

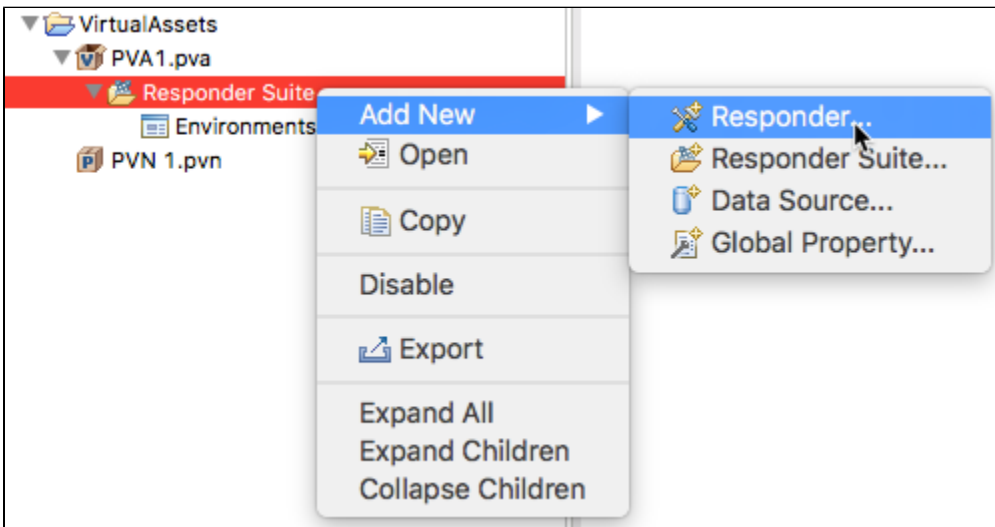
# Creating Message Responders Manually

If you want to virtualize a service that is not available and is not described by a WSDL or schema, you can virtualize it by manually adding Message Responders that represent the related behavior. In this section:

- [Adding a Message Responder](#)
- [Deploying the Virtual Assets](#)
- [Customizing the Virtual Assets](#)

## Adding a Message Responder

A project contains one or more Parasoft Virtual Asset files (.pva). These files contain one or more Responder Suites, which contain one or more Message Responders. Before you can manually add a Message Responder, you must build out this structure. See [Adding Projects, Virtual Assets, and Responder Suites](#) for details.



1. Right-click on a Responder Suite and choose **Add New> Responder**. You can also click the **Add Responder or Output** button in the toolbar. See [Adding Responders, Output Tools, and Validations](#) for details.
2. Choose a type of Message Responder and click **Finish**. See [Virtualization Tools](#) for details about the Message Responders in Virtualize.
3. Configure the Message Responder in the tool configuration panel. See [Message Responder Overview](#) for details.

## Deploying the Virtual Assets

If the .pva is created directly in the VirtualAssets project, it will be deployed automatically. Otherwise, the simplest way to deploy the virtual asset is to copy the containing .pva file into the **VirtualAssets** project.

Alternatively, you could right-click the Virtualize Server view's Local machine node, choose **Add Virtual Asset**, specify the .pva file that includes the virtual assets you want to deploy, then click **Finish**. When the wizard completes, Virtualize will automatically copy the .pva file to the **VirtualAssets** project.

For a more detailed discussion of deployment procedures and options, see [Deploying Virtual Assets](#).

## Customizing the Virtual Assets

For details on how to customize the Message Responder's behavior, see [Message Responder Overview](#).