

CADMANAGERTOOLS.COM



LayoutManager 2023

*Layout Management tool for AutoCAD and
Verticals*

Version 4.0[AutoCAD 2017], Version 4.1[AutoCAD 2018], Version 4.2[AutoCAD 2019], Version 4.3[AutoCAD 2020], Version 4.4[AutoCAD 2021], Version 2022[AutoCAD 2022] and Version 2023[AutoCAD 2023]

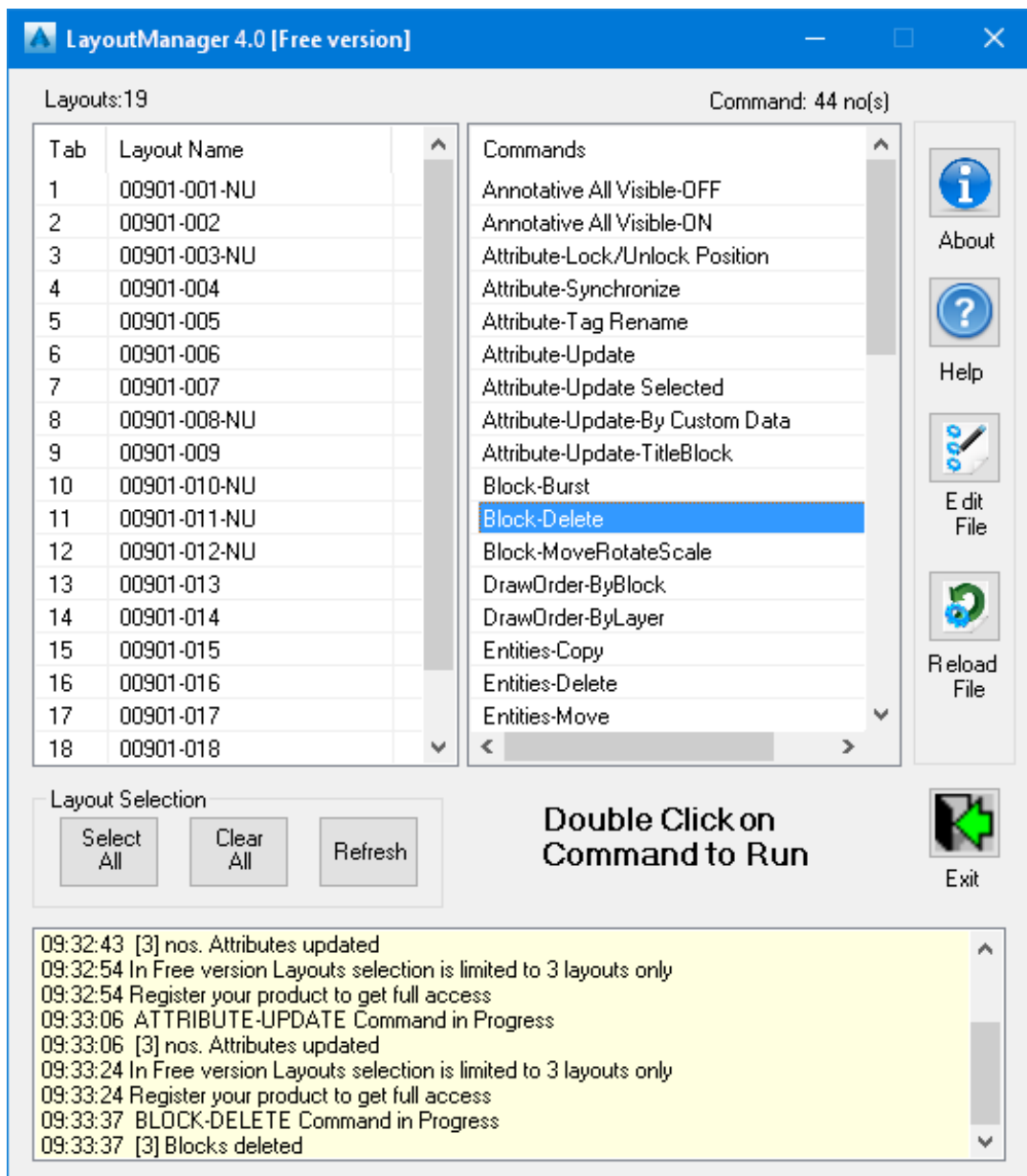


LayoutManager – Layout tool for AutoCAD

Introduction:

The LayoutManager is a powerful and easy to use Layout tool for AutoCAD which come with built-in commands to handle Layout related operations. It comes from years of experience in AutoCAD and it is one of the AutoCAD productivity tools developed by CADManagerTools.

It lets you effortlessly run powerful built-in commands and user defined commands on multiple layouts in a current drawing and it is compatible with 32-bit and 64-bit AutoCAD and Vertical versions from 2017 to 2023.





Installation:

The installer that ran when you downloaded this plug-in from Autodesk Exchange Apps has already installed the plug-in. You may need to restart AutoCAD to activate the plug-in. The command for command line is “CMT_LOM”.

There is a limitation in unregistered version (Free version); the maximum number of layouts to process is limited to three (3) layouts only. The registered (Paid) version has no limitation and we need your information for our records only and the registration process is detailed at the end of this help file.

Command Buttons:



About: Opens Dialog box where user can update the license key information

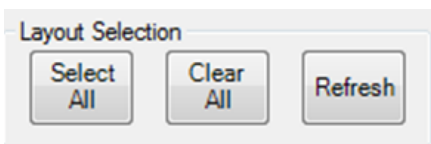
Help: Opens Help file

Setting: License Type: There are two types of licensing “ByMachine” and “ByDomain” ; The license type “ByMachine” is a hardware locked license and “ByDomain” is a Windows Network domain locked license, refer to “Product Registration process” at end of this help file

Edit File: Add new command or Edit existing commands

Reload File: Reloads the commands file to show the update

Exit: Close the LayoutManager



Select All: Select all layouts in the list

Clear All: Clears the selection of layouts in the list

Refresh: Reloads the layouts from the current drawing, Use Refresh button when you switch between drawings

-  Double click on a single layout set that as a current layout



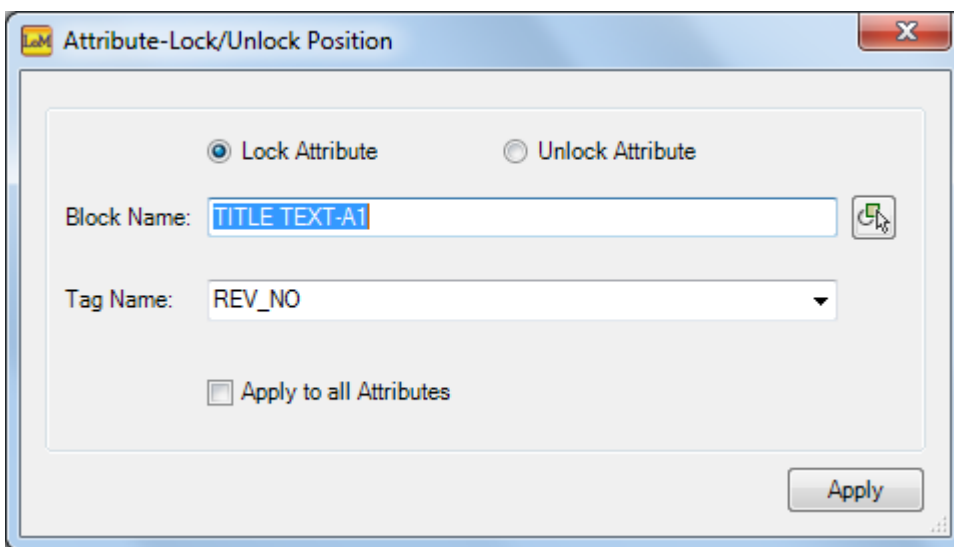
Built-in commands:

Annotation All Visible-ON/OFF:

Show/hide annotative objects for all scales in selected layouts

Attribute Lock/Unlock Position:

Lock/Unlock single or multiple attribute values in selected layouts.



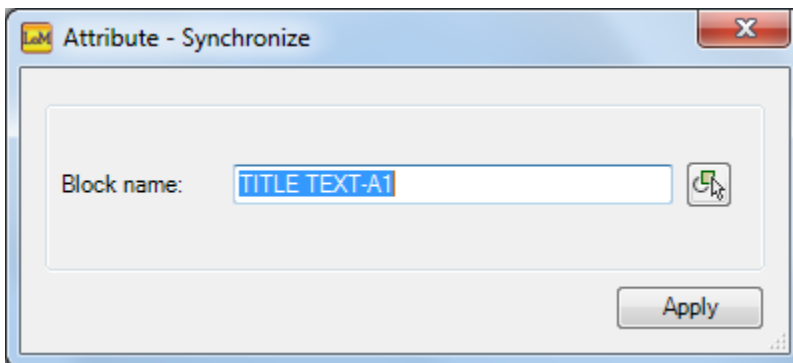
- **Lock Attribute:** Sets lock Attribute as current option
- **Unlock Attribute:** Sets Unlock Attribute as current option
- **Block Name:** Select block from screen
- **Tag Name:** Block contains Attributes Tags will be added to Tag name for selection.
- **Apply to all Attributes:** Selected Lock/Unlock action will be carried out on all attribute definitions in a block.



Attribute Synchronize:

Synchronize attributes in all blocks in the selected layouts and the blocks in layouts which are not selected will not be synchronized.

Unlike the built-in AutoCAD command "ATTSYNC" which synchronizes all attribute blocks globally (in all layouts and ModelSpace), the command "Attribute Synchronize" do the synchronization in individual layouts.

