Creating a QuickProject

266379_PixelRule.tiff ¬

1) Type a name for your project in the **Name** box.

2) Choose a template project from the **Project Templates** browser.

3) If needed, choose additional libraries and DBKit adaptors from their respective browsers.

4) Choose **Save As...** and select a destination directory for your project.

The template project you selected will be copied to the destination directory, and the destination copy will be modified so that the application has the name you've chosen and will be linked with the libraries and adaptors you've chosen.

You can ready to open the newly-created **PB.project** file in Project Builder.