Building a resource distribution file

Users can create their own resource distribution files and install resources from them using the Resource Manager. These files can contain plugins/profiles /model libraries etc. The resources must be packed to separate **.zip** files.

This can be useful for distributing a set of resources accompanied with custom resources or in a locked down environment where the resource bundle is hosted in a local network.

There are multiple ways to create a resource bundle:

1) Using the **Development Tools** plugin GUI

1. Install the **Development Tools** plugin using your tool using Resource Manager.
2. Restart the modeling tool.
3. Create a new empty folder, place the resources there.
4. In the modeling tool main menu, click **Tools** > **Development Tools** > **Build Resource Distribution File**.
5. Browse and select the created folder, choose the output location and click **OK**. A resource distribution file will be built in the output folder.

> ⓘ The **Development Tools** plugin can be installed from nomagic.com or found in the resource distribution file (.rdzip).

2) Using command line tool.

In case the process of building a resource distribution files should be automated, it can be done using command line tool.

Three arguments are required:

- Resource directory path
- Output directory path
- Result distribution file name

Example:

```
java -cp "lib/*;lib/bundles/*" com.nomagic.magicdraw.resourcemanager.distribution.
GenerateResourceDistributionFileTask "E:\myResources" "E:\myBundles" "myCustomResourceDistributionFile"
```

> ⚠ Resource distribution file creator checks for validity of each resource. Only valid resources are included in the resource distribution file. The resources must meet the required folder/file structure and must contain appropriate descriptor file. For more information about the folder/file structure visit Creating required files and folders structure