

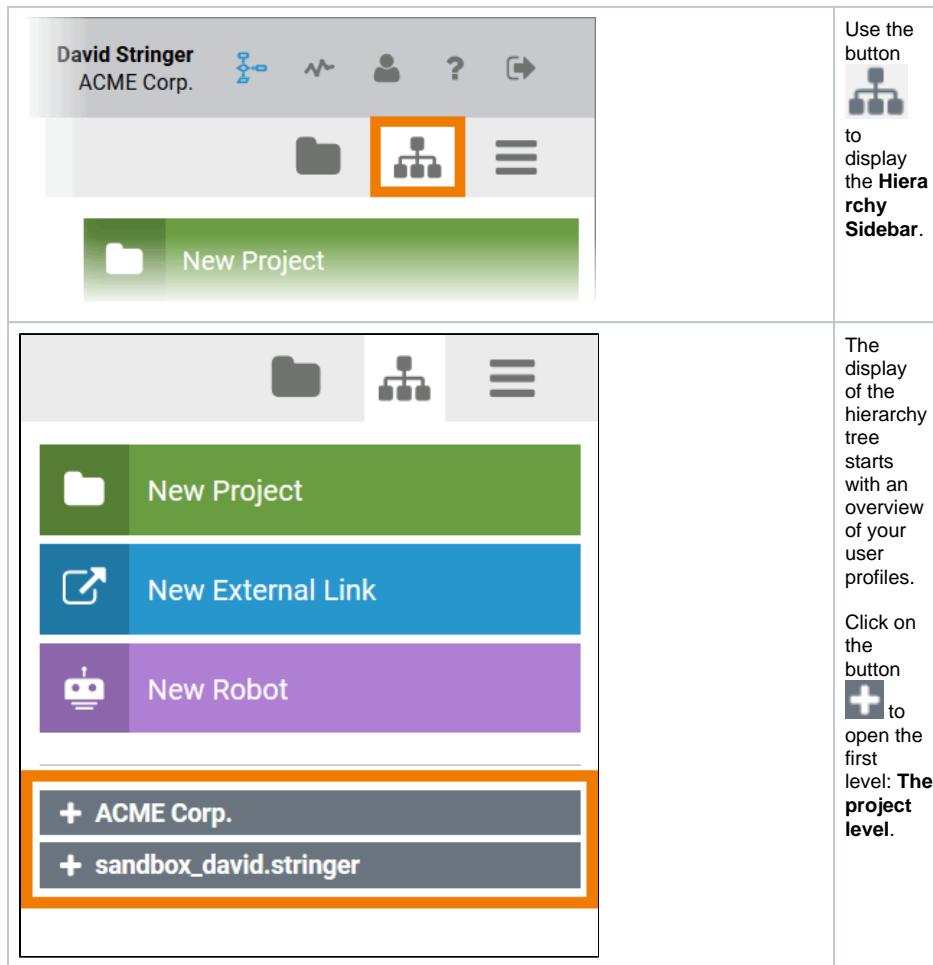
The Hierarchy Sidebar

You can use the sidebar to display your projects in a hierarchical structure. The **Hierarchy Sidebar** shows all projects in all profiles assigned to your user.

Use the **Hierarchy Sidebar**...

- ...to get an overview of all profile contents.
- ... to see how many apps belong to a project.
- ... to navigate through your projects.
- ... to create suitable groups for projects or apps.

Showing the Hierarchy Tree



The screenshot shows a user interface with a top navigation bar and a sidebar. The top bar includes a user profile (David Stringer, ACME Corp.), several icons (grid, waveform, person, question mark, arrow), and a search bar. Below the top bar is a toolbar with three icons: a folder, a hierarchy tree (highlighted with an orange border), and a menu. A green button labeled "New Project" is visible. The main area contains three cards: "New Project" (green), "New External Link" (blue), and "New Robot" (purple). At the bottom, there are two collapsed sections: "+ ACME Corp." and "+ sandbox_david.stringer". To the right of the sidebar, there is explanatory text and a callout icon.

Use the button  to display the **Hierarchy Sidebar**.

The display of the hierarchy tree starts with an overview of your user profiles. Click on the button  to open the first level: **The project level**.

