

For example, it could be necessary to exchange objects between different developers, sharing and integrating them in a very simple way as we will see now.

We might also need it if we start a project from a PC and then we want to continue it in a different one, and we don't have GeneXus Server.

Or it doesn't even have to be between different PCs, we could use this functionality as a way to back up objects generated by us, and then be able to import them into our own PC and from the knowledge base we want, even in different projects.

In general for managing the same project with change control and so on, we use GeneXus Server, but in some cases we need something much simpler, like copying some objects from one place to another. And that's where we need to be able to export and import them.

Let's see this feature in GeneXus.

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Let's suppose that we want to export the objects of our KB to a local file.

We select Knowledge Manager, and then Export.

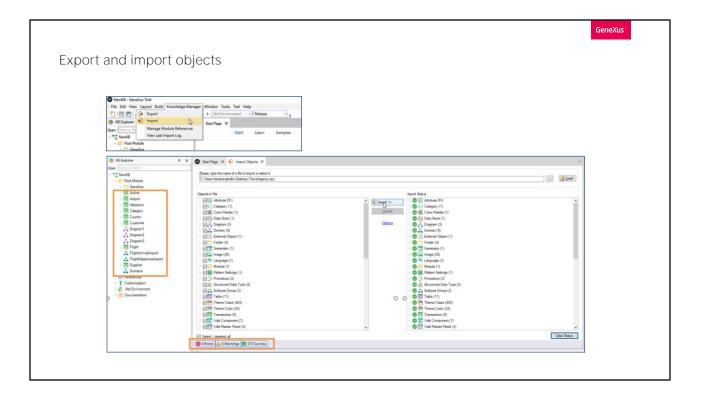
We can select the path where we want to generate this file and edit its name. We can already see here that this type of file will be generated with an XPZ extension.

If we want to export all the objects we have generated so far, we simply select Export All, and then Export.

We also have the option to export some objects from our KB. To select them we must click on "Add" and there all the objects in our knowledge base will be listed, both those that we have created and those that are automatically generated by GeneXus, where we can select the one or ones that interest us.

The other option we have to select the objects we want to export is to drag them from the KB Explorer.

For this example, we will choose the "Export All" option. And we see that the XPZ file is generated in the location we indicated.



Now, let's suppose that we are on another computer, with a KB that we have just created, and with the file copied on the desktop, and we want to import the XPZ to bring us all the objects that were exported from the other KB to our new KB.

For this we will go to Knowledge Manager, and then Import.

We search for the XPZ file and select it. As we can see, this window will show us all the objects it contains. By default all of them will be selected, but we can choose which ones we want to import and which ones we don't.

Then we select import, and it will start importing the objects to our KB.

This box will tell us if errors or warnings were found on importing or if the import was successful.

In our new knowledge base, we see that all the objects we have just imported are already displayed.

This is a brief introduction to show how easy it is to export and import objects from GeneXus.

There are more configurable options available for importing and exporting

objects that we will not see in this video. For more information, please visit our Wiki and read the articles titled Knowledge Manager Import and Knowledge Manager Export.



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