



# Enterprise Architect

User Guide Series

## User Interface

Author: Sparx Systems

Date: 15/07/2016

Version: 1.0

# Table of Contents

User Interface .....	6
Ribbons .....	8
File Management .....	10
Show Panel .....	12
Start Ribbon .....	16
Using the Explore Panel .....	18
Using the Today Panel .....	20
Using the Windows Panel .....	22
Using the Workspace Panel .....	24
Using the Help Panel .....	26
Design Ribbon .....	28
Using the Package Panel .....	30
Using the Diagram Panel .....	32
Using the Element Panel .....	34
Using the Impact Panel .....	36
Using the Tools Panel .....	37
Using the Add-Ins Panel .....	38
Layout Ribbon .....	39
Using the Diagram Panel .....	41
Using the Undo Panel .....	43
Using the Style Panel .....	44
Using the Alignment Panel .....	46
Using the Tools Panel .....	48
Using the Filter Panel .....	49
Using the Helpers Panel .....	50
Publish Ribbon .....	52
Using the Documentation Panel .....	54
Using the Model Exchange Panel .....	56
Using the Technology Panel .....	58
Using the Technologies Panel .....	59
Configure Ribbon .....	61
Using the Technology Panel .....	63
Using the Security Panel .....	64
Using the Version Control Panel .....	66
Using the Model Panel .....	67
Using the Reference Data Panel .....	69
Using the User Tools Panel .....	71
Construct Ribbon .....	72
Using the Project Panel .....	74
Using the Task Management Panel .....	75
Using the Change Management Panel .....	77
Using the Testing Panel .....	81
Code Ribbon .....	83
Using the Tools Panel .....	84
Using the Source Code Panel .....	86
Using the Build and Run Panel .....	88
Using the Add-Ins Panel .....	90

Simulate Ribbon	92
Using the Dynamic Simulation Panel	94
Using the Compiled Simulation Panel	95
Using the BPSim Panel	96
Using the SysMLSim Panel	97
Using the Run Panel	98
Execute Ribbon	99
Using the Analyze Panel	100
Using the Windows Panel	103
Using the Run Panel	104
Extend Ribbon	106
Using the Configure Panel	107
Specification Specify Ribbon	108
Using the Specification Panel	109
Using the Element Panel	113
Using the Display Panel	116
Document Edit Ribbon	118
Using the File Panel	119
Using the Edit Panel	121
Using the Font Panel	124
Using the Paragraph Panel	126
Start Page	131
Remove Recent Projects	134
Windows	135
Dock Windows	138
Autohide Windows	141
Code Editors	142
Other Windows	143
The System Output Window	144
The Web Browser	146
Toolbars	147
Navigator Toolbar	148
Default Tools Toolbar	151
Workspace Layouts Toolbar	153
Project Toolbar	154
Diagram Toolbar	156
UML (New) Elements Toolbar	158
Current Element Toolbar	160
Current Connector Toolbar	162
Code Generation Toolbar	164
Record & Analyze Toolbar	166
Build Toolbar	168
Debug Toolbar	170
Status Bar	172
Portals	174
Start Portal	177
Viewpoint Portal	180
Model Portal	183
Verify Portal	186
Execute Portal	188
Publish Portal	190

Manage Portal .....	192
Extensions Portal .....	195
Recent Portal .....	196
Keyboard Shortcuts .....	197
Keyboard-Mouse Shortcuts .....	203
Diagram Shortcuts .....	204
Customization .....	206
Visual Styles .....	207
Workspace Layouts .....	210
Ribbon Menus .....	212
Menu Sets .....	213
Perspective Sets .....	215
Customize Dialog .....	217
Customize Commands .....	218
Customize Toolbars .....	221
Add Custom Tools .....	223
Open External Tools .....	224
Pass Parameters to Applications .....	226
Customize Keyboard Shortcuts .....	227
Customize Menu .....	229
Customize Options .....	230
Working Sets .....	231
Local Options .....	235
General Options .....	237
Diagram Options .....	240
Diagram Theme Options .....	243
Diagram Gradients and Backgrounds .....	245
Standard Colors .....	248
Create Custom Colors .....	251
Get/Set Custom Project Colors .....	253
Diagram Appearance Options .....	255
Set User Default Fonts .....	257
Diagram Behavior Options .....	259
Sequence Diagram Options .....	263
Object Display Options .....	265
Connector Display Options .....	269
Communication Message Colors .....	272
XML Specifications .....	273
Model Specific Options .....	276
Main Menu (Legacy) .....	278
File Menu .....	280
Edit Menu .....	282
Paste Elements .....	285
View Menu .....	286
Toolbar Submenu .....	288
Project Menu .....	290
Settings Submenu .....	292
Project Types .....	293
Data Management Submenu .....	294
Manage .EAP File Submenu .....	295
Version Control Submenu .....	296



Spelling Tools .....	297
Security Submenu .....	298
Package Menu .....	299
Documentation Submenu .....	301
Code Engineering (Package) Submenu .....	302
Import code files .....	304
Database Engineering Submenu .....	305
XML Technologies Submenu .....	306
Import/Export Submenu .....	307
Model Validation Submenu .....	308
Model Transformation (MDA) Submenu .....	309
Diagram Menu .....	310
Diagram Appearance Menu .....	312
Diagram Advanced Options .....	313
Element Menu .....	315
Structure Submenu .....	317
Appearance Submenu .....	318
Advanced Submenu .....	319
Inline Features Submenu .....	320
Tools Menu .....	322
Analyzer Menu .....	324
Debug Menu .....	326
Record Menu .....	328
Profile Menu .....	330
Simulate Menu .....	331
Extensions Menu .....	332
Window Menu .....	334
Help Menu .....	336

# User Interface



The Enterprise Architect application workspace (or user interface) provides a powerful and flexible analysis, modeling, design and construction environment. The workspace is built from familiar components, such as toolbars, docking windows, dialogs and menus. Together these elements provide a rich set of tools for working with diagrams, models, UML, source code, executing applications (debugging and visualization), rich text documents, collaborative tools, extension technologies and much more.

The Enterprise Architect user interface is highly customizable both in functionality and in appearance. Visual styles are available based on the popular Microsoft Office and Visual Studio "look and feel", from classic look and feel from the Windows XP era right up until the latest Office and Visual Studio incarnations. Dark and light styles are further enhanced with the ability to automatically display source code and diagrams in dark or normal styles.

Customization of toolbars, menus, workspace layouts, perspectives and shortcuts helps you get the most out of Enterprise Architect for your particular needs. Taking the time to become familiar with the customizations available is well worthwhile, as it can help you build the precise modeling and design environment you need to focus on your work.

## User Interface Tools

Tool
The Enterprise Architect workspace is the interface through which you create, open and display your models; the main workspace component is the central <b>Diagram View</b> , which is where you create model diagrams, view reports, scroll through lists of model elements, access the internet and even edit and debug source code.
The 'Main Menu' provides access both to high-level functions related to the project life cycle, and to project and system administration functions; at all levels of the system you can also access functions and operations using context menus.
The windows are used to enter and display information on your project and models; you can rearrange windows to adapt the screen space to your work habits.
Toolbars are small sets of buttons that provide quick access to common operations, both on your project as a whole and on the individual modeling units.
The <b>Diagram Toolbox</b> provides all the components and connectors that you use to create models using the medium of diagrams; the Toolbox automatically matches the kind of diagram you have open, from any technology that is currently active in your model.
You can use keyboard key combinations to quickly initiate a wide range of actions throughout the system, and Diagram Quick Key (single-key) shortcuts to perform actions on the elements and connectors in an open diagram.
Enterprise Architect provides various customization tools that you can use to: <ul style="list-style-type: none"> <li>• Tailor the menus, toolbars and function keys you use in your work</li> <li>• Set the visual style of the application, and</li> <li>• Customize the workspace layout</li> </ul>


You can use several navigation and search tools to search for, track and locate information in your project, and filter the information so that you can explore particular views of your project rather than the entire contents.

# Ribbons

When you first open Enterprise Architect version 13 or later you will see a set of Ribbons at the top of the screen. This is a modern, contemporary way of accessing the tool's powerful features. Ribbons bring many features immediately to the surface, making them easily accessible to a modeler; both new users and those who have been using Enterprise Architect for many years will be delighted to find their preferred tools right at their fingertips. Each Ribbon provides actions with a particular focus, and the commands on the Ribbons are grouped by function into panels.

## Searching for an Item

The Ribbons expose a wide range of Enterprise Architect features, and the system provides two facilities to help you locate and access the feature you need:

- Click on the 'Find Command' field at the end of the sequence of tabs and type in some text relating to the feature you want to locate, then press the **Enter key**; this displays a hierarchical menu of options that match your search text, and when you click on an option the appropriate dialog opens  
Note that this facility is not available in some of the Visual Style themes
- Click on the  button (for File Management options) to the left of the Ribbon tabs and, on the resulting dialog, type your search text in the 'Search' field at the bottom; a list of options relating to the search text is immediately displayed down the left hand side of the dialog and, when you click on an option, the appropriate dialog opens

Also, when you 'mouse over' any option on any of the Ribbons, a tooltip displays in the left end of the Status bar at the bottom of the screen, summarizing the function of the option.

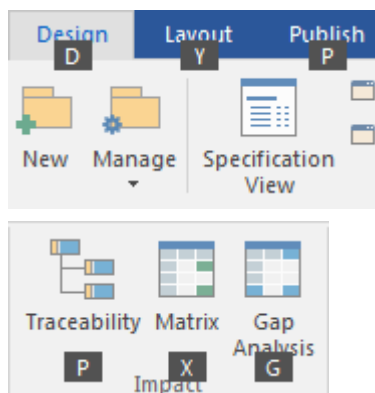
You therefore have help in identifying both what option provides a function, and what function an option provides.

## Contextual Ribbons

Some Ribbons are contextual and are only needed when you are performing a particular task. For example, the Document Edit Ribbon is only needed when you are viewing or editing a document inside Enterprise Architect. This Ribbon will remain visible while a document is open; when all documents are closed the Ribbon will be removed from view.

## Using the Keyboard with Ribbons

The actions that are presented on the Ribbons can also be accessed using the keyboard. If you tap and release the **Alt key**, each panel will be annotated with a letter code. Pressing this letter on the keyboard will activate the Ribbon and display a further set of annotations for the actions in the Ribbon.



## Customizing the Ribbons

If a Ribbon presents more options than you require, you can customize it to hide the panel containing those options, or hide the whole Ribbon. To do this, you select the 'Ribbon Menu' page of the **Workspaces and Commands window**, expand the Ribbon name and deselect the checkbox against the appropriate panel name. You can re-activate hidden panels by selecting the checkbox again.

## Minimizing the Ribbon Bar

On occasion you might need more screen space to view diagrams and other model representations. To help with this, you can conveniently minimize the Ribbons and completely hide them from view. The Ribbon **tabs** will still be visible, so you can click on the required tab and redisplay the corresponding ribbon until the focus is returned to another part of the user interface. Many modelers will find that leaving the Ribbons maximized will provide a convenient visual reminder of the actions that are available while working on models.

To minimize or restore the Ribbons, right-click on the Ribbon bar and select or deselect the 'Minimize the Ribbon' option. Alternatively, double-click on the currently-displayed Ribbon tab.

# File Management

When managing the project as a unit, you can create, open, close or save projects, provide desktop shortcuts to a project, or perform print tasks.

## Access



## File Management Options

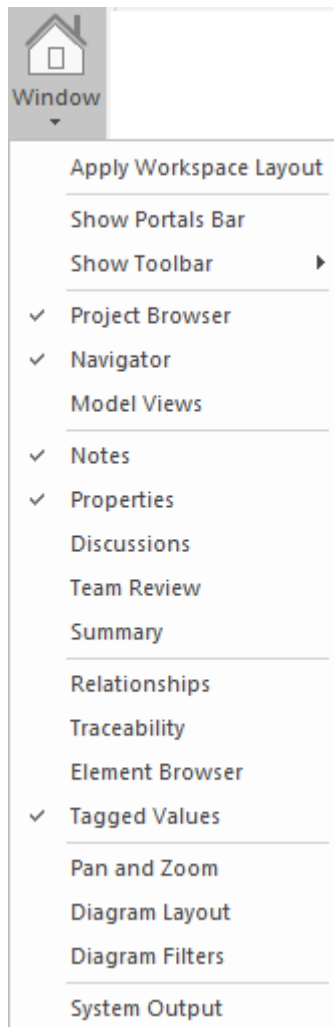
Option	Action
New Project	Create a new Enterprise Architect project, using the <b>Model Wizard</b> to help you define the base technology, model types and patterns to use as a framework. Shortcut: <b>Ctrl+N</b>
Open Project	Open an existing project, or create a new project from scratch or from a base template project. Shortcut: <b>Ctrl+O</b>
Reload Project	Reload the current project. (Use this in a multi-user environment to refresh the <b>Project Browser</b> ). Shortcut: <b>Ctrl+Shift+F11</b>
Close Project	Close the current project.
Save Project As	Save the current project with a new name (as a .eap or .feap file). The current project can be a base template or a complete operational project.
Save as Shortcut	Create a desktop shortcut to the current project. (This option is also active in the 'Lite', read-only edition of Enterprise Architect.)
Print Setup	Configure your printer's settings.
Page Setup	Configure the page settings to print the current diagram.
Print Preview	<a href="#">Print Preview</a> how the currently displayed diagram will print.
Print	Print the currently displayed diagram. You can also make use of other facilities to change the scale of the printed diagram (the number of pages it takes up) and to print or omit page headers and footers on the diagram. By de-selecting the 'Printable' option on an element on a diagram, you can omit that element and its connectors from the printed diagram. Shortcut: <b>Ctrl+P</b>
Print to PDF	Save the currently displayed diagram as a PDF file. A browser displays to select the

	<p>PDF file name and directory path.</p> <p>By de-selecting the 'Printable' option on an element on a diagram, you can omit that element and its connectors from the diagram in the PDF output.</p>
<Recent Files List>	Select from a list of up to ten of the most recently opened projects, to re-open the selected project.
Exit	Exit from Enterprise Architect.

## Show Panel

The 'Show' panel contains a single 'Window' icon, which displays a list of the common windows and toolbars that you might use in your work. When you click on the window name the window either opens or - if it is already open - becomes active and is highlighted.

The name of each selected window and toolbar is marked with a tick, so the list provides a summary of which displays are open. By moving the focus to the window when you click on the name, the list also helps you to quickly check or update the window content. These are very useful aids when you might be working with a number of open windows and toolbars positioned across two or even three monitor screens.



### Available Facilities

Window	Description
Apply Workspace Layout	Click on this option to display the <b>Workspaces and Commands</b> window, through which you can customize your workspace display by creating, editing and applying workspace definitions, menu sets, Perspective sets and Ribbon menus.
Show Portals Bar	Select this option to display the Portals Bar, above which is the <b>Portals window</b> showing the Start Portal. You use the Portals Bar to select which Portal to show in the Portals window, and to reorganize the sequence of, or access to, the separate



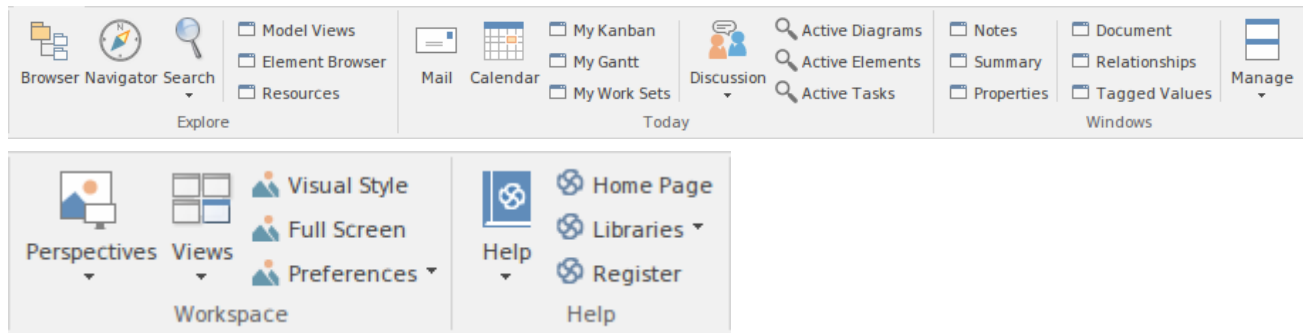
	Portals.
Show Toolbar	Select this option to display a list of the ten standard Enterprise Architect Toolbars, from which you can select the Toolbars to insert above the central work area or to dock in some other convenient location on the screen. You can hide each Toolbar again by deselecting the name in the list.
Project Browser	Select this option to display the <b>Project Browser</b> , which shows the hierarchical structure and content of your models.
Navigator	Select this option to display the <b>Navigator Toolbar</b> above the central work area. You can also dock the toolbar in some other convenient location on the screen, and hide it again by deselecting the option in the list.
Model Views	Select this option to display the <b>Model Views</b> window, which you use to capture information on the objects in your model from different perspectives that you define yourself, helping you to encapsulate your model under the areas in which you are interested.
Resources	Select this option to display the Resources window, a repository of project-standard and re-usable document generation templates, MDG Technologies, <b>Relationship Matrix</b> profiles, commonly-used model elements, stylesheets, UML Profiles and UML Patterns.
Notes	Select this option to display the <b>Notes window</b> , which displays the descriptive text that has been recorded against an element, diagram, feature or connector in Enterprise Architect. It also enables you to create and edit the text, providing a wide range of editing facilities through the Notes Toolbar and context menu.
Properties	Select this option to display the <b>Properties window</b> , which provides a convenient way to view (and in some cases edit) common properties of elements. When an element is selected, the Properties window shows the element's name, stereotype, version, author, dates and other pertinent information.
Document	<p>Select this option to display the <b>Document window</b>, which shows the Linked Document of the selected element (if it has one). If you click on another element, the window updates immediately to show the Linked Document of that element. The element name displays just under the window title; click on the title bar to display a short menu of options:</p> <ul style="list-style-type: none"> <li>• Edit Document - opens the document in the <b>Document Editor</b> for you to update</li> <li>• Reload - refreshes the content of the displayed document with the last-saved version</li> <li>• Print - displays the 'Print' dialog, which you use to configure the print job for printing the Linked Document</li> <li>• Find Elements with Linked Documents - opens the <b>Find in Project view</b> preloaded with an executed search for elements that have Linked Documents; as you click on an item in the search results, the Document window shows the corresponding Linked Document</li> <li>• Find Elements with Linked Documents modified recently - opens the Find in Project view preloaded with an executed search for elements that have Linked Documents that have updated within the last seven days (you can re-execute the search with a different number of days); as you click on an item in the search results, the Document window shows the corresponding Linked Document</li> </ul>

Discussions	Select this option to display the <b>Element Discussions</b> window, in which you can read and develop a discussion or review of a specific element that is directly attached to that element.
Team Review	Select this option to display the <b>Team Review</b> window, which provides a forum in which to discuss the development and progress of the project, covering any aspect of the project from whatever perspective is appropriate to the reviewers.
Summary	<p>Select this option to display the <b>Summary View</b> which, as its name suggests, provides a brief, read-only summary of the general properties of the currently selected:</p> <ul style="list-style-type: none"> <li>• Element (including Packages)</li> <li>• Attribute</li> <li>• Operation</li> <li>• Test</li> <li>• Maintenance item</li> <li>• Resource</li> </ul> <p>The display refreshes immediately as you select different objects and items. You can highlight a section of text or the complete content, and copy it to be pasted into an external document.</p> <p>The Summary View does not display details for Views, Model Packages, diagrams, instances or connectors.</p>
Relationships	Select this option to display the Relationships window, which provides a comprehensive view of all relationships of one or more selected elements, showing the type, direction, stereotype, source and target elements, and characteristics of the source and target elements.
Traceability	Select this option to display the <b>Traceability window</b> , which helps you to see what relationships an element has, and to follow the chains of relationships to see what might influence the design or content of an element or what that element might itself affect.
Element Browser	Select this option to display the <b>Element Browser</b> , a window that neatly summarizes a wide range of 'add-on' properties for a selected element. You can use this as a starting point to edit the properties, and you can drag many of the properties from the Browser onto other elements.
Tagged Values	<p>Select this option to display the <b>Tagged Values</b> window, through which you can view and modify Tagged Values for a selected modeling item, either from the current diagram or in the <b>Project Browser</b>, and:</p> <ul style="list-style-type: none"> <li>• Assign a <b>Tagged Value</b> to an Item</li> <li>• Modify Tagged Values</li> <li>• Assign Notes to a Tagged Value</li> <li>• Perform advanced tag management</li> </ul>
Pan and Zoom	Select this option to display the <b>Pan and Zoom</b> window, which provides a 'birds-eye' view of the currently active diagram and enables you to pan quickly around a large diagram and zoom in to sections of interest.
Diagram Layout	Select this option to display the <b>Layout Tools</b> window, which provides a range of standard formats that you can apply to automatically lay out specific areas or sets of

	elements in the diagram in a structured arrangement.
Diagram Filters	Select this option to display the <b>Diagram Filters window</b> , which provides a number of Diagram Filters (Dynamic Visual filters) that you can use to modify the display of diagram components so that the relevant items are immediately identified, without damaging the structure and integrity of the model.
System Output	Select this option to display the <b>System Output</b> window, which displays information generated by internal Enterprise Architect processes, or by <b>Add-Ins</b> and other third-party tools. The output from each type of operation is generally displayed on its own tab within the window.

## Start Ribbon

The Start Ribbon provides a range of facilities for exploring, navigating and viewing the information in the repository. These include tools to navigate and search for items, to view the important events, messages, discussions and work that is relevant to a modeler on a given day, and to view and change the workspace, including styles and preferences. This Ribbon also provides access to the Help facilities, including registering licence keys and checking for updates.



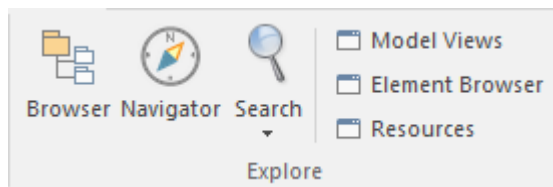
## Panels

Explore	You can use the 'Explore' panel to navigate the repository and explore its contents. Most repositories will contain thousands - if not tens of thousands - of elements, and having tools to navigate through and locate items of interest is critical when working in the repository. There are a number of Browsers that are tree views, showing the hierarchical relationships of Packages (folders), elements, diagrams, features, resources, views, items and more. Other tools help you to search for and locate elements, diagrams and Packages regardless of their location.
Today	The 'Today' panel provides a convenient collection of the tools that are useful for visualizing what is important in the model right now - that is, today! For any contributor to the repository, there will be things that must be attended to today; these are conveniently brought together, ensuring that you are informed about what you need to attend to, and made aware of information that is important to your role. These tools include <b>Model Mail</b> , which contains messages from other modelers, the Project Calendar listing important events, Gantt Charts listing work allocations, <b>Discussions</b> about elements, Kanban diagrams where tasks are presented, and a number of other facilities.
Windows	The 'Windows' panel is a collection of windows that are often referred to as 'docked windows' as they are typically docked around the edges of the workspace and provide information about the model and system activity. They provide a rich way of viewing information about elements as you navigate through elements in diagrams or the <b>Project Browser</b> . The <b>Notes window</b> provides descriptive text, the <b>Summary window</b> list the important aspects of an element and the <b>Properties window</b> provides details of an element's metadata and more.
Workspace	The 'Workspace' panel helps you to define the look and feel of the application. You can set preferences that change the style of the interface to suit the work role you are performing. You can define any number of workspace layouts, saving sets of windows that are specific to a role that ultimately increases your productivity as a modeler. There is a wide range of preferences you can set to tailor the way the application behaves for individual users, including setting colors, fonts and diagram

	styles.
Help	<p>The 'Help' panel provides access to the powerful Help system and to a wide range of on-line facilities to support your use of the tool, including the management of Licence Keys. The Help system contains both overviews of functional areas of the application and detailed topics on how to use specific tools, helping you to be highly productive. The Help is normally accessed as an on-line, web-based system, but you can select to download the file-based Help to provide a local Help system. You can also open the Learning Center, which provides user-focused guidance for common tasks.</p>

## Using the Explore Panel

You can use the 'Explore' panel to navigate the repository and explore its contents. Most repositories will contain thousands - if not tens of thousands - of elements, and having tools to navigate through and locate items of interest is critical when working in the repository. There are a number of Browsers that are tree views, showing the hierarchical relationships of Packages (folders), elements, diagrams, features, resources, views, items and more. Other tools help you to search for and locate elements, diagrams and Packages regardless of their location.



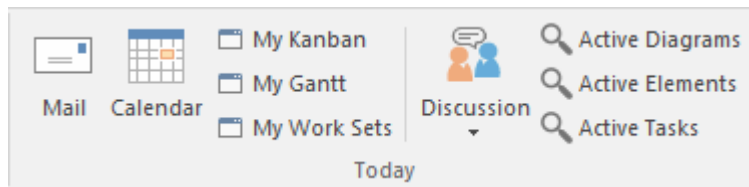
### Available Facilities

Facility	Description
Browser	Click on this icon to redisplay the <b>Project Browser</b> , if you have previously closed or hidden it.
Navigator	Click on this icon to display and hide the Navigator bar, which helps you to navigate the hierarchy of Packages in the repository using a textual breadcrumb control, showing you the current Package location. The Navigator bar is usually anchored underneath the Ribbon, but you can move it around freely and anchor it to other areas of the workspace.
Search	<p>Click on the drop-down arrow to display this selection of search facilities that you can use to locate objects in the model, or code in source files.</p> <ul style="list-style-type: none"> <li>• <b>Search in Model</b> - display the <b>Find in Project view</b>, which provides access to the full range of standard and customized searches in your project</li> <li>• <b>Search in Project Browser</b> - search the Project Browser for specific elements, which you identify using the 'Find in Project Browser' dialog</li> <li>• <b>Search for Diagram</b> - display the Find in Project view, pre-loaded with the Diagram Details search to locate diagrams of a specific name or type</li> <li>• <b>Search for Package</b> - display the Find in Project view, pre-loaded with the Find Package search to locate Packages of a specific name or type</li> <li>• <b>Browse for Diagram</b> - locate and select a specific diagram using the 'Select a Diagram' dialog, which shows the full hierarchy of Packages that contain diagrams</li> <li>• <b>Browse for Package</b> - locate and select a specific Package using the 'Find Package' dialog, which shows the full hierarchy of Packages in the model</li> <li>• <b>Search in Source Files</b> - locate and open source files having specific characteristics, using the 'Find in Files' dialog</li> </ul>
Model Views	Click on this icon to display the <b>Model Views</b> window, which you can use to capture information on the objects in your model from different perspectives that you define yourself, and to present that information in a number of ways including as a slide show of diagrams.

Element Browser	Click on this icon to display the <b>Element Browser</b> window, which you can use to review and manage a wide range of properties of a selected element.
Resources	Click on this icon to display the Resources window, through which you can manage and apply a wealth of resources to support your modeling work, including shortcuts, templates, Patterns, Profiles, stylesheets and MDG Technologies.

## Using the Today Panel

The 'Today' panel provides a convenient collection of the tools that are useful for visualizing what is important in the model right now - that is, today! For any contributor to the repository, there will be things that must be attended to today; these are conveniently brought together, ensuring that you are informed about what you need to attend to, and made aware of information that is important to your role. These tools include **Model Mail**, which contains messages from other modelers, the Project Calendar listing important events, Gantt Charts listing work allocations, **Discussions** about elements, Kanban diagrams where tasks are presented, and a number of other facilities.



### Available Facilities

Facility	Description
Mail	The <b>Model Mail</b> facility provides you with the ability to send, receive and respond to emails within the project team, under your User Security ID, either as an individual user or as a member of a group that has a shared mail inbox.
Calendar	Displays the Project Calendar, defaulted to today's date, on which you can check for scheduled meetings and reminders of events, and add items for today or any day in the future.
My Kanban	Displays the Kanban diagram that you have set as your personal default.
My Gantt	Display a Gantt chart listing the tasks that have been allocated to you and that are not yet complete.
My Worksets	Displays the 'Manage Working Sets' dialog, on which you can define the windows and dialogs you want to automatically display when you next log on to Enterprise Architect, either to pick up where you left off or to form a 'home base' for your day-to-day work.
Discussion	<p>Displays the <b>Discussion Review</b> window (main icon) on which recent discussions are listed for review, or a short menu (drop-down arrow) providing these options:</p> <ul style="list-style-type: none"> <li>• <b>Manage Discussions</b> - to display the Discussion Review window</li> <li>• <b>Discuss</b> - to display the Discussions panel on which you can either: <ul style="list-style-type: none"> <li>- Create a new discussion or add to an existing discussion on a specific element, or</li> <li>- Participate in an exchange of brief comments on any point, with members of one of the defined user security groups</li> </ul> </li> <li>• <b>Recent Discussions</b> - to display the 'Find in Project' view, defaulted to a specific search for recently discussed elements</li> <li>• <b>Help</b> - to display the Help topic on Discussions</li> </ul>
Active Diagrams	Displays the 'Find in Project' view defaulted to an executed specific search for recently modified (that is, Active) diagrams. The default time period is the three

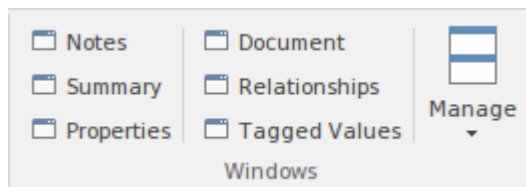


	days prior to today's date.
Active Elements	Displays the 'Find in Project' view defaulted to an executed specific search for recently modified (that is, Active) elements. The default time period is the three days prior to today's date.
Active Tasks	Displays the 'Find in Project' view defaulted to an executed specific search for Active tasks (those that are in progress).

## Using the Windows Panel

The 'Windows' panel provides access to a small collection of commonly-used windows; these are often referred to as 'docked windows' as they are typically docked around the edges of the workspace and provide information about the model and system activity. They provide a rich way of viewing information about elements as you navigate through elements in diagrams or the **Project Browser**.

If a window is already open, clicking on the option highlights the window and makes it the active window.



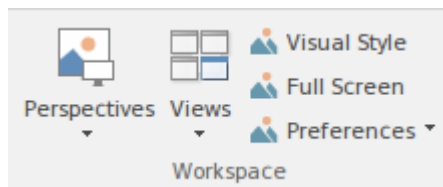
### Available Facilities

Facility	Description
Notes	The <b>Notes window</b> displays the descriptive text that has been recorded against an element, diagram, feature or connector in Enterprise Architect. It also enables you to create and edit the text, providing a wide range of editing facilities through the Notes Toolbar and context menu.
Summary View	<p>The <b>Summary View</b>, as its name suggests, provides a brief, read-only summary of the general properties of the currently selected:</p> <ul style="list-style-type: none"> <li>• Element (including Packages)</li> <li>• Attribute</li> <li>• Operation</li> <li>• Test</li> <li>• Maintenance item</li> <li>• Resource</li> </ul> <p>The display refreshes immediately as you select different objects and items. You can highlight a section of text or the complete content, and copy it to be pasted into an external document.</p> <p>The Summary View does not display details for Views, Model Packages, diagrams, instances or connectors.</p>
Properties	The <b>Properties window</b> provides a convenient way to view (and in some cases edit) common properties of elements. When an element is selected, the Properties window shows the element's name, stereotype, version, author, dates and other pertinent information.
Document	<p>Select this option to display the <b>Document window</b>, which shows the Linked Document of the selected element (if it has one). If you click on another element, the window updates immediately to show the Linked Document of that element. The element name displays just under the window title; click on the title bar to display a short menu of options:</p> <ul style="list-style-type: none"> <li>• Edit Document - opens the document in the <b>Document Editor</b> for you to update</li> </ul>

	<ul style="list-style-type: none"> <li>• Reload - refreshes the content of the displayed document with the last-saved version</li> <li>• Print - displays the 'Print' dialog, which you use to configure the print job for printing the Linked Document</li> <li>• Find Elements with Linked Documents - opens the <b>Find in Project</b> view preloaded with an executed search for elements that have Linked Documents; as you click on an item in the search results, the Document window shows the corresponding Linked Document</li> <li>• Find Elements with Linked Documents modified recently - opens the Find in Project view preloaded with an executed search for elements that have Linked Documents that have updated within the last seven days (you can re-execute the search with a different number of days); as you click on an item in the search results, the Document window shows the corresponding Linked Document</li> </ul>
System Output	The <b>System Output</b> window displays information generated by internal Enterprise Architect processes, or by <b>Add-Ins</b> and other third-party tools. The output from each type of operation is generally displayed on its own tab within the window.
Relationships	The Relationships window provides a comprehensive view of all relationships of one or more selected elements, showing the type, direction, stereotype, source and target elements, and characteristics of the source and target elements.
Tagged Values	<p>You can use the <b>Tagged Values</b> window to view and modify Tagged Values for a selected modeling item, either from the current diagram or in the <b>Project Browser</b>, and:</p> <ul style="list-style-type: none"> <li>• Assign a <b>Tagged Value</b> to an Item</li> <li>• Modify Tagged Values</li> <li>• Assign Notes to a Tagged Value</li> <li>• Perform advanced tag management</li> </ul>
Manage	<p>Click on this icon to display a short menu of options for hiding and redisplaying the windows you have opened.</p> <ul style="list-style-type: none"> <li>• Auto Hide Active Window - autohide the currently active window</li> <li>• Auto Hide All Docked Windows - autohide all open and docked windows</li> <li>• Close Active Window - close the currently active window</li> <li>• Show <b>Start Page</b> - show or hide the Start Page; this setting persists through shut down and restart, until you specifically change the option</li> <li>• Always on Top - force the main Enterprise Architect window to be on top of all other windows</li> </ul>

## Using the Workspace Panel

The 'Workspace' panel helps you to define the look and feel of the application. You can set preferences that change the style of the interface to suit the work role you are performing. You can define any number of workspace layouts, saving sets of windows that are specific to a role that ultimately increases your productivity as a modeler. There is a wide range of preferences you can set to tailor the way the application behaves for individual users, including setting colors, fonts and diagram styles.



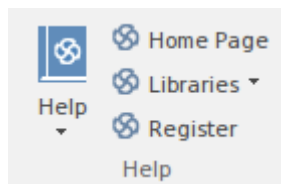
### Available Facilities

Facility	Description
Perspectives	<p>Click on the drop-down arrow to display these commands:</p> <ul style="list-style-type: none"> <li>• Show <b>Perspectives</b> Window - display the 'Workspaces and Commands' dialog, where you can choose from pre-defined workspace layouts and menu sets that suit particular types of work, such as Requirements Management or Database Design, or you can customize your own layouts and menus</li> <li>• Help - displays the Help topic <i>Perspective Sets</i></li> </ul>
Views	<p>Click on this icon to display a list of commands for saving, reloading and floating the currently open Views such as Diagrams, Search Results and Gantt charts</p> <ul style="list-style-type: none"> <li>• Float View - Display the current View as a floating window, allowing it to be displayed in 'Full Screen' mode or to be moved to a different display monitor</li> <li>• Focus View - Set the input focus back to the View that last had focus (intended to be accessed via command shortcut keys (<b>Ctrl+Shift+0</b>))</li> <li>• Reload View - load the latest information from the model database, to update the display of the current View</li> <li>• Save Modified Views - for each View that is currently open, save to the model database any modifications to the appearance of the View; modifications such as changes to colors, size or position</li> <li>• Close View - close the current View; you will be prompted to save any unsaved modifications</li> <li>• Close All Except Current - close all Views except the current view; you will be prompted to save any unsaved modifications</li> <li>• Close All - Close all Views; you will be prompted to save any unsaved modifications</li> </ul>
Visual Style	<p>Displays the 'Application Look' dialog, on which you can select from a range of visual styles, themes and accent colors. You can also choose options such as displaying window tabs at the top or bottom of the windows and displaying element properties using tree or list style displays.</p>
Full Screen	<p>Click on this icon to toggle Enterprise Architect in and out of 'Full Screen' mode.</p>

Preferences	<p>Click on the drop-down arrow to display these commands:</p> <ul style="list-style-type: none"><li>• Preferences - displays the 'Preferences' dialog, on which you can set the general options of Enterprise Architect; you can control how the system behaves when you open a project, including setting the home directories and web pages the project refers to and how the <b>Project Browser</b> responds when items are selected in it</li><li>• Customize - displays the 'Customize' dialog, which provides the means for building custom toolbars, setting keyboard accelerators for specific commands and defining User Tools</li></ul>
-------------	--

## Using the Help Panel

The 'Help' panel provides access to the powerful Help system and to a wide range of on-line facilities to support your use of the tool, including the management of Licence Keys. The Help system contains both overviews of functional areas of the application and detailed topics on how to use specific tools, helping you to be highly productive. The Help is normally accessed as an on-line, web-based system, but you can select to download the file-based Help to provide a local Help system. You can also open the Learning Center, which provides user-focused guidance for common tasks.



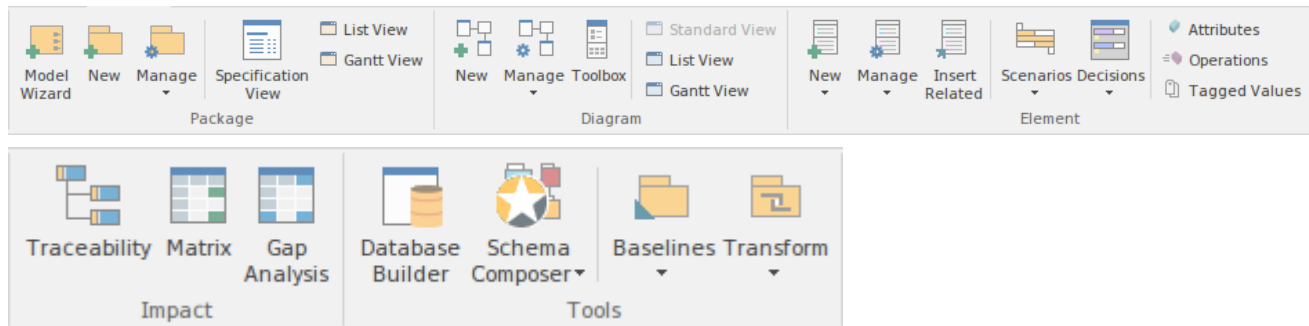
### Available Facilities

Facility	Description
Help	<p>The <b>Help icon</b> opens a menu containing a wealth of options for opening and exploring the Help, obtaining information from a number of other sources, and requesting support from Sparks Systems.</p> <ul style="list-style-type: none"> <li>• Open Help System - opens the Help as a set of pages in HTML format, either on the web or local to your system, beginning with the <i>Introduction to Enterprise Architect</i> page</li> <li>• Search Help - opens the 'Find in Files' search facility, which you use to specify and search for a text string in the Help</li> <li>• Go to Help Topic - opens a specific Help topic that you identify by name, if you already know the topic you want to display</li> <li>• Open Keyboard Accelerator Map - displays the 'Help Keyboard' dialog, which identifies which keyboard keys have been mapped to Enterprise Architect commands; you can customize these mappings if necessary</li> <li>• Configure Google Translate - displays a short dialog in which you specify the language into which you want to translate the online Help when you display a page; the requested page is passed to the Google Translate site and displayed in the specified language (this option does not operate on the downloaded local Help)</li> <li>• Explore Online Resources - opens a submenu of options for accessing resources on the Sparx Systems web site: <ul style="list-style-type: none"> <li>- Install Help Locally - displays a prompt to download the EA User Guide installer file (EAUserGuide.msi), which you use to install the Help files locally</li> <li>- User Forum and News - opens the Sparx Systems User Forum, which you can read as a guest or as a logged-in user</li> <li>- Request a Feature - opens the standard form for submitting a request for a feature you would like to see in Enterprise Architect</li> <li>- Bug Report Page - opens the standard form for reporting the details of a bug you have found in Enterprise Architect (also prompts you for your registered user ID and password)</li> <li>- <b>Automation Interface</b> - opens the Sparx Systems web page on the Automation Interface, providing a number of examples of its use</li> <li>- Introducing UML - accesses the Sparx Systems online UML tutorials</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>- Pricing and Purchase Options - displays details on purchasing or upgrading Enterprise Architect over the internet</li> <li>• Open the Example Model - opens the EAExample model within the current instance of Enterprise Architect</li> <li>• Register and Manage Your License Key(s) - configure and manage the license keys used to register Enterprise Architect and its <b>Add-Ins</b></li> <li>• Check for Updates - displays the Sparx Systems web page on the latest build and its release notes</li> <li>• View the License Agreement - displays the Enterprise Architect End User License Agreement</li> <li>• Ordering Information - displays information on how to purchase Enterprise Architect.</li> <li>• Read Me - displays the Readme.txt file, which details the changes and enhancements in Enterprise Architect, build by build</li> <li>• About EA - displays a window showing your installation details, including the program version, your registration key, your repository connection, the Enterprise Architect edition, and your user id</li> </ul>
Home Page	Click on this option to open the Home page of the Sparx Systems web site.
Libraries	<p>Click in the drop-down arrow to display these commands;</p> <ul style="list-style-type: none"> <li>• Learning Center - displays the Learning Center as a view in the central workspace area.</li> <li>• Download Library - download the Learning Center library from the Sparx <b>Reusable Asset Service</b> Registry.</li> <li>• Manage Libraries - install, enable and disable Library files</li> </ul>
Register	Click on this option to register a new Enterprise Architect license key.

## Design Ribbon

The Design Ribbon is used to develop and visualize a model by creating diagrams, matrices and lists of important aspects of the system. Requirements and other specifications can be created and viewed and, regardless of the technology or language of expression, compelling representations can be created, viewed and tied together to form either powerful blueprints of a system to be implemented or documentation of an existing system.



## Panels

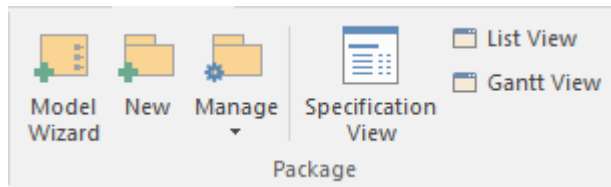
Panel	Description
Package	The 'Package' panel provides facilities to create and manage folders (Packages). New models can be added that typically contain a number of other Packages. These Packages form the structure of the model and can be used to group elements, diagrams or other Packages. A Package can also be viewed as a list of elements that will include other Packages, or as a Gantt chart describing the allocation of resources to the elements in the Package.
Diagram	The 'Diagram' panel contains a set of facilities for creating and managing diagrams and the elements they contain. Diagrams are a powerful way of presenting and visualizing a model's elements and their connections. They can be enhanced by a range of overlays that transform the diagram into an expressive view such as a Kanban board, a Roadmap diagram, or swimlanes that allow elements to be allocated to different aspects such as responsibility or ownership. A diagram can also be viewed as a list of elements or as a Gantt chart describing the allocation of resources to the elements.
Element	The 'Element' panel provides facilities to manage the elements that are the building blocks of models. Elements can be created and specified with attributes and operations. Scenarios can be added and Decision Tables defined.
Impact	The 'Impact' panel provides a set of tools for viewing how elements are related to each other in the repository. While diagrams provide one way of visualizing the relationships, the <b>Traceability window</b> , the <b>Relationship Matrix</b> and the <b>Gap Analysis Matrix</b> present the information in a compelling and often more appealing format. The matrices allow visual analysis to be performed and they can be exported to Spreadsheets if more detailed analysis is required.
Tools	The 'Tools' panel is a collection of powerful tools for working with elements and Packages. These tools can be used to create business or technical level specifications of elements from business rules and requirements to technology descriptions. They can be used to manipulate data models with live connections to



	databases, and to transform a model from a one format or technology to another. Snapshots of models can be taken and comparisons made to the current model.
Add-Ins	The <b>Add-Ins</b> panel provides access to the facilities of each <b>Add-In</b> that is enabled in Enterprise Architect.

## Using the Package Panel

The 'Package' panel provides facilities to create and manage folders (Packages). New models can be added that typically contain a number of other Packages. These Packages form the structure of the model and can be used to group elements, diagrams or other Packages. A Package can also be viewed as a list of elements that will include other Packages, or as a Gantt chart describing the allocation of resources to the elements in the Package.



### Available Facilities

Facility	Description
	Click on this icon to open the <b>Model Wizard</b> , which provides Patterns from a wide range of technologies that you can use to quickly generate new models in your project.
	Click on this icon to create a new child Package under the current Package. The 'New Package' dialog displays, on which you specify whether to create the Package from a Pattern (with child structures), with a child diagram, or as a Package only.
	<p>Click on the drop-down arrow to display a selection of facilities that you can use to manage Packages in the model.</p> <ul style="list-style-type: none"> <li>• <b>Properties</b> - maintain the properties of the current Package, using the 'Properties' dialog</li> <li>• <b>Baselines</b> - display the 'Baselines' dialog for the selected Package, to create and compare Baselines of the Package with the current version</li> <li>• <b>Validation</b> - display a short menu of options to create validation rules and run and cancel a validation of the current Package</li> <li>• <b>Lock</b> - display the 'Lock Package' dialog for the selected Package, on which you restrict changes to the Package</li> <li>• <b>Browse for Package</b> - display a '<b>Project Browser</b>' dialog listing only Packages, through which you can easily locate and select a specific Package from within the model hierarchy</li> <li>• <b>Search for Package</b> - display the <b>Find in Project view</b>, pre-loaded with the 'Find Package' search to locate Packages of a specific name or type</li> <li>• <b>Export Package (XMI)</b> - export the selected Package as an XMI file</li> <li>• <b>Import Package (XMI)</b> - import a Package from an XMI file</li> <li>• <b>Copy Package to Clipboard (XMI)</b> - immediately copy the selected Package to the clipboard</li> <li>• <b>Paste Package from Clipboard (XMI)</b> - paste a Package held on the clipboard as a child of the selected Package</li> <li>• <b>Clone Package Structure as New Version</b> - copy the structure of the selected Package and paste it into the Project Browser as a new Package and contents; a prompt displays for you to enter a version number for the new Package,</li> </ul>

	followed by a browser on which you select its parent Package
	Click on this icon to display the <b>Specification Manager</b> , a document-based interface to a selected Package in the model, providing the means of creating and reviewing elements as text representations of objects in the <b>Project Browser</b> . When you select this option, the Design Ribbon changes to the Specification Edit Ribbon.
	Click on this icon to display the selected Package in the <b>Package Browser</b> window, in List View mode.
	Click on this icon to display the selected Package in the <b>Package Browser</b> window, in <b>Gantt View</b> mode.

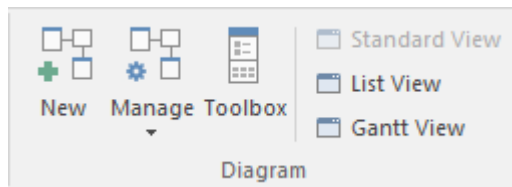
## Learn more

- [Ribbons](#)
- [Design Ribbon](#)

-

## Using the Diagram Panel

The 'Diagram' panel contains a set of facilities for creating and managing diagrams and the elements they contain. Diagrams are a powerful way of presenting and visualizing a model's elements and their connections. They can be enhanced by a range of overlays that transform the diagram into an expressive view such as a Kanban board, a Roadmap diagram, or swimlanes, which allow elements to be allocated to different aspects such as responsibility or ownership. A diagram can also be viewed as a list of elements, or as a Gantt chart describing the allocation of resources to the elements.