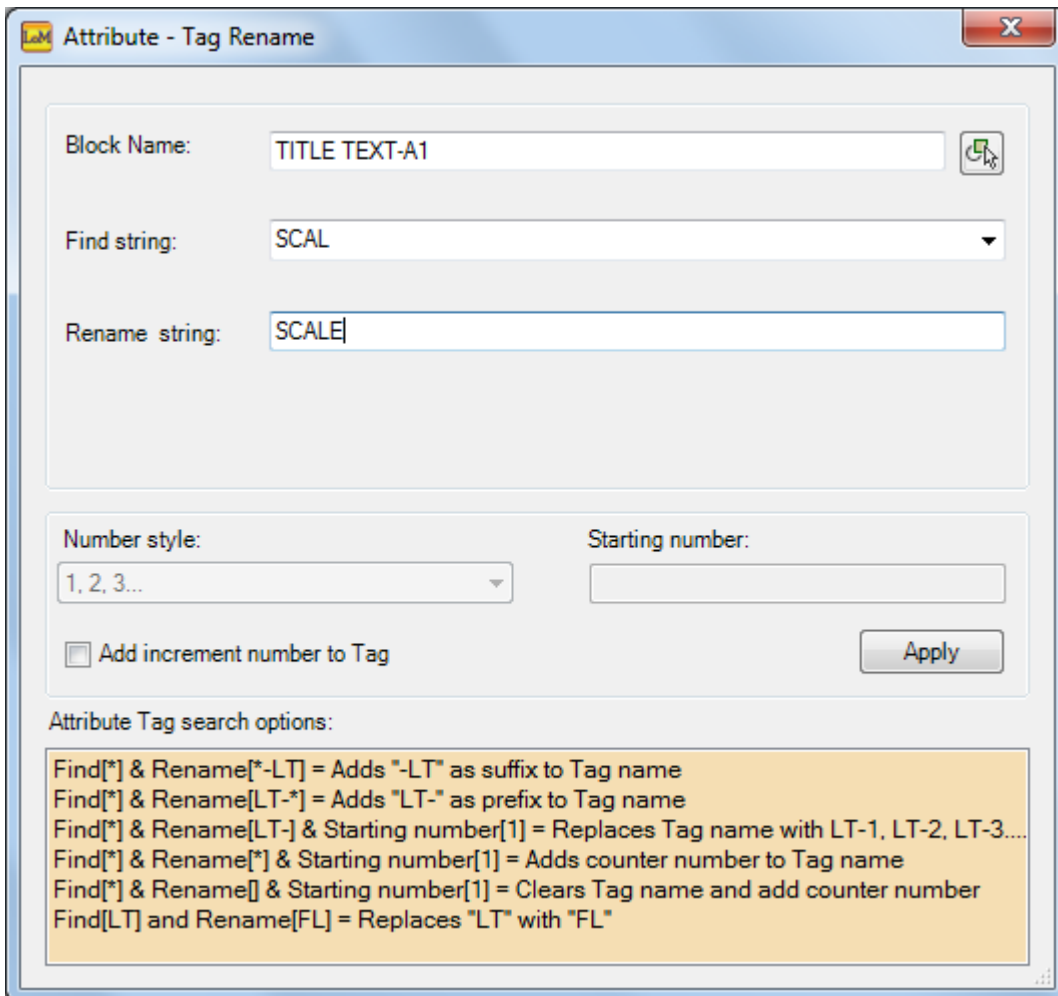


- **Block Name:** Select block from screen



Attribute Tag Rename:

Renames single or multiple attribute definitions Tag name in selected layouts and the blocks in layouts which are not selected will not be renamed.



- **Block Name:** Specify block name or pick from screen
- **Find string:** Specify Attribute Tag name to find matching Tag name from specified block.
- **Rename string:** Specify rename value.
- **Entire drawing:** All matching block will be updated in selected layouts.
- **Number style:** Select number style.
- **Starting number:** Specify starting number.



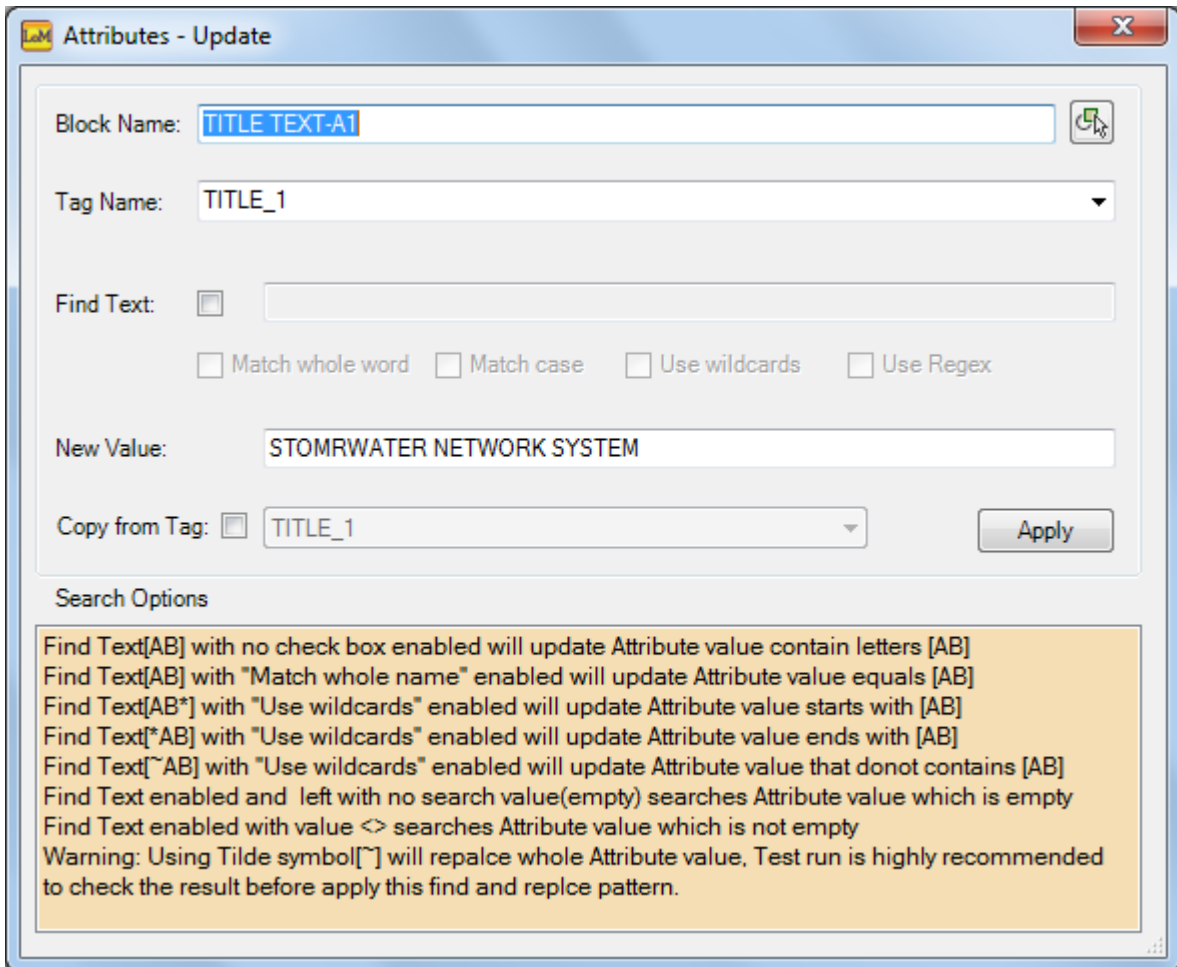
- **Add increment number to Tag:** Specify increment number to all attribute Tag names.

Attribute Update:

Updates attribute values in selected layouts.

Video: Update Attribute - single <http://www.youtube.com/watch?v=e7qxFOq0waI>

Video: Update Attribute - searching empty value <http://www.youtube.com/watch?v=-kPmHlwwyFo>



- **Block Name:** Select block from screen
- **Tag Name:** Specify Attribute Tag name to find matching Tag name from specified block.
- **Find Text:** This enables to update the attribute value which matches the find value.
- **Match whole word:** updates attribute which matches the whole find value.
- **Match case:** updates attribute which matches the find text case.
- **Use wildcards:** updates attribute which matches the wildcards search pattern.



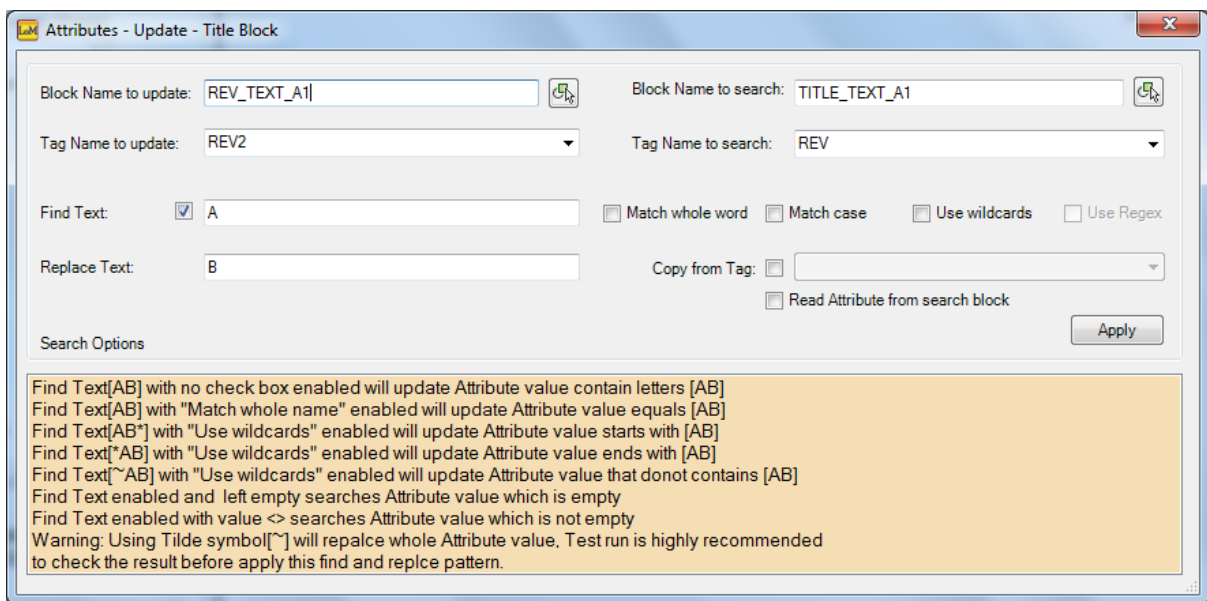


- **New Value/Replace Text:** New value to replace existing value, if left empty that will clear the value.
- **Copy from Tag:** Copy value from another Attribute Tag.

Attribute - Update - Title Block:

Update single or multiple attribute values in selected layouts. User can check value in one block and update another block if condition meets or check the value of one item and update the other in the same block.

Video: *Update Attribute - based on another Attribute value* <http://www.youtube.com/watch?v=vtbRwEZiFP8>



- **Block Name to update:** Specify block name to be updated or pick from screen
- **Tag Name to update:** Specify Attribute Tag name to update its value.
- **Find Text:** This enables to update the attribute value of block name to update which matches the find value in block name to search.
- **Match whole word:** updates attribute which matches the whole find value.
- **Match case:** updates attribute which matches the find text case.
- **Use wildcards:** updates attribute which matches the wildcards search pattern.
- **Replace Text:** New value to replace existing value, if left empty that will clear the value.
- **Block Name to search:** Specify block name to be searched or pick from screen
- **Tag Name to search:** Specify Attribute Tag name to search for value.



