

Administrating Libraries

In the **Libraries** menu you can upload and manage your libraries. Libraries are always uploaded to a dedicated namespace. If you want to use a library in several namespaces, you must upload it to each namespace separately.

OrderProcessing

System Configuration

Look and Feel

Reports

Logging

Backup and Restore

Libraries

Select Namespace

ACME Corp.

PAS Examples

sandbox_david.stringer

Shared

PAS 23.1.1 In addition to the individual profiles that can be assigned to a user, each Designer user also has access to a shared namespace. Namespace **Shared** is displayed by default in the library administration. Upload a library to namespace **Shared** to make it available to everyone working on your system.

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Related Pages:

- [PAS Designer Administration](#)
- [Working With the Explorer](#)
 - [Libraries](#)
- [Working with the BPMN Editor](#)
 - [Modeling Execution](#)
 - [Working With Libraries](#)
- [PAS Designer Developer Guide](#)
 - [Developing and Using Libraries](#)

Related Documentation:

- [Administration Guide](#)
- [BRIDGE](#)
 - [Model Documentation](#)

Uploading Libraries

You can upload library files in **.irep** or **.xlib** format. If you try to upload a file with a different format, the error message **The file cannot be loaded** will be displayed. When you download a library, it will always be in format **.xlib**.

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Select Namespace

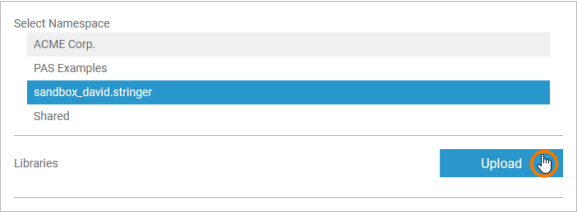
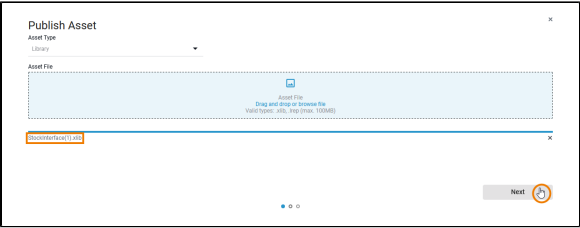
ACME Corp.

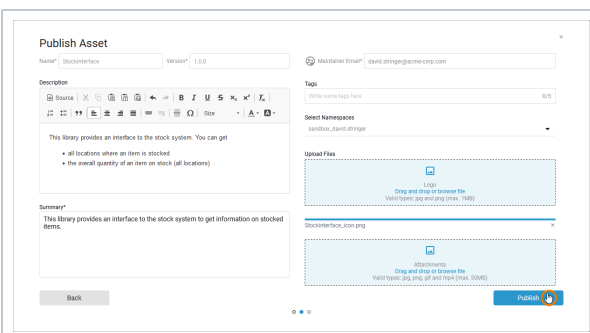
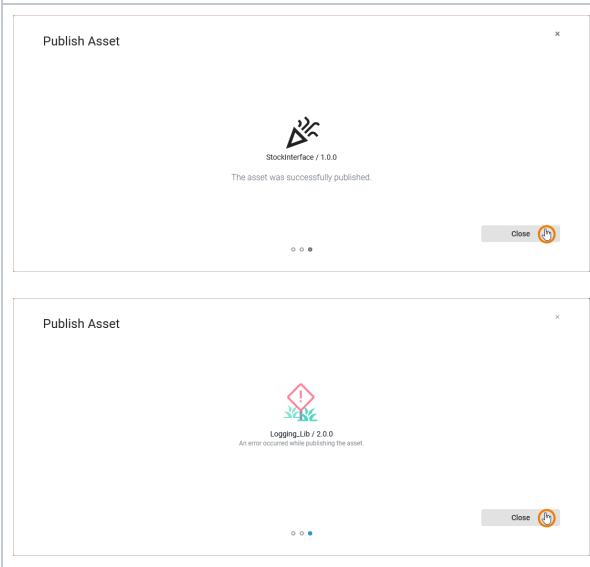
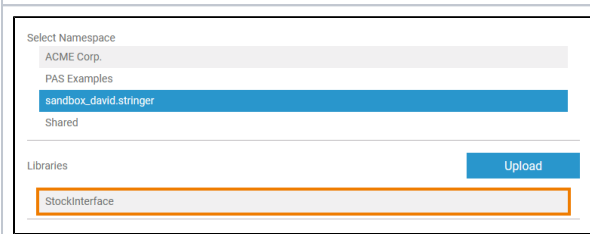
PAS Examples

sandbox_david.stringer

Shared

When you open menu **Libraries**, you must first select the namespace you want to edit.

