

Plugins and Components

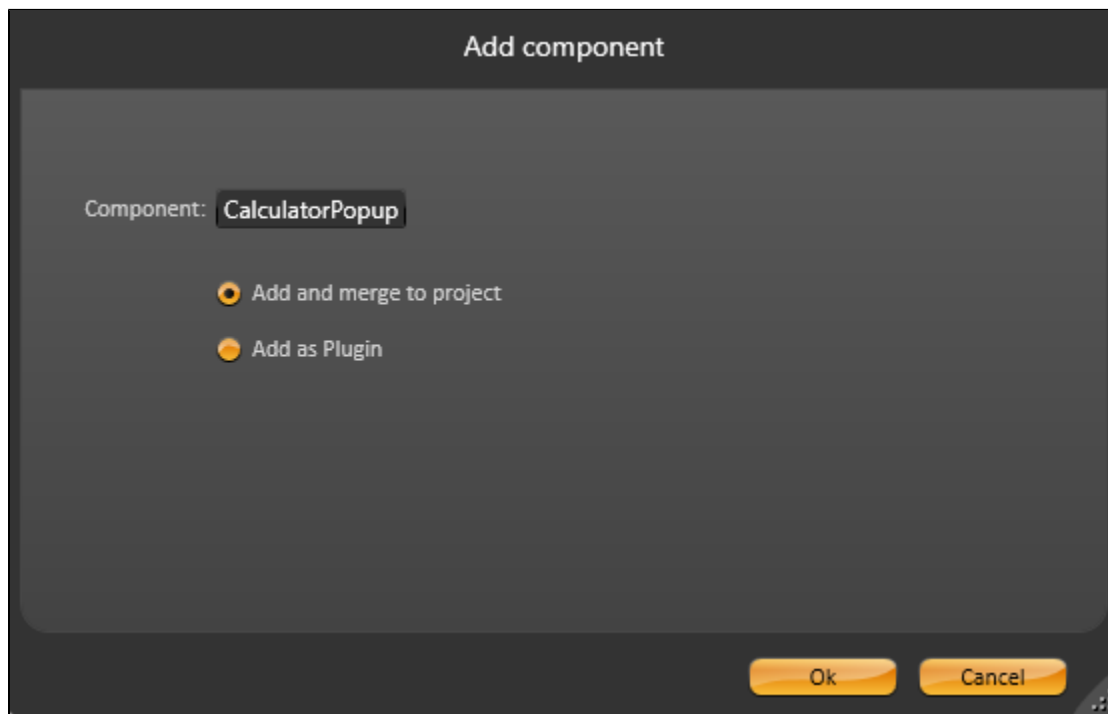
Components

On **Run > Extensions > Components**, you find all the information required to import a component into your project. Once you have an exported item from any other project, you will be able to import it in your own project.

On the top of the display, you will find these buttons:



- **Refresh:** Refreshes the display; updating the grid with all the components that can be imported into the project. This list can contain any pre-created component available in your computer or in the Cloud.
- **Add Component:** This button opens the “Add Component” display where you can configure the properties of the component. This display allows you to select if the component will be an embedded component or if it will be added as a manageable plugin.

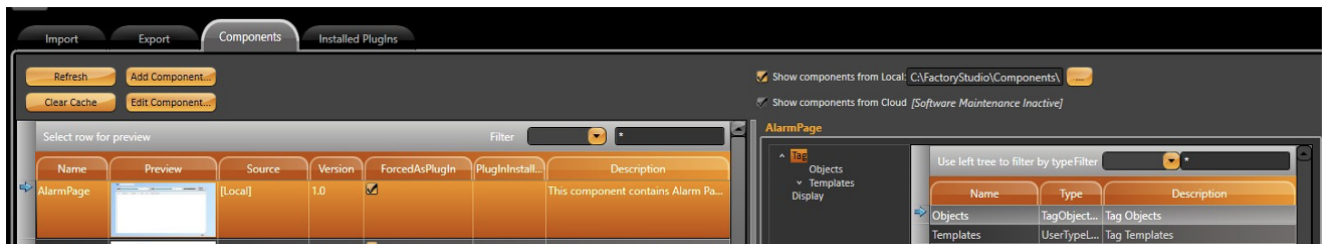


Note Item

If the component has been exported using the “**Force as Plugin**” option, the “**Add as component**” option (embedded in the project) will not be able to be selected.

- **Component:** This button allows editing of the pre-created component, but it will not be possible if the “**Contents Hidden**” option was used to create it.

In the grid below these buttons, you will find all the components already exported and some information about them.

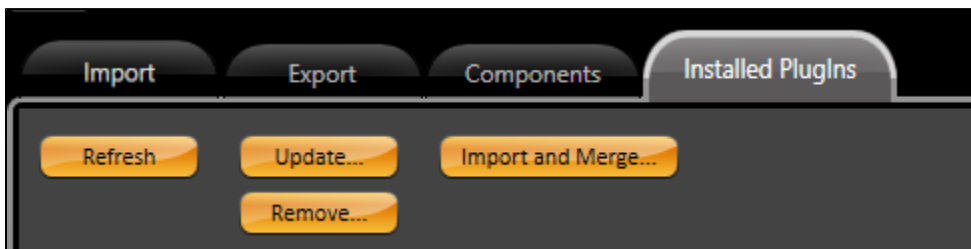


1. **Name:** The name of the component
2. **Preview :** A preview image that represents the component
3. **Source:** The location of the component; it can be Local or in the Cloud
4. **Version:** The version of the component (i.e.: 0)
5. **Product Version:** The version of the product used to create the component (i.e.: fs- 8.1.1).
6. **Plugin Installed :** A check that represents if the plugin is already installed on the project or not