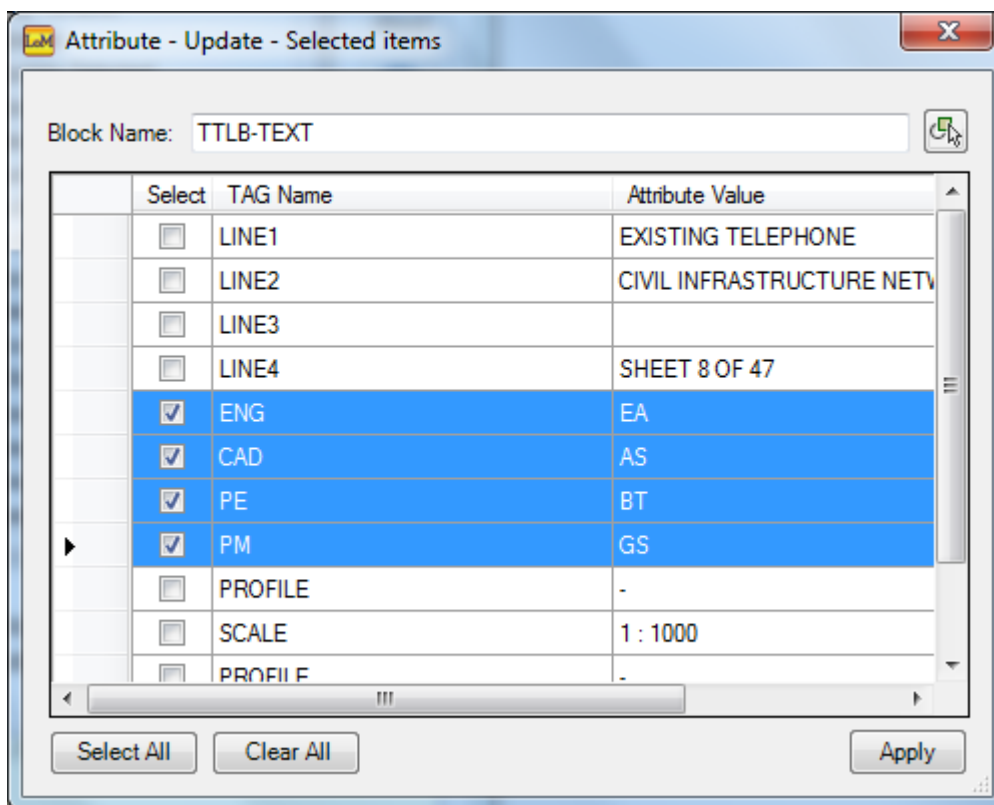


- **Copy from Tag:** Copy value from another Attribute Tag, by default tag names from block name to update will be listed, to list tag names from search block enable the option.

Attribute - Update - Selected:

Update single or multiple attribute values in selected layouts. User can choose selected Attribute to be changed from the list

Video: *Update Attributes- group by selection* <http://www.youtube.com/watch?v=hah4EqWc3Yg>



- **Block Name:** Select block from screen
- **Tag Name:** Select Attribute Tag name to be updated
- **Select All:** Selects all Attributes.
- **Clear All:** Unselect all Attributes.



Attribute - Update – By Custom Data:

Create Attribute value by combining values from available custom data options to update attribute in All/Selected layouts/Model space.

Video: Update Attribute - by custom values http://www.youtube.com/watch?v=Y4gVc_zkfpE

Video: Update Attribute - by custom values in ModelSpace <http://www.youtube.com/watch?v=8LDA3XHF89I>

Parameter	Attribute Value	Information
Custom_Value	SHEET	Any string value
Layout_Order	3	No of digits (1=1, 2=01, 3=001)
Custom_Value	OF	Any string value
Layout_Count	3	No of digits (1=1, 2=01, 3=001)

Find Text[AB] with no check box enabled will update Attribute value contain letters [AB]
Find Text[AB] with "Match whole name" enabled will update Attribute value equals [AB]
Find Text[AB*] with "Use wildcards" enabled will update Attribute value starts with [AB]
Find Text[*AB] with "Use wildcards" enabled will update Attribute value ends with [AB]
Find Text[~AB] with "Use wildcards" enabled will update Attribute value that donot contains [AB]
Find Text enabled and left with no search value(empty) searches Attribute value which is empty
Find Text enabled with value <> searches Attribute value which is not empty
Warning: Using Tilde symbol[~] will repalce whole Attribute value. Test run is highly recommended to check the result before apply this find and replce pattern.

- **Block Name:** Specify block name or pick from screen
- **Tag Name:** Select Attribute Tag name to be updated
- **Find Text:** Enable this option to search and replace matched values
- **Delete Row:** Deletes the selected row
- **Run in ModelSpace(All Blocks):** The command runs on all blocks in modelspace and update attributes.



- **Run in ModelSpace(Selected Blocks):** The command runs on selected blocks in modelspace and update attributes.

Block – Burst/Explode:

This command Bursts or explodes attributes to text and works with block with attribute definition and block with no attribute definition

Block name: TTLB-TEXT

Burst from: All layouts

Match whole name Use wildcards

Include Nested Blocks

Move exploded entities to New Layer

Layer Name: Z-TITLE

Color Number: 8

Apply

Search Options

Block name[AB] with no check box enabled will explode Blocks contain letters [AB]
Block name[AB] with "Match whole name" enabled will explode a Block name equals [AB]
Block name[AB*] with "Use wildcards" enabled will explode Blocks name starts with [AB]
Block name[*AB] with "Use wildcards" enabled will explode Blocks name ends with [AB]
Block name[~*AB*] with "Use wildcards" enabled will explode Blocks name that donot contain [AB]
Block name[*] only with "Use wildcards" enabled will explode all Blocks from the selected layout
for more wildcards usage , see AutoCAD help "Find and Replace Text"

- **Block Name:** Specify block name or pick from current drawing
- **All layouts:** All matching blocks will be exploded from all layouts.
- **Selected layouts:** All matching blocks will be exploded from selected layouts.
- **Model:** All matching blocks will be exploded from Model only.
- **Entire drawing:** All matching blocks will be exploded from all layouts and Model.
- **Match whole name:** Whole Block name matching to given value will be exploded
- **Use wildcards:** supports wildcards search, refer to search options.
- **Include Nested Blocks:** Enable this option to search and include nested blocks.

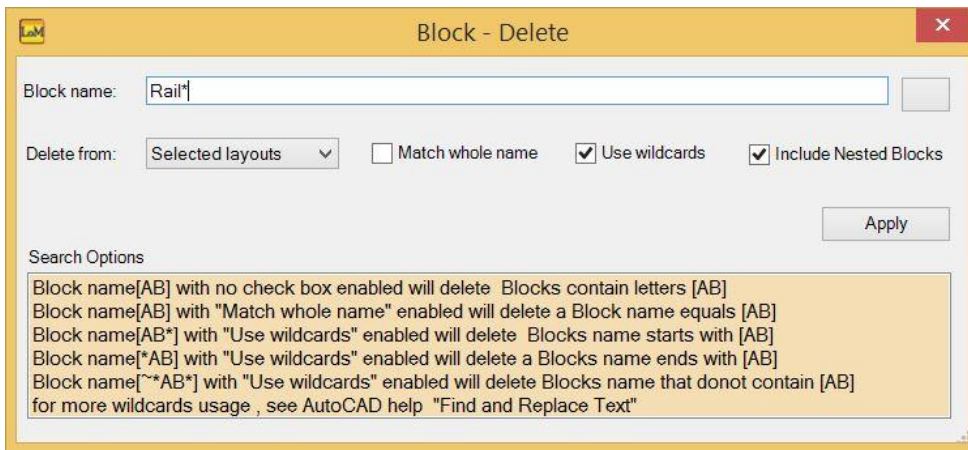




- **Move exploded entities to new Layer:** Enable this option to move the exploded entities to new or existing layer, existing layer will be taken if layer already exists and if not enabled then existing layer and color properties will be retained.
- **Layer Name/Color Number:** Enter valid layer name and color number (Valid Index color numbers are 1 to 255 and True color with RGB values Example 125,210,25)

Block - Delete:

Delete blocks from selected layouts, Model space and entire drawings.



- **Block Name:** Specify block name or pick from screen
- **All layouts:** All matching block will be deleted from all layouts.
- **Selected layouts:** All matching block will be deleted from selected layouts.
- **Model:** All matching block will be deleted from Model only.
- **Entire drawing:** All matching block will be deleted from all layouts and Model.
- **Match whole name:** Whole Block name matching to given value will be deleted.
- **Use wildcards:** supports wildcards search, refer to search options.
- **Include Nested Blocks:** Enabling this option will include nested blocks.

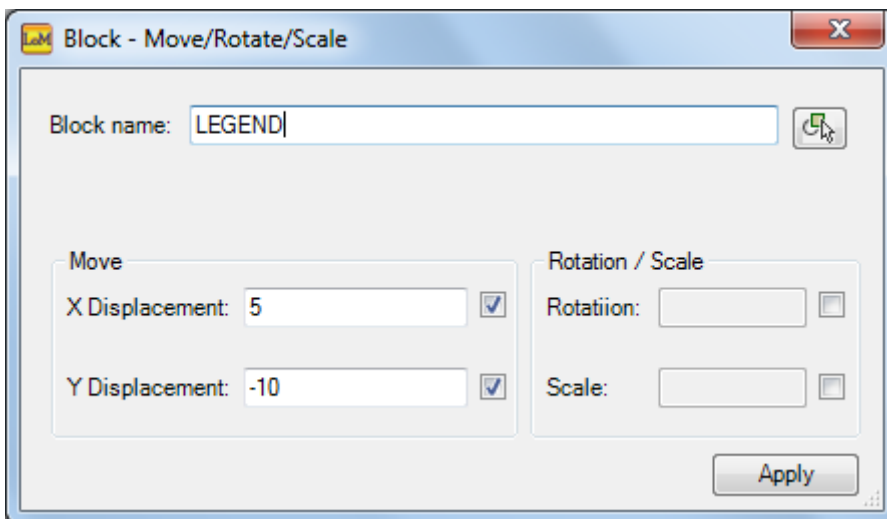




This command can be used to delete xref files (Example Title block from multiple layouts) which cannot be detached, if referenced more than one layout. Run the command “Block-Delete” to remove all instances of Xref from all layouts then Detach the Xref.

Block – Move/ Rotate/ Scale:

Move, Rotate and Scale existing blocks in selected Layouts.

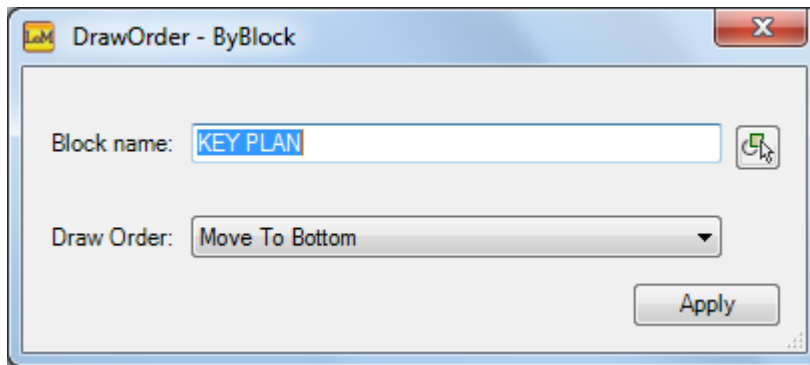


- **Block Name:** Specify block name or pick from screen
- **X Displacement:** Specify X offset value
- **Y Displacement:** Specify Y offset value
- **Rotation:** Specify rotation value
- **Scale:** Specify scale value



DrawOrder - ByBlock:

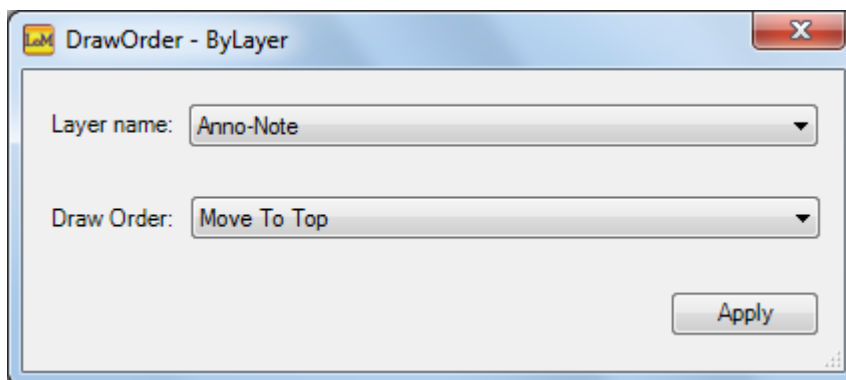
Change the draw order of blocks to bottom or top from selected layouts



- **Block name:** Specify block name or pick from screen
- **Draw Order:** Select Move To Bottom or Move To Top option.

