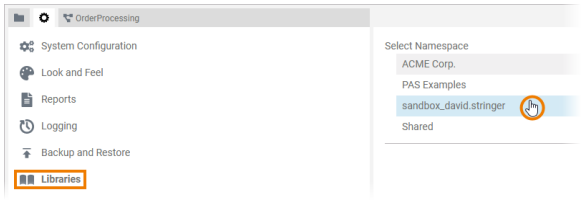
Administrating Libraries

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.

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.

Uploading Libraries

You can upload library files in **.lrep** 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**.



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

On this Page:

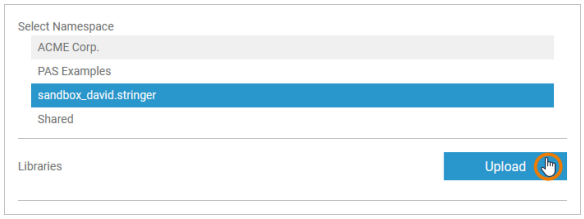
- Uploading Libraries
- Updating a Library
  - Adding a New Version of a Library
  - Updating an Existing Version of a Library
- Deleting a Library Version
- Downloading a Library
- Library Documentation

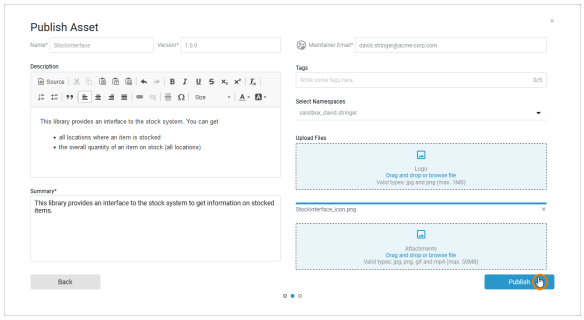
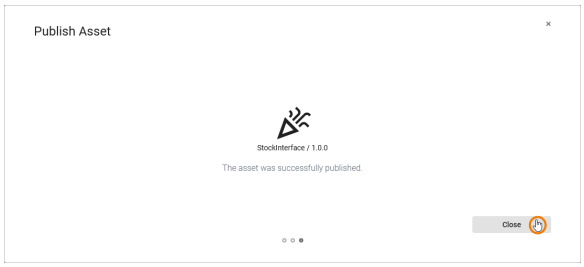
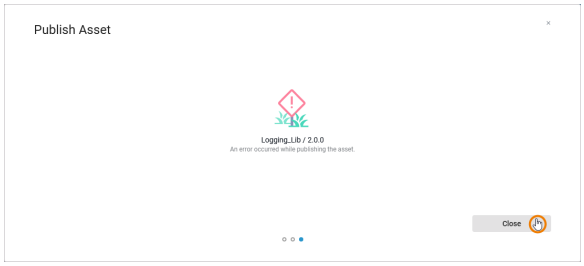
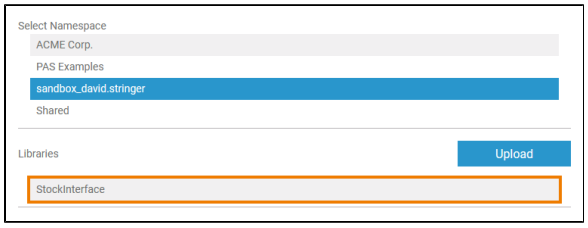
Related Pages:

- 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

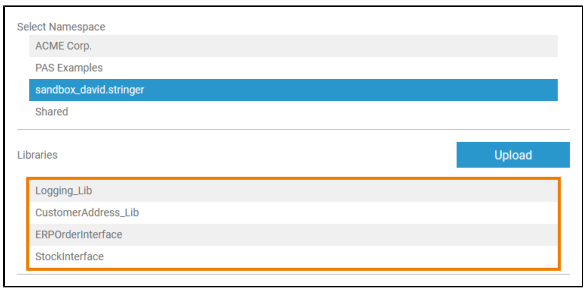
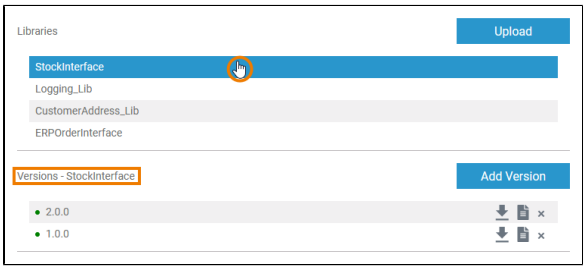
Related Documentation:

