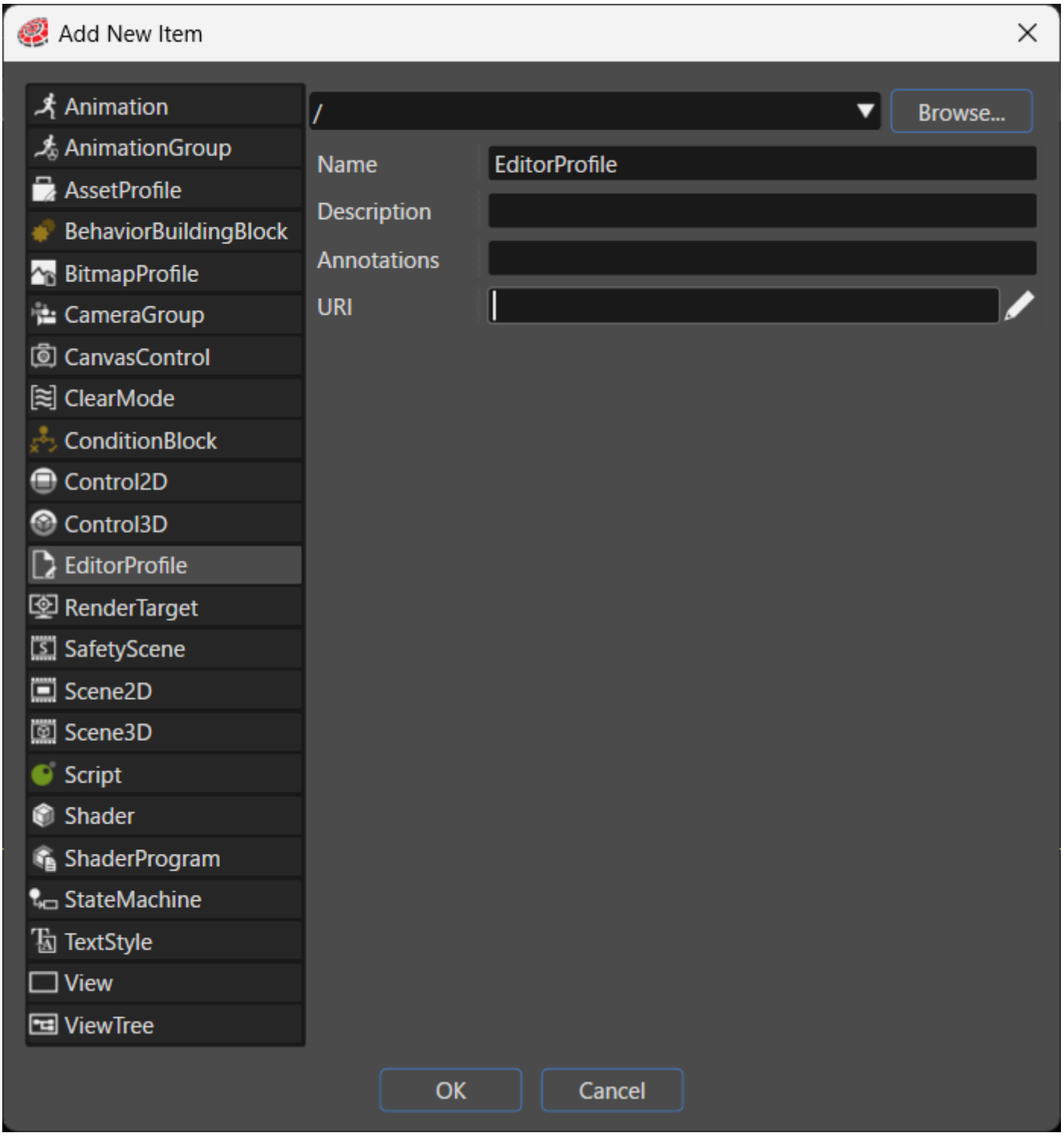
EditorProfile

Adds a new editor profile to the solution. You associate the editor profile with a scene, and the scene references it through its `Editor Profile` property. By associating an EditorProfile you have created with a scene or a control, you can assign individual Editor Options to each EditorProfile.

> For details on how to configure an EditorProfile, refer to SCML Editor.



Item	Description
Destination path	Specifies the folder in the solution where the system places the new item. Click **Browse...** to select an existing folder.
Name	Sets the name of the new item.
Description	Describes the new item in detail.
Annotations	Serves as storage for notes and other project-related information. The system exports the entered text to the HMI report.
URI	You can set any URI. If you enter a valid URI, clicking it launches the browser and displays the contents of the link.

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