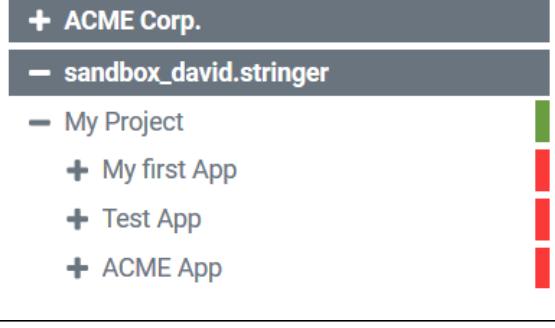
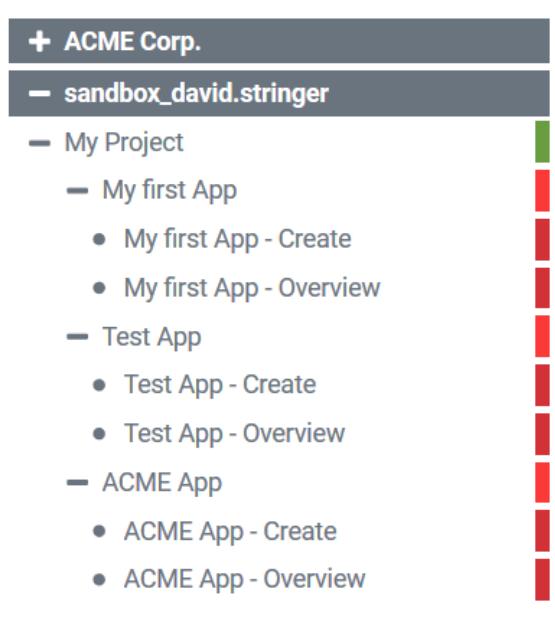
On this Page:

- [Showing the Hierarchy Tree](#)
- [Functionalities of the Hierarchy Tree](#)
 - [Creating a Tile Using the Hierarchy Tree](#)
 - [Creating Tiles for a Complete Project](#)

Related Pages:

- [The New Elements Sidebar](#)
- [The Additional Actions Sidebar](#)
- [The Content Area](#)

<ul style="list-style-type: none"> - ACME Corp. <ul style="list-style-type: none"> + ACME Bidding Process + ACME Bidding Process + ACME Damage Reporting Process + ACME Directories + ACME Idea Management • ACME Internal + ACME Onboarding Process + ACME Procurement Process + ACME Templates - sandbox_david.stringer <ul style="list-style-type: none"> + My Project 	<p>All projects are displayed in the first level of the profile.</p> <p>You can recognize projects by the green marker.</p> <p>The displayed buttons indicate the possible actions:</p> <ul style="list-style-type: none"> •  = Expand the next level •  = Hide this level •  = No further level available
---	--

 <pre> + ACME Corp. - sandbox_david.stringer - My Project + My first App + Test App + ACME App </pre>	<p>Clicking on the  opens the next hierarchy level: The app project level.</p> <p>In the app project level, all app projects that have been created in the respective project are displayed. App projects are marked in light red.</p>
 <pre> + ACME Corp. - sandbox_david.stringer - My Project - My first App • My first App - Create • My first App - Overview - Test App • Test App - Create • Test App - Overview - ACME App • ACME App - Create • ACME App - Overview </pre>	<p>If you click the  button again, you open the Process App level.</p> <p>The Process App level represents the lowest level of the hierarchy. It is marked with a dark red bar.</p> <p>All Process Apps created in an app project are listed here.</p>

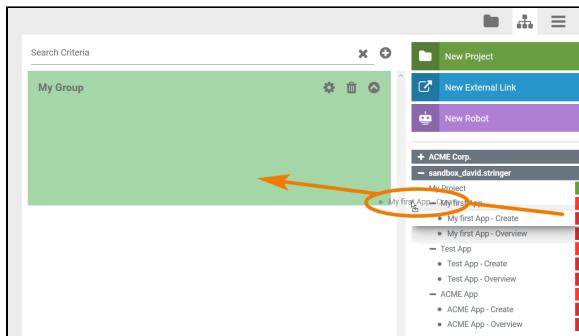
Functionalities of the Hierarchy Tree

The display of the hierarchy tree is multifunctional:

