11. Adding Target Icon and Name

https://cms.pilotfishtechnology.com/adding-target-icon-example-pilotfish

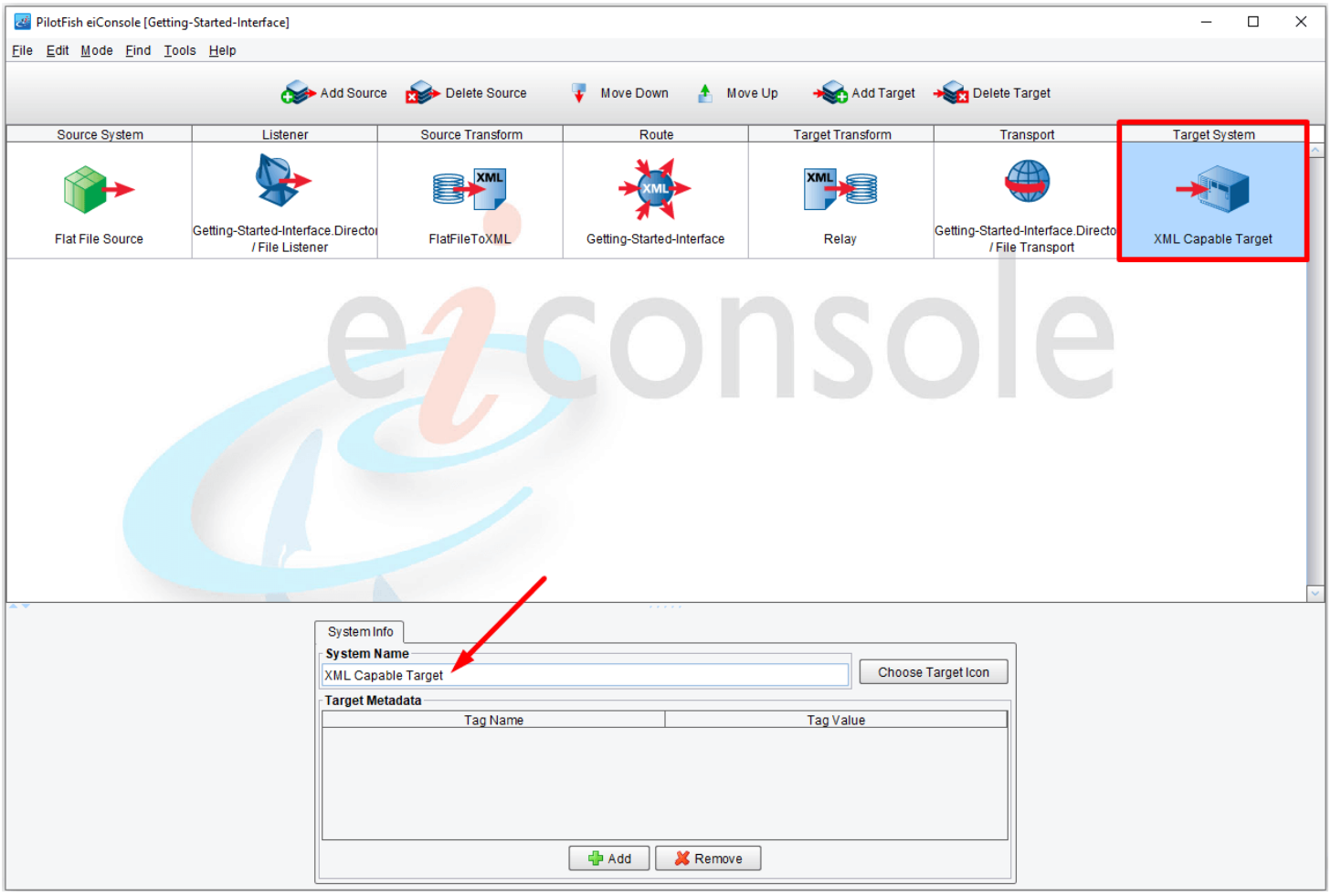
eiConsole v.24R1
Tutorial 15 mins

eiConsole Foundation Tutorial

Adding Target Icon and Name

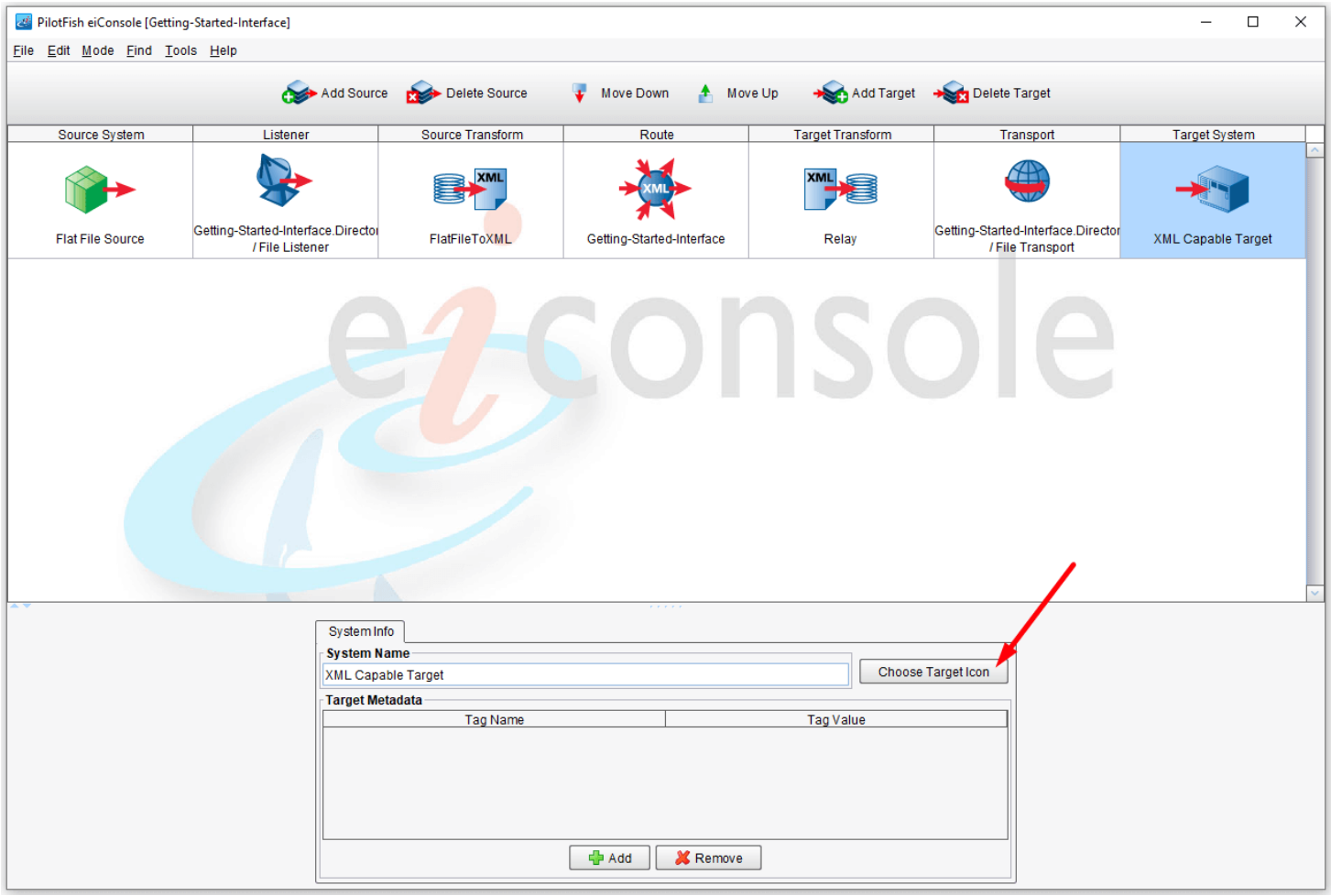
You will need to navigate to the Working Directory **c:\Users\{USER _NAME}\PilotFish eiConsole Working Directories\Foundation** where {USER_NAME} is the user's name which was included in the sample files you downloaded in the first Foundation Tutorial – Creating a Working Directory.

Note: The Tutorials in eiConsole Foundation, 1-13, are modular and designed to be used in the sequence presented.

