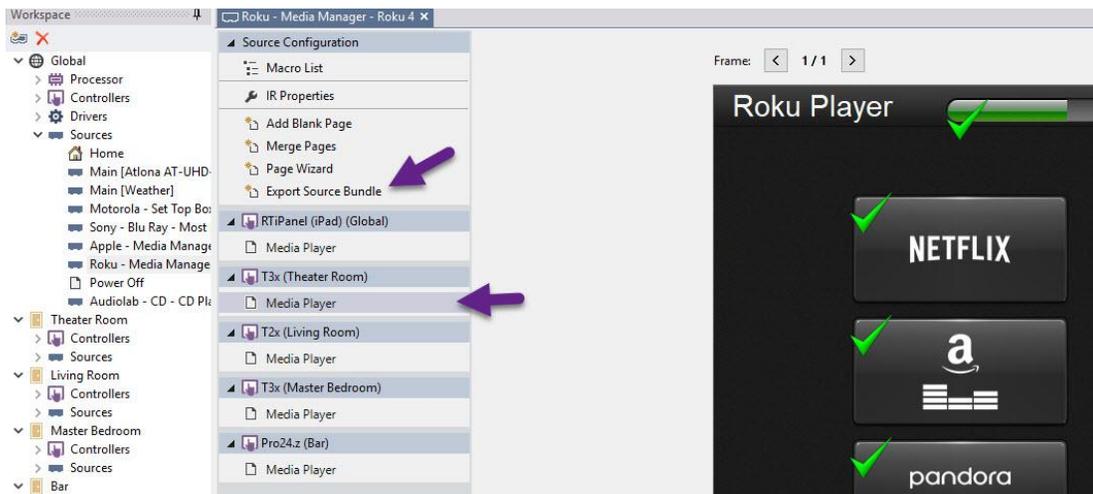


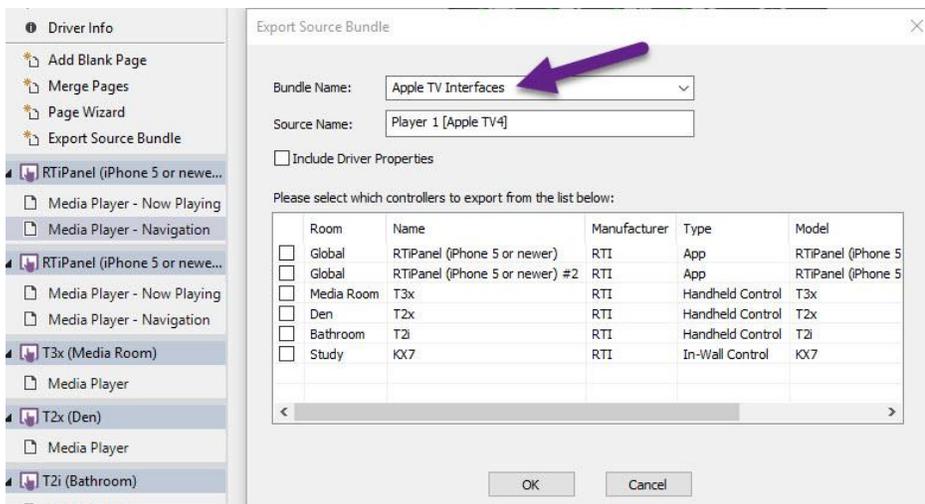
USING BUNDLES IN APEX

Bundles provide the ability to export completed devices and create a device library which can be used to import devices into the existing or new project. Tags, graphics, macros, variables and even driver properties are preserved, making it very easy to build a system file using exports, or bundles, from previous projects.

When selecting a device in the workspace tree in APEX, under the source configuration partition, you will see a new option labeled “Export Source Bundle.” Once an interface is designed in APEX and you are happy with the look and functionality, you may export the source bundle by clicking on this option.