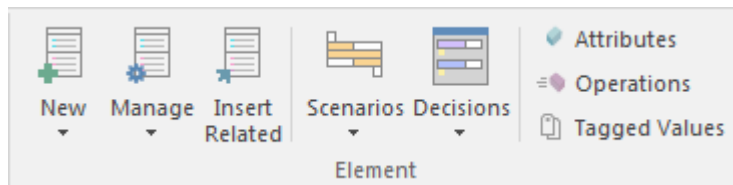
### Available Facilities

Facility	Description
	Click on this icon to create a new diagram under the selected Package or element. The 'New Diagram' dialog displays, through which you can create a new diagram of any type under any technology supported by Enterprise Architect.
	<p>Click on the drop-down arrow to display a list of options for actions to apply to the selected diagram.</p> <ul style="list-style-type: none"> <li>• Properties - maintain the properties of the current diagram, using the diagram 'Properties' dialog</li> <li>• Lock - display the 'Lock Diagram' dialog for the currently-open diagram, on which you restrict changes to the diagram</li> <li>• Browse for Diagram - display the 'Select a Diagram' browser, through which you can locate and open a diagram in your model</li> <li>• Search for Diagram - display the <b>Find in Project</b> view, pre-loaded with the 'Diagram Details' search to locate diagrams of a specific name or type</li> <li>• Swimlanes - divide the currently-open diagram into logical areas or partitions using the 'Swimlanes' page of the 'Swimlanes and Matrix' dialog</li> <li>• Roadmap - convert the currently open diagram to a roadmap with a timescale, using the 'Roadmap options' dialog</li> <li>• Kanban - convert the currently open diagram to Kanban format, using the 'Kanban' dialog</li> <li>• Copy Diagram - copy the currently-selected diagram in the <b>Project Browser</b> to the clipboard</li> <li>• Paste Diagram - paste the diagram on the clipboard into the currently-selected Package, according to the settings you define on the 'Paste Diagram' dialog</li> <li>• Clone Diagram as New Version - copy the currently-selected diagram in the Project Browser and paste it into the Project Browser as a new diagram; a prompt displays for you to enter a version number for the new diagram, followed by a browser on which you select its parent Package</li> </ul>
	Click on this icon to display the <b>Diagram Toolbox</b> (if it is not already open); the Diagram Toolbox is a panel of icons specific to a diagram type that you can use to

	create elements and connectors on a diagram.
	Click on this icon to display the currently-open diagram in the standard graphical display format.
	Click on this icon to display the content of the currently-open diagram as a tabular, editable list of elements.
	Click on this icon to display the elements of the currently-open diagram in a Gantt Chart format, showing the Project Resources assigned to each element.

## Using the Element Panel

The 'Element' panel provides facilities to manage elements, which are the building blocks of models. Elements can be created and specified with attributes and operations. You can define scenarios for the activities that the element represents, and add Decision Tables for decision points in the element's behavior.



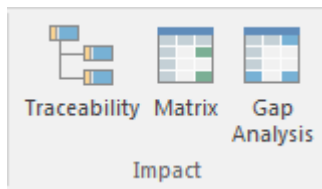
### Available Facilities

Facility	Description
	<p>Click on the drop-down arrow to display a short list of options for adding elements to the model:</p> <ul style="list-style-type: none"> <li>• Add New Element - define and add a new element to the currently-selected Package or element and, if required, the currently open diagram, using the 'New Element' dialog</li> <li>• Add Multiple Elements - add a number of individual elements to the currently-open diagram, using the 'Create Multiple Elements' dialog.</li> <li>• Insert Existing Element - add an existing element to the currently-open diagram; the option displays the 'Select Element' browser, which you use to locate the element to add</li> <li>• Edit Linked Document - create a new linked document, or edit the existing document, for the selected element; note that when the Linked Document editor opens the Ribbon changes to the Document Edit Ribbon, and when you close the editor the Ribbon defaults to the Start Ribbon</li> </ul>
	<p>Click on the drop-down arrow to display a list of commands you can use to manage the properties and appearance of the element you have selected in a diagram or in the <b>Project Browser</b>.</p> <ul style="list-style-type: none"> <li>• Properties - define the properties of the element using its 'Properties' dialog</li> <li>• Specific Property Page - select an option to review the element properties on a specific page of the 'Properties' dialog</li> <li>• Edit Linked Document - open the Linked Document editor for the linked document on the currently-selected element</li> <li>• Lock - open the 'Lock Element' dialog through which you can set or clear editing locks on the selected element</li> <li>• Structural Elements - create, hide and show embedded elements - such as Ports and Parts - on the selected element, using the 'Structural Elements' dialog</li> <li>• Parents and Interfaces - add or delete Generalization and Realization relationships to Parent or Interface Classes, using the 'Set Parents and Interfaces' dialog</li> <li>• Overrides and Implementations - set the system to automatically override methods from parent Classes and from realized Interfaces, using the 'Override Operations/Interfaces' dialog</li> <li>• Change Type - change the type of the selected element, using the 'Select</li> </ul>

	<p>Element Type' dialog</p> <ul style="list-style-type: none"> <li>Find in Diagrams - find the selected element in every diagram in which it has been used; if the element is used in more than one diagram, the 'Element Usage' dialog displays</li> <li>Find in Project Browser - highlight in the Project Browser an element selected from a diagram</li> <li>Find Elements with Linked Documents - display the <b>Find in Project view</b>, pre-loaded with an executed search for elements that have Linked Documents; right-click on an item and select the 'Edit Linked Document' option to review the element's document</li> <li>Find Elements with Linked Documents modified recently - opens the Find in Project view preloaded with an executed search for elements that have Linked Documents that have updated within the last seven days (you can re-execute the search with a different number of days); right-click on an item and select the 'Edit Linked Document' option to review the element's document</li> <li>Search Model - display the Find in Project view, through which you can search for the use of any aspect of an element across the model</li> <li>Clone Element as New Version - copy the structure of the selected element and paste it into the Project Browser as a new element and contents; a prompt displays for you to enter a version number for the new element, followed by a browser on which you select its parent Package or element</li> </ul>
	<p>Click on this icon to display the '<b>Insert Related Elements</b>' dialog, through which you can identify elements that are related to the currently selected element and, if they are not on the currently-open diagram, add them to it</p>
	<p>Click on the drop-down arrow to display a short menu of options for working with element Scenarios.</p> <ul style="list-style-type: none"> <li>Manage Scenarios - create, edit and delete scenarios using the 'Structured Specification' tab of the 'Scenarios' page of the Scenarios &amp; Requirements window</li> <li>Find Scenarios - locate and list all elements that contain structured scenarios</li> <li>Help - display the top-level Help topic on Scenarios</li> </ul>
	<p>Click on the drop-down arrow to display a short menu of options for working with Decision Tables for the selected element.</p> <ul style="list-style-type: none"> <li>Manage Decisions - create and configure a Decision Model for the current element, using the <b>Decision Table Editor</b></li> <li>Find Decisions - locate and list all elements that contain Decision Tables</li> <li>Help - display the top-level Help topic on Decision Models</li> </ul>
	<p>Click on this icon to create and edit attributes for the currently-selected element, on the 'Attributes' page of the 'Features' dialog.</p>
	<p>Click on this icon to create and edit operations for the currently-selected element, on the 'Operations' page of the 'Features' dialog.</p>
	<p>Click on this icon to add, edit and delete <b>Tagged Values</b> on the currently-selected element, using the Tagged Values window.</p>

## Using the Impact Panel

A model is a structure of Packages and elements, most of which have interactions with each other at various levels. The 'Impact' panel provides a set of facilities for establishing how the objects interact and - equally important - where actions and interactions are missing.



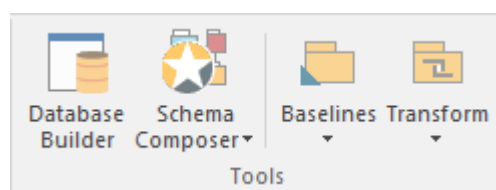
### Available Facilities

Facility	Description
Traceability	Click on this icon to follow the connections in a chain of elements, and to establish the dependencies radiating from a selected element. For this purpose you use the <b>Traceability window</b> .
Matrix	Click on this icon to examine how sets of elements in one Package are linked to each other, or to elements in another Package, using the <b>Relationship Matrix</b> . You can also add and delete relationships using the Matrix.
Gap Analysis	Click on this icon to explore the implementation of features in the model, and to identify potential gaps between solution architectures. The <b>Gap Analysis Matrix</b> displays.



## Using the Tools Panel

The Tools panel provides four very significant model development facilities that streamline the construction or generation of domain-specific or platform-specific models, and help you monitor change over development stages.



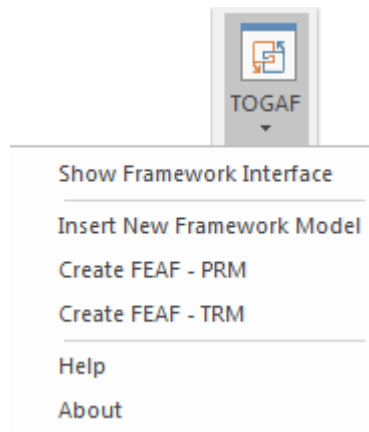
### Available Facilities

Facility	Description
Database Builder	Click on this icon to add, edit and manage database models for a wide range of DBMS products, using the <b>Database Builder</b> view.
Schema Composer	Click on the drop-down arrow to display options for creating and managing custom profiles for the generation of industry-specific <b>XSD</b> files. <ul style="list-style-type: none"> <li>Open <b>Schema Composer</b> - display the Schema Composer view, which you use to create Schema profiles and generate XSD files from them</li> <li>Import for Schema Composer - import a Schema Composer profile from an external file, using the 'Schema Importer' dialog</li> <li>Help - display the Help topic on the Schema Composer</li> </ul>
Baselines	Click on this icon to display options for managing successive versions of a Package through development, by storing one or more <b>Baselines</b> to compare with the current Package in the model. <ul style="list-style-type: none"> <li>Manage Baselines - create and manage Baselines for the currently-selected Package, using the 'Baselines' dialog</li> <li>Find Baselines - find and list Packages in the model that have Baselines</li> <li>Help - display the Help topic on Package Baselines and the Baseline facilities</li> </ul>
Transform	Click on the drop-down arrow to display options for applying Transformation Templates in building physical models from more abstract content. <ul style="list-style-type: none"> <li>Transform Selection - define and perform one or more transformations on selected elements to generate new model content, using the 'Model Transformation' dialog</li> <li>Transform Templates - edit and configure the templates used to perform transformations, in the Transformation Editor view</li> <li>Help - display the main Help topic on Model Transformation</li> </ul>

## Using the Add-Ins Panel

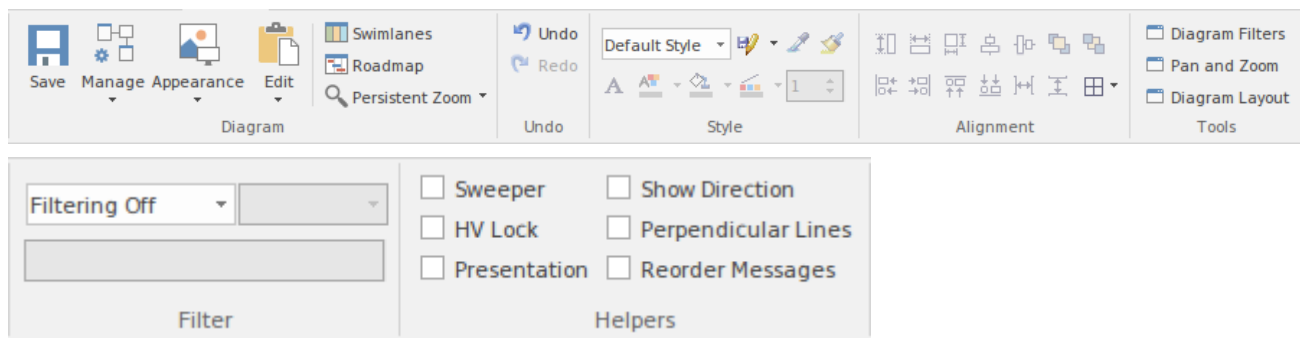
The **Add-Ins** panel contains an icon for each **Add-In** that is enabled in Enterprise Architect. The icons list options for working with the Add-In, accessing whatever facilities the Add-In is designed to provide. The lists can be context-sensitive and will present options appropriate to the object that is selected in the **Project Browser** or diagram.

This example shows the icon and menu options for TOGAF:



## Layout Ribbon

The Layout Ribbon can be used to create sophisticated views of a model alignment of elements and sections to create high-quality diagrams. Diagrams are one of the most powerful and compelling ways of visualizing information. The appearance of elements in diagrams can be completely changed by adding border, fill and text colors, creating meaning and appeal. Diagram Filters and Layout tools can be used to automatically change the appearance of diagrams, and Swimlanes and Roadmaps can be configured, adding rich presentations. A filter can be applied to obscure elements that don't meet a specific condition, and a range of helpers can assist with element alignment.



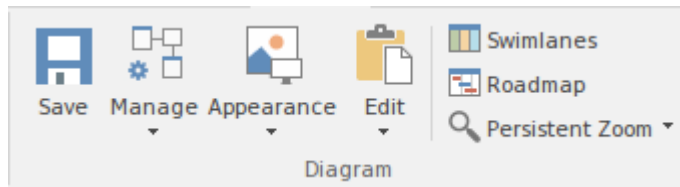
## Panels

Panel	Description
Diagram	The 'Diagram' Panel provides a collection of tools for managing the use of diagrams and for manipulating the appearance and presentation of elements in a diagram.
Undo	The 'Undo' panel provides options to roll back - or undo - the changes in a diagram's appearance, or to re-establish undone changes.
Style	The 'Style' panel contains a range of tools for applying different styles to the elements in a diagram, to emphasize their importance or relevance in the context of the diagram. An element's fonts, fill, and borders can be colored and styled, and the settings can be individually copied to other elements or saved as a style that can be applied to other elements as a group.
Alignment	The 'Alignment' panel provides a series of tools that can be used to refine the positions of the diagram's elements relative to each other. Groups of elements can be selected and their edges aligned or their centers aligned vertically or horizontally. An element's position in the visual stack can be altered by moving them forward or backwards, and you can display a convenient grid that can be configured so that elements and connectors 'snap' into position on the grid.
Tools	The 'Tools' panel provides a series of facilities for aligning, viewing or filtering the elements in a diagram. These are powerful tools that assist in working with large or detailed diagrams. Diagram Filters can be used to obscure elements that aren't relevant in a certain context. The <b>Pan and Zoom</b> window helps you change a diagram's magnification, and to quickly traverse a large diagram. The Diagram Layout facility can automatically change and organize the layout of elements in a diagram.
Filter	The ' <b>Filter</b> ' panel helps in emphasizing aspects of a diagram, filtering out elements so that only the relevant or important elements are clearly visible whilst the other

	elements are muted. The filtering can be based on a variety of element properties that can be set for exact matches, presence of text strings or ranges of dates. The tool is invaluable for quickly locating and visualizing particular elements in a diagram.
Helpers	The 'Helpers' panel contains a series of specialized tools for working with the elements in a diagram, to save time, preserve layouts and enhance visualization.

## Using the Diagram Panel

The 'Diagram' Panel provides a collection of tools for managing the use of diagrams and for manipulating the appearance and presentation of elements in a diagram.



### Available Facilities

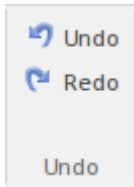
Many of these facilities are activated when you open a diagram in the **Diagram View**.

Facility	Description
Save	Click on the icon to save changes to the current diagram.
Manage	<p>Click on the drop-down arrow to display a list of options for managing the diagram's behavior.</p> <ul style="list-style-type: none"> <li>• Properties - set the diagram properties using the 'Diagram Properties' dialog.</li> <li>• Set as Model Default - set the current diagram to automatically display when any user opens the model</li> <li>• Set as User Default - set the current diagram to automatically display when you open the model</li> <li>• Add to Working Set - add the diagram to a working set to open when you open the model</li> <li>• Compare to Baseline - compare the current diagram layout with the layout captured in a Baseline</li> <li>• Change Type - change the diagram type</li> <li>• Show Property Note - display the diagram property notes on the current diagram</li> <li>• Sequence Communication Messages - (in a Communication diagram) change the sequence of messages</li> <li>• Make All Elements Selectable - set all elements in the current diagram to Selectable, so that you can move them around the diagram and perform operations on them (make elements unselectable by right-clicking on them and clicking on the 'Unselectable' option)</li> <li>• Save as Profile - save the diagram as a UML Profile</li> </ul>
Appearance	<p>Click on the drop-down arrow to display a list of options for configuring the appearance of the current diagram.</p> <ul style="list-style-type: none"> <li>• Show Status Colors (All Diagrams) - display status colors on the status compartment or borders of all status-applied elements on all diagrams you review; deselect to hide status colors</li> <li>• Configure Status Colors - set the status types and colors, using the 'Status' page of the 'General Types' dialog</li> <li>• Theme &amp; Appearance Options - set the theme and appearance options for all diagrams that you review, using the 'Diagram   Themes' page of the</li> </ul>

	<p>'Preferences' dialog</p> <ul style="list-style-type: none"> <li>• Hand Drawn - display the current diagram in 'hand drawn' mode; deselect the option to revert to normal display</li> <li>• White Board - display the current diagram in 'white board' mode; deselect the option to revert to normal display</li> <li>• Standard - as an alternative, if the current diagram is in 'hand-drawn' or 'white board' mode, select this option to revert to normal display</li> <li>• Hide Page Borders (All Diagrams) - hide the printable-page border lines on all diagrams that you review; deselect the option to redisplay the borders (overridden by the 'Hide page borders (current diagram)' setting on the 'Diagram' page of the 'Diagram Properties' dialog)</li> </ul>
Edit	<p>Click on the drop-down arrow to display a list of options for selecting, copying and pasting elements on the current diagram.</p> <ul style="list-style-type: none"> <li>• Select by Type - specify an element type and - if appropriate - stereotype, and select all elements of that type in the diagram</li> <li>• Clear Selection - clear all selections in the diagram</li> <li>• <b>Select All</b> - select every object in the diagram</li> <li>• Copy - copy any selected elements to the clipboard</li> <li>• Paste as Link - paste elements from the clipboard into the diagram as links to the original elements (the elements being copied from a different diagram)</li> <li>• Paste as New - paste elements from the clipboard into the diagram as new elements; the 'Paste Elements as New' dialog displays, on which you change the names of the new elements</li> <li>• Paste Image from Clipboard - paste a single image of the copied element(s) and any connectors between them from the clipboard into the current diagram; the image is enclosed within a System Boundary, and the element images cannot be selected or moved within the boundary</li> <li>• Autosize Selected - returns the selected element(s) to the default size for the element type, or to the minimum size that can show the element contents; the resizing operates from the center of the element, so that you do not have to reorganize the diagram layout</li> </ul>
Swimlanes	<p>Click on this icon to divide the currently-open diagram into logical areas or partitions using the 'Swimlanes' page of the 'Swimlanes and Matrix' dialog.</p>
Roadmap	<p>Click on this icon to convert the currently open diagram to a Roadmap with a timescale, using the 'Roadmap options' dialog.</p>
Persistent Zoom	<p>This option provide four zoom settings that you can apply to your diagram:</p> <ul style="list-style-type: none"> <li>• 75%</li> <li>• 100%</li> <li>• 150%</li> <li>• 200%</li> </ul> <p>When you select a zoom level, it persists when you close and re-open the diagram.</p>

## Using the Undo Panel

When working with diagrams, it is quite common for a modeler to make a series of changes and then decide to revert to a previous state of the diagram, using the Undo tool to step back through all the unsaved changes that have been made. If necessary, the changes can be reinstated using the Redo tool. There is practically no limit to how many consecutive unsaved changes can be undone or redone.

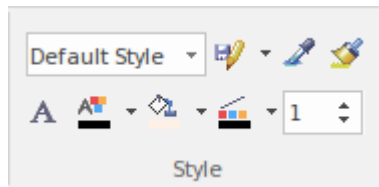


### Available Facilities

Facility	Description
Undo	Click on this icon to reverse the last unsaved and unreversed change made to the diagram.
Redo	Click on this icon to re-establish the last undone and unsaved change made to the diagram.

## Using the Style Panel

The 'Style' panel provides a range of tools for applying different styles to the elements and connectors in a diagram, to emphasize their importance or relevance in the context of the diagram. An element's fonts, fill and borders, and a connector's line, can be colored and styled, and the settings can be individually copied to other elements and connectors or grouped and saved as a style that can be applied to other elements and connectors.



### Available Facilities

Facility	Description
Style List	Click on the drop-down arrow on this field and select an existing style to apply to the selected object(s) in the diagram.
Save Style	Click on this icon to display a short menu of options for creating styles. <ul style="list-style-type: none"> <li>Save as New Style - save the style of the selected object under a new name (for example, after changing the appearance of the object); a dialog displays in which you type the new style name, and when you click on the <b>OK button</b> the style is added to the 'Style List' field</li> <li>Save Style - save the style of the object under its existing style name (after changing the appearance of the object)</li> <li>Refresh List - change the 'Style List' field setting back to 'Default Style'</li> <li>Delete Current Style - delete the style currently shown in the 'Style List' field; the field reverts to 'Default Style' but the objects using that style stay as they are</li> </ul>
Get Style	Click on this icon to copy the style of the currently selected object, to immediately apply to other objects.
Apply Style	Click on this icon to apply the style copied using the 'Get Style' icon to the currently selected object. You can keep clicking on new objects and on this icon to apply the style to several objects. As long as the style characteristic applies to the object (such as line width and line color) you can apply the style to any kind of object, although you would usually apply a style to closely related objects.
Set Font	Click on this icon to set the text font, style, size and effects for the selected element(s). (You can also select from a small range of text colors.)
Text Color	Click on this icon to select from a wide range of colors in which to display the text of the selected element(s).
Fill Color	Click on this icon to select from a wide range of colors to set as the fill color of the selected element(s).



Line Color	Click on this icon to select from a wide range of colors to set for the borders of the selected element(s) or lines of the selected connector.
Line Width	Click on the 'spinner' arrows to set the selected element border or connector line width to a value between 1 (thinnest) and 5 (thickest).

## Using the Alignment Panel

The 'Alignment' panel provides a series of tools that can be used to refine the positions of the diagram's elements relative to each other. Groups of elements can be selected and their edges aligned or their centers aligned vertically or horizontally. An element's position in the visual stack can be altered by moving them forward or backwards, and you can display a convenient grid that can be configured so that elements and connectors 'snap' into position on the grid.



### Available Facilities

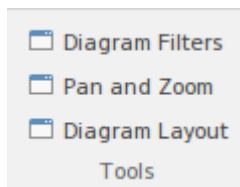
Most of the options on this panel become available when you select two or more elements together (press **Ctrl** or **Shift** as you click on the elements). Usually, the last-selected element is the reference element against which the others align; this element is indicated by a hatched border.

Facility	Description
Make Same Height	Click on this icon to make all selected elements the same height as the reference element.
Make Same Width	Click on this icon to make all selected elements the same width as the reference element.
Make Same Size	Click on this icon to make all selected elements the same height and width as the reference element.
Align Vertically	Click on this icon to align the centers of all selected elements vertically with the center of the reference element.
Align Horizontally	Click on this icon to align the centers of all selected elements horizontally with the center of the reference element.
Bring to Top	Move the selected elements to the top of the diagram relative to other elements (the top of the Z-Order).
Send to Back	Move the selected elements to the back of the diagram relative to other elements (the bottom of the Z-Order).
Align Left	Click on this icon to align the left edges of all selected elements vertically with the left edge of the reference element.
Align Right	Click on this icon to align the right edges of all selected elements vertically with the right edge of the reference element.
Align Tops	Click on this icon to align the top edges of all selected elements horizontally with the top edge of the reference element.
	Click on this icon to align the bottom edges of all selected elements horizontally

Align Bottoms	with the bottom edge of the reference element.
Space Horizontally	Click on this icon to evenly separate the selected elements by the same amount horizontally.
Space Vertically	Click on this icon to evenly separate the selected elements by the same amount vertically.
Snap to Grid	<p>Click on this icon to display a short menu of options for applying a grid to help you position elements on each diagram you review. If all of the options are deselected, you can move and resize elements freely.</p> <ul style="list-style-type: none"><li>• Standard Grid - make elements 'snap' to the nearest grid point when you move or resizing them</li><li>• Smart Placement - place elements even distances away from other elements and space elements evenly; for Sequence diagrams, this helps position Notes on Messages</li><li>• Show Grid - display the grid on the diagram as pale gray dots against the diagram background</li></ul>

## Using the Tools Panel

The 'Tools' panel provides a suite of facilities for aligning, viewing or filtering the elements in a diagram. These are powerful tools that assist in working with large or detailed diagrams. Diagram Filters can be used to obscure elements that aren't relevant in a certain context. The **Pan and Zoom** window helps you change a diagram's magnification, and to quickly traverse a large diagram. The Diagram Layout facility can automatically change and organize the layout of elements in a diagram.

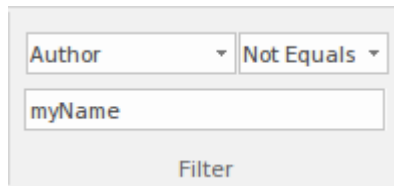


### Available Facilities

Facility	Description
Diagram Filters	Click on this icon to display the Diagram Filters dialog, which you use to create and apply filters for selectively muting parts of the diagram that are not relevant to an aspect you are investigating.
Pan and Zoom	Click on this icon to display the Pan & Zoom window, which helps you to scan across large diagrams and 'dive into' areas of interest.
Diagram Layout	Click on this icon to display the <b>Layout Tools</b> dialog, which you can use to select, configure and apply a wide range of diagram layouts to the current diagram.

## Using the Filter Panel

The **'Filter'** panel helps in emphasizing aspects of the currently-open diagram, quickly filtering out elements outside a context so that only the relevant or important elements are clearly visible whilst the other elements are muted. The context can be derived from a variety of element properties, some of which can be set to an exact match, the presence of text strings or a date range. The tool is invaluable for quickly locating and visualizing particular elements in a diagram.



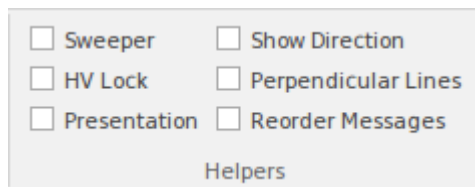
### Fields

The three fields are unlabelled and are referred to by their position on the panel.

Field	Description
Top Left	<p>This field identifies the type of filter to apply. It defaults to the value 'Filtering Off'. Click on the drop-down arrow and select the filter type.</p> <p>To expose the full list of filter types, either use the vertical scroll bar or drag the 'dotted line' bar down as far as is necessary.</p> <p>For some filter types, one or both of the remaining two fields might not be required and they will be grayed out.</p>
Top Right	<p>This field defines the operator to apply to any property or value you define; that is, whether the element property or text contains, is equal to, or is not equal to the defined value, or is within a specified range of values.</p> <p>Click on the drop-down arrow and select the appropriate operator.</p>
Bottom	<p>In this field you type the value or range of values to be matched against the element property or text.</p>

## Using the Helpers Panel

The 'Helpers' panel contains a series of specialized tools for working with the elements in a diagram. These perform useful function that will save time, preserve layouts and enhance visualization. The 'Sweeper' and 'HV Lock' tools move multiple elements vertically, horizontally or diagonally in the diagram. The 'Presentation' tool can be used to show which element is in focus during a workshop or meeting. The 'Show Direction' tool indicates the direction of relationships connected to the selected element.



### Available Facilities

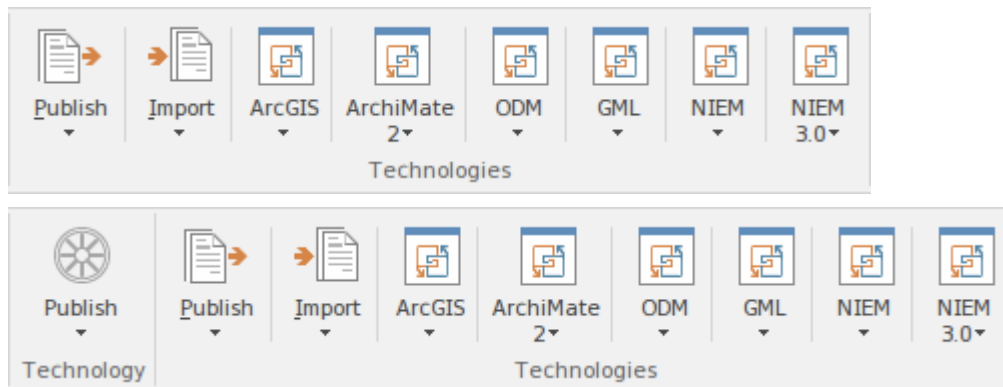
To apply each of these tools to your diagram, click on the checkbox against the tool name. The options remain selected across diagrams and work sessions until explicitly turned off again.

Facility	Description
Sweeper	When the Sweeper is on, you can move sections of the diagram in one direction vertically, horizontally or diagonally. Click on the diagram and move the cursor; the section of diagram ahead of the cursor in its direction of movement is moved in the same direction.
HV Lock	When the HV Lock is on, when you click on an element and start to move it horizontally or vertically, the movement becomes restricted to that direction. So if you start to move the element vertically, you cannot move it horizontally until you release the mouse button and start another movement. The lock prevents any diagonal movement.
Presentation	When the Presentation option is selected, the borders of selected elements are a simple solid red line. There are no diagram icons (such as the Quicklinker arrow), movement handles or hatching. You cannot select and work on connectors.  Whilst you can still move and resize the element(s), you might use this option when you are examining element content rather than element placement on the diagram, or using the diagram for display rather than change.
Show Direction	When this option is selected, the physical direction of connectors on the selected element are indicated by color: incoming relationships are red, and outgoing relationships are green.
Perpendicular Lines	When this option is selected, connectors are forced to adopt a vertical or horizontal position when they are adjusted. Not all types of connector are affected by this setting.
Reorder Messages	This option enables and disables the ability to swap the order of messages on a Sequence diagram. When this option is enabled, if you drag a message up or down a lifeline beyond the position of the next or previous message, the messages swap positions. If this option is disabled, then dragging a message will only extend or reduce the spacing between the message being dragged and its preceding message.



## Publish Ribbon

The Publish ribbon groups together all the tools for publishing, documenting and importing and exporting valuable model assets in a wide range of formats and styles. The publishing system provides a great deal of flexibility and outputs and inputs can be tailored to exactly what an audience requires. This includes the flexible Documentation engine with its in-built and user defined templates and styles that can produce high quality corporate publications directly from the model. Elements and diagrams can be imported and exported including exchanging information with spreadsheet tools and saving to reusable patterns and assets.



## Panels

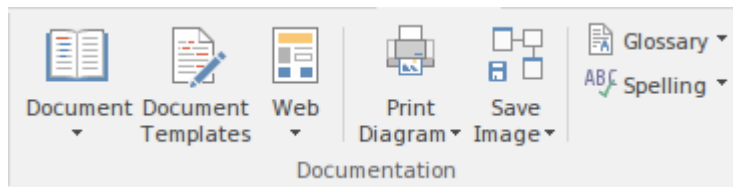
Panel	Description
Documentation	The 'Documentation' panel groups together a set of tools used to extract information from the model in a variety of useful formats, ranging from publications for corporate audiences to spreadsheets, XML schemas, patterns, Reusable Assets and much more. The model is the repository of valuable organizational information and knowledge, and people who don't access the model directly can still get access to this knowledge through this panel of tools. There several documentation formats including docx, pdf and HTML, and schemas can be extracted for information exchange between divisions or separate organizations. There is also the ability to save parts of the model for reuse with the Pattern and Reusable Asset Server facilities.
Model Exchange	The 'Model Exchange' Panel contains tools for controlling Packages and importing and exporting parts of the model in the XML based model exchange format XMI, and to formats that can be opened in a spreadsheet. The Reusable Asset Server (RAS) is a valuable resource for either sourcing existing model fragments or saving parts of the current model for reuse on future initiatives.
Technology	The 'Technology' panel provides a suite of facilities for creating and/or importing technologies for use within Enterprise Architect, and for generating Profiles and Patterns from the Packages and diagrams in your model, to help in modeling recurrent themes.
Technologies	The facilities supported by the 'Technologies' panel depend on which Technologies you have installed and which of those you have enabled (using the 'Manage' option on the 'Technology' panel of the Configure Ribbon). Some of the common Technologies you might access through this panel are described in the <i>Using the Technologies Panel</i> topic.





## Using the Documentation Panel

The 'Documentation' panel groups together a set of tools used to extract information from the model in a variety of useful formats, ranging from publications for corporate audiences to spreadsheets, XML schemas, patterns, Reusable Assets and much more. The model is the repository of valuable organizational information and knowledge, and people who don't access the model directly can still get access to this knowledge through this panel of tools. There are several documentation formats including docx, pdf and HTML, and schemas can be extracted for information exchange between divisions or separate organizations. There is also the ability to save parts of the model for reuse with the Pattern and Reusable Asset Server facilities.



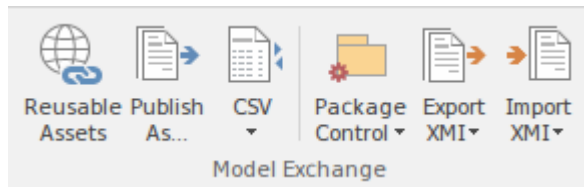
### Available Facilities

Facility	Description
Document	<p>Click on this icon to access a short menu of documentation options:</p> <ul style="list-style-type: none"> <li>• Generate Documentation - generate a document from the content of the model; generate rtf, pdf or docx format, from built-in or customized templates</li> <li>• Open Document - open an existing document file in RTF or DOCX format, for manual editing</li> <li>• New Document - create a new document for manual editing and export as RTF or DOCX format</li> <li>• Diagram Only Report - generate an RTF report of all diagrams in the current package, showing images only</li> </ul>
Document Templates	Click on this icon to manage, create and modify the templates used in generating documents in rtf, pdf or docx format.
Web	<p>Click on this icon to select from two options for publishing documents on the web:</p> <ul style="list-style-type: none"> <li>• Publish a document to an internal or internet website as static web pages, in standard HTML</li> <li>• Publish to Joomla! - generate an HTML document to a Joomla! database, for internet distribution</li> </ul>
Print Diagram	<p>Click on this icon to display a short menu of options for printing the currently-open diagram:</p> <ul style="list-style-type: none"> <li>• Print - print the diagram directly on the default printer</li> <li>• Preview - display an image of how the diagram will appear if it is printed</li> <li>• Setup - display the 'Print Setup' dialog to configure the default printer on which the diagram will be printed, which you would have selected on the Windows 'Control' panel</li> <li>• Print to PDF - print the diagram to a pdf file instead of to a printer - a browser displays to select the PDF file name and directory path; by de-selecting the 'Printable' option on an element on a diagram, you can omit that element and its connectors from the diagram in the PDF output</li> </ul>

Save Image	<p>Click on this icon to save an image of the current diagram. A small menu displays from which you can select to:</p> <ul style="list-style-type: none"><li>• Save the image to file - a Browser displays in which you select where to save the file</li><li>• Save to the Clipboard - the image is immediately saved to the Enterprise Architect clipboard</li><li>• Generate a Diagram Only Report to file - the 'Export Diagrams to RTF Document' dialog displays, on which you specify the file location, diagram file format and certain other parameters, to capture images of all diagrams in the current Package</li></ul>
Glossary	<p>Click on this icon to display options for viewing and editing the terms defined in the <b>Project Glossary</b>:</p> <ul style="list-style-type: none"><li>• <b>Glossary View</b> - display the 'Glossary' window; lists all terms defined in the Project Glossary</li><li>• Edit - displays the Glossary dialog, which provides options to add, edit, and delete glossary terms and modify the display of terms.</li></ul>
Spelling	<p>Click on this icon to access the project <b>Spell Checking</b> facilities. A short menu displays from which you can select to:</p> <ul style="list-style-type: none"><li>• Spell Check Project - the 'Spell Check' dialog displays, on which you specify what model components to check</li><li>• Spell Check Current Package - the 'Spell Check' dialog again displays, but in this context you do not have to set any parameters</li><li>• Set the Spelling Options - configure the spell checker using the 'Spelling Options' dialog</li></ul>

## Using the Model Exchange Panel

The 'Model Exchange' Panel contains tools for controlling Packages and importing and exporting parts of the model in the XML based model exchange format XMI, and in other formats that can be opened in a spreadsheet. The Reusable Asset Server (RAS) is a valuable resource for either sourcing existing model fragments or saving parts of the current model for reuse on future initiatives.



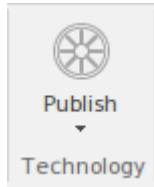
### Available Facilities

Facility	Description
Reusable Assets	Click on this icon to open the <b>Reusable Asset Service (RSA)</b> view in the central work area. The RSA provides a simple and convenient mechanism for modelers to distribute or download reusable model structures, information, corporate directives and standards. The shared repository is accessible via a Cloud Service connection, making it accessible for distributed teams.
Publish As...	Click on this icon to publish a Package at any level in the model as an external file in one of several XML formats, including XMI 1.1, XMI 2.1, ArcGIS and BPMN 2.0 XML. The ' <b>Publish Model Package</b> ' dialog displays.
CSV	Click on this icon to access the CSV Import and Export facilities, and to create and maintain the CSV specifications that define how the imports and exports proceed. You can also display the summary Help topic for CSV transfers.
Package Control	<p>Click on this icon to display a menu of options for storing and managing Packages by creating XMI files from them (<b>Package Control</b>), supporting lightweight version management and model exchange.</p> <ul style="list-style-type: none"> <li>• <b>Configure</b> - set up Package Control using the 'Package Control Options' dialog</li> <li>• <b>Manage Baselines</b> - capture snapshots of the Package in XMI directly in the model using the 'Manage Baselines' dialog, for later comparison with the Package at a significant point</li> <li>• <b>Save Package to File</b> - save the Package to its configured XMI file (from the Package Control option), using the 'Export Package to XMI' dialog</li> <li>• <b>Load Package from File</b> - replace the Package from its saved XMI file, using the 'Import Package from XMI' dialog</li> <li>• <b>View Package XMI</b> - review the content of the (exported) XMI file for the Package, in the Code Editor</li> <li>• <b>Compare Package to XMI</b> - compare the current version of the Package with the exported XMI file for the Package (the 'Compare Model to File' option in Managing Baselines)</li> <li>• <b>Merge Package with XMI</b> - import an XMI file for the Package and merge the content of the file with the Package; you might do this with a sequence of XMI files for the Package, such as when a number of people are working on the</li> </ul>

	same Package offline and storing their work in separate XMI files
Export XMI	<p>Click on this icon to display options for exporting the current Package to an XMI file for use in other models and/or different modeling tools.</p> <ul style="list-style-type: none"><li>• Export XMI - export the Package to a file in one of several XMI formats, using the 'Export Package to XMI' dialog</li><li>• Batch Export Controlled Packages - export a number of controlled Packages to XMI in a batch process, using the 'Batch XMI Export' dialog</li></ul>
Import XMI	<p>Click on this icon to display options for importing an XMI file to update one or more Packages in the model.</p> <ul style="list-style-type: none"><li>• Import Model XMI - import a Package from an XMI file in one of several XMI formats, using the 'Import Package from XMI' dialog</li><li>• Batch Import Controlled Packages - import model Packages from an import set for controlled Packages, using the 'Batch XMI Import' dialog</li></ul>

## Using the Technology Panel

The 'Technology' panel provides a suite of facilities for creating and/or importing Model Driven Generation (MDG) Technologies to extend the capabilities of Enterprise Architect, and for generating Profiles and Patterns from the Packages and diagrams in your model, to help in modeling recurrent themes.

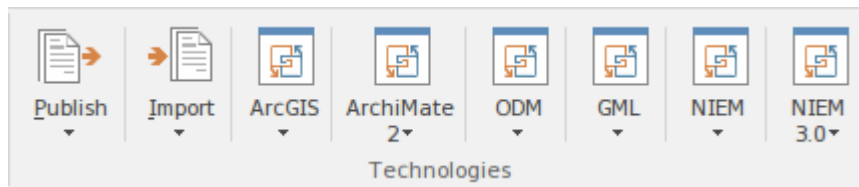


### Available Facilities

Facility	Description
Publish	<p>Click on this icon to display a short menu of options for working with MDG Technologies.</p> <ul style="list-style-type: none"><li>• Import MDG Technology - import an MDG Technology into the model either for your own use or for the use of all users of the model; the 'Import MDG Technology' dialog displays</li><li>• Publish Diagram as UML Pattern - create a UML Pattern file from the currently-open diagram, using the 'Save Diagram as UML Pattern' dialog</li><li>• Publish Package as UML Pattern - create and export a UML Profile file based on the current Package, using the 'Save UML Profile' dialog</li><li>• Generate MDG Technology - open the <b>MDG Technology Creation Wizard</b> to guide you through the process of creating and integrating the structures and resources appropriate to an MDG Technology of your own design</li></ul>

## Using the Technologies Panel

The facilities provided by the 'Technologies' panel depend on which Technologies you have installed and which of those you have enabled (using the 'Manage' option on the 'Technology' panel of the Configure Ribbon). Some of the common Technologies you might access through this panel are outlined here.



### Available Facilities

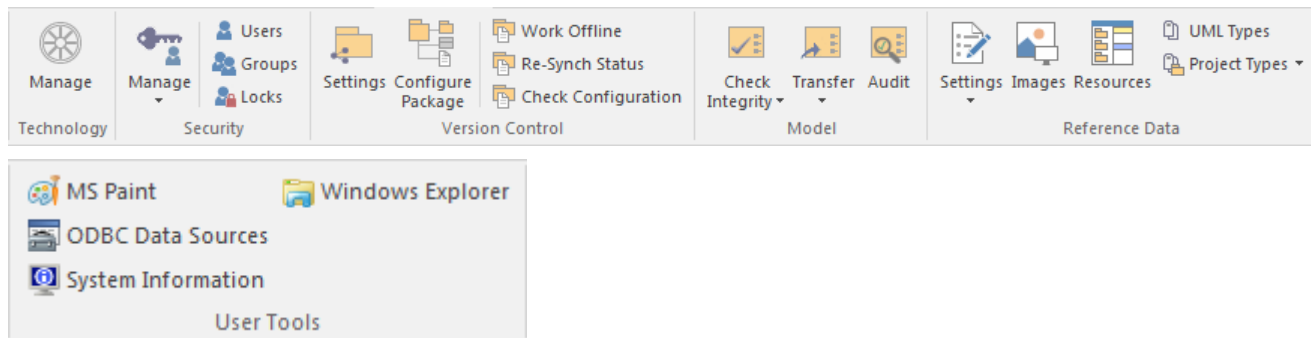
Facility	Description
Publish	<p>Display a menu of options for Publishing (exporting) Enterprise Architect model information in a specific format for consumption by other tools or processes.</p> <p>A wide range of output formats is supported, and you can further tailor the output by including or excluding diagram information, Enterprise Architect specific extensions and so on. You would tailor your published file for the capabilities of the tool or process expected to consume it.</p> <p>The 'Normative XMI 2.4.2' option provides a quick means of exporting model information in the latest UML/XMI combination with no Enterprise Architect extension information or diagram information. This format is most useful for standards development and for base interoperability with other UML based tools.</p> <p>Note that you should not use this menu to Publish model information for consumption by other users of Enterprise Architect. For that purpose, use the 'Project   Model Import/Export' options.</p>
Import	<p>Display a menu of options for importing XMI/XML from a variety of formats. ArcGIS, EMX, Rhapsody, OWL/RDF, BPMN 2.0 and MDZIP are specifically supported, but a wide range of other tools' XML output can be imported into Enterprise Architect using the 'Other Tools/Formats' menu option.</p>
ArcGIS	<p>Provides access to facilities that help you create ArcGIS models; the ArcGIS system supports the development and management of geodatabases.</p>
ArchiMate2	<p>Provides access to the facilities of the MDG Technology for ArchiMate 2, one of the business modeling tools integrated with Enterprise Architect. It offers a common language for describing the construction and operation of business processes, which you can use to describe, analyze and visualize clearly the relationships between business domains.</p>
ODM	<p>Provides access to the facilities of the MDG Technology for the Ontology Definition Metamodel (ODM), the implementation of the Object Management Group's ODM for Enterprise Architect. It provides ontology modeling capabilities</p>

	within Enterprise Architect, enabling you to develop large-scale ontologies within the fully-integrated modeling environment, for your project domain.
GML	Provides access to the facilities of the MDG Technology for Geography Markup Language (GML) application schemas, which integrates the Open Geospatial Consortium's GML 3.3 with Enterprise Architect, providing an XML grammar for geographical feature modeling capabilities.
NIEM	Provides access to the facilities of the MDG Technology for National Information Exchange Model (NIEM), which provides a common framework that is used to define how information can be shared between systems, government agencies and organizations.
NIEM 3.0	Provides access to the facilities of the MDG Technology for National Information Exchange Model (NIEM) 3.0.



## Configure Ribbon

The Configure Ribbon is used for managing the way a repository is used from the setup of reference data, security and version control to audits and integrity checks. Enterprise Architect is a powerful and flexible platform and can be configured to suit any enterprise, business or technical team.



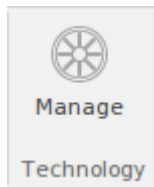
## Panels

Panel	Description
Technology	The 'Technology' panel provides the 'Manage' command, from which you can activate and configure a large range of modeling technologies such as basic UML, BPMN and SysML, or your own custom-built technology.
Security	The 'Security' panel collects together a set of facilities for using and managing security in the model. Security helps teams collaborate by allowing individuals to intentionally signal that they are working on a part of the model.
Version Control	The ' <b>Version Control</b> ' panel is used for working with the powerful version control facility in the tool, allowing you to manage changes and versions of model content for individual packages or the entire model. Version Control Configurations can be defined using the 'VC Settings' option and checked for all versioned packages using the 'Check Configuration' option. There are a range of options to view the history of changes and to revert the model to a previous version if desired. There are also options to work offline and to compare the status reported by the model and the version control provider.
Model	The 'Model' panel provides facilities to check and repair the integrity of the model database, to transfer project data from one database to another and to configure auditing settings for recording changes to the model database.
Reference Data	The 'Reference Data' panel is used to set up and manage the metadata for a model. Reference Data is typically created when the model is initiated but some of this data such as Resources and Images will be added to as the model evolves. There are a wide range of options from setting up auto naming counters for elements creating Stereotypes, <b>Tagged Value Types</b> and Cardinalities to setting up people, Status, Priority and much more. Resources store a wide range of additional model content such as Templates, Profiles, Patterns Relationship Matrices and more. Images can be saved in the model and used to replace the conventional geometric representations with descriptive and compelling images that resonate with non-technical audiences.

User Tools	<p>The 'User Tools' panel provides access to a series of external tools useful to you while working on the model. MS Paint is a simple but useful drawing tool; Windows Explorer can be useful when working with importing and exporting content from the model, including CSV files for exchange with a spreadsheet tool, XML Schema files, Database and Source code files and the generation of Documentation. Open Database Connectivity (ODBC) settings can be accessed to assist when working with live databases, and system information can be viewed.</p>
------------	---

## Using the Technology Panel

The 'Technology' panel provides the 'Manage' command, from which you can activate and configure a large range of modeling technologies such as basic UML, BPMN and SysML, or your own custom built technology.

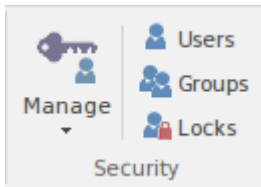


### Available Facilities

Facility	Description
Manage	Clicking this icon opens the 'MDG Technologies' dialog. This dialog helps you to add and configure paths to additional technology files and to activate or deactivate the built-in technologies.

## Using the Security Panel

When Security is enabled on a project, users are required to provide a User ID and password to login to that project. Project Security helps teams to collaborate by allowing individuals or groups to intentionally signal that they are working on specific parts of the model.



### Available Facilities

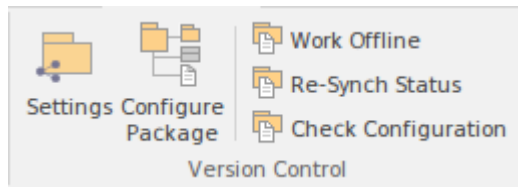
The 'Security' panel collects together a set of facilities for managing security in the model, such as enabling Project Security, specifying which security mode to use, defining the lists of authorized users and user groups, and assigning permissions to users and groups to grant access to various aspects of Enterprise Architect's functionality.

