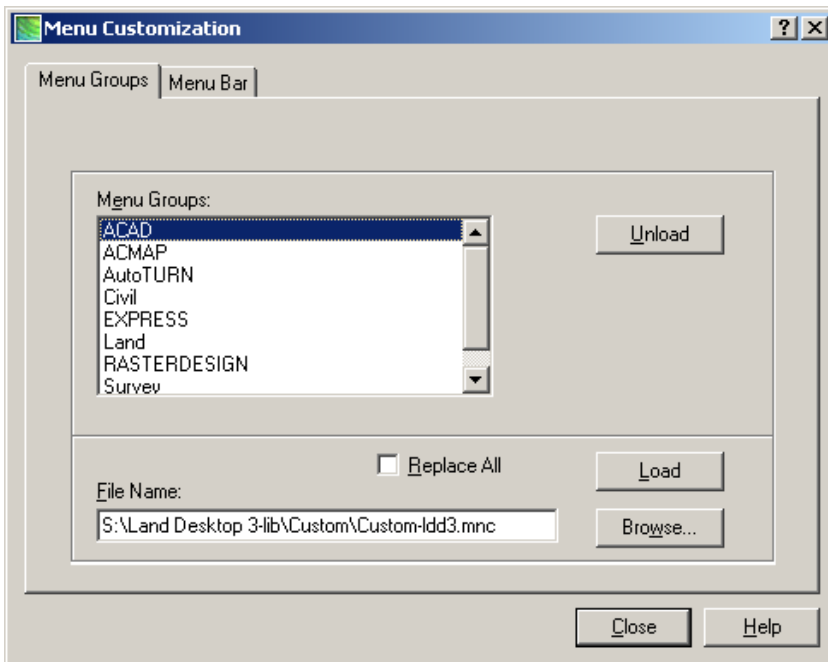
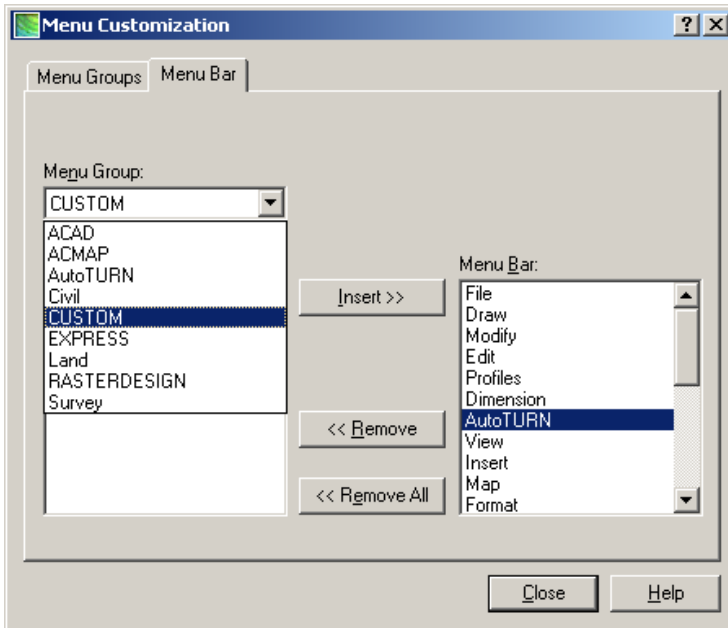


