



Description: ProjectWorX gives the ability to pack and unpack projects (deploy). This Applications Note explains how we can achieve the same.

OS Requirement: The operating system required is Win XP/2000/NT/95/98/Me.

General Requirement:

The pack/unpack projects feature of the ProjectWorX32 console allows you to pack up an entire project (with all included application files) into a single, compressed file. This is especially useful for system administrators who want to configure a project and then send or copy the project to several different computers (e.g. nodes on a network). Then the packed file can be unpacked and run on each computer.

Steps:

1. Go to **Start/ICONICS GENESIS-32/ProjectWorX** and open it.
2. If you have already created a project, then select the Project. Highlight and right click and select **"Pack Project"**. Also you can select the same option from Action Menu. See the figure below:

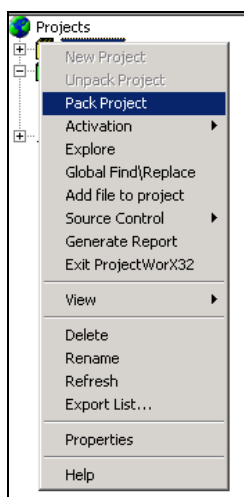


Figure 1

3. The Save Dialog will open. Choose the location where you would like to save your project.
4. After you specify the location the packing of the project will start. After the packing is over, you will get a message box. See the figure below:

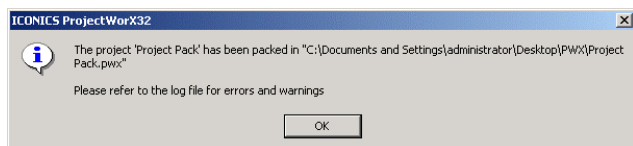


Figure 2

5. Select OK, and you will see an Internet Explorer page open with the packing information. You will see the date/time when it was packed, with all the files listed. Also if there are any errors while packing you can see them at the end of the page. See the figure below:

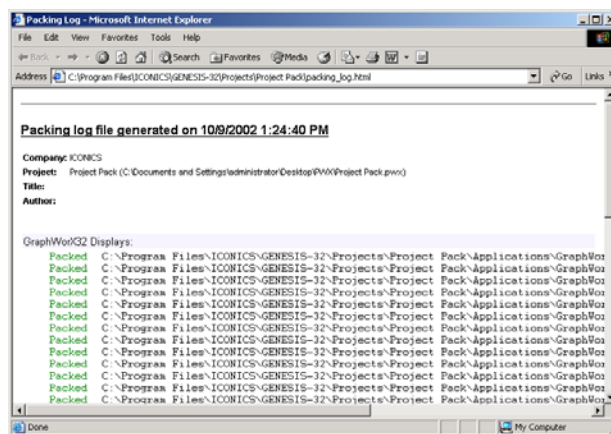


Figure 3

6. Now you can unpack this file on any destination machine. Take this project and copy it on the destination machine. After you unpack, you can use the Global Find and Replace to replace the node name throughout the application.
7. Click on the projects to unpack a project. Alternatively you can select the same option from Tools menu. See the figure below:

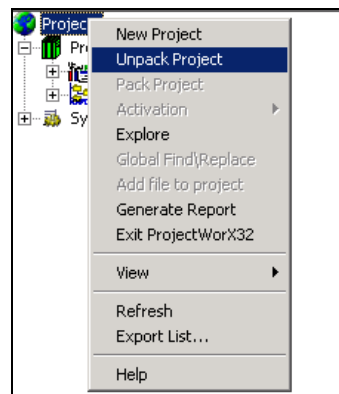


Figure 4

8. It will prompt you for the location of the file. The file open dialog will open up. Select the file from where you have saved it on your hard disk.
9. You will be asked permission to modify pathways to match the new directory location of the unpacked project. If you click **Yes**, the paths will be changed. If you click **No**, the project will retain its original directory paths.



ProjectWorX32- Deploying Applications

APPLICATIONS NOTE

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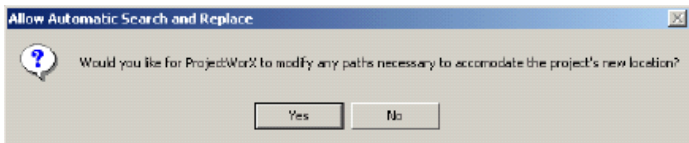


Figure 5

10. Once the project has been unpacked, a confirmation message appears, as shown in the figure below. Click **OK**.

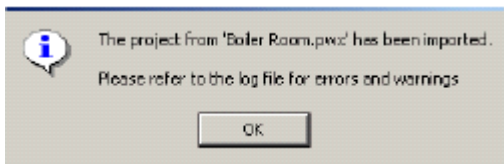


Figure 6

11. At the end of unpacking, you will get the same unpacking log information in an Internet Explorer page. See the figure below:

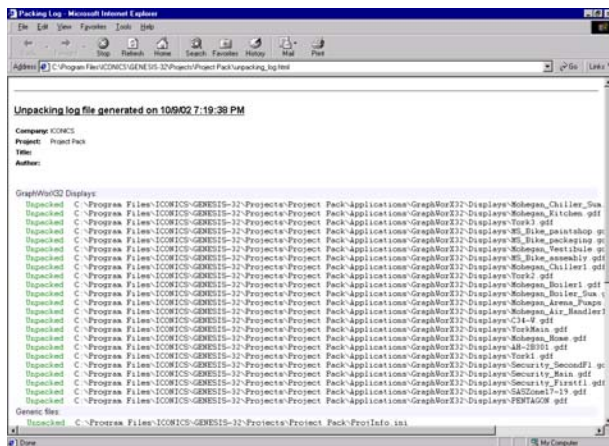


Figure 5

12. This log file also has the same exact information you have on the packing log. If it has any errors they are displayed at the end of the page.
13. After you unpack, you can make your Project Active, by right clicking on the Project and selecting the option – Make Project Active.