DrawOrder - By Layer:

Change the draw order of entities in a specific layer to bottom or top from selected layouts



- **Layer name:** Select a layer name from the list or enter layer name.
- **Draw Order:** Select Move To Bottom or Move To Top option.



Entities - Copy:

Copy selected entities to selected layouts in its same locations except the current layout.

The selected entities will be copied to selected layouts without switching to layouts that saves a significant amount of time eliminating layout regeneration especially in heavy drawings with lots of loaded Xrefs.

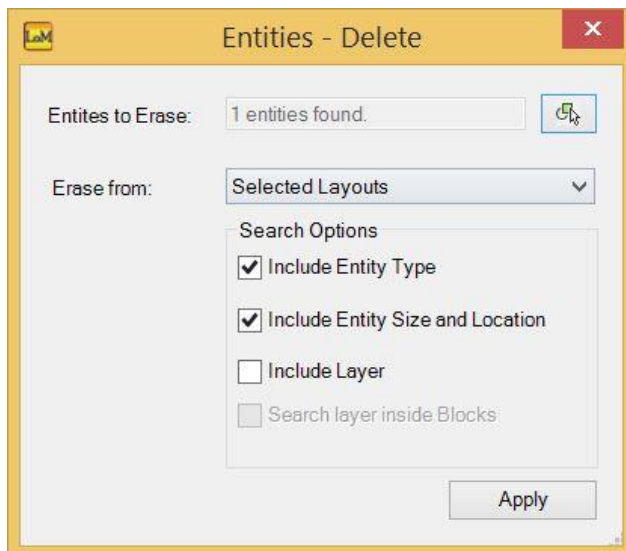


This command can be used to copy xref from current layout to all selected layouts.

Entities - Delete:

Delete selected entities (similar type, size, location and layer) from selected layouts except the current layout or from Model or from entire drawing.

The selected entities will be deleted from selected layouts without switching to layouts that saves a significant amount of time eliminating layout regeneration especially in heavy drawings with lots of loaded Xrefs.



- **Entites to Erase:** Select reference entities to erase from drawing. First set the Model or layout as current from where you want to erase entities then set Model/Layout for the Erase from option and then select pick from the screen button to select the entities from current space
- **Selected layouts:** All matching entities will be erased from selected layouts only.
- **Model:** All matching entities will be erased from Model space only.





- **Entire Drawing:** All matching entities will be erased from Model space and all layouts.

Include Entity Type: This option can be used alone and combination of other options

If it is used alone, this will erase selected entity type

For example, if the selection contains circle, line and text then all the circles, lines and text entities will be erased.

Include Entity Size and Location: This option cannot be used alone and should be used combination of other options

If it is used with “Include Entity Type”, this will erase entities which matches the selected entity type, size and location

Include Layer: This option can be used alone and combination of other options

If it is used alone, this will erase entities which layer is one of the layers of the reference entities selected for erase



Use this option to delete layer, like layer kill command, enabling the option “Search layer inside block” will search the entities in particular layer and erases them.



Warning: Blocks containing entities in that layer will be erased and block redefined

If it is used with “Include Entity Type”, this will erase entities which matches the selected entity type and layer combination

If it is used with “Include Entity Type” and “Include Entity Size and Location”, this will erase entities which matches the selected entity type, size, location and layer combination





Entities - Move:

Move selected entities to specified displacement (similar type, size and location) from selected layouts except the current layout without switching layouts

Erase By Window in Layout:

This command demonstrates the integration of user defined lisp command into the LayoutManager command list.

There is a lisp file "LOM_EraseByWindowinLayout.lsp" in the installation folder of LayoutManager , edit the command list file "LOM_Commands.lst" and make sure the path is correct on the command line where it calls the command "Erase By Window in Layout"

Open the lisp file "LOM_EraseByWindowinLayout.lsp" in notepad or in your choice of text editor and enter the window area of x,y values to erase the entities which are falls within that area in layout and save the file

```
;;change the window area as required  
(command "erase" "c" "750,250" "820,375" "")
```

Close the command list file and click on the Reload button which will show your command.

Image Frame-OFF:

This command demonstrates the integration of lisp expression into the LayoutManager command list.

Image Frame-ON But No Plot:

This command demonstrates the integration of lisp expression into the LayoutManager command list.

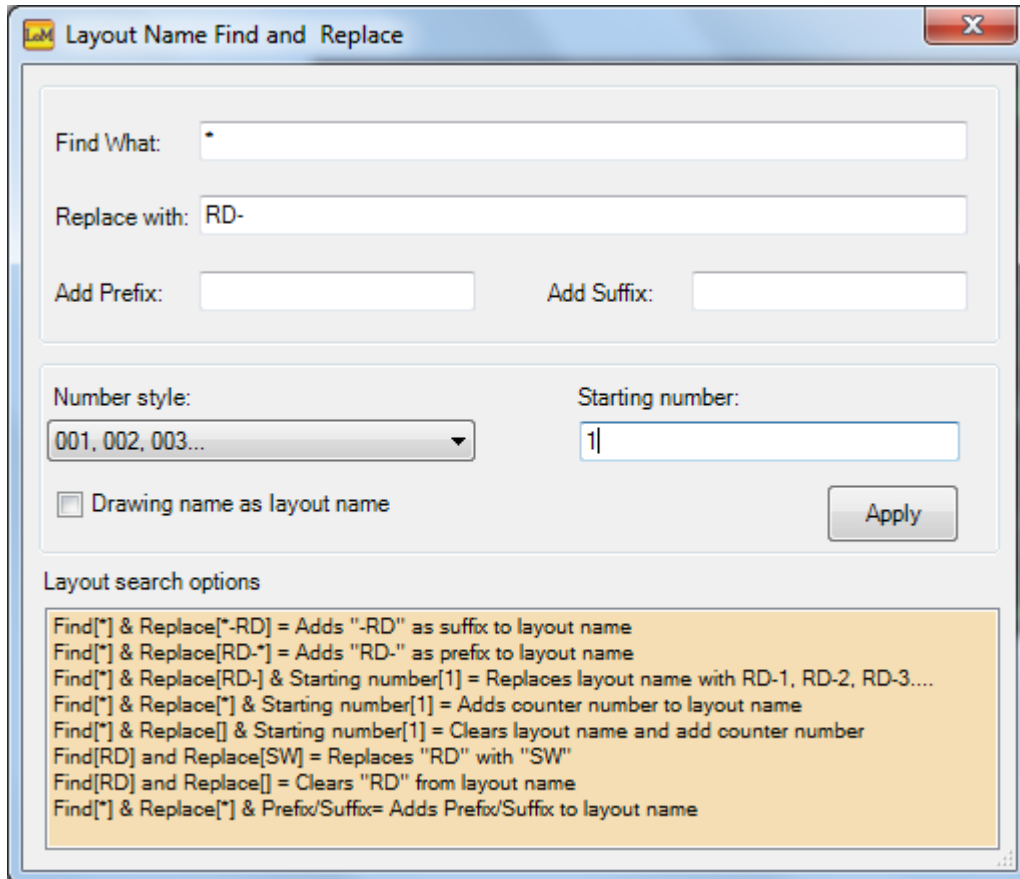




Layout Name Find and Replace:

Find and replace layout names.

Video: <http://www.youtube.com/watch?v=3GY2hPIMTqY>



- **Find What:** Specify search strings.
- **Replace with:** Specify replace s Find What: Specify search strings.
- **Add Prefix:** Specify prefix value to add to layout name.
- **Add Suffix:** Specify suffix value to add to layout name
- **Choose number style and starting number to add increment number to layouts**
- **Drawing name as layout name:** Enable this option to rename layout name as drawing name

If drawing contains more than one layout, counter number will be added.

e.g – Drawing name: A-BLDG-PLAN

First Layout name: A-BLDG-PLAN-1





Second Layout name: A-BLDG-PLAN-2 and so on.

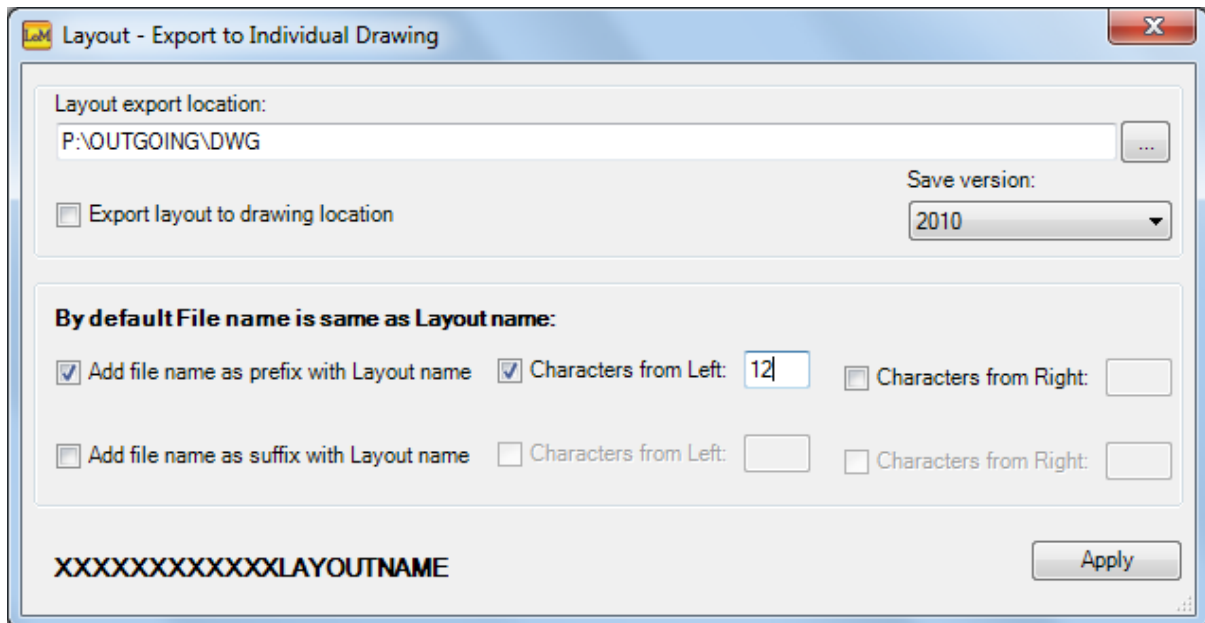
Layout - Delete:

Deletes selected layouts.

Layout - Export:

Exports selected layouts into individual drawings. Existing file with same layout name will be overwritten in the destination location. By default, the layout is used as file name and user add specified length of file name with layout name as prefix or suffix.

