

KRYON™

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Exporting/Importing Catalog Items: Step-by-Step

Kryon Studio v5.25.1

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1 Introduction

The **Export/Import** module is designed to move **Kryon Studio** catalog items (i.e., wizards, sensors, categories) among **Production/Test/Development** environments: **DEV → TEST → PROD**.

As a rule, development cannot be carried out in the **PROD** environment: creation of wizards/sensors, and changes to existing wizards/sensors should be made only in **DEV** environment and then moved to **TEST** or **PROD** using **Export/Import**.

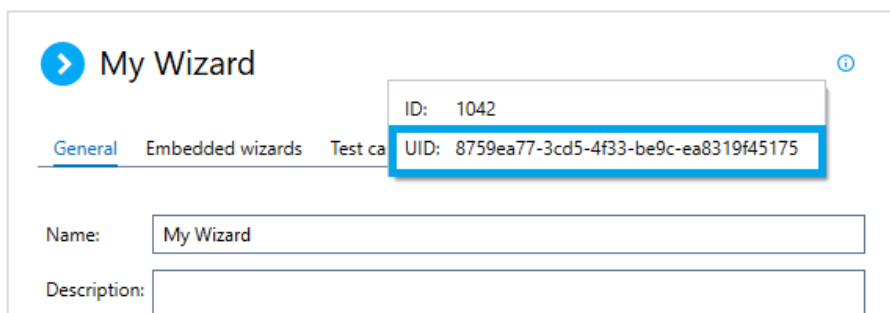
DEV	TEST (optional)	PROD
<ul style="list-style-type: none"> • New development • Bug fixes • Updates • Catalog changes (names, location, etc.) 	<ul style="list-style-type: none"> • No manual changes • Import from DEV only • Any discovered bugs should be fixed in DEV and imported into TEST 	<ul style="list-style-type: none"> • No manual changes • Import from DEV only • Any discovered bugs should be fixed in DEV and imported into PROD once testing is complete

For each imported wizard, the **Export/Import** module maintains a reference (known as the **UID**) to the **DEV** environment wizard from which it was originally created. This ensures that future imports will update existing catalog items instead of creating additional items. For example:

DEV	TEST	PROD
<ul style="list-style-type: none"> • Category <ul style="list-style-type: none"> • Wizard #1 UID: 1 • Wizard #2 UID: 2 	<ul style="list-style-type: none"> • Category <ul style="list-style-type: none"> • Wizard #11 UID: 1 • Wizard #12 UID: 2 	<ul style="list-style-type: none"> • Category <ul style="list-style-type: none"> • Wizard #21 UID: 1 • Wizard #22 UID: 2

Where can I find the UID?

1. In the **Studio Catalog**, select a wizard
2. Click the info icon on the top-right corner of the screen
3. The UID field will appear in the popup window



2 Exporting Catalog Items (from DEV)

2.1 Overview

Once a wizard/category is selected for export, **Kryon Studio** prepares a package that includes the following information for each wizard:

- Catalog location and hierarchy
- Metadata (ID, UID, name, description, etc.)
- Wizard steps
 - Recorded data
 - Advanced commands
 - Applications in use
 - Credentials in use
- References to other wizards in the catalog (that are either embedded or launched from the selected wizards)

NOTE: Make sure that all embedded and launched wizards are located in the same library as the one from which you are exporting.

2.2 Making changes in the DEV environment

In the **DEV** environment, you can make changes to a wizard that was previously exported to **PROD** environment (e.g., append new steps, revise logic, add new commands, remove existing commands, use embedded wizards, etc.)

Kryon Studio saves up to 10 history versions of all wizards and sensors. This gives you the ability to roll back to an older version of the wizard (prior to the change that was made).

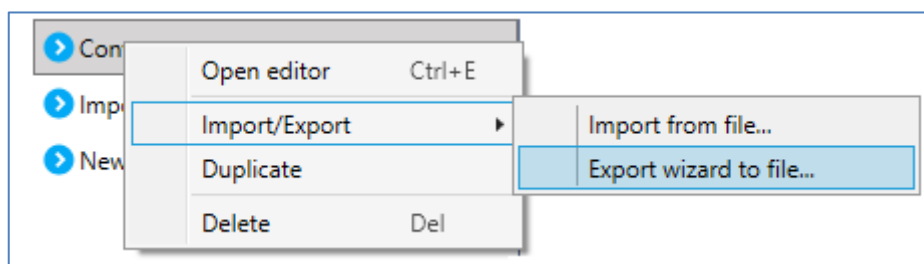
TIP: If you want to manually maintain a working version of a wizard in your **DEV** environment, you can use the **Duplicate** option in the catalog: **Select wizard > Right-click > Duplicate**

If you choose to duplicate a wizard, **make sure to make all revisions in the original wizard** and not the duplicate, since the import process utilizes the original wizard's UID to update the wizard in **PROD**.

