filled in with **DIMENSIONED FLOOR PLAN** if you picked a point within the viewport. The rest of the fields are still not linked.



Select the entire *Title Mark block*. On a **non-grip** point, drag and drop it onto the *Dimensioned Floor Plan View Name* under the A1.1 Sheet in Project Navigator *Sheets* tab and let go. The **fields** in the block are now linked to values in Project Navigator. Change the values in the *Sheets* tab and the Title Mark values will adjust. Let's create another *Sheet* file for the Enlarged Core and Stair plans. On the *Sheets* tab, go to the **Large Scale Views** subset. (Note: Subsets on the Sheets tab do **not** create new folders. All Sheet files are placed in the same folder. Also, Sheets may be accessed through the *Sheet Set Manager* program.)



Right click on *Large Scale Views* and pick *New->Sheet*. Give the sheet Number **A5.1** and the Sheet title **ENLARGED PLANS**. Open this file. Go to the *Views* tab, find the *Ground Floor Plan* under *General*. Drag and drop the *Enlarged Core Floor Plan Named Model Space View* onto the layout and position it to the right. Repeat the process for the *Ground Floor Stair Plan View*. Using *Format->Layer Tools-> Layer Freeze*, freeze the Section Lines in the viewports (crossing through the bath rooms). From the *Callouts tool palette*, add Title Marks under each view. Follow the same procedure as before to drag and drop the *Title Mark blocks* onto the Layout, then drag and drop them onto the View names in the Sheets tab of Project Navigator. Save this file. Reopen or switch to the A1.1

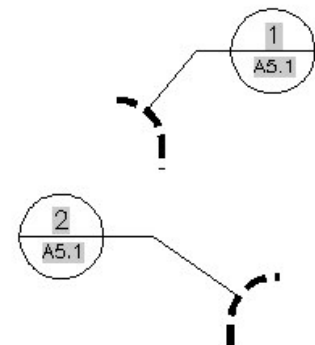


Dimensioned Ground Floor Plan Sheet file. If necessary, reload Xrefs and type in **REA**. Zoom in on the Callout tags for the Enlarged Plan Views. They "should" be linked to the View Numbers in the Enlarged Plan Drawing! (I had some problems when creating this tutorial. There is another way to relink by dragging and dropping them from the View file onto the View number in the Sheet file.)



If we are not already out of time, let's repeat the process of creating a new *Sheet* file for the Elevations (we'll skip the Sections for this tutorial).

Under the *Elevations* subset on the Sheets tab, right click and create a new Sheet file. Give it number *A3.1* and call it *BUILDING ELEVATIONS*. Open this file and go to the **Views** tab and find the *BUILDING ELEVATIONS + SECTIONS* file. Drag and drop the *FRONT* and *REAR* elevation views onto the layout tab, then give them both a *Title Mark*. Drag and drop the title marks onto the Sheet file's *View* names to create a linkage to the fields. Save the File and reopen or switch to the *Ground Floor Plan View* file. Since the Elevation Views were not generated from this file, we must drag and drop these *Elevation Callouts* onto the *Sheet* file view numbers too. This creates a link to the Viewports in that *Sheet* file for the fields in this *View* file. Once these links are created, Project Navigator will maintain them. Any change to any numbers in the Sheet files will be instantly corrected in the View files.



WOW! We made it (I hope!).

So, hopefully Project Navigator is not so scary now (or maybe it's even scarier). Here are the basic steps once again:

1. Set up the Project in **Project Browser**
2. In the **Project** tab, create your **Levels** and **Divisions**
3. Create your **Construct** and **Element** files in the **Constructs** tab. Remember, you drag and drop Elements and/or Constructs into Construct files. Element files are also dropped into Sheet files.
4. Create **View** files by specifying the associated **Level** and **Division**. In many cases, you may not specify any level, such as Detail files.
5. Add **ALL** of your **Annotation** to the **View** files. View files are where you create **What you want to Plot**. Create **Named Model Space Views** to the appropriate scale in these files.
6. In the **Sheets** tab, create your **Sheet** files. Sheet files are **Where you Plot** your *Named Model Space Views* from the *View* files. Simply drag and drop *Named Views* onto *Layout* tabs. Add *Title Marks*, dragging and dropping them back onto the Views created under the Sheet names in Project Navigator.

There are many features in Project Navigator in Architectural Desktop 2007 that we did not cover, such as *Project Specific* tool palettes and *AEC Project Standards* under the *CAD Manager* pulldown menu. However, you now have the tools to start using Project Navigator.