- Administration Guide
- BRIDGE
  - Model Documentation

	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

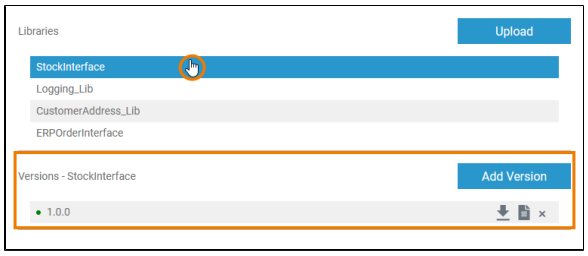
you want to add the library to a project, use the Asset Drawer or the **Manage libraries** button on the Libraries

	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.

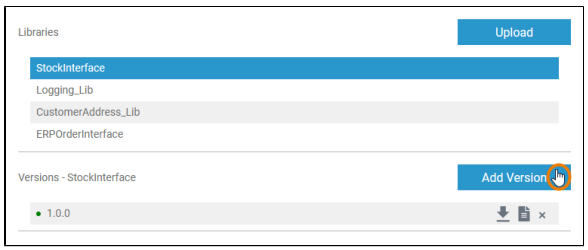
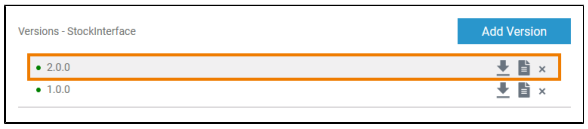
Updating a Library

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.

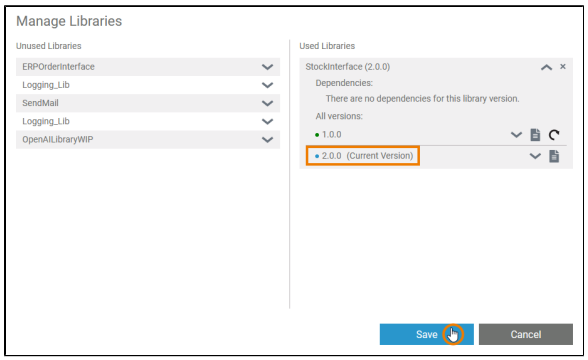
	To add a new version or to update an already uploaded version of a library, mark the library in question. Section **Versions** opens below the library list. All versions of the library are listed in this section.

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 **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** wiz ard.



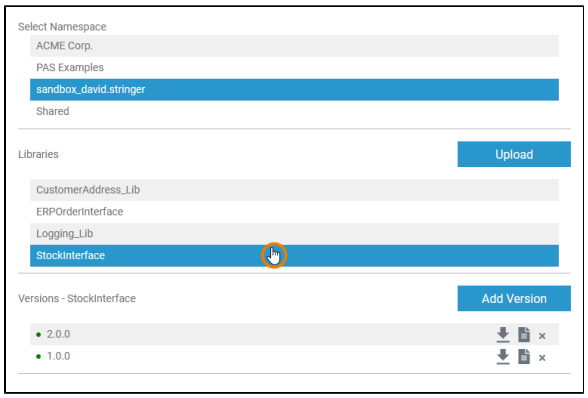
If you update a library in the Designer administrati on, it is not automaticall y updated in the services where you use it.

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.