Facility	Description
Manage	<p>Click on the drop-down arrow to display a selection of commands for configuring security in the model.</p> <ul style="list-style-type: none"> <li>Require User Lock to Edit - enable pessimistic locking on the current project; in this mode, users must apply a personal lock to model elements and diagrams before any modifications can be made</li> <li>Apply Locks to Connectors - set a global lock on all connectors with a locked source element, so that those connectors cannot be deleted and their properties cannot be edited</li> <li>Manage My Locks - display a dialog that lists all <b>locks</b> applied by the current user; locks can be reviewed and also released using this dialog</li> <li>Login as Another User - log in to the Enterprise Architect project as another user</li> <li>Change Password - display the 'Change Password' dialog for the currently logged in user</li> <li>Encrypt Password - provides legacy support for older models hosted on Oracle and SQL Server database systems; administrators can create an encrypted password that is distributed to modelers, thus avoiding the need to distribute the DB connection password</li> <li>Enable Security - toggle (either enable or disable) the state of Project Security for the current project; you are prompted to supply an Authorization Key before the security state is changed</li> </ul>
Users	This command displays the 'Security Users' dialog, where new users can be defined and permissions can be granted to those users. Users can be added to existing User Groups. The dialog also provides for import of user definitions from Windows Active Directory lists.
Groups	This command displays the 'Security Groups' dialog, where new User Groups can be created and users can be added to those groups. Permissions can be granted to User Groups using this dialog.
	This command displays the 'Manage Locks' dialog. The dialog shows a list of all

Locks	elements and diagrams within the model that have active <b>locks</b> . You can also filter to show only items with User Locks or Group Locks. The list of items can be sorted by lock type, item name, locking user, locking group, or the time of lock application. The dialog can be used to select some or all of the locked items, and then to unlock the selected items.
-------	---

## Using the Version Control Panel

The '**Version Control**' panel provides facilities for configuring and managing the powerful version control facility in the tool. Version Control Configurations can be defined using the '**VC Settings**' option and validated for all versioned Packages using the '**Check Configuration**' option. There are options to work offline and also to compare the status recorded in the model against that reported by the version control provider.

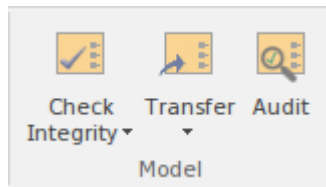


### Available Facilities

Facility	Description
Settings	Displays the <b>Version Control</b> Settings dialog, in which you can define new Version Control Configurations, or re-specify the Working Copy Folder of an existing Version Control Configuration.
Configure Package	Configure a single Package for version control. Display the ' <b>Package Control Options</b> ' dialog to specify the <b>Version Control</b> Configuration and the name of the file to use in controlling the selected Package.
Work Offline	Toggles version control in and out of 'Offline' mode. The 'Offline' mode allows modelers to work with version controlled Packages, even when there is no connection to the version control server. Packages can be 'checked-out' offline and modified, but can only be 'checked-in' once a connection to the version control server has been re-established.
Re-Synch Status	Query the version control server to retrieve the check-out status of the file associated with each of the version controlled Packages in the current project. Where it is necessary and appropriate to do so, the status of the Package is updated in the project database to match the status reported by the version control system. For example, if a Package is marked in the project database as checked-out to the current user, but the version control server reports the associated file as not checked-out, then the Package flags will be updated to show 'not checked-out'.
Check Configuration	This command scans all version controlled Packages within a project, checking the validity of the version control settings for each Package. The validation process scans the model database and verifies that the version control configuration associated with each version controlled Package is fully specified in the current model. It also queries the corresponding version control provider to find the status of the Package file associated with each version controlled Package. The results of the validation process are sent to the <b>System Output</b> window.

## Using the Model Panel

The Model panel provides facilities to check and repair the integrity of the model database, to transfer project data from one database to another and to configure auditing settings for recording changes to the model database.



### Available Facilities

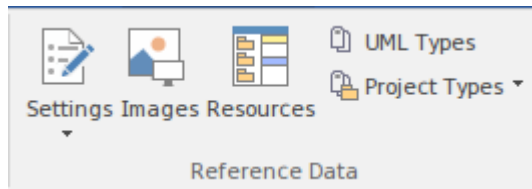
Facility	Description
Check Integrity	<p>Occurrences such as network crashes or failed XMI imports can sometimes compromise the integrity of information in the model database. Clicking on the 'Check Integrity' drop-down arrow displays a list of commands for addressing these kinds of issues and for general database maintenance.</p> <ul style="list-style-type: none"> <li>• <b>Project Integrity</b> - displays the 'Project Integrity Check' dialog; used for examining database records to check for 'orphaned' records or inaccurate or unset identifiers</li> <li>• <b>Reset IDs</b> - displays the 'Reset Auto Increment Columns' dialog; used to re-sequence Auto ID numbers, eliminating gaps that occur from repeated import/export of packages, thereby avoiding the maximum value allowed by the database</li> <li>• <b>Project Compare</b> - displays the 'Project Compare' dialog, with which you can compare one model database against another, at a table record level</li> <li>• <b>Run Patch</b> - displays the 'Run Patch' dialog; this provides a means to run patches that may be provided by Sparx Systems, to update the database structure of the current model</li> <li>• <b>Manage .EAP File</b> - clicking on this item displays a pop-up menu with the following options: <ul style="list-style-type: none"> <li>- <b>Repair .EAP File</b> - use this option to repair an .EAP file that has become damaged due to system or network outages</li> <li>- <b>Compact .EAP File</b> - removes deleted records from the database tables</li> <li>- <b>Make Design Master</b> - prepare an .EAP file for the creation of database replicas</li> <li>- <b>Create New Replica</b> - create database replicas from the Design Master file</li> <li>- <b>Synchronize Replicas</b> - merge the changes made to each replica with the design master</li> <li>- <b>Remove Replication</b> - remove from the database, the additional information that is required for managing database replication</li> <li>- <b>Resolve Replication Conflicts</b> - where two user have made conflicting changes to the model database, manually decide which change will override the other</li> </ul> </li> <li>• <b>Manage Firebird</b> <ul style="list-style-type: none"> <li>- <b>Update Index Statistics</b> - optimize indexes on Firebird databases</li> </ul> </li> </ul>
	Clicking on the drop-down arrow displays a short menu of facilities for copying or

Transfer	<p>sharing project data between one project and another.</p> <ul style="list-style-type: none"><li>• <b>Project Transfer</b> - display the 'Project Transfer' dialog; use this dialog to copy the tables and records of one project database to another</li><li>• <b>Shared Repository</b> - set up a shared repository for basic reference data to be shared between multiple implementation models</li><li>• <b>Export Reference Data</b> - display the 'Export Reference Data' dialog; used to select specific types of Reference Data, for export to an XML file</li><li>• <b>Import Reference Data</b> - display the 'Import Reference Data' dialog; used to import Reference Data from an XML file into the current model</li></ul>
Audit	<p>Open the <b>Audit View</b> to configure and view audit management information for the current model.</p>



## Using the Reference Data Panel

The 'Reference Data' panel is used to set up and manage the metadata for a model. Reference Data such as Resources and Images is generally added as the model evolves. A wide range of additional model content such as Templates, Profiles, Patterns and Relationship Matrices can be stored as Resources. Images can be saved in the model and used as alternatives to the conventional geometric representations of elements, to appeal to non-technical audiences.



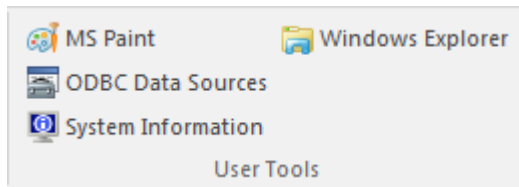
### Available Facilities

Facility	Description
Settings	<p>Click on the drop down arrow to display a menu of options for setting a wide range of project-level parameters.</p> <ul style="list-style-type: none"> <li>• Project Options - configure options for the current model, including code generation and general options</li> <li>• <b>Auto Names and Counters</b> - set up and manage the use of automatic name generation</li> <li>• Namespace Roots - manage a list of Namespace roots for the current model; used mainly for code generation</li> <li>• Project Template Package - specify a Package that holds diagrams and elements that will be used as templates for all new elements</li> <li>• Preprocessor Macros - manage a list of preprocessor macros that will be used when C and C++ code is imported into the model</li> <li>• Code Engineering Datatypes - manage the list of Datatypes that are used in Code Engineering</li> <li>• Database Datatypes - manage the list of Datatypes that are used in Database Engineering</li> <li>• Colors - provides options to define and manage a set of standard colors for use in the current project               <ul style="list-style-type: none"> <li>- Get Project Custom Colors</li> <li>- Set Project Custom Colors</li> </ul> </li> </ul>
Images	<p>Click on this icon to display the '<b>Image Manager</b>' dialog. The Image Manager provides facilities for storing images in the current model, that can then be used as alternatives to the standard geometric shapes normally used to represent elements on your model diagrams. Stored images can be previewed, renamed and updated using this facility.</p>
Resources	<p>Click on this icon to display the Resources window, from which you can manage a variety of custom resources, model patterns, templates and technologies.</p>
UML Types	<p>Displays the 'UML Types' dialog, from which you can manage basic model information, such as Stereotypes, <b>Tagged Value</b> types and Cardinality settings.</p>

Project Types	<p>Provides a range of facilities for managing various Types used in a project.</p> <ul style="list-style-type: none"><li>• People - manage the list of people associated with the model, including authors, resources, roles and clients</li><li>• General Types - manage project factors, such as Status types, Constraints, Difficulty and Priority</li><li>• Project Indicators - configure indicators such as Metrics, Risk and Effort types</li><li>• Maintenance - define and manage Issue and Test types</li><li>• Estimation Factors - set up and manage a list of estimation factors used for Use Case Estimation</li></ul>
---------------	---

## Using the User Tools Panel

The User Tools panel provides access to external tools. A pre-defined list of tools includes MS Paint, Windows Explorer, ODBC Data Sources and System Information. You can extend this list with any other tools of your choice.



### Available Facilities

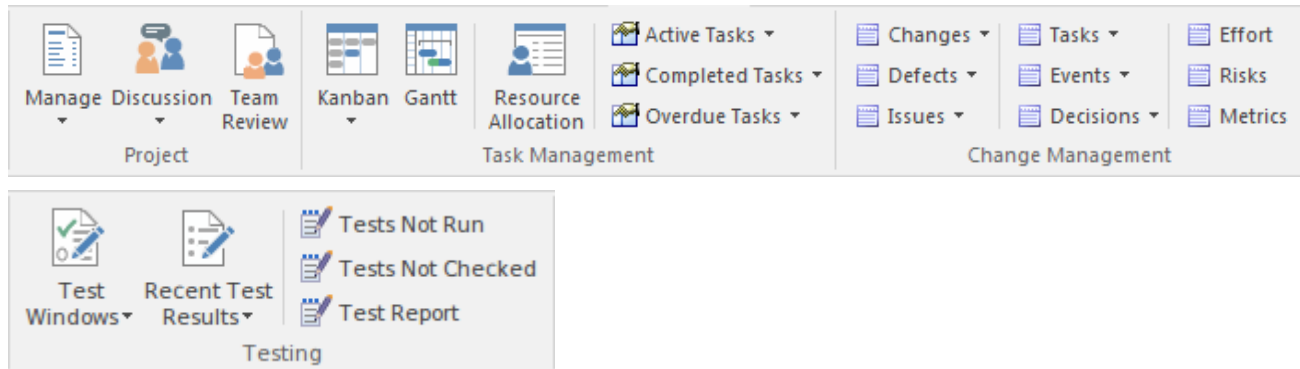
Which User Tools appear in the list depends on what has been configured by the user.

For example, you might add 'WINE Console' for the purpose of setting up Subversion clients for Enterprise Architect under WINE.

Facility	Description
MS Paint	Launches 'MS Paint', a simple but useful drawing tool.
ODBC Data Sources	Launches 'ODBC Data Sources', from which you can set up ODBC drivers for various DBMS, thereby enabling Enterprise Architect to connect to repositories hosted in that DBMS.
System Information	Displays System Information pertaining to your personal computer.
Windows Explorer	Launches 'Windows Explorer'.

## Construct Ribbon

The Construct ribbon presents the tools and facilities for visualizing and managing the tasks and the resources needed to construct a system, from the allocation of human resources to tasks, to the powerful Kanban boards and Gantt chart for visualizing the progress of work done. Teams can collaborate directly in the tool and manage a wide range of variations to model elements - including Issues and Defects - and tests can be defined and results recorded.



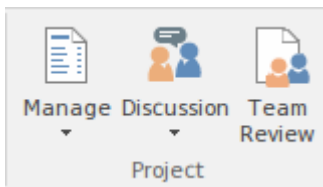
## Panels

Panel	Description
Project	The 'Project' panel provides facilities for obtaining an overview of the project status, and tools for collaborating with other modelers and team members. Enterprise Architect is a powerful collaboration platform and allows any number of people to work on models and diagrams at the same time. The collaboration tools facilitate conversations, discussions, reviews and more, and make working on a model a cooperative and team effort. The tools ensure that communication about the elements, diagrams, lists and matrices are available in the model and links can be created back to these items from the collaboration tools.
Task Management	The 'Task Management' panel is a collection of tools for managing human resources and their allocation to elements that represent tasks to be completed. Kanban diagrams can be used to visualize boards of elements and a Gantt chart shows the <b>duration</b> of assigned tasks and other important views. The <b>Allocation window</b> is used to assign resources to elements representing work to be done. There are several searches that list a variety of useful views, such as Overdue Tasks, Tasks Starting Today, and more.
Change Management	The 'Change Management' panel is used for describing important items that apply to an element. Enterprise Architect is a powerful platform for managing any initiative and can keep track of variations in the life time of any element. Regardless of the methods or processes that are being used elements such as Requirements, User Stories, Business Rules, Components and others will change, have issues, require tasks, have defects and events and decisions will be made about them. All of these variations can be created and managed and a series of useful searches are conveniently made available to find items such as recently requested changes, incomplete tasks and many more.
Testing	The 'Testing' panel is used for creating and managing all aspects of testing. The <b>Testing window</b> conveniently collects all the tests for an element, and allows new tests to be created and existing ones to be managed. The tests can be fully described and Inputs, Acceptance Criteria, Results, Status and more can be defined for each test. There are several predefined searches that can be run to find recent test results,

	such as the recent test that have passed. A configurable Test Report can also be generated, creating a single document that describes all tests or any combination of tests.
--	--

## Using the Project Panel

The 'Project' panel provides facilities for obtaining an overview of the project status, and tools for collaborating with other modelers and team members. Enterprise Architect is a powerful collaboration platform and allows any number of people to work on models and diagrams at the same time. The collaboration tools facilitate conversations, discussions, reviews and more, and make working on a model a cooperative and team effort. The tools ensure that communication about the elements, diagrams, lists and matrices are available in the model and links can be created back to these items from the collaboration tools.

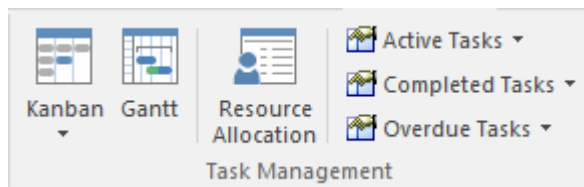


### Available Facilities

Facility	Description
Manage	<p>Click on this icon to access options for reviewing the project-level tasks and issues currently recorded, and to generate a series of reports on the project management items.</p> <ul style="list-style-type: none"> <li>Project Status (Tasks &amp; Issues) - access the <b>Project Status</b> view, which has three tabs documenting tasks and issues that relate directly to the current project, and the statistics of the project</li> <li>QA Reports and Use Case Metrics - to run a number of system-provided status reports, and to calculate Use Case metrics for a model</li> </ul>
Discussion	<p>Click on this icon to display a short menu of options for initiating or participating in open discussions on a specific element or opening the Project Mail facility to send emails to specific team members on any item of interest.</p> <ul style="list-style-type: none"> <li><b>Discussion review</b> - display the <b>Discussion Review</b> window on which all recent discussions are listed; you can select and open any discussion to read and/or add to it</li> <li>Discuss Element - display the <b>Discussions</b> panel on which you create a new discussion or add to an existing discussion on the currently-selected element</li> <li>Recent Discussions - display the 'Find in Project' view, defaulted to a specific search for recently discussed elements</li> <li><b>Model Mail</b> - send, receive and respond to emails within the project team, under your User Security ID, either as an individual user or as a member of a group that has a shared mail inbox</li> </ul>
Team Review	<p>Click on this icon to open the <b>Team Review</b> forum, which you use to review and add to a hierarchically-structured repository of comments, reports, reviews and documents on any structure, feature or aspect of the project or of other, related projects.</p>

## Using the Task Management Panel

The 'Task Management' panel is a collection of tools for managing human resources and their allocation to elements that represent tasks to be completed. Kanban diagrams can be used to visualize boards of elements, and a Gantt chart shows the **duration** of assigned tasks and other important views. The **Allocation window** is used to assign resources to elements representing work to be done. There are several searches that list a variety of useful views, such as Overdue Tasks, Tasks Starting Today, and more.



### Available Facilities

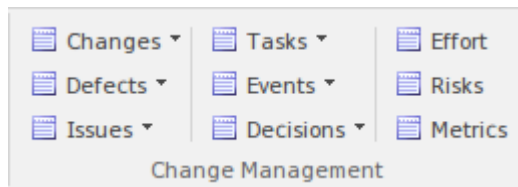
Facility	Description
Kanban	<p>Click on the drop-down arrow to display a list of options for using Kanban diagrams to effectively manage tasks and work assignments necessary to construct the model and its deployable artifacts.</p> <ul style="list-style-type: none"> <li>Find Kanban Diagram - open the 'Find in Project' tab containing an executed search for finding Kanban diagrams in the model; double-click on an entry to open that Kanban diagram</li> <li>Open My Kanban Diagram - if a Kanban diagram has been set up with your work assignments and tasks, open that diagram</li> <li>Open Project Kanban Diagram - if a Kanban diagram has been set up with the work assignments and tasks for the overall project, open that diagram</li> <li>New Standard Kanban - create a new standard Kanban diagram to contain active work assignments and tasks, which you can customize as required</li> <li>New Backlog Kanban - create a new Kanban diagram to contain work assignments and tasks that have not yet been allocated to a resource</li> <li>New Iteration Kanban - create a new Kanban diagram to contain active work assignments and tasks associated with the current iteration or sprint</li> <li>New Complete Kanban - create a new Kanban diagram to contain work assignments and tasks that have been completed and are processing through to deployment and maintenance</li> <li>One Stage Workflow - create a single-stage Kanban workflow diagram from a Pattern</li> <li>Two Stage Workflow - create a two-stage Kanban workflow diagram from a Pattern, including a Backlog Kanban and an Iteration Kanban</li> <li>Three Stage Workflow - create a three-stage Kanban workflow diagram from a Pattern, including a Backlog Kanban, an Iteration Kanban and a Complete Kanban</li> </ul>
Gantt	<p>Click on this icon to display the Project Gantt View, to review the breakdown of work for the project and for specific sections of the project. The display defaults to the 'Resource View' tab, but you can also select the 'Element View' and <b>'Report View'</b> tabs.</p>

Resource Allocation	Click on this icon to display the <b>Resource Allocation window</b> to assign resources to Task, Issue, Change and other project-level elements.
Active Tasks	<p>Click on this icon to display a short menu of options for searching for and charting active tasks within the model.</p> <ul style="list-style-type: none"> <li>• Active Tasks - open the <b>Find in Project view</b> and execute a pre-loaded search for Active tasks; click on an item to display the resource allocation details in the 'Assigned Resources' dialog</li> <li>• Create Chart - create a chart within the open diagram showing the currently active tasks</li> <li>• Tasks Ending Today - open the Find in Project view and execute a pre-loaded search for tasks scheduled to complete today</li> <li>• Tasks Starting Today - open the Find in Project view and execute a pre-loaded search for tasks scheduled to begin today</li> </ul>
Completed Tasks	<p>Click on this icon to display a short menu of options for searching for and charting completed tasks within the model.</p> <ul style="list-style-type: none"> <li>• Recently Completed - open the <b>Find in Project view</b> and execute a pre-loaded search for recently-completed tasks; click on an item to display the resource allocation details in the 'Assigned Resources' dialog</li> <li>• Create Chart - create a chart within the currently-active diagram showing the recently-completed tasks</li> <li>• All Completed - open the Find in Project view and execute a pre-loaded search for all tasks completed within the lifetime of the project</li> </ul>
Overdue Tasks	<p>Click on this icon to display a short menu of options for searching for and charting overdue tasks within the model.</p> <ul style="list-style-type: none"> <li>• Overdue Tasks - open the <b>Find in Project view</b> and execute a pre-loaded search for all tasks that are currently overdue</li> <li>• Create Chart - create a chart within the currently-open diagram showing the overdue tasks</li> </ul>



## Using the Change Management Panel

The 'Change Management' panel is used for describing important model management items that apply to an element. Enterprise Architect is a powerful platform for managing any initiative and can keep track of variations in the life time of any element. Regardless of the methods or processes that are being used, elements such as Requirements, User Stories, Business Rules and Components will change, have issues, require tasks, have defects and events, and decisions will be made about them. All of these variations can be created and managed, and a series of useful searches are conveniently made available to find items such as recently requested changes and incomplete tasks.



### Available Facilities

Facility	Description
Changes	<p>Click on the drop-down arrow to display a menu of options for performing searches and generating charts to manage and visualize changes to elements in the model.</p> <ul style="list-style-type: none"> <li>• Show Changes Window - display the <b>Changes window</b>, which you use to record and manage specific requests for changes to the selected element</li> <li>• Verified Changes - open the <b>Find in Project view</b> and execute a pre-loaded search for elements having Change items with the status 'Verified'</li> <li>• Recently Requested Changes - open the Find in Project view and execute a pre-loaded search for elements having Change items that have been recorded within the last 7 days</li> <li>• Chart Requested Changes - create a chart in the currently-open diagram, showing recently-requested changes</li> <li>• Recently Completed Changes - open the Find in Project view and execute a pre-loaded search for elements having Change items that have been completed within the last 7 days</li> <li>• Chart Completed Changes - create a chart in the currently-open diagram, showing recently-completed changes</li> <li>• New Changes - open the Find in Project view and execute a pre-loaded search for elements that have new Change items</li> <li>• Incomplete Changes - open the Find in Project view and execute a pre-loaded search for Change items that have not been completed</li> </ul>
Defects	<p>Click on the drop-down arrow to display a menu of options for performing searches and generating charts to manage and visualize records of defects raised against elements in the model.</p> <ul style="list-style-type: none"> <li>• Show Defects Window - display the Defects window, which you use to record and manage specific reports of defects in the selected element</li> <li>• Verified Defects - open the <b>Find in Project view</b> and execute a pre-loaded search for elements having Defect items with the status 'Verified'</li> <li>• Recently Reported Defects - open the Find in Project view and execute a pre-loaded search for elements having Defect items that have been recorded</li> </ul>

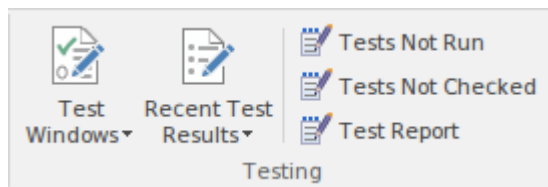
	<p>within the last 7 days</p> <ul style="list-style-type: none"> <li>• Chart Reported Defects - create a chart in the currently-open diagram, showing recently-reported Defect items</li> <li>• Recently Resolved Defects - open the Find in Project view and execute a pre-loaded search for elements having Defect items that have been resolved within the last 7 days</li> <li>• Chart Resolved Defects - create a chart in the currently-open diagram, showing recently-resolved Defect items</li> <li>• New Defects - open the Find in Project view and execute a pre-loaded search for elements that have new Defect items</li> <li>• Unresolved Defects - open the Find in Project view and execute a pre-loaded search for Defect items that have not been resolved</li> </ul>
Issues	<p>Click on the drop-down arrow to display a menu of options for performing searches and generating charts to manage and visualize records of issues raised against elements in the model.</p> <ul style="list-style-type: none"> <li>• Show Issues Window - display the <b>Issues window</b>, which you use to record and manage specific reports of issues with the selected element</li> <li>• Verified Issues - open the <b>Find in Project view</b> and execute a pre-loaded search for elements having Issue items with the status 'Verified'</li> <li>• Recently Reported Issues - open the Find in Project view and execute a pre-loaded search for elements having Issue items that have been recorded within the last 7 days</li> <li>• Chart Reported Issues - create a chart in the currently-open diagram, showing recently-reported Issue items</li> <li>• Recently Resolved Issues - open the Find in Project view and execute a pre-loaded search for elements having Issue items that have been resolved within the last 7 days</li> <li>• Chart Resolved Issues - create a chart in the currently-open diagram, showing recently-resolved Issue items</li> <li>• New Issues - open the Find in Project view and execute a pre-loaded search for elements that have new Issue items</li> <li>• Unresolved Issues - open the Find in Project view and execute a pre-loaded search for Issue items that have not been resolved</li> </ul>
Tasks	<p>Click on the drop-down arrow to display a menu of options for performing searches and generating charts to manage and visualize records of tasks opened against elements in the model.</p> <ul style="list-style-type: none"> <li>• Show <b>Tasks Window</b> - display the Tasks window, which you use to record and manage specific reports of tasks opened against the selected element</li> <li>• Verified Tasks - open the <b>Find in Project view</b> and execute a pre-loaded search for elements having tasks with the status 'Verified'</li> <li>• Recently Requested Tasks - open the Find in Project view and execute a pre-loaded search for elements having tasks that have been recorded within the last 7 days</li> <li>• Chart Requested Tasks - create a chart in the currently-open diagram, showing recently-requested tasks</li> <li>• Recently Completed Tasks - open the Find in Project view and execute a pre-loaded search for elements having tasks that have been completed within the last 7 days</li> <li>• Chart Completed Tasks - create a chart in the currently-open diagram, showing recently-completed tasks</li> </ul>

	<ul style="list-style-type: none"> <li>• New Tasks - open the Find in Project view and execute a pre-loaded search for elements that have new tasks</li> <li>• Incomplete Tasks - open the Find in Project view and execute a pre-loaded search for tasks that have not been completed</li> </ul>
Events	<p>Click on the drop-down arrow to display a menu of options for performing searches and generating charts to manage and visualize records of events reported against elements in the model.</p> <ul style="list-style-type: none"> <li>• Show Events Window - display the <b>Events window</b>, which you use to record and manage specific reports of events lodged against the selected element</li> <li>• Recently Reported Events - open the <b>Find in Project view</b> and execute a pre-loaded search for elements having events that have been reported within the last 7 days</li> <li>• Chart Reported Events - create a chart in the currently-open diagram, showing recently-reported events</li> <li>• Recently Completed Events - open the Find in Project view and execute a pre-loaded search for elements having events that have been marked as complete within the last 7 days</li> <li>• Chart Completed Events - create a chart in the currently-open diagram, showing events that were recently marked as complete</li> <li>• High Priority Events - open the Find in Project view and execute a pre-loaded search for elements that have events with the status High Priority</li> <li>• Open Events - open the Find in Project view and execute a pre-loaded search for events that are currently open</li> </ul>
Decisions	<p>Click on the drop-down arrow to display a menu of options for performing searches and generating charts to manage and visualize records of decisions associated with elements in the model.</p> <ul style="list-style-type: none"> <li>• Show Decisions Window - display the <b>Decisions window</b>, which you use to record and manage specific records of decisions associated with the selected element</li> <li>• Verified Decisions - open the <b>Find in Project view</b> and execute a pre-loaded search for elements having decisions with the status 'Verified'</li> <li>• Recently Created Decisions - open the Find in Project view and execute a pre-loaded search for elements having decisions that have been recorded within the last 7 days</li> <li>• Chart Created Decisions - create a chart in the currently-open diagram, showing recently-created decisions</li> <li>• Recently Effective Decisions - open the Find in Project view and execute a pre-loaded search for elements having decisions for which the Effective date has passed within the last 7 days (that is, the decision has become effective)</li> <li>• Chart Effective Decisions - create a chart in the currently-open diagram, showing recently-effective decisions</li> <li>• New Decisions - open the Find in Project view and execute a pre-loaded search for elements that have new decisions</li> <li>• Decisions with no Effective date - open the Find in Project view and execute a pre-loaded search for elements that have no Effective date recorded</li> </ul>
Effort	<p>Click on this icon to open the <b>Effort window</b>, on which you can create and maintain Effort records for the currently-selected element.</p>
Risks	<p>Click on this icon to display the <b>Risks window</b>, on which you create and maintain records of Risks to the work on the selected element.</p>

Metrics	Click on this icon to display the <b>Metrics window</b> , on which you create and maintain records of metrics that have an influence on the work on an element.
---------	---

## Using the Testing Panel

The 'Testing' panel is used for creating and managing all aspects of testing. The **Testing window** conveniently collects all the tests for an element, and allows new tests to be created and existing ones to be managed. The tests can be fully described and Inputs, Acceptance Criteria, Results, Status and more can be defined for each test. There are several predefined searches that can be run to find recent test results, such as the recent test that have passed. A configurable Test Report can also be generated, creating a single document that describes all tests or any combination of tests.



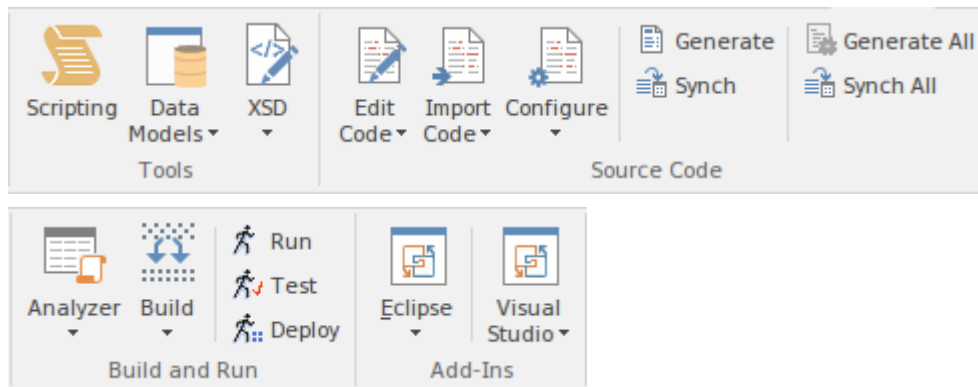
### Available Facilities

Facility	Description
Test Windows	<p>Click on this icon to display a menu of types of Test that you can define for the current element, using the <b>Testing window</b>.</p> <ul style="list-style-type: none"> <li>• All - display the Testing window with no test type defined in the 'Class Type' field; you might select this option if you are developing a test but not yet certain of what type it should be, or if you are creating a suite of tests of different types</li> <li>• Inspection - display the Testing window set to work on Inspection tests</li> <li>• Unit - display the Testing window set to work on Unit tests</li> <li>• Integration - display the Testing window set to work on Integration tests</li> <li>• System - display the Testing window set to work on System tests</li> <li>• Acceptance - display the Testing window set to work on Acceptance tests</li> <li>• Scenario - display the Testing window set to work on Scenario tests</li> </ul>
Recent Test Results	<p>Click on this icon to display a list of options for generating reports on recently-performed tests, and to represent the results of those tests in various forms of chart.</p> <ul style="list-style-type: none"> <li>• Tests on Recently Modified Elements - open the <b>Find in Project</b> view and execute a pre-loaded search for tests that have defined for recently-modified elements (defaulting to modification within the last 7 days)</li> <li>• Recent Test Results - open the Find in Project view and execute a pre-loaded search for tests that have been run within the last 7 days</li> <li>• Add Pie Chart - generate, in the currently-open diagram, a Pie Chart of the test status statistics from the last seven days, per status type</li> <li>• Add Bar Chart - generate, in the currently-open diagram, a vertical Bar Chart of the test status statistics from the last seven days, per status type</li> <li>• Test Results from last week - generate, in the current diagram, a horizontal, stacked bar chart showing the test status statistics for each day of the last week</li> <li>• Test Results from last 30 days - generate, in the currently-open diagram, a horizontal, stacked bar chart showing the test status statistics for each day of the last 30 days, the most recent date being at the bottom of the chart</li> <li>• Test Results weekly summary - generate, in the currently-open diagram, a</li> </ul>

	<p>horizontal, stacked bar chart showing the test status statistics for each week of the current year</p> <ul style="list-style-type: none"><li>• Recent Test Passes - open the Find in Project view and execute a pre-loaded search for tests that have been given a Pass status within the last 7 days</li><li>• Recent Test Failures - open the Find in Project view and execute a pre-loaded search for tests that have been given a Fail status within the last 7 days</li><li>• Recently Deferred Tests - open the Find in Project view and execute a pre-loaded search for tests that have been given a Deferred status within the last 7 days</li></ul>
Tests Not Run	Click on this icon to open the <b>Find in Project view</b> and execute a pre-loaded search for tests that are currently open but have not been run within the last 7 days.
Tests Not Checked	Click on this icon to open the <b>Find in Project view</b> and execute a pre-loaded search for tests that are currently open but have not been checked within the last 7 days.
Test Report	Click on this icon to display the 'Generate Test Documentation' dialog, which you use to generate a report on the test records of one or more test types lodged against the elements of the current Package.

## Code Ribbon

The Code Ribbon collects together all the tools for working with programming and database languages, including powerful tools to reverse engineer, forward engineer and synchronize code and models. A visual model of an existing system can be created and powerful visualizations can be built, linking data, code and requirements using traces and matrices, and then compelling documentation can be automatically generated. Alternatively, a system can be designed from requirements down to visual models of the components and code elements, and then generated to programming or database code.



### Panels

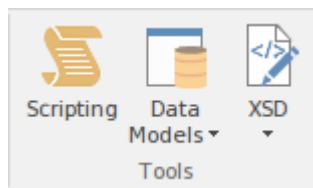
Panel	Description
Tools	The 'Tools' panel provides a collection of facilities to create and run automation scripts, to design and create data models or import existing database schemas into your model and also for importing and generating both <b>XSD</b> and <b>WSDL</b> files.
Source Code	The 'Source Code' panel brings together a number of facilities for working with source code. Here you can import existing source code files into your model, creating new model elements that represent the classes in those files. You can select a Class in your model, then click a button to open the code editor window and automatically load the source code file associated with that Class. Facilities for editing Code Generation Templates and <b>Language Grammars</b> are also accessed from this panel, as are the commands to generate source code from the model and synchronize the model from the source code.
Build and Run	The 'Build and Run' Panel provides tools to create software products directly from the models. The powerful Execution Analyzer is used to specify how the model is used to generate a built product including how an application will be compiled, debugged and simulated. Source code files can be located and opened. There are commands to Run, Test and Deploy an application.
Add-Ins	The <b>Add-Ins</b> panel provides access to any Add-Ins that have been included with the Enterprise Architect installer for the edition you are using, and any Add-Ins that you have imported into Enterprise Architect, whether commercially bought or developed in-house. The options and facilities presented therefore depend on what Add-Ins are enabled on your system.

## Using the Tools Panel

The 'Tools' panel provides facilities for working with various kinds of schemas. The powerful **Database Builder** is accessed from this panel, as well as facilities for importing existing database schemas from a wide range of supported database products, generating DDL scripts from your database model and also managing and editing the templates used in generating those DDL scripts.

Facilities for importing both **XSD** and WSDL files, and for generating XSD and WSDL files from your model are accessed from this panel.

Also accessed from this panel is the model **Scripting window**, which provides the means to manage, create and edit automation scripts to work with your model.



### Available Facilities

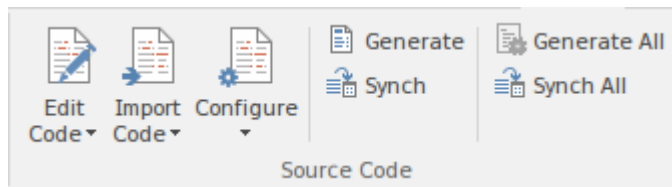
Facility	Description
Scripting	Click on this icon to display the <b>Scripting window</b> , where you can add, edit and manage model based scripts in Javascript, JScript and VB.Net.
Data Models	<p>Click on this icon to display a short menu providing access to tools used for designing, importing and creating data models.</p> <ul style="list-style-type: none"> <li>• <b>Database Builder</b> - display the Database Builder view, where you can add, edit and manage database models, targeting a wide range of supported DBMS products</li> <li>• <b>DB Schema Import</b> - display the 'Import DB Schema' dialog, where you can specify a database schema to import, from a target DBMS</li> <li>• <b>DDL Export</b> - display the 'Generate DDL' dialog, from which you can export the current model selection as DDL script, targeting a particular DBMS</li> <li>• <b>Edit DDL Templates</b> - display the 'DDL Template Editor', where you can edit the templates used to create DDL scripts for each DBMS</li> </ul>
XSD	<p>The <b>XSD</b> (XML Schema) icon provides access to a collection of tools for importing, exporting and viewing both XSD files and WSDL files. Also available is an <b>XSLT</b> debugger tool.</p> <ul style="list-style-type: none"> <li>• <b>Open XML/XSD File</b> - choose a file to be opened in the code editor window.</li> <li>• <b>Import XSD</b> - display the 'Import XML Schema' dialog for importing an XSD file to a model package; choose a file to import and specify a range of options to apply when importing the file</li> <li>• <b>Export XSD</b> - display the 'Generate XML Schema' dialog for generating the current package to an XSD file; specify a path for the export file and specify a range of options to apply when exporting the package</li> <li>• <b>Import WSDL</b> - display the 'Import WSDL' dialog, where you can choose a file to import into the selected package</li> <li>• <b>Export WSDL</b> - generate either a «WSDLnamespace» stereotyped Package or a</li> </ul>



	<p>«WSDL» stereotyped Component (Document) to WSDL files</p> <ul style="list-style-type: none"><li>• <b>XSLT Debugger</b> - display the XSLT Debugger window</li></ul>
--	--

## Using the Source Code Panel

The 'Source Code' panel brings together a number of facilities for working with source code. Here you can import existing source code files into your model, creating new model elements that represent the classes in those files. You can select a class in your model, then click a button to open the code editor window and automatically load the source code file associated with that class. Facilities for editing Code Generation Templates and **Language Grammars** are also accessed from this panel, as are the commands to generate source code from the model and synchronize the model from the source code.



### Available Facilities

Facility	Description
Edit Code	<p>This icon provides a collection of tools for viewing and editing source code files associated with elements in the current model. Also provided are tools that generate source code for a particular element and synchronize an element to reflect changes in its associated source code file.</p> <ul style="list-style-type: none"> <li>• Open Source File - display a File Chooser dialog to browse for a source code file to open in the code editor window</li> <li>• Edit Element Source - open the code editor window and load the source code file associated with the currently selected element</li> <li>• <b>Browse Element</b> Source - open a docked source code window and load the source code file associated with the currently selected element</li> <li>• Open in External Editor - launch the configured External Editor and load the source code file associated with the currently selected element</li> <li>• Generate Current with Options - display the 'Generate Code' dialog, for the currently selected element</li> <li>• Synchronize Current - update the selected model element to match the declaration/definition in its associated source code file</li> </ul>
Import Code	<p>Click on the drop-down arrow to display a list of options for importing code from a variety of sources, selecting from a range of popular coding languages.</p> <ul style="list-style-type: none"> <li>• Import Directory - display the 'Import Source Directory' dialog from which you import a complete directory tree in one pass; language and other options can be specified within the dialog</li> <li>• ActionScript Files - import ActionScript files into the current model</li> <li>• C Files - import C files into the current model</li> <li>• C# Files - import C# files into the current model</li> <li>• C++ Files - import C++ files into the current model</li> <li>• Delphi Files - import Delphi files into the current model</li> <li>• Java Files - import Java files into the current model</li> <li>• PHP Files - import PHP files into the current model</li> </ul>

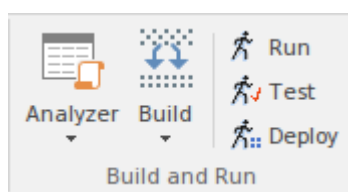
	<ul style="list-style-type: none"> <li>• Python Files - import Python files into the current model</li> <li>• Visual Basic Files - import Visual Basic files into the current model</li> <li>• VB .Net Files - import VB.Net files into the current model</li> <li>• Binary File - import a binary file; supported file types are: Java JAR files and .NET PE or IL format (exe, dll)</li> <li>• Windows .RC File - import a Windows C/C++ .RC file into the model, as a series of screen definitions</li> </ul>
Configure	<p>Click on the drop-down arrow to display a list of options for managing templates and grammars, which determine the way source code is imported into your model and generated from your model</p> <ul style="list-style-type: none"> <li>• <b>Code Template Editor</b> - display the 'Code Template Editor' window, where you can review and edit the templates used for generating source code from your model</li> <li>• <b>Manage Local Paths</b> - display the 'Local Paths' dialog, where you can set up and manage a list of Local Path definitions, used for path substitutions in collaborative environments</li> <li>• <b>Language Grammar Editor</b> - display the 'Grammar Editor' window, an advanced facility that allows you to view, add, edit and manage language grammars, used for importing source code</li> </ul>
Generate	<p>Use this command to generate source code for the currently selected model elements. Source code is generated into the file that is associated with each individual element. Code is generated only for elements that are of type class or interface.</p>
Synch	<p>Use this command to synchronize the currently selected model elements, with their associated source code files, updating the elements in the model.</p>
Generate All	<p>Use this command to generate source code for all of the elements in the currently selected Package. Source code is generated into the file that is associated with each individual element. Code is generated only for elements that are of type Class or Interface.</p>
Synch All	<p>Use this command to synchronize all elements in the currently selected Package, with their associated source code files, updating the elements in the model.</p>

## Using the Build and Run Panel

Enterprise Architect's 'Analyzer Scripts' are used to define the behavior of various commands, such as Build, Run and Debug, which are available in the 'Execution Analyzer'. Any number of scripts can be defined in a model and each user can set their own active script, independent of other users of the same model. The active script governs the behavior of the Execution Analyzer's commands.

The 'Build and Run' panel provides facilities for creating, editing and managing the model's 'Analyzer Scripts' and also provides direct access to Execution Analyzer commands, such as Build, Run, Test and Deploy, so you can easily build, run and test a project's source code, all from the one place.

Tools such as the **Debugger**, **Profiler**, Execution Recorder and the **Testpoints Window** are also available from this panel.



### Available Facilities

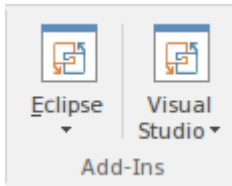
Facility	Description
Analyzer	<p>Click the drop-down arrow to access a menu of Analyzer tools.</p> <ul style="list-style-type: none"> <li>Analyzer Scripts - display the 'Execution Analyzer' window, where you can create and manage scripts that define the build, run, test, deploy and simulate functions for the current package</li> <li>Show <b>Testpoints Window</b> - display the Analyzer Test Points window, to configure, execute and work with dynamic test suits and test cases</li> <li>Find Test Suites and Test Sets - search the model for Test Suites and Test Sets</li> <li>Debug - display the Analyzer <b>Debug window</b> to facilitate debugging and testing of the current application</li> <li>Profile - display the Analyzer <b>Profiler</b> window, from which you can perform application performance profiling and execution inspection of the current application</li> <li>Record - display the Analyzer Recording window, from which you can set recording points, record program execution and create diagrams based on recordings</li> <li>Open <b>Object Workbench</b> - open a simple Object Testing window, from which you can make ad hoc calls on Object methods; available for Java and .NET objects</li> </ul>
Build	<p>Click the drop-down arrow to display a short menu of commands for building application source code</p> <ul style="list-style-type: none"> <li>Build - build the current application, according to the currently active Analyzer script</li> <li>Clean - run the Analyzer Clean command to delete intermediate files from the current application</li> <li>Rebuild - run the Analyzer Rebuild command as defined in the currently active</li> </ul>

	<p>Analyzer script</p> <ul style="list-style-type: none"><li>• Cancel Build - cancel the currently executing build</li></ul>
Run	Execute the Analyzer 'Run' command defined by the currently active Analyzer script.
Test	Execute the Analyzer 'Test' command defined by the currently active Analyzer script.
Deploy	Execute the Analyzer 'Deploy' command defined by the currently active Analyzer script.

## Using the Add-Ins Panel

The **Add-Ins** panel provides access to any Add-Ins that are integrated with the Enterprise Architect installer for the edition you are using, and any Add-Ins that you have imported into Enterprise Architect, whether commercially bought or developed in-house. As part of the Code Ribbon, the **Add-In** options here are particularly associated with code generation and management.

The options and facilities presented therefore depend on what Add-Ins are enabled on your system. Two integrated Add-Ins that are associated with code development are the MDG Link for Eclipse and MDG Link for Visual Studio, as illustrated here.



### Available Facilities

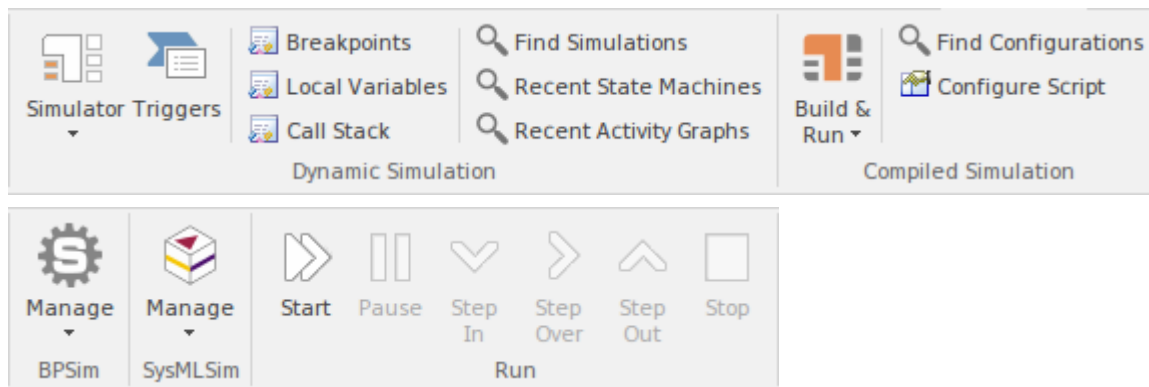
Facility	Description
Eclipse	<p>The MDG Link™ for Eclipse is designed to support simultaneous UML development in both Enterprise Architect and Eclipse, adding extra functionality to the code generation abilities of Enterprise Architect and merging the changes with minimal effort. Click on the icon to display a short menu of options for using the <b>Add-In</b>.</p> <ul style="list-style-type: none"> <li>• View Project Connections - display the 'Eclipse Connections' dialog, to review the connections between Enterprise Architect Packages and Eclipse Projects</li> <li>• Options - display the 'Options' dialog on which you set up the Eclipse installation path for Enterprise Architect to use to access Eclipse</li> </ul>
Visual Studio	<p>The MDG Link™ for Visual Studio.NET is designed to support simultaneous UML development in both Enterprise Architect and Visual Studio, adding extra functionality to the code generation abilities of Enterprise Architect and merging the changes with minimal effort. Click on the icon to display a short menu of options for using the <b>Add-In</b>.</p> <ul style="list-style-type: none"> <li>• View Project Connections - display the 'Visual Studio Connections' dialog, to review the connections between Enterprise Architect Packages and Visual Studio Projects</li> <li>• MDG Options - display the 'MDG Link Options' dialog to set or cancel Enterprise Architect as the tool for editing source code, and to automatically check for changes on merge (or not)</li> <li>• Import Build Scripts - import build scripts into Enterprise Architect from Visual Studio</li> <li>• Export Linked Package List - export a linked-Package list from Enterprise Architect into Visual Studio</li> <li>• Import Linked Package List - import a linked-Package list into Enterprise Architect from Visual Studio</li> <li>• Help - open the integrated Help for the MDG Link for Visual Studio</li> <li>• About - display a panel of information on your installation of the MDG Link for Visual Studio</li> </ul>



## Simulate Ribbon

The 'Simulate' ribbon presents a range of tools for configuring, building and running simulations.

Simulations based on Behavioural Models as well of simulations based on Executable State Machines are both catered for, with the ability to start pause & resume execution of a simulation, as well as setting break points and viewing call stacks or local variables. A number of pre-defined model searches are also provided to assist with locating model artifacts related to your simulations.