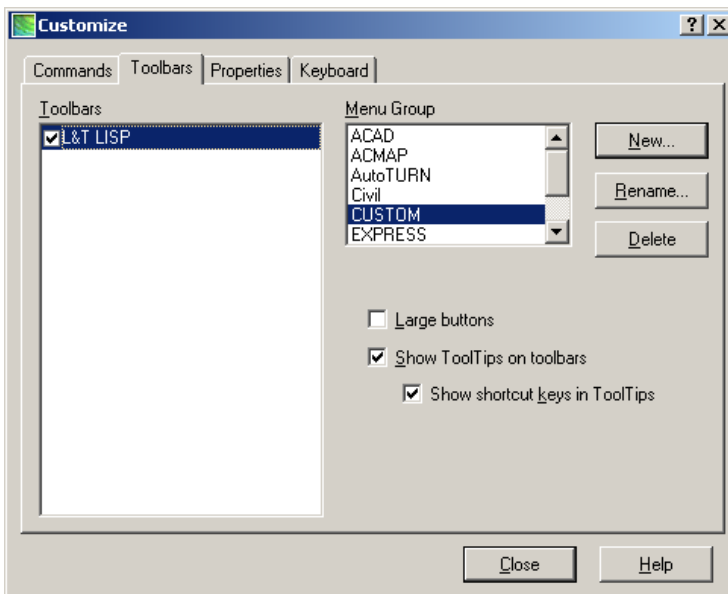
Click **Open** to select the menu file.



The file name should now appear in the above dialog box and the **Load** button will become available. Click on the **Load** button. This will load the Custom menu into the available **Menu Groups**. Select the **Menu Bar** tab at the top of the dialog box to flip to that dialog box page.














Select the **CUSTOM** menu in the **Menu Group** window then choose the **Menu Bar** item the you want the CUSTOM menu to appear *BEFORE*. Click **Insert** to place the Custom menu into your pull-down menus. You can now **Close** this window and your CUSTOM menu should be where you wanted to position it in the pull-downs. If you notice some pull-down menus are dropping off the next time you load AutoCAD, it is because there is a 24 pull-down menu items limit.



Right mouse click on any AutoCAD tool bar will show a drop-down menu where **Customize** is at the bottom. Left mouse click on **Customize** which will open the Customize dialog box. Select **CUSTOM** in the **Menu Group** window and check **L&T LISP** in the **Toolbars** window. Click **Close** to place the Custom toolbar on your AutoCAD screen.

What do these custom routines do?

| | |
|--|--|
|  | <u>An.lsp</u> – An autonumbering routine that creates and spaces a sequence of numbers for paperspace notes. The lines of text are individual objects and can be moved around separately. |
|  | <u>Blockonline.lsp</u> – Inserts a block at a specified distance along a line. |
|  | <u>Clo.lsp</u> – Current Layer Offset. Use this to offset objects on any layer a specified distance to the current layer. |
|  | <u>Clayoff.lsp</u> – Use this to offset objects on any layer a specified distance to the current layer. Similar to Clo.lsp but this routine allows the user to change distances each time. |
|  | <u>Cvl.lsp</u> – Current Viewport Layer. This routine creates or modifies a layer to be visible in the current viewport only. (Ref. 5/28/02 - Layer Management Memo) |
|  | <u>Fontchg.lsp</u> – Resets all L&T standard text styles to proper sizes based on the current drawing scale. |
|  | <u>ReplPgSetup.lsp</u> – Loads standard page setups for layouts. The page setups now incorporate the new pen table settings as well as changes portrait/landscape settings for the some of the hp-1050c sheets. Now, each new layout will be setup using the named page setups. Any older projects (using old layering schemes) will be setup first using the named page setups then changing the plotter pen table back to the older lanctully.ctb. |
|  | <u>Rpl.lsp</u> – This command loads grcad_rpl_free.vlx then creates a new pline on the current layer in the reverse direction from the selected original. Works well when reversing an alignment polyline. |
|  | <u>Snag.lsp</u> – Use this to set your snap angle to your viewport dview twist settings to align text vertically and horizontally. |
|  | <u>Ttla.lsp</u> – This routine aligns text to a line's angle and is useful in property line labeling cleanup. (it doesn't work with mtext though!) |
|  | <u>Llst.lsp</u> – Prints an excel spreadsheet layer listing to c:\llst.xls. |

If you need further explanation or have any problems loading this menu or toolbar, please let me know promptly.

Thank You,

Tom Hanley