Video: Export layout to individual drawing <http://www.youtube.com/watch?v=Flitx6qtUIM>



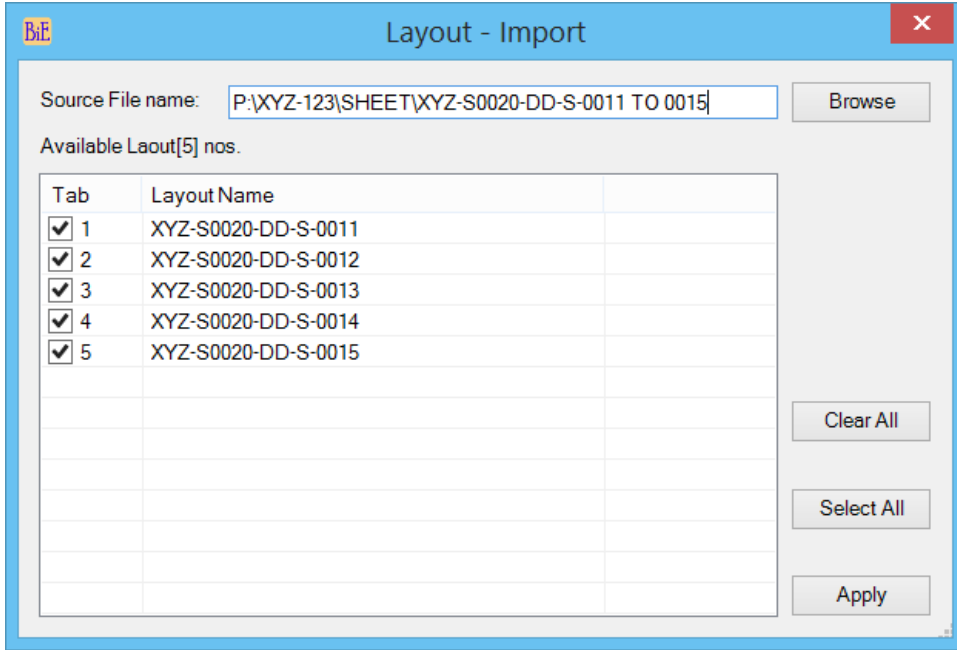
- **Layout export location:** Set drawing export location and make sure no file exist with same name as layout name.
- **Export layout to drawing location:** Enable this option to export selected layouts to drawing location.
- **Save version:** Set drawing version to save.





Layout – Import:

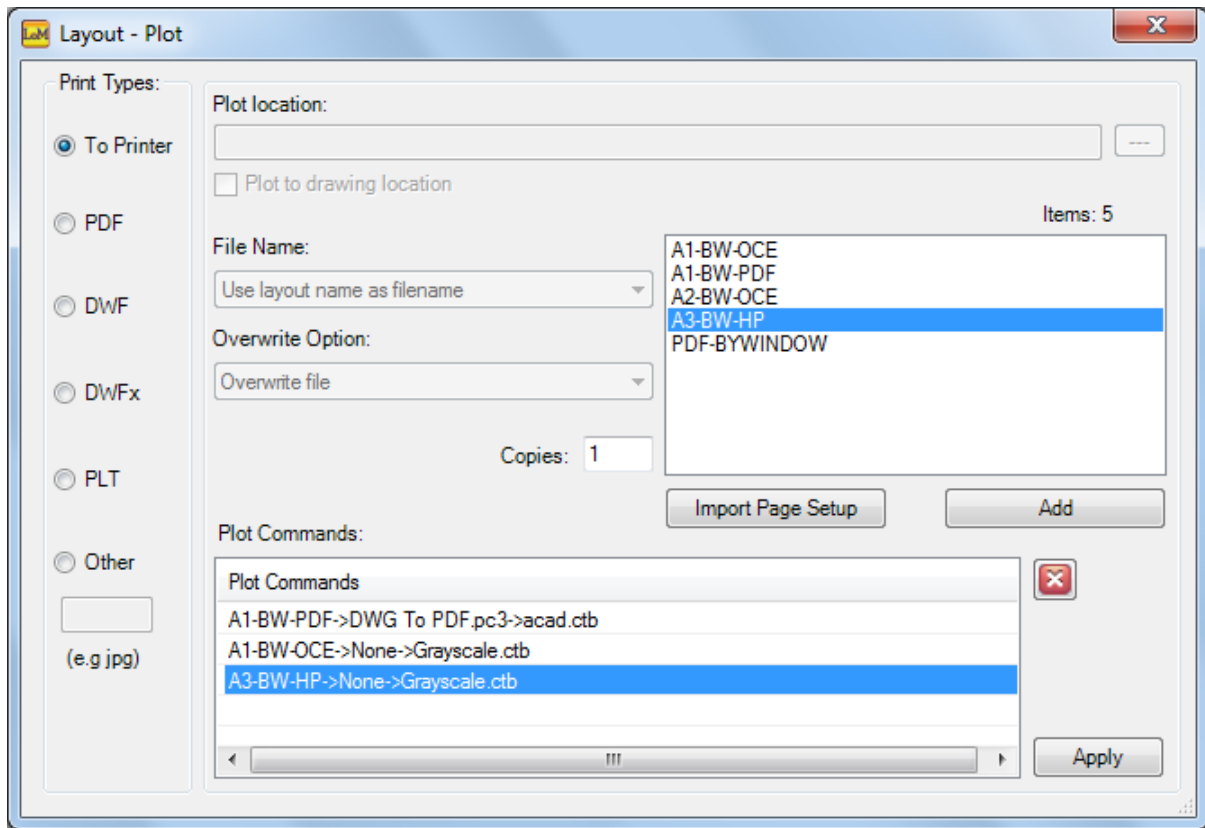
Import layouts from external drawing (Dwg) and template (Dwt)



Layout-Plot:

Plots selected layouts with multiple print tasks like A1, A3 to printer, PDF, DWF and Raster format all in one go by assigning various page setups.

Vide: Multiple format Plot <http://www.youtube.com/watch?v=TktOfu57F8M>



Steps:

1. Select Print Types
2. Set the required options or accept the default
3. Select a Page setup from the list
4. Click on “Add” that adds the plot commands

All the added plot commands are executed in the order listed on selected layouts and it saves significant amount of time avoiding regeneration of layout when switching to the same layout for multiple format prints.



Print Types:

- To Printer – Use this to print hard copies
- PDF – for PDF printing
- DWF – for DWF printing
- DWFX – for DWFX printing
- PLT – for creating plot (PLT)file
- Other – for creating other supported raster file formats (jpg, png etc...)

Plot location:

The plot files will be sent to the user specified location or to drawing location.

File Name:

Use layout name as filename – layout name will used as filename

Drawing name+Layout name – Drawing name with layout name will be used as file name

Overwrite Option:

Overwrite file – the existing file with same name in the destination will be overwritten

Do not overwrite add next counter – if file exists in the destination then “-1” will be added as suffix

Copies:

Number of copies for hard copy printing can be set and this option is available only to print type “To printer”

Add:

Adds the select page setup with settings to batch process

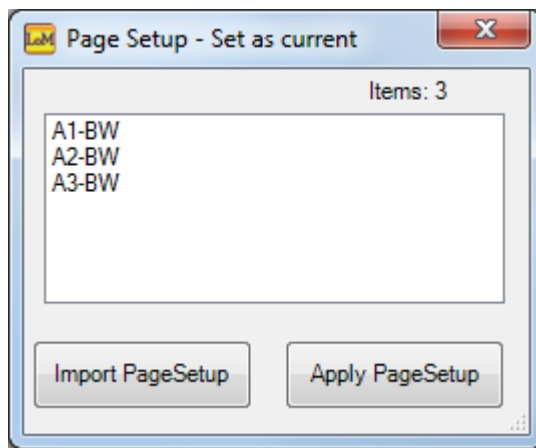
Import Page Setup:

Imports page setups from existing drawing.



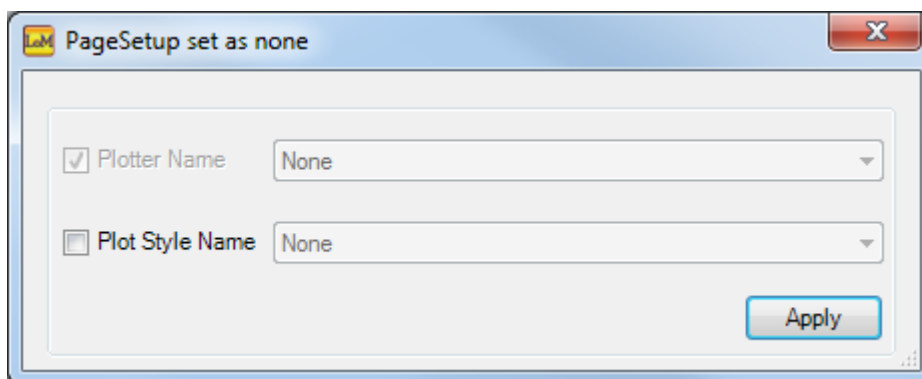
Plot Setup – Set us current:

Sets the selected page setup as current on all selected.



Plot Setup – Set us none:

This command sets the page setup to none to All/selected layouts. Plot style name can be assigned so as to let the user know the last used pet style name for printing



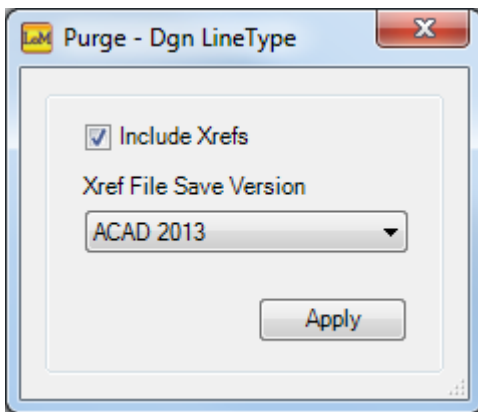


PSLTSCALE Set to 0/1:

Sets PSLTSCALE 0/1 to selected value on all selected layouts.

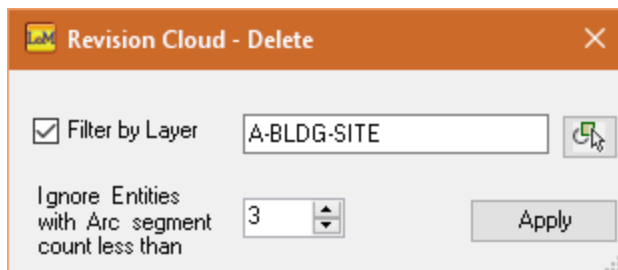
Purge - DGN LineTypes:

Purge all DGN linetypes which comes from Microstation DGN files while converting them to DWG format. All Xref files will be included in the purge process, if selected "Include Xref" or only the current file will be cleared of DGN linetypes.



Revision Cloud - Delete:

This command works with ployline with only Arc segments (Available for AutoCAD version 2015 and above)



Filter by Layer:





Enable this option to select polyline entity from current layout and retrieves the layer name from the selected entity and filter the polyline entities from selected layouts with similar layer name for deletion.

