

# Add Module Nodes


Use the Navigation Builder to add pre-built modules to your project. Available modules include:

- [Reports](#)
- [Alarm Consoles](#)
- [Weekly Schedules](#)
- [Calendar Schedules](#)
- [Generic Nodes](#)

To add a module to the Project Tree, either follow the steps in [this video](#), or follow these steps:

1. Click **Organize** or **Manage Navigation**.



2. In the Navigation Builder, select the  **Module** tab.
3. Drag a module node into the Project Tree on the left.

A Node Editor dialog opens.

4. If you want, provide details in the Node Editor dialog:
  - You can specify an icon to represent this node. If you don't specify an icon, a default icon for the module type is used.
  - If this is a schedule, alarm, or generic module, you can specify whether the module appears as a popup panel or a page.
  - If this is a schedule module, you can change the locale and the path to the schedule.
  - If this is an alarm module, you can select whether alarms are rolled up on opening the module. The user can also select whether alarms are rolled up.
  - If this is a Generic node, see [Add a Generic Node](#).
5. If you want, drag nodes in the Project Tree to change their order and nesting.
6. If you want, right-click each module node to edit its name, icon, and other details.

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[Previous: Add Device Nodes](#)

[Next: Add a Generic Node](#)

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