

Creating a Library

As of PAS 22.2, developers can create their own libraries in the Designer. You can include [classes](#), interfaces and [forms](#) in a library. When wanting to create a library, you need to define which elements from the service panel you want to include.



It is recommended to create a separate service for each library you want to create. This makes it easier to maintain your libraries.

On this Page:

- [Defining the Library Content](#)
- [Sharing Your Library](#)
 - [Exporting a Library](#)

Defining the Library Content

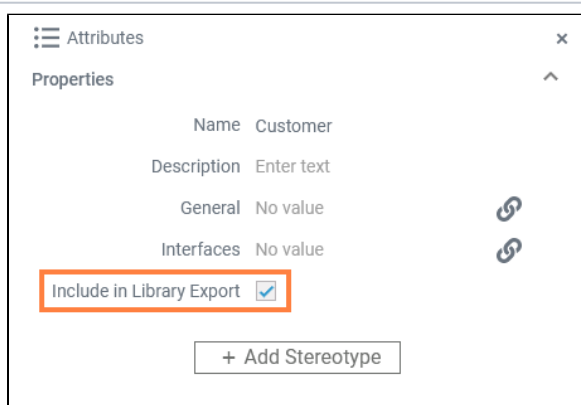
You have two options to do define the contents of your library:

- Including library content via the **Attributes** panel
- Including library content in the **Publish Asset** wizard (PAS 23.1.1)

Which option you choose depends largely on how you go about developing.

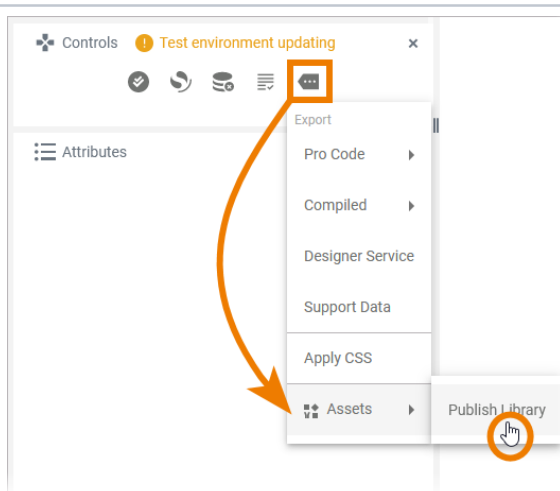
Related Pages:

- [Using a Library](#)
- [Modeling Data Mapping](#)
- [Modeling Forms](#)
- [Sharing Designer Content](#)
 - [Publishing Assets](#)
 - [Documenting Assets](#)



The **Attributes** panel option is the first choice if you want to define the contents of the library directly during development.

When you are working on a class, interface or form you want to include in the library, open its attributes panel and activate the **Include in Library Export** attribute.



The **Publish Asset** wizard option is the first choice if you want to define the contents of the library all at once after development is complete.

In that case, go to the **Controls** panel and open **Additional menu > Assets > Publish Library**.

le d d o c u m e n t a t i o n i s i m p o r t a n t s o t h a t t h e r e a m m e b e r s c a n u s e y o u r l i b r a r y q u i c k l y a n d e a s i l y . F o r m o r e

le d d o c u m e n t a t i o n i s i m p o r t a n t s o t h a t t h e r e a m m e b e r s c a n u s e y o u r l i b r a r y q u i c k l y a n d e a s i l y . F o r m o r e

Sharing Your Library

The main purpose of creating a library is that you want to share it with other users. As of PAS 23.1.1 an asset repository is introduced to the Designer, which allows you to quickly share your libraries with the entire team. Use the **Publish Asset** wizard to make your library available to others. You decide which user groups should be able to use the library by selecting the namespaces in which the library should be available. Find detailed information about the functionalities of the asset repository in chapter [Sharing Designer Content](#).

Exporting a Library

You can still create an export of your library. Use the export e.g. if you want to create a backup of your library. If you want to share the library with other users, you should prefer to publish it via the asset repository (see [Sharing Your Library](#)).

After having defined the library components, you can export the library repository via the **Controls** panel **Compiled > Library**.

All selected elements and dependent elements are exported to a library file with extension **.xlib**. The exported file is accessible via the download menu from your browser resp. located in your downloads folder.

- The name of the library corresponds to the service name.
- The library version corresponds to the service version defined in the [service details](#).