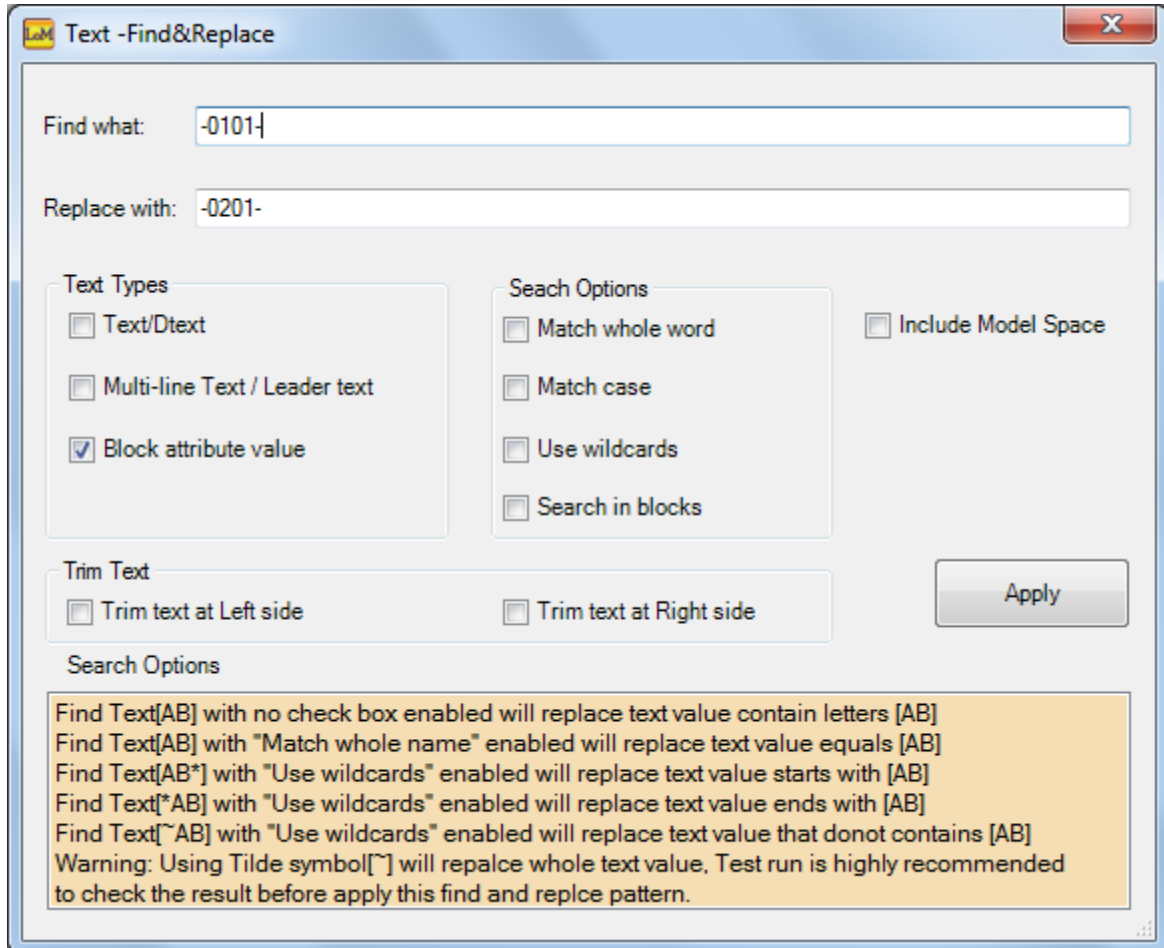
Ignore Entities with Arc segment count less than:

This option adds condition to skip polyline entities which contains number of Arc segments less than the specified value.



Text – Find&Replace:

Finds and replaces text, Mtext, Leader and Attributes.



- **Find What:** Specify text string you want to find.
- **Replace with:** Specify the text string you want to use to replace the found text.
- **Text Types:** Specify the type of text objects you want to include in the search

Text/Dtext: Includes text objects such as single-line in search results.

Multi-line Text/Leader text: Includes text objects such as Multi-line text and Leader object in search results.

Block attributes value: Includes block attribute text values in search results.

Find Whole word only: Finds only whole words that match the text in Find What. For example, if you select Find Whole Words Only and search for “TEST,” FIND does not locate the text string “TESTED”.

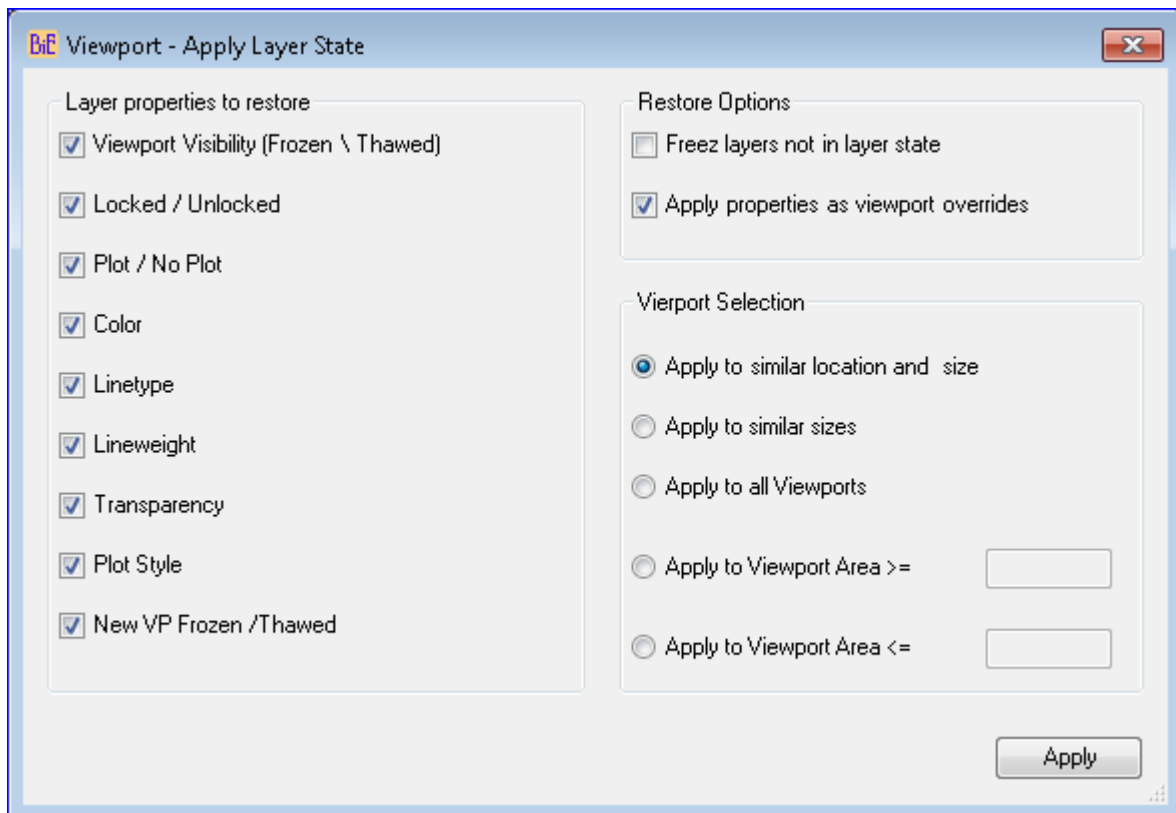


Include Model Space: By default, the text search is limited to selected layouts only and enabling this option includes ModelSpace.

- **Search in blocks:** search text types in all blocks.
- **Trim text at left side:** Update value with new value which matches find value and Trim all text at left side of the text.
- **Trim text at right side:** Update value with new value which matches find value and Trim all text at right side of the text.

Viewport – Apply Layer State:

Apply layer state to all layouts.



First activate a viewport in a layout and prepare a viewport with required layer override properties then select the viewport to copy the properties to viewports which are meet the viewport selection option.

Viewport Selection:

- **Apply to similar location and size:** Apply layer state to viewports which matches the reference viewport location and size in all layouts.

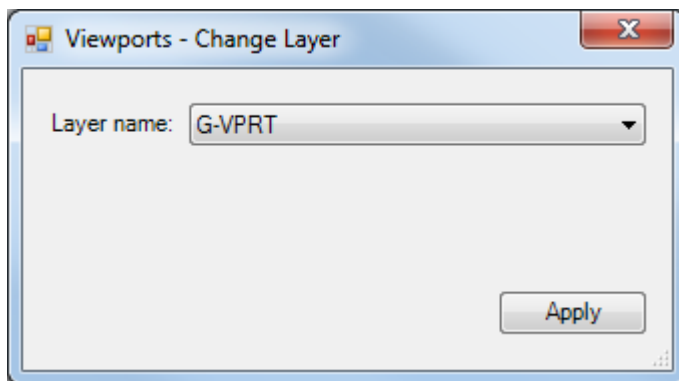




- **Apply to similar sizes:** Apply layer state to viewports which size matches to reference viewport size in all layouts.
- **Apply to all Viewports:** Apply layer state to all viewports in all layouts.
- **Apply to Viewport Area >=:** Apply to viewports which area is greater than or equal to reference viewport in all layouts, useful for clipped viewports which are in different sizes
- **Apply to Viewport Area <=:** Apply to viewports which area is less than or equal to reference viewport in all layouts

Viewports – Change Layer:

Changes all viewports layer to selected layer name



Viewports – Lock All:

Lock all viewports in all layouts.

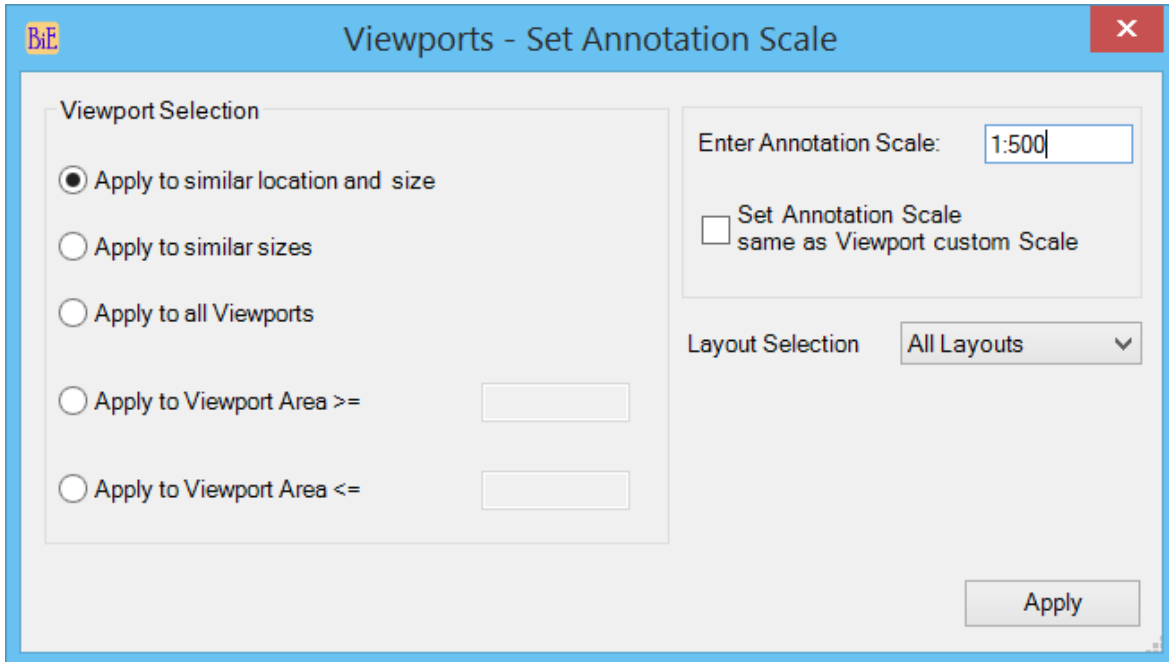
Viewports – Unlock All:

Unlocks all viewports in all layouts.



