patch.

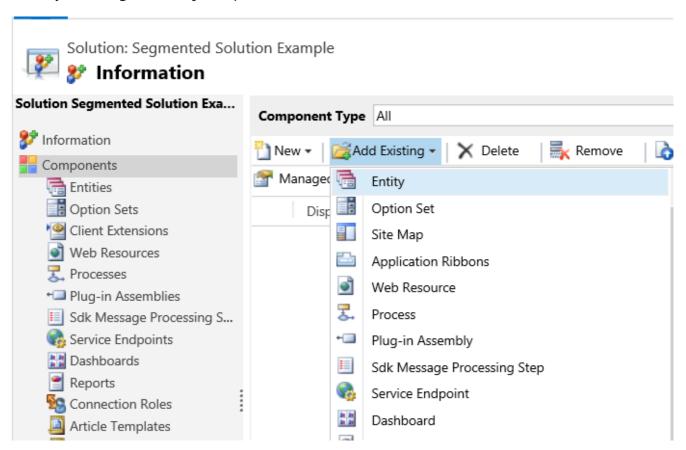
## Create a segmented solution with the entity assets you want

To create a segmented solution, start with creating an unmanaged solution and adding the existing resources. You can add multiple system or custom entities, and for each entity, choose the assets you want to include in the solution. The wizard-like setup takes you step-by-step through the process of adding entity assets.

- 1. Go to Settings > Solutions.
- 2. Select **New** and create a solution. Enter information in the required fields. Select **Save & Close**.
- 3. Open the solution you just created. In the **Add Existing** drop-down list, select **Entity**.
- 4. In the **Select solution components** dialog box, select one or more entities you want to add to the solution. Select **OK**.
- 5. The wizard opens. Follow the wizard to add assets for each selected entity to the solution.
- 6. Select **Publish** for changes to take effect.

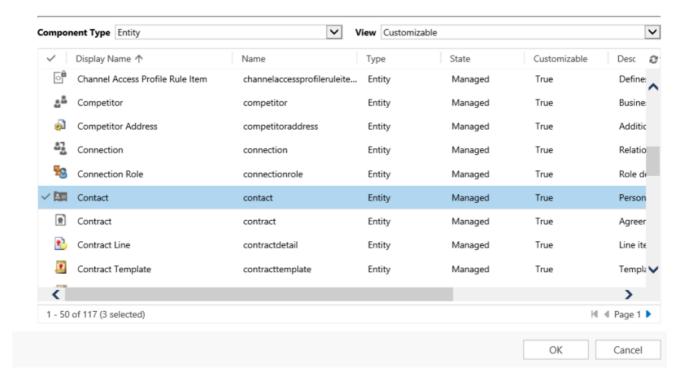
The following illustrations provide an example of creating a segmented solution by choosing entity assets from the Account, Case, and Contact entities.

Start by choosing the **Entity** component.

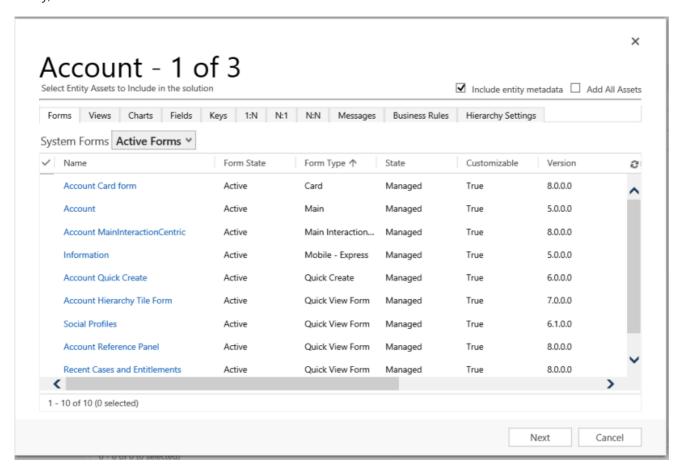


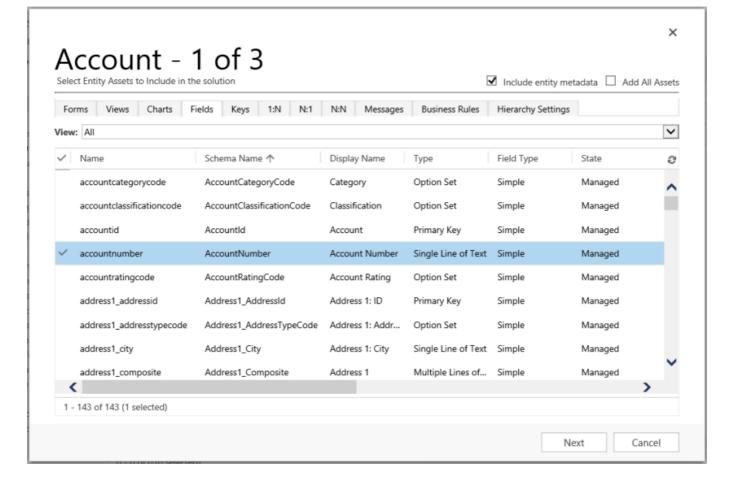
Then, select the solution components.