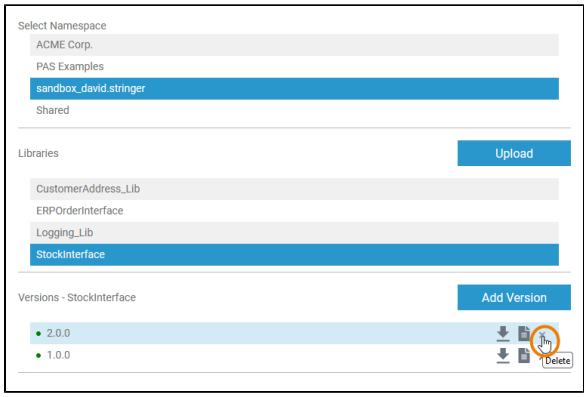
Deleting a Library Version

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

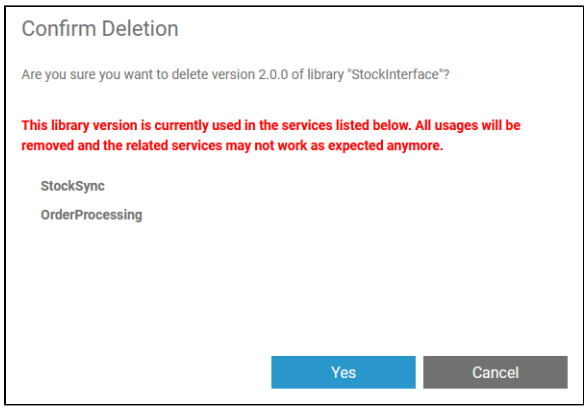


All uploaded libraries of the selected namespace are listed in the **Libraries** section.

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



To delete a library version, click the corresponding ✕ icon.



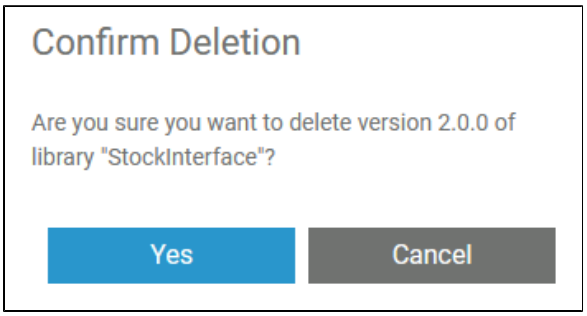
If you want to delete a library version that is still in use, a warning message will be displayed that lists all service(s) in which this version is currently in use.

If you delete a libra

ry version in the administration that is still in use, the implementation of all affected services may become invalid.

If you nevertheless want to delete the library version, confirm with **Yes**.

Click **Cancel** to abort.

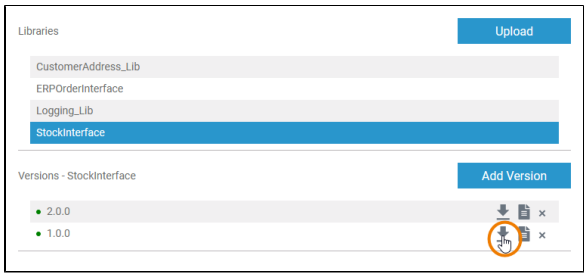


If you are about to delete a library version that is not in use, a simple confirmation dialog is displayed.

If you delete a library version from a namespace in the administration, it will also on

	o lo n g e r b e a v ai la bl e f o r s e rv ic e s t h a t a r e n e w ly cr e a t e d t o t hi s n a m e s p a c e.
	Click **Yes** to confirm the deletion and **Cancel** to abort it.

Downloading a Library



You can also download a library from a selected namespace.

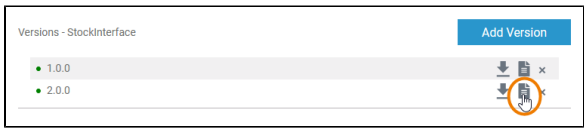
Select the library to display all its versions. In section **Versions** use the corresponding download button for the version you want to download.

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

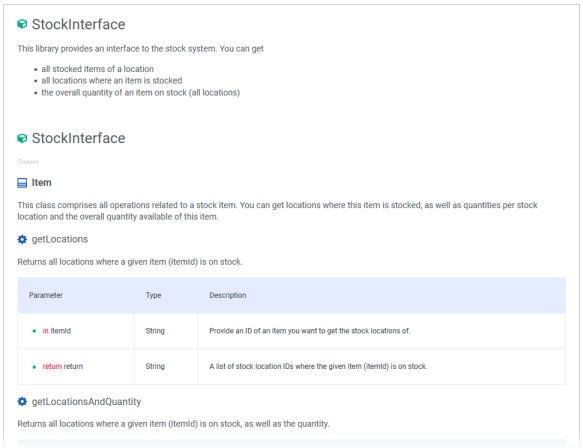
Library Documentation

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

Classes

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.

If documentation is available, it will be opened in a new browser tab.

This allows developers to access library documentation at any time during the development process.