Viewports – Set Annotation Scale:

Set Annotation scale to viewports



Viewport Selection:

- **Apply to similar location and size:** Set annotation scale to viewports which matches the reference viewport location and size.
- **Apply to similar sizes:** Set annotation scale to viewports which size matches to reference viewport size.
- **Apply to all Viewports:** Set annotation scale to all viewports in all layouts or selected layouts.
- **Apply to Viewport Area >=:** Set annotation scale to viewports which area is greater than or equal to reference viewport, useful for clipped viewports which are in different sizes
- **Apply to Viewport Area <=:** Set annotation scale to viewports which area is less than or equal to reference viewport in all layouts, useful for clipped viewports which are in different sizes

Enter Annotation Scale: Enter valid annotation scale



Set Annotation Scale same as Viewport custom Scale: This option is useful if you have multiple viewports with different scale and you want to set annotation scale which is similar to viewport scale

Layout Selection: Set Annotation scale to all matching viewports from all layouts or selected layouts

Viewports – Set Custom Scale:

Set Custom scale to viewports

Viewports - Set Custom Scale

Viewport Selection

Apply to similar location and size

Apply to similar sizes

Apply to all Viewports

Apply to Viewport Area \geq

Apply to Viewport Area \leq

Enter Custom Scale:

Layout Selection:

Apply

Viewport Selection:

- **Apply to similar location and size:** Set custom scale to viewports which matches the reference viewport location and size.
- **Apply to similar sizes:** Set custom scale to viewports which size matches to reference viewport size.
- **Apply to all Viewports:** Set custom scale to all viewports in all layouts or selected layouts.
- **Apply to Viewport Area \geq :** Set custom scale to viewports which area is greater than or equal to reference viewport, useful for clipped viewports which are in different sizes
- **Apply to Viewport Area \leq :** Set custom scale to viewports which area is less than or equal to reference viewport in all layouts, useful for clipped viewports which are in different sizes





Enter Custom Scale: Enter valid custom scale

Layout Selection: Set Custom scale to all matching viewports from all layouts or selected layouts

Viewports Objects Turn-OFF/ON:

Turns the display viewport objects visibility OFF/ON.

Viewports – Visibility OFF/ON:

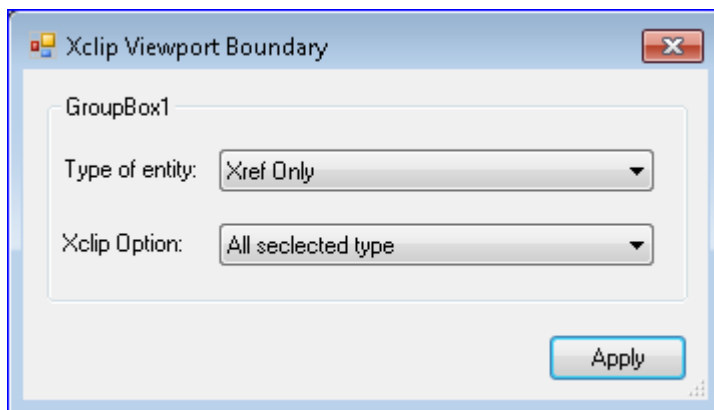
Sets the viewport visibility hide/show.



Warning: There is no legacy AutoCAD command to turn the viewport visibility ON, so make sure if the file with viewport visibility turned OFF is sent to someone outside of your place have access to this tool or similar to turn them back if needed.

Xclip – Viewport Boundary:

Clip xrefs and blocks in Model space to viewport boundary.



- **Type of entity:** Select Xref only to clip xref and Blocks only to clip block (on bound drawings)
- **Xclip Option:** All selected type - clips either all Xrefs or Blocks in Model space
- **Xclip Option:** Intersecting Xrefs/Blocks only - clips either all Xrefs or Blocks which are intersecting the viewport boundary in Model space.





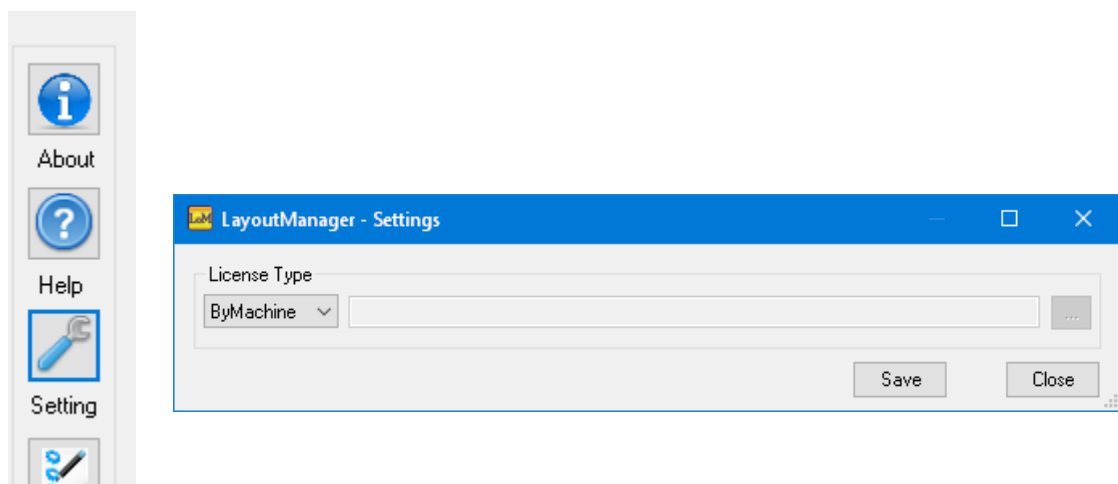
Zoom Extents:

Zoom extents the selected layouts

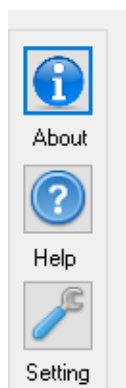
Product Registration Process for Machine locked license

The Payment confirmation email will be sent from us with Contract number to the email id which was used for purchasing "ByMachine" license and save this contract number for future references and give reference to this contract number in all of your email communication with us for priority support and response

1. Click Settings button and make sure the License type is set to "ByMachine".

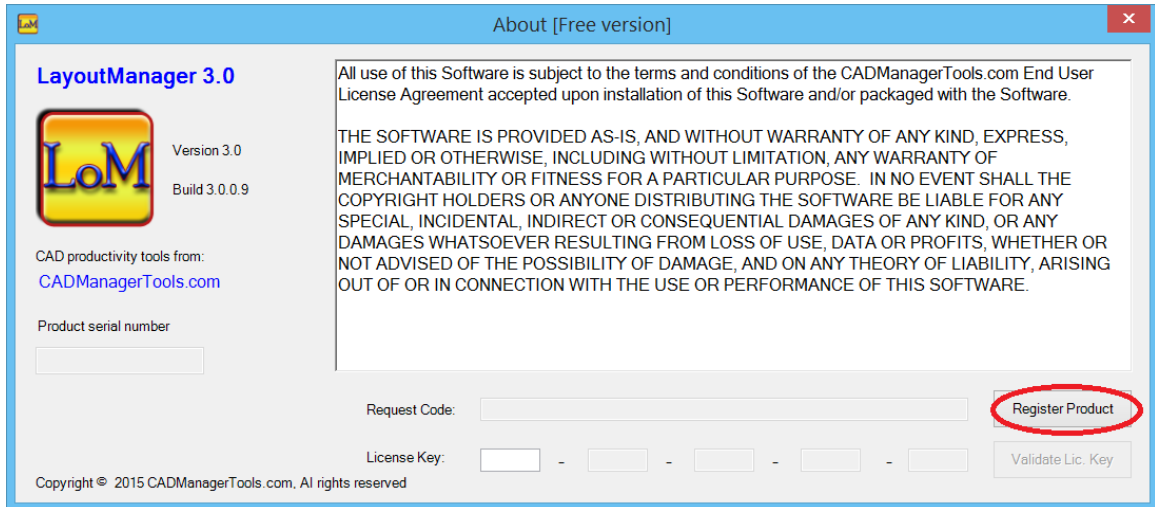


2. Click About button

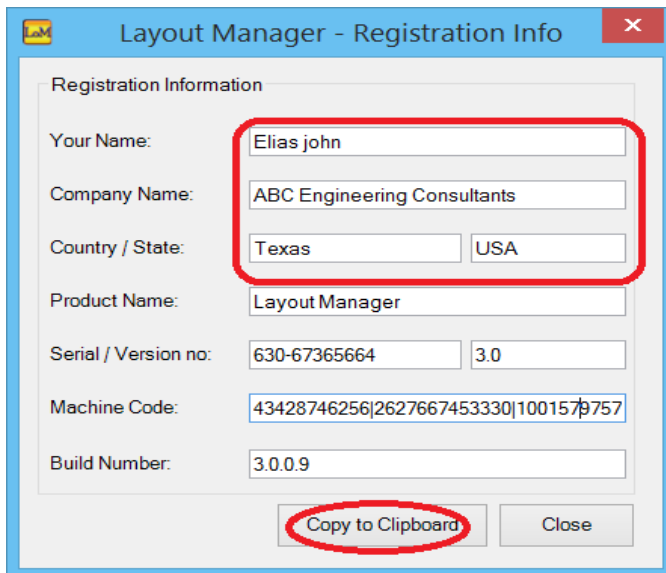




- For registration click on "Register Product" button that will take you to User Registration dialog box and if you have already received your license key then go to step-8



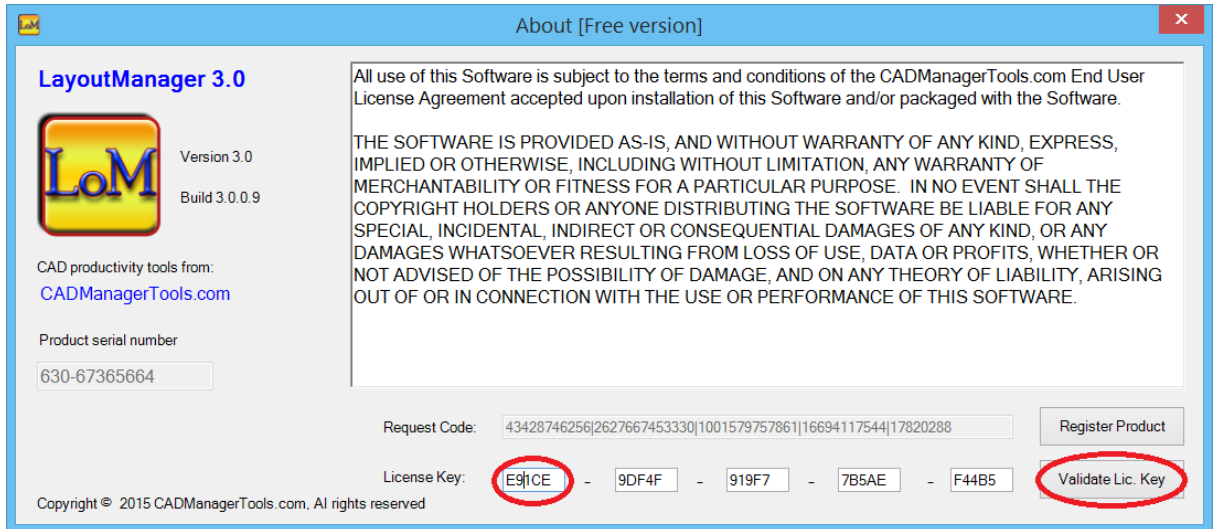
- Fill the information (Name/Company/Country/State) and the rest are auto-generated
- The Name and Country fields are mandatory and all the information are for our record only and the purpose of the information is to inform you when there is new updates or new tool is launched from us and will not be used or shared for any other purpose.
- Upon completion of the information, click on the "Copy to Clipboard" button which copies the information from this dialog to memory



