

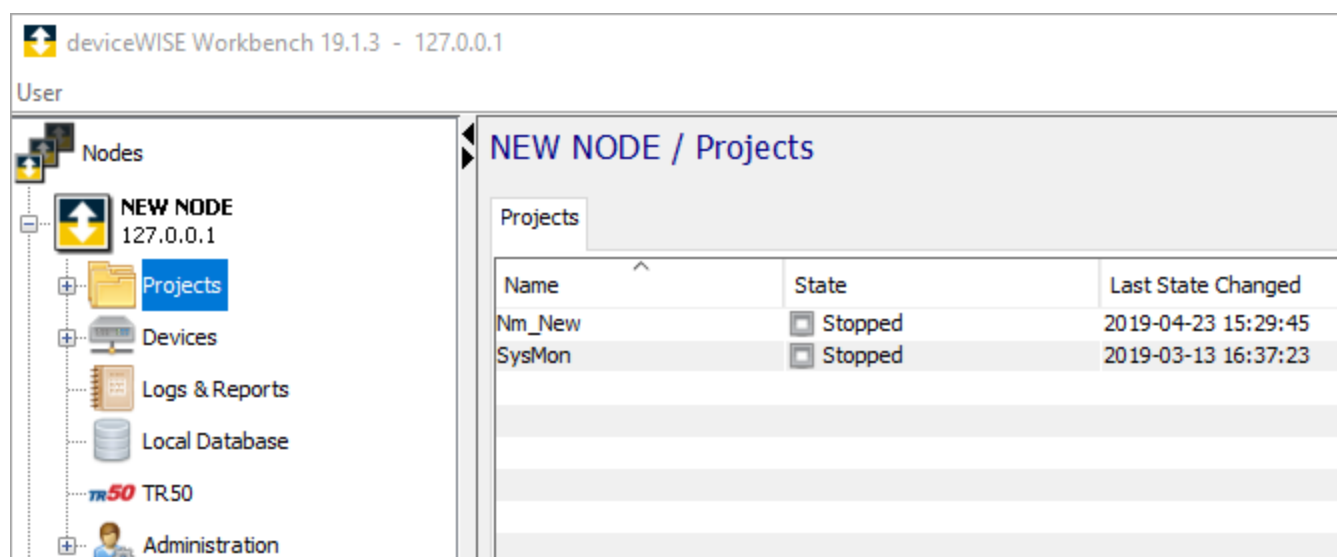
Topic updated on September 21, 2023

Projects

Each trigger resides in, or belongs to, a project. A project is a container item that is used to organize and control triggers. You can create as many projects as needed for a particular node and define the triggers needed within each project. The organization of triggers within a project can be based on the physical characteristics of the solution (for example: Line 1, Line 2, and so on) or based on the logical functions that the triggers provide (for example: device access, database access, utility functions, and so on).

The organization of projects and triggers does not limit the availability or access of the triggers, it is just a mechanism to organize the application logic in a manner that makes sense to the application developer.

When you click the **Projects** icon for a node, the Projects window is displayed in the right hand pane with the list of projects that have been defined for that node:



Defining a project

1. From the Workbench left pane, click and then expand the node that you want to add a project to.

An expanded tree view of the selected node appears.

2. Click **Projects**

The **Projects** window appears on the right hand pane. The list of projects will be empty if no projects have been defined.

3. From the bottom of the Projects tab, click **New**.

4. Enter a name for the project, an optional description, and then click **OK**. A project name can be up to 64 characters in length and can include letters, numbers, and the underscore character. Spaces are allowed. The

project name is added to the **Projects** tab on the Workbench right hand pane.

NEW NODE / Projects		
Projects		
Name	State	Last State Changed
Nm_New	Stopped	2019-04-23 15:29:45
SysMon	Stopped	2019-03-13 16:37:23

The Projects tab has a table format with these columns:

Column

Description

Name

The name of the project.

State

Projects have a state that is separate from the state of its triggers. The state of a project are:

- Started

The project is started. A project must be started in order for its triggers to be loaded and available to be executed
- Stopped

The project is stopped. All of the triggers in the project will have a status of unloaded and are not available to be executed.

This example shows two projects. For the State column, in addition to the text Started and Stopped the green check mark icon on indicates the project is started. Likewise, the gray square icon on indicates the project is stopped.

NEW NODE / Projects

Projects

Name	State	Last State Changed
Nm_New	<div> <div></div> <div>Started</div> </div>	2019-04-23 16:02:33
SysMon	<div> <div></div> <div>Stopped</div> </div>	2019-03-13 16:37:23

Last State Changed

Displays the date and time the project was last started or stopped.

Created

Displays the date and time the project was originally defined.

Project Overview

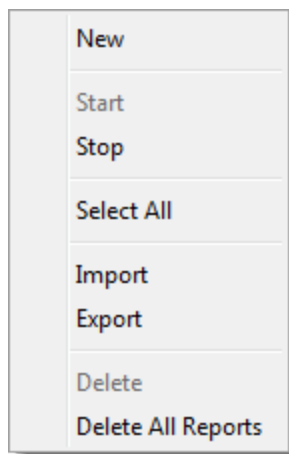
Below the project list table is a panel showing an overview of the project. This includes an editable description as well as a list of the triggers in the project and a brief summary of their status.

Nm_New				
Description				
This is the description of myproject				Edit Description
Trigger	State	Last Triggered	Successes	Failures
PublishSpeed	✔ Started	n/a	0	0
PublishVIN	✔ Started	n/a	0	0
Turn OFF	✔ Started	n/a	0	0
Turn ON	✔ Started	n/a	0	0
execute	✔ Started	2019-04-12 11:42:31	4	0
test	☐ Stopped	2019-04-12 11:42:31	3	0

Managing projects

When the **Projects** window is displayed as the right hand pane, a **Projects** tab is always displayed as the first tab in the window. The projects tab displays all of the defined projects, along with their state, the date and time last modified and the date and time the project is defined.

If you right-click on a project in the list, a short cut menu with available options is displayed, some of which are specific to the selected project:



The options from the short-cut menu includes:

Option	Description
New	Defines a new project. Alternatively, the New button at the bottom of the Projects window can be used.
Start	Starts the selected project. Alternatively, the Start button at the bottom of the projects window can be used. This option is only available if the selected project is in a stopped state.

Option	Description
Stop	<p>Stops the selected project. Alternatively, the Stop button at the bottom of the projects window can be used.</p> <p>This option is only available if the selected project is in a started state.</p>
Select All	<p>Selects all projects</p>
Import	<p>Displays the Import window, allowing the selection of a previously exported export file.</p>
Export	<p>Displays the export window, allowing the selection of the items in the project (triggers) and any of the triggers' dependencies to be exported.</p>
Delete	<p>Deletes the selected project and all of the project's triggers. Alternatively, the Delete button at the bottom of the projects window can be used.</p> <p>This option is only available if the selected project is in a stopped state.</p>
Delete All Reports	<p>Deletes all trigger reports generated by triggers in the selected project.</p>

[About Telit](#) | [Contact Us](#) | [Legal Notices](#) | [Terms of Service](#) | [Privacy Policy](#)

Copyright © 2025, Telit IoT Solutions Holding Ltd.. All rights reserved.