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

∕!\

- 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.



 In 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					×	
Manage Teamwork Cloud projects Manage online and offline server pro a selected project. For offline project server projects are removed from a s	jects. For online projects s, you can open or remo erver, while offline server	s, you ve a r proj	u can add a r selected sen jects are rem	new or open, rename, or ver projects. Note that on loved only from your ma	remove line chine.	
Online Projects Offline Project	;					
11 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1						
Name	Last modified			Branch		
Projects					^	
VehicleCCU Problem	Wednesday, May 5, 2	ď	Open From	n Server		
SUV Requirements	Thursday, April 8, 202	ď	Clone Serv	er Project	¥	
Q Type here to filter projects			Version Pro	operties		
		6	Project history		Clone Remove	
		ß	Move to C	ategory	cione nemore	
		86	Select Bran	ich	Close Help	
		۵.	Set Passwo	ord		
		1	Update fro	m Local Project		

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

🔀 Manage Projects			×		
Manage Teamwork Cloud projects Manage online and offline server projects. For online projects, you can add a new or open, rename, or remove a selected project. For offline projects, you can open or remove a selected server projects. Note that online server projects are removed from a server, while offline server projects are removed only from your machine.					
Online Projects Offline Projects					
🏥 🔃 🕫 喀 🛈 🏚 🛨	📄 🖻 🗈 能 🎰 🎯				
Name ^	Last modified Update fr	om Local Project			
🛛 🗁 Projects			~		
- VehicleCCU Problem	Wednesday, May 5, 2021 2:15:45 PM	trunk			
🗄 🛅 Requirements					
SUV Requirements	Thursday, April 8, 2021 12:19:47 PM	trunk	👻		
Q Type here to filter projects					
	Open Re	name New Clone	Remove		
U		Clos	e 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.

🔀 Question	×
?	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?
_	Yes No

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

関 Update from	n Local	Project				×
Update from L Update your se	ocal Pi	roject oject from the lo	cal one.		Ļ	
Output Options						
Local Project:						
C:\User\User\Desktop\VehideCCU Problem.mdzip						
Update Branch:						
trunk						
Maintain Mou	unt Poin ojects	ts of Used Projec	cts 🕕			
Name	^1 I	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	
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.

🔀 Update from L	ocal Project			×	
Update from Local Project Update your server project from the local one.					
Output Options Local Project: C:\Users\User\Des Update Branch: trunk Maintain Mount	sktop \VehicleCCU Pro	blem.mdzip cts 👔			
Update 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	

≙

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.