

# Configuring Artifacts


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To produce distribution- or deployment-ready units for your application, you should define and then build one or more [artifacts](#) for your [project](#).

On this page:

- [Managing the list of project artifacts](#)
- [Configuring an artifact](#)

## To manage the list of project artifacts

1. [Open the Project Structure](#) settings.
2. Click **Artifacts** to open the [Artifacts](#) page. The page shows all the artifacts that are available in the project. Manage the list using the toolbar buttons:
  - To create an artifact, click the **New** button **+** and choose the artifact type (**JAR**, **WAR**, **EAR**, **Android**, or an exploded directory) in the **New** drop-down list.
  - To remove an artifact, select it and click the **Remove** button **-**.
  - To view a list of artifacts in which the selected artifact is included, click the **Find Usages** button .
  - To edit an artifact, select it and [update](#) its settings in the **Artifact Layout** pane that opens.

## To configure an artifact

1. In the list of artifacts, select the one to be configured. Its settings are displayed in the **Artifact Layout** pane.
2. Specify the [general settings](#) of the artifact.
3. Complete the artifact definition by following these general steps:
  - Configure the [artifact structure](#).
  - [Add resources](#) to the artifact.
  - [Arrange the elements](#) included in the artifact.
  - If necessary, specify [additional activities](#) to be performed before and after building the artifact in the [Pre-processing](#) and [Post-Processing](#) tabs.

If you are using a Weblogic application server, you can specify additional server-specific validations. Switch to the [Validation](#) tab and configure a list of server validation extensions to apply.

## See Also

Concepts:

- [Artifact](#)
- [Facet](#)

Procedures:

- [Managing Facets](#)
- [Configuring Project Settings](#)
- [Compiling Applications](#)

Reference:

- [Project Structure](#)

- [Artifacts](#)

**Web Resources:**

- [Developer Community](#) 