2.3 Exporting a Wizard/Category

To export a wizard or a category from **DEV** environment

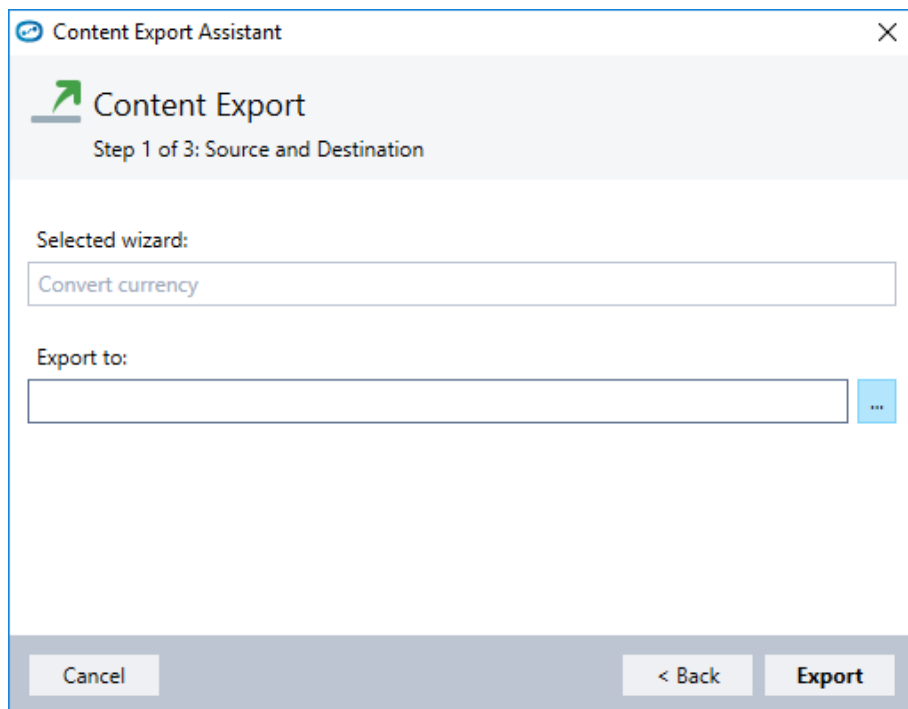
1. Select the item from the **Kryon Studio** catalog window
2. Right-click and select **Import/Export**
3. Select **Export wizard to file...** or **Export category to file...** (as relevant)



4. The **Content Export Assistant** window will open. Click the **Next** button to begin.



5. Select a location in which to save the exported ***.dwiz** file



6. Click the **Export** button to start the process
7. When the export is complete, the file will be saved to the target location you specified
8. Save this file and/or share it with the person that will be importing it into the **PROD** environment

3 Preparing for Import

3.1 Notify Stakeholders

If you are updating the **PROD** environment, make sure to notify the relevant stakeholders. Also, make sure all of the planned changes are tested and approved.

3.2 Sync Application Definitions

Each recorded step of a wizard contains a reference to the specific ID of the recorded application as defined in Kryon Admin.

You can see the name and ID of each application in the **Window properties** pane of the **Wizard Editor** (in the **Application** field).

