

Inventor | Pack and Go

by [John Evans](#) on September 16, 2012 · [2 Comments](#)

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Since having completed the really big simulation research project I was on, I'm playing catch-up like everyone else to beat the schedule of Autodesk University that is coming. I've been developing some online training docs, which has left me with more time in my favorite software of all – Inventor.

So the next few articles will involve tips and the like from all the time I'm spending in Inventor with training.

Pack and Go

Pack and Go is one sweet tool, that allows me to pack up the training project (or projects) to appropriate separate locations to be uploaded. Pack and Go handles gathering all the loose ends, and developing an appropriate localized project file that always works without a single glitch.

Pack and Go has a number of options to do things such as:

- Gather workspaces
- Search or ignore linked files and Libraries
- Choose the path to save the project and files
- Choose the location to be searched
- Combine all files into a single folder location

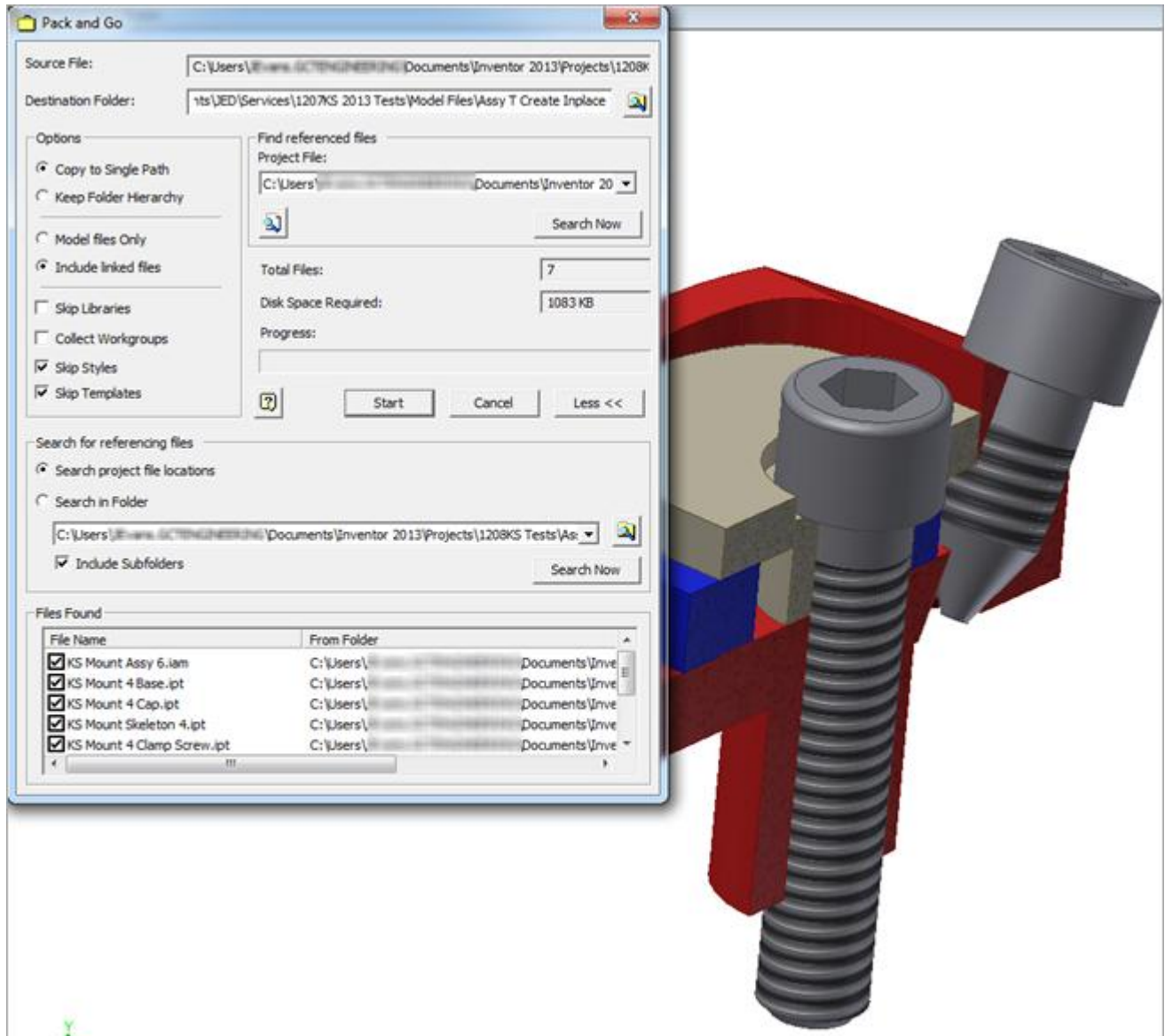


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More ideas

I often have various iterations of tutorial files, with both answered questions and 'next step' completion of modeling all in the same tutorial project (which is easier for students to navigate in the common workspace). Pack and go will take whichever files I need, but only the files those files involved. This leaves all unrelated files behind.



The result is a very clean set of files that can easily be packed into a zip file and uploaded to a server.