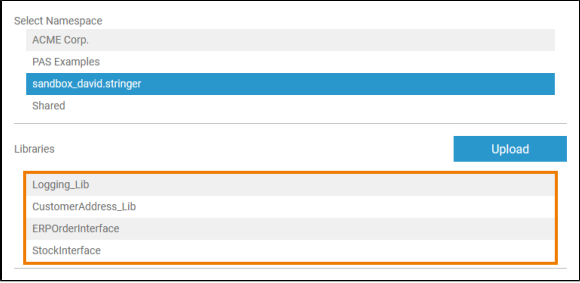
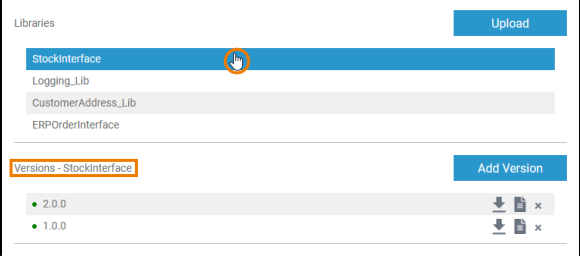
	The selected namespace is highlighted in blue and section Libraries is displayed. You are now able to upload library files to the selected namespace. To start the upload process, click button Upload.
	The Publish Asset Wizard opens. You can add the file you want to upload either by drag and drop or by browsing. The name of the selected file is displayed. Allowed formats are: • .lrep • .xlib Once you have selected a file, continue by clicking the Next button.

	The second screen of the Publish Asset Wizard opens. The Name and Version are set automatically based on the selected file. For further information about the different input fields refer to Working With the Publish Asset Wizard. Click the Publish button to upload the file to the selected namespace(s) and publish the library.
	The last screen of the Publish Asset dialog informs you whether the library has been successfully uploaded and published or not. Click Close to return to the libraries administration.
	After a successful upload the library is displayed in the Libraries section. The library is now available within the selected namespace(s).



If

you want to add the library to a project, use the **Assess** **Draw** or the **Manage** **Libraries** button on the **Libraries**

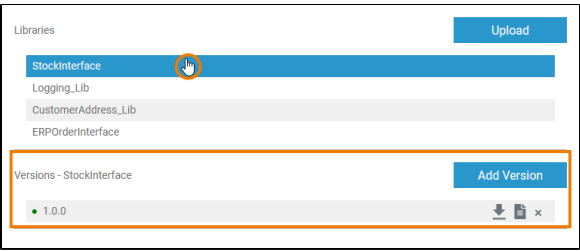
	folder in the Service panel.
	All uploaded libraries of the selected namespace are listed in section Libraries.
	The Designer allows you to upload several versions of a library. Select a library in the list to display section Versions where all available versions of this library are displayed.

Updating a Library

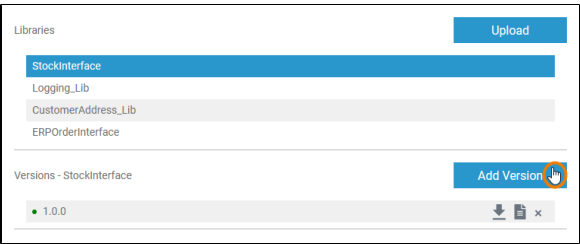
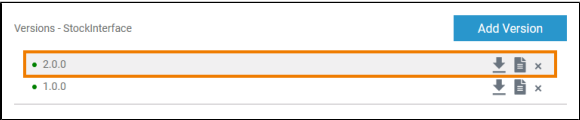


The Designer allows you to upload a new file for the same version of a library to update an already existing version. The necessary steps to update an existing library are explained in this section.

However, the Designer also allows you to upload several versions of a library. We recommend that you prefer uploading new versions to updating libraries, and that you change the version number with each new version. This provides a better overview on the used libraries, especially if larger user groups cooperate.

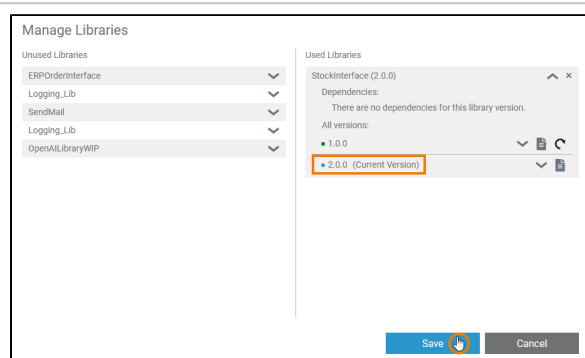
	To add a new version or to update an already uploaded version of a library, mark the library in question. Section V versions opens below the library list. All versions of the library are listed in this section.
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Adding a New Version of a Library

	To add a new version of a library, click the Add Version button. The Publish Asset wizard opens. The steps you need to perform now are identical to those when uploading a new library.
	If you have added the new library version, it will be displayed in section V versions.