### Panels

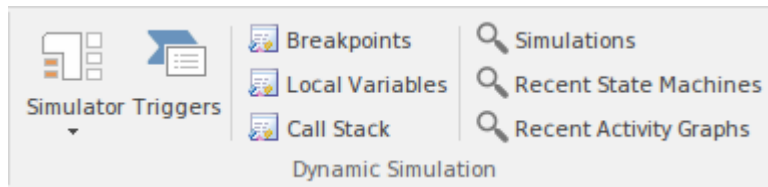
Panel	Description
Dynamic Simulation	The 'Dynamic Simulation' panel brings together a range of tools for working with Behavioral Model simulations. It provides access to a range of windows that allow you to control a simulation, set up simulation triggers and signals, set breakpoints, inspect local variables or view the <b>Call Stack</b> . It also offers a number of pre-defined model searches for retrieving recently modified state machines and activity graphs.
Compiled Simulation	Executable State Machines provide a powerful means of rapidly generating, executing and simulating complex state models. In contrast to dynamic simulation of State Charts using Enterprise Architect's Simulation engine, Executable State Machines provide a complete language-specific implementation that can form the behavioral 'engine' for multiple software products on multiple platforms.  The 'Compiled Simulation' panel provides a number of facilities for working with Executable State Machines. You can access facilities to configure Analyzer Scripts that determine how code is generated, compiled and executed for the executable state machine. There are commands for you to generate, build and execute the code that runs the simulation, as well as a facility to view the generated code in the built-in code editor.
BPSim	The 'BPSim' panel provides facilities to manage and run BPMN simulation models, based on the BPSim standard.
SysMLSim	The 'SysMLSim' panel provides access to the 'Configure SysML Simulation' view where you can configure and manage SysML based simulations, as well as access a pre-defined search to retrieve SysML configuration artifacts.
Run	The 'Run' panel provides a number of buttons to control execution of the active



	simulation, such as Start, Pause, Step-in, Step-over, Step-out and Stop.
--	--

## Using the Dynamic Simulation Panel

The 'Dynamic Simulation' panel brings together a range of tools for working with Behavioral Model simulations. It provides access to a range of windows that allow you to control a simulation, set up simulation triggers and signals, set breakpoints, inspect local variables or view the **Call Stack**. It also offers a number of pre-defined model searches for retrieving recently modified state machines and activity graphs.



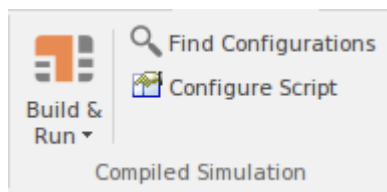
### Available Facilities

Facility	Description
Simulator	<ul style="list-style-type: none"> <li>Open Simulation Window - display the Simulator control window, from which you can manage, activate and control simulations</li> <li>Apply Simulator Layout - apply a workspace layout that contains the most commonly used simulator windows in a convenient arrangement</li> </ul>
Triggers	Open the <b>Simulator Triggers window</b> to work with signals and triggers that are used as input to the currently active simulation.
Breakpoints	Display the <b>Breakpoints window</b> for the Simulator. Breakpoints can be set on model elements to halt simulation and inspect variables.
Local Variables	Display a list of Local Variables and their values from the current simulation. The simulation must be halted at a break point in order to display variables.
Call Stack	Display the current simulation <b>Call Stack</b> .
Simulations	Open the <b>Model Search</b> window and load a pre-defined set of search parameter to search the current model for Activities, State Machines, Interactions and other objects related to running simulations.
Recent State Machines	Open the <b>Model Search</b> window and load a pre-defined set of search parameters to display a list of State Machines that have been recently modified. You can specify the time period (number of days) in which to search.
Recent Activity Graphs	Open the <b>Model Search</b> window and load a pre-defined set of search parameters to display a list of Activity diagrams that have been recently modified. You can specify the time period (number of days) in which to search.

## Using the Compiled Simulation Panel

Executable State Machines provide a powerful means of rapidly generating, executing and simulating complex state models. In contrast to dynamic simulation of State Charts using Enterprise Architect's Simulation engine, Executable State Machines provide a complete language-specific implementation that can form the behavioral 'engine' for multiple software products on multiple platforms.

The 'Compiled Simulation' panel provides a number of facilities for working with Executable State Machines. You can access facilities to configure Analyzer Scripts that determine how code is generated, compiled and executed for the executable state machine. There are commands for you to generate, build and execute the code that runs the simulation, as well as a facility to view the generated code in the built-in code editor.

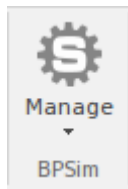


### Available Facilities

Facility	Description
Build & Run	<p>Click on the drop-down arrow to display a list of options for working with Executable State Machine artifacts to configure, generate and run code-based simulations.</p> <ul style="list-style-type: none"> <li>• Generate, Build and Run - generate, build and run the current executable state machine artifact, according to the Analyzer Script configuration</li> <li>• Generate - generate the current executable state machine artifact, according to the Analyzer Script configuration</li> <li>• Build - build the current executable state machine artifact, according to the Analyzer Script configuration</li> <li>• Run - start a simulation of the current executable state machine artifact, according to the Analyzer Script configuration</li> <li>• Analyzer Scripts - display the 'Execution Analyzer' dialog, where you can configure Analyzer Script options for the current executable state machine artifact</li> <li>• View Source - view the source code generated for the current executable state machine artifact</li> <li>• Help - display Help information about Executable State Machines; opens in your default web browser</li> </ul>
Find Configurations	Open the <b>Model Search</b> window and load a pre-defined set of search parameters to find Executable State Machine artifacts.
Configure Script	Display the 'Execution Analyzer' dialog, where you can configure Analyzer Script options for the current executable state machine artifact.

## Using the BPSim Panel

The 'BPSim' panel provides access to the **Configure BPSim window**, and also a pre-defined search to retrieve BPSim configuration artifacts.

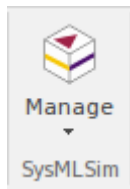


### Available Facilities

Facility	Description
Manage	<p>Click on the drop-down arrow to access the <b>Configure BPSim window</b>, or to access a pre-defined <b>Model Search</b> that retrieves BPSim configuration Artifacts.</p> <ul style="list-style-type: none"><li>• Open BPSim Manager - display the main BPSim window to work with BPMN simulation models</li><li>• Find BPSim Configuration Artifacts - open the Model Search window and load a pre-defined set of search parameters to find BPSim configuration artifacts containing simulation parameters for executing BPMN simulations</li></ul>

## Using the SysMLSim Panel

The 'SysMLSim' panel provides access to the **Configure SysML Simulation** view where you can configure and manage SysML based simulations, as well as access to a pre-defined search to retrieve SysML configuration artifacts.

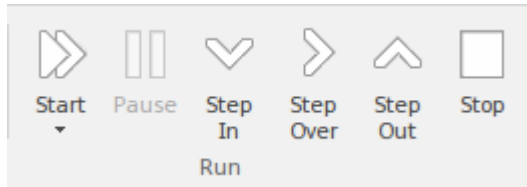


### Available Facilities

Facility	Description
Manage	<p>Click on the drop-down arrow to access the SysML Simulation configuration and management window, or to access a pre-defined model search that retrieves SysML configuration Artifacts.</p> <ul style="list-style-type: none"><li>• <b>SysMLSim Configuration Manager</b> - display the <b>Configure SysML Simulation</b> view to build and run simulations using SysML and Open Modelica</li><li>• <b>Find SysMLSim Configuration Artifacts</b> - open the <b>Model Search</b> window and load a pre-defined set of search parameters to find SysMLSim configuration artifacts</li></ul>

## Using the Run Panel

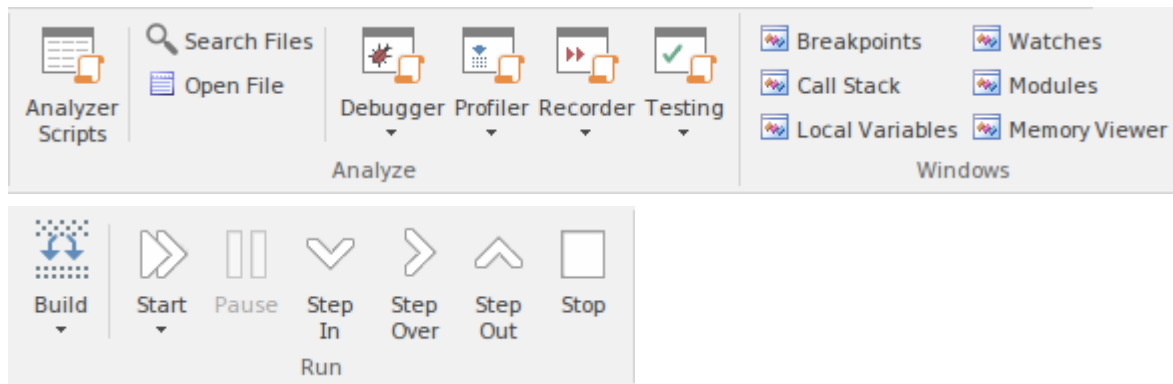
The 'Run' panel provides a number of buttons to control execution of the active simulation.



### Available Facilities

Facility	Description
Start	Begin or continue execution of the currently active simulation.
Pause	Pause execution of the current simulation
Step In	Step into a sub-process in the current simulation
Step Over	Step over a transition or a control path that enters a different process or State Machine space
Step Out	Step out of a sub-process or sub-machine state and return to the parent process or State Machine
Stop	Halt execution of the current simulation at the current execution point.

## Execute Ribbon

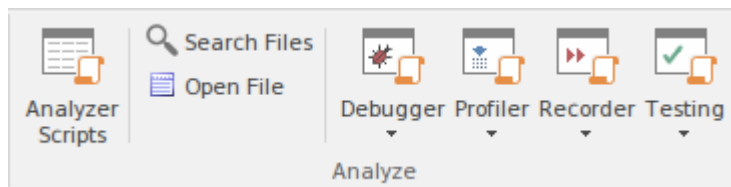


### Panels

Panel	Description
Analyze	The 'Analyze' panel brings together a collection of powerful tools for analyzing the execution of an application. The tools available are a fully featured <b>Debugger</b> , an execution <b>Profiler</b> and a stack trace Recorder. There are also facilities for running the application and recording Test Point output, for subsequent analysis. The active Analyzer Script will determine the behavior of these tools, by specifying the commands that are executed as well as the settings and parameters for those commands.
Windows	The 'Windows' panel provides access to a suite of windows associated with the debugging process, each of which provides information on an aspect of the application being debugged, particularly at a breakpoint.
Run	The 'Run' panel provides a set of buttons for building and running an application that is being analyzed. After making modifications to the code base, you can simply click on 'Build', then click on buttons to begin execution of the updated application, pausing or stepping through code as required.

## Using the Analyze Panel

The 'Analyze' panel brings together a collection of powerful tools for analyzing the execution of an application. The tools available are a fully featured **Debugger**, an execution **Profiler** and a stack trace Recorder. There are also facilities for running the application and recording Test Point output, for subsequent analysis. The active Analyzer Script will determine the behavior of these tools, by specifying the commands that are executed as well as the settings and parameters for those commands.



### Available Facilities

Facility	Description
Analyzer Scripts	Display the <b>Execution Analyzer window</b> , which lists by Package, all Analyzer Scripts defined in the model. From this window, you can create, edit and manage scripts that specify the commands and parameters required to build, test, run, debug, deploy and simulate your applications. The window's toolbar buttons provide for control of script tasks, such as build, run, test and deploy and also provide access to a range of debugging facilities.
Search Files	Open the 'Find in Files' window to search the local file system for source files that contain particular text.
Open File	Display a browser dialog from which you can select a file to be opened in the internal code editor.
Debugger	<p>Click on the drop-down arrow to display a list of options for starting and using the <b>Debugger</b>.</p> <ul style="list-style-type: none"> <li>• Open Debugger - open the 'Debug' window; this window provides a toolbar for controlling Debugger operations such as run, step-into, step-over, pause and also displays debug output messages</li> <li>• Start Debugging - start the application, according to the debug options of the active analyzer script</li> <li>• Attach to Process - display a list of executing processes - select and attach to a process for debugging purposes</li> <li>• Apply Debug Layout - apply a workspace layout containing windows useful for debugging, set out in a convenient arrangement</li> <li>• Create Stack Diagram - create an interaction diagram based on the current execution stack; available only when execution is halted at a breakpoint</li> <li>• Set as JIT Debugger - set Enterprise Architect as the default Just In Time debugger; for Windows systems only</li> <li>• Process First Chance Exceptions - enable processing of First Chance Exceptions</li> <li>• Switch to <b>Profiler</b> - switch dynamically from the Debugger to the Profiler, allowing performance monitoring and execution tracing</li> </ul>

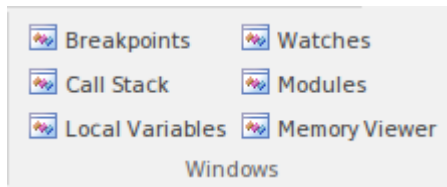


Profiler	<p>The <b>Profiler</b> is used to record stack trace information for an application that is being analyzed, at pre-determined sampling intervals.</p> <p>Click on the drop-down arrow to display a list of commands for starting and working with the application Profiler.</p> <ul style="list-style-type: none"> <li>• Open Profiler - open the 'Profiler' window; this window provides a toolbar for controlling Profiler operations and displays a summary of the collected sample data</li> <li>• Attach to Process - display a list of executing processes - select and attach to a process to enable execution profiling and activity monitoring of that process</li> <li>• Apply Profiler Layout - apply a workspace layout containing windows useful for application profiling, set out in a convenient arrangement</li> <li>• Start - reattach the Profiler to the last profiled application process (where available), <b>otherwise</b> start the application specified the debug options of the active analyzer script and attach the Profiler to that application process</li> <li>• Resume - begin or resume collection of profiling data.</li> <li>• Stop - detach the Profiler from the application process; the application process will continue to run - click start to re-attach to that process</li> <li>• Create Report from Current Data - create a detailed execution call graph and overall summary, showing functions called and number of times a function was active when the profiler inspected execution</li> <li>• Load Report from File - load a profiler report from a saved file</li> <li>• Save Report to File - save the collected profile data to a file</li> <li>• Stop Process on Exit - an option to stop the application process when the Profiler is detached from that process</li> <li>• Show Debug Output - optionally show debug output as the Profiler executes</li> <li>• Discard Current Data - Discard all collected sample data in preparation for a new run</li> <li>• Switch to <b>Debugger</b> - Dynamically switch from <b>Profiling</b> to <b>Debugging</b> to allow finer grained inspection of application behavior</li> </ul>
Recorder	<p>The Recorder is used to record information about function calls made by an application that is being analyzed.</p> <p>Click on the drop-down arrow to display a list of commands for starting and working with the Recorder.</p> <ul style="list-style-type: none"> <li>• Open Recorder - open the 'Record and Analyze' window; this window provides a toolbar for controlling Recorder operations, such as run (the application), manual record, auto record, stop recording and also displays the recorded function call information.</li> <li>• Apply Recording Layout - apply a workspace layout optimized for use of the Recorder</li> <li>• Synchronize Model to Source Code - synchronize the source code of the current application with the model, to ensure correct recording and creation of diagrams</li> <li>• Attach to Process - attach the Recorder to an executing process</li> <li>• Start Recorder - start the application specified the debug options of the active analyzer script and attach the Recorder to that application process; recording will begin when execution hits a recording marker that has been set in the source code</li> <li>• Manual Record - use the manual record functions to start and stop recording</li> </ul>

	<p>while stepping through source code in the <b>Debugger</b></p> <ul style="list-style-type: none"> <li>• <b>Auto Record</b> - automatically begin recording an execution trace, without manual intervention, once execution hits a recording marker that has been set in the source code</li> <li>• <b>Step Thru</b> - step through executing code while recording an execution trace</li> <li>• <b>Stop Recording</b> - stop recording the execution trace of the application process; the application process will continue to run</li> <li>• <b>Save Recording to Model (Artifact)</b> - save the recorded execution trace to a model artifact</li> <li>• <b>Save Recording to File</b> - save the recorded execution trace to a file in the local file system</li> <li>• <b>Load Recording</b> - load a recorded execution trace from a previously saved file</li> <li>• <b>Clear Recording Data</b> - discard any recorded execution trace in preparation for recording a new trace</li> <li>• <b>Create Sequence Diagrams</b> - create a Sequence (Interaction) diagram from the current execution trace; requires that model and code are synchronized</li> <li>• <b>Create Call Graph</b> - create a Call Graph from the current execution trace; requires that model and code are synchronized</li> <li>• <b>Create Class Diagram</b> - create a Class diagram using the elements that are instantiated and accessed in the current recording</li> <li>• <b>Create Test Point Diagram</b> - create a Test Point diagram and Test Sets based on the elements and their active members that were hit during the recorded session</li> <li>• <b>Show/Hide Execution Point</b> - show or hide the current execution point during the recording process. Hiding this results in a faster recording time</li> </ul>
Testing	<p>Test Points are a scheme by which rules and constraints governing the behavior of objects can be taken from the model to create test cases to verify the application.</p> <p>Click on the drop-down arrow to display a list of options for working with Test Points and Test Cases.</p> <ul style="list-style-type: none"> <li>• <b>Show Testpoints Window</b> - open the Test Points window to manage, configure and run Test Points and associated Test Cases, Sets and Suites</li> <li>• <b>Find Test Suites and Test Sets</b> - search the current model for Test Suites, Test Sets and related elements used in managing Test Point based verification</li> <li>• <b>Open Object Workbench</b> - open a simple Object testing environment for Java and .Net; instantiate objects and dynamically call their methods</li> </ul>

## Using the Windows Panel

The 'Windows' panel provides access to a suite of windows associated with the debugging process, each of which provides information on an aspect of the application being debugged, particularly at a breakpoint.

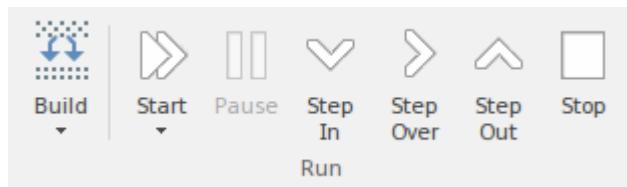


### Available Facilities

Facility	Description
Breakpoints	Click on this icon to open the <b>Breakpoints &amp; Markers</b> window, which you use to manage and configure source code breakpoints and other markers.
Call Stack	Click on this icon to open the <b>Call Stack</b> window, which displays all the currently-running threads in a process, at a breakpoint.
Local Variables	Click on this icon to open the <b>Locals window</b> , which displays the local application variables at a breakpoint.
Watches	Click on this icon to open the <b>Watches window</b> , which lists the customer variables by name when the application is at a breakpoint.
Modules	Click on this icon to open the <b>Modules window</b> , which lists the modules an application has loaded and is using at run time.
Memory Viewer	Click on this icon to open the <b>Memory Viewer window</b> to view a piece of memory when the application is paused at a breakpoint.

## Using the Run Panel

The 'Run' panel provides a set of buttons for building and running an application that is being analyzed. After making modifications to the code base, you can simply click on 'Build', then click on buttons to begin execution of the updated application, pausing or stepping through code as required.



### Available Facilities

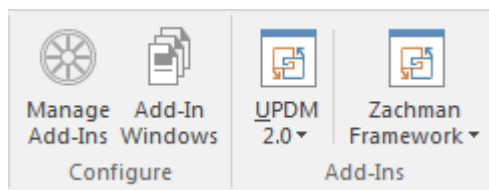
Facility	Description
Build	<p>Click on the drop-down arrow to display a short menu of commands for building application source code</p> <ul style="list-style-type: none"> <li>Build - build the current application, according to the currently active Analyzer script</li> <li>Clean - run the Analyzer Clean command to delete intermediate files from the current application</li> <li>Rebuild - run the Analyzer Rebuild command as defined in the currently active Analyzer script</li> <li>Cancel Build - cancel the currently executing build</li> </ul>
Start	<p>Click on the drop-down arrow to display a short menu of commands</p> <ul style="list-style-type: none"> <li>Run - resume execution of the application process that is currently being debugged - if no process is currently being debugged, then start the application specified the debug options of the active analyzer script and attach the <b>Debugger</b> to that application process</li> <li>Attach to Process - display a list of executing processes, select and attach to a process for the purpose of debugging</li> <li>Show Execution Point - display and highlight the line of source code that corresponds to the current execution point</li> </ul>
Pause	Pause execution of the application being debugged.
Step In	<p>Execute the next line of source code, stepping into any method that is called. Execution is paused <b>before</b> executing the first executable line in the called method. If source code for the called method is not available, the debugger will return immediately to the calling code.</p>
Step Over	<p>Execute the next line of source code, <b>without</b> pausing inside any methods called by that line. The execution point will move to the next source line in the current context.</p>
Step Out	<p>Automatically run to the end of the current context/method and return to the calling context. Execution will pause again, upon return to the calling context.</p>

Stop	Terminate execution of the application being debugged.
------	--

## Extend Ribbon

The Extend Ribbon provides facilities to enable and access **Add-In** technologies (extensions written in COM) that interact with the Enterprise Architect user interface to extend and specialize the product's capabilities. When an Add-In is added to Enterprise Architect, either by inclusion with the installer or by subsequently importing into Enterprise Architect, it can be assigned to the particular area of functionality that it supports (using the EA\_GetRibbonCategory function), and is represented by an icon in an 'Add-In' panel in the appropriate Ribbon. Icons for unassigned **Add-Ins** are shown on this Extend Ribbon.

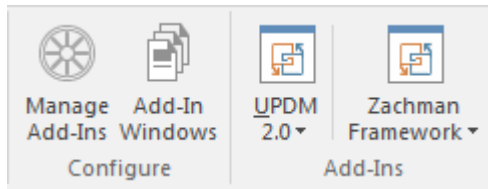
The contents of this Ribbon therefore depend on what Add-Ins you have installed and enabled, and whether they have been assigned to a particular functional area of Enterprise Architect. In this illustration of the Ribbon, there is an 'Add-In' panel that gives access to UPDM and Zachman Framework as 'unassigned' Add-Ins. If these had been assigned, the Ribbon would not include an 'Add-In' panel.



### Panels

Panel	Description
Configure	<p>This panel provides two icons for enabling and configuring <b>Add-Ins</b>:</p> <ul style="list-style-type: none"> <li>Manage Add-Ins - display the 'Manage Add-Ins' dialog, which you use to enable or disable Add-Ins for use; an <b>Add-In</b> that is disabled is not loaded when you start up Enterprise Architect, and no icon appears for it in the Ribbons</li> <li>Add-In Windows - display the Add-In window containing any window that has been defined to display in this space, for the currently active Add-In</li> </ul>
Add-Ins	<p>This panel displays in the Extend Ribbon only if there are unassigned, enabled Add_Ins in Enterprise Architect. Each <b>Add-In</b> is represented by an icon that displays a drop-down list of options for working with the Add-In. These options might include:</p> <ul style="list-style-type: none"> <li>Help - open the Help file for the Add-in</li> <li>About - display a short panel of information on your installation of the Add-In</li> <li>Open Example Model - open the EAExample Model in another instance of Enterprise Architect, to explore the use of the Add-In</li> <li>Synchronize <b>Tagged Values</b> - page through your model and synchronize Tagged Values in Enterprise Architect against those defined by the Add-In</li> <li>Import &lt;data&gt; - import data defined in the Add-In into Enterprise Architect</li> <li>Export &lt;data&gt; - export data from Enterprise Architect to data structures specific to the Add-In</li> <li>Generate &lt;data&gt; - generate data structures defined by the Add-In, into Enterprise Architect</li> </ul>

## Using the Configure Panel

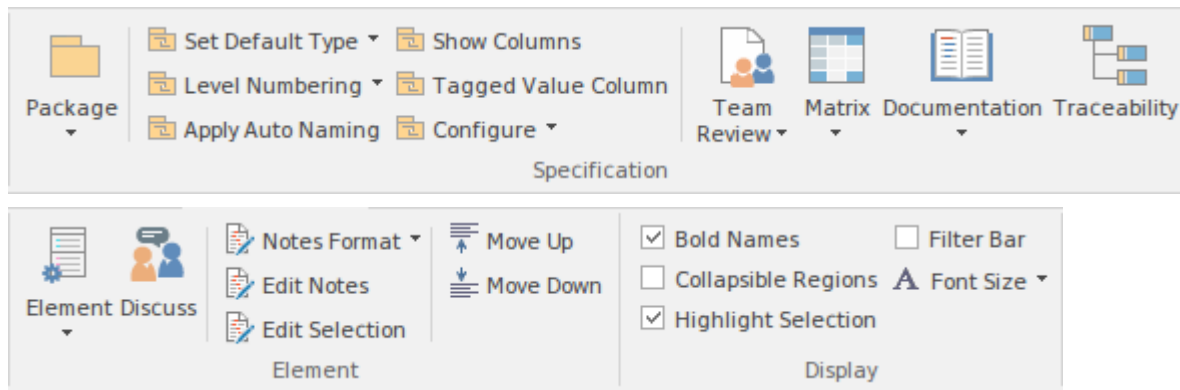


### Available Facilities

Facility	Description
Manage Add-Ins	
Add-In Windows	

## Specification Specify Ribbon

The 'Specification Specify' ribbon provides a selection of facilities that you might use when creating and editing model elements as a text-based specification, using the **Specification Manager**. The ribbon becomes available when the Specification Manager is open.



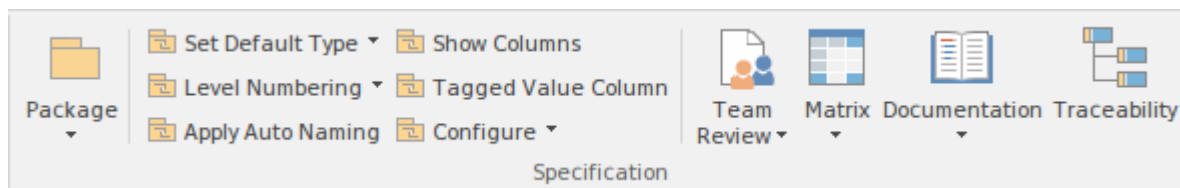
### Panels

Panel	Description
Specification	The 'Specification' panel brings together a broad range of facilities that are commonly used in creating and reviewing specifications. There are facilities for managing change within your Specifications Package, such as Package Baselines, and <b>Auditing</b> . There are also facilities for managing tasks and reviewing work associated with elements of the Specification Package, such as the Gantt Chart view and the <b>Team Review</b> facilities. Options available on this panel provide for configuring what information is displayed and how it is presented by the <b>Specification Manager</b> , such as restricting the display to a particular element type or specifying which element properties are displayed and the layout of that display. The <b>Relationship Matrix</b> and <b>Traceability window</b> for the selected Package are easily accessed from this panel and there is easy access to management of Project Reference Data that is commonly used within the Specification Manager.
Element	The 'Element' panel offers a range of facilities for working with the elements that are displayed in the <b>Specification Manager</b> view. There are facilities for adding new elements, viewing and editing the Properties of elements, as well as creating, viewing and managing other items associated with the elements, such as Tests, Maintenance items (such as Defects, Issues, Changes and Tasks), Resource Allocations and <b>Element Discussions</b> .
Display	The 'Display' panel provides a range of options that make it possible to tailor the appearance of the <b>Specification Manager</b> view, to better display the information you want to examine. There are options providing visual cues, such as highlighting the selected element and using bold fonts to emphasize element names, as well as options to filter the list of elements that are displayed.



## Using the Specification Panel

The 'Specification' panel brings together a broad range of facilities that are commonly used in creating and reviewing specifications. There are facilities for managing change within your Specifications package, such as Package Baselines, and **Auditing**. There are also facilities for managing tasks and reviewing work associated with elements of the Specification package, such as the Gantt Chart view and the **Team Review** facilities. Options available on this panel provide for configuring what information is displayed and how it is presented by the **Specification Manager**, such as restricting the display to a particular element type or specifying which element properties are displayed and the layout of that display. The **Relationship Matrix** and **Traceability window** for the selected package are easily accessed from this panel and there is easy access to management of Project Reference Data that is commonly used within the Specification Manager.



### Available Facilities

The facilities and operations described in this section, in general apply only to the package that is currently displayed in the **Specification Manager** and elements contained within that package.

Facility	Description
Package	<p>Clicking on the drop-down arrow displays a list of commands for managing and working with aspects of the current package.</p> <ul style="list-style-type: none"> <li>• <b>Open</b> - browse the model's package hierarchy to select a package to display in the <b>Specification Manager</b> window</li> <li>• <b>New</b> - display the 'New Package' dialog; create a new package as a child of the current package and open the new package in the Specification Manager window</li> <li>• <b>Find in Project Browser</b> - locate the Specification Manager's current package, in the <b>Project Browser</b></li> <li>• <b>Manage Baselines</b> - display the 'Baselines' dialog, for creating, managing and restoring from baselines associated with the current package</li> <li>• <b>View Package as Gantt</b> - open the <b>Gantt View</b> window to display tasks and work assignments associated with elements in the current package</li> <li>• <b>Auditing</b> - use the Auditing window to explore additions, deletions and changes to the current package</li> </ul>
Set Default Type	<p>Display a list of options to select the default type for new elements created within the current package and optionally restrict the display of elements to those matching the chosen type</p> <ul style="list-style-type: none"> <li>• <b>&lt;Any&gt;</b> - allow creation of any type of element and display all element types</li> <li>• <b>Other</b> - choose an element type from a range of domain tool sets, that will be used as the default type when creating new elements in the current package</li> <li>• <b>Recent</b> - displays a list of recently selected default types for element creation and an option to clear that list <ul style="list-style-type: none"> <li>- &lt;a list of recently selected element types&gt; - choose one of the recently selected element types, to use as the default type when creating new elements in the current</li> </ul> </li> </ul>

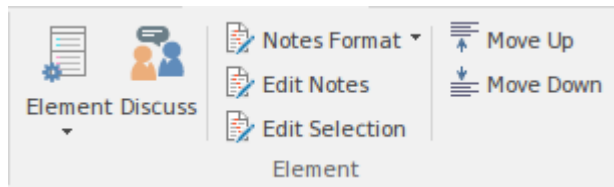
	<p>package</p> <ul style="list-style-type: none"> <li>- Clear Recent Items - clear the list of recently used element types</li> <li>• Limit Display to Selected Type - restrict the display of elements in the <b>Specification Manager</b> window, to those matching the selected default type</li> </ul>
Level Numbering	<p>Clicking the drop-down arrow displays options for applying level numbering and indenting notes for elements contained within the current package.</p> <ul style="list-style-type: none"> <li>• Enable - toggle the display of automatically applied level numbering within the <b>Specification Manager</b> and the <b>Project Browser</b>, for elements within the currently displayed package</li> <li>• Indent Description - if you have enabled level numbering, this option is available to indent the element description under each element name, to align with the element name.</li> </ul>
Apply Auto Naming	<p>Display the dialog 'Apply Auto Naming to Elements'. If you have set up auto-naming conventions for the names and/or Aliases of specific types of elements, you can apply those naming conventions to all of the elements of those types in the currently selected Package, in one operation. The dialog groups by type, those elements that have defined auto-naming conventions and shows the effects of applying the conventions to the element names and/or Aliases. You can update the names of all the elements in the Package, or select only certain elements to update. The facility for configuring auto-naming conventions can be accessed via this dialog.</p>
Show Columns	<p>The <b>Specification Manager</b> can display a wide range of properties for the elements in the selected Specification Package, with each property being shown in a separate column. This command opens the 'Field Chooser' dialog, allowing you to customize the display of the columns so that you show as many or as few as you need, in an appropriate sequence.</p>
Tagged Value Column	<p>Display the 'Add Tag Value Column' dialog. This dialog allows you to add a specific <b>Tagged Value</b> to the list of columns displayed by the <b>Specification Manager</b>. If the current element already has the named Tagged Value, the value may be edited, otherwise the Tagged Value must first be added to that element.</p>
Configure	<p>Clicking on the drop-down arrow provides access to commands for setting up reference data that is commonly used when working with the <b>Specification Manager</b>.</p> <ul style="list-style-type: none"> <li>• <b>Project Glossary</b> - opens the Project Glossary view, from which you can edit and manage a list of dictionary terms relevant to the current model</li> <li>• <b>Project Authors</b> - opens the Project Authors dialog; use this dialog to edit and manage the list of people set as Authors within the current model</li> <li>• <b>Auto Names and Counters</b> - opens the 'Auto Name Counters' dialog; use this dialog to configure automatic naming and counters for specific element types</li> <li>• <b>Requirement Types</b> - opens the 'General Types' dialog and displays the 'Requirement' page; use this dialog to edit and manage a list of requirement types defined for the current model</li> <li>• <b>Tagged Value Types</b> - opens the 'UML Types' dialog and displays the 'Tagged Value' page; use this dialog to edit and manage the list of Tagged Value types defined for the current model</li> </ul>
Team Review	<p>Click on the drop-down arrow to reveal a number of commands relating to the <b>Team Review</b> facility.</p> <p>Team Review provides a forum in which to discuss and review the development of your project. It acts as a repository for review documents generated from the</p>

	<p><b>Specification Manager</b>, such as simple progress checklists, complex generated documents based on the content of the Specifications package and even discussion threads where team members can post questions and replies concerning different aspects of the project.</p> <ul style="list-style-type: none"> <li>• Open Team Review - displays the Team Review docked window, where you can explore, edit and manage a list of review documents, linked to various aspects of the current model</li> <li>• Create Review Document - choose from a list of template documents to create a review document, linked to current package and add it to the Team Review for comment</li> <li>• Auto Generate Review - choose a generation template to automatically generate a Review Document from the current package, as the basis of a Team Review session</li> <li>• Current Reviews - explore current reviews in the Team Review, that are linked to the current package</li> <li>• Bind Package to Team Review Folder - choose a folder in the Team Review structure to bind to the current package, allowing easy access from the Specification Manager, to Review items related to the current package</li> <li>• <b>Model Mail</b> - open the Model Mail window to edit and manage model based mail messages</li> </ul>
Matrix	<p>Clicking on the drop-down arrow displays a number of commands that will open the <b>Relationship Matrix</b> window, allowing you to explore and refine dependencies and other relationships associated with elements of the current package.</p> <ul style="list-style-type: none"> <li>• Open as Source - open the Relationship Matrix window, with the current package specified as the Source package</li> <li>• Open as Target - open the Relationship Matrix window, with the current package specified as the Target package</li> <li>• Open as Both - open the Relationship Matrix window, with the current package specified as both the Source package and the Target package</li> <li>• Previous Settings - open the Relationship Matrix window using the same settings that were in effect when it was last open</li> <li>• Matrix Profiles - opens a sub-menu with commands to create new Matrix Profiles or load previously defined Matrix Profiles <ul style="list-style-type: none"> <li>- Create New - displays the 'Create Matrix Profile' dialog, where you can specify the name, source and target packages as well as other settings, to create and save a new Relationship Matrix profile</li> <li>- &lt;list of previously defined matrix profiles&gt; - select and load a previously defined Relationship Matrix profile</li> </ul> </li> </ul>
Documentation	<p>Clicking on the drop-down arrow displays a list of commands for generating documentation and reports based on the current package, in a range of different formats. Also available is a facility for spell-checking the notes of elements belonging to the current package.</p> <ul style="list-style-type: none"> <li>• Generate Documentation ( RTF / PDF / DOCX ) - displays the 'Generate Document' dialog, where you can specify a range of parameters and options that control generation of a report document; you can select document templates that control which elements are included in the report, choose from a range of cover pages and style sheets, as well as specifying the file output path and file format.</li> <li>• Publish as HTML - displays the 'Publish as HTML' dialog, from which you can create a report on the current package, for display as a web page; the dialog allows you to specify a range of parameters and options to control the report generation, such as style templates, diagram themes, image formats as well as the output file path name</li> </ul>

	<ul style="list-style-type: none"><li>• Publish as Joomla! Article - opens the 'Publish as Joomla! Article' dialog; use this dialog to specify connection details for the Joomla! database, the content template and diagram theme to use as well as which element information to include, then initiate the generation</li><li>• CSV Import / Export - opens the 'CSV Import / Export' dialog from which you can import and export element data from Enterprise Architect using CSV files for exchange with spreadsheet tools; the 'CSV Import / Export' dialog allows you to define file specifications that control which element properties are exported and imported, as well as specifying the actual file to use for the export or import</li><li>• QA Reports and Metrics - open the 'QA Reports' window, which provides a number of pages, each of which provides facilities for reporting on a particular aspect of the elements in the current package, namely Testing, Maintenance, Dependency Details, Implementation Details and Use Case Metrics; each page provides a set a particular set of parameters and options to control that type of report generation</li><li>• Spell Check Current Package - display the 'Spell Check' dialog, that is used to run the spell checker to review the notes of all elements within the current package</li></ul>
Traceability	Use this command to open the 'Traceability' window. The <b>Traceability window</b> allows you to quickly trace dependencies and other relationships of the currently selected element.

## Using the Element Panel

The 'Element' panel brings together a range of facilities for working with the elements that are displayed in the **Specification Manager** view. There are facilities for adding new elements, viewing and editing the Properties of elements, as well as creating, viewing and managing other items associated with the elements, such as Tests, Maintenance items (Defects, Issues, Changes, Tasks...), Resource Allocations and **Element Discussions**.



### Available Facilities

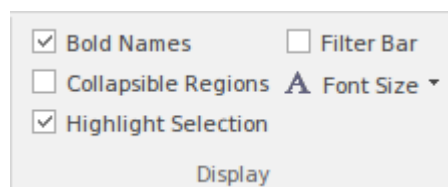
Facility	Description
Element	<p>Click on the drop-down arrow to display a range of commands, by which you can edit and manage various aspects of the currently selected element, including properties, tagged values, tests, maintenance and work items.</p> <ul style="list-style-type: none"> <li>• Properties - access the properties dialog for the currently selected element</li> <li>• Add New Element - add a new element to the current <b>Specification Manager</b> list; if a default element type has been specified, an element of that type is created, otherwise the 'New Element' dialog is displayed, prompting the user to choose a type</li> <li>• Add Child - add a new element as a child of the currently selected element; if a default element type has been specified, an element of that type is created, otherwise the 'New Element' dialog is displayed, prompting the user to choose a type</li> <li>• Repeat Previous - repeats the previous element insertion action, creating a new element of the same type, as a sibling to the previously inserted element</li> <li>• Find in Project Browser - locate the currently selected element in the <b>Project Browser</b></li> <li>• Properties Window - open the common properties window to quickly access major properties for any selected element</li> <li>• Tagged Values - open the Tagged Values docked window, to edit and manage the tagged values associated with any selected element</li> <li>• Find Elements with Linked Documents - open the 'Find in Project' window and run a pre-defined search, to retrieve all elements in the model that have a Linked Document attached</li> <li>• Resource Allocation - open the <b>Resource Allocation window</b> to assign resources and schedule tasks for the currently selected element</li> <li>• Maintenance - display a short menu of options that facilitate opening the various Maintenance windows for the currently selected element. The Maintenance windows allow you to create and review maintenance items, such as Defects, Issues and Tasks, related to the selected model element. Each of the various Maintenance windows shows a particular kind of Maintenance item <ul style="list-style-type: none"> <li>- Defects - show Defects window; create and review Defect items</li> <li>- Changes - show <b>Changes window</b>; create and review Change items</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>- Issues - show <b>Issues window</b>; create and review Issue items</li> <li>- Tasks - show <b>Tasks window</b>; create and review Task items</li> <li>- Events - show <b>Events window</b>; create and review Event items</li> <li>- Decisions - show <b>Decisions window</b>; create and review Decision items</li> <li>• Testing - display a short menu of options that open the <b>Testing window</b> for the current element. The different menu options filter the test classes that are displayed in the window. The testing window is used to create a set of test cases for the currently selected element and to record the results of running those tests. The Test window also supports copying tests of one class, to create tests of another class, such as creating System tests, from existing Unit tests. <ul style="list-style-type: none"> <li>- All - open the Testing window, and display All classes of tests</li> <li>- Inspection - open the Testing window and display only 'Inspection' tests</li> <li>- Unit - open the Testing window and display only 'Unit' tests</li> <li>- Integration - open the Testing window and display only 'Integration' tests</li> <li>- System - open the Testing window and display only 'System' tests</li> <li>- Acceptance - open the Testing window and display only 'Acceptance' tests</li> <li>- Scenario - open the Testing window and display only 'Scenario' tests</li> </ul> </li> </ul>
Discuss	<p>Open the '<b>Discussions</b>' docked window. <b>Element Discussions</b> allow modelers to have conversations about elements without 'polluting' the element's notes with questions and modeling level comments such as 'Properties need to be added before the first release'. This feature brings the collaborative modeling platform alive where modelers can add informal discussions about elements, emulating a 'workshop' environment.</p>
Notes Format	<p>Click on the drop-down arrow, to a display a brief menu of commands that allow you to customize the visibility and style of displayed element notes</p> <ul style="list-style-type: none"> <li>• Preview - show the Notes in Preview mode. This limits the Notes displayed to a maximum size and uses the <b>Notes window</b> for editing</li> <li>• Full Notes Inlined - show the complete Notes text for each element underneath the element name; in this mode you can create, edit and delete Notes text in the <b>Specification Manager</b> and perform the same operations as are available in the 'Notes' window context menu</li> <li>• Full Notes in Column - show the complete Notes text for each element in a new column next to the element names; you have the same freedom to edit the text as for 'Full Notes Inline'</li> <li>• Document View - columns are hidden and Notes are displayed inline. Use the <b>Enter key</b> as a keyboard shortcut to begin editing.</li> <li>• Hide - show no Notes at all; to edit or view the Notes, open the <b>Properties window</b> or docked Notes window</li> </ul>
Edit Notes	<p>Click on this button to begin editing the element's Notes. If the Notes are hidden, or displayed in Preview mode, the <b>Notes window</b> will be used for editing, otherwise the Notes field or column within the <b>Specification Manager</b> will be used. With the element selected, the Space key may be used as a keyboard shortcut to begin editing.</p>
Edit Selection	<p>Click on this button to begin editing the current element's Name. With the element selected, the <b>Enter key</b> may be used as a keyboard shortcut to begin editing.</p>
Move Up	<p>Click on this button to move the selected element Up in the <b>Specification Manager</b> list. The element's position is also reflected in the <b>Project Browser</b>.</p>
Move Down	<p>Click on this button to move the selected element Down in the <b>Specification Manager</b> list. The element's position is also reflected in the <b>Project Browser</b>.</p>



## Using the Display Panel

The 'Display' panel provides a range of options that make it possible to tailor the appearance of the **Specification Manager** view, to better display the information you want to examine. There are options providing visual cues, such as highlighting the selected element and using bold fonts to emphasize element names, as well as options to filter the list of elements that is displayed.



### Available Facilities

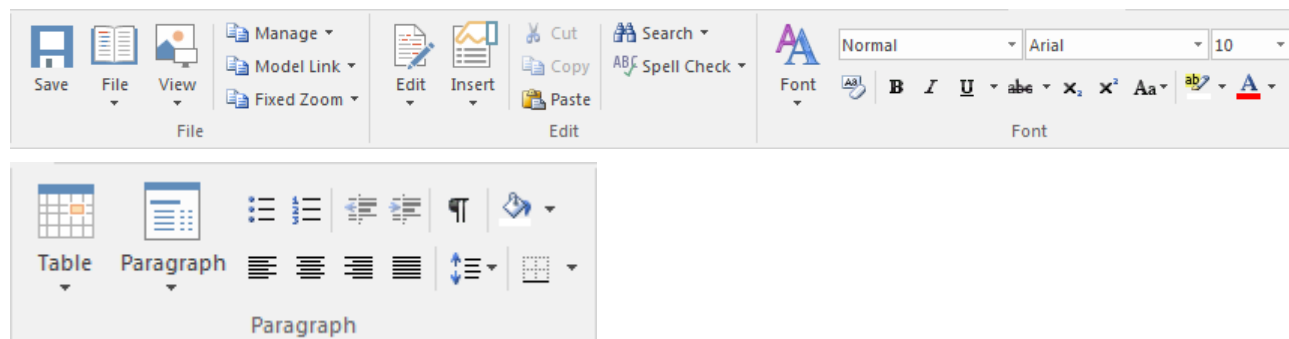
Facility	Description
Bold Names	<p>Use this option to turn on or off, the use of Bold element names in the <b>Specification Manager</b> view.</p> <p>When on, all element names, including the names of child elements, are displayed using bold font.</p>
Collapsible Regions	<p>Use this option to enable the use of Expansion boxes on parent elements.</p> <p>If an element has child elements, you can configure the <b>Specification Manager</b> to either:</p> <ul style="list-style-type: none"> <li>Hide the child elements but provide an expansion box that you can click on to open and collapse the element hierarchy (select the 'Allow Collapsible Regions' option), or</li> <li>Automatically display the child elements indented underneath the parent element (deselect the 'Allow Collapsible Regions' option)</li> </ul>
Highlight Selection	<p>Use this option to actively highlight the currently selected row. When you click on an element name or property, the <b>Specification Manager</b> defaults to indicating the selection with side bars and/or underlines. You can, if you prefer, also highlight the entire row of data for the element, by selecting the 'Highlight Selected Row' option. This is only relevant when columns are visible.</p>
Filter Bar	<p>Use this option to show or hide the <b>Filter Bar</b>, which allows filtering of the visible items in the <b>Specification Manager</b> view.</p> <p>The Filter Bar displays underneath the column headings and consists of a row of fields, one field per column. As you type a value into one of these filter fields, element rows in the Specification Manager list are hidden unless the value in the corresponding column contains the value in the filter field.</p>
Font Size	<p>Across the <b>Specification Manager</b> view, the various display components such as parent element names, child element names, Notes/property values and column headings each have their own font size. You can select to increase or decrease the font sizes as a set across the display, relative to the current sizes.</p> <p>Specify the default font size based on preference</p> <ul style="list-style-type: none"> <li>- Small</li> </ul>



	<ul style="list-style-type: none"><li>- Medium</li><li>- Large</li></ul>
--	--

## Document Edit Ribbon

The Document Edit ribbon provides a set of tools and facilities for working with documents such as imported document files and linked documents. It becomes available when you open an editable document within Enterprise Architect.

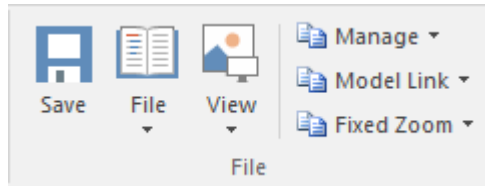


## Panels

Panel	Description
File	The 'File' panel helps you to manage internal document files, the way the content displays, file security and objects you can add to the content (such as hyperlinks).
Edit	The 'Edit' panel provides a wide range of facilities for manipulating and checking the text within a document, and searching the content for specific text strings.
Font	The 'Font' panel helps you to completely control the Fonts in a document, including setting Bold, Italics and font types and size. The color of text and background can be altered to create visually attractive documents.
Paragraph	The 'Paragraph' panel helps you to format all aspects of paragraphs in a document including left, right and center alignment and justification. Text indentation, bullets and numbered lists can be added to create well formatted documents. Line spacing, document styles and table borders can be set to facilitate reading.

## Using the File Panel

The 'File' panel helps you to manage internal document files, the way the content displays, file security and objects you can add to the content (such as hyperlinks).