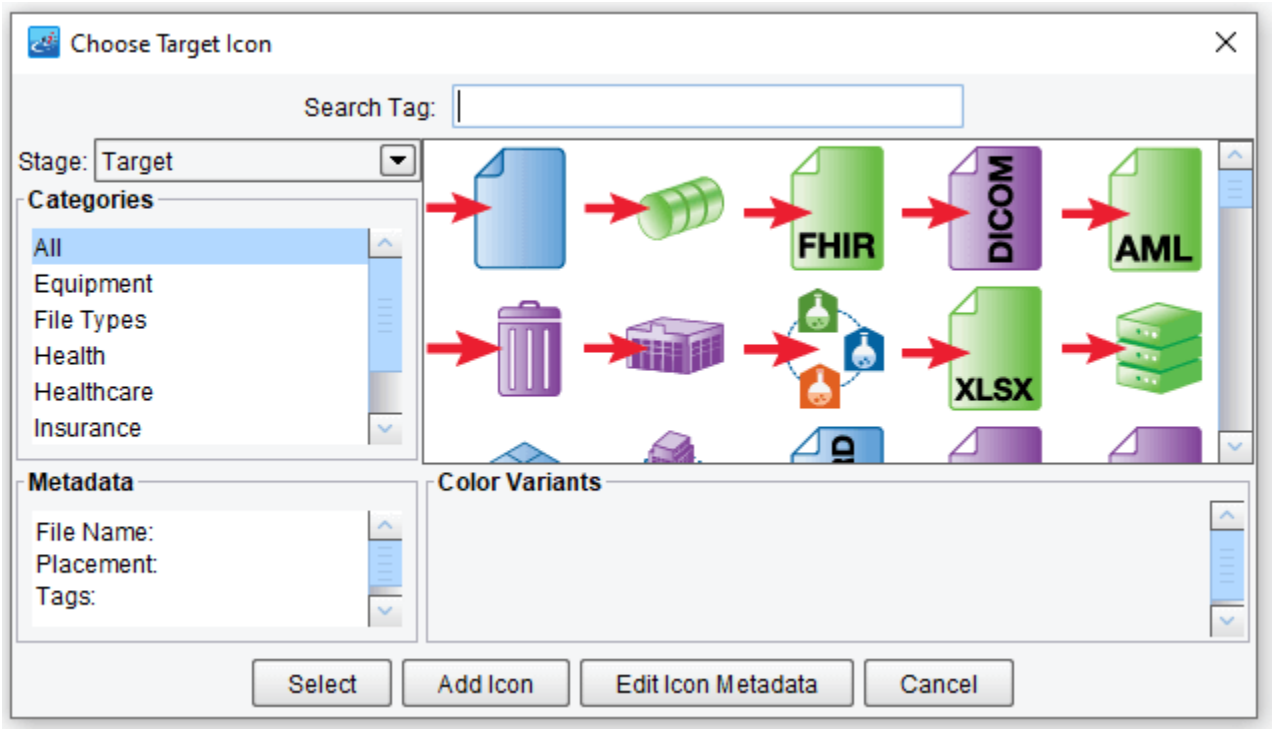


To add a Target System name, select the **Target System** stage.

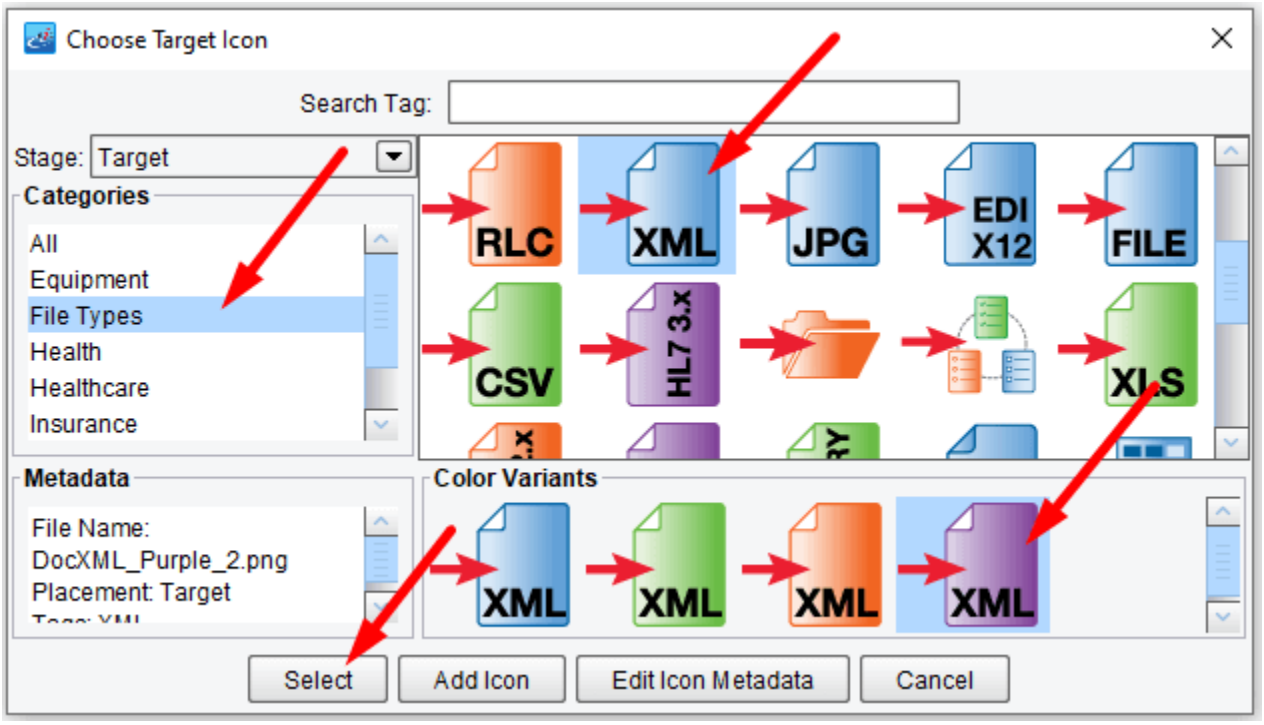
For the Target, you can enter the name in the System Name field. Type in **"XML Capable Target",** then click **enter**. Note that the Target System is now defined as XML Capable Target.



