

Configuring Project and Global Libraries

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See also, [Library](#), [Configuring Module Dependencies and Libraries](#) and [Configuring JavaScript Libraries](#).

Creating a project or a global library


1. Open the [Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. Depending on the [library level](#), in the left-hand pane of the dialog, select:
 - **Libraries** if you are going to create a project library.
 - **Global Libraries** if you are going to create a global library.
3. Above the pane to the right, click **+** and select one of the following options:
 - **Java**. Select this option if you are creating a Java library.
 - **JavaScript**. Select this option if you are creating a JavaScript library. Note that this option is not available at the project level.
 - **From Maven**. Select this option if you are going to download a Java library from a public [Maven repository](#).
 - **ActionScript/Flex**. Select this option if you are creating an ActionScript/Flex library. This option is always present at the global level. A project ActionScript/Flex library can be created only if there is a Flash module in your project.
4. If you are creating a Java, JavaScript or ActionScript/Flex library, the **Select Library Files** dialog opens. Select the files and folders that you want to be included in the library.

If appropriate, the **Detected Roots** dialog is displayed showing potential library items. Use the check boxes to deselect the unnecessary items.
5. If you have selected the **From Maven** option, the **Download Library from Maven Repository** is shown. Specify the artifact to be downloaded and the destination directory. (To search for the artifact, you can use a class name, a keyword or a search pattern, or [Maven coordinates](#).) Optionally, select **Sources** and/or **JavaDocs** for the source code and documentation to be included.
6. If you are creating a Java library, the **Choose Modules** dialog is shown. Select the modules in which the new library will be used.
7. If you are creating an ActionScript/Flex library, the **Choose Flash Build Configurations** dialog is shown. Select the build configurations in which the new library will be used.
8. If necessary, edit the library name and contents.
9. For a JavaScript library, [specify its usage scope](#).
10. Click **OK** in the **Project Structure** dialog.



Adding items to a project or global library

1. Open the [Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, depending on the [library level](#), select **Libraries** or **Global Libraries**.
3. In the pane to the right, select the library of interest.
4. In the right-hand part of the dialog, on the **Project Library** or the **Global Library** page, click **+**. (For a JavaScript library, click **+** and select **Attach Files or Directories**.)
5. In the dialog that opens, select the files and folders that you want to be included in the library, and click **OK**.
6. Click **OK** in the **Project Structure** dialog.

Removing items from a project or global library


1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, depending on the [library level](#), select **Libraries** or **Global Libraries**.
3. In the pane to the right, select the library of interest.
4. In the right-hand part of the dialog, on the **Project Library** or the **Global Library** page, select the library items to be removed, and click .
5. Click **OK** in the **Project Structure** dialog.

Specifying online documentation URL for a project or global library

1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, depending on the [library level](#), select **Libraries** or **Global Libraries**.
3. In the pane to the right, select the library of interest.
4. In the right-hand part of the dialog, on the **Project Library** or the **Global Library** page, click . (For a JavaScript library, click  and select **Specify Documentation URL** instead.)
5. In the dialog that opens, specify the documentation URL and click **OK**.
6. Click **OK** in the **Project Structure** dialog.



See also, [Viewing Reference Information](#).

Making items excluded in a project or global library

1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, depending on the [library level](#), select **Libraries** or **Global Libraries**.
3. In the pane to the right, select the library of interest.
4. In the right-hand part of the dialog, on the **Project Library** or the **Global Library** page, click .
5. In the dialog that opens, select the items that you want to make excluded, and click **OK**. (You can exclude folders, archives (e.g. JARs) and folders within the archives.)
6. Click **OK** in the **Project Structure** dialog.


See also, [Excluded library items](#).

Cancelling the excluded status of items in a project or global library

1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, depending on the [library level](#), select **Libraries** or **Global Libraries**.
3. In the pane to the right, select the library of interest.
4. In the right-hand part of the dialog, on the **Project Library** or the **Global Library** page, select the items whose excluded status you want to cancel. (The items with the excluded status are shown as )
5. Click .
6. Click **OK** in the **Project Structure** dialog.

See also, [Excluded library items](#).

Creating a copy of a project or global library

1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, depending on the [library level](#), select **Libraries** or **Global Libraries**.
3. In the pane to the right, select the library of interest.
4. Click .
5. In the **Copy Library** dialog, specify the library name and click **OK**.
6. Click **OK** in the **Project Structure** dialog.

Creating a copy of a global library at the project level

1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, select **Global Libraries**.
3. In the pane to the right, right-click the library of interest and select **Copy to Project Libraries**.
4. In the **Copy Library** dialog, specify the name of the library. If you want a copy of the library files to be created, select the **Copy library files to** check box and specify the corresponding location.
5. Click **OK** in the **Project Structure** dialog.

Moving a project library to a global level


1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, select **Libraries**.
3. In the pane to the right, right-click the library of interest and select **Move to Global Libraries**.
4. In the **Move Library** dialog, if necessary, change the library name. If you want to change the location of the library files, select the **Move library files to** check box and specify the corresponding location.
5. Click **OK** in the **Project Structure** dialog.

Adding a project or global library to module dependencies

1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, depending on the [library level](#), select **Libraries** or **Global Libraries**.
3. In the pane to the right, right-click the library of interest and select **Add to Modules**.
4. In the **Choose Modules** dialog, select the modules in which the library will be used, and click **OK**.
5. Click **OK** in the **Project Structure** dialog.

See also, [Dependencies](#) and [Adding existing libraries to module dependencies](#).

Finding usages of a project or global library in a project

1. [Open the Project Structure dialog](#) (e.g. Ctrl+Shift+Alt+S).
2. In the left-hand pane of the dialog, depending on the [library level](#), select **Libraries** or **Global Libraries**.
3. In the pane to the right, select the library of interest.
4. Click .

Deleting project and global libraries

1. [Open the Project Structure dialog](#) (e.g. **Ctrl+Shift+Alt+S**).
2. In the left-hand pane of the dialog, select **Libraries** or **Global Libraries**.
3. In the pane to the right, select the libraries to be deleted.
4. Click **—**.
5. Click **OK** in the **Project Structure** dialog.

See Also

Concepts:

- [Library](#)
- [Dependencies](#)

Procedures:

- [Configuring Module Dependencies and Libraries](#)
- [Configuring JavaScript Libraries](#)
- [Downloading Libraries from Maven Repositories](#)
- [Configuring Global, Project and Module SDKs](#)

Reference:

- [Project Structure](#)
- [Project Library and Global Library Pages](#)

Web Resources:

- [Developer Community](#) 