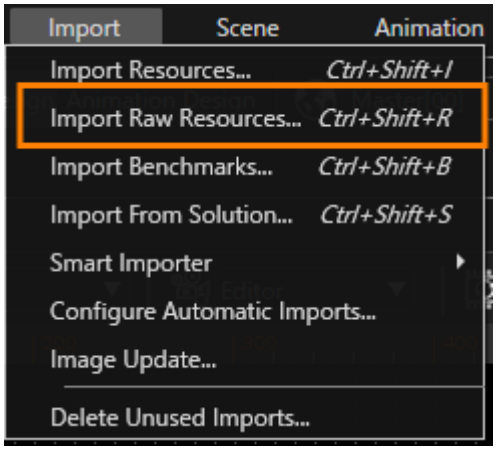
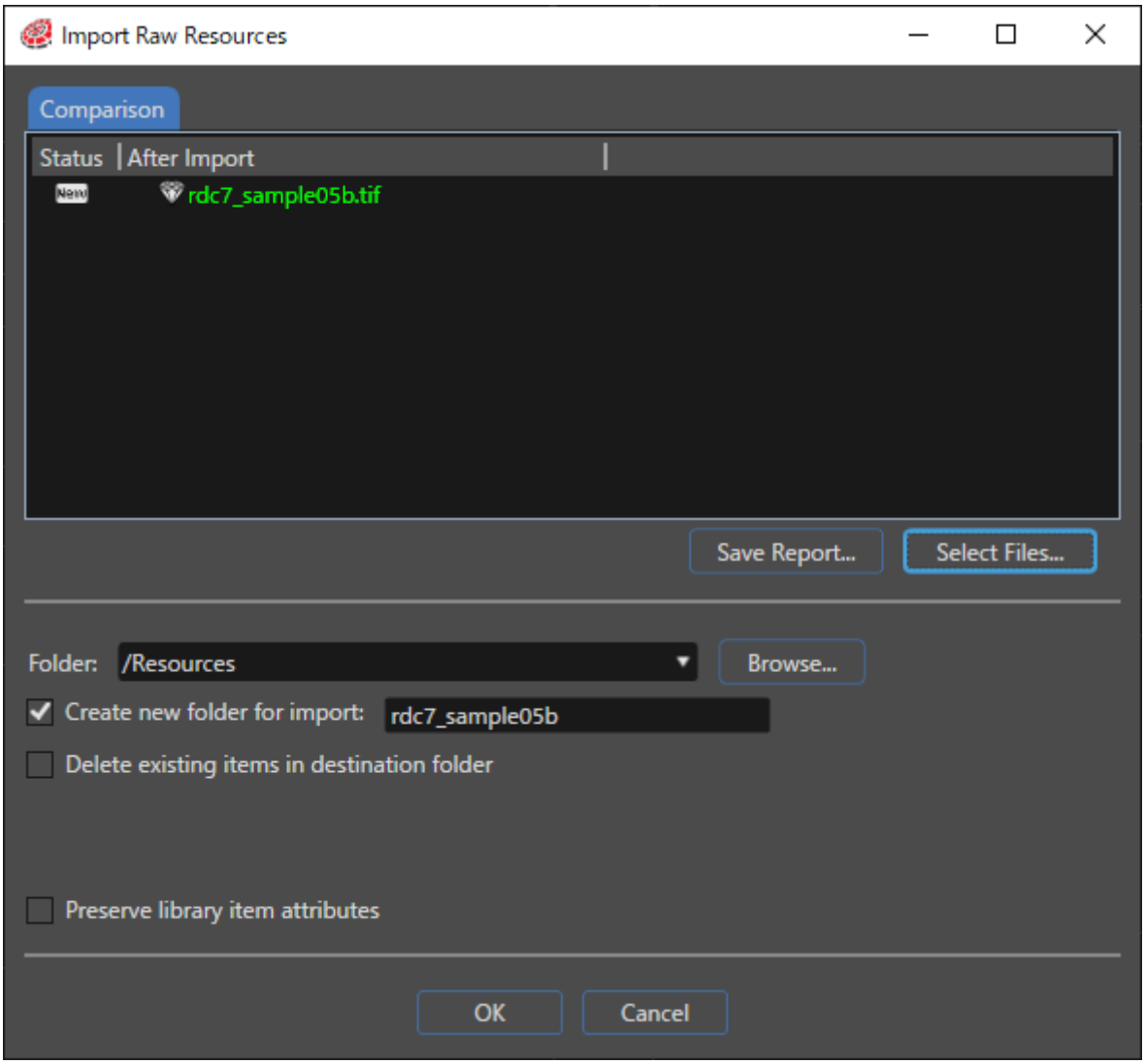
Import Raw Resources

To import any type of raw resource, select **Import > Import Raw Resources...** from the menu bar.



> You can import raw resources in SceneComposer by dragging them onto the **Solution Explorer** panel.

In the **Import Raw Resources** dialog, click the **Select Files...** button. SceneComposer opens the **Open File** dialog. In this dialog, select one or more raw resources to import, then click **OK**.



Click **Save Report...** to save the content of the **Comparison** tab in CSV (Comma Separated Values) format. In the **Save As** dialog, enter a name and select the location for the CSV file.

For a description of the **Import Raw Resources** dialog's checkboxes, refer to Import Dialog Options.

To compare new content with already imported resources, right-click a raw resource, to open the **Compare Properties** dialog.

Problems: Import Conflicts

SceneComposer's **Problems** panel lists potential import conflicts.

Dependency errors occur during import if you check the **Delete existing items in destination folder** checkbox and this destination folder contains items that are used in the solution.

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