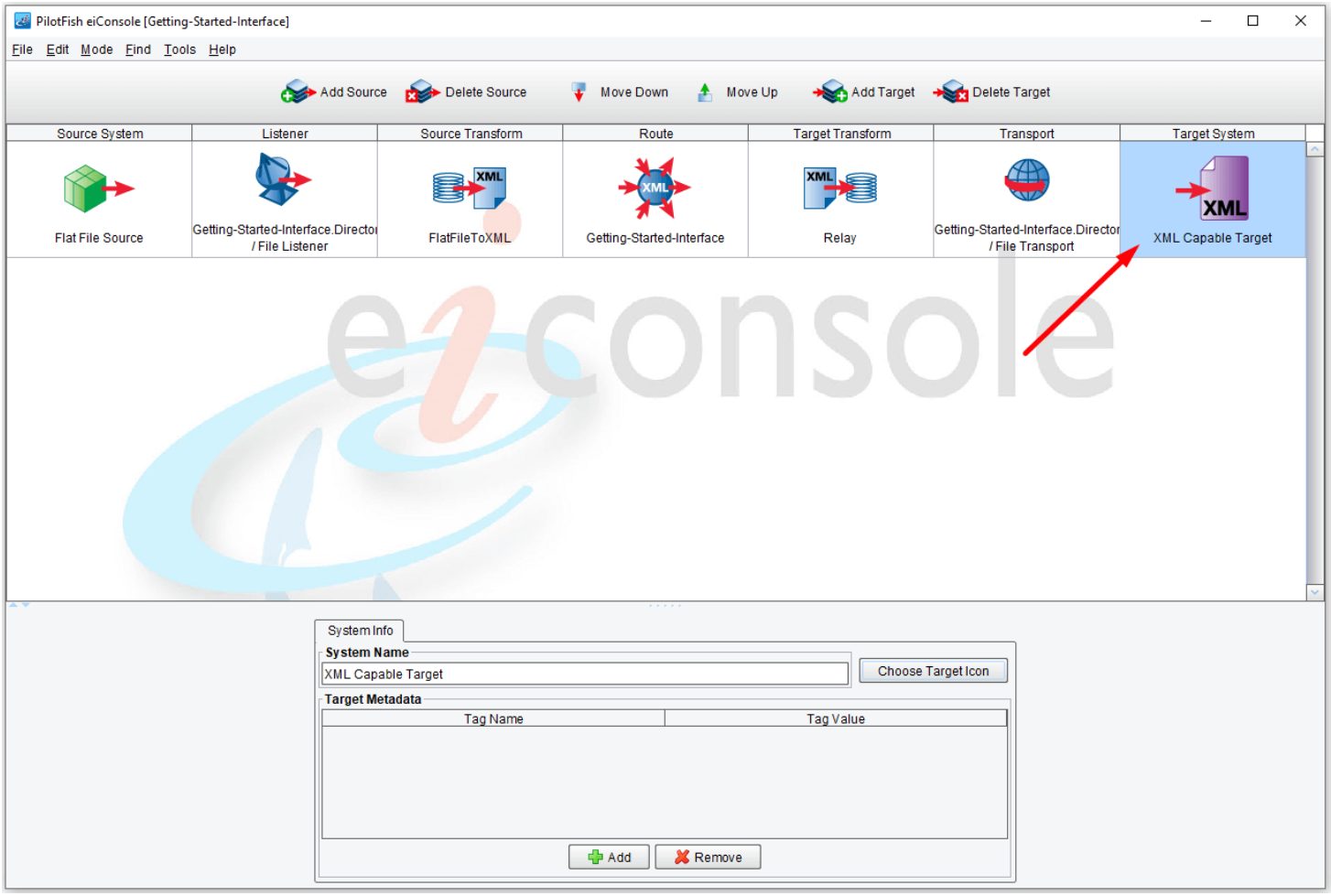
Now, click on the **Choose Target Icon** button.



