## Adding standard profiles to server

We recommend adding standard profiles to a public collaborative space that everyone can access.

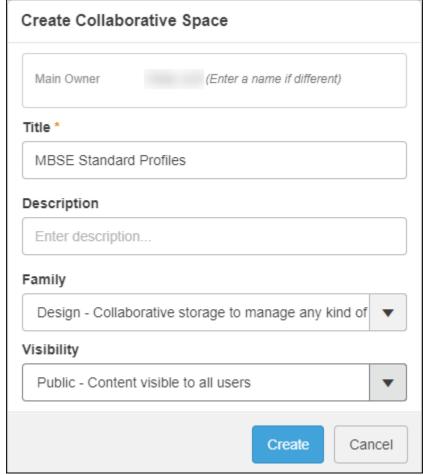
If you try to add a project that requires a standard profile that does not exist on the server yet, the standard profile will be automatically imported to the server as well. We highly recommend moving such standard profiles to a collaborative space dedicated to standard profiles.

## Creating public collaborative space

We recommend that administrators responsible for managing MBSE in the platform create a new public collaborative space. This space should be viewable by all users, but only editable by the administrator.

To create a public collaborative space

- 1. In the platform, click the **Compass** icon
  - s icon was and locate Collaborative Spaces Control Center under My Apps.
- 2. Click Create Collaborative Space.
- 3. In the dialog that opens, enter the owner's name (if it's different from the current user), the title (mandatory), and a description of the collaborative space.
- 4. Choose Family: Design and Visibility: Public.



5. Click Create.

## Importing profiles to server

Once the collaborative space is created, users can import profiles to the server.

To import profiles to the server

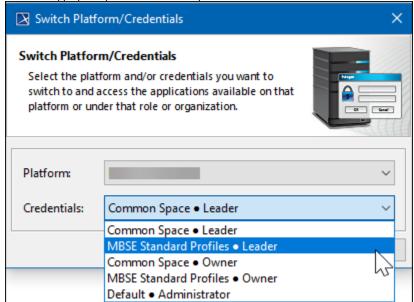
1. Enable 3DEXPERIENCE collaboration in a modeling tool.



Members of the same team should use an installation of a modeling tool complete with the same plugins.



- 2. Log in to the same platform that the collaborative space was created in.
- 3. Change your credentials to the public collaborative space dedicated to standard profiles:
  - a. Select 3DEXPERIENCE > Switch Platform/Credentials.
  - b. Select the appropriate public collaborative space:



- c. Click OK.
- 4. Import profiles by selecting 3DEXPERIENCE > Add Profiles to Server...

Standard profiles are added to a public collaborative space that everyone can access. Every time a project is created, it will use standard profiles from the platform.

If a profile is not added, you can always add it as a standalone project.