Updating an Existing Version of a Library

In the **Versions** section all versions of the library are listed. To update an existing version of a library, you need to [delete that version](#) and [re-upload the updated version](#) of the library via the **Publish Asset** wizard.



If you update a library in the Designer administration, it is not automatically updated in the services where you use it.

If you update the version of a library that you are already using in a service, you need to save the library in the service again.

✔ Refer to page [Adding Libraries](#) for further information.

Deleting a Library Version



You cannot delete an entire library but only individual versions of a library.

Select Namespace

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PAS Examples

sandbox_david.stringer

Shared

Libraries

Upload

CustomerAddress_Lib

ERPOrderInterface

Logging_Lib

StockInterface

Versions - StockInterface

Add Version

2.0.0

1.0.0

All uploaded libraries of the selected namespace are listed in the **Libraries** section.

Select the library from which you want to delete a version. Section **Versions** opens.

Select Namespace

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Shared

Libraries

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CustomerAddress_Lib

ERPOrderInterface

Logging_Lib

StockInterface

Versions - StockInterface

Add Version

2.0.0

1.0.0

To delete a library version, click the corresponding icon.

Confirm Deletion

Are you sure you want to delete version 2.0.0 of library "StockInterface"?

This library version is currently used in the services listed below. All usages will be removed and the related services may not work as expected anymore.

StockSync

OrderProcessing

Yes

Cancel

If you want to delete a library version that is still in use, a warning message will be displayed that lists all service(s) in which this version is currently in use.



If you would like to delete a library

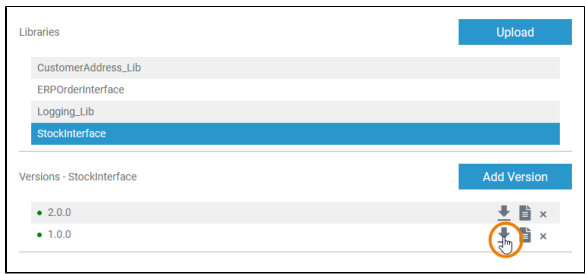
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	If you nevertheless want to delete the library version, confirm with Yes. Click Cancel to abort.
Confirm Deletion Are you sure you want to delete version 2.0.0 of library "StockInterface"? Yes Cancel	If you are about to delete a library version that is not in use, a simple confirmation dialog is displayed.  If you would like to delete a library version from the command line, it will also

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Click **Yes** to confirm the deletion and **Cancel** to abort it.

Downloading a Library



You can also download a library from a selected namespace.

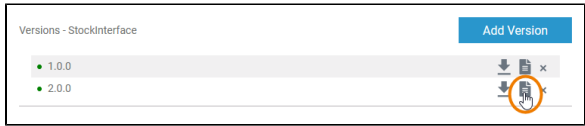
Select the library to display all its versions. In section **Versions** use the corresponding download button  for the version you want to download.

Downloaded libraries will always be in format **.xlib**.

Library Documentation

Developers can [create their own libraries](#) in the Designer and [publish these libraries via the asset repository](#) to share them with their whole team. Detailed documentation is important so that other team members can use your library quickly and easily. During the creation of your own libraries, you can insert explanatory documentation to the elements. This applies to the creation of libraries with

- [the PAS Designer](#) (Refer to [Documenting Assets](#) for details)
- [MagicDraw](#) (Refer to the [Builder User's Guide](#) for details)



Use the documentation icon  to display the documentation of a library.

StockInterface

This library provides an interface to the stock system. You can get

- all stocked items of a location
- all locations where an item is stocked
- the overall quantity of an item on stock (all locations)

StockInterface

Class

Item

This class comprises all operations related to a stock item. You can get locations where this item is stocked, as well as quantities per stock location and the overall quantity available of this item.

getLocations

Returns all locations where a given item (itemId) is on stock.

Parameter	Type	Description
in itemId	String	Provide an ID of an item you want to get the stock locations of.
return return	String	A list of stock location IDs where the given item (itemId) is on stock.

getLocationsAndQuantity

Returns all locations where a given item (itemId) is on stock, as well as the quantity.

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