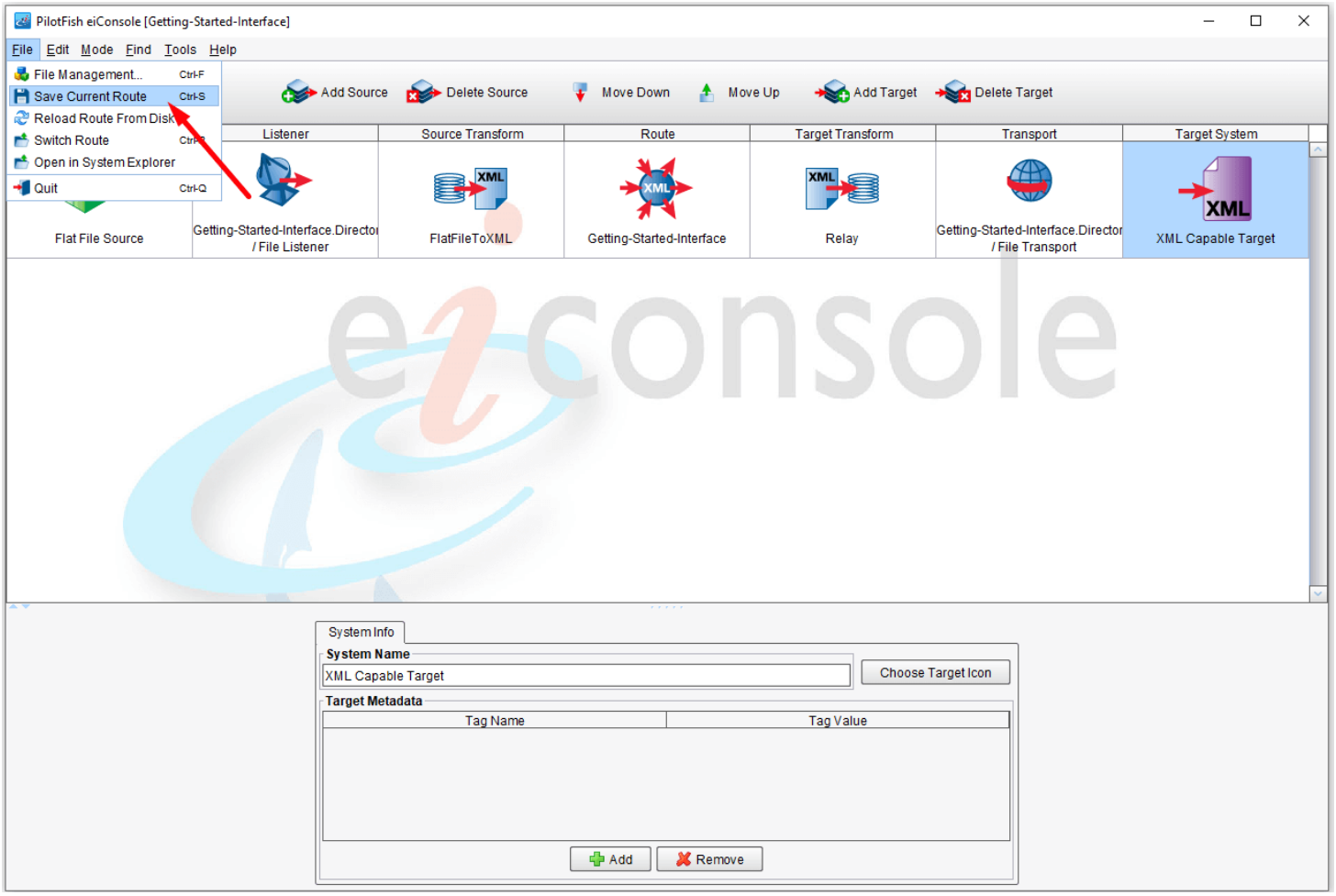
The **Choose [Target](#) Icon** dialog will appear.



In the **Categories** field, click on the **File Types** and select the **XML** icon in the main field. Choose the desired color of the icon. Click **Select**.



The new icon will appear in the main grid of the eiConsole.



Now that the Source System and Target System have been defined go to the **File** menu and click **Save Current Route**.

Continue on to the next tutorial, Testing Using the Inline Test Mode.