

Resources

What is it?

A resource is a file or a value frequently used by strategies. It can be:

- An image
- A px File
- A bog File
- A color
- A graph type
- ...

What is it used for?

A resource is usually used as a template for an action:

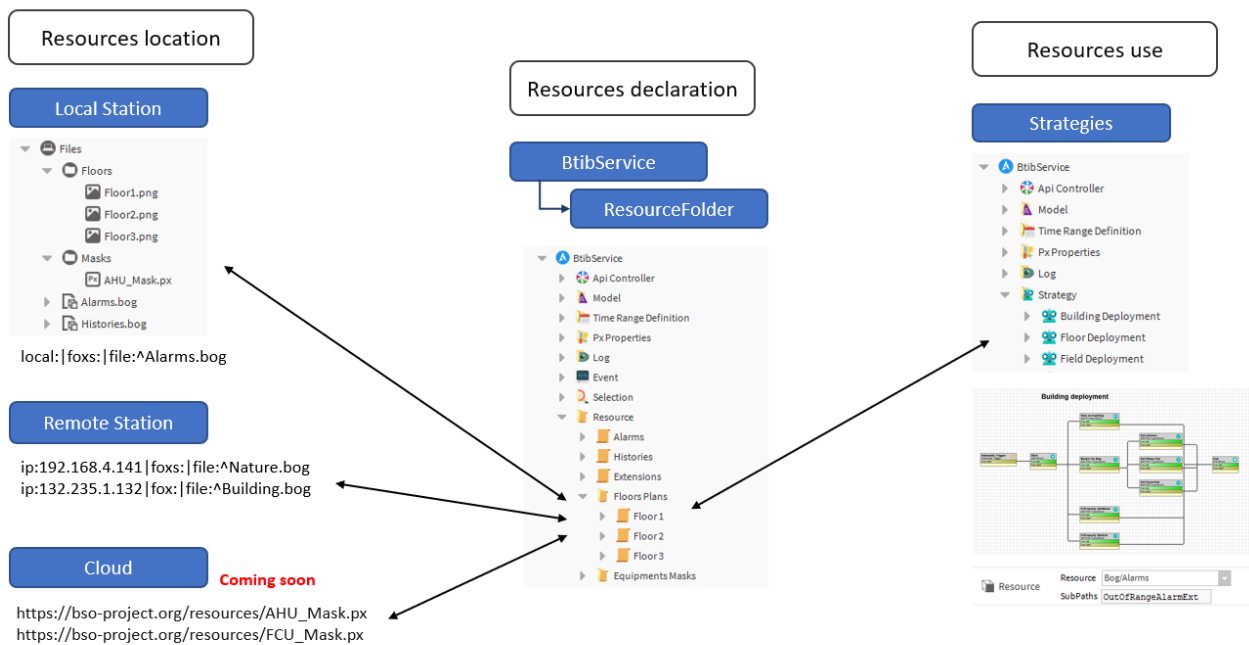
- Add a pre-configured view (px) for AHUs
- Add a pre-configured synthesis (SmartOperator)
- Add a pre-configured point extension according to the type of the point
- Define a specific value

Where is it located?

When a resource is a file, the file can be accessed via an ord. It means it can be stored directly in the station, in a remote location or somewhere in the cloud (coming soon).

Where is it declared ?

Resources declaration is operated in the BtibService. Declaration is done at the same location to provide a better overview and to facilitate the management.



- [GeneralResource](#)
 - [AggregationResource](#)
 - [ChartTypeResource](#)
 - [DeltaResource](#)
 - [ShadeResource](#)
 - [Configuring General Resources for histories](#)
 - [RollupIntervalResource](#)
- [ResourceFolder](#)
- [GenericResource](#)
- [BogResource](#)

- [WidgetResource](#)
- [ResourceDefinition](#)
 - [GeneralResourceDefinition](#)
- [NameResource](#)