Solution Import Plugin Reference

Imports custom plugins.

FrameworX Plugin vs AI plugins

FrameworX Plugin = a reusable configuration bundle (.plugin / .dbplugin) imported into a solution — tags, displays, scripts, symbols, and other objects packaged together.

This is **separate** from Claude / Claude Code plugins or skill-packs used by AI tooling. The two concepts share a name only.

Import Plugin allows you to add pre-built, self-contained solution components (plugins) into your current solution. Plugins can contain tags, displays, scripts, and other configuration objects.

Access: Solution Import Plugin

Plugin Interface

Import Controls

Control	Function	Notes
Browse	Select plugin file	.plugin or .dbplugin files
Preview	View plugin contents	Before import
Options	Import settings	Override behavior
Import	Execute import	Adds to solution
Cancel	Abort operation	No changes

Plugin Information Display

Field	Description	Example
Name	Plugin identifier	HMI_Standards_v2
Version	Plugin version	2.1.0
Author	Creator	Engineering Team
Description	Purpose and contents	Standard HMI templates
Created	Creation date	2024-01-15
Platform	Compatibility	Multiplatform

Plugin Contents

Supported Objects

Object Type	Imported	Notes
Tags	Yes	Including templates
Displays	Yes	With all graphics
Scripts	Yes	Classes and tasks
Symbols	Yes	Custom symbols
Images	Yes	Embedded resources
Reports	Yes	Report definitions
Datasets	Partial	Structure only
Devices	Optional	Configuration only

Dependencies

Dependency Type	Handling
Internal	Automatically resolved
External Tags	Warning if missing
Templates	Created if needed
Categories	Created if missing
Symbols	Imported with plugin

Import Process

Step 1: Plugin Selection

Action	Result
Browse to file	Loads plugin metadata
Validate plugin	Checks compatibility
Display info	Shows plugin details

Step 2: Conflict Resolution

Conflict Type	Options	Default
Duplicate Name	Skip/Replace/Rename	Skip
Version Conflict	Keep/Update	Keep current
Template Mismatch	Merge/Replace	Merge
Category Missing	Create/Skip	Create

Merge Mode: Choosing Which Objects to Replace

From FrameworX 10.1.6, when you import a plugin with **Merge to the Solution** and some of its objects already exist in the solution with different contents (tags, displays, images, script classes, script tasks and reports), the import shows the dialog **Plugin objects already in the solution** before anything is written. The dialog lists each of these objects by **Type** and **Name**, with a **Replace** check box:

- Every item starts checked. A checked item is replaced by the plugin version. Uncheck an item to keep the local version.
- **Replace All** and **Keep All** set every item at once.
- **Cancel** returns to the import dialog without changing anything.
- Objects with no collision are imported normally.
- The same list appears when you update an installed Merge plugin to a newer version.

Images: an image with the same name and a different picture is listed too. Left checked, the plugin picture replaces it. In 10.1.5, a Merge import always keeps the local image.

Symbols keep their existing prompt (replace, rename or keep). Read-only plugins and plugins with hidden contents do not show the list: their objects follow the plugin version, and an existing image with the same name is kept.

In 10.1.5, a Merge import replaces existing objects with different contents without asking, so local changes made after an earlier import are lost.

Step 3: Import Options

Option	Description	When to Use
Preserve IDs	Keep original IDs	Never (automatic)
Update Existing	Overwrite objects	Updating plugin
Create Backup	Backup before import	Always recommended
Import History	Track in history	Always enabled

Plugin Types

Standard Plugins

Type	Contents	Purpose
HMI Templates	Displays, layouts	UI standards
Equipment Models	Tags, templates	Asset definitions
Communication	Device configs	Standard protocols
Reports Pack	Report templates	Standard reports
Script Library	Functions, classes	Reusable code

Industry Plugins

Industry	Typical Contents
Water/Wastewater	Pump controls, SCADA displays
Oil & Gas	Pipeline monitoring, tank farms
Manufacturing	OEE, production tracking
Building Automation	HVAC, lighting controls
Power Generation	Grid monitoring, load management

Version Management

Version Compatibility

Plugin Version	Solution Version	Compatible
Same major	Same major	Yes
Older major	Newer major	Usually
Newer major	Older major	No
Any	Same platform	Check

Update Process

Step	Action	Location
Check version	Compare to installed	History page
Backup solution	Create safety copy	Export
Update plugin	Import new version	Import Plugin
Verify changes	Review modifications	History

Plugin Registry

Installed Plugins

Tracked in Solution History:

Information	Purpose
Plugin Name	Identification
Version	Version tracking
Install Date	When imported
Objects Added	What was imported
Update Available	Newer version exists

Plugin Sources

Source	Description	Access
Local Files	On disk	Browse
Network Share	Shared folder	UNC path
Plugin Library	Company repository	Configured path
Vendor	Third-party	Download

Creating Plugins

Plugins are created using Export:

Step	Action	Result
Select objects	Check items	Marked for export
Set metadata	Name, version, author	Plugin info
Export as plugin	Choose plugin format	.plugin file
Document	Add description	Usage guide

Best Practices

Before Import

- Backup solution
- Review plugin contents
- Check version compatibility
- Verify dependencies
- Test in development

During Import

- Use preview feature
- Handle conflicts carefully
- Document changes
- Keep import log
- Monitor errors

After Import

- Verify functionality
- Test all features
- Update documentation
- Train users
- Track version

Troubleshooting

Issue	Cause	Solution
Can't import	Wrong version	Check compatibility
Objects missing	Dependencies	Import dependencies first
Conflicts	Duplicate names	Use rename option
Plugin corrupted	Bad file	Get new copy
Update fails	Objects modified	Manual merge needed

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