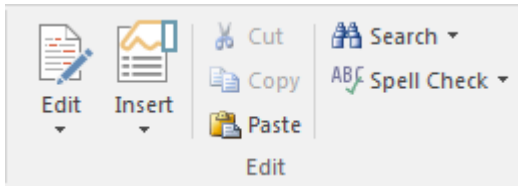
### Available Facilities

Facility	Description
Save	Click on this icon to save any changes you have made to the document file. (The icon is not available if no changes are pending).
File	<p>Click on the drop-down arrow and select from a number of options for manipulating the file contents as a whole.</p> <ul style="list-style-type: none"> <li>• Import - import the contents of an existing document into the current file</li> <li>• Save As (Export to File) - save your document to a different document file</li> <li>• New (Clear Document) - clear the current contents of the document for redesign</li> <li>• Reload from Repository - reload the file contents from the previously-saved version</li> <li>• Update Styles (Import Stylesheet) - either:               <ul style="list-style-type: none"> <li>- Re-import the standard styles from Normal.rtf, into the current document, or</li> <li>- Apply one of the system-supplied standard Stylesheets to the document</li> </ul> </li> <li>• Page Layout - display the 'Page Setup' dialog and set the page margins for the file</li> <li>• Printer Setup - display the 'Print Setup' dialog and confirm or reselect the core parameters such as page size, or click on the <b>Properties button</b> to define more advanced settings</li> <li>• Print - display the 'Print' dialog to define the print job for the document</li> <li>• Print Preview - display the document as it would appear when printed</li> </ul>
View	<p>Click on the drop-down arrow to display options for displaying the document content on the screen.</p> <ul style="list-style-type: none"> <li>• Page Layout Mode - toggle the text display between page layout and window layout</li> <li>• Borderless Mode - toggle between the setting of the 'Page Layout Mode' option and a full-screen view of the document with no margins</li> <li>• Horizontal Ruler - display or hide the ruler at the top of the page, showing tab stops and paragraph indentation marks</li> <li>• Vertical Ruler - display or hide the ruler against the left edge of the page, indicating the depth of the top and bottom margins of the page</li> <li>• Status Ribbon - display or hide the status ribbon at the bottom of the editing</li> </ul>

	<p>panel, showing the current page number, line number and column number</p> <ul style="list-style-type: none"> <li>• Hidden Text - show text marked as 'Hidden' using the 'Font   Hidden Text' option</li> <li>• Field Names - toggle between displaying field names in the text and displaying the field values</li> <li>• Hyperlink Cursor - toggle the cursor icon when you 'mouse over' a hyperlink, between the default image (a line or arrow) and a pointing hand</li> <li>• Page Header/Footer - display or hide the text of page headers and footers</li> </ul>
Manage	<p>Click on this icon to select from a set of options for protecting the document from being edited or deleted, so that it is safe from accidental change. The <b>Document Editor</b> defaults to locking against protection, so you first turn off the lock and then protect either the whole document or a selected block of text.</p> <ul style="list-style-type: none"> <li>• Protect Document - toggle between setting a lock to prevent any editing or deletion of the entire document, and removing protection so that changes can be made</li> <li>• Text Selection Lock - remove the lock against setting protection on the text of the document</li> <li>• Snap to Grid - (defaults to on) applies a grid to the tab markers and paragraph indents, so that they snap to the nearest sixteenth of an inch</li> <li>• Watermark Picture - display an image file browser and select an image to use as a watermark in the document</li> <li>• Remove Unused Lists - clear unused list formats from the file when you save it, to reduce file size</li> </ul>
Model Link	<p>Click on this icon to select from options to create a link between a text string that you highlight in the document and a new or existing object in the model.</p> <ul style="list-style-type: none"> <li>• Glossary Definition - display the 'Glossary Detail' dialog, to create a <b>Project Glossary</b> entry for the highlighted text string</li> <li>• New Model Element- display a short list of types of object to create (or select the 'Other' option to access a wider range of object types) to generate an object of that type from the highlighted text string, in the current Package; the object is linked to the highlighted text in the document</li> <li>• Link to Existing Element - display the 'Select Classifier' dialog, through which you browse for and select an element to link to a highlighted text string</li> <li>• Hyperlink - create a hyperlink from the highlighted text to an existing object in the model; the 'Hyperlink Details' dialog displays, through which you specify the type of object to link to, and its location</li> </ul>
Fixed Zoom	<p>Click on this icon to display a list of page magnification options, including one to set a custom magnification of the document page content, between 10% and 500%.</p>

## Using the Edit Panel

The 'Edit' panel provides a wide range of facilities for manipulating and checking the text within a document, and searching the content for specific text strings.



### Available Facilities

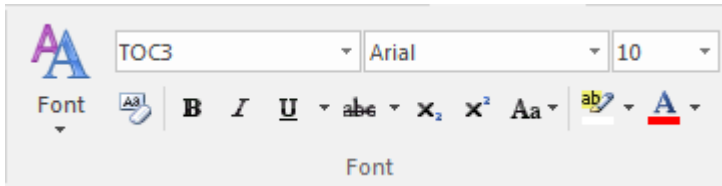
Facility	Description
Edit	<p>Click on this icon to display and select from a list of editing operations you can perform within your document. This list includes facilities for tracking changes, setting the direction of text flow, and setting up list overrides.</p> <ul style="list-style-type: none"> <li>• Cut - remove a highlighted text string and hold it in the clipboard</li> <li>• Copy - copy a highlighted text string and hold it in the clipboard</li> <li>• Paste - paste a text string from the clipboard into the document at the cursor position</li> <li>• Paste Special - paste a specially-formatted object from the clipboard into the document, such as formatted text or an OLE object</li> <li>• Edit Picture - open the appropriate graphics editor for the selected image, to edit the image</li> <li>• Undo - roll back the last unsaved change made; you can undo a succession of unsaved changes</li> <li>• Redo - re-establish the last unsaved change that has been undone; you can redo a succession of undone changes</li> <li>• <b>Select All</b> - highlight the text of the whole document for performing an operation on it</li> <li>• Repaginate - repaginate the document, and update the 'Page Number' and 'Page Count' fields and the Table of Contents</li> <li>• Edit Section - display the 'Section Parameters' dialog, on which you set up the document properties to apply to the text between two section breaks</li> <li>• Edit Style - display the 'Edit Stylesheet' dialog, through which you create and edit styles to apply to either paragraphs of text or characters</li> <li>• Edit Input Field - display the 'Input Field Parameters' dialog, through which you create or edit a field at the cursor position in the document, for the document users to enter data in</li> <li>• Edit Frame/Drawing Object - display a short list of options for editing or re-positioning a frame or drawing object, including setting the direction of text flow within the object</li> <li>• List and Overrides - display a list of options for setting up paragraph numbering list items, overrides and levels</li> <li>• Edit Page Header/Footer - display a hierarchy of menus for creating, editing and deleting the page headers and footers of the document</li> <li>• Edit Footnote/Endnote - select to add or edit either an end-note or the footnotes of the current page</li> </ul>

	<ul style="list-style-type: none"> <li>• Track Changes - display a menu of options for enabling and using Change Tracking in the document</li> <li>• Apply Comment - create a comment of the selected text, which displays in the outside page margin</li> <li>• Edit OLE Object - open the appropriate editor to edit the embedded OLE object</li> <li>• Inline IME - set the document to accept both single-byte characters and double-byte characters, without having to switch to an external Input Method Editor (IME) application (double-byte characters are complex characters used in languages such as Japanese and Cyrillic)</li> <li>• Document Text Flow - display the 'Document Text Flow' dialog, on which you set the text flow for the whole document to left-to-right, right-to-left, or the default for the system</li> </ul>
Insert	<p>Click on this icon to display and select from a list of text breaks, objects, special text structures and special characters to insert in the document at the cursor position.</p> <ul style="list-style-type: none"> <li>• Insert Break - display a short menu from which you select to insert a page break, section break or column break</li> <li>• Embed Picture - insert an image file as a picture in the document</li> <li>• Link Picture - insert a link to an image file in the document</li> <li>• OLE Object - display the 'Insert Object' dialog, from which you can select the appropriate application to create the OLE object in the document</li> <li>• Insert RTF File - insert the complete contents of another document file</li> <li>• Frame - inserts a small frame at the cursor position, which you can then drag to the appropriate size</li> <li>• Drawing Object - display the 'Select Drawing Object' dialog and select to insert a text box, rectangle or line, which you can then drag to the appropriate size</li> <li>• Page Number - insert a page number field at the cursor position</li> <li>• Page Count - insert a page count field at the cursor position</li> <li>• Date and Time - display the 'Insert Current Date and Time' dialog, which you use to create data and/or time fields in the page layout, in one of a selection of formats</li> <li>• Footnote/Endnote -</li> <li>• Bookmark - display the 'Bookmark' dialog, which you can use to create, locate and delete bookmarks in your document</li> <li>• Table of Contents - display a short dialog in which you define the highest and lowest heading levels to reflect in the Table of Contents (you must define the appropriate Table of Contents level styles before doing this); when you click on the <b>OK button</b>, the Table of Contents generates</li> <li>• Data Field - display the 'Data Field Parameters' dialog, in which you enter the field name and the data value of your own data field to insert in the document</li> <li>• Text Input Field - display the 'Input Field Parameters' dialog, in which you enter the field name and characteristics of a field in which the document users can enter their own information</li> <li>• Checkbox Field - display the 'Checkbox Field Parameters' dialog, in which you define a checkbox that the document users can select or clear</li> <li>• Selection Field - display the 'Selection Field Parameters' dialog in which you define a drop-down list field for which the document users can select one of a set of values to display</li> <li>• Hyperlink - display the 'Insert Hyperlink' dialog, on which you enter the hyperlink text and the identifier for the object being linked to, either within the</li> </ul>

	<p>model or external to it</p> <ul style="list-style-type: none"> <li>• Non-breaking Space - insert a non-breaking space at the cursor position, so that if the document text flows to a new page at that point, the words linked by the space are kept together</li> <li>• Non-breaking Dash - insert a non-breaking dash at the cursor position, so that if the document text flows to a new page at that point, the words linked by the dash are kept together</li> <li>• Optional Hyphen - insert a hyphen at the cursor position</li> </ul>
Cut	Click on this option to remove a highlighted text string and hold it in the clipboard.
Copy	Click on this option to copy a highlighted text string and hold it in the clipboard.
Paste	Click on this option to paste a text string from the clipboard into the document at the cursor position.
Search	<p>Click on this icon to display a short menu of options for locating a text string in the document.</p> <ul style="list-style-type: none"> <li>• Search - open the 'Search Text' dialog, to specify the text string to locate and the initial search parameters</li> <li>• Search Forward - continue the search forwards towards the end of the document, to the next occurrence of the defined text string</li> <li>• Search Backward - continue the search back towards the start of the document, to the next occurrence of the defined text string</li> <li>• Replace - open the 'Replace Text' dialog to search for a text string and replace it with another, in selected text or throughout the document</li> <li>• Go to Line - display a short dialog in which you specify the number of a line in the document to 'jump' the cursor to</li> </ul>
Spell Check	<p>Click on this icon to display a set of simple options for checking the spelling in the document.</p> <ul style="list-style-type: none"> <li>• Spell Check - start a spell check on the document, and respond to all apparent spelling errors</li> <li>• Auto <b>Spell Checking</b> - set the system to automatically check all existing text and new text as it is typed or imported into the document, underlining apparent errors in red</li> <li>• Thesaurus - display the 'Thesaurus' dialog in which you can check for alternative or opposite terms for the selected text string</li> </ul>

## Using the Font Panel

The 'Font' panel helps you to completely control the Fonts in a document, including setting Bold, Italics and font types and size. You can alter the color of the text and highlighting to create visually compelling documents.



### Available Facilities

For many of these facilities, you can either select an icon from the panel or an equivalent option from the 'Font' drop-down menu.

Facility	Description
Font	<p>Click on this icon to display a list of options for changing the appearance of a selected string of characters. These options include:</p> <ul style="list-style-type: none"> <li>• Normal - return changed text to the Normal, unformatted style</li> <li>• Bold - bolden the selected text</li> <li>• Underline - underline the selected text with a single line</li> <li>• Double Underline - underline the selected text with a double line</li> <li>• Italic - italicize the selected text</li> <li>• Subscript - make the selected text a subscript</li> <li>• Strike - run a single line through the selected text</li> <li>• Double Strike - run a double line through the selected text</li> <li>• All Caps - change all selected characters to upper case</li> <li>• Small Caps - change all selected characters to small capitals</li> <li>• Fonts - display the 'Font Selection' dialog, from which you select the typeface and point size to apply to the selected characters</li> <li>• Style - display the 'Select a Style' dialog, from which you select a defined style to apply to the selected characters</li> <li>• Spacing - display the 'Character Spacing' dialog, on which you select to expand or compress the spacing between characters to a number of Twips that you define, or return the spacing to Normal</li> <li>• Horizontal Scaling - display the 'Horizontal Character Scaling' dialog, on which you set the width of the selected characters to less than or greater than 100%</li> <li>• Hidden - hide the selected text and close up the remaining text; you can reveal the hidden text using the 'View &gt; Hidden Text' option on the 'File' panel</li> <li>• Boxed - place a simple rectangular frame around the selected text</li> <li>• Protect - prevent any changes to the selected text; available if the 'Manage &gt; Protection Lock' option is deselected on the 'File' panel</li> <li>• Hyperlink - make the selected text into a hyperlink</li> </ul>
<style> field	Click on the drop-down arrow and click on the text style to apply to the selected text.



<typeface> field	Click on the drop-down arrow and click on the name of the typeface to apply to the selected text.
<point size> field	Click on the drop-down arrow and click on the point size to apply to the selected text. You can also type a point size into the field.
Clear Formatting	Click on this icon to clear any formatting you have applied to the selected text using the other facilities of the 'Font' panel.
Bold	Toggle the selected text between bold and normal type.
Italic	Toggle the selected text between italics and normal type.
Underline	Click on the icon to underline the selected text with a single line, or to remove the underline. Click on the drop-down arrow and select: <ul style="list-style-type: none"> <li>• Double Underline - underline the selected text with two lines, or to remove the double underline</li> <li>• Underline Color - display a color palette from which you can select a color for the <i>existing</i> underlines, or define a color not presented in the palette</li> </ul>
Strikethrough	Click on the icon to put a single strike-through line across the selected text, or to remove the line. Click on the drop-down arrow and select the 'Double Strikethrough' option to do the same with a double line through the text.
Subscript	Click on this icon to toggle the selected text between a subscript (below the level of the adjacent text) and normal.
Superscript	Click on this icon to toggle the selected text between a superscript (above the level of the adjacent text) and normal.
Character Case	Click on the drop-down arrow and select an option for changing the case of the selected text: <ul style="list-style-type: none"> <li>• Sentence case - convert the selected text to sentence case; capital letter at the start of the first word, lower case for the rest</li> <li>• lowercase - convert all characters of the selected text to lower case</li> <li>• UPPER CASE - convert all characters of the selected text to upper case</li> <li>• Capitalize Each Word - make the first character of every word of the selected text a capital letter</li> <li>• tOGGLE cASE - change all lower case letters in the selected text into upper case, and all upper case letters into lower case</li> </ul>
Highlight Text	Click on the drop-down arrow to display the 'Color Palette', and select or define a color to show behind the selected text as a highlight.
Text Color	Click on the drop-down arrow to display the 'Color Palette', and select or define a color in which to display the selected text.

## Using the Paragraph Panel

The 'Paragraph' panel helps you to format all aspects of paragraphs in a document including left, right and center alignment and justification. Text indentation, bullets and numbered lists can be added to create well formatted documents. Line spacing, document styles and table borders can be set to facilitate reading the text.




### Available Facilities

For many of these facilities, you can either select an icon from the panel or an equivalent option from the 'Paragraph' drop-down menu.

Facility	Description
Table	<p>Click on this icon to display a list of facilities for setting up and formatting a table in your document. For options that apply to cells, you can apply the settings to the whole table, just the selected cells, just the column(s) containing the selected cells, or just the rows(s) containing the selected cells.</p> <ul style="list-style-type: none"> <li>• Insert Table - display the 'New Table' dialog and specify how many rows and columns to create; the table defaults to showing the gridlines</li> <li>• Insert Row - add a row above the current row, with the same row properties</li> <li>• Insert Column - add a column to the left of the current column, with the same column properties</li> <li>• Merge Cells - merge the selected cells into one cell, across or down the table, or both</li> <li>• Split Cell Horizontally - split the selected cell into two columns within the row</li> <li>• Split Cell Vertically - split the selected cell into two rows within the column</li> <li>• Delete Cells - display the 'Delete Table Cells' dialog, in which you specify whether to delete just the selected cells, the rows containing the selected cells, or the columns containing the selected cells</li> <li>• Row Position - display the 'Table Row Alignment' dialog, in which you align the row borders with the left margin, the page center or the right margin, either just for the selected row or for the whole table</li> <li>• Row Height - display the 'Row Height' dialog, in which you set the row height to automatically adjust to the row contents, or to only adjust above a minimum height or to always be an exact height (which you specify, in Twips), for just the selected row or for all rows in the table; content that exceeds a fixed row height is not visible in the table</li> <li>• Header Row - set the first row of the table as a header row, which will be duplicated at the top of each section of the table flowing onto a new page</li> <li>• Keep Row Together - set the selected rows to stay together if the table would be split by an automatic page break at those rows</li> <li>• Row Text Flow - display the 'Table Text Flow' dialog, on which you specify whether the text should flow left-to-right or right-to-left, or the direction of the system default; you can apply the setting to selected rows or to the whole table, and the rows are aligned with the left or right margins of the page to match the text flow</li> </ul>

	<ul style="list-style-type: none"> <li>• Cell Width - display the 'Set Cell Width' dialog, on which you specify the width of the selected cells and the indent of text within the cells, in Twips</li> <li>• Cell Border Width - display the 'Set Cell Border' dialog on which you set the width of the lines at any or all of the top, bottom, left and right of the selected cells, with the border around either the selected cells as a block or around each individual cell</li> <li>• Cell Border Color - display the 'Set Cell Border Color' dialog, on which you select one color for all the lines of the cell borders or a color for each or any of the border lines, clicking on the border-name button to select the color to apply</li> <li>• Cell Shading - display the 'Cell Shading' dialog, on which you select a shading of the background of the selected cells, from 0% (no shading) darkening to 100% (black)</li> <li>• Cell Color - display the 'Cell Color Selection' dialog, on which you click on the <b>Set Color button</b> and on a background color for the selected cells</li> <li>• Cell Vertical Align - display the 'Cell Vertical Alignment' dialog, on which you align the text in the cells to the top, center or bottom of the cell, or the baseline of the lowest top line of text (if you have applied special formatting to a cell within the selection)</li> <li>• Cell Rotate Text - display the 'Cell Text Rotation' dialog, in which you set the text to display horizontally (as normal), rotated by 90 degrees anticlockwise to flow from the bottom of the cell to the top and left to right, or rotated by 90 degrees clockwise to flow from the top of the cell to the bottom and right to left; this is especially useful when the cells are in the outside columns and act as labels for the content of the body of the table</li> <li>• Select Current Column - select the whole column containing the currently-active cell</li> <li>• Show Gridlines - display or hide the pale blue table and cell borders on the screen, so that you can visualize the layout of the table; the grid is not printable - if you intend to print the table, you must define the borders as having at least minimum width</li> </ul>
Paragraph	<p>Click on this icon to display a list of facilities for formatting the selected paragraphs of text in your document.</p> <ul style="list-style-type: none"> <li>• Normal - align the text so that new lines begin parallel with the left margin of the page and flow to the right</li> <li>• Center - align the text so that new lines begin at the center of the page and flow equally towards the left and right margins of the page</li> <li>• Right Justify - align the text so that new lines begin parallel with the right margin of the page and flow to the left</li> <li>• Justify Both - align the text so that lines begin and end parallel with the left and right margins respectively</li> <li>• Double Space - separate the lines within the selected paragraph with double line spacing</li> <li>• Indent Left - indent the selected paragraph one tab space in from the left margin; each selection indents the text one more tab space</li> <li>• Indent Right - indent the selected paragraph one tab space in from the right margin; each selection indents the text one more tab space</li> <li>• Hanging Indent - indent the paragraph except for the first line one tab space</li> <li>• Keep Together - if there is a possibility that the selected text will be split by a page break, set the text to be moved to the top of the next page as a single unit</li> <li>• Keep With Next - if there is a possibility that the selected paragraph will be separated from the next by a page break, set the paragraph to move onto the same page as the next paragraph</li> </ul>

	<ul style="list-style-type: none"> <li>• Widow/Orphan Control - prevent the first and last lines of the selected paragraph from being separated from the rest of the text by a page break; at least one other line will stay with or move with the separated text</li> <li>• Page Break Before - set the selected paragraph to print at the top of a new page</li> <li>• Border and Shading - display the 'Paragraph Box' dialog, on which you select to add borders above, below, to the sides and - for multiple-column text - between the columns of the selected text, to format the borders as a single or double thin line or thick line, to set the color of the borders, and to add a shaded background to the selected text; as you increase the percentage shading, the text color changes to contrast with the background</li> <li>• Paragraph Spacing - display the 'Paragraph Spacing' dialog, on which you set the line spacing within the paragraph to one of three standard spacings, or to a point-spacing that you define, or to a multiple line spacing that you define; you can also set extra spacing to apply before and/or after the paragraph</li> <li>• Background Color - displays the 'Color' dialog, on which you select a color as the background of the selected text; note that the text color does not automatically change to contrast with the background, and if this option is used with the 'Border and Shading' option it blocks that text change</li> <li>• Bullet - convert the selected lines of text to a bullet list, or to convert a bulleted list to unbulleted paragraphs</li> <li>• Numbering - convert the selected lines of text to a numbered list, or to convert a numbered list to un-numbered paragraphs</li> <li>• Increase Level - increase the indent of the selected text and move it further in from the left margin</li> <li>• Decrease Level - if the selected text is indented from the left margin, reduce the indent and draw the text closer to the margin</li> <li>• List Numbering - display the 'Apply paragraph numbering using Lists' dialog, which you use to apply a hierarchical numbering system to the paragraphs in the document</li> <li>• Set Tab - display the 'Set a Tab Position' dialog, on which you set the interval for tab points, the type of tab point, and what kind of lead-in line the tab has, if any</li> <li>• Clear Tab - display the 'Clear a Tab Position' dialog and select a single tab from the list to clear</li> <li>• Clear All Tabs - clear all tab settings from the document</li> <li>• Style - display the 'Select a Style' dialog, on which you select a pre-set style to apply to the selected text</li> <li>• Text Flow - display the 'Paragraph Text Flow' dialog, on which you select the direction in which text flows from the opening words - Left-To-Right, Right-To-Left, or the system default direction</li> </ul>
Bullets	Click on this icon to convert the selected lines of text to a bullet list, or to convert a bulleted list to unbulleted paragraphs.
Numbers	Click on this icon to convert the selected lines of text to a numbered list, or to convert a numbered list to un-numbered paragraphs.
Decrease Indent	If the selected text is indented from the left margin, click on this icon to reduce the indent and draw the text closer to the margin.
Increase Indent	Click on this icon to increase the indent of the selected text and move it further in from the left margin.

Show Paragraph Markers	Click on this icon to toggle the display of paragraph markers (  ) throughout the document.
Fill	Click on this icon to display a selection of colors, and select one to use as the background color for the selected block of text. If you want to clear the background color, select the 'No Color' option. If you want to use a color that is not offered in the selection, click on the 'More Colors' option and select or define the color you require.
Left Alignment	Click on this icon to align the left ends of the selected lines of text with the left margin of the page.
Center Alignment	Click on this icon to align the centers of the selected lines of text with the vertical center of the page.
Right Alignment	Click on this icon to align the right ends of the selected lines of text with the right margin of the page.
Left and Right Alignment	Click on this icon to align the ends of the selected lines of text with the left and right margins of the page.
Line Spacing	<p>Click on this icon to display a list of conventional line spacings, and options to customize line spacing and paragraph spacing.</p> <ul style="list-style-type: none"> <li>• 1.0 )</li> <li>• 1.15 )</li> <li>• 1.5 )      set the line spacing in the highlighted text to the selected value</li> <li>• 2.0 )</li> <li>• 2.5 )</li> <li>• 3.0 )</li> <li>• Line Spacing Options - display the 'Paragraph Spacing' dialog, on which you set the line spacing within the paragraph to one of three standard spacings, or to a point-spacing that you define, or to a multiple line spacing that you define; you can also set extra spacing to apply before and/or after the paragraph</li> <li>• Add Space Before Paragraph - if you have defined a space to add before paragraphs, apply the space to the current paragraph</li> <li>• Add Space After Paragraph - if you have defined a space to add after paragraphs, apply the space to the current paragraph</li> </ul>
Borders and Shading	<p>Click on this icon to display a list of options for adding borders to the table cells you have selected - individual cells, groups of cells, rows, columns or the whole table. Other table-formatting options are available from the 'Table' option.</p> <ul style="list-style-type: none"> <li>• Bottom Border - convert the gridline to a black border along the bottom of the selected cell(s)</li> <li>• Top Border - convert the gridline to a black border along the top of the selected cell(s)</li> <li>• Left Border - convert the gridline to a black border along the left edge of the selected cell(s)</li> <li>• Right Border - convert the gridline to a black border along the right edge of the selected cell(s)</li> <li>• No Border - remove any borders around and between the selected cells</li> <li>• All Borders - convert the gridline to a black border around the selected cell(s) and - for multiple cells - between the selected cells</li> </ul>

	<ul style="list-style-type: none"><li>• Outside Borders - convert the gridline to a black border around but not between the selected cells</li><li>• Inside Borders - convert the gridline to a black border between but not around the selected cells</li><li>• Insert Table - display the 'New Table' dialog and specify how many rows and columns to create in a new table starting at the cursor position; the table defaults to showing the gridlines</li><li>• View Gridlines - toggle between showing and hiding the pale blue table outlines on the screen display; the gridlines are not printable, so if you want to show borders on the table in the printed document, add cell borders</li><li>• Borders and Shading - display the 'Cell Shading' dialog, through which you identify which grouping of table cells to shade and the depth of shading to apply</li></ul>
--	---

## Start Page

The **Start Page** is the default landing page that displays when you first open Enterprise Architect. It provides a range of useful commands to create and/or access project files, connect to a server repository, or access a project via the Cloud. You can also access a set of Portals that provide the facilities, resources, links, tailored searches and reports for working in a particular task area, such as Simulation or Modeling.

The options and commands on the Start Page are available through the 'Start' options, 'Recent' list and Portal icons.

### Access

Opened by default on startup of Enterprise Architect

Ribbon	Start > Windows > Manage > Show <b>Start Page</b>
Menu	Window   Show <b>Start Page</b>

### File Options






Option	Action
New File	Click on this option to create a new .eap or .feap project file, and to add models to it using the <b>Model Wizard</b> .
Open File	Click on this option to display the 'Select Enterprise Architect Project to Open' dialog to browse for and open an existing project file (.eap or .feap).
Server Connection	Click on this option to display the 'Data Link Properties' dialog, from which you begin to specify a data source to connect to, on one of a number of supported repositories.  This feature is available in the Corporate, Business and Software Engineering, Systems Engineering and Ultimate editions.
Cloud Connection	Click on this option to open the 'Cloud Connection' dialog, which you use to specify a project held at a remote location, and to access it through the internet or web. You work on the project using the Enterprise Architect installation on your machine.  An advantage of working in this way is that you do not need to have the database drivers installed on your machine, as you would to work on projects held on a DBMS server.

### Recent Files

Option	Action
	This is a list of up to ten Enterprise Architect projects (.eap files, .feap files and

Recent	<p>DBMS server connections) that you have opened most recently. Either:</p> <ul style="list-style-type: none"> <li>Click on a project name in the list to open that project in the <i>current instance</i> of Enterprise Architect (and close any project you already have open), or</li> <li><b>Ctrl+click</b> on a project name in the list to launch that project in a <i>separate instance</i> of Enterprise Architect, in addition to the current project</li> </ul> <p>You can also right-click on a project name in the list and display a short context menu with options to:</p> <ul style="list-style-type: none"> <li>Open the selected project in the current instance of Enterprise Architect (and close any project you already have open)</li> <li>Launch the selected project in a new instance of Enterprise Architect (keeping the current project open in the current instance)</li> <li>Remove the selected project from the list (which removes the link to the project, not the project file itself)</li> </ul>
--------	---

## Portals

Icon	Action
	<p>Open the Start Portal in the <b>Portals window</b>, which provides links to and information on both the:</p> <ul style="list-style-type: none"> <li>Facilities of the system that help you to set up, review and manage your project and your own work on the system, and</li> <li>Resources of the Sparx Systems website that explain and demonstrate how to use the system and obtain updates on new developments and activities</li> </ul>
	<p>Open the Model Portal in the <b>Portals window</b>, which provides links to the facilities of the system that help you to:</p> <ul style="list-style-type: none"> <li>Create, develop and manage the models in your project</li> </ul>
	<p>Open the Manage Portal in the <b>Portals window</b>, which provides links to the facilities of the system that help you to:</p> <ul style="list-style-type: none"> <li>Report on and manage the work that team members are performing on the model</li> </ul>
	<p>Open the Publish Portal in the <b>Portals window</b>, which provides links to the facilities of the system that help you to:</p> <ul style="list-style-type: none"> <li>Import code and data into the model</li> <li>Export data to an external XMI file</li> <li>Generate code within the model</li> <li>Generate documents and web pages on aspects of your model</li> <li>Create and edit the templates used in code and document generation</li> </ul>
	<p>Open the Simulate Portal in the <b>Portals window</b>, which provides links to the facilities of the system that help you to:</p> <ul style="list-style-type: none"> <li>Perform simulations of the behavior of sections of your model and</li> <li>Display the results of those simulations</li> </ul>



	<p>Open the Execute Portal in the <b>Portals window</b>, which provides links to the facilities of the system that help you to:</p> <ul style="list-style-type: none"> <li>• Perform Execution Analysis on your model</li> <li>• Profile the execution of your modeled application</li> <li>• Debug the execution of your modeled application</li> </ul>
	<p>Open the Verify Portal in the <b>Portals window</b>, which provides links to the facilities of the system that help you to:</p> <ul style="list-style-type: none"> <li>• Perform tests on the model that you are developing</li> </ul>
	<p>Open the Documents Portal in the <b>Portals window</b>, which provides links to the diagrams, source files and system windows that you currently have open, and the diagrams and source files that you have recently opened and then closed again.</p>
	<p>Open the Workspaces Portal in the <b>Portals window</b>, which provides links to the facilities of the system that help you to:</p> <ul style="list-style-type: none"> <li>• Structure the user interface to present the information and dialogs you need to perform the tasks specific to your area of work</li> </ul>

## Notes


- You can hide the **Start Page**, or show it again, by toggling the 'Window | Show Start Page' option; this setting persists after shut down and restart of Enterprise Architect until you explicitly toggle the option again

## Remove Recent Projects

On both the 'File' menu and the **Start Page** 'Recent' section, the projects that you have opened most recently are listed in the order of opening date/time up to a maximum of ten projects, with the most recently opened project at the top of the list. If the list identifies projects that you do not want to be so immediately accessible, you can remove them specifically from the list.

Removing a project from the list only removes the hyperlink to the project and does not remove the project from the file system or repository.

### Access

Ribbon	 > Open Project
Menu	File   Open Project
Keyboard Shortcuts	<b>Ctrl</b> + O

### Remove a project hyperlink from the Recent list

Step	Action
1	On the 'Manage Projects' dialog, in the 'Recent Projects' panel, click on the project to be removed.
2	Click on the Remove Selection from List button. The project link is immediately removed from the list.

### Notes

- You can only remove one project link from the list at a time
- To remove a link there must be at least two projects in the list

### Learning Center topics

- **Alt+F1** | Enterprise Architect | Getting Started | User Interface | Remove Project From Recent

# Windows

As you work on your project, creating and reviewing model structures, you can make use of a wide range of system windows that help you locate and focus on particular types of object or object properties. To make your modeling tasks even easier, you can fix these windows in a convenient place on your screen, move them around, set them as callable tabs or autohide them.

You can access these windows through:

- Main Menu options, such as those on the View, Project, Package, Diagram or Element menus, or
- Options on the context menu that displays when you right-click anywhere on the Main Menu bar

## The Standard windows

Window
<b>Project Browser</b> - The Project Browser is the primary mechanism for navigating through and exploring your model and is the starting point for many of the most important features in Enterprise Architect. It lists the model Packages, diagrams, elements and element features in a hierarchical structure, reflecting the arrangement of Packages and elements within your model.
<b>Properties window</b> - The Properties window provides a convenient, concise way to view (and in some cases edit) the common properties of a selected element.
<b>Testing window</b> - The Testing window, or workspace, lists the test records for a selected element, ready for modification or addition. The window provides several facilities for managing the test records.
<b>Maintenance window</b> - The Maintenance window, or workspace, lists the maintenance records (defects, changes, issues and tasks) for a selected element, ready for modification or addition. The window provides several facilities for managing the maintenance records.
<b>Diagram Toolbox</b> - The Diagram Toolbox is a panel of icons that you drag onto a diagram to create elements and connectors. Related elements and connectors are organized into Toolbox pages, each page containing the elements or connectors used for a particular type of diagram.
<b>Resources window</b> - The Resources window provides useful shortcuts and re-use functions for creating and applying stock components in the current model. The window contains a tree structure of Document templates, <b>Relationship Matrix</b> profiles, Stylesheets, UML Patterns and commonly-used model elements. The window can also provide access to UML Profiles and MDG Technologies, although this is not the recommended route to these facilities.
<b>Source Code Viewer</b> - The viewer displays the generated source code for a selected Class element, and provides a number of facilities for editing that source code.
<b>Scripting window</b> - The Scripting window hosts a flexible and easy to use scripting capability to create scripts in Javascript, Microsoft JScript or VBScript. Using a built in 'Repository' object, you can programmatically inspect and/or modify elements within the currently open model. The window provides tools to edit, run, debug and manage your scripts.
<b>Debug window</b> - The Debug window provides a set of facilities for starting, managing and halting a debug session on the code generated from elements of your model.
<b>Learning Center</b> - The Learning Center provides quick access to a range of context-specific task guides in a number

of work areas of the system, such as Getting Started, Modeling or Testing.
<b>Notes window</b> - Notes are the main documentation feature you use to describe an element, diagram, feature or connector; in the documentation that Enterprise Architect generates, notes feature prominently. You can record and view notes on a modeling object using the Notes window.
<b>Traceability window</b> - Using the Traceability window you can quickly see what elements are immediately linked to the selected element and in what relationships, and what elements are indirectly linked via a chain of relationships. You can also select a diagram and explore the relationships of all elements in that diagram.
<b>Tagged Values window</b> - Tagged Values are a convenient method of adding additional information to an element or connector, beyond what is directly supported by UML. A <b>Tagged Value</b> is the value of a property of a modeling item, the property being called a tag. You can create, view and edit Tagged Values for the currently-selected modeling object using the Tagged Values window.
<b>Project Management window</b> - There are four versions of the Project Management window, to record and manage the resources, effort, risk and metrics associated with the work in developing the area of the model represented by the selected element.
<b>Model Views</b> - The Model Views window provides a mechanism for representing areas of your model in any of a number of different ways, to capture a particular aspect of the structure or purpose of the model.
<b>Element Browser</b> - You can use the Element Browser to summarize, review and manage a wide range of added-on properties of the selected element. These added-on properties include methods, attributes, <b>Tagged Values</b> , relationships and responsibilities.
<b>Relationships window</b> - The Relationships window lists all the relationships of the currently-selected element, and shows the properties of each relationship.
<b>Scenarios &amp; Requirements window</b> - The Scenarios & Requirements window is a three-tabbed window through which you can quickly add, view, edit and delete rules applied to the selected element. The entities that impose such rules are scenarios, constraints and requirements applied to the element.
<b>Pan &amp; Zoom window</b> - The <b>Pan and Zoom</b> window enlarges the current diagram by a percentage you define, and displays a thumbnail view of it with a shaded rectangle. As you move the shaded rectangle with the mouse, the diagram shows the magnified items of the structure underneath the rectangle.
<b>Layout Diagrams</b> - The Layout Diagrams window provides a set of diagram layout formats that you can apply to a diagram you have created, to automatically reorganize the layout to make it more readable.
<b>Team Review</b> - The Team Review window provides a structured internal forum that your team can use to discuss aspects of the model content and development.
<b>Diagram Filters</b> - You use the <b>Diagram Filters window</b> to modify the display of diagram components so that relevant items are immediately identified for the reader's attention, without damaging the structure and integrity of the model.

## Notes

- On the Testing, Maintenance and **Project Management windows**, any descriptive text, history, input or results for a selected item are also displayed in the **Notes window**; you cannot edit this text in the Notes window



## Dock Windows

When you are doing work using one or more of the Enterprise Architect windows, you can re-position and/or group the windows to make them easier to use. You can easily move any window around the application workspace and either dock (anchor) it against the top, bottom, left or right edge of the workspace for long-term use, or just drop it where it is most convenient for the moment (that is, leave it floating).

All the windows are resizable, so you can also drag the window margins to make the window a convenient size and shape to display either just a column or row, or a large section of the information it contains.

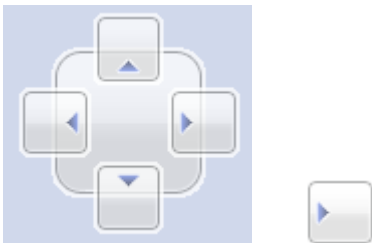
### Dock a Window Against an Edge

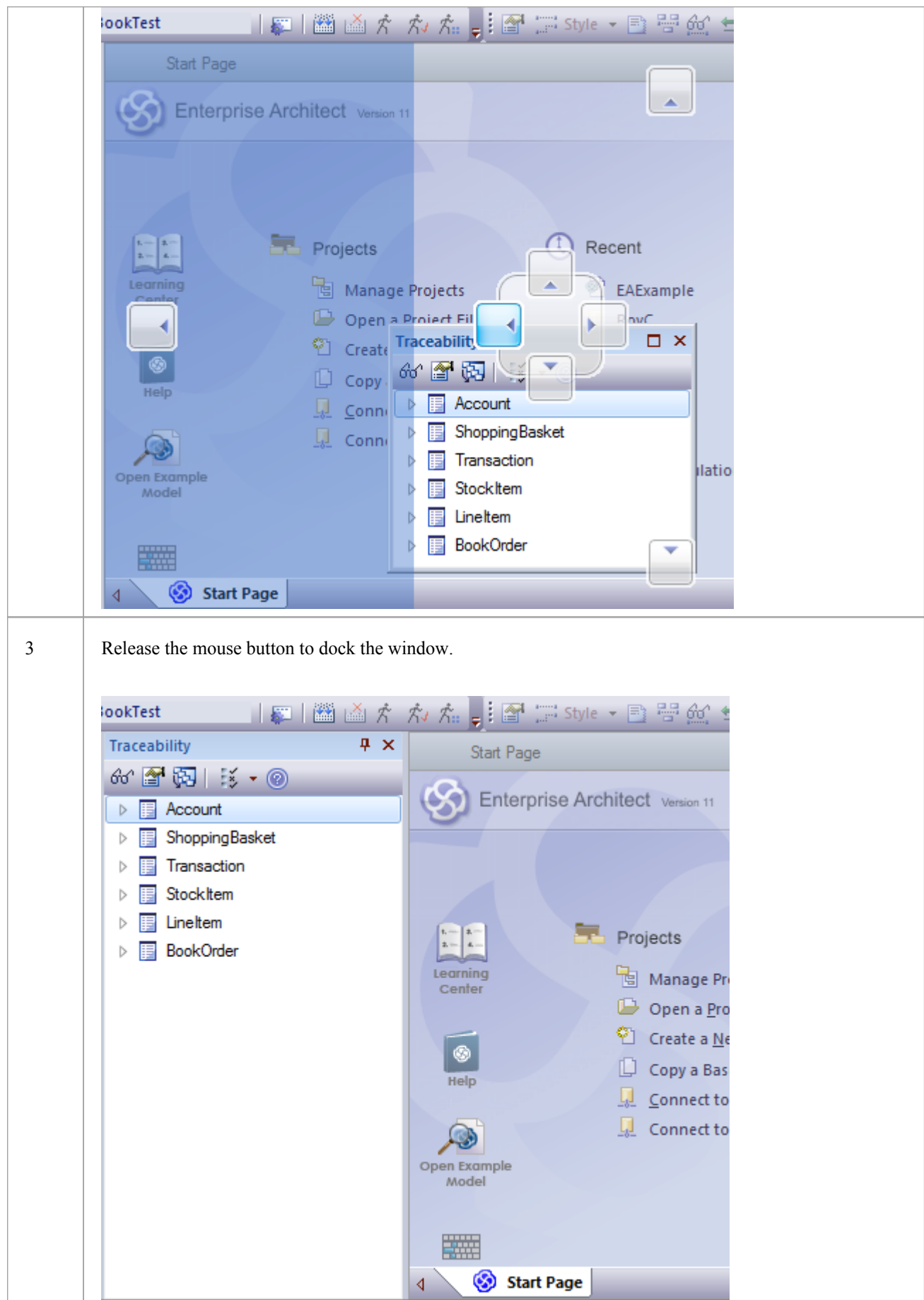
Notice that the window docking is an insert, not an overlay; in the illustration (step 3), the left border of the **Start Page** is **moved** to sit just under the 'ticked man' icon in the toolbar.

The docking behavior varies depending on whether you have already docked other windows on the screen, whether you use the navigation compass or the compass point icons, and where you drag the docked window before you release the mouse button. If you drag and release the window over:

- A point of the navigation compass in the center of the screen, the window sits inside existing docked windows (for example, in the illustration a window released on the bottom, top or left icons of the navigation compass would be docked to the **right** of the **Traceability window**)
- A separate compass point icon on the edge of the screen, the window is docked on the outside edge of the screen and existing docked windows are pushed inwards
- A point of the navigation compass at the edge of the screen (only when there is already a docked window there) the window is docked within the area occupied by the previously docked window (for example, in the illustration you could dock your new window as the left, right, top or bottom segment of the Traceability window space; the Traceability window itself is reduced in size to accommodate the new docked window, but you can then adjust the margins of the two docked windows to improve readability)
- The center of the navigation compass at the edge of the screen (only when there is already a docked window there) the window is docked as a tab of a window frame; see *Dock Windows into a Frame*

The highlighted area always indicates exactly where the moved window will be docked, so you have an indication of the effect before you release the window.

Step	Action
1	<p>Click on the title bar of the window and start to drag it towards the appropriate edge of the workspace. A set of positioning icons display, consisting of a navigation compass in the body of the application workspace and a compass pointer in the middle of each edge.</p> 
2	<p>Drag the window onto a compass point.</p> <p>The screen display shades the area that the window will fill, once you release the mouse button.</p>

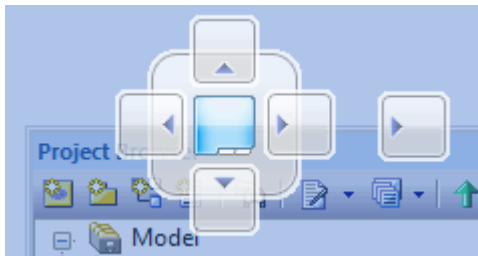


	The docked window initially fills the previously-highlighted space, but you can drag the margins to resize the window, if you wish.
--	---

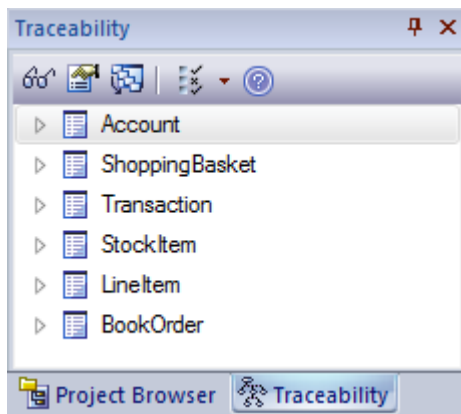
## Dock Windows into a Frame

A docked window does not overlap any other window, so if you are docking several windows you progressively fill up the workspace; however, you can avoid this by combining the docked windows in a single tabbed frame by either:

- Dragging the title bar of each window up to the title bar of the first docked window, or
- Dragging each window over the 'tabbed frame' icon in the middle of the navigation compass, when the compass is over the previously-docked window that you want to combine the dragged window with; when you release the mouse button, the window becomes a tab of the frame



The **Project Browser** becomes a tab -



You can move and re-dock a frame of windows as if they were a single window.

To separate a window from a tabbed frame, click on the window's tab at the bottom of the frame and drag it away.

## Floating Windows

To float a window anywhere on the screen, click on its title bar and drag it to where you want it to sit. The navigation compass displays, but you ignore it in this situation. Floating windows can overlay each other, which is convenient if you want to compare information displayed in two windows. You can drag one window under or over another so that the relevant pieces of information are adjacent, do your check, then move the windows apart again.



## Autohide Windows



If you are using docked windows, you can have them available for use but kept minimized or hidden until you actually need to use them. The windows are represented by tabs in the top, bottom, left or right margins of the work area.



When you move the cursor over the tab, the window displays and you can work within it. As soon as you move the cursor out of the window, it automatically contracts into the margin tab again. This means that you have the maximum work area for performing your main task, with the convenience of still being able to immediately use any of a wide range of other windows.

If you have 'hidden' a tabbed frame of docked windows, the 'open' hidden window is represented by the tab, whilst the others are indicated by an icon. In the illustration, the **Project Browser** is the open hidden window in the frame containing (continuing downwards) the **Tagged Values** window, **Package Browser** and **Model Views** window. You move the cursor over an icon to expand both the tab and the associated window.

### Autohide a Window or Set of Windows

- To set the displayed window to 'autohide', click on the  button in the top right corner of the window; any other windows in the same frame as the open window are set to 'autohide' as well
- To turn off 'autohide' for a particular window, or set of windows within a frame, click on the  button

### Notes

- You can only autohide docked windows; if you want to autohide a floating window, dock it against a margin first
- When you select an autohidden window, it immediately displays against the nearest work area margin; you can make the autohidden window slide out of and into the margin by selecting the 'View | Visual Style | Animate Autohide Windows' menu option

## Code Editors

Enterprise Architect provides a number of editors that you can use across the development environment to maintain scripts, code and templates. Each editor has its own features, but they are all based on a common Code Editor control.

You can have several code editors (or files within a code editor) open at the same time, as separate tabs in the Enterprise Architect central work area (the '**Diagram View**'). You can also close the editors individually or all together, leaving views of other types (such as diagrams or Document reports) still open.

### Code Editors

Editor	Detail
Shape Script Editor	When you create a Shape Script to alter the appearance of an element or connector through the use of a stereotype, you create and edit the script using the <b>Shape Script Editor</b> , which provides a number of facilities including Intelli-sense for Shape Script attributes and functions.
Code Generation Template Editor	You use the Code Generation Template Editor to create and edit templates that control the generation of code from your model elements. The facilities include Intelli-sense for a wide range of macros.
Transformation Template Editor	You use the Transformation Template Editor to create and edit templates that control the transformation of model structures from one domain to another (typically a generic domain to a code language specific domain).
Custom SQL Search Filter Editor	The Custom SQL Search <b>Filter</b> Editor is available through the <b>Model Search</b> facility, to define your own SQL searches for locating information in your model.
Database View Editor	The 'Database View editor' is available within the 'View definition' field of a database View element 'Properties' dialog. You create the View definition in SQL, using Intelli-sense for basic SQL keywords and functions.
HTML and CSS Style Editor	You use the <b>HTML and CSS Style Editor</b> to create web style templates from which to generate HTML reports. These templates incorporate a large number of HTML Template Fragments, which you edit to customize the reports for your specific purposes.
Source Code Viewer	You use the <b>Source Code Viewer</b> to both display and edit the source code files that you have generated or imported for an element. The Viewer/Editor is quite adaptable, and you can access it and use it in different ways for different types of source code file.
Script Editor	Enterprise Architect provides a flexible and easy to use scripting capability to create scripts in Javascript, Microsoft JScript or VBScript for programmatically inspecting and/or modifying elements within the currently open model. You use the <b>Script Editor</b> to create and edit scripts, and to run, debug and stop an open script.

## Other Windows

Most of the standard windows you use in Enterprise Architect have a specific, task-oriented purpose. However, two windows have broader functions.

### Broad-function windows

Window	Detail
System Output Window	This window displays the data that Enterprise Architect generates during each of a range of processes. The data from each type of operation generally has its own window tab.
Web Browser	This view, or window, provides access to internet facilities within your Enterprise Architect work area.

# The System Output Window

The **System Output** window is used to display information generated by internal Enterprise Architect processes, or by **Add-Ins** and other third-party tools. The output from each type of operation is generally displayed on its own tab within the window. The System Output window can provide useful information during long-running processes and batch operations; through this window you can, for example:

- **Validate** information - many validation processes within Enterprise Architect write out their results to this window
- Review progress information during the launch of external processes
- Review command line output from Build and Test scripts
- Check parse errors generated during import of various types of files
- Check Audit information
- Re-dock the **Model Search** results into a System Output window tab for more convenient reference during various operations

## Access

Ribbon	Start > Windows > <b>System Output</b>
Menu	View   <b>System Output</b>
Keyboard Shortcuts	<b>Ctrl + Shift + 8</b>

## Options available on output data

Right-click on an item and select the appropriate context menu option to:

- Copy the selected item to the clipboard
- Copy all items to the clipboard
- Save the output to an external file
- Clear the output from the window
- Rollback selected 'Get All Latest' updates to a version controlled Package

You can also:

- Drag the selected items or text out of the **System Output** window and onto a diagram to quickly create a named element
- Double-click on model validation errors or parsing errors to display the source of the error
- Switch between tabs to view different categories of information from different tools

## Notes

- (Corporate, Business and Software Engineering, Systems Engineering and Ultimate editions of Enterprise Architect, with **Auditing** turned on) The 'Audit History' tab of the **System Output** window shows a history of changes to any element or connector selected from the:
  - **Audit View**

- **Package Browser**
- **Diagram List**
- **Project Browser**, or
- Current diagram

# The Web Browser




The **Web Browser** provides access within Enterprise Architect to internet facilities such as email, websites and search engines; you define the default home website, search engine and email exchange address on the 'General' page of the 'Options' dialog. The Web Browser displays as a tabbed view in the application work area, where the **Start Page** and **Diagram View** display.

