Inventor Assembly Browser Icons

Autodesk Inventor's assembly environment has many advanced features associated with how parts interact and work in a given design. When certain aspects of the software are used in digital prototyping there will pre-fix icons added in front of some components to signify their relationship inside the assembly and how they are designed to interact with the assembly. This white paper will introduce you to these icons and part states to help better understand their usage in the model browser.
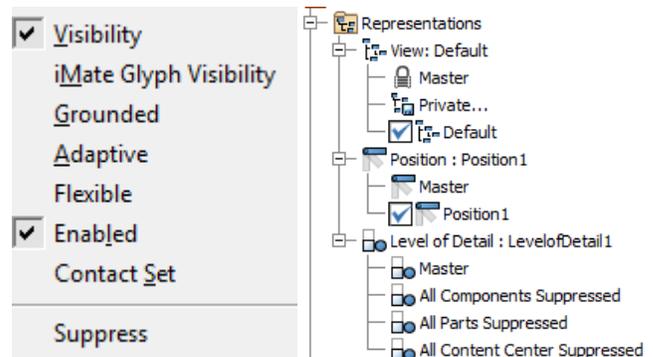
Icons

	Part Component	An Inventor .IPT in an assembly or subassembly
	Sheet Metal Component	An Inventor Sheet Metal .IPT in an assembly or subassembly
	Assembly Component	An Inventor Assembly .IAM or subassembly
	Weldment Component	An Inventor Weldment Assembly .IAM or subassembly
	Virtual Component	An Inventor Assembly component that does not have model geometry and is merely placed for BOM referencing. This will stay with the IAM.

Icon States and Pre-fixes

Icon States
Component states normally are adjusted through either right clicking in canvas on a component or in the Assembly Browser.

These component states are typically used for clarity in designs and can be saved with Design Views (Visibility and Enabled), Level of Detail representations (Suppression), and Positional Representations (Grounded).

	Enabled	Controls whether a component is selectable in the assembly or not. A green icon states the part is not selectable but is still somewhat opaque to determine assembly relevance to other components. A check in front of the status means it is selectable.
	Visibility	Visibility turns on and off the appearance of the component. A check box means that the component is visible to the eye.
	Suppressed	Controls whether a component is loaded in the assembly or not. A suppressed component will unload from memory and not be included in BOM information. The suppression will also put a strike through in the name of the component.
	Grounded	A Grounded component has all 6 degrees of freedom locked and cannot be moved

Icon Pre-fixes
These pre-fixes for components typically control various aspects of design from geometry creation (Adaptive) to component movement (Flexible and Contact Set).

	Adaptive	An adaptive component updates based on referenced data from the assembly
	Flexible	A Flexible status dictates that any unconstrained degrees of freedom in a subassembly can be used for positioning an free movement at a higher level
	Contact Set	A Contact Set will eliminate ghost movement through parts when the solver is active