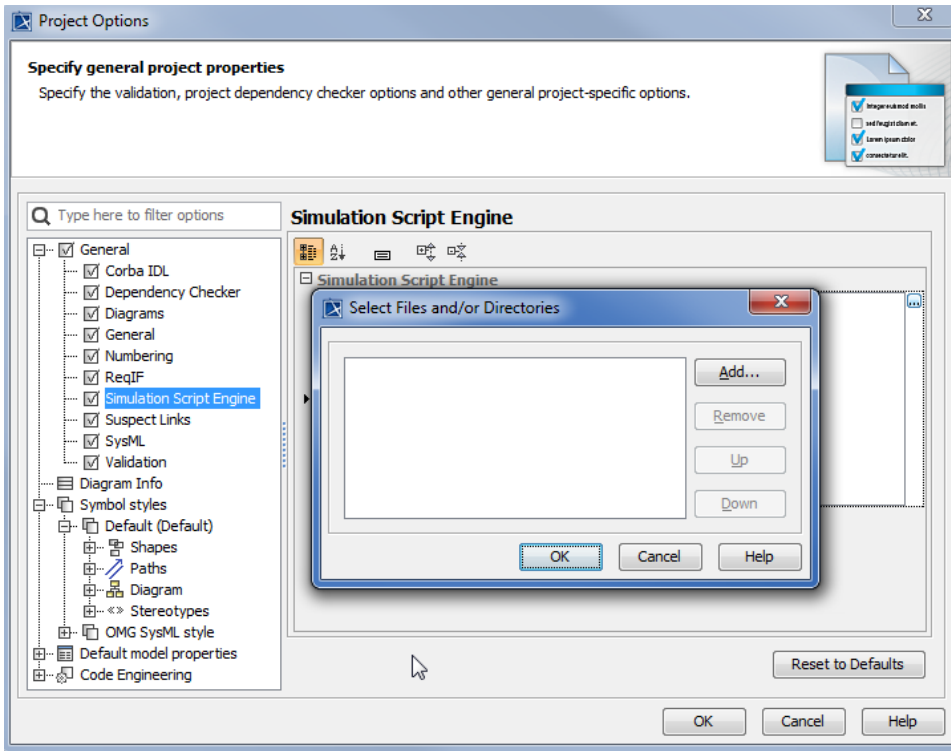


Importing external libraries


When you use a scripting language in your model, you may need to call some external libraries to do some specific tasks. Therefore, you need to add the external libraries to your project before executing it.

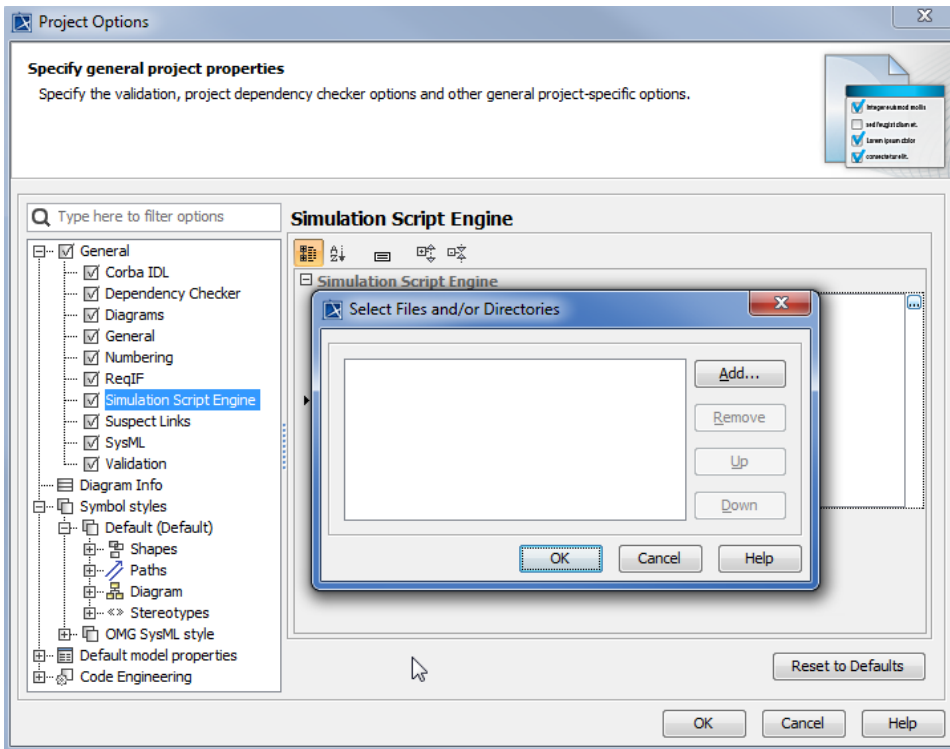
To add an external library to a project

1. Click **Options > Project** on the main menu to open the **Project Options** dialog.
2. Select **General project options** on the left-hand side of the dialog and select **External Libraries** from the **Simulation Script Engine** option.



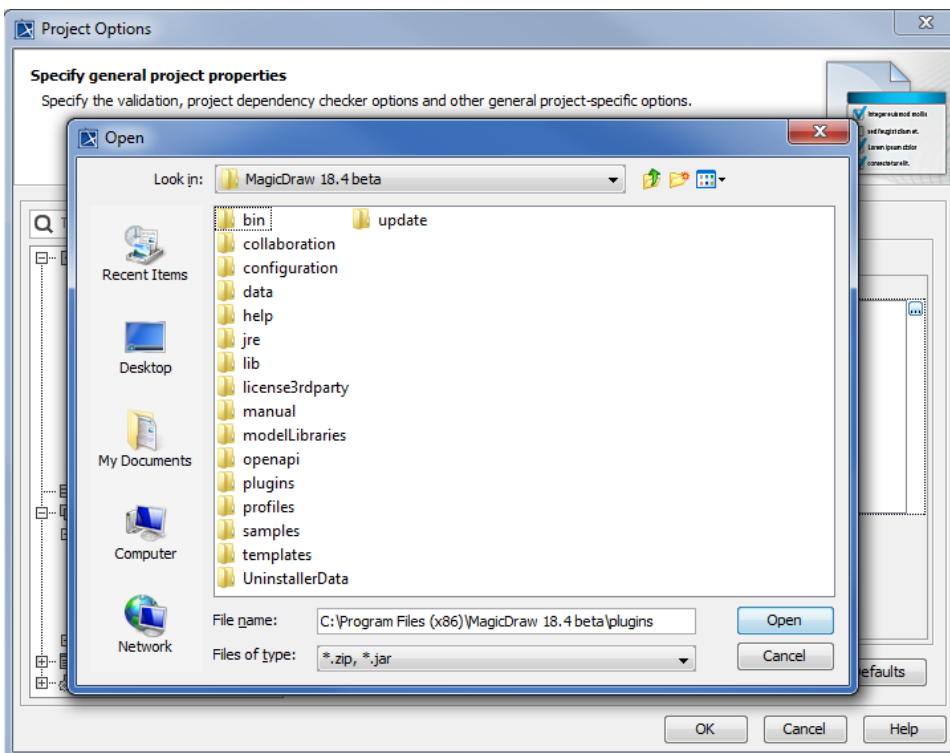
The Project Options dialog.

3. Click the  button of **External Libraries** to open the **Select Files and/or Directories** dialog.



Selecting an External Library.

4. Click the **Add** button, to open the **Open** file dialog.



Project options.

5. Browse the file that you want to add to your project and click the **Open** button. The path filename will be added to the **Select Files and/or Directories** dialog.