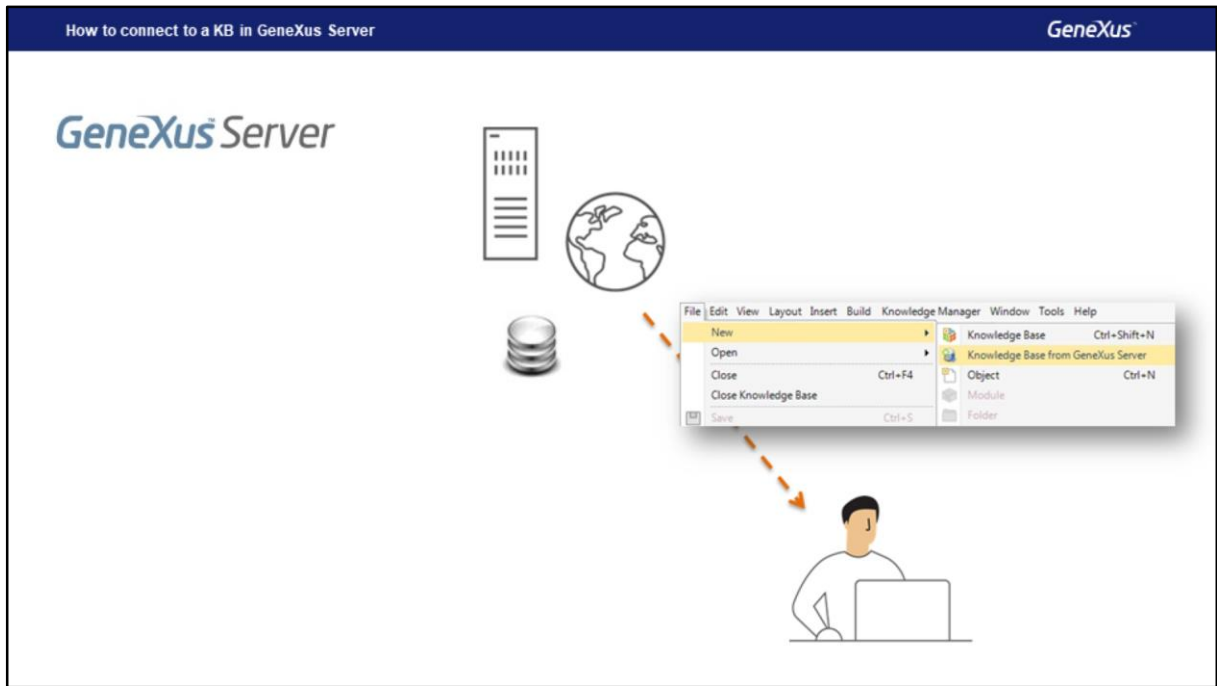


GeneXus Server

How to connect to a KB in GeneXus Server

GeneXus 16

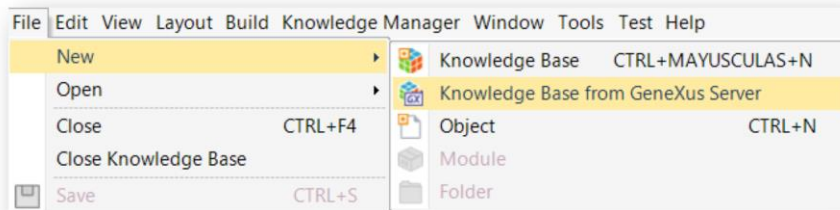
Now that our KB is being managed by the server, let's see the steps required for another developer to connect to it.



As we've just said, when developer Diego tried to connect to the KB published by Mary, he run the *Knowledge Base from Server* operation.

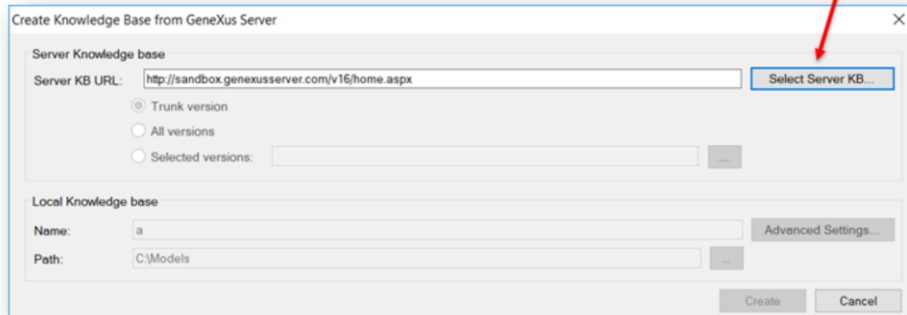
This operation is the first one that has to be completed before the developer can subscribe to a KB that is managed by a GeneXus server.

