Updating a server project with local changes

Once a third-party has modified the locally saved project and sent it back to you, you can update your server project with local changes. To update your project, you need to import the received file back to the Teamwork Cloud server as a new version of the project.

Permissions

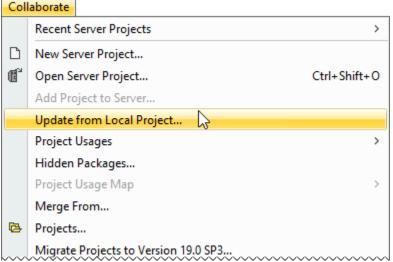
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- To update a server project from a local project, you need to have the Administer Resources permission.
- To update a main project and used projects with local changes, you must have the read-write permission for all the branches that require update.

The branch selected for update cannot contain any locks. They must be released before updating the project.

To update a server project with local changes of the same project

- 1. Do one of the following:
 - Open the server project. In the main menu, click Collaborate > Update from Local Project.



 On the main menu, click Collaborate > Projects. The Manage Projects dialog opens. Right-click the project you need to update under the Online Projects tab, and then select Update from Local Project.

🔀 Manage Projects				×
remove a selected project. For (ojects r projects. For online projects, you can add offline projects, you can open or remove a emoved from a server, while offline server	selected serve	er projects. Note	5
Online Projects Offline Pro ♣↓ ☞ □‡ i Name	ojects	Brand	h	
VehideCCU Problem White Box Type here to filter projects	 Open From Server Clone Server Project Version Properties Project history Move to Category Select Branch Set Password 	PM PM re	trunk trunk New Clone Close	Remove

• On the main menu, click Collaborate > Projects. The Manage Projects dialog opens. Select the project you need to update and then

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🔀 Manage Projects	×
remove a selected pr	Cloud projects line server projects. For online projects, you can add a new or open, rename, or ject. For offline projects, you can open or remove a selected server projects. Note ects are removed from a server, while offline server projects are removed only from
Online Projects	Offline Projects
Name	¹ Last modified Update from Local Project
VehicleCCU Pro	lem Monday, November 11, 2019 2:37:51 PM trunk 🔨
🗋 White Box	Monday, November 11, 2019 2:50:49 PM trunk V
Q Type here to filter	projects
	Open Rename New Clone Remove
	Close Help

2. When the Update from Local Project dialog opens:

- select a local file exported from the server project you are working on
- specify the branch to update

It is highly recommended that you create a new branch from the locally exported version of the server project. This will ensure that the changes made in Teamwork Cloud can be merged with local changes by using a correct common ancestor.
 If the Question dialog appears, click Yes to automatically create a new branch from the locally exported version. It will automatically create new branches for the project and each of its used projects if they need an update.
 If you click No, the branch that is opened or selected in the Manage Projects dialog is specified automatically.
 If you click No, the branch that is opened or selected in the Manage Projects dialog is specified automatically.
 It is recommended that you update projects from a local one to a new branch. Branches created from common ancestors enable easier merging in the future. Do you want to create branches from common ancestors automatically in your project and its used projects?

• Disable the Maintain Mount Points of Used Projects option if you do not want Mount relationships to be automatically created upon the project update.

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Update from L Update your se		roject oject from the lo	cal one.		Ļ	
Output Options						
Local Project:						
C:\Users\User\	Desktop	VehicleCCU Prol	blem.mdzip			
Update Branch:						
trunk						
Maintain Mou		ts of Used Projec	cts 🕕			
Name	<u> </u>	Name on Server	Action		Branch	
Black Box	B	ack Box	Update		trunk	
less			Update) c	ancel	Help

3. Click Update when you are done. An updated version of the project with the contents of the local project is created in the selected branch.

The server project will not be updated if the tool recognizes that the local project is the same version as the server project. The same rule goes
 for used projects.

Used projects

If the exported version of the server project contains used projects, their status can be reviewed in the **Update from Local Project dialog** when the project updates. To review updates, click **More** in the bottom-left corner of the dialog.

🔀 Update from Local Project	×
Update from Local Project Update your server project from the local one.	
Output Options	
Local Project: C:\Users\User\Desktop\VehicleCCU Problem.mdzip	
Update Branch:	
trunk	
Maintain Mount Points of Used Projects 🚯	
O More Update Cancel	Help

Depending on the changes made in the used project, the following actions can be automatically chosen when the project updates:

- Keep Version #<number>: if the used project version is the same as the one on the server (for example, it has not been modified locally), the same version of that used project is kept when the main project updates.
- Use Version #<number>: if the used project version on the server differs from the one in the local file, the version that is available on the server and matches the local file contents is used.

- Add to server: if a new used project is added to the local file and it does not exist in the server project yet, it is added to the server upon the main ٠ Update: if the local file contains used project-related changes, the changes are applied to the server project upon the main project update.

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Update from Loc Update your serv	al Project er project from the lo	ocal one.	Ļ	
Update Branch: trunk	sktop\VehicleCCU Pro	· · · · · · · · · · · · · · · · · · ·		····
Maintain Mount Update Used Proje	Points of Used Proje	cts 🚹		
Name	¹ Name on Server	Action	Branch	
Black box	Black box	Keep Version #1	trunk	🔺
White box	White box	Use Version #3	trunk	
Elements library	Elements library	Add to Server	trunk	
Constraints	Constraints	Update	trunk	~
 Less 		Update	Cancel	Help

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During a server project update from a local project, commits to branches being updated are not allowed, meaning other users working on the same project branch cannot commit the changes they have made.