Select one or more solution components

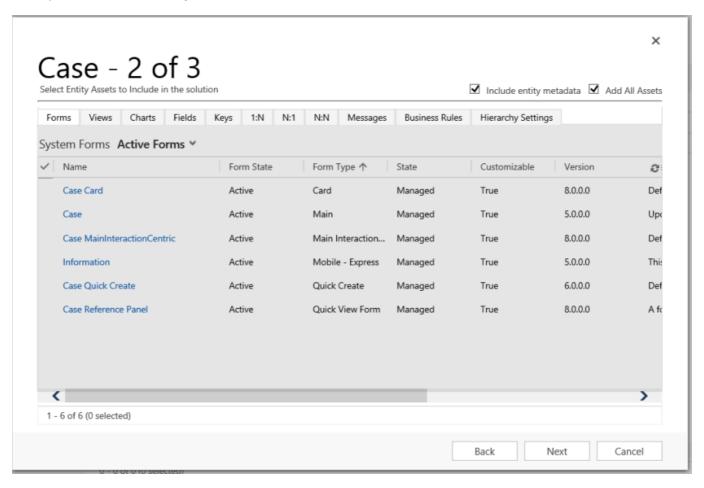


Follow the wizard. In Step 1, starting in alphabetical order, select the assets for the first entity, the entity, as shown here.

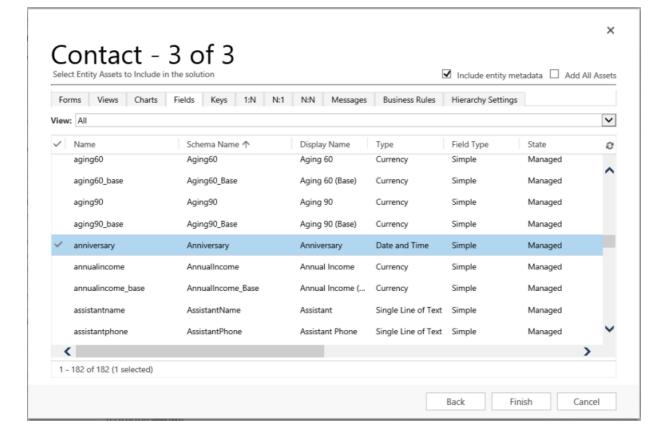




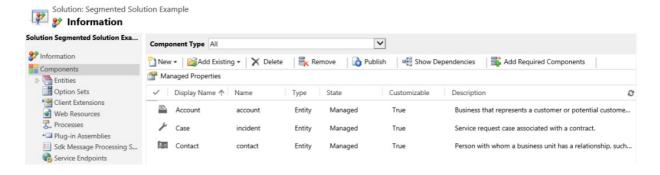
In Step 2, for the **Case** entity, add all assets.



In Step 3, add the **Anniversary** field for the **Contact** entity.



As a result, the segmented solution that's created contains three entities, Account, Case, and Contact. Each entity contains only the assets that were chosen.



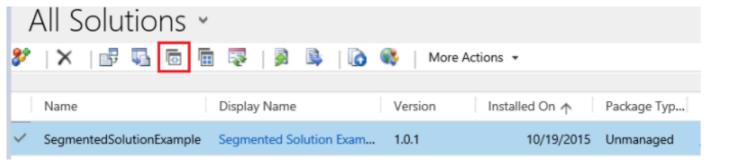
## Create a solution patch

A patch contains changes to the parent solution, such as adding or editing components and assets. You don't have to include the parent's components unless you plan to edit them.

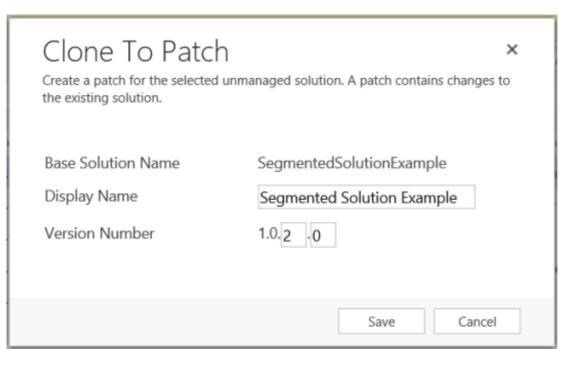
## Create a patch for an unmanaged solution

- 1. Go to **Settings** > **Solutions**.
- 2. In the grid, select an unmanaged solution to create a patch for. Select **Clone a Patch**. The dialog box that opens contains the base solution's name and the patch version number. Select **Save**.
- 3. In the grid, find and open the newly created patch. Just like with the base solution, follow the wizard to add the components and assets you want.
- 4. Select Publish for your changes to take effect.

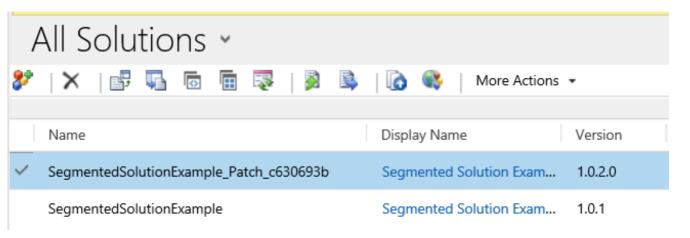
The following illustrations provide an example of creating a patch for an existing solution. Start by selecting **Clone a Patch** (in the compressed view, the **Clone a Patch** icon is depicted as two small squares, as shown below).



In the **Clone To Patch** dialog box you see that the version number for the patch is based on the parent solution version number, but the build number is incremented by one. Each subsequent patch has a higher build or revision number than the preceding patch.



The following screenshot shows the base solution **SegmentedSolutionExample**, version **1.0.1.0** and the patch **SegmentedSolutionExample\_Patch**, version **1.0.2.0**.



In the patch we added a new custom entity called Book, and included all assets of the Book entity in the patch.