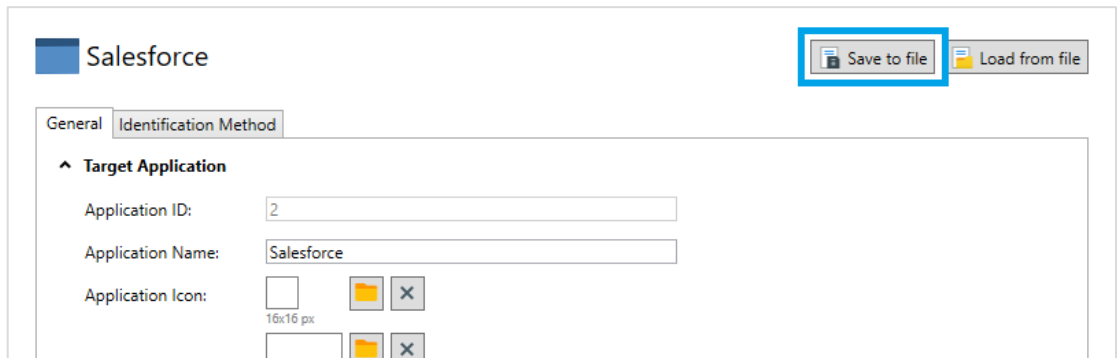
The screenshot displays the 'Window data' window in the Wizard Editor. The left pane is titled 'Window data' and contains a 'Properties' section with four items: 'URL domain Equals' (checked), 'URL page Equals' (checked), 'URL query Equals' (checked), and 'Caption Equals' (unchecked). Each item has a text input field. Below this is the 'Application' field, which is highlighted with a blue border and contains the text '(19) www.xe.com'. The right pane is titled 'Window' and shows a list of properties for 'Window data'. The properties are: 'URL dom... Equals' (checked), 'URL page Equals' (checked), 'URL query Equals' (checked), and 'Caption Equals' (unchecked). Below this is the 'Options' section, which includes a checked checkbox for 'Wait for window to appear (0 sec.)', a 'Bring window to front' dropdown set to 'Automatically', and a 'Wait for web page to download' dropdown set to 'Automatically'.

Since you will be importing wizards into a different environment (**DEV** → **TEST** or **PROD**), and since application definitions are managed by server, it is crucial that the application definitions are the same in both environments. This ensures that the import process will match each step of an imported wizard with the correct application in the target environment.

3.2.1 Source Environment: Save Application Definitions

Open **Kryon Admin** in your source environment (**DEV**), and open the **Applications** list. For each application:

1. Click the **Save to file** button on the top-right corner of the page

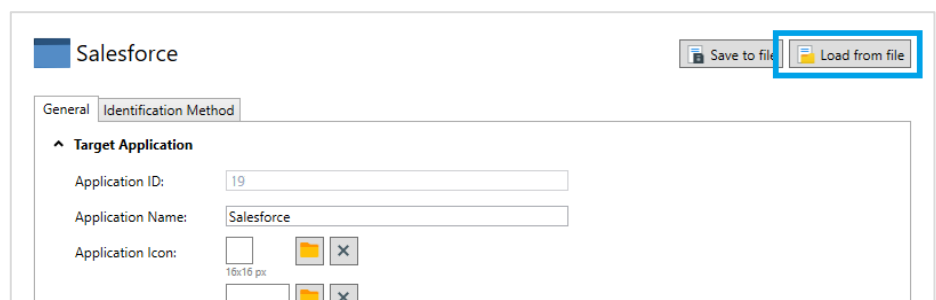


2. In the **Save as** window select a destination folder in which to save the XML file
3. Click **Save**

3.2.2 Target Environment: Load Application Definitions

Open **Kryon Admin** in your target environment (**TEST** or **PROD**), and open the **Applications** list. For each application you wish to load:

- *If the application is already defined in the **Applications** list*
 1. Select the application
 2. Click the **Load from file** button



3. Select the XML file that you previously saved for this application and click **Open**
 4. The application definitions will populate the relevant fields
 5. Click **Save Changes**
- *If the application does not appear in the **Applications** list*
 1. Click **New Application** in the main toolbar to create a new application
 2. Give it the same name as appears in the **DEV** environment
 3. Click **Load from file**
 4. Select the XML file that you previously saved for this application and click **Open**
 5. The application definitions will populate the relevant fields
 6. Click **Save Changes**

4 Importing Catalog Items (to TEST or PROD)

4.1 Overview

The import process will perform the following actions:

- Validate that all applications in the imported wizards are defined in the destination server

NOTE: Applications are identified by name and detection method. Make sure to sync all application definitions for the **DEV, TEST & PROD** environments in Kryon Admin. See [Sync Application Definitions](#).

- Import catalog items
 - Add newly created wizards/update changed wizards
 - Add/update embedded wizards in use
 - Update catalog structure

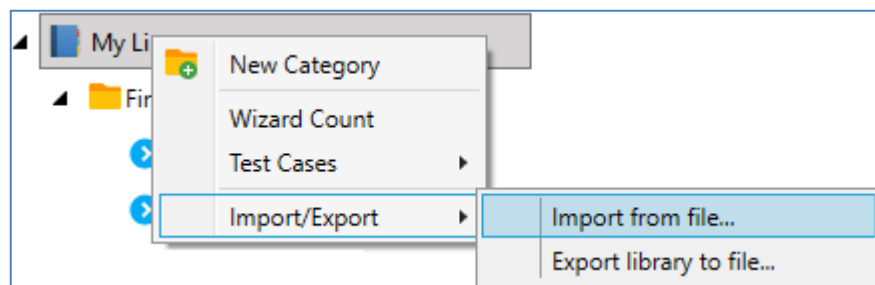
NOTE: If the destination environment already contains an older version of imported wizards, the Studio user can choose to update the existing content or create duplicates.