## Access

Menu	View   <b>Web Browser</b>
Keyboard Shortcuts	<b>Ctrl + Alt + W</b>

## Options

To access the:

- Email exchange server, click on the  icon in the toolbar; the appropriate email login window displays
- Web search engine (such as Google), click on the  icon in the toolbar; the search engine screen displays
- Home web site, after displaying other web pages, click on the  icon in the toolbar

To go directly to another website or email server (your internet security permitting), in the 'Address' field type or select the website http address and click on the **Go button**.

# Toolbars


Enterprise Architect provides a set of toolbars containing convenient shortcuts to a wide range of common functions that you can perform on your project as a whole through to the individual modeling units. You can also customize the toolbars by deleting and reordering the default button set.

The toolbars are initially displayed in the toolbar banner at the top of the work area, but you can display them at the foot of the work area, drag and dock them within the work area, or float them over the application; this is useful when you are using a certain set of functions a lot in a particular area.

You can also dock toolbars to the edge of the Enterprise Architect work area by dragging them by the title bar and placing them against the appropriate edge.

## Available toolbars

- [Default Tools Toolbar](#)
- [Project Toolbar](#)
- [Diagram Toolbar](#)
- [UML \(New\) Elements Toolbar](#)
- [Current Element Toolbar](#)
- [Current Connector Toolbar](#)
- [Code Generation Toolbar](#)
- [Navigator Toolbar](#)
- [Debug Toolbar](#)
- [Run Model Simulation](#)
- [Build Toolbar](#)
- [Record & Analyze Toolbar](#)
- [Workspace Layouts Toolbar](#)
- [Status Bar](#)
- [Format Toolbar](#)
- [Notes Toolbar](#)

Each toolbar has a drop-down arrow at the right-hand end.  This can be enabled or hidden using the 'Visual Style' sub-menu. If you click on this drop-down arrow, the 'Add or Remove Buttons' option displays. Select this option to show a context menu listing the toolbars that are displayed on the same line as the current toolbar, and an option to customize toolbars - both your own and the system-provided toolbars.

You can select one of the toolbars identified on the context menu to list the icons available through that toolbar. Click on the icons as necessary to hide or show them in the toolbar.

-

# Navigator Toolbar





The Navigator toolbar identifies the location of the Package you are currently working in, and provides options to change the focus to another level of the Package's branch, perform relevant operations on the Package, and locate other Packages in the model.




## Access

Ribbon	Show > Window > Navigator
Menu	View   Navigator

## Navigator Toolbar Options

Icon/Option	Action
	Click on this icon to move one level further up the location path, to the current Package's parent Package. The child Package is cleared from the path.
	Click on this icon to move one level further down the Package's location path, to the child Package that was previously opened in this work session. If a child of the current Package has not been opened, the icon is not available.
<< Development Model > Login States >	<p>Displays a 'breadcrumb trail' of branch nodes under which the current Package is located. You can continue to expand the 'breadcrumb' path to show a branch of the child Packages contained within the current Package.</p> <p>A double chevron (&lt;&lt;) to the left of the Package path indicates that you have explored the Package branch to several levels below the current Package, and it is out of view to the left. Click on the chevron to display the current Package again.</p> <p>As you click on the last Package in a path, a list of its child Packages and diagrams displays, from which you select the next object for the path. If you click on a diagram, the diagram opens in the <b>Diagram View</b>.</p> <p>If you click on an expanded path node, the child nodes are closed and cleared from the path.</p> <p>As you select a Package or diagram, that branch of the <b>Project Browser</b> is expanded and the Package or diagram you select is highlighted. This also sets the context for any tools and utilities you open to work on a Package.</p>
CustomerAdd 	In this field, type the name of a Package and click on the icon to locate that Package anywhere in the model, directly using the <b>Model Search</b> facility.
	Click on this icon to return focus to the <b>Start Page</b> .
	Click on this icon to display a set of buttons, each of which invokes a task or



	<p>process that you can perform with the current Package as the focus or target. These tasks include:</p> <ul style="list-style-type: none"> <li>• Highlight the Package in the condensed, Package-only hierarchy of the <b>Find Package window</b></li> <li>• Display the Package contents in the <b>Package Browser</b> view</li> <li>• Display the Package contents in the <b>Specification Manager</b></li> <li>• Add a Model Package to the current Package, using the <b>Model Wizard</b></li> <li>• Add a new child Package to the current Package</li> <li>• Add a new diagram to the current Package</li> <li>• Use the <b>Model Search</b> to locate a text string in the Package</li> <li>• Use the File Search to locate files associated with the current Package</li> <li>• Access the Portals View through which you can perform a wide range of other operations on the Package</li> </ul>
---	--

## Navigator Toolbar Context Menu

If you right-click on a Package in the 'breadcrumb trail' a context menu displays, providing a number of options for reviewing the selected Package.

Option	Action
Specification Manager	Open the <b>Specification Manager</b> to show the element hierarchies contained in the selected Package.
Show Gantt Chart	Open the Element View of the <b>Project Gantt Chart</b> , showing the elements in the Package that have resources allocated to them.
Show Contents	Open the <b>Package Browser</b> and display the contents of the selected Package
Go to Package	Open the 'Find Package' dialog and review the Package hierarchy of which the selected Package is a part.
Add Model	Open the <b>Model Wizard</b> and use this to create models underneath the selected Package.
Add Package	Open the 'New Package' dialog and use this to add child Packages to the selected Package.
Add Diagram	Open the 'New Diagram' dialog and create a new child diagram under the selected Package.
Copy Path	Copy the Package path to the clipboard. You can then paste the path into a <b>Model Mail</b> , <b>Team Review Post</b> or other text in your model, as a reference to the Package. You can also capture a Package path by right-clicking on the Package in the <b>Project Browser</b> and selecting the 'Copy/Paste   Copy Node to Clipboard' option.
Go To Path	<p>Open the 'Select Package' dialog. Type or paste into the 'Path' field a Package path you want to follow.</p> <ul style="list-style-type: none"> <li>• If typing, use a period (.) as the separator between Package names in the path; for example:</li> </ul>

	<p>BusinessProcedures.Accounting.Recoveries.Bad Debt Process</p> <ul style="list-style-type: none"><li>• If pasting, you might copy the path from a message posted through any of the communication facilities in the model, or directly from the model itself (see <i>Copy Path</i> above)</li></ul> <p>Click on the <b>OK button</b>. The 'Navigator' path field is updated, and any Package content display you have open is refreshed with the content of the Package at the end of the path.</p>
--	---

## Default Tools Toolbar

The Default Tools toolbar provides instant access to the most commonly used tools in Enterprise Architect, including file management, printing and technology facilities.



### Access

Ribbon	Show > Window > Show Toolbar > Default Tools
Menu	View   Toolbars   Default Tools

### Default Tools Options

Icon/Option	Action
New Project	Click on this icon to create a new Enterprise Architect project (as a .EAP or .FEAP file). Shortcut: <b>Ctrl+N</b>
Open Project	Click on this icon to open an existing project. Shortcut: <b>Ctrl+O</b>
Save Current Diagram	Click on this icon to save changes to the current diagram. Shortcut: <b>Ctrl+S</b>
Cut	Click on this icon to cut the selected element(s) from the diagram and copy them to the Enterprise Architect clipboard. Shortcut: <b>Ctrl+X</b>
Copy	Click on this icon to copy the selected element(s) from the diagram to the Enterprise Architect clipboard. Shortcut: <b>Ctrl+Space</b> <b>Ctrl+C</b>
Paste	Click on this icon to paste elements from the Enterprise Architect clipboard as a reference on the current diagram. Shortcut: <b>Shift+Insert</b> <b>Ctrl+V</b>
Undo	Click on this icon to undo the last action. Shortcut: <b>Ctrl+Z</b>

Redo	Click on this icon to redo the last undone action. Shortcut: <b>Ctrl+Y</b>
Print Preview	Click on this icon to display the current diagram as it will appear when printed.
Page Setup for Current Diagram	Click on this icon to configure print settings for the current diagram.
Print Diagram	Click on this icon to print the current diagram. Shortcut: <b>Ctrl+P</b>
Package Browser	Click on this icon to display the content of the current Package as a list of editable elements.
Project Search	Click on this icon to display the <b>Find in Project window</b> , to define, manage and run model searches. Shortcut: <b>Ctrl+Alt+A</b>
Technology List	Click on the down-arrow and select the active technology, to provide the appropriate sets of Toolbox pages and the diagram Space Bar context element menu options.
Help Contents	Click on this icon to access the Enterprise Architect Help. Shortcut: <b>F1</b>

## Notes

- The Cut and Copy buttons are only enabled when an item is selected on the current diagram
- You can move this toolbar to any dockable position; it retains that position in subsequent sessions
- You can hide or show the toolbar by clicking on the Show > Window > Show Toolbar > Default Tools ribbon option

## Workspace Layouts Toolbar

As you perform work on your model you use various toolbars and windows; you will quite likely use the same toolbars and windows regularly, in an arrangement that suits the way in which you use the system. Rather than having to re-open and arrange these tools at the start of each work session, you can use either a predefined or a customized work environment - or workspace. Workspaces:

- Automatically open and organize all the tools appropriate to an area of work such as Requirements Management, Code Engineering or Debugging
- Help a new user by:
  - Opening the tools that are appropriate to a task so that they can immediately get started, and
  - Showing the user what tools they should become familiar with for that area of work
- Help you switch rapidly to work environments for either successive or completely different areas of work
- Re-establish a work environment that you have accidentally or deliberately changed

To select, create and maintain workspaces you can use the Workspace Layouts toolbar, which you can leave in the Toolbar ribbon, dock to any main window edge or float freely in a convenient location for quick access.



### Access

Menu	View   Toolbars   Workspace Layouts
------	-------------------------------------

### Workspace Toolbar Options

Icon/Option	Action
Save Workspace Layout As	Click on this icon to save the current workspace layout under an existing name or a new name, using the 'Save Custom Workspace Layout' dialog.
Manage Workspaces	Click on this icon to open the 'Workspaces' tab on the 'Workspaces and Commands' dialog, to change to a different workspace layout, create or edit a layout, or delete a layout.
Select Layout	Click on the drop-down arrow and select an existing workspace layout to immediately apply.  User-defined layout names have a preceding asterisk; system-provided layouts are not marked with an asterisk.

## Project Toolbar

The Project toolbar provides tools for performing routine tasks such as creating Packages, diagrams and elements, searching the model and generating documentation.



### Access

Ribbon	Show > Window > Show Toolbar > Project Tools
Menu	View   Toolbars   Project

### Project Toolbar Options

Icon/Option	Action
Reload Project	Click on this option to close and reload the current project, to bring in changes made by other users sharing the project. Shortcut: <b>Ctrl+Shift+F11</b>
New Diagram	Click on this option to create a new diagram under the currently selected Package, in the <b>Project Browser</b> . Shortcut: <b>Ctrl+Insert</b>
New Package	Click on this option to create a new child Package under the currently selected Package, in the <b>Project Browser</b> . Shortcut: <b>Ctrl+W</b> -
New Element	Click on this option to create a new model element under the currently selected Package or element, in the <b>Project Browser</b> . Shortcut: <b>Ctrl+M</b>
Find in Project Browser	Click on this option to run a simple search within the <b>Project Browser</b> . Shortcut: <b>Ctrl+Shift+F</b>
Find in Project	Click on this option to search the entire project or the selected Package using pre-defined and customized searches. Shortcut: <b>Ctrl+F</b>
Generate Documentation	Click on this option to define and generate Document reports on the currently-selected Package. Shortcut: <b>F8</b>

Project Issues	Click on this option to display the 'Project Issues' dialog to review and create project issues.
Project Glossary	Click on this option to display the 'Glossary' dialog to review and create glossary terms.
Set Options	Click on this option to display the 'Options' dialog, through which you can personalize project display and behavior options for your own login to the project. Shortcut: <b>Ctrl+F9</b>

## Notes

- You can move this toolbar to any dockable position; it retains that position in subsequent sessions
- You can hide or show the toolbar by clicking on the 'View | Toolbars | Project' menu option

## Diagram Toolbar

The Diagram toolbar provides tools to lay out and improve the appearance of diagrams, including zoom controls to better manage large diagrams and quickly identify key areas of interest.



### Access

Ribbon	Show > Window > Show Toolbar > Diagram
Menu	View   Toolbars   Diagram

### Diagram Toolbar Options

Icon/Option	Action
Align Left	Click on this option to align the left edges of the selected elements. Shortcut: <b>Ctrl+Alt+Left Arrow</b>
Align Right	Click on this option to align the right edges of the selected elements. Shortcut: <b>Ctrl+Alt+Right Arrow</b>
Align Tops	Click on this option to align the top edges of the selected elements. Shortcut: <b>Ctrl+Alt+Up Arrow</b>
Align Bottoms	Click on this option to align the bottom edges of the selected elements. Shortcut: <b>Ctrl+Alt+Down Arrow</b>
Bring to Top	Click on this option to bring the selected elements to the top of the Z order, in front of other elements on the diagram.
Send to Back	Click on this option to move the selected elements to the bottom of the Z order, behind other elements on the diagram.
Previous diagram	Click on this option to display the previous open diagram. Shortcut: <b>Alt+Left Arrow</b>
Next Diagram	Click on this option to display the next open diagram. Shortcut: <b>Alt+Right Arrow</b>
Home Diagram	Click on this option to display the default Model Diagram (or default User Diagram) if one has been defined.



Zoom In	Click on this option to zoom into (magnify) the diagram by 10 percent.
Zoom Out	Click on this option to zoom out of (shrink) the diagram by 10 percent.
Fit to View	Click on this option to adjust the diagram size to fit within the <b>Diagram View</b> screen.
Size View to Page	Click on this option to adjust the diagram size to fit within the page margins shown on the screen.
Zoom to 100%	Click on this option to display the diagram content at 100% of default size, regardless of the <b>Diagram View</b> screen size.
Layout Diagram	(Not applicable to Behavioral diagrams) Click on this option to automatically layout the diagram in the Digraph layout format.
Diagram Properties	Click on this option to display the diagram 'Properties' dialog, on which you can adjust the diagram display and behavior properties. Shortcut: <b>F5</b>
Paste Appearance	Click on this option to apply to the selected element a set of appearance style settings as defined for an element in the 'Default Appearance' dialog and loaded into the Painter.
Delete Selected	Click on this option to delete the selected element(s) from the diagram. Shortcut: <b>Ctrl+D</b>

## Notes

- Any actions that result in a change in diagram content and appearance (including Zoom) are saved as changes to the diagram
- The Diagram toolbar can be docked to any main window edge or floated freely in a convenient location for quick access
- You can move this toolbar to any dockable position and it retains that position in subsequent sessions
- You can hide or show the toolbar by clicking on the 'View | Toolbars | Diagram' menu option

## UML (New) Elements Toolbar

The UML Elements toolbar provides facilities for quickly and easily inserting UML and Technology elements into a diagram, as well as notes, text, hyperlinks, diagram notes and diagram legends. You can also add connectors to a diagram using this toolbar.



### Access

Menu	View   Toolbars   New Element
Context Menu	On the Toolbar band, right-click and select Modeling Toolbars > New Element

### UML Elements Toolbar Options

Icon/Option	Action
New Element	Click on this option to add a new element or connector to the current diagram. The 'Toolbox Shortcut' menu displays, from which you select the UML or Technology element or connector to insert. Shortcut: <b>Space bar</b>
New Boundary	Click on this option and click on the current diagram to add a simple Boundary element to the diagram.
New Note	Click on this option and click on the current diagram to add a new Note element to the diagram. When you add the Note to the diagram the <b>Notes window</b> displays, into which you type the Note text.
New Text Element	Click on this option and click on the current diagram to add a simple text element to the diagram. When you add the Text element to the diagram the <b>Notes window</b> displays, into which you type the text.
Diagram Note Element	Click on this option and click on the current diagram to add a Diagram Properties Note to the diagram.
New Diagram Legend	Click on this option and click on the current diagram to add a diagram Legend element to the diagram. The 'Legend' dialog displays, on which you define the appearance of the Legend element itself and the appearance of the legends it defines.
New Hyperlink	Click on this option and click on the current diagram to add a Hyperlink element to

	<p>the current diagram. You can use this element as a hyperlink to, for example, a web page, file or help topic.</p> <p>The 'Hyperlink Details' dialog displays.</p>
New Note Link	<p>Click on this option, click on the current diagram and 'drag' between a Note element and the element it annotates, to link the Note to the element.</p>

## Notes

- You can move this toolbar to any dockable position and it retains that position in subsequent sessions

## Current Element Toolbar

The Current Element toolbar provides a number of options for performing common operations on a selected element, such as viewing the element's properties, operations or attributes. You can also use it to specify the visibility of the element's features and compartments, and to lock that element.



### Access

Ribbon	Show > Window > Show Toolbar > Element
Menu	View   Toolbars   Element

### Current Element Toolbar Options

Icon/Option	Action
Edit Properties	Click on this option to display the element 'Properties' dialog, through which you can view and edit the properties of the selected element. Shortcut: <b>Alt+Enter</b>
Set Parent	Click on this option to display the 'Set Parents and Interfaces' dialog, through which you can set the parent or implement interfaces for the selected element. Shortcut: <b>Ctrl+I</b>
Operations	Click on this option to display the 'Operations' page of the 'Features' dialog, through which you can create and edit operations for the selected element. Shortcut: <b>F10</b>
Attributes	Click on this option to display the attribute properties, through which you can create and edit attributes for the selected element. Shortcut: <b>F9</b>
Show Features	Click on this option to display the 'Feature and Compartment Visibility' dialog, through which you can specify which compartments and information to display for the selected element. Shortcut: <b>Ctrl+Shift+Y</b>
Set Runstate/Initialization	Click on this option to display the 'Override Attribute Initializers' dialog, through which you can set the element run state, attribute initializers or - for Parts - property value. Shortcut: <b>Ctrl+Shift+R</b>

Find Element Usage	<p>Click on this option to find all other diagrams in which the selected element is used:</p> <ul style="list-style-type: none"><li>• If the element is not used in any other diagram, there is no further action</li><li>• If the element is included in other diagrams, the 'Element Usage' dialog displays, listing those diagrams, and you can chose which diagram to explore.</li></ul> <p>Shortcut: <b>Ctrl+U</b></p>
Find in Project Browser	<p>Click on this option to highlight the selected element in the <b>Project Browser</b>.</p> <p>Shortcut: <b>Alt+G</b></p>
Configure References	<p>Click on this option to display the 'Custom References' dialog, on which you can view the properties of other elements and diagrams in the model to which the selected element has custom cross-references.</p> <p>Shortcut: <b>Ctrl+J</b></p>
Lock Element	<p>Click on this option to apply or release a lock on the selected element. The element is then blocked against or made available for editing, respectively, depending on which locking policy your system is operating under.</p>
Add Tagged Value	<p>Click on this option to display the '<b>Tagged Value</b>' dialog, through which you can add a Tagged Value to the selected element.</p> <p>Shortcut: <b>Ctrl+Shift+T</b></p>

## Notes

- You can move this toolbar to any dockable position and it retains that position in subsequent sessions
- You can hide or show the toolbar by clicking on the 'View | Toolbars | Current Element' menu option

## Current Connector Toolbar

The Current Connector toolbar provides a number of options for quickly modifying the properties, style and direction of a connector, showing and hiding a connector and/or its labels, and pinning each end of the connector.



### Access

Ribbon	Show > Window > Show Toolbar > Connector
Menu	View   Toolbars   Connector

### Current Connector Toolbar Options

Icon/Option	Action
Connector Properties	Click on this option to display the '<connector type> Properties' dialog, on which you can view and edit the properties of the selected connector. Shortcut: <b>Enter key</b>
Connector Style	Click on the drop-down arrow and select the appropriate connector line style from the list. The options are: <ul style="list-style-type: none"> <li>• Direct Route</li> <li>• Auto Routing</li> <li>• Custom Routing</li> </ul> Shortcut: <b>Ctrl+Shift+D</b> <b>Ctrl+Shift+A</b> <b>Ctrl+Shift+C</b>
Attach Note or Constraint	Click on this option to display the 'Link Relations' dialog, which you use to attach a note or constraint to the selected connector and to any other existing connectors in the current diagram. Double-click on the Note element to display the 'Notes' dialog on which to type in the text.
Show or Hide Connector Labels	Click on this option to display the 'Label Visibility' dialog, which you use to specify which of the eight possible label positions around the selected connector are to be displayed.
Show and Hide Relationships	Click on this option to display the 'Set Visible Relations' dialog, through which you can show or hide each of the relationships between elements within the current diagram. Shortcut: <b>Ctrl+Shift+I</b>

Reverse Direction	Click on this option to simply reverse the direction of the selected connector.
Pin Connector Ends	Click on the down-arrow to select the end of the selected connector to pin to the source and/or target elements. The pinned end cannot be dragged off the point on the element border to which it has been fixed.

## Notes

- You can move this toolbar to any dockable position and it retains that position in subsequent sessions
- You can hide or show the toolbar by clicking on the 'View | Toolbars | Connector' menu option

## Code Generation Toolbar

The Code Generation (Engineering) toolbar provides options to import, generate, synchronize and open source code. Some of these options display convenient menus to quickly set, for example, the default language and default database type for the project.



### Access

Ribbon	Show > Window > Show Toolbar > Code Engineering
Menu	View   Toolbars   Code Engineering

### Code Generation Toolbar Options

Icon/Option	Action
Default Code Language	Click on the drop-down arrow and click on a coding language in the list, to set that language as the default applied to all newly created Class elements.
Default Database Type	Click on the drop-down arrow and click on a database type in the list, to set that database type as the default applied to all newly created database elements.
Import	<p>Click on the drop-down arrow to locate and select source files to import for reverse engineering code into new Class and Interface elements in the current diagram.</p> <p>Firstly, click on a coding language in the drop-down list to identify the file types to locate; this selection overrides the project's default language for this particular import.</p> <p>When you have selected a language, a browser dialog displays through which you browse for the file location and select from files with the extensions appropriate to the coding language you selected.</p> <p>When you click on a file, the system immediately imports it and generates elements from the file, in the current diagram. The progress of the reverse engineering is shown on a 'Progress' dialog; click on the <b>Close button</b> when the process is complete.</p>
Generate Source Code	<p>Click on this option to generate source code for the currently selected single Class element, through the 'Generate Code' dialog.</p> <p>Shortcut: <b>F11</b></p>
(Batch) Generate Source Code	<p>Click on this option to batch-generate source code for multiple selected Class elements.</p> <p>A 'Progress' dialog displays and, if no target file is specified in the element, a prompt for the location of a file to generate the code into.</p>



	Shortcut: <b>Shift+F11</b>
Synchronize Element with Source	<p>Click on this option to synchronize the selected Class element with its associated source code.</p> <p>The synchronization completes as a background task.</p> <p>Shortcut: <b>F7</b></p>
Open Source Code	<p>Click on this option to open the source code of the selected Class, in the default code editor.</p> <p>The source code must have been generated, and the selected element must be a Class. Otherwise no action is taken.</p> <p>Shortcut: <b>F12</b></p>

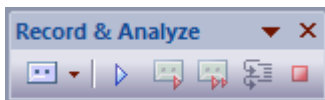
## Notes

- You can move this toolbar to any dockable position and it retains that position in subsequent sessions
- You can hide or show the toolbar by clicking on the 'View | Toolbars | Code Generation' menu option

## Record & Analyze Toolbar

The Record & Analyze toolbar provides access to tools for recording the execution of program source code. From this toolbar you can:

- Begin manual or automation recording of the currently active application
- Step through manual execution
- Generate sequence diagrams from a recording session



### Access

Ribbon	Show > Window > Show Toolbar > Record
Menu	View   Toolbars   Record

### Record & Analyze Toolbar Options

Icon/Option	Action
Recorder Command List	Click on the drop-down arrow to show a menu of commands for recording the execution of Analyzer scripts.
Recording	Click on this icon to begin or resume recording of the current program.
Manual Record	Click on this icon to manually step-record the current thread.
Auto Record Selected Thread	Click on this icon to auto-record an execution trace for the current thread.
Step Through	Click on this icon to step into a function, record the function call in the <b>History window</b> , and step back out. The option is enabled for manual recording only. Shortcut: <b>Alt+;</b>
Stop Recording	Click on this icon to end the recording of program execution.

### Notes

- The toolbar can be docked to any main window edge or floated freely in a convenient location for quick access
- You can move this toolbar to any dockable position and it retains that position in subsequent sessions

- You can hide or show the toolbar by clicking on the 'View | Toolbars | Record' menu option

## Build Toolbar

The Build toolbar provides access to tools for building program source code. From this toolbar you can:

- Build the currently active application
- Run the compiled application
- Run your Test and Deployment scripts



### Access

Ribbon	Show > Window > Show Toolbar > Build
Menu	View   Toolbars   Build

### Build Toolbar Options

Icon/Option	Action
Active Analyzer Script	Display the name of the currently active analyzer script.
Execution Analyzer	Click on this icon to display the <b>Execution Analyzer window</b> , which you use to manage the Analyzer scripts for your model. Shortcut: <b>Shift+F12</b>
Build Current Package	Click on this icon to execute the Build script for the selected Package. Shortcut: <b>Ctrl+Shift+F12</b>
Cancel Build	Click on this icon to cancel execution of the Build script currently in progress.
Run Executable	Click on this icon to execute the Run script for the selected Package. Shortcut: <b>Ctrl+Alt+N</b>
Run Test Script	Click on this icon to execute the Test script for the selected Package. Shortcut: <b>Ctrl+Alt+T</b>
Run Deployment Script	Click on this icon to execute the Deploy script for the selected Package. Shortcut: <b>Ctrl+Shift+Alt+F12</b>

### Notes

- The toolbar can be docked to any main window edge or floated freely in a convenient location for quick access
- You can move this toolbar to any dockable position and it retains that position in subsequent sessions
- You can hide or show the toolbar by clicking on the 'View | Toolbars | Build' menu option

## Debug Toolbar

The Debug toolbar provides access to tools for debugging program source code. From this toolbar you can:

- Attach to running processes
- Open a number of debugger windows
- Run, pause or terminate program execution
- Step over, step into or step out of program statements



### Access

Ribbon	Show > Window > Show Toolbar > Debug
Menu	View   Toolbars   Debug

### Debug Toolbar Options

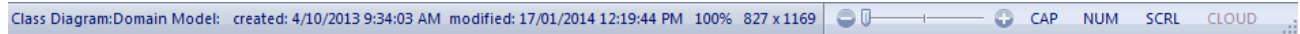
Icon/Option	Action
Drop-down Command List	Click on the drop-down arrow and select options from the menu for attaching to a running process and accessing a range of debugging windows.
Debug	Click on this option to begin or continue execution of the current program. Shortcut: <b>F6</b>
Pause-Resume	Click on this option to pause or resume execution of the current program.
Step Over	Click on this option to step over the next statement in the program. Shortcut: <b>Alt+F6</b>
Step In	Click on this option to step into the next function call in the program. Shortcut: <b>Shift+F6</b>
Step Out	Click on this option to step out of the current function call. Shortcut: <b>Ctrl+F6</b>
Debug Stop	Click on this option to stop debugging the current program. Shortcut: <b>Ctrl+Alt+F6</b>

## Notes

- The toolbar can be docked to any main window edge or floated freely in a convenient location for quick access
- You can move this toolbar to any dockable position and it retains that position in subsequent sessions
- You can hide or show the toolbar by clicking on the View | Toolbars | Debug menu option

## Status Bar

The Status bar displays at the bottom of the Enterprise Architect work area. It shows information on the current operation and certain key settings, and provides a 'zoom bar' for adjusting the scale of the diagrams you view.



You can hide the Status bar itself by toggling the 'View' menu option, and hide sections of the information that the Status bar shows by right-clicking on it and de-selecting either or both of the options:

- Zoom Slider
- Status Indicators

### Access

Menu	View   Toolbars   Status Bar
------	------------------------------

### Status Bar Sections

Section	Information
Object Type/Name	Shows the type and name of the currently-selected diagram, or of the currently selected element in the diagram, or the status of the currently-displayed <b>Model Search</b> .
Creation data	Shows the date and time at which the current diagram was created and last modified, the percentage zoom of the current display, and the normal page size of the diagram.
Element/Feature Name	Shows the name of the currently-selected element, attribute or operation.
Position and Size	Shows the coordinates of the top left corner of the selected element, and the width and height of the element.
Zoom Control	Allows a zoom to be applied to all diagrams, regardless of existing zoom levels and without impacting other users. Values range from 100% to 150%.
Status Indicators	Indicates the status of the Caps Lock, Num Lock and Scrl Lock keyboard keys, and the Connect to Cloud facility (bold indicates 'in use', pale indicates 'off').
Display Maximized	A triangle in the bottom right corner indicates that the screen is not maximized; you can drag the screen corner to increase the size of the window.

### Notes

- The zoom facility has the same function as the 'Scale view by' field on the 'Diagram Appearance' page of the

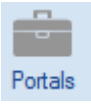


'Options' dialog; changes in the 'zoomed' display scale of a diagram update this field and are applied to any other diagrams that you open

## Portals

The Portals facility provides a high level, logical grouping of Enterprise Architect's feature set, to form an entry point into specific areas of work that you might need to perform. It provides access to common tools, custom searches, window layouts and perspectives. For example, if you want to set up a project for team development, or manage the model Testing, or simulate the execution of your modeled application, you can select a Portal to identify and provide access to the facilities appropriate to that area of work. This makes it much easier to set up the work environment within the system, and carry out the relevant tasks in a smooth sequence.

### Access

Ribbon	Show > Window > Show Portals Bar
Menu	View   Portals   Show Portals Bar
Keyboard Shortcuts	<b>Shift + Alt + P</b>
Other	<p><b>Start Page:</b> The Portal icons</p> <p>Navigator toolbar: </p>

### Portals Window

The **Portals window** is a docked window to the left- or right-hand side of your Enterprise Architect work area. It consists of a selected portal with a 'bar' at the foot, through which you change the portal and adjust the display of the portal selection buttons. You can also use a short context menu to control the display of the window itself.

If the selected portal is longer than can be shown in the window, scroll buttons automatically display at the top and bottom of the portal:



Within a certain area, you can also reduce or increase the area of window occupied by the bar, by dragging the 'handle' button above the bar:



As you drag this handle down, the individual portal buttons are transferred to the bottom row of the bar as icons.

### Portals

The system currently provides nine portals. Each Portal consists of a set of collapsible pages that each offers a set of related facilities.

Portal	Description
Start	Provides links to the facilities and resources of the system that you use to set up and connect to your models, identify changes to them and locate information within them.

Model	Provides links to the facilities of the system that help you to create and develop the models in your project.
Manage	Provides links to the facilities of the system that help you to report on and manage the work that team members are performing on the model.
Publish	Provides links to facilities of the system that help you to: <ul style="list-style-type: none"> <li>• Import code and data into your model and export data from your model</li> <li>• Generate code, documents and web pages from the model content</li> <li>• Create and edit the templates from which the code and documentation is generated</li> </ul>
Extensions	Provides links to the facilities of the system provided by <b>Add-Ins</b> and MDG Technologies that have been integrated with the system.
Execute	Provides links to the facilities of the system that help you to: <ul style="list-style-type: none"> <li>• Perform Execution Analysis on your model - build the application and then debug and record its execution</li> <li>• Profile the execution of your modeled application</li> <li>• Access various windows that display specific aspects of the execution analysis</li> </ul>
Verify	Provides links to the facilities of the system that help you to simulate the execution of your modeled application, perform tests on the model and validate the model.
Viewpoint	Provides links to the facilities of the system that help you to structure the user interface to present the information and dialogs you need to perform the tasks specific to your area of work - namely working sets, perspectives and window layout.
Recent	Provides links to the diagrams and system windows that you currently have open, and the diagrams and source files that you have recently opened and then closed again.
<Add-In Name>	It is possible to create your own portal, or for portals to be provided by any <b>Add-Ins</b> you might install.

## Portals Window Context Menu

Right-click on a Portal title bar or button to display the context menu. Certain options are currently permanently blocked or set. You can select the options in this table:

Portal	Description
Dock Left	Docks the <b>Portals window</b> on the left hand side of the work area.
Dock Right	Docks the <b>Portals window</b> on the right hand side of the work area.
Docking	Automatically set when Auto Hide is deselected, to fix the Portals as a docked window on one side of the screen or the other.


Auto Hide	Condenses the <b>Portals window</b> to a tab on the edge of the work area. Mouse-over the tab to re-open the window, move the cursor off the window to return it to a tab.
Hide	Hides - and effectively closes - the <b>Portals window</b> . To re-open the window, select one of the original access options.

## Portals Bar

The Portals bar consists of a set of buttons that you select from to display a specific Portal, and a bar through which you access a small number of Portal display options. The bar also displays the portal selection buttons as icons as you increase the depth of the portal window itself.



To display the Portal you require, click on the appropriate named button or on the equivalent icon in the bar itself.

To display the bar options, click on the Toolbar **Options button** () . Select the option:

- Show more buttons - to convert the next Portal icon into a selection button
- Show fewer buttons - to convert the next Portal button into an icon
- Navigation Pane Options - to display the 'Navigation Pane' dialog, through which you can organize the Portal buttons/icons in a different sequence

On the 'Navigation Pane Options' dialog, click on a Portal name and on:




- The **Move Up button** once to move the Portal button one place earlier in the sequence
- The **Move Down button** once to move the Portal button one place later in the sequence
- The **Reset button** to restore the order to the system-provided sequence
- The **OK button** to apply the changes

# Start Portal

The Start Portal provides links to and information on both the:

- Facilities of the system that help you to set up, review and manage your project and your own work on the system, and
- Resources of the Sparx Systems website that explain and demonstrate how to use the system and obtain updates on new developments and activities

## Access

Ribbon	<div>  </div> <p>Show &gt; Window &gt; Show Portals Bar:  Start</p>
Menu	View   Portals   Start
Other	<p>Start Page: </p>

## Facilities

Category	Options
Project	<p>The options in this group display the dialogs that you use to create and/or connect to projects through Enterprise Architect. Select:</p> <ul style="list-style-type: none"> <li>• 'New File' - to specifically create new file-based .eap and .feap projects</li> <li>• 'Open File' - to connect to selected local projects, via a file browser</li> <li>• 'Server Connection' - to connect to a project stored within your Database Management system</li> <li>• 'Cloud Connection' - to create a connection to a remote project through the internet or web</li> </ul>
Today	<p>The options in this group help you to plan and work through your day within your project. Select:</p> <ul style="list-style-type: none"> <li>• '<b>Calendar</b>' - to display the Project Calendar, providing notification of internal events and holidays</li> <li>• '<b>Model Mail</b>' - to open the internal mail facility as a view, through which you exchange emails with colleagues on the project</li> <li>• '<b>Personal Tasks</b>' - to display the Gantt chart of project tasks that have been assigned to you to work on</li> </ul>
Changes	<p>The options in this group highlight changes that have been made to the elements and diagrams in the model, and any discussions that have been recorded on the</p>



	<p>elements. In each case you can change the reporting interval and other parameters from the default. Select:</p> <ul style="list-style-type: none"> <li>• Elements - to identify any changes made to individual elements anywhere in the model in the last three days</li> <li>• Diagrams - to identify any changes made to individual diagrams anywhere in the model in the last three days</li> <li>• <b>Discussions</b> - to display any discussions that have been recorded on any elements in the model today</li> </ul>
Search	<p>The options in this group help you to quickly search for:</p> <ul style="list-style-type: none"> <li>• Model elements having specific characteristics, and</li> <li>• Data held in associated files</li> </ul>
Help	<p>The options in this group access useful explanatory information on the product, mostly from the Sparx Systems website, and display it through the internal <b>Web Browser</b>. Select:</p> <ul style="list-style-type: none"> <li>• 'Help' - to display the product Help loaded into your Enterprise Architect installation folder</li> <li>• 'Learning Center' - display the Learning Center topics, which are brief instructions for quickly performing tasks throughout Enterprise Architect</li> <li>• 'Example Model' - to immediately open and switch to the Example Model, which provides working examples of the models, structures and files that you might use in your work with the system</li> <li>• 'Video Demos' - to open the 'Product Demonstrations' page of the Sparx Systems website, which provides a number of pre-recorded video demonstrations ranging from general overviews of Enterprise Architect to detailed instructions for using specific features</li> <li>• 'Tutorials' - to open the 'Tutorials' page of the Sparx Systems website, which provides tutorials on general UML modeling and doing work with Enterprise Architect</li> <li>• 'Overview Guide (PDF)' - to open the <i>Enterprise Architect Reviewers Guide</i> PDF document, which provides a comprehensive overview of the capabilities of the most recent version of Enterprise Architect; each section focuses on a particular aspect of the system. The document is very helpful to trial users who are currently evaluating Enterprise Architect</li> <li>• 'Resources Portal' - to open the 'Help, Tutorials &amp; White papers' page and 'Resources' page of the Sparx Systems website; these pages provide access to a wide range of Enterprise Architect and UML tutorials, demonstrations, examples, base files, <b>Add-Ins</b> and general information</li> <li>• 'MDG Technologies' - to open the 'MDG Products' page of the Sparx Systems website, which provides a brief description of, and the download links for, each supported MDG <b>Add-In</b> product for a selected edition of Enterprise Architect - select your installed edition from the drop-down list Enterprise Architect editions such as Systems Engineering, Business &amp; Software Engineering and Ultimate will automatically register certain Add-In products; however these Add-Ins are not included in the default Enterprise Architect installation and must be downloaded separately</li> <li>• '3rd Party Extensions' - to open the 'Third Party Extensions' page of the Sparx Systems website, which provides listings of additional Enterprise Architect Add-Ins developed by partners and other members of the Enterprise Architect community</li> <li>• 'Check for Updates' - to perform a quick search for more-recent releases of the Enterprise Architect installer</li> </ul>

	<ul style="list-style-type: none"><li>• 'Newsletter' - to open the 'Newsletters' page of the Sparx Systems website, which provides links to view newsletters previously released by Sparx Systems, and to subscribe to receive future newsletters as they are released</li><li>• 'Webinars' - to open the 'Webinar Registration' page of the Sparx Systems website, which:<ul style="list-style-type: none"><li>- Describes the next webinar (a real-time seminar hosted via the internet) scheduled by Sparx Systems, and</li><li>- Provides links to the registration form, for you to register your participation in the webinar</li></ul></li><li>• 'Release History' - to open the 'Recent Features' page of the Sparx Systems website, which provides a full history of changes in the most recent builds of Enterprise Architect You can also open the release history and investigate the features of earlier releases of the system, going back to version 1.1.3, the very first commercial release</li><li>• 'Sparx Systems Home Page' - to display the home page of the Sparx Systems website, from which point you can explore the full range of facilities and information available on the site</li></ul>
Recent Models	<p>Lists the models you have worked on recently, up to a maximum of 10.</p> <p>Click on the model name to open it in Enterprise Architect.</p>

## Viewpoint Portal

The 'Viewpoint Portal' provides links to the facilities of the system that help you to structure the user interface to present the information and dialogs you need to perform the tasks specific to your area of work - mainly working sets, perspectives and window layout.

### Access

Ribbon	<div>  </div> Show > Window > Show Portals Bar: Viewpoint
Menu	View   Portals   Viewpoint
Other	<div>  </div> Start Page:

### Facilities

Category	Options
Package Views	<p>This category list the options for reviewing the contents of a Package in a number of formats. Select:</p> <ul style="list-style-type: none"> <li>'List View' - to display the contents of the selected Package in the <b>Package Browser</b></li> <li>'<b>Gantt View</b>' - to display the contents of the selected Package as a Gantt chart, showing the resource allocation, status and work progress of elements in the Package</li> <li>'Requirement View' - to display the contents of the selected Package in the <b>Specification Manager</b></li> </ul>
Diagram Views	<p>This category list the options for reviewing the contents of a diagram in a number of formats. Select:</p> <ul style="list-style-type: none"> <li>'Standard View' - to display the content of the selected diagram as a graphical arrangement of elements</li> <li>'List View' - to display the content of the selected diagram as a list of elements and their properties</li> <li>'<b>Gantt View</b>' - to display the content of the selected diagram as a Gantt chart, showing resources allocated to the element and the timelines of work on those elements</li> <li>'Full Screen View' - to hide the Toolbar ribbon and any windows docked to the left and right of the work area; (to redisplay the missing screen components, right-click on the menu ribbon and select the 'Full Screen' option)</li> </ul>





Personalize	<p>The 'Personalize' options provide the dialogs through which you can set up, manage and delete dialog and menu combinations to apply, or otherwise define the appearance of the Enterprise Architect user interface on your work station. Select:</p> <ul style="list-style-type: none"> <li>• 'Set Visual Style' - to display the 'Application Look' dialog and select a visual style for the application displays</li> <li>• 'Save Workspace Layout' - to save the current configuration of windows and screens as a new customized workspace layout</li> <li>• 'Manage Working Sets' - to display the 'Manage Working Sets' dialog, on which you can create, edit and delete your working sets</li> <li>• 'Manage Perspectives' - to display the 'Workspaces and Commands' dialog at the 'Perspective Sets' tab, on which you can copy existing Perspective Sets, and create, edit and delete your customized Perspective Sets</li> </ul>
Working Sets	<p>Click on the appropriate working set name to activate it and display all the diagrams and views identified within the working set.</p> <p>Working sets created during a work session are not listed in the <b>Working Sets</b> group until the project has been closed and reopened.</p>
Perspectives	<p>A Perspective Set is a combination of a Workspace (screen and dialog selection) and a Menu Set (menus and options made available), providing an interface to the system that is tailored to the type of work you are doing.</p> <p>Enterprise Architect contains a number of system-defined Perspective Sets, but you can also create your own to satisfy your specific requirements.</p> <p>These are the system-provided Perspective Sets:</p> <ul style="list-style-type: none"> <li>• Default</li> <li>• Debug</li> <li>• Requirements</li> <li>• Use Case Modeling</li> <li>• Database Modeling</li> <li>• Testing</li> <li>• Project Management</li> <li>• <b>Testpoints</b></li> <li>• Profile and Record</li> <li>• Simulation</li> </ul> <p>The list continues, to include any customized Perspective Sets you have created.</p>
Workspaces	<p>This category provides access to your custom workspaces (at the top of the list, preceded by an asterisk) and System-provided workspaces:</p> <ul style="list-style-type: none"> <li>• Database Modeling</li> <li>• Debug</li> <li>• Default</li> <li>• Profile and Record</li> <li>• Project Management</li> <li>• Requirements</li> <li>• Simulation</li> <li>• Testing</li> <li>• <b>Testpoints</b></li> <li>• Use Case Modeling</li> </ul> <p>Click on a workspace name to apply it to the system.</p>



# Model Portal

The Model Portal provides links to the facilities of the system that help you to create, develop and manage the models in your project.

## Access

Type	Select
Ribbon	Show > Window > Show Portals Bar:  Model
Menu	View   Portals   Model
Other	 <b>Start Page:</b>

## Facilities

Category	Options
Explore	<p>The options in this group help you to show the content and organization of all or part of your project, and to locate model components in the structure. Select:</p> <ul style="list-style-type: none"> <li>• <b>Project Browser</b> - to display the structure and organization of the models in your project</li> <li>• <b>Package Browser</b> - to display the elements within a selected Package; you can perform a range of operations on a selected element</li> <li>• <b>Package Finder</b> - to locate and open a Package wherever it exists in the model</li> </ul>
Add	<p>The options in this group help you to create the main model structures for a project. Select:</p> <ul style="list-style-type: none"> <li>• 'Model from Pattern' - to display the <b>Model Wizard</b>, which provides the Patterns for generating models for a wide range of technologies</li> <li>• 'Package' - to display the 'New Package' dialog, to create a simple Package in the model</li> <li>• 'Diagram' - to display the 'New Diagram' dialog, to create a new UML, Extended or Technology diagram in your model</li> <li>• 'Element' - to display the 'New Element' dialog to create a new element within the selected Package</li> </ul>
Specify	<p>This group of options helps you to define how the elements and the model structures they represent operate, individually and in combination. Select:</p> <ul style="list-style-type: none"> <li>• <b>Specification Manager</b> - to create and display the elements in a Package as</li> </ul>



	<p>simple textual specifications</p> <ul style="list-style-type: none"> <li>• <b>Scenario Builder</b> - to display the Scenarios and Requirements window and create and view the 'use case' scenarios of a selected element</li> <li>• <b>Decision Table Editor</b> - to display the <b>Decision Table</b> view, which helps you define the decisions represented by an Activity or Action element</li> <li>• <b>Database Builder</b> - to display the Database Builder view, which you can use for all of your database modeling</li> <li>• <b>Schema Composer</b> - to display the Schema Composer view, which you can use to import, generate and model with data schema</li> </ul>
Trace	<p>This group of options help you to report on and manage the way in which elements and model structures interact. Select:</p> <ul style="list-style-type: none"> <li>• <b>Trace Window</b> - to display the <b>Traceability window</b>, for examining all relationship chains that the selected element is a member of</li> <li>• <b>Relationships Window</b> - to display the Relationships window, for a comprehensive analysis of each relationship the selected element is a partner in</li> <li>• <b>Relationship Matrix</b> - to display the Relationship Matrix, on which you can report on, filter, create and modify the relationships between two sets of elements</li> <li>• <b>Gap Analysis Matrix</b> - to analyze model artifacts for potential gaps in solutions, highlighting any shortfall between the Baseline Architecture and the Target Architecture; that is, items that have been deliberately omitted, accidentally left out, or not yet defined</li> <li>• <b>Find Elements in Diagrams</b> - to locate a selected element in all diagrams where it is represented</li> <li>• <b>Insert Related Elements</b> - to locate all elements related to the selected element and list them on the 'Insert Related Elements' dialog, from which you can filter and select them for inclusion on the diagram</li> </ul>
Transform	<p>These options help you to perform Model Driven Architecture (MDA) Transformations on selected elements and Packages. Select:</p> <ul style="list-style-type: none"> <li>• 'Transform Elements' - to perform a transformation on specific elements</li> <li>• 'Transform Package' - to perform a transformation on a specific Package</li> <li>• 'Configure Templates' - to create or modify the template used to perform a specific type of transformation</li> </ul>
Diagram Tools	<p>This group of options helps you to construct and represent model structures in diagrammatic form. Select:</p> <ul style="list-style-type: none"> <li>• 'Toolbox' - to display the <b>Diagram Toolbox</b> window, which provides the templates for all elements and connectors, and various other structures, that you create on a diagram</li> <li>• 'Visual Filters' - to display the <b>Diagram Filters window</b>, which you use to fade, hide or highlight certain types of structure on a diagram to emphasize a particular aspect of the diagram</li> <li>• 'Overview and Panning' - to display the <b>Pan and Zoom</b> window, which you use to scan a large diagram and zoom in on specific areas of interest</li> <li>• '<b>Layout Tools</b>' - to display the Layout Tools window, which you use to apply one of several automatic layout patterns to your diagram</li> </ul>
Other Tools	<p>These options help you to define and review specific characteristics of elements and their properties, to observe the output of any processing that the system performs, and to discuss project and modeling issues with team members in a structured</p>

	<p>internal forum. Select:</p> <ul style="list-style-type: none"><li>• <b>Element Properties</b> - to display the 'Properties' dialog for a selected element, and to create and review the properties of the element</li><li>• <b>Notes</b> - to display the <b>Notes window</b> and create and review the Notes of selected elements</li><li>• <b>Tagged Values</b> - to display the Tagged Values window and create and review the Tagged Values of selected elements</li><li>• <b>System Output</b> - to display the System Output window, which has a number of tabs to capture the output of specific types of processing within the system</li><li>• <b>Team Review</b> - to open the internal Team Review forum to create and read posts on project and modeling issues raised by your team</li></ul>
--	--

## Verify Portal

The Verify Portal provides links to the facilities of the system that help you to simulate and perform tests on the model that you are developing.

