## **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