

Path Variables

File | Settings | IDE Settings | Path Variables



On this page:

- [Path Variables page](#). Use this page to configure [path variables](#) and the list of [ignored variables](#).
- [Add / Edit Variable dialog](#). Use this dialog to specify the name and value for a new or existing path variable.
- [Example](#).

Path Variables page

Item	Description
Reset	Use this link to revert path variables and the list of ignored variables to their initial saved states.
Name	This field shows the name of a path variable (readonly).
Value	This field shows the value of a path variable (readonly).
 (Alt+Insert)	Use this icon or shortcut to create a new path variable. (The Add Variable dialog will open.)
 (Enter)	Use this icon or shortcut to edit the selected path variable. (The Edit Variable dialog will open.)
 (Alt+Delete)	Use this icon or shortcut to delete the selected path variable.
Ignored Variables	List the names of the variables that should be ignored . Use semicolons (;) to separate individual list items.

Add / Edit Variable dialog

Item	Description
Name	Specify the path variable name.
Value	Specify the path variable value. Use  (Shift+Enter) to select the necessary file or folder in the Select Path dialog .

Example

Consider storing a library on your disk. This library is attached to your project, and the path to this library is included in the *.iml file of your project. However, this path should not be absolute, since the other teammates may store same library in the different locations.

That's why it makes sense to create a dedicated path variable `PATH_TO_LIB`:

1. On the **Settings** dialog, click [Path Variables](#).
2. Click .
3. In the [Add Variable](#) dialog box, type the variable name `PATH_TO_LIB`, and its value that points to the library location on your disk.

4. Share the *.iml file on the version control.
5. The other developers should update their projects, and change the value of PATH_TO_LIB variable to point to the locations of their libraries.

See Also

Concepts:

- [Path Variables](#)

Web Resources:

- [Developer Community](#) 