

# HOW TO CREATE APPLICATION PACKAGES WITH ADOBE'S CREATIVE CLOUD PACKAGER

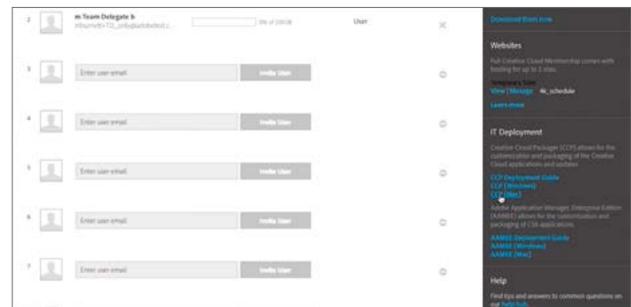
Once you've added your seats and created your user groups, it's time to start deploying applications. Here's how...



## Step 1 Download Packager from creative.adobe.com

An obvious first step, but a vital one. Type creative.adobe.com into your web browser, and you'll be taken to Adobe's Creative Cloud portal.

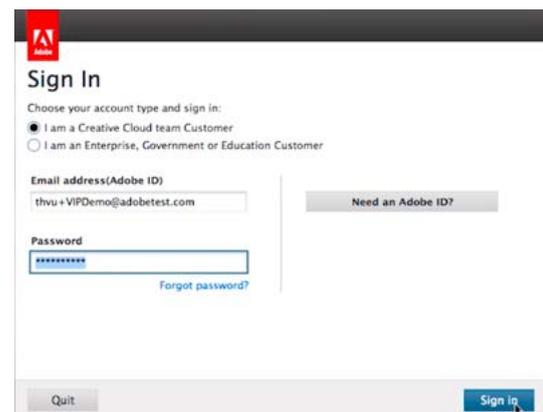
1. Sign in with your **Adobe ID**.
2. Scroll down to the **'IT Deployment'** section.
3. Download the **Packager install guide** and the PC or Mac version of **Packager** depending on which platform you're working on.



## Step 2 Sign in to Packager

Once you've downloaded and opened Packager, it's time to sign in.

1. Select the **'I am a Creative Cloud team Customer'** option from the list.
2. Sign in with your **Adobe ID** and password.
3. Packager will then initialise and install itself.



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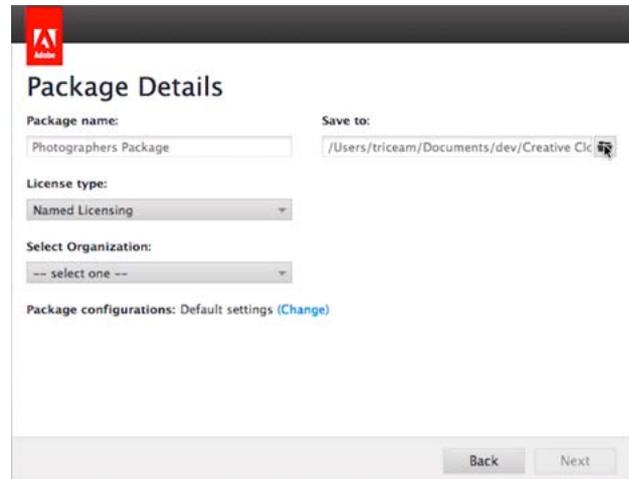


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## Step 3 Create your package

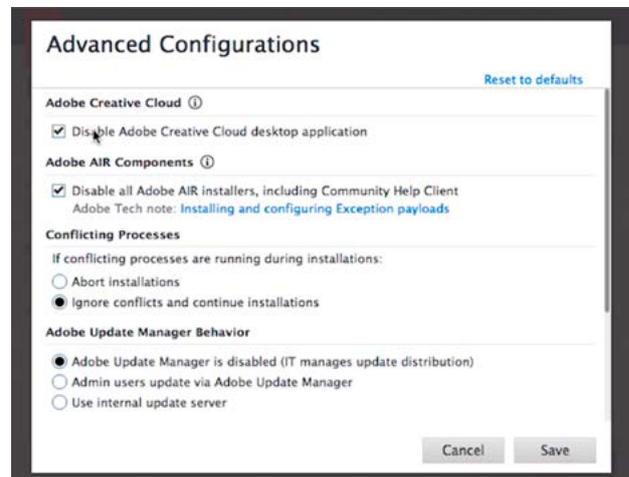
Once the install is complete, you'll be shown the 'Create a Package' screen.