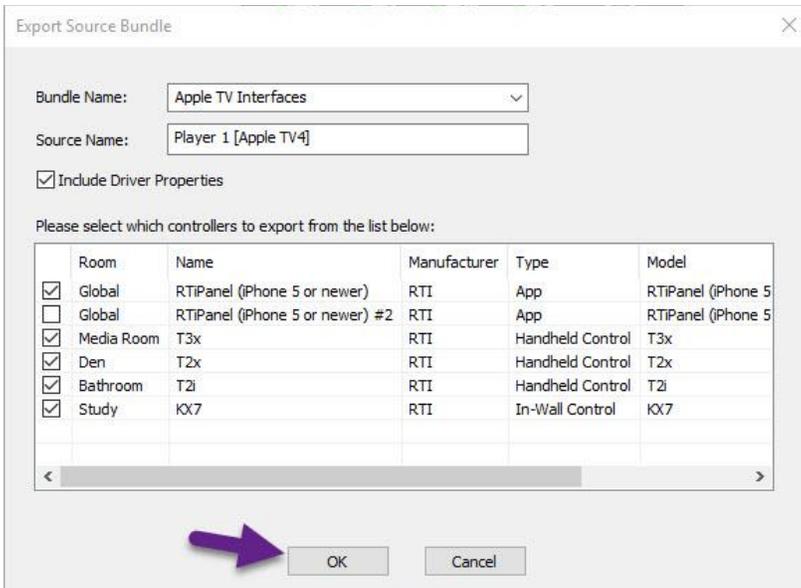


In this example below, we will export an Apple TV interface on various controller types. Select the Apple TV device in the tree, and under the source configuration option, click “Export Source Bundle.”

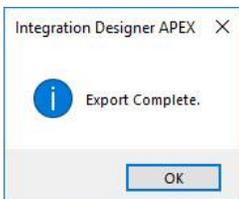


The Export Source Bundle popup interface will allow you to specify a bundle name. Use a descriptive name and try to include the name of your device and the type of controller or controllers used. If you have a large variety of controllers, you may name accordingly.

Select as many interfaces as you like, but you may only select one of each controller type. If you want to preserve the driver properties that populated for that device check off the “Include Driver Properties” box.



After you click the “OK” button, APEX will export the bundle for the various controllers you specified and will create a file in the Documents/Integration Designer/Templates area. You will see a confirmation when the export completes.

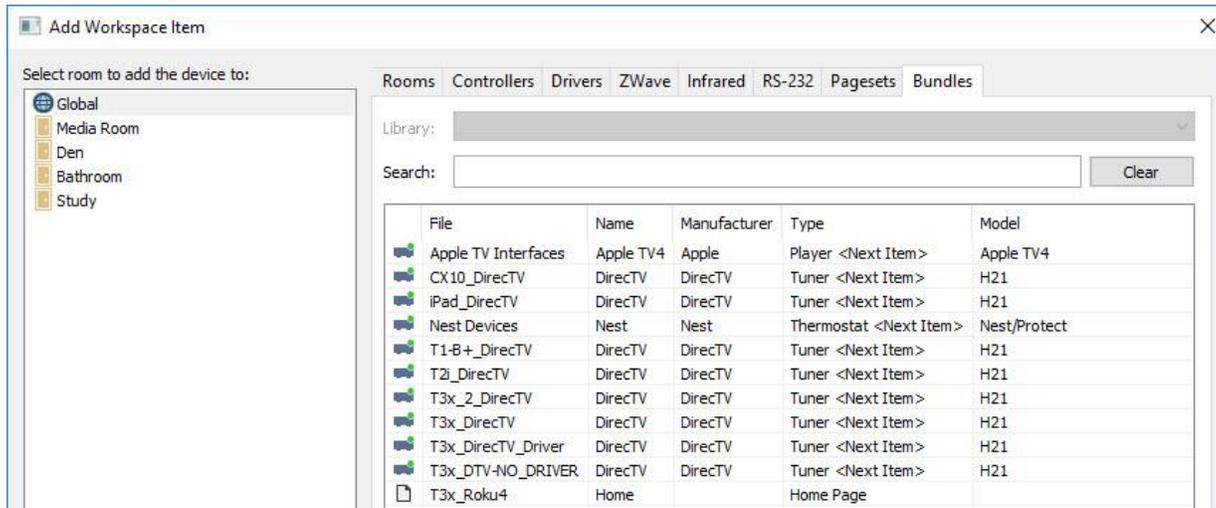


Importing Bundles into APEX

Importing bundles into the same project in another room, or in a new project is just as easy. When you click on the “add workspace item” you will now see a new tab on the far right called “Bundles.”



When you select the Bundles tab, all bundles that have been exported show up in an alphabetized list. Under the “File” column you can see the name assigned to the bundle, and the “Name,” “Manufacturer,” “Type” and “Model” correspond to the device and driver information of the devices previously exported.



Simply select the bundle you wish to import into the existing or new file, and the interfaces will populate if the existing controllers exist in the system file. If they don't, the user interface for missing controllers will not populate.

Once the programmer has built a significant library of devices in the form of bundles, it is easy to create large projects. APEX will preserve the tags, the macros, and variables associated with that tag, the user interface, and if selected, driver properties. If there are custom bitmaps and tags, all of the content will be available once imported.

Devices may be used and recycled over and over again for new projects, but you may also export and import devices into the same project, should you require that device in another room.

Please contact the Dealer Experience Team with any questions.