Unpacking Existing Projects:

ProjectWorX32 includes a feature that allows you to overwrite an existing project by unpacking a newer version of that project. For example, if a system administrator makes changes to a project and needs to deploy an updated version of the project to multiple users on different network nodes, users on each node can unpack and automatically update the project.

When you unpack a packaged (updated) version of an existing project (a project with the same name) in the ProjectWorX32 Console, ProjectWorX32 scans each file in the updated project. ProjectWorX32 automatically unpacks any new files in the updated project (i.e. files that have been added to the project since the last version).

For packaged files that already exist (i.e. with the same name) inside the project, ProjectWorX32 also checks the date/time of the files. If the date/time of a packaged file is the same as the date/time of the existing file of the same name, nothing happens. If a packaged file is newer (i.e. more recent date/time) than the existing file of the same name, ProjectWorX32 automatically unpacks the newer file and overwrites the existing file. If a packaged file is older than the existing file of the same name, ProjectWorX32 warns you of this fact and gives you the option to overwrite the file.

Note: Difference unpacking of projects will not work for Microsoft SQL Server databases. When unpacking SQL-based configuration files, the files will not be overwritten even if the packed project contains newer files of the same name.

Unpacking Projects that contain SQL Configuration Databases

ProjectWorX32 makes it possible to import configuration databases that reside inside Microsoft SQL Server databases. Several GENESIS32 applications, such as MobileHMI, AlarmWorX32 Multimedia, and ReportWorX.NET, use SQL configuration databases. Universal Data Link (.udl) files are used to connect to the Microsoft SQL Server database. When you unpack a project that contains a SQL Server configuration database, ProjectWorX32 checks to see whether SQL Server is present on the local machine, and tries to connect to the server via integrated security (thus relieving the user from having to enter login information).

If SQL Server is not present on the local machine, then ProjectWorX32 asks you if you want to scan the network for an instance of SQL Server, as shown in the figure below. Click **Yes** to search for a SQL Server.

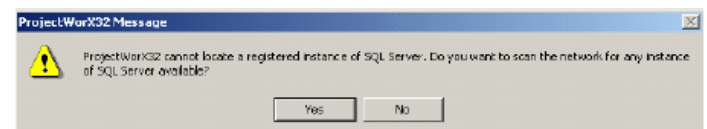


Figure 6

In the **SQL Server Login** dialog box, select a server from the drop-down list and enter your login ID and password (if applicable). Then click **OK**.

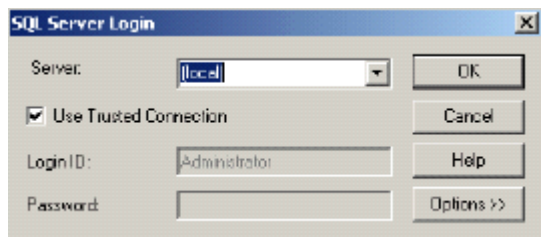


Figure 7

ProjectWorX32 checks to see if any existing databases have the same name as the database being unpacked. If so, you are prompted to change the database name prior to unpacking, as shown in the figure below. To continue unpacking the project, enter a new name for the database and then click **OK**. To discontinue unpacking, click the **Skip** button.

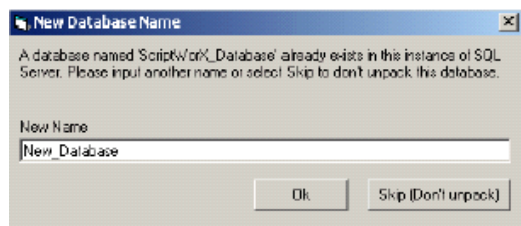


Figure 8

Log Files for Packed/Unpacked Projects:

When projects are packed or unpacked, a packing log or an unpacking log is created in the project folder, as shown in the figure below. These files contain useful information about what has been packed/unpacked, including any errors and warnings issued during the process.

Name	Size	Modified
Applications		
OPC Servers		
ProjInfo.ini	0 bytes	4/22/2002 4:43:18 PM
Untitled 4.sec	278 bytes	12/21/2001 10:40:36 AM
Packing Log	1.69 kb	5/7/2002 4:41:42 PM
Unpacking Log	1.12 kb	5/20/2002 5:17:20 PM

Figure 9

Note: Any referenced files in a project are also packed/unpacked. When unpacking the project, all the referenced files (which are listed with a warning in the packing log file) are placed in the same location as they were initially. ProjectWorX32 tries to recreate the locations necessary for referenced external files (i.e. files that are located in a directory outside the project folder). Referenced files that are located in a subfolder within the project folder are unpacked into the subfolder.