- Add/update credentials in use
- Update references in the imported wizards
 - Update all references from wizard steps to application IDs in the destination environment
 - Update all references from wizard steps to embedded wizard IDs in the destination environment
 - Update all references from wizard steps to credentials in the destination environment

4.2 Import Process

To import a wizard or a category into the target environment:

1. Select the parent library or category from the **Kryon Studio** catalog window
2. Right-click and select **Import/Export**
3. Select **Import from file...**



The **Content Import Assistant** window will open. Click the **Next** button to begin.

- a. Select the source and destination for the import process

Content Import Assistant

Content Import
Step 1 of 4: Source and Destination

Content file to import:

...

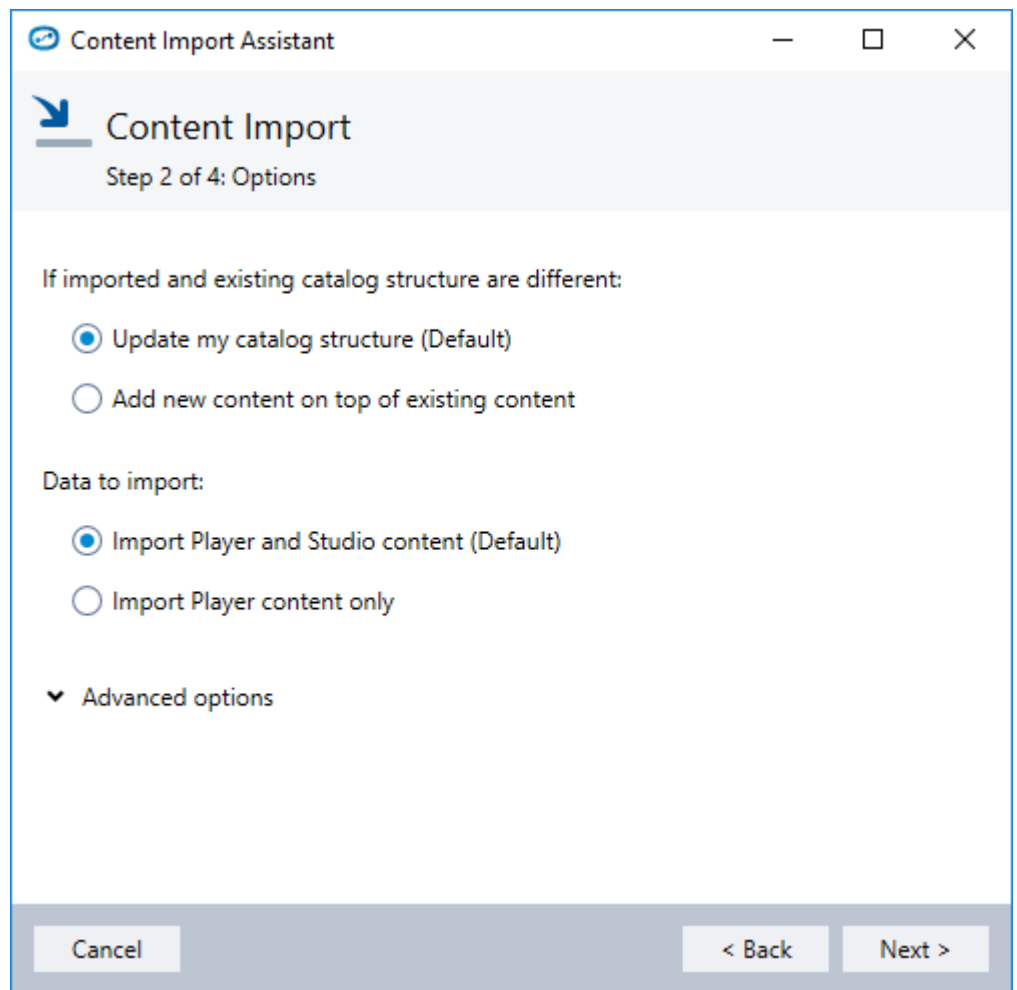
Merge imported and existing content

Insert into selected category 📁 No selected category

Cancel < Back Next >

- **Content file to import**
Select the *.dwiz file that you [previously exported](#) from **DEV**
- **Merge imported and existing content**
Recommended. The system will import the content into the same position as it was located in the source environment
- **Insert into selected category**
The system will import the wizards into the selected category in the same hierarchy as the source environment. *(This option will be available only if you launched the import process from a category in [Step 1](#).)*

b. Import Options



- ***If imported and existing catalog structure are different:***
 - *Update my catalog structure*

Recommended. The system will keep the original UIDs of the wizards so that future imports will update the same content. If those wizards were previously imported into this environment and are located in different categories, the system will update the catalog structure and move them into the new target position.
 - *Add new content on top of existing content*

The system will generate new UIDs for the imported wizards.