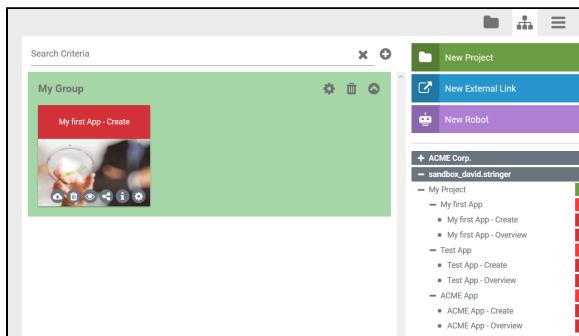
- All displayed objects are clickable:
 - A click on a project opens the project editor, the corresponding project can be edited directly.
 - If you click on an app project, the project editor opens and you can directly edit the app projects content.
 - Process Apps will be executed directly from the hierarchy tree if you click on them.

- The objects can also be dragged from the hierarchy tree into the content area of the cockpit to create new tiles.

Creating a Tile Using the Hierarchy Tree



Drag the element for which you want to create a tile from the sidebar into a group.

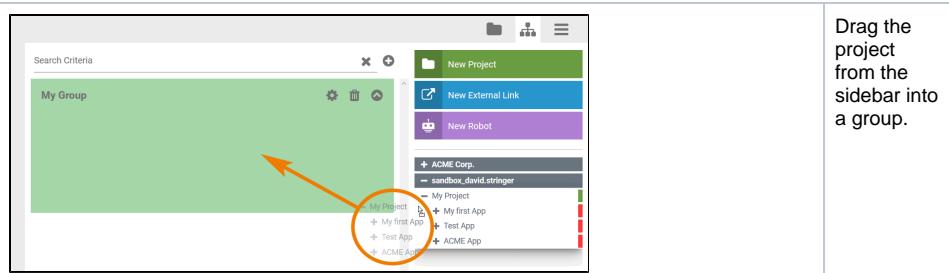


The tile is created in the group, the corresponding element is still present in the sidebar.



The configuration options of tiles are explained in detail on the page [The Content Area](#).

Creating Tiles for a Complete Project



Drag the project from the sidebar into a group.

Resolve Project

Models to add

	Type	Project Name	Parent
<input checked="" type="checkbox"/>	Folder	My Project	
<input checked="" type="checkbox"/>	File	My first App - Create	My first App
<input checked="" type="checkbox"/>	File	My first App - Overview	My first App
<input checked="" type="checkbox"/>	File	Test App - Create	Test App
<input checked="" type="checkbox"/>	File	Test App - Overview	Test App
<input checked="" type="checkbox"/>	Folder	ACME App - Create	ACME App
<input checked="" type="checkbox"/>	File	ACME App - Overview	ACME App

SAVE **CANCEL**

The dialog **Resolve Project** opens automatically displaying all available content within the project.

All content is selected by default.

Resolve Project

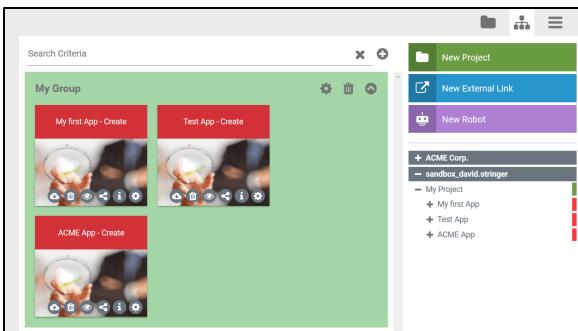
Models to add

	Type	Project Name	Parent
<input type="checkbox"/>	Folder	My Project	
<input checked="" type="checkbox"/>	File	My first App - Create	My first App
<input type="checkbox"/>	File	My first App - Overview	My first App
<input checked="" type="checkbox"/>	File	Test App - Create	Test App
<input type="checkbox"/>	File	Test App - Overview	Test App
<input checked="" type="checkbox"/>	Folder	ACME App - Create	ACME App
<input checked="" type="checkbox"/>	File	ACME App - Overview	ACME App

SAVE **CANCEL**

Use the checkboxes to deselect the elements for which you do not want to create tiles.

Then click **Save**.



Tiles are only created for the selected contents.

The configuration options of tiles are explained in detail on the page [The Content Area](#).