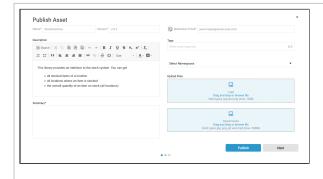
Sharing Designer Content

Starting with PAS 23.1.1, collaborative development in Designer is even easier and faster. This version of the PAS platform introduces an asset repository, which allows you to quickly share contents with the entire team.



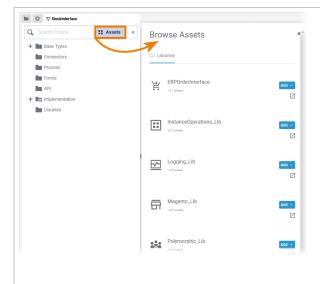
Currently, only libraries can be uploaded to the asset repository. This will be extended to more assets in future versions.



If you have develope d a library that could be useful in different other applicatio ns, simply us e the Pub lish Asset wizard to upload it to the new Shar ed name space. This makes the library available to everyone working on your system.

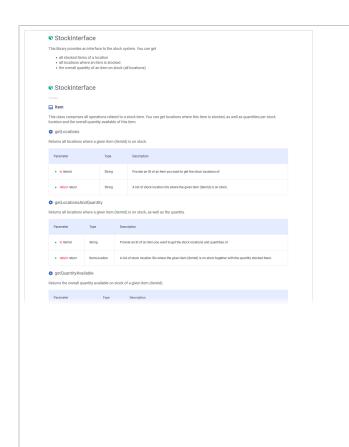
Related Pages:

- Publishing Assets
- Documenting Assets
- Working With the Asset Drawer
 - Accessing the Asset's Documentation
 - o Adding Assets
 - Updating Assets
 - Removing Assets
- Working With Libraries
 - Accessing the Library's Documentation
 - Adding Libraries
 - Updating Libraries
 - Removing Libraries
- Developing and Using Libraries



Other users have access to these published assets via the ${\bf A}$ sset Drawer, which is directly accessibl e from within the service panel.

Anyone can use the Asset Drawer to browse the list of available assets and add them to their service with just one click. Managing assets is just as easy: The Asset Drawer lets you remove used assets with one click, or swap asset versions when a newer version of an asset is available.



Via the Asset Drawer you have also direct access to the asset document ation: With one click, you can open the clearly structure d document ation page in a new browser tab. This allows you to consult the asset's document ation whenever necessar y during the developm ent process.

This chapter explains how to publish assets and reuse them easily:

- Publishing Assets
- Documenting AssetsWorking With the Asset Drawer
 - Accessing the Asset's Documentation

 - Adding AssetsUpdating Assets
 - Removing Assets
- Working With Libraries
- - Accessing the Library's Documentation
 - Adding Libraries
 - Updating Libraries
 - Removing Libraries