1. Click **'Create a Package'**.
2. Click **'Package name'**, and enter a name for this package (we'd recommend naming it after the user group it's for).
3. Select a location where you'd like the package file to be stored once it's created.
4. Select **'Named Licensing'** from the option list; this is the licensing model for Creative Cloud for teams.
5. Use the **'Select Organisation'** drop down menu to select which team you'd like the package to be deployed to.



## Step 4 Customise your package settings

At the bottom of the **'Create a Package'** screen, there's a button marked **'Change'**. Clicking this allows you to edit the advanced settings of your package, such as where it's installed or how it's updated. Simply select the options you want and then click **'Save'**. One particularly useful change you can make is to disable Adobe Update Manager, which means users of the package will not receive automatic updates and are all locked to the same product version until you decide to deploy an update universally.



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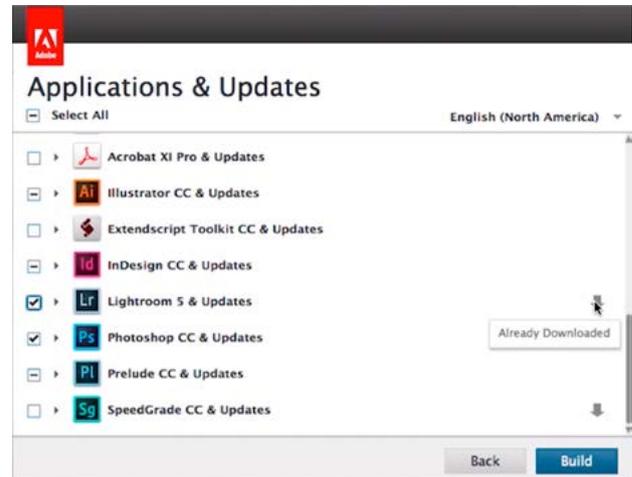


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## 5 Step 5 Choose what to include

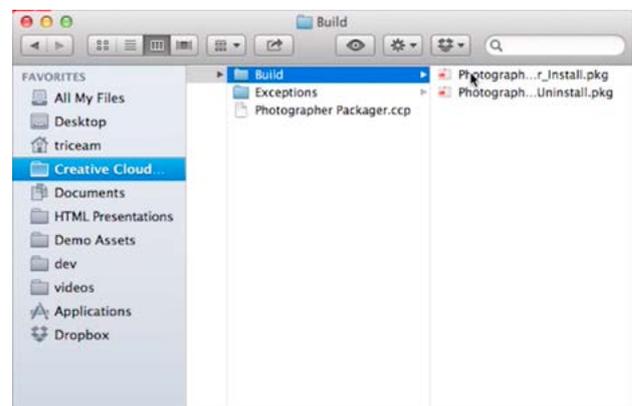
You'll now be shown the list of apps that you can include in the Package. Some of the apps in the list will have an arrow next to them – this means they are already cached on your computer, whereas other apps will be automatically downloaded once Packager starts to build the final Package. Using more cached apps reduces build times, but you can clear the cache by selecting **'Preferences'** from the drop down menu on the **'Create a Package'** screen and following the instructions there.

1. Tick the apps you want to add to your package.
2. Click the **arrow** next to the tickbox. A menu will appear under the name of the selected app.
3. Select the extensions you would like to enable and disable for that app.  
Click the **arrow** again to hide the menu.
4. Hit **'Build'**.



## 6 Step 6 Deploy your package

Once the package is built, an **.msi** or **.pkg** file will appear in the location you specified back in step 3. You can distribute this by placing it on a network drive and alerting users individually, or putting it on a **USB drive** or **DVD** for them to install from. You can also send the **.msi** or **.pkg** out through device management software like JAMF Software's Casper Suite or Absolute Manage.



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