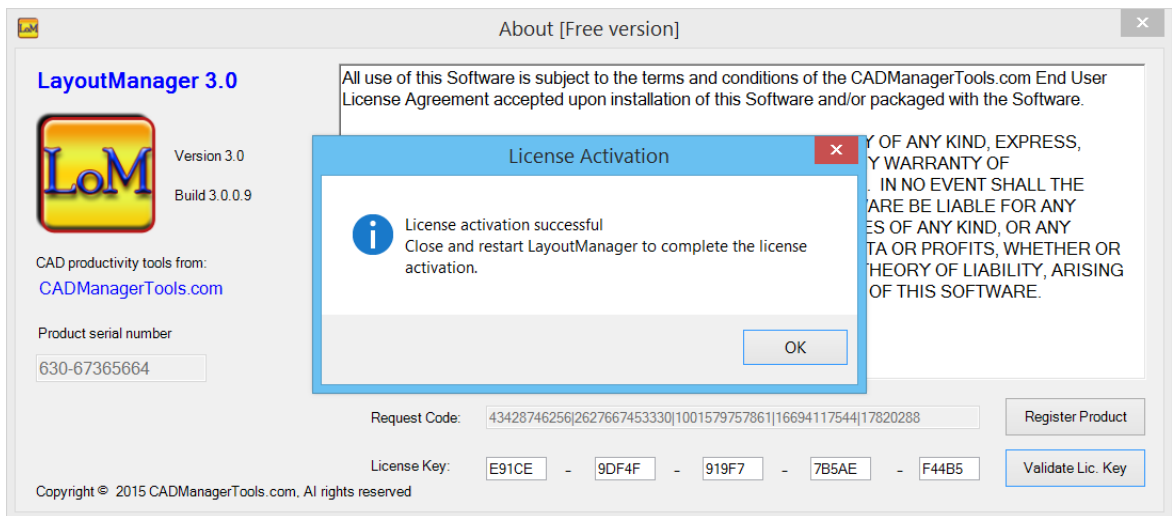
- Paste the information into your E-mail and also include the Contract number which you have received from us confirming your payment for this installation and send to register@cadmanagertools.com and

E-mail will be sent back with license key within 24 hours after verification of details submitted.

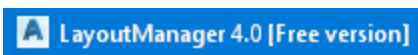


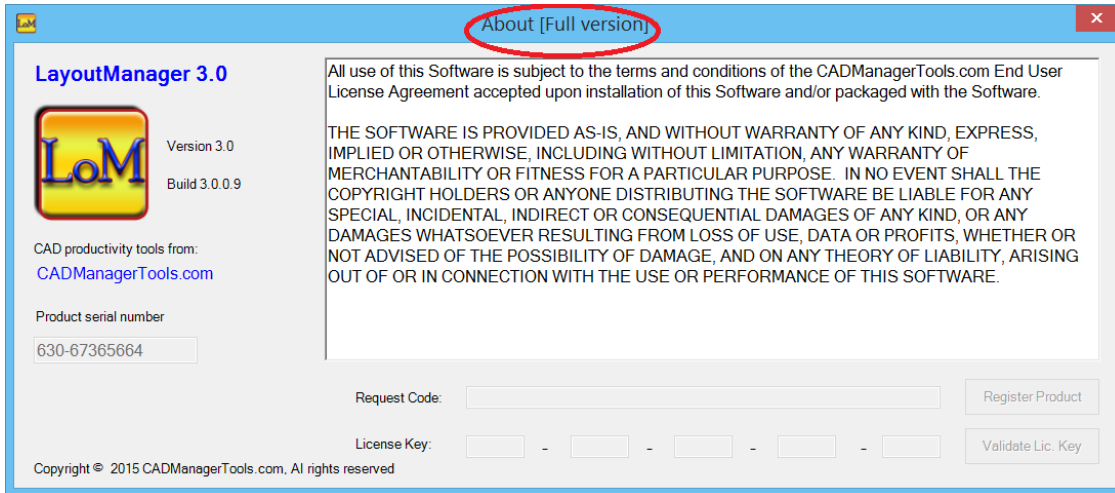


8. Copy and paste the License key which you have received from us into the first License key box.
9. Click the Validate Lic. Key button and Close the About dialog box



9. Click "Settings" button and set the License type to "ByMachine" and save the changes and close the dialog box, finally close the tool (Not AutoCAD) and restart it.
10. On successful validation of Machine locked license, the next launch of the tool will not include the tag "[Free version]" and the About dialog box will show [Full version] and the register Product button is disabled.



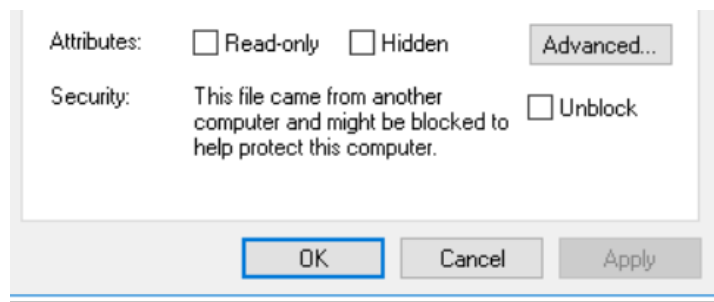


Product Registration process for Windows Network Domain license

The Windows network Domain name is a unique name on the internal network which identifies your local area network (LAN) and our domain license is locked to a single domain name and validates our plugins to run on all the machines which are member of the Domain to which the license key is issued.

Before purchasing the domain license, you should verify the compatibility of our plugins by downloading the zip file [CMT_GetDomainName](#) from our site, extract and run the application.

In some systems the windows security blocks the downloaded file from running as it came from outside source, in order to run the file, right click on the zip file, select properties and under the General tab at the bottom of the dialog box, check the “Unblock” and Apply and close the dialog



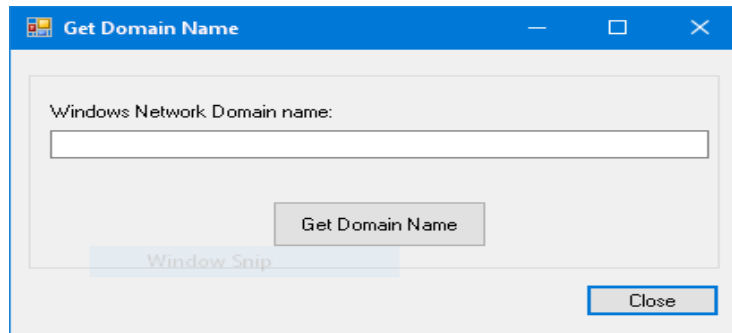
The application will display the below dialog and click on the button “Get Domain Name” that displays the name of your network domain in which your machine is a member of the network domain, confirm the domain name with you IT department to which our plugins license is to be generated.

The Payment confirmation email will be sent from us with Contract number to the email id which was used for purchasing “ByDomain” license and save this contract number for future references and give reference to this contract number in all of your email communication with us for priority support and response



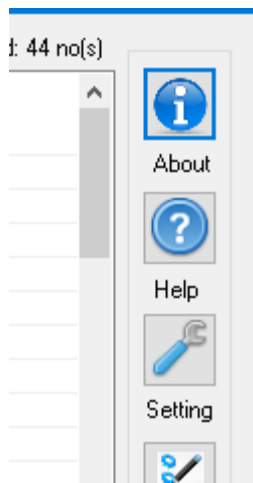


Upon receiving our payment confirmation email, send us the domain name for license key preparation

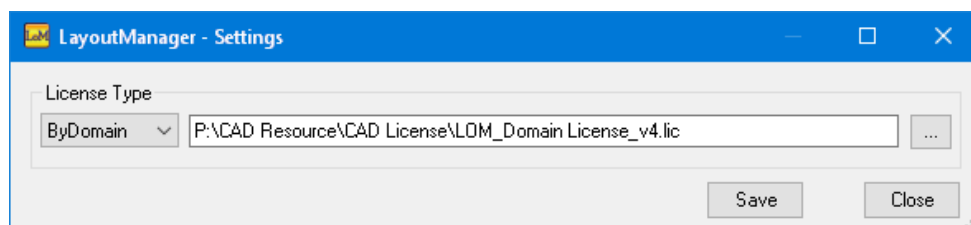


Follow the below steps to setup the domain license once you are provided with a license file

1. Save the license file to your preferred location either in network location or local user computer
2. Click Settings button



3. By default the license type is set to "ByMachine", select the drop down button and choose "ByDomain" option



4. Click the browse file button located at the end of the domain license group with three dots "..." and browse to location where you have kept the license file

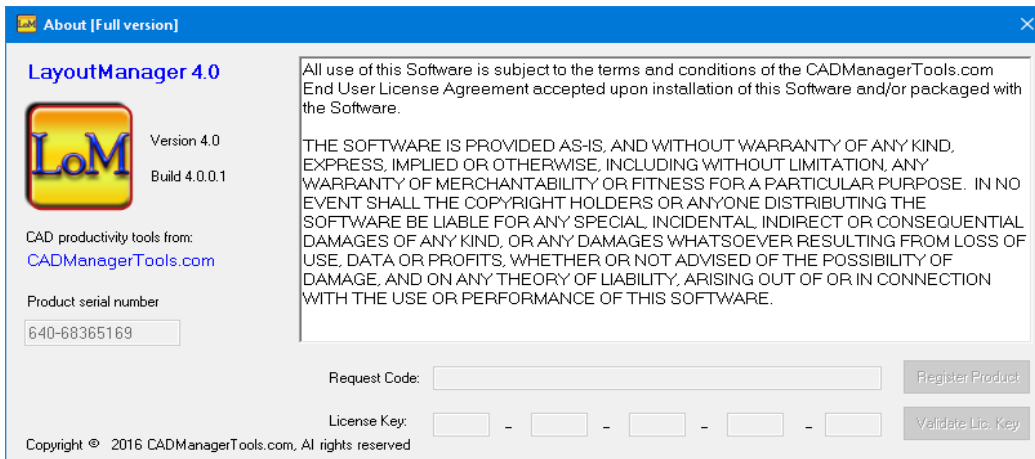




5. Select the file and click open to close the file selection dialog and save the changes by clicking on the save button and close the settings dialog box

6. Close the LayoutManager tool and re-launch the tool to validate your Domain name and the application will load with no error message if the validation is successful and removes the lock of three files per session, the application will start to run with “Full version” mode otherwise, error message will pop-up and application will run with “Demo” mode with three files per session, For assistance contact support@cadmanagertools.com.

7. On successful validation of Domain license, the next launch of the tool will not include the tag “[Free version]” and the About dialog box will show [Full version] and the register Product button is disabled.



New function is added to version 4.1 and above to automate the setting of Domain license file location through external file where you can specify the license file name and path and this allows to keep the license file in one central location or copy the license file to add-in installation location and direct the add-ins to look for the license file, the additional setting files will be sent to customers along with license file.