GeneXus Server



To do so, open the File option in the menu bar and select New / Knowledge Base from Server.

GeneXus Server



Create Knowledge Base from GeneXus Server

Server Knowledge base

Server KB URL: [Select Server KB...](#)

☒ Trunk version
☐ All versions
☐ Selected versions:

Local Knowledge base

Name: [Advanced Settings...](#)

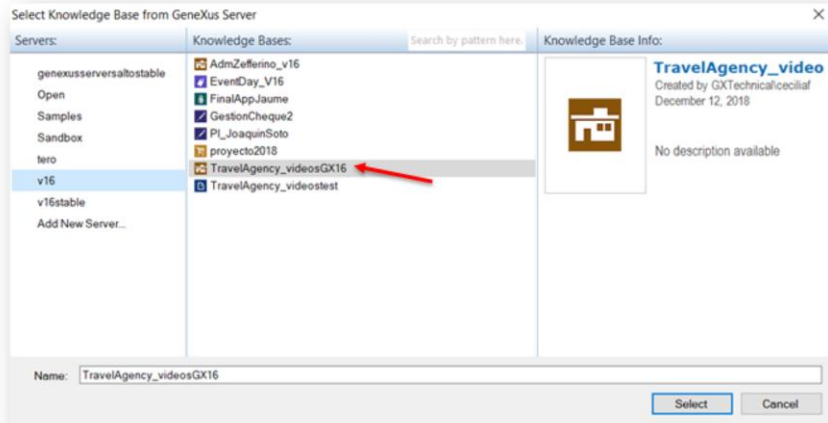
Path:

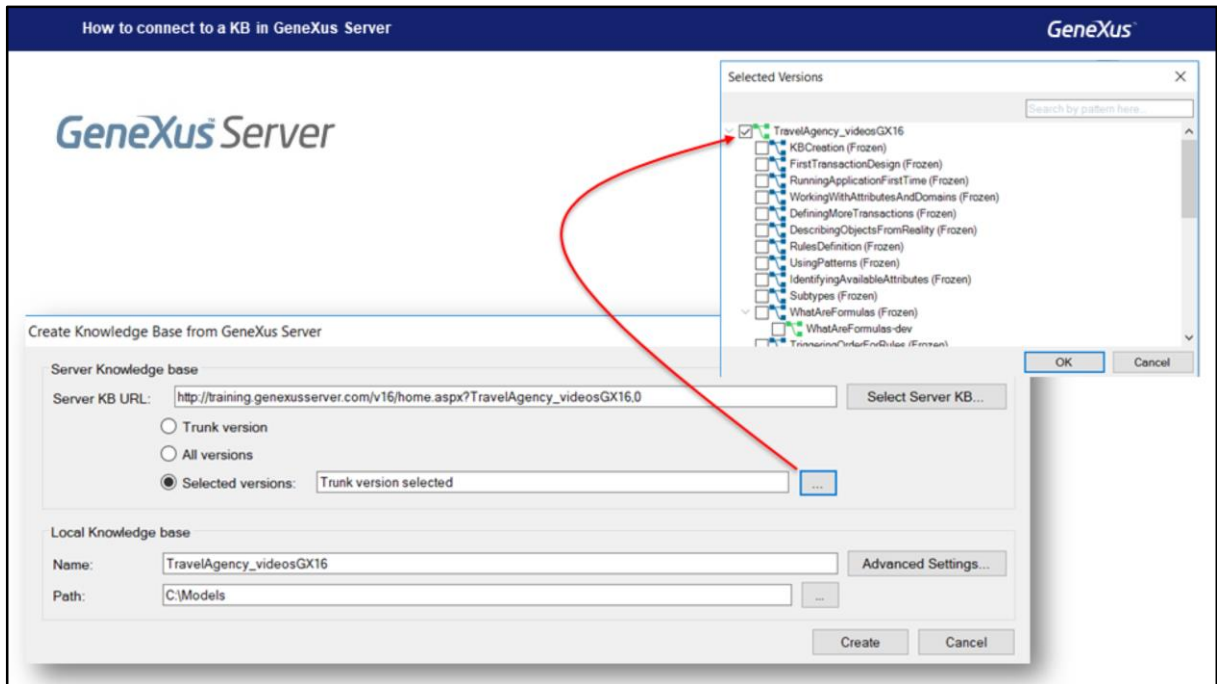
[Create](#) [Cancel](#)

Next, enter the corresponding location in the Server and the KB version to which you want to connect.

The Sanbox server is public and free.