Installed Plugins

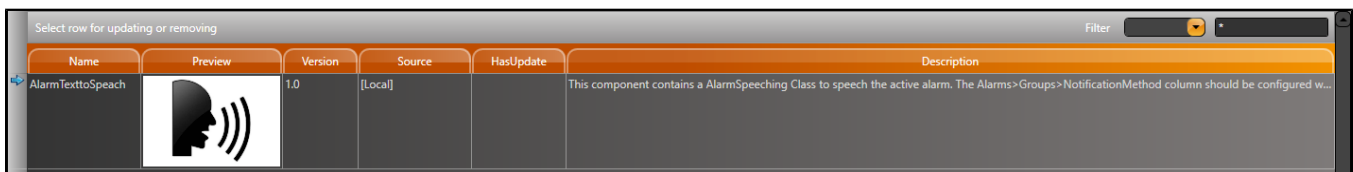
On **Run > Extensions > InstalledPlugins**, you find information about the pre-installed plugins in the project.

On the top of the display, you will find four buttons:



- **Refresh:** Refreshes the display; updating the grid with all the items that had already been imported into the project.
- **Update:** Search for updates in the Plugin, based on the version number.
- **Remove:** Remove the plugin and dependencies from the project.
- **Import and Merge:** If the plugin has not been created with the option "Force as Plugin" enabled, so you can convert the plugin into a component and merge it into your project.

In the grid below these buttons, you will find all the components already exported and some information about them.

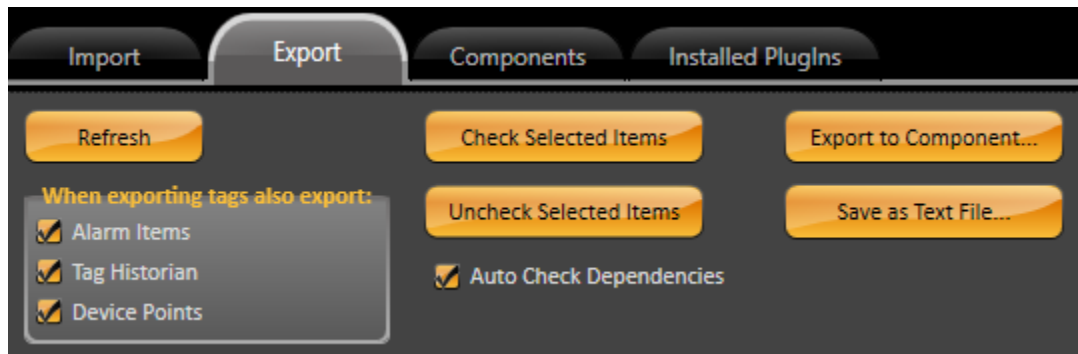


1. **Name:** The name of the component
2. **Preview :** A preview image that represents the component
3. **Source:** The location of the component; it can be Local or in the Cloud
4. **Version:** The version of the component (i.e.: 0)
5. **Has Update:** A check that represents if there are available updates for the plugin

Creating a New Component or New Plugin

Creating a new component or plugin is a very interesting feature if you have different projects that require similar structures/functionalities. The first step in this process is to create a new project that only contains the elements required to fulfill the desired purpose.

Once you have the project working, go to **Run > Extension > Export**. On the top of the display, you will find five buttons:



- **Refresh:** Refreshes the display; updating the grid with all the items that can be exported from the project. This list can contain scripts, tags, tables, devices, and any other pre-built item on your project.
- **Check Selected Items:** Check all the pre-selected items on the grid. You can use both the SHIFT and CTRL keys to select one or more items. The checked items will be exported at the end of the process. You can manually check them. Then, go to the "Export" column and edit it.
- **Uncheck Selected Items:** Uncheck all the pre-selected items on the grid. You can use both the SHIFT and CTRL keys to select one or more items. The unchecked items will not be exported at the end of the process. You can manually uncheck them. Then, go to the "Export" column and edit it.
- **Export to Component:** This button opens the "Make new component" display, where you can configure the properties of the component.

Under this display you have:

1. *Name:* The name of the component to be exported
2. *Force as Plugin:* Force the component to be a plugin, instead of a default component
3. *Contents Hidden:* Hides the contents of the component; this means that this component cannot be edited once its imported to a new project
4. *Preview:* A preview image that represents the new component
5. *Version:* The version of the new component (i.e.: 0)

A screenshot of a dialog box titled 'Make new component'. It has a dark gray background. The dialog contains several input fields and checkboxes. The 'Name' field is filled with 'MyComponent'. The 'Preview' field shows a yellow warning triangle icon. The 'Version' field is filled with '1.0'. The 'Description' field is empty. There are two checkboxes: 'Force as plugin' (checked) and 'Contents Hidden' (unchecked). At the bottom right, there are two buttons: 'Yes' and 'No'.

- **Save as Text File:** Export the components as a XML file while keeping the structure and information about the component
- When you use the checkbox “**Auto Check Dependencies**”, whenever an object is checked, any secondary dependency on this object like tags, templates, images, will be checked too.

The tags created on the project can be used in many different configurations on the system; such as Alarms, Historian, and Devices. To include these configurations when you export a tag, you have three checkboxes:

1. *Alarm Items:* Include the pre-configured alarm items for the specified tag.
2. *Tag Historian:* Include the pre-configured tag historian information for the specified tag.
3. *Device Points:* Include the pre-configured device points for the specified tag.