Import Project

⚠️ It is important to remember that once a project is imported, it can only be manually deleted. There is no automatic delete function. So, be careful before completing this process.

Import Settings

The Import Projects Feature is available at **Run** > **Extensions** > **Import**.

When selecting the *Import Project* icon, a dialog window will open up with options to customize the import process. The following section will give an explanation of the options.

Project

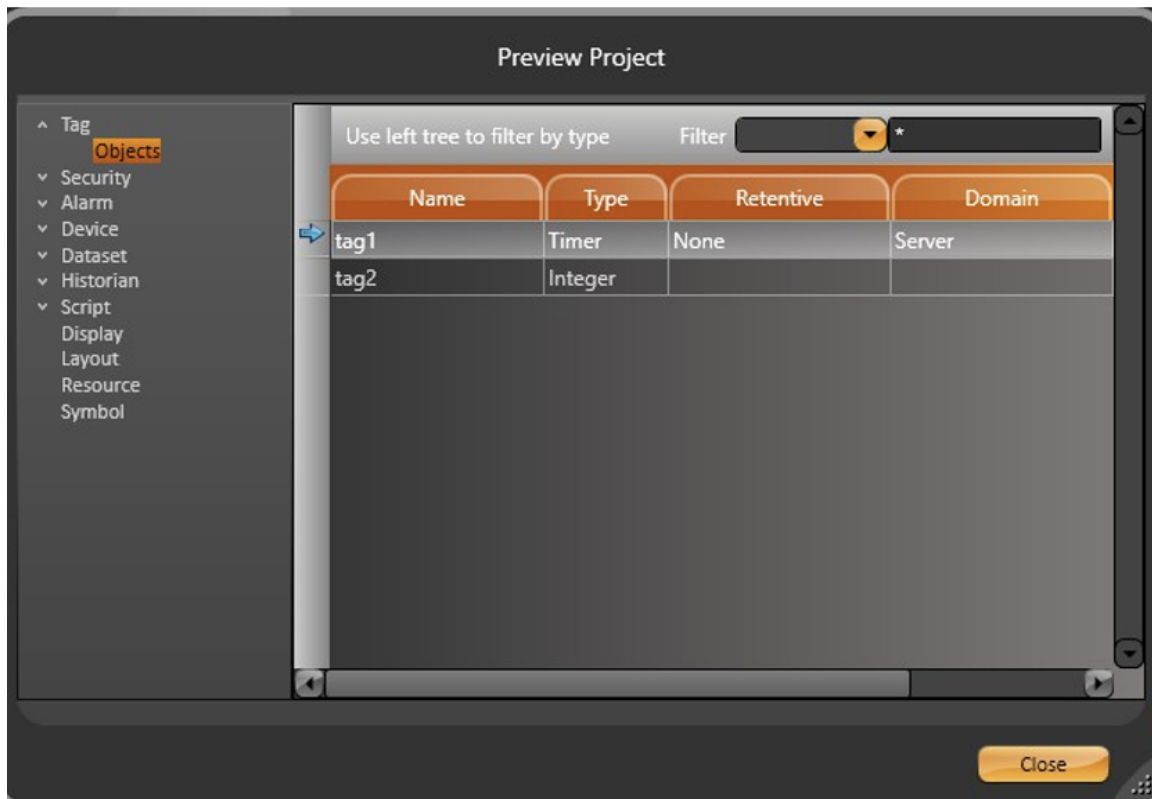The field that allows you to browse for a project's path. E.g.:

C:\ProgramFiles (x86)\Projects\MyProject.tproj

> ⓘ Projects (extension .tproj) and Components (extension .tcomponent) are supported in this feature.

Preview

The user gets a chance to verify all objects available in the *Source* project before importing it to the *Target* project.

Concatenate contents on Script Classes with the same name

If there is a Class with the same name in both projects, the contents from the Class in the *Source* project are going to be appended to the class in the *Targ et* project.

If there are methods with the same name in both classes, the method will appear twice after the import if completed.

Concatenate contents on Script Tasks with common names

If there is a Task with the same name in both projects, the contents from the Task in the *Source* project are going to be appended to the task in the *Target* project.

Append members on UserTypes with same names

If a UserType Template (in **Edit** > **Tags** > **Templates**) with the same name is found in both the *Target* and the *Source* projects, the members from the latter are appended to the first.

Skip predefined pages (About, Header, LogOn and SelectPage)

If this CheckBox is selected, the default pages are not imported with the rest of the project.

This is useful if your projects already share the same header and the other pages (custom or default ones). Skipping these displays will reduce the time it takes to import.

On duplicated objects

This defines what the procedure will be for elements that are found in both projects (Source and Target).

The options available are:

- **Skip**: objects from the *Source* project are ignored and objects from the *Target* project are kept

- **Rename**: objects from the *Source* project are imported and renamed (<OriginalName>2)
- **Replace**: objects from the *Source* project are replaced by objects from the *Target* project