### Access

Type	Select
Ribbon	Show > Window > Show Portals Bar:  Verify
Menu	View   Portals   Verify
Other	 Start Page:

### Facilities

Category	Options
Simulator	<p>These options help you to execute and manage simulations on behavioral models. Select:</p> <ul style="list-style-type: none"> <li>'Simulator' - to display the <b>Simulation window</b>, through which you can execute and control a simulation on a selected behavioral model</li> <li>'Simulation Events' - to display the <b>Simulation Events window</b>, through which you manage the Triggers and sets of events in a simulation</li> <li>'Simulation Perspective' - to enact the Simulation Perspective, which displays the screens, dialogs and menu options appropriate to managing simulations</li> </ul>
Search for Simulations	<p>These options execute searches for the appropriate type of behavioral diagram on which to perform a simulation. Select:</p> <ul style="list-style-type: none"> <li>'Activity Graphs' - to search for Activity diagrams in the model</li> <li>'State Machines' - to search for State Machine diagrams in the model</li> <li>'Executable State Machines' - to search for Executable Statemachine Artifacts in the model</li> <li>'Recent Activity Graphs' - to search for Activity diagrams that you have opened recently; the period defaults to the last 7 days but you can specify a longer period to search through, in the 'Search Term' field</li> <li>'Recent State Machines' - to search for State Machine diagrams that you have opened recently; the period defaults to the last 7 days but you can specify a longer period to search through, in the 'Search Term' field</li> </ul>





Testing	<p>The options in this category help you to search for and manage the tests that have been defined for and executed within the model. Select:</p> <ul style="list-style-type: none"><li>• 'Testing Report' - to display the 'Generate Documentation' dialog with the fields defaulted to generate a Test Report on the selected Package, to show the executed test scripts and the results of each test</li><li>• 'Test Management Layout' - to enact the Testing Perspective, which displays the screens, dialogs and menu options appropriate to test reviews</li><li>• One of these options to search for and list tests that have a specific status:<ul style="list-style-type: none"><li>- 'Recent Results'</li><li>- 'Recent Failures'</li><li>- 'Recent Passes'</li><li>- 'Recent Deferrals'</li><li>- 'Recent Modified Elements'</li><li>- 'Not Run'</li><li>- 'Not Checked'</li></ul></li></ul>
Test Points	<p>Select 'Test Point Layout' to enact the <b>Testpoints</b> Perspective, which displays the screens, dialogs and menu options appropriate to Test Point Management.</p>
Model Validation	<p>These options help you to validate the model elements in the currently-selected Package, against specific validation rules. Select</p> <ul style="list-style-type: none"><li>• '<b>Validate</b> Current Package' - to immediately perform a validation</li><li>• 'Validation Rules' - to review and re-set the validation rules that are applied when you perform a validation</li></ul>

## Execute Portal

The Execute Portal provides links to the facilities of the system that help you to:

- Perform Execution Analysis on your model; that is, build the application and then debug and record its execution
- Profile the execution of your modeled application
- Access various windows that display specific aspects of the execution analysis

### Access

Type	Select
Ribbon	 Show > Window > Show Portals Bar :  Execute
Menu	View   Portals   Execute
Other	 Start Page: 

### Facilities

Category	Options
Execution Analyzer	<p>These options provide the facilities to create and execute scripts for building, running and testing an application. Select:</p> <ul style="list-style-type: none"> <li>• 'Open Source File' - to display the 'Open Source File' browser from which you select a source file to view, and then display the file content in the Code Editor</li> <li>• 'Edit Build Scripts' - to display the <b>Execution Analyzer window</b>, from which you can select a Build Script to edit</li> <li>• 'Build' - to build the selected Package according to the active Build Script</li> <li>• 'Deploy' - to run the deployment script associated with the selected Package</li> <li>• 'Run' - to run the executable script associated with the selected Package</li> <li>• 'Test' - to run the testing script associated with the selected Package</li> </ul>
Record	<p>The options in this section help you to set up, start, record and analyze the execution of the application code developed from your model. Select:</p> <ul style="list-style-type: none"> <li>• 'Apply Record Layout' - to open the windows and dialogs that you would use in performing Execution Analysis on your model</li> <li>• 'Recording Window' - to open the Record &amp; Analyze window to record the analysis of an application</li> <li>• 'Start Recording' - to start a manual recording of the current thread during a debug session, managing it using the 'Step...' functions</li> </ul>





	<ul style="list-style-type: none"> <li>• 'Stop Recording' - to stop the current recording session</li> <li>• 'Auto Record Thread' - to begin recording and not stop until either the program ends, you stop the debugger or you click on the 'Stop' icon</li> <li>• 'Toggle Display of Execution Point' - to toggle between highlighting the execution point and not doing so</li> <li>• 'Create <b>Sequence Diagram</b>' - to generate a Sequence diagram from the recording trace</li> </ul>
Profile	<p>The two options in this section are to quickly set up a <b>Profiling</b> session on your application. Select:</p> <ul style="list-style-type: none"> <li>• 'Apply Profile Layout' - to display all windows and dialogs that you might use in profiling the execution of your application</li> <li>• 'Show <b>Profiler</b> Window' - to display the Profiler window only</li> </ul>
Debug	<p>The options in this section help you to quickly debug a running process or application (through a debug script). Select:</p> <ul style="list-style-type: none"> <li>• Debug Run - to start debugging</li> <li>• Step - to step over the next line of code after a break</li> <li>• Step In - to step into a function call in the code</li> <li>• Step Out - to step out of a function call</li> <li>• Pause - to pause debugging</li> <li>• Stop - to stop the debugging section altogether</li> </ul>
Debug Windows	<p>The options in this section open a number of windows that you might use in a debugging session. Select:</p> <ul style="list-style-type: none"> <li>• <b>Debugger</b> - to open the <b>Debug window</b></li> <li>• Breakpoints - to open the Breakpoints &amp; Markers window</li> <li>• <b>Call Stack</b> - to open the Call Stack window</li> <li>• Local Variables - to open the <b>Locals window</b></li> <li>• Memory - to open the <b>Memory Viewer window</b></li> <li>• Modules - to open the <b>Modules window</b></li> <li>• Watches - to open the <b>Watches window</b></li> <li>• <b>Object Workbench</b> - to display the 'Object Workbench' dialog</li> <li>• Debugging Perspective - to display the set of debug windows, dialogs, toolbars and menus that you might use in a debugging session</li> </ul>

## Publish Portal

The Publish Portal provides links to the facilities of the system that help you to:

- Import code and data into the model
- Export data to an external XMI file
- Generate code within the model
- Generate documents and web pages on aspects of your model
- Create and edit the templates used in code and document generation

### Access

Type	Select
Ribbon	<div> <div>  </div> <div>           Show &gt; Window &gt; Show Portals Bar: <b>Publish</b> </div> </div>
Menu	View   Portals   Publish
Other	<div> <div>  </div> <div> <b>Start Page:</b> </div> </div>

### Facilities



Category	Options
Document	<p>This set of options helps you to generate printable or web-page documentation on your model, or to publish a part or the whole of the model in XML format. Select:</p> <ul style="list-style-type: none"> <li>• 'Generate Rich Text Documentation' - to generate documentation in RTF, PDF or DOCX format</li> <li>• 'Generate Web Pages' - to generate documentation in HTML</li> <li>• '<b>Publish Model</b>' - to export a Package to a file in one of several XML formats</li> </ul>
Import	<p>Use these options to bring source code and other external data into the model. Select:</p> <ul style="list-style-type: none"> <li>• 'Import Source Files' - to import a directory of source code files into the model</li> <li>• 'Import Database Schema' - to import complete or filtered database schema into your database model</li> <li>• 'Import Binary File' - to reverse-engineer a binary module as a part of your model</li> <li>• 'Import WSDL' - to import Web Service Description Language (WSDL) 1.1 files into your model</li> </ul>

	<ul style="list-style-type: none"> <li>• 'Import XML Schema' - to import a W3C XML Schema (<b>XSD</b>) file into your model</li> </ul>
Generate	<p>This set of options help you to generate data structures external to the model, from your model structure. Select:</p> <ul style="list-style-type: none"> <li>• 'Generate Code' - to generate application code from the selected model Package and its contents</li> <li>• 'Generate DDL' - to generate DDL for a database object from the selected model Package and, if you prefer, to execute the DDL as well</li> <li>• 'Generate <b>XSD</b>' - to generate XML Schema files from the selected Package</li> <li>• 'Generate WSDL' - to generate WSDL 1.1 files from the selected WSDL 1.1 model Package</li> </ul>
Exchange	<p>The options in this set help you to exchange information between models. Select:</p> <ul style="list-style-type: none"> <li>• 'Connect to RAS Service' - to connect to the <b>Reusable Asset Service</b>, browse the material held in the common directory and import the data structures you require into your model</li> <li>• 'Import Model XMI' - to update a model Package from an equivalent external XMI file</li> <li>• 'Import Model Reference Data' - to import into your model selected categories of reference data previously exported to an xml file from another model</li> <li>• 'Export Model XMI' - to export the contents of the selected model Package to an external XMI file</li> <li>• 'Export Model Reference Data' - to export selected categories of reference data</li> </ul>
Edit Templates	<p>Use these options to review and modify the templates used to generate documentation and code and to transform model structures. Select:</p> <ul style="list-style-type: none"> <li>• 'Document Templates' - to create and edit customized document generation templates</li> <li>• 'Code Templates' - to create and modify code generation templates</li> <li>• 'MDA Templates' - to create and modify model transformation templates</li> </ul>

## Manage Portal

The Manage Portal provides links to the facilities of the system that help you to report on and manage the work that team members are performing on the model.

### Access

Type	Select
Ribbon	 Show > Window > Show Portals Bar: <b>Manage</b>
Menu	View   Portals   Manage
Other	 <b>Start Page:</b>

### Facilities

Category	Options
Tasks	<p>The options in this group help you to monitor the work being performed by the team members, in terms of who is assigned to work on which parts of the model, and the progress of the tasks being performed. Select:</p> <ul style="list-style-type: none"> <li>• <b>Project Gantt Chart</b> - to show the current commitments of each allocated resource in the project as a list of allocation records, with the progress of each allocation</li> <li>• <b>Package Gantt Chart</b> - to list the elements in the project that have resources assigned to them, as a list of the resources assigned to each element, with the progress of each allocation</li> <li>• <b>Resource Allocation</b> - to display the 'Resource Allocation' dialog, through which you can create, update and delete the allocation of resources to tasks</li> <li>• <b>Project Tasks and Status</b> - to display a quick review of the tasks and issues that relate directly to the project, and a summary of the statistics of the model elements in the project</li> </ul>
Status	<p>The options in this group generate a selection of reports to identify tasks that have a specific status, listed by the element they are allocated to. Select from:</p> <ul style="list-style-type: none"> <li>• Recently Finished</li> <li>• Tasks Starting Today</li> <li>• Overdue Tasks</li> <li>• Tasks Ending Today</li> <li>• Active Tasks</li> </ul>



	<ul style="list-style-type: none"> <li>• Kanban Diagrams</li> </ul>
Tools	<p>The options in this group provide facilities for monitoring: changes to the project, differences between 'snapshots' of the project, and the use of particular objects in the project. Select:</p> <ul style="list-style-type: none"> <li>• <b>Baselines</b> - to display the 'Baselines' dialog for creating and operating on Package Baselines</li> <li>• <b>Auditing</b> - to display the 'Audit View' dialog for configuring Auditing, turning it on and monitoring the changes it detects</li> <li>• <b>Scripting</b> - to display the 'Scripts' tab of the 'Scripting' dialog, from which you execute existing scripts and create new scripts</li> </ul>
Package Control	<p>The options in this group are for configuring Packages to save and load in XML format, as a mechanism for supporting distributed development, version control and exchange of model objects between projects. Select:</p> <ul style="list-style-type: none"> <li>• <b>Configure</b> - to display the 'Package Control Options' dialog, on which you define where the controlled Package file is to be stored and under which settings</li> <li>• <b>Save Package to File</b> - to immediately export the currently selected Package to the configured XMI file</li> <li>• <b>Load Package from File</b> - to delete the currently-selected Package and replace it from the equivalent .xmi file</li> <li>• <b>View Package XMI</b> - to immediately display the XMI for the currently-selected Package</li> <li>• <b>Compare Package to XMI</b> - to select an XMI file to compare with the currently-selected Package, and highlight any differences on the <b>Baseline Comparison view</b></li> <li>• <b>Merge Package with XMI</b> - to display the 'Merge Package with XMI' dialog, on which you select the file to merge with the Package and the file path under which to store the merged file</li> </ul>
Version Control	<p>These options are for placing controlled Packages under a configured external <b>Version Control</b> system. Select:</p> <ul style="list-style-type: none"> <li>• <b>Configure Package</b> - to display the 'Package Control Options' dialog, on which you define the version control system within which to store the controlled Package files</li> <li>• <b>Validate Configuration</b> - to immediately validate the version control settings for the currently-selected Package, and show the results on the <b>System Output</b> window</li> <li>• <b>Version Control Settings</b> - to display the 'Version Control Settings' dialog specific to the external Version Control system you are using, to configure the use of that Version Control system</li> </ul>
Element Tools	<p>These options help you to examine a wide range of properties, characteristics and features of a specific element in your model. Select:</p> <ul style="list-style-type: none"> <li>• <b>'Browse'</b> - to display the <b>Element Browser</b>, exposing all the 'attached' features of the currently-selected element</li> <li>• <b>'Properties'</b> - to display the <b>Properties window</b>, showing all the internal properties of the currently-selected element</li> <li>• <b>'Resources'</b> - to display the <b>Resource Allocation window</b>, through which you can view, allocate, update and remove resources tasked to work on the element</li> <li>• <b>'Maintenance'</b> - to display the 'Defects' version of the <b>Maintenance window</b>, through which you can view, create, update and delete Defect items for the</li> </ul>

	<p>currently-selected element</p> <ul style="list-style-type: none"><li>• Testing - to display the <b>Testing window</b>, through which you can view, create, update and delete test records for the currently-selected element, for any of the six test types</li></ul>
--	--

## Extensions Portal

The Extensions Portal provides links to the facilities provided by **Add-Ins** and MDG Technologies that are integrated with the system.

### Access

Type	Select
Ribbon	Show > Window > Show Portals Bar:  Extensions
Menu	View   Portals   Extensions
Other	 Start Page:



### Facilities

Category (Technology)	Options
Visual Studio (For Example)	<p>Select from the options to perform the appropriate actions on the integrated technology data; for example:</p> <ul style="list-style-type: none"> <li>• Merge with Visual Studio</li> <li>• Build Project</li> <li>• Run</li> <li>• Import All Active Projects</li> <li>• View Project Connections</li> <li>• MDG Options</li> <li>• Import Build Scripts</li> <li>• Export Linked Package List</li> <li>• Import Linked Package List</li> </ul>
Eclipse ArcGIS GML NIEM ODM	The same options as are provided in the 'Extensions' menu. <b>Add-Ins</b> that you have installed will also be included in these lists.

## Recent Portal

The Recent Portal provides links to the diagrams and system windows that you currently have open, and the diagrams and source files that you have recently opened and then closed again.

### Access

Type	Select
Ribbon	Show > Window > Show Portals Bar:  Recent
Menu	View   Portals   Recent
Other	Start Page: 

### Facilities

Category	Options
Open Diagrams	This category lists the diagrams that you currently have open. When you click on a diagram name, the focus changes to the selected diagram.
Other Windows	This category list the windows that you currently have open. When you click on a window name, the focus changes to the selected window.
Recent Diagrams	This category list the diagrams that you have opened and closed during the current work session. You can click on a diagram name to re-open that diagram and resume work on it.
Recent Source Files	This category list the source files that you have opened and closed during the current work session. You can click on a file name to re-open that file and resume work on it.



## Keyboard Shortcuts

You can display the Enterprise Architect dialogs, windows and views, or initiate processes, using menu options and Toolbar icons. In many cases, you can also access these facilities by pressing individual keyboard keys or combinations of keys, as shortcuts. This table lists the default keyboard shortcut for each of the functions. You can also display the key combinations on the 'Help Keyboard' dialog.

### Access

Ribbon	Start > Help > Help > Open Keyboard Accelerator Map
Menu	Help   Keyboard Accelerator Map

### Notes

- There are additional shortcuts using the keyboard and mouse in combination
- When a diagram is open, you can use special quick-keys that make navigating and editing the diagram simple and fast
- If necessary, you can change the keyboard shortcuts using the 'Keyboard' tab of the 'Customize' dialog

### Operations and keyboard shortcuts

Shortcut	Operation
Ctrl+N	Create a new Enterprise Architect project.
Ctrl+O	Open an Enterprise Architect project.
Ctrl+Shift+F11	Reload the current project.
Ctrl+P	Print the active diagram.
Ctrl+Z	Undo a change.
Ctrl+Y	Redo an undone change.
Ctrl+F, Ctrl+Alt+A	Search for items in the project ( <b>Search in Model</b> ).
Ctrl+Shift+Alt+F	Search files for data names and structures.
Shift+Insert	Paste element(s) from the clipboard as links to the original element(s).
Ctrl+Shift+V	Paste an element as new.

Ctrl+Shift+Insert	Paste an element as a metafile image from the clipboard.
Shift+F3 or Ctrl+click	Create a new element of the same type as the last.
F3	Create a new connector of the same type as the last.
Ctrl+Space	Add a single element to the clipboard list.
Shift+Space	Bookmark the current element with a red marker.
Delete key or Ctrl+D	Delete selected element(s) in a diagram.
Ctrl+Delete	Delete selected element(s) from the model (in a diagram OR the <b>Project Browser</b> ).
Alt+0	Display the <b>Project Browser</b> .
Ctrl+Alt+R	View the <b>Package Browser</b> (Package Contents).
Ctrl+Shift+5	Display <b>Model Views</b> .
Ctrl+Shift+3	Display the Scenarios & Requirements view.
Ctrl+Shift+4	View the <b>Traceability window</b> .
Alt+1	View the <b>Properties window</b> .
Ctrl+Shift+1	View the <b>Notes window</b> .
Ctrl+Shift+6	View the <b>Tagged Values</b> window.
Ctrl+Alt+W	View the <b>Web Browser</b> .
Ctrl+Shift+8	View the <b>System Output</b> window.
Ctrl+Shift+M	Add a new model to the project, using the <b>Model Wizard</b> .
Ctrl+Alt+U	Open the <b>Team Review</b> .
Alt+2	View the <b>Project Glossary</b> .
Ctrl+Alt+B	Manage <b>Baselines</b> .
Ctrl+Alt+P	Configure <b>Package Control</b> .
Ctrl+Shift+L	Open a 'Lock <item>' dialog for the selected Package, diagram or element.
Ctrl+Alt+V	<b>Validate</b> the current Package.
F8	Generate documents and reports.
Shift+F8	Generate a Web Report in HTML.

Ctrl+Shift+F8	Generate a Diagrams-Only report.
Ctrl+Alt+I	Import a Package from XML.
Ctrl+Alt+E	Export a Package to XML.
Ctrl+Alt+C	Import and export to data CSV files.
Ctrl+Insert	Add a new diagram to a Package.
F5	Edit diagram properties.
Shift+Alt+G	Locate a selected object in the <b>Project Browser</b> .
Alt+5	Display the <b>Diagram Toolbox</b> .
Ctrl+Shift+N	View the Pan & Zoom window.
Ctrl+Shift+I	Set the visibility of connectors.
Ctrl+S	Save changes to a diagram.
Ctrl+T	Save an image to file.
Ctrl+B	Save an image to the clipboard.
Alt+Enter	Display the element 'Properties' dialog at the 'General' tab.
Alt+G	Locate the selected element in the <b>Project Browser</b> .
Ctrl+U	Locate diagrams in which the element is used.
Alt+9	View the <b>Element Browser</b> .
Ctrl+Shift+2	View the element Relationships window.
Ctrl+Alt+D	Create a Linked Document on an element.
F9	Display the 'Features' dialog at the 'Attributes' tab.
F10	Display the 'Features' dialog at the 'Operations' tab.
Ctrl+Shift+Y	Specify which element features are visible on a diagram.
Alt+4	View the <b>Maintenance window</b> , in Default mode.
Ctrl+Shift+B	Manage structural (embedded) elements.
Ctrl+I	Set an element's parent or implement interface(s).

Ctrl+Shift+O	Override inherited features.
Ctrl+Shift+T	Add a <b>Tagged Value</b> to an element.
Ctrl+J	Set cross references to other elements and diagrams.
Ctrl+Shift+E or F4	Configure an element's default appearance.
Alt+Z	Automatically size selected elements.
Ctrl+Shift+W	Select an alternative image for an element.
F2	Edit the selected property value.
Ctrl+Shift+F9	Add an attribute to an element.
Ctrl+Shift+F10	Add an operation to an element.
Ctrl+F11	Add other types of feature to an element.
Insert key	Insert a new feature after the current selection.
Ctrl+Shift+Delete	Delete the selected feature from the model.
Alt+-	Space elements evenly, horizontally.
Alt+=	Space elements evenly, vertically.
Ctrl+Shift+J	Create a Workbench Instance of a Class.
Alt+\	Move focus to the <b>Diagram View</b> from a docked window.
Enter key	View the element 'Properties' dialog (when the element is selected).
Shift+arrow keys	Move elements by small increments.
Ctrl+arrow keys	Resize a selected element by small increments.
Ctrl+Alt+Down	Align the bottom edges of selected elements.
Ctrl+Alt+Up	Align the top edges of selected elements.
Ctrl+Alt+Left	Align the left boundaries of selected elements.
Ctrl+Alt+Right	Align the right boundaries of selected elements.
Shift+F12	Manage Analyzer Scripts on the <b>Execution Analyzer window</b> .
Ctrl+Shift+F12	Create a Build Script.
Ctrl+Alt+N	Create a Run Script.

Ctrl+Alt+T	Create a Test Script.
Ctrl+Shift+Alt+F12	Create a Deployment script.
Alt+8	Open the <b>Debugger window</b> .
F6	Start a Debug session.
Shift+F6	Step Into a function call.
Alt+F6	Step Over a function call.
Ctrl+F6	Step Out of a function call.
Ctrl+Alt+F6	Stop the debug session.
Ctrl+Alt+O	Open a source file.
Ctrl+Shift+P	Edit code generation templates.
Ctrl+Alt+H	Edit Transformation templates.
Alt+6	Open the Resources window.
Ctrl+F9	Configure system options.
Ctrl+Shift+F7	Spell check the current Package.
Ctrl+F7	Spell check the model.
Ctrl+H or Ctrl+Alt+F	Transform selected elements.
Ctrl+Shift+H	Transform the current Package
Ctrl+Alt+K	Generate Package source code.
Ctrl+Alt+M	Synchronize Package contents.
Ctrl+Shift+U	Import a source directory.
F11	Generate code on a selected element.
F7	Synchronize the current element.
Shift+F11	Batch generate selected elements.
Ctrl+R	Batch synchronize selected elements.
Ctrl+Alt+Y	Open a source directory.

Alt+7	View the <b>Source Code</b> window.
Ctrl+E or F12	View source code in the default external editor.
Shift+F9	Check project data integrity.
Shift+Alt+Enter	Make the current view occupy the full screen space.
Ctrl+Shift+0	Set focus to the current window.
Ctrl+F4	Close the current window.
Ctrl+Shift+F4	Autohide the current window.
Alt+F1	View the Learning Center.
Ctrl+M	Add a new element to Package.
Ctrl+C	Copy text.
Ctrl+V	Paste text.
Ctrl+X	Cut text, or an element in a diagram.

# Keyboard-Mouse Shortcuts

When you work on an aspect of your model within a diagram, there are a number of operations you can perform quickly using a combination of keyboard keys and the computer mouse.

## Keyboard/mouse combinations

Action	Shortcut
Create an element of the same type as was last created on the diagram.	<b>Ctrl+click</b>
Display the element Properties dialog for the element shown in the scenario 'Context References' tab.	<b>Ctrl+click</b>
Select a number of individual objects for an operation.	<b>Ctrl+click</b> each object
Select a range of objects for an operation.	<b>Shift+click</b> the first and last object in the range
Move the selected elements along the horizontal axis or vertical axis.	<b>Shift+hold</b> left mouse button and drag
Create a bend in and change the direction of the connector line.	<b>Shift+hold</b> left mouse button and drag
Move the selected elements in any direction, including diagonally.	<b>Alt+hold</b> left mouse button and drag
Zoom in to or zoom out of the diagram.	<b>Ctrl+ mouse</b> scroll wheel
Pan the diagram horizontally or vertically.	<b>Ctrl+Shift+hold</b> left mouse button and drag

## Diagram Shortcuts

When you have a diagram open, you can use a set of single-stroke keyboard keys to move between, select and operate on the elements and connectors in the diagram.

### Operations with Quick Keys

Quick Key	Operation
Enter, comma (,) or period (.)	When no element is currently selected, select the element nearest the top left corner of the diagram, or section of diagram in view.
Arrow keys	Select the next element on the diagram above, below, to the left or to the right of the current element; when moving left or right, the selection tends to be upwards rather than downwards.
S	Keep an element selected as you move to another element (using the keyboard arrow keys), so that you can select multiple elements using the keyboard.
Q, F (element name) or F2 (property)	If no element property is selected, highlight the element name for in-place editing. If you have selected an element property, enable it for in-place editing.
F	Select the first editable feature of the item in focus.  This is generally the element name but if you select a <b>Tagged Value</b> that has multiple system-defined values (such as the SearchName tag) you can cycle through the list of values to obtain the correct one.
N	Open and/or shift focus to the <b>Notes window</b> .
P	Open and/or shift focus to the <b>Properties window</b> .
R	Open and/or shift focus to the Relationships window.
O	When you have selected an operation, open the 'Features' dialog at the 'Operations' tab.
A	When you have selected an attribute, open the 'Features' dialog at the 'Attributes' tab.
G	Display the 'Generate Code' dialog for the selected element, to generate code from it.
Y	Synchronize the code generated from the selected element with the element content.
W	Add a way-point to the current connector. (This does not act on every line style.)
, (comma)	Move focus to the parent element of the currently-selected child element, on the diagram



. (period)	Move focus to the nearest child element closest to the top left of the selected parent element, on the diagram.
I	Toggle snap-to-grid on and off on the diagram.
M	Display the 'New Element' dialog to create a new element.
? or /	Toggle between the current (source) element and its connector.

## Customization

Enterprise Architect has a standard style and appearance, which you can customize to suit your work environment. Several facilities are available for customizing:

- The means of issuing commands to the system - such as Ribbons, menus, toolbars and keyboard keys - and the commands themselves
- The visual style and color of the user interface
- The windows you want to display together on the screen, and their position on the screen (the 'Workspace Layout')

On occasion, you might want to use Enterprise Architect for two distinct types of operation at the same time. You can do this by storing registry settings - such as window layouts - to a different path in the registry, by adding this command line argument when you run Enterprise Architect:

`/regkey:<regkeyname>`

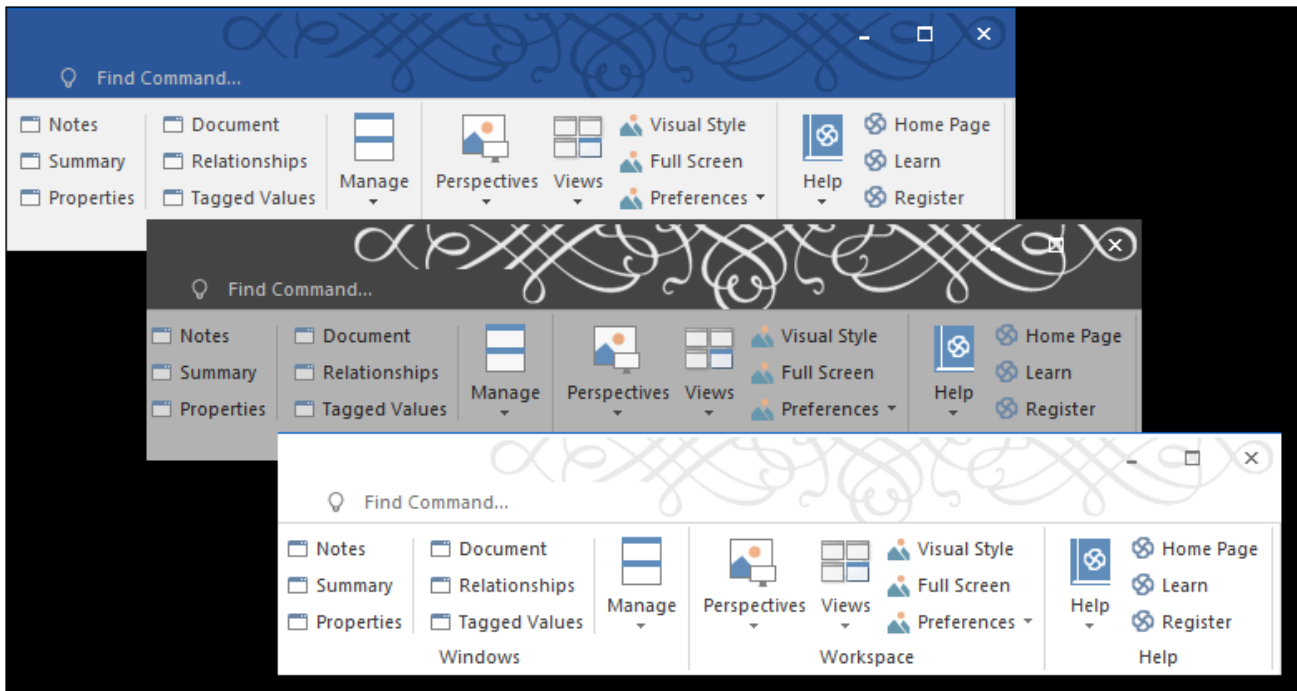
You can also configure a wide range of local options and specific settings for using Enterprise Architect on your workstation, through the 'Options' dialog.

## Visual Styles

It is possible to change the overall style and color of the Enterprise Architect user interface to match the standard styles (or themes) of a number of Microsoft Office and Visual Studio product releases. The styles are applied uniformly across all displays, dialogs, windows, views and ribbons.

To test the style that you are developing, simply click on the **Apply** button.

The following image illustrates the 'Microsoft Office 2016' style, using different themes and accent colors.



## Access

Ribbon	Start > Workspace > Visual Style
Menu	View   <b>Visual Styles</b>

## Reset the style of the user interface

Define the visual style you want to use, on the 'Application Look' dialog.

Field/Option/Button	Action
(top field)	Click on the drop-down arrow and select the application style you want to apply.
Theme	For certain application styles, you can also apply a color theme. If this field is enabled, click on the drop-down arrow and select the required theme color or tone.

Accent Color	<p>For certain application styles, you can also change the accent color for messages and highlights.</p> <p>If this field is enabled, click on the drop-down arrow and select the required accent color.</p>
Code Editor	<p>Click on the drop-down arrow and select an option to apply, within the code editor views:</p> <ul style="list-style-type: none"> <li>• The automatic default background color of the code panel for the application style</li> <li>• A dark background for the code panel, or</li> <li>• A light background for the code panel</li> </ul> <p>You can also re-set the dark and light backgrounds on the 'Editor Language Properties' dialog.</p>
Diagram	<p>Defaults to the diagram theme currently set in the 'Preferences' dialog.</p> <p>If you want to apply a different diagram theme, click on the drop-down arrow and select the required theme.</p>
Workspace Orientation	<p>Many of the workspace layouts have a left orientation or a right orientation, most easily observable in the side of the screen that the <b>Project Browser</b> displays on.</p> <p>You can use this 'Workspace Orientation' field to specify the orientation you prefer - click on the drop-down arrow and select either 'Left' or 'Right' to automatically position the Project Browser and related displays in your preferred workspace on the corresponding side of the screen.</p>
Default Note Zoom	<p>Click on the drop-down arrow and select the percentage zoom or magnification (from 90% up to 150%) to apply to the text in the <b>Notes window</b> and any text field that has the Notes toolbar at the top.</p>
Show Menu Icons	<p>Select this checkbox to display icons next to the main menu options (where they have been assigned).</p> <p>Deselect the checkbox to hide the icons and show simple lists of text options.</p>
Docked Windows Tabs on bottom (restart)	<p>When a docked window has tabs, by default the tab names display at the top of the window. If you want to display the tab names along the bottom of the window, select this checkbox.</p> <p>The change does not take effect until you shut down and restart Enterprise Architect.</p>
Main View Tabs at Bottom (restart)	<p>When a main view has tabs, by default the tab names display at the top of the view. If you prefer to display the tab names along the bottom of the view, select this checkbox.</p> <p>The change does not take effect until you shut down and restart Enterprise Architect.</p>
Property Sheets use Tree Style	<p>By default 'Properties' dialogs and various other screens present sections of data on tabs.</p> <p>If you prefer to display the sections of data on dialog pages, where you choose the pages from a tree or hierarchy on the left of the dialog, select this checkbox.</p>
Use Property List for Elements	<p>By default element 'Properties' dialogs show the main properties as a series of fields on the right of the dialog.</p>

	<p>If you prefer to display the properties as a simple list of names and editable values, select this checkbox.</p>
Increase Note Paragraph Spacing	<p>Increases the paragraph spacing from the default, in all new text in the <b>Notes window</b> and all text fields with the Notes toolbar at the top. The change is applied to all paragraph styles, including bullet and number lists.</p> <p>The paragraph spacing is increased in existing text when you open and close a dialog containing that text.</p> <p>When you deselect the option, all new Notes text reverts to the default spacing.</p>
Show Tips in Status Bar (restart)	<p>Displays the tooltips for ribbon options, context menus and toolboxes in the Status Bar at the foot of the screen. This option defaults to selected.</p> <p>If you prefer to show the tooltip floating near the moused-over option, clear the checkbox. You must restart Enterprise Architect to apply the selection.</p>
OK	<p>Click on this button to save and apply the changes, and close the dialog.</p>
Cancel	<p>Click on this button to cancel the changes and close the dialog.</p>
Apply	<p>Click on this button to apply the changes but keep the dialog open for further editing.</p> <p>If a change takes immediate effect, you can see it on any open windows and then, if you prefer something different, change the setting.</p> <p>If you click on the <b>Apply button</b> and the <b>Cancel button</b>, the changes still take effect.</p>

## Workspace Layouts

As you perform work on your model you use various toolbars and windows; you will quite likely use the same toolbars and windows regularly, in an arrangement that suits the way in which you use the system. Rather than having to re-open and arrange these tools at the start of each work session, you can use either a predefined or a customized work environment or workspace. Workspaces:

- Automatically open and organize all the tools appropriate to an area of work such as Requirements Management, Code Engineering and Debugging
- Help a new user by:
  - Opening the tools that are appropriate to a task so that they can immediately get started, and
  - Showing the user what tools they should become familiar with for that area of work
- Help you switch rapidly to work environments for either successive or completely different areas of work
- Re-establish a work environment that you have accidentally or deliberately changed

To select, create and maintain workspaces you use the 'Workspaces' page of the 'Workspaces and Commands' dialog, which lists the currently-available system and user-defined layouts.

### Access

Ribbon	Start > Workspace > <b>Perspectives</b> > Show Perspectives Window > Workspaces
Menu	View   <b>Perspectives</b> > Workspaces

### Manage Layouts

Task	Description
Change workspace layout	<p>The 'Current Workspace Layout' field at the bottom of the 'Workspaces and Commands' dialog identifies the layout last selected. You might have moved or closed windows after applying that layout. The <i>(Copy of existing Workspace Layout)</i> at the top of the 'Available Workspaces' list is a capture of the workspace layout immediately before you opened the dialog.</p> <p>You can change the layout to:</p> <ul style="list-style-type: none"> <li>• The original layout (as identified by the 'Current Workspace Layout' field), discarding any changes you might have made</li> <li>• The Copy of existing Workspace Layout, preparatory to saving the changes in a new named layout, or</li> <li>• One of the other named layouts</li> </ul> <p>To change the layout in use, either:</p> <ul style="list-style-type: none"> <li>• Double-click on the required layout name, or</li> <li>• Click on the layout name and click on the <b>Apply button</b> or <b>OK button</b>, or</li> <li>• Right-click on the layout name and select the 'Apply' option</li> </ul> <p>When you change the workspace layout in use, the layout name in the 'Workspace Layouts' toolbar field also changes.</p>

Copy workspace layout	<p>Either:</p> <ul style="list-style-type: none"><li>• Change the layout in use to the required layout and click on the <b>Save Workspace Layout As</b> button in the toolbar, or</li><li>• Right-click on the layout name and select the 'Save As' option</li></ul> <p>The 'Save Custom Workspace Layout' dialog displays.</p> <p>In the 'Custom Workspace Layout Name' field, type a name for the layout. By selecting an existing name you can change an existing layout to something different. Click on the <b>Save button</b>.</p> <p>If you already have tailored windows or views open that you want to include in your selected layout, select the 'Include active custom views' checkbox.</p>
Delete workspace layout	<p>Right-click on the (custom) layout name and select the 'Delete' option. A prompt displays for you to confirm or cancel the deletion.</p>

## Notes

- If you apply a working set that invokes floating diagrams or views, it will override the current workspace layout with the layout that was in use when the working set was defined
- If you develop a workspace layout that would be useful for your colleagues, you can share it with them by incorporating it in an MDG Technology that they can download

## Learning Center topics

- **Alt+F1** | Enterprise Architect | Getting Started | User Interface | Saving Workspace Layouts
- **Alt+F1** | Enterprise Architect | Getting Started | User Interface | Change Workspace Layout

## Ribbon Menus

The Enterprise Architect Ribbons provide access to the functions and facilities of the system, grouped according to work area. If you do not work with the facilities of a certain area, such as Coding or Simulation, you can easily hide either selected panels of the corresponding Ribbon, or the whole Ribbon. As another example, the 'Show' panel displays as a part of every Ribbon; you could choose to display it on one or two Ribbons and hide it on the rest.

### Access

Ribbon	Start > Workspace > <b>Perspectives</b> > Show Perspectives Window > Ribbon Menu
Menu	View   <b>Perspectives</b> > Ribbon Menu

### Hide Ribbon Panels

Step	Action
1	Click on the white arrowhead to the left of a Ribbon name, to display the list of panels within the Ribbon.
2	To hide a selected panel, clear the 'Enable' checkbox against the panel name. To hide all panels in the Ribbon, clear the 'Enable' checkbox against the Ribbon name. Conversely, clearing all the panel checkboxes for a Ribbon hides the whole Ribbon (you cannot display an empty Ribbon).
3	To redisplay a panel or Ribbon, select the corresponding 'Enable' checkbox. Selecting a panel within a hidden Ribbon shows the Ribbon again. Selecting to show a hidden Ribbon selects the checkboxes against all its panels; you can then clear individual panels as required.  If you have cleared a number of Ribbons and/or panels, you can restore the complete set of Ribbons and panels by clicking on the <b>Reset button</b> .
4	Click on the <b>OK button</b> to save your settings and close the dialog.

### Notes

- You cannot hide the Start Ribbon, Specification Specify Ribbon or Document Edit Ribbon, or any panels they contain



## Menu Sets

The Enterprise Architect User Interface has an extensive range of main menu and context menu options to support the work of many different user roles. Some of these menu options might not be necessary for the work you do; therefore, it is possible to show, hide and customize the menus in a Menu Set, to tailor them to your specific work practices and responsibilities.

### Access

Ribbon	Start > Workspace > <b>Perspectives</b> > Show Perspectives Window > Menu Sets
Menu	View   <b>Perspectives</b> > Menu Sets

### Manage Menu Sets

Field/Option/Button	Action
Menu Sets	<p>List the available Menu Sets (or roles). These predefined Menu Sets are shown:</p> <ul style="list-style-type: none"> <li>• Complete - every menu option is visible</li> <li>• Essential UML - options for modeling with UML; more advanced options, such as for security and version control, are not visible</li> <li>• Business Modeling - menu options appropriate to modeling business structures and processes</li> <li>• Software Engineering - menu options for UML modeling, code generation and reverse engineering</li> <li>• Software Development - menu options for software engineering, plus commands for building and debugging code</li> <li>• System Engineering - menu options for real-time development, embedded development and behavioral model execution</li> <li>• Testing - menu options for writing and running tests, including integration with external unit testing frameworks</li> <li>• Project Management - menu options for managing a project, including resource and task tracking</li> </ul> <p>These predefined Menu Sets can be used as templates for creating new Menu Sets. To create or work on a Menu Set, right-click on it in the 'Menu Sets' field and select from these context menu options:</p> <ul style="list-style-type: none"> <li>• 'Save' - Save the modifications to the currently selected user-defined Menu Set</li> <li>• 'Save As' - Duplicate the selected Menu Set</li> <li>• 'Delete' - Delete the selected user-defined Menu Set</li> <li>• 'Export' - Export the selected user-defined Menu Set to file</li> <li>• 'Import' - Import a Menu Set from an external file</li> </ul> <p>The predefined Menu Sets are protected from change, deletion and export.</p>

Clear check boxes to hide menu commands	<p>A full list of Enterprise Architect menus is shown. You can expand these menus to show the menu options, and the options of any submenus.</p> <p>For each Menu Set, the checkboxes against those menus, submenus and menu options that are to be hidden in the User Interface are not selected.</p> <ul style="list-style-type: none"><li>• If you want to hide further options in your customized Menu Sets, deselect the corresponding check box</li><li>• To make menus and options available again, select the checkbox</li></ul> <p>Click on the <b>Save As button</b> to create a new user-defined Menu Set based on your changes; provide a name for the Menu Set.</p> <p>Click on the <b>Save button</b> to save changes to an existing user-defined Menu Set.</p>
Apply	Click on this button to apply the currently-selected Menu Set to the menus of the user interface, without closing the dialog.
OK	Click on this button to apply the currently-selected Menu Set to the menus of the user interface, and close the dialog.
Cancel	Click on this button to discard changes to the Menu Sets and close the dialog.

## Perspective Sets

A Perspective Set is a combination of a Workspace layout (screen and dialog selection) and a Menu Set (menus and options made available), acting as a complete interface to the system that is tailored to the type of work you are doing. The workspace layout and menu set work in synergy - the workspace layout specifically displaying dialogs that are of relevance to a work area, whilst the menu set (where appropriate) reduces the available menu options to those relevant to the work area.

Enterprise Architect provides a number of system-defined Perspective Sets. You can also create your own Perspective Sets to satisfy your specific requirements. On the 'Perspective Sets' page of the 'Workspaces and Commands' dialog, the list of the available Perspective Sets starts with the system-defined perspective sets and continues with those you have customized.

### Access

Ribbon	Start > Workspace > <b>Perspectives</b> > Show Perspectives Window > Perspective Sets
Menu	View   <b>Perspectives</b> > Perspective Sets

### Manage Perspective Sets

Field/Option/Button	Description
New	<p>Click on this button to create a new, customized Perspective Set.</p> <p>The 'New Perspective Set' dialog displays. On this dialog, in the:</p> <ul style="list-style-type: none"> <li>'Name' field, type an appropriate name for the Perspective Set</li> <li>'Workspace Layout' field, click on the drop-down arrow and select an existing Workspace layout (you can create custom Workspace Layouts on the 'Workspaces' page of the 'Workspaces and Commands' dialog)</li> <li>'Menu Set' field, click on the drop-down arrow and select an existing menu set (you can create custom menu sets on the 'Menu Sets' page of the 'Workspaces and Commands' dialog)</li> </ul> <p>Click on the <b>OK button</b> to add the Perspective Set to the end of the list.</p>
Delete	<p>Click on the appropriate Perspective Set in the list and click on this button to delete the set permanently from the list.</p> <p>A prompt displays to confirm the deletion; click on the <b>Yes button</b>.</p>
OK	Click on the appropriate Perspective Set in the list and click on this button to apply the Perspective Set and close the dialog.
Cancel	Click on this button to close the dialog without applying a new Perspective Set.
Apply	Click on the appropriate Perspective Set in the list and click on this button to apply the Perspective Set without closing the dialog.

## System-Defined Perspective Sets

Perspective Set	Description
Default	Displays a base set of navigation and display dialogs, and provides the complete set of menu options (some of which might still be disabled within the specific context of a task).
Debug	Displays the full set of dialogs specific to debugging tasks, and hides those menu options of no relevance to debugging.
Requirements	Displays the dialogs specific to requirements management (such as the <b>Specification Manager</b> , <b>Summary View</b> and <b>Element Discussions</b> windows), and provides the complete set of system menu options.
Use Case Modeling	Displays the dialogs specific to Use Case modeling (such as the 'Scenarios and Requirements' view and <b>Specification Manager</b> ) and provides the complete set of system menu options.
Database Modeling	Displays the <b>Database Builder</b> and Relationships window, and provides the complete set of system menu options.
Testing	Displays the <b>Testing window</b> and Relationships window, and hides those menu options of no relevance to testing.
Project Management	Displays the Project Gantt view, <b>Resource Allocation window</b> and Relationships window, and hides the menu options of no relevance to Project Management.
Testpoints	Displays the <b>Testpoints</b> window and <b>Execution Analyzer window</b> , and provides the complete set of system menu options.
Profile and Record	Displays the <b>Profiler</b> window, <b>Record &amp; Analyze window</b> and <b>Breakpoints &amp; Markers window</b> , and hides the menu options of no relevance to <b>Profiling</b> .
Simulation	Displays the <b>Simulation window</b> and <b>Simulation Events window</b> , and hides the menu options of no relevance to Simulation.
<Customized perspectives>	The list continues to show all custom Perspective Sets that you have created.

## Notes

- If you want to check which menu options are available or hidden, select the 'Menu Sets' page of the 'Workspaces and Commands' dialog, select the menu set to examine and expand the menu hierarchy in the right-hand panel as far as necessary

# Customize Dialog

It is possible to customize the Enterprise Architect toolbar and keyboard commands and how they are displayed and made available to you, tailoring the user interface to suit your work methods and environment. You can also define a number of external applications that you can activate from the Tools menu. You perform these tasks using the 'Customize' dialog.

## Access

Ribbon	Start > Workspace > Preferences > Customize
Menu	Tools   Customize
Other	At the far right of any toolbar, click on the drop-down arrow and on the 'Add or Remove buttons   Customize' option

## Notes

- If a documented toolbar icon, keyboard combination or menu facility does not appear to be available, select the appropriate tab and click on the **Reset button** or **Reset All button** to restore the toolbar, menu or key settings to the defaults; however, this also removes any customized icons, options or combinations you might have set, because it is possible that the customization itself has displaced or affected the default setting

## Customize Commands

The Enterprise Architect toolbars provide a wide range of functions, some of which are useful in several different contexts. You might find it more convenient to have a function command available either from a different toolbar to the one it is currently set in, or from more than one toolbar. You can customize which toolbar a command is available from by generating a button or icon for the command on either another existing toolbar or a new toolbar that you create for this purpose. Conversely, you might remove a command from its current toolbar, to simplify the selection of tools from that toolbar.