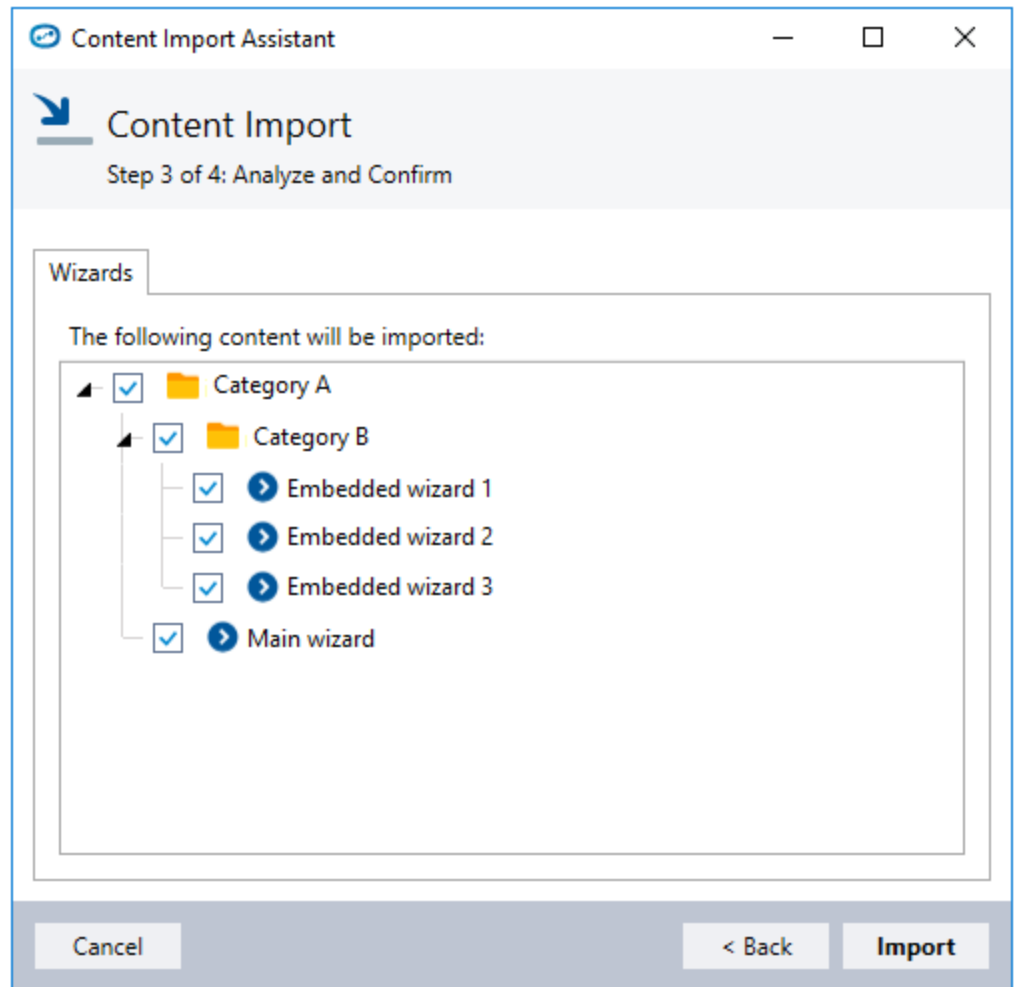
WARNING: These wizards will not be updated on future imports as they will not have the same UIDs as in the exported package.
- ***Data to import***
 - *Import Player and Studio content (Default)*

Recommended. The system will upload import both Studio wizard information and Player information.
 - *Import Player content only*

Do not use this option unless explicitly instructed to do so by the Kryon Support team.

- **Advanced options**
Do not change any of these options unless explicitly instructed to do so by the Kryon Support team.

c. Analyze and Confirm



- **Kryon Studio** will analyze the contents of the import package and will display a preview of the imported wizards (and sensors)
- Click the **Import** button to confirm and start the import