

To upgrade GraffitiSuite Web in your projects, please follow these steps:

1. **Always backup your project before attempting an in-place upgrade**
2. Download the latest version of GraffitiSuite from the [Downloads](#) page.
3. Open the project you wish to update.
4. Select the App object in your project.
5. Save and close your project.
6. Reopen your project.
7. Delete the **GraffitiSuite** folder from your project (or the GraffitiSuite classes you've added elsewhere).
8. From the extracted download, open the demo project.
9. In the demo project, copy the **GraffitiSuite** folder.
10. In your project, paste the previously copied **GraffitiSuite** folder.
11. Save and close your project.
12. Delete your previous **scripts** directory
13. Place the **scripts** directory from the downloaded package where your previous **scripts** directory was, and ensure that your build steps point to the correct directory.
14. Reopen your project.

Notes

Required Classes

All classes in the Required folder, inside the GraffitiSuite project folder of the IDE's navigator, are required for the proper function of GraffitiSuite.

Version Mixing

You should never version mix GraffitiSuite components. Between versions, changes in the `scripts` directory are common and attempting mix different versions of components - even if unrelated - can cause a number of issues including Javascript exceptions. To update one, you should update all.

Issues in Deployment not seen in Debug

This is a common issue when not updating the `scripts` directory on your server, especially when using the CDN functionality. Your first step when you see a problem in a deployed app that you did not experience in debug should be to verify that your `scripts` directory on the server is fully up-to-date.

The next most common cause is browser caching. You should always clear your browser cache, either for your deployed site or all sites, after making changes to the `scripts` folder. The script files are cached by the browser and you may experience issues with your project. Steps to do so may be found in [this article](#) by PCMag.

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