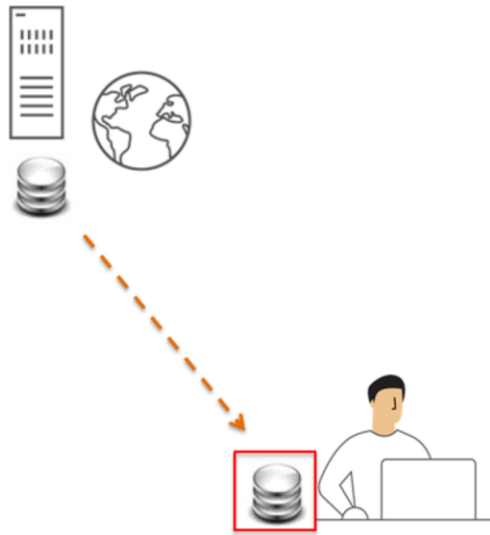
GeneXus Server





Even though we will be able to view all the existing versions of a KB, which include development and frozen versions, we must remember that frozen versions cannot be modified because they are read-only.

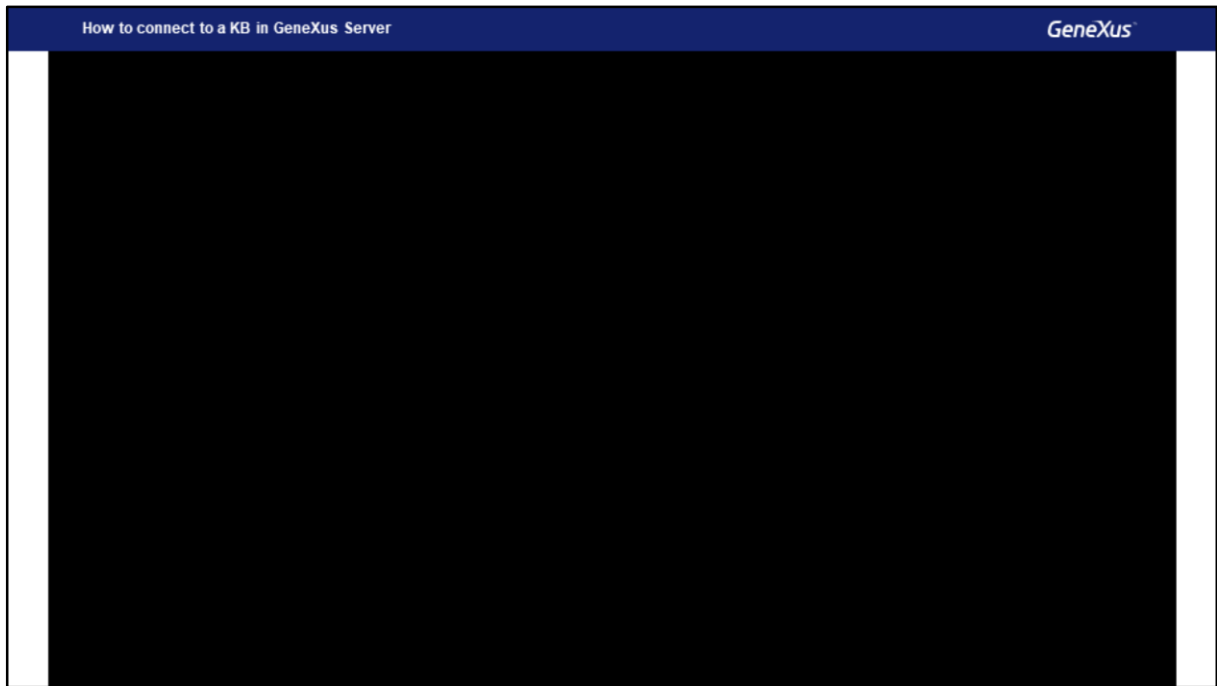
Una vez seleccionada entonces la correspondiente versión de desarrollo, se deberá indicar un nombre para la KB, la ubicación.

GeneXus Server

After that, the developer will have a local KB that will be an exact copy of the version managed by the server.

When the connection process with the server ends, the developer will be able to work offline.

Let's see this operation from GeneXus



[DEMO: <https://youtu.be/r99uFtAQm9I>]

Without any opened KBs, we select the File, New, Knowledge Base from Server options. We enter the corresponding server URL and press the button to receive the information from the Knowledge Bases available.

Right now, two KBs are being administered by our server. Note that for each one of them we can see all the versions that have been created, including development and frozen versions.

We connect to the KB we've sent, called KBWorldCup. Also, we can enter a new name for our local copy of the KB; so, we enter WorldCupDiego, and the folder where it will be saved...if we click on this Advanced button, we will see the information related to the database needed to store the KB objects. .

We click on Create.



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