### Access

Ribbon	Start > Workspace > Preferences > Customize > Commands
Menu	Tools   Customize > Commands

### Manage Toolbar Commands

Task	Action
Add Command To Toolbar	<p>Also display the appropriate toolbar, using either:</p> <ul style="list-style-type: none"> <li>'View   Toolbars' (for standard toolbars) or</li> <li>'Tools   Customize &gt; Toolbars' (for custom toolbars)</li> </ul> <p>The toolbar icons are then highlighted with a dark border as you select them.</p> <p>On the 'Commands' tab:</p> <ol style="list-style-type: none"> <li>Click on the appropriate command category in the 'Categories:' panel.</li> <li>Click on the command you need from the list in the 'Commands:' panel.</li> <li>Drag the command onto the toolbar; it is immediately placed in the toolbar at the cursor position.</li> <li>Add any further commands you want.</li> <li>Put the icons in the order you prefer, by dragging each icon into position.</li> <li>Click on the <b>Close button</b> to close the 'Customize' dialog.</li> <li>If necessary, resize the toolbar or drag it back into the top of the screen.</li> </ol> <p>If the command has an associated icon, the icon displays in the toolbar; otherwise, the command name displays.</p>
Delete Command from Toolbar	<p>While the 'Customize' dialog is displayed, right-click on the command icon or text in the toolbar, and select the 'Delete' option. The command icon is immediately removed from the toolbar.</p> <p>The context menu does not display if the 'Customize' dialog is closed.</p>
Change or assign icon for command	<p>All commands listed in the 'Customize' dialog have a text label, and many have associated icons, either system-defined (default) or user-defined. If the command has an icon, you can select to represent the command in the toolbar by:</p> <ul style="list-style-type: none"> <li>The icon</li> </ul>

	<ul style="list-style-type: none"> <li>• The text</li> <li>• Both together</li> </ul> <p>You have a range of other options for changing how the command is represented in the toolbar, such as:</p> <ul style="list-style-type: none"> <li>• If the command does not have an associated icon, assign one from an image library</li> <li>• Change the icon currently assigned to the command to a different icon</li> <li>• If the command has a system default icon and you have changed it, restore that default icon to the command</li> <li>• Edit the icons in the library, and create new ones; you can also copy an existing icon and edit the copy</li> </ul> <p>These options are available through a context menu that you display by right-clicking on the icon in the toolbar while the 'Customize' dialog is displayed. The context menu does not display if the 'Customize' dialog is closed.</p> <p>The changes apply only to the selected toolbar. Any instances of the command in other toolbars or menus are not affected.</p>
Toggle command button between icon, text and both	<ol style="list-style-type: none"> <li>1. Right-click on the command icon or text in the toolbar.</li> <li>2. Select the context menu option you need - 'Image', 'Text' or 'Image and Text'.</li> </ol> <p>If the option has an icon, the selected change is made. If the command has no icon, the 'Button Appearance' dialog displays. You can also toggle between the image/text options on this dialog.</p>
Assign icon to command	<ol style="list-style-type: none"> <li>1. Right-click on the command icon or text in the toolbar.</li> <li>2. Select the 'Button Appearance' option; the 'Button Appearance' dialog displays.</li> <li>3. Select either the 'Image only' radio button or the 'Image and text' radio button.</li> <li>4. For a command with a default icon, the 'Use Default Image' radio button is followed by the default icon; if you have assigned a different image, you can restore the default by selecting this radio button. Otherwise, select the 'Select User-defined Image' radio button, and click on an appropriate image from the selection provided. You can add or edit images in this selection.</li> <li>5. Click on the <b>OK button</b> to apply the changes to the toolbar.</li> </ol> <p>(You can also restore the default icon by right-clicking on the current icon in the toolbar and selecting the 'Reset to default' option.)</p>
Copy a toolbar icon	<ol style="list-style-type: none"> <li>1. Right-click on the icon in the toolbar.</li> <li>2. Select the 'Copy Button Image' option; the image is copied to the clipboard.</li> </ol>
Create and edit icons	<ol style="list-style-type: none"> <li>1. Right-click on the command graphic or text in the toolbar.</li> <li>2. Select the 'Button Appearance' option; the 'Button Appearance' dialog displays.</li> <li>3. Select either the 'Image only' radio button or the 'Image and text' radio button.</li> <li>4. Select the 'Select User-defined Image' radio button.</li> <li>5. To create a new image, click on the <b>New button</b>; to edit an existing user-defined image, click on the image and then on the <b>Edit button</b>. The 'Edit Button Image' dialog displays.</li> <li>6. If you have copied another icon to edit as a new icon, click on the <b>Paste button</b> in the 'Tools' block.</li> <li>7. Select a color and the appropriate painting tool - the 'pencil' fills individual squares, the 'filler' fills the whole 'Picture' block, and the 'line' creates lines of two or more squares thick.</li> </ol>

	<ol style="list-style-type: none"><li>8. Create or edit the icon, working right up to the border of the 'Picture' block if you wish.</li><li>9. Click on the <b>OK button</b> to apply the changes to the toolbar.</li></ol>
Change icon text label	<ol style="list-style-type: none"><li>1. Right-click on the command graphic or text in the toolbar.</li><li>2. Select the 'Button Appearance' option; the 'Button Appearance' dialog displays.</li><li>3. Select either the 'Text only' radio button or the 'Image and text' radio button.</li><li>4. In the 'Button text' field, highlight and delete the existing text and type in the new text.</li><li>5. Click on the <b>OK button</b> to apply the changes to the toolbar.</li></ol>
Group Icons	<p>If you wish, you can indicate that the command icons are arranged in groups. To do this:</p> <ol style="list-style-type: none"><li>1. While the 'Customize' dialog is displayed, right-click on the first command icon or text in the group in the toolbar, and select the 'Start Group' option.</li></ol> <p>A vertical line displays to the left of the icon. All icons to the right of the line form a group, up to any subsequent line.</p> <p>To remove the line and cancel the grouping, repeat the step.</p>



## Customize Toolbars

As well as tailoring the commands that are available through the toolbars, you can modify the toolbars themselves; for example, you can:



- Hide or show toolbars by selecting the appropriate checkbox
- Rename toolbars
- Create new toolbars
- Delete toolbars
- Modify toolbar contents by dragging commands onto a visible toolbar from the 'Commands' tab or from another toolbar
- Reset a toolbar (or all toolbars) to the default contents and position, and
- Display text labels under the toolbar icons, to indicate what the icons do

### Access

Ribbon	Start > Workspace > Preferences > Customize > Toolbars : New
Menu	Tools   Customize > Toolbars : New

## Create a New Toolbar and Populate it with Commands

Step	Action
1	In the 'Toolbar Name' field, type a name for your new toolbar and click on the <b>OK button</b> . Your new toolbar is created. The toolbar and 'Customize' dialog are independently positioned, so you might have to drag the 'Customize' dialog to one side to expose your new toolbar.
2	If you want to display the name of each command you put into your toolbar, select the 'Show text labels' checkbox. Otherwise leave the checkbox unselected.
3	To add commands to your new toolbar from another toolbar, see step 6. To add menu commands to your toolbar, click on the 'Commands' tab. The 'Categories' list on the left of the tab represents the Enterprise Architect menu structure. The 'Commands' list contains the commands in the selected category; the list updates when you click on a different category.
4	Find and click on the command to add to your toolbar in the Commands list.
5	Drag the selected command from the list into the new toolbar. If you selected the 'Show text labels' checkbox, your toolbar should now resemble this:

	 <p>If you did not select the 'Show text labels' checkbox, your toolbar should resemble this:</p> 
6	<p>If the command you require is on another toolbar, display that toolbar and drag it to a position near your new toolbar.</p> <p>Press <b>Ctrl</b> and drag the required icon for the command from the existing toolbar onto your new toolbar.</p>
7	<p>Repeat steps 3 to 6 for each command that you want to make available in your new toolbar.</p> <p>When you have finished, click on the <b>Close button</b> on the 'Customize' dialog and drag your toolbar into the toolbar ribbon or to any other convenient position for you to use.</p>

## Notes

- You can add as many commands to your toolbar as you need; your new toolbar behaves the same way as other toolbars - you can position it next to the other toolbars at the top of the application workspace, dock it to the side of the workspace or close it
- On the Customize dialog, you can customize all the listed toolbars except for the Format Tool toolbar (which is actually tied to displayed diagrams)
- You can also modify the display of toolbar options using the 'Options' page of the 'Customize' dialog



## Learning Center topics

- Alt+F1** | Enterprise Architect | Getting Started | User Interface | Toolbars


## Add Custom Tools

You can extend the power of the Enterprise Architect desktop by making external tools accessible from the Main Menu. You can create menu options that hyperlink to different applications, compilers, batch scripts, automation scripts, URLs or documentation. The tools can be either commercially available or those you have configured yourself.

### Access

Ribbon	Start > Workspace > Preferences > Customize > Tools : 
Menu	Tools   Customize > Tools : 

### Add and configure custom tools

Field/Option/Button	Action
Menu contents	In the boxed, blank field in the list, type in the name of the tool as it should appear in the menu.
Command	Either: <ul style="list-style-type: none"> <li>Type the name of the tool .exe file to use, or</li> <li>Click on the  button and browse to the file location</li> </ul> The .exe file must have a valid filename.
Arguments	Type in any arguments required by the tool
Initial directory	(Optional) Type in the location of an initial directory.
Close	Click on this button to close the 'Customize' dialog. Your tool is added to the 'Tools' menu.

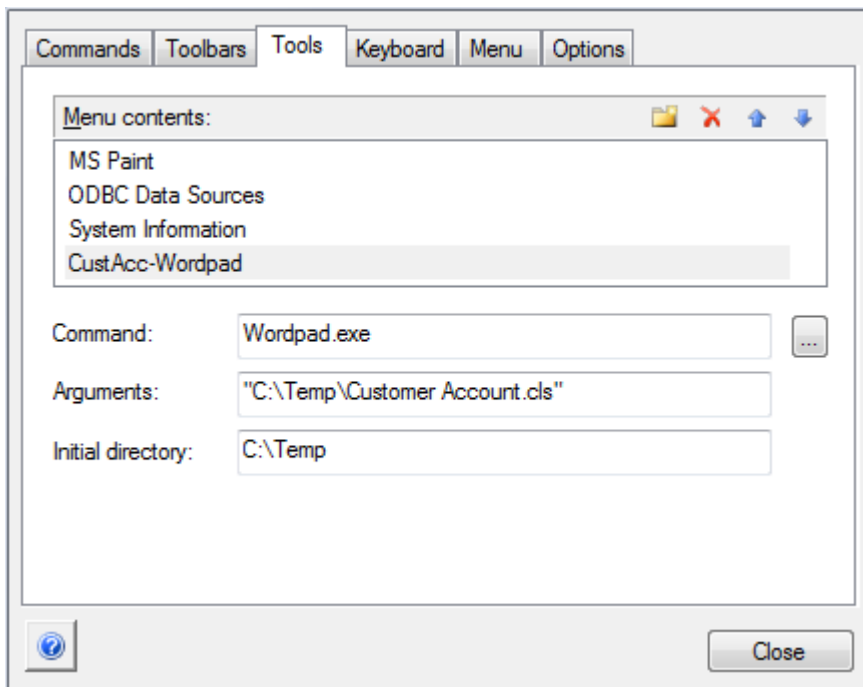
## Open External Tools

When configuring custom tools in Enterprise Architect, by selecting 'Tools | Customize > Tools', you can:

- Specify the custom tool (application) using the 'Command' field
- Define a file to open using the 'Arguments' field

### Example 1


This configuration opens the file `c:\Temp\Customer Account.cls` using Wordpad. If you save from within Wordpad the initial directory is `c:\Temp`.

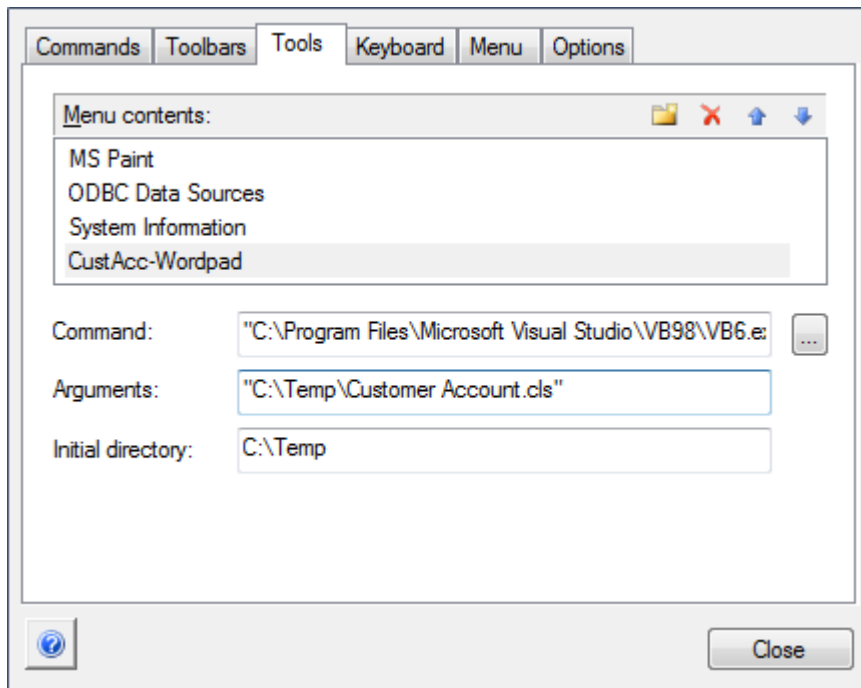


If there are any spaces in the paths in the 'Command', 'Arguments' or 'Initial directory' fields, you must enclose the whole path in double quotes. For example:

`"c:\Temp\Customer Account.cls"` must have quotes, but `c:\Temp\CustomerAccount.cls` does not have to have quotes

### Example 2

This example opens the file `c:\Temp\Customer Account.cls` using Visual Basic (VB). As VB is not installed with the operating system, the whole file path for VB must be included in the 'Command' field; you can locate and select this path using the  button. Again, if you save from within VB the initial directory is `c:\Temp`.



## Pass Parameters to Applications

When configuring custom tools in Enterprise Architect, by selecting 'Tools | Customize > Tools', you can define parameters to pass to an external application using the 'Arguments' field.

### Available parameters

Parameter	Passes
\$f	A project name. Notes: For example, C:\projects\EAExample.eap
\$F	The calling application. Notes: That is, Enterprise Architect.
\$p	The current Package ID. Notes: For example, 144.
\$P	The Package GUID. Notes: A GUID for accessing this Package.
\$d	The diagram ID. Notes: An ID for accessing the associated diagram.
\$D	The diagram GUID. Notes: A GUID for accessing the associated diagram.
\$e	A comma separated list of element IDs. Notes: All elements selected in the current diagram.
\$E	A comma separated list of element GUIDs. Notes: All elements selected in the current diagram.

## Customize Keyboard Shortcuts

Various Main Menu options can also be invoked using a single keyboard key, or a combination of keys, referred to as shortcuts. You can assign your own shortcut keys to either the standard options or your customized options, to suit your work practices or other applications.

### Access

Ribbon	Start > Workspace > Preferences > Customize > Keyboard
Menu	Tools   Customize > Keyboard

### Create or modify a keyboard shortcut

Field/Button/Option	Action
Category	Click on the drop-down arrow and select the name of the Main Menu containing the command to assign a shortcut to.
Commands	Scroll through the list of commands and click on the one to assign the shortcut key(s) to. If the command already has a shortcut key it is shown in the 'Current Keys' field.
Press New Shortcut Key	Click on this field and press the shortcut key(s) to assign to the command. Press the actual keys to use; for example, to assign <b>F5</b> press the F5 key, do not press F and then 5.
Assign	Click on this button to assign the key to the command. The button is disabled if the selected keyboard shortcut is already used for another command; if this occurs the command it is assigned to is shown in the 'Assigned to' field, and you must select a different shortcut key.
Remove	To remove a shortcut, select it in the 'Current Keys' field and click on this button. The shortcut is immediately removed.
Reset All	Click on this button to reset all commands to the default set of shortcut keys. All keys that you have assigned are removed.
Close	Click on this button to close the dialog, saving all keys that you have assigned.

### Notes

- You can assign more than one shortcut to a command if you wish, although it is simpler to have one shortcut per command

- Modified shortcut keys are stored in the registry, so they are available only to you and not to other users



## Customize Menu

It is possible to customize your Main Menu submenus to add or remove shadow around the outline of each menu and to apply animation to the way in which the submenus are opened.

### Access

Ribbon	Start > Workspace > Preferences > Customize > Menu
Menu	Tools   Customize > Menu

### Animate Menu Display

Field/Option/Button	Description
Menu animations	<p>Click on the drop-down arrow and select one of the options:</p> <ul style="list-style-type: none"><li>• None - the menus are instantaneously displayed on selection</li><li>• Unfold - the menus unfold from the top left corner diagonally downwards</li><li>• Slide - the menus slide out from the top downwards</li><li>• Fade - the menus fade in</li><li>• [Default] - similar to Fade</li></ul>
Menu Shadows	<p>Select the checkbox to display a shadow along the right and lower edges of the menu.</p> <p>Clear the checkbox to display menus with no shadow on the borders.</p>
Close	<p>Click on this button to close the 'Customize' dialog.</p> <p>Your animation options take effect on the menus.</p>

### Notes

- When you perform a major upgrade of the system (such as from release 10 to 11) the menus are reset and deleted options are replaced.

## Customize Options

It is possible to customize the entire set of Toolbars to display with large icons, and/or show a Screen Tip as you mouse over each toolbar icon. The options take effect immediately, so you can see what impact they have before closing the dialog.

### Access

Ribbon	Start > Workspace > Preferences > Customize > Options
Menu	Tools   Customize > Options

### Customize Toolbar Display

Field/Option/Button	Description
Show Screen Tips on Toolbars	Select this checkbox to display a Screen Tip as you mouse over each toolbar icon, if a Screen Tip is defined for the icon. The screen tip is predefined in Enterprise Architect and cannot be edited.
Show shortcut keys in Screen Tips	If you have selected to show Screen Tips, select this checkbox to include any shortcut key combinations in the Screen Tip text. The shortcut keys are editable, and you can add, change or remove the keys assigned to any of the commands represented by an icon. The current shortcut key combination is added to the Screen Tip text.
Large Icons	Select this checkbox to enlarge all the Toolbox icons. This takes effect immediately, so that you can see how the display changes.
Close	Click on this button to save and commit the settings.

## Working Sets

As you perform work on your model, you open various windows, diagrams and views, and you will probably need to return to these same views in a later work session. At the end of your work session, you can capture your current work environment as a working set, which you use to return to that exact environment later, either when you choose to or by having the system automatically recreate it when you next log on to Enterprise Architect. You can also create a working set as an empty definition to which you add specific windows, diagrams and views, from either the **'Working Sets'** tab or from a Working Set Artifact element.

You can use the working set to pick up your work from where you left off, or as a set of 'home pages' to start from each day. You can also open multiple working sets, which combines the views from each set. This can be useful to check the progression between different stages in a piece of work.

A working set is initially a personal list, not visible to or active for any other user. You can convert it into a global set to share with other users of your model; for example, if a working set shows a cross-section of an aspect of the model you want to demonstrate or have reviewed.

### Access

Ribbon	Start > Today > My Work Sets
Menu	View   <b>Working Sets</b>

### Manage working sets

Option	Action
Create a working set from open diagrams or files	<p>Either:</p> <ul style="list-style-type: none"> <li>Click on the first icon in the toolbar, or</li> <li>Right-click on the body of the tab and select the 'Create Working Set' option, or</li> <li>Right-click on the body of the tab and select the 'Create Working Set From' option, and either the 'Open Diagrams' or 'Open Files' sub-option as appropriate</li> </ul> <p>The 'Create Working Set' dialog displays, listing the diagrams and views that are currently open, in the order in which they were opened. If necessary, you can change the order using the 'hand' buttons at the bottom of the dialog.</p> <p>Select the checkbox against each item that you want to retain in the working set, or click on the <b>Include All button</b>. If you selected the 'Create Working Set From' option, the checkboxes against the open diagrams or the open files are already selected.</p> <p>In the 'Name' field, type a name for the working set.</p> <p>You can either:</p> <ul style="list-style-type: none"> <li>Immediately click on the <b>OK button</b> to create the working set from the selected items, or</li> <li>Add other selections as described for <i>Create a new working set</i></li> </ul>
Create a new working set	<p>Either:</p> <ul style="list-style-type: none"> <li>Click on the first icon in the toolbar, or</li> </ul>





	<ul style="list-style-type: none"> <li>• Right-click on the body of the tab and select the 'Create Working Set' option, or</li> <li>• Switch to an open diagram, drag a 'Working Set' icon from the 'Artifacts' page of the <b>Diagram Toolbox</b> onto the diagram, right-click on the new Working Set Artifact element and select the 'Edit Working Set' option</li> </ul> <p>The 'Create Working Set' dialog displays.</p> <p>In the 'Name' field, type a name for the working set.</p> <p>To add a diagram or view, click on the <b>Add Other button</b> and select an option from the list:</p> <ul style="list-style-type: none"> <li>• Add Diagram</li> <li>• Add Matrix Profile</li> <li>• Add Search</li> <li>• Add <b>Team Review</b></li> <li>• Add Document Template</li> <li>• Add Resource Document</li> </ul> <p>You are prompted to select the required diagram, profile, search, Team Review topic, document report template or Resource document name(s); each view is then added to the list with its checkbox selected.</p> <p>Click on the Add Other button again, to select the next item.</p> <p>When you have all the diagrams and views you need, click on the <b>OK button</b> to create the working set.</p>
Open an existing working set	<p>A Working Set created on the '<b>Working Sets</b>' tab is indicated by this icon .</p> <p>A Working Set created as an Artifact element is indicated in the list by this icon .</p> <p>Click on a working set name and either:</p> <ul style="list-style-type: none"> <li>• Select the third icon in the toolbar or</li> <li>• Right-click and select the 'Open Working Set' context menu option</li> </ul> <p>Enterprise Architect opens all the diagrams and views listed in that set.</p> <p>If you already have a working set open, the 'new' set of views is added to the original set, with the last-listed diagram or view on top and in focus.</p> <p>You open one <b>Model Search</b>, Matrix profile or <b>Team Review</b> at a time; therefore, the last-opened Search, profile or Team Review replaces the previous instances.</p>
Automatically apply a working set when the model is opened	<p>Right-click on the working set name and select the 'Apply when model opens' option.</p> <p>This option is a toggle that turns the same option off for the previous working set on which it was selected.</p> <p>The folder turns green, indicating that the option is 'on' for this working set.</p> <p>When you close the model and subsequently open it, the diagrams and views in the working set are automatically opened.</p>
Share a working set	<p>Right-click on the working set name and select the 'Share Working Set' option.</p> <p>The folder icon on the left of the working set name in the list now contains an icon depicting the globe, and the working set is available in the '<b>Working Sets</b>' tab of every other user of the model.</p> <p>This setting is not reversible; to make the global list into a personal list, make a copy of it.</p>
Add an open view or	<p>If, in your work, you open a diagram or view that you decide to add to a working</p>

diagram to a working set	<p>set:</p> <ul style="list-style-type: none"> <li>Click on the '<b>Working Sets</b>' tab, right-click on the required set name and select the 'Add Active View' option</li> </ul> <p>The open view is added to the working set.</p>
Duplicate a working set	<p>If you want to use a variation of a working set without losing the original, you can create a copy and amend that copy as required.</p> <p>Right-click on the source working set and select the 'Copy as New' option.</p> <p>The 'Create Working Set' dialog displays.</p> <p>In the 'Name' field, type a name for the working set.</p> <p>Each of the listed diagrams and views is already selected; make any changes you require, and click on the <b>OK button</b> to save the list as a new working set.</p>
Edit a working set	<p>To change the diagrams and views in a working set, or change the set name, click on the set name and either:</p> <ul style="list-style-type: none"> <li>Click on the second icon in the toolbar or</li> <li>Right-click and select the 'Edit' option</li> </ul> <p>The 'Create Working Set' dialog displays.</p> <p>Make any changes you require, and click on the <b>OK button</b> to save the changes.</p>
Delete a working set, or a view in working set	<p>Expand the working set and select a specific item (to remove that item) or the set name (to move the whole set)</p> <p>Either:</p> <ul style="list-style-type: none"> <li>Click on the fifth icon in the toolbar or</li> <li>Right-click on the set and select the 'Delete Working Set Item' option</li> </ul> <p>A prompt displays to confirm the deletion; click on the <b>Yes button</b>.</p> <p>The item or set is removed.</p> <p>If you delete a working set that you have opened, the diagrams and views from that set remain open until you specifically close each one or close Enterprise Architect.</p> <p>Note:</p> <ul style="list-style-type: none"> <li>When you create a Working Set on a diagram, using the icon from the 'Common' page of the <b>Diagram Toolbox</b>, the Working Set persists in the <b>Personal Tasks</b> view if you delete the element from the diagram, but not if you delete the element from the <b>Project Browser</b>/model</li> </ul>
Save floating window layout in working set	<p>If any of the selected diagrams or views in your working set are floating windows, the 'Create Working Set' or 'Edit Working Set' dialog includes the item 'Save Workspace Layout'.</p> <p>Select this checkbox; the working set captures the complete current workspace layout, including the locations of the floating or docked views.</p> <p>Next time you load the working set, the captured workspace layout is reapplied.</p>
Track working set/views last opened	<p>You might use several working sets in a work session, and close some views and open others.</p> <p>To capture the diagrams and views you actually have open when you close down Enterprise Architect, right-click on the body of the tab and select the 'Store Main Tab View History' option. A new, empty working set folder displays at the top of the list - 'Windows open when Model was last closed'.</p> <p>When you reopen the model in a new work session, this new folder is automatically populated with a list of the diagrams and views that were open when you last closed</p>

	<p>the model; this is a read-only set that cannot be edited.</p> <p>You can expand the set and double-click on specific windows to re-open them, or right-click on the set and use the 'Open Working Set' option to reopen all the diagrams and views you had open before.</p> <p>However, it is recommended that you use the 'Apply when model opens' context menu option on the set; thereafter, whenever you open the model, all the diagrams and views you had open when you closed the model are automatically re-opened.</p>
Locate a diagram from the working set in the Project Browser	<p>Either:</p> <ul style="list-style-type: none"> <li>• Right-click on the diagram name and select the 'Find in Project Browser' option, or</li> <li>• Click on the diagram name and click on the 'Locate in <b>Project Browser</b>' toolbar icon ()</li> </ul> <p>The section of the Project Browser containing the diagram is expanded, and the diagram name is highlighted.</p>
Locate a Working Set Artifact element in the model	<p>Either:</p> <ul style="list-style-type: none"> <li>• Right-click on the element name and select the 'Find in Project Browser' option, or</li> <li>• Click on the element name and click on the 'Locate in <b>Project Browser</b>' toolbar icon ()</li> </ul> <p>The section of the Project Browser containing the element is expanded, and the element name is highlighted.</p>

## Local Options



Enterprise Architect has a wide range of default settings for controlling how the system displays and works with models and model elements. You can customize these settings to define your preferred behavior of the system. Most of the settings are stored in your registry so they are set for your use only on any model you open. For a networked workplace, registry settings can be copied down to any network workstation you log in to. Otherwise, the settings control operations under your login on the current machine only.

The settings are grouped according to their actions on specific functional areas, on a number of pages of the 'Options' dialog.

### Access

Ribbon	Start > Workspace > Preferences > Preferences
Menu	Tools   Options
Keyboard Shortcuts	<b>Ctrl + F9</b>

### Option Groups

Group/Page	Action
General Options	Control the behavior of the system as a whole. You can also define model-specific options (such as the default directory name for the shared files you define for an element) using the 'Manage Project Options' dialog.
Diagram (New Diagram Defaults)	Set the general properties of all diagrams you create.
Diagram - Themes	Create and apply display themes for all diagrams that you open.
Diagram - Standard Colors	Set the display colors and background colors of objects and properties in diagrams across the system.
Diagram - Appearance	Control how elements are displayed on a diagram.
Diagram - Behavior	Control how a diagram responds to actions taken on it.
Diagram - Sequence	Control the appearance and behavior of Sequence diagrams specifically.

(diagram display)	
Objects (display)	Configure the properties and behaviors of elements created on your diagrams.
Links (Connector display)	Define the creation, behavior and notation of connectors on your diagrams.
Communication Colors (of Communication Messages)	Set the colors of Messages you create in Communication diagrams.
XML Specifications	Configure the settings for working with XML.
Source Code Engineering	<p>Set general user-specific options that apply to all languages when you are generating code from models</p> <p>You can also define model-specific options (such as the default language in which to generate code) using the 'Manage Project Options' dialog.</p>
Code Editors	Configure options for the system internal editor, and for the default editor for DDL scripts.
Object Lifetimes	Enable the creation of constructors and destructors for Object Lifetimes.
Attribute/Operations	Set the system actions on attributes and operations.
Code language specifications	<p>Define how the system handles a particular language when generating code, setting user-specific variables such as the default source directory.</p> <p>You can also define model-specific options (such as the default file extensions to apply when generating code in the selected language) using the 'Manage Project Options' dialog.</p>



## General Options



You can control how the system behaves when you open a project, including setting the home directories and web pages the project refers to and how the **Project Browser** responds when items are selected in it.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > General
Menu	Tools   Options   General
Keyboard Shortcuts	<b>Ctrl + F9</b>   General

### Control system behavior

Field/Button	Action
Author	Defaults to your Windows user name. This value is applied to the 'Author' field when you create new elements and diagrams. Optionally, type in a new Author name, or click on the drop-down arrow and select a name from the list (which contains names defined on the 'Project Author(s)' page of the 'People' dialog). When user security is enabled, this field will be populated with your <i>Firstname Lastname</i> as defined in the 'Manage Users' dialog, and it can only be modified there, not on the 'General' page of the 'Options' dialog.
Clipboard	Click on the drop-down arrow and select the graphic format in which to save images to the Microsoft Windows clipboard; Metafile has the best detail.
Double click on browser	Defaults to 'Shows Properties (dialog)' as the action the <b>Project Browser</b> takes when you double-click on an item. Optionally, select the radio button for a different response that you want the Project Browser to make.
Use Jet 4.0 - requires restart	Select the checkbox to set JET 4.0 as the database engine; this ensures compatibility with .eap files that are in turn compatible with versions of MS Access later than Access 97, and that support unicode character sets. If your project is not in a Jet 4.0 database, you should also download a copy of the Jet 4.0 EABase Model from the Sparx Systems website, and do a .eap to .eap transfer of your model into the Jet 4.0 file. If the checkbox is not selected, the database engine is Jet 3.5.
Use extended « and » characters	The checkbox defaults to selected to apply the guillemet characters to stereotype names; recommended for double byte character sets. Deselect the checkbox to hide the guillemet characters.
Allow custom RTF tags in	Select the checkbox to use customized rich text format code in report templates

reports	<p>when you generate reports with the 'Legacy RTF Report Generator'.</p> <p>In releases of Enterprise Architect from 7.0 onwards, with the notes-formatting facility, this option is not really necessary.</p>
Default Project	<p>Either type in the file path and file name of the project to open when you start up Enterprise Architect, or click on the  button and browse for the project.</p>
Project Directory	<p>Type in the default directory location for the Enterprise Architect project files you create.</p>
Web Home	<p>Type in the URL of the default home page to open when you click on the <b>Home button</b> in the internal web browser.</p>
Web Search	<p>Type in the URL of the default web page to open when you click on the <b>Web Search button</b> in the internal web browser.</p>
Web Mail	<p>Type in the email server address (http://xxxxx/exchange/) for accessing email within Enterprise Architect, through the web browser.</p>
Confirm Deletes	<p>The checkbox defaults to selected to display a confirmation prompt whenever you delete a model component.</p> <p>Only clear this checkbox to bypass the prompt if you are an experienced user and have taken other measures to identify and recover from accidental deletes.</p>
Allow Free Sorting	<p>Select the checkbox to allow you to manually reorganize elements within a Package regardless of element type, in the <b>Project Browser</b>.</p>
Show Stereotypes	<p>The checkbox defaults to selected to display element and feature stereotype names as part of the object names in the <b>Project Browser</b>.</p> <p>Deselect the checkbox to hide the stereotype names.</p>
Always open maximized	<p>The checkbox defaults to selected to set Enterprise Architect to open in a full-screen (maximized) window on start-up.</p> <p>Deselect the checkbox to set Enterprise Architect to open in a smaller window.</p>
Hide Properties Info Section	<p>The checkbox defaults to selected to hide the properties information bar at the bottom of the element <b>Properties window</b>.</p> <p>Deselect the checkbox to expose the information bar.</p>
Animate Autohide Windows	<p>If you are using windows that have been automatically hidden, they simply appear in the workspace when you move the cursor over the window tab.</p> <p>Select this checkbox to slide the windows out into the workspace when you place the cursor on the window tab.</p>
Show Toolbar Customize Button	<p>Hide or show the down-arrow on the end of each toolbar that enables you to customize the toolbar buttons.</p> 
Hide Diagram Caption Bar	<p>Hide or redisplay the diagram caption bar at the top or bottom of a diagram.</p>

Project Loading Strategy	<p>Click on the drop-down arrow and select the model loading behavior for project files; choose either:</p> <ul style="list-style-type: none"><li>• 'Load on Demand' (Lazy Load) or</li><li>• 'Preload Entire Model'</li></ul> <p>'Load on Demand' does not load the full project view when you load a model; instead, only the parts that are necessary to display the visible portion of the tree are loaded.</p> <p>This means that the model loads faster and you can begin work sooner, but at the expense of later small delays as the system loads specific portions of the model.</p> <p>For server connections, the 'Load on Demand' option is automatically set when the connection is created.</p>
--------------------------	---

## Diagram Options

In order to maintain consistency in the format, layout and visibility of objects in your diagrams, you can define a number of default settings to apply to all diagrams that you display, whether you are creating them or reviewing them. You can change or reverse many of these default settings for your view of individual diagrams (whether you created them or another user created them), on the diagram 'Properties' dialog.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Diagram
Menu	Tools   Options   Diagram
Keyboard Shortcuts	<b>Ctrl + F9</b>   Diagram

### Control diagram set up

Field/Button	Action
Default Page Size	Show (underneath the field name) the default page size for diagrams. You set the default page size using the <b>Page Setup button</b> .
Page Setup	Click on this button to define the page dimensions for diagrams that you create. The 'Page Setup' dialog displays, on which you set the page size, orientation, printer paper tray, and page margins.
Print with Border	Select the checkbox to set the default to printing a border on all diagrams you have created.
Landscape	This checkbox is controlled from the 'Page Setup' dialog. When selected, any diagrams that you create default to being printed in landscape orientation.
Show Public Features Show Protected Features Show Private Features	Select any or all of the checkboxes to automatically show Class features with the scope of public, protected and/or private on the diagrams you create.
Show Diagram Notes	Select the checkbox to display, by default, the diagram details (name, parent Package, version and author) in the top left corner of any new diagram that you create. Selecting this checkbox sets the 'Show Diagram Details' checkbox to selected on the 'Diagram Properties' dialog for the new diagram.
Use Opaque Diagram Labels	Select any or all of the checkboxes to specify which renditions of your diagrams should have opaque diagram labels; 'Screen' and 'Printing' are most often applicable. An opaque label is a connector or element label that, when the label overlaps the

	connector line or border, hides the line rather than allowing it to show through the label text.
Disable fully scoped object names	<p>Select this checkbox to disable the use of fully scoped object names for elements in all diagrams; deselect the checkbox when the elements are within their parent Package.</p> <p>A scoped object name has the format <code>MyClasses::foo</code>, where the <code>::</code> character indicates that the Class is within another namespace.</p>
Allow change of Created Date	Select this checkbox to allow you to change the diagram creation date on any diagram, through the 'Diagram Properties' dialog.
Zoom to best scale	Select this checkbox to resize all diagrams that you open to neatly fit the monitor screen.
Auto-pan with middle mouse button	<p>Select this checkbox to turn on auto-panning using the middle mouse button. In this case, when you hold down the middle mouse button a black compass icon displays, and as you move the cursor away from this icon the diagram scrolls in that direction.</p> <p>If you deselect the checkbox, when you hold down the middle mouse button a white compass icon displays, and as you move this icon the whole diagram moves with it across or up and down the screen.</p>
Enable Connector line jumps	<p>Defaults to selected, so that solid-line connectors show 'hoop' icons or 'jumps' when they cross, on all diagrams that you open.</p> <p>Deselect to disable line jumps so that connectors simply cross with no 'hoop' icon at the intersection.</p>
Scale Saved Bitmaps to	When you save a diagram as a bitmap, you can leave it scaled to 100% or click on the drop-down arrow and select to save the bitmap at a higher resolution of 200% or 400%, suitable for using in published works.
Image Memory Limit	<p>When you generate images for document or web reports or save images to file, the memory limit for storing this image defaults to 48 MB. If the image is beyond this limit, the system starts to scale down the image.</p> <p>You can click on the drop-down arrow and select a lower or higher memory limit for the image files of your diagrams. A low memory setting means the system scales the image sooner.</p>
Diagram Frames	<p>Click on any or all of the checkboxes to specify which saved images of your diagrams will automatically include a diagram frame around them - those saved to disk, those printed out, and/or those saved to the default system clipboard.</p> <p>A diagram frame is a labeled outline around the diagram image, providing both a border and a reference. A SysML Internal Block element can have its own diagram frame; if that frame is selected to be shown, these Diagram Frames options are ignored for the diagram.</p> <p>These diagram frames are not the same as the Diagram Frame element in which you can enclose a diagram image or reference when you drag the diagram from the <b>Project Browser</b> onto another diagram.</p>
Show Tooltips	<p>Select the checkbox to display a tooltip when the cursor is 'rolled over' an element on a diagram you have opened.</p> <p>If you have selected the 'Show Tooltips' checkbox, select the checkbox against each item of information to be displayed as part of a tooltip.</p>

	If you select the 'Notes' checkbox, consider whether the 'Max Characters' value is appropriate to represent the text of your element 'Notes' fields. This field defines the maximum number of characters of notes text included in the tooltip; if you want to show less text or more, reset the character limit accordingly.
Close	Click on this button to save the changes you have made, and to close the 'Options' dialog.

## Diagram Theme Options

It is possible to apply a theme to all diagrams in the project that you display on your workstation; that is, how the diagrams and their contents appear when you display them in the **Diagram View**. By applying a theme you can change the color, font, gradient, line thickness and background image (tile). Each design helps bring your diagrams to life with brighter colors, better contrast and stylish new designs. As you select a theme, the appearance settings are immediately applied to any diagram that you have open. Enterprise Architect includes a number of basic built-in themes, which are useful to a wide range of users and are good examples of how a theme can enhance the diagrams that you have open.

You can also create your own themes, capturing the set of colors, text font, line thickness and/or gradient properties that you have currently defined in the 'Options' dialog, on the:

- 'Gradients and Background' page
- 'Standard Colors' page
- 'Appearance' page, and
- 'Links' page

You select or deselect a checkbox for each set of properties you want to include or exclude, from the 'Options' dialog pages.

### Access

On the 'Preferences' dialog, select the 'Diagram | Themes' page.

Ribbon	Start > Workspace > Preferences > Preferences
Menu	Tools   Preferences
Keyboard Shortcuts	<b>Ctrl+F9</b>

### Configure themes for diagrams and elements

Field/Option/Button	Action
Name	Click on the drop-down arrow and select the theme you want to either: <ul style="list-style-type: none"> <li>• Apply as the default appearance of your diagrams</li> <li>• Edit (user-defined theme)</li> <li>• Use as the base for a new user-defined theme, or</li> <li>• Delete (user-defined theme)</li> </ul>
Font	Select the check box to include the 'User Font Face' and 'Font Size' settings from the 'Appearance' page of the 'Options' dialog (click on the 'Configure Default Element Fonts' button on the 'Appearance' page to set these fields). Deselect the check box to retain the previous font applied to the diagram.
Color	Select the check box to include the element, connector and diagram colors defined on the 'Gradients and Background' page and the 'Standard Colors' page. Deselect the checkbox to retain the previous set of colors applied to the diagram.

Line Thickness	<p>Select the check box to include the 'Default Element Border Width' from the 'Appearance' page, and the 'Pen Width' (for connector line thickness) from the 'Link' page of the 'Options' dialog.</p> <p>Deselect the checkbox to retain the previous set of line widths applied to the diagram.</p>
Gradient	<p>Select the checkbox to apply the setting of the 'Show Gradient Fill for Paper Color' checkbox (which applies a color gradient to the background color of the diagrams you display) and the 'Gradient Fill Direction for an Element' field on the 'Gradients and Background' page of the 'Options' dialog.</p> <p>Deselect the checkbox to retain the previous color gradient settings applied to the diagram.</p>
Background Image	<p>Select the checkbox to incorporate the currently-set diagram background image in the theme.</p>
Element Shadows	<p>Select the checkbox to incorporate the currently-set element shadow setting (on or off) and color in the theme.</p>
Save	<p>Click on this button to either:</p> <ul style="list-style-type: none"> <li>• Create a new user-defined theme, or</li> <li>• Save changes to an existing theme</li> </ul> <p>The 'Diagram Theme' dialog displays for the theme name. Either:</p> <ul style="list-style-type: none"> <li>• Type in a name for the theme and click on the <b>OK button</b> to create the new theme, or</li> <li>• Simply click on the OK button and then click on the <b>Yes button</b> to save the updates to the theme under the same theme name</li> </ul>
Delete	<p>(Only available if a user-defined theme is selected.)</p> <p>Click on this button to delete the selected theme.</p> <p>A prompt displays for you to confirm the deletion. Click on the <b>Yes button</b> to delete the theme, or on the <b>No button</b> to cancel the deletion.</p>
Close	<p>Click on this button to close the 'Options' dialog.</p> <p>If you have edited an existing theme, this applies all changes to the theme to the diagrams you have open.</p>

## Notes

- You cannot edit or delete a built-in theme; you can use a built-in theme as the base for a user-defined theme
- A theme draws its properties from other pages of the 'Options' dialog, therefore if you select the 'Gradient' checkbox the theme will apply the status of the 'Show Gradient Fill for Paper Color' checkbox on the 'Gradients and Background' page, when that status might be disabled because you have applied a background tile image
- You can apply a different theme to an individual diagram, on the 'Theme' tab of the diagram 'Properties' dialog



## Diagram Gradients and Backgrounds

When reviewing the diagrams in your model, you have a range of options for managing the display and appearance of the diagrams and their contents. These options include setting the color and shading of the diagram and elements, and the style of the page border of the diagram. You can also, instead of using the color wash, select a tiled background image for the diagrams you display, from a set of system-supplied images or from images that you have created or downloaded to a local system folder yourself.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Diagram > Gradients and Background
Menu	Tools   Options   Diagram   Gradients and Background
Keyboard Shortcuts	<b>Ctrl + F9</b>   Diagram   Gradients and Background

### Diagram Background Options

Field/Button	Action
Tile	<p>Either:</p> <ul style="list-style-type: none"> <li>Type in the file path for a .jpg, .bmp or .png graphics file to use as a background for all your diagrams, or</li> <li>Click on the <b>Select Tile button</b> to the right of the field and select a file (by default from the Enterprise Architect supplied tiles folder, but you can browse to any other file location for the required file)</li> </ul> <p>The selected background is immediately applied to any diagrams you have open, and the field displays the location of the background graphic file, such as:</p> <p style="padding-left: 40px;">C:\Program Files\Sparx Systems\EA\BackgroundTiles\Aqua_03.jpg</p> <p>If you no longer want to apply a background tile to your diagrams, click on the <b>Clear File button</b> to clear the field.</p>
Paper	<p>Click on the drop-down arrow to change the background color of the diagrams you display.</p> <p>This field is disabled if you have selected a background tile (above). The field is re-enabled when the file path is deleted from the 'Tile' field.</p>
Page Border Style	<p>Click on the drop-down arrow and select the option for the type of page border you want to use when displaying diagrams on your monitor. You can choose from:</p> <ul style="list-style-type: none"> <li>Solid (the default) - pages are framed by a solid dark gray line on the screen</li> <li>Dash - pages are framed by a broken dark gray line</li> <li>Dash (with white line) - pages are framed by a broken dark gray line on a solid pale background</li> <li>Dot - pages are framed by a dotted dark gray line</li> <li>Dot (with white line) - pages are framed by a dotted dark gray line on a solid</li> </ul>

	<p>pale background line</p> <ul style="list-style-type: none"> <li>Chiselled - pages are framed by a thin black line bordered by a thicker dark gray line to the right or below</li> </ul> <p>If you cannot see the page border on a diagram, right-click on the diagram and select the 'Properties' option, then check that the 'Hide Page Border (All Diagrams)' or 'Hide Page Border (Current Diagram)' options are not selected.</p>
Gradient	<p>Click on the drop-down arrow and select the direction of the color gradient to apply to the background color of the diagrams you display - Up or Down. You set the background color itself in the 'Paper' field.</p> <p>Select &lt;none&gt; to apply the background color uniformly to the diagram background.</p> <p>This field is disabled if you have selected a background tile. The field is re-enabled when the file path is deleted from the 'Tile' field.</p>

## Element Fill Options

Field/Button	Action
Gradient Fill Direction For an Element	<p>Click on the drop-down arrow and select the direction of the color gradient applied to the element fill color.</p> <p>Select &lt;none&gt; to apply the element fill color uniformly to the element, with no color gradient.</p>
Gradient Style for Element	<p>Click on the drop-down arrow and select the style to apply to the element fill color gradient. The options apply:</p> <ul style="list-style-type: none"> <li>On the left or upper edge of each element, a band of the gradient color that fades in the fill direction defined above, and that has an angled line or curve on the inner boundary</li> <li>On the right or lower side of each element, a band of the gradient color that fades at 90 degrees to the gradient direction defined above</li> </ul> <p>Select '&lt;none&gt;' to have a single band of color fading across the element in the fill direction.</p>
Fill	<p>Click on the drop-down arrow and select the fill color of all elements (except Screen elements and Notes) on the diagrams you display.</p> <p>You can also change the element fill color on the 'Standard Colors' page, where you can define the fill color of Screen and Notes elements as well.</p> <p>You can quickly make fill color changes using the 'Hue', 'Saturation' and 'Luminosity' fields, in combination. The 'Fill' field reflects the color changes as you make them, but having a diagram open with large elements also shows the changes immediately and very clearly.</p>
Revert	<p>Click on this button to reset the fill color to the previously saved color. If you have been testing new colors but have not closed and re-opened the 'Options' dialog, you can return to the color you originally changed from.</p>
Hue	<p>Click on the slider icon and drag it along the line to set the basic primary color or combination of two primary colors. The numerical value of the color (the H value in the HSL code) displays in the field to the right of the slider.</p>

Saturation	Click on the slider icon and drag it along the line to set the color saturation (the degree of grayness in the color). The numerical value of the saturation (the 'S' value in the 'HSL' code) displays in the field to the right of the slider.
Luminosity	Click on the slider icon and drag it along the line to set the color luminosity (the degree of light in the color, from none (black) to full (white)). The numerical value of the luminosity (the L value in the HSL code) displays in the field to the right of the slider.

## Gradient Options

These options are ineffective if the 'Gradient Fill Direction for an Element' field is set to '<none>'.

Field/Button	Action
Tint Amount	<p>Click on the slider icon and drag it along the line to set the degree of tint in the color gradient. Moving from the left end the slider sets completely black at the top of the gradient, through no tint to completely white at the top of the gradient.</p> <p>The percentage tint displays in the field to the right of the slider, showing -50% for the left end of the slider, 0% (the default) in the center and 50% at the right end.</p> <p>To reset the Tint Amount to the system default (which is a slight, dusky gradient), click on the <b>Default button</b>.</p>
Fill Amount	<p>Click on the slider icon and drag it along the line to set the degree of fill of the gradient. From the left end the slider sets, effectively, no gradient (0%) through to starting the gradient immediately at one edge of the element and building right across the element (100%).</p> <p>The percentage gradient fill displays in the field to the right of the slider.</p> <p>To reset the Fill Amount to the system default (80%), click on the <b>Default button</b>.</p>

## Standard Colors

On a model diagram, the objects and texts are rendered in the system default colors. You can change any of these default colors to either one of a range of standard colors, or a color that you define yourself. Another user viewing the same model diagrams will still see the diagrams in either the standard default colors or colors that user has selected for their own use.

If you define and select a 'non-standard' color for an object type, that color is shown in the color pallet whilst it is the selected color for that object type. If you then select a different color, the non-standard color is no longer available in the pallet. You can, however, define up to 16 custom colors that are permanently available to use in changing the appearance of individual elements, through the Default Appearance dialog and diagram Format Toolbar.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Diagram > Standard Colors
Menu	Tools   Options   Diagram   Standard Colors
Keyboard Shortcuts	<b>Ctrl + F9</b>   Diagram   Standard Colors

### Customize Diagram Element Colors

The color combo boxes on the 'Standard Colors' page help you to customize the various colors that will be used to draw elements (and their features) on all diagrams.

Step	Action
1	On the selected color combo box, click on the drop-down arrow. A color pallet displays, showing a small range of standard colors and, if the object is currently set to a non-standard color, an additional square to the right of the <b>Other button</b> to show that color.
2	If the color you want to use is shown on the pallet, click on it to select it and to return to the Standard Colors page.
3	If the color you want to use is not shown, click on the <b>Other button</b> . The 'Color' dialog displays showing the 'Standard' tab, offering a larger range of standard colors.
4	If the color you want to use is shown on the pallet, click on it to show that color in the 'New' panel and (optionally) compare it with the currently-set color in the 'Current' panel. Click on the <b>OK button</b> to set the selected color and to return to the 'Standard Colors' page.
5	If a suitable color is not available in the extended pallet, click on the 'Custom' tab. This contains: <ul style="list-style-type: none"> <li>A spectrum panel, with a 'sampler' icon; move the icon around the panel to change the color shown in the 'New' panel</li> <li>A 'Luminosity' bar; move the arrow on the right up and down to change the intensity of the color shown in the 'New' panel</li> <li>'Hue', 'Sat(uration)' and 'Lum(inosity)' (HSL) fields, and 'Red', 'Green' and 'Blue' (RGB) fields; type and increment or decrement the decimal values to either:</li> </ul>

	<ul style="list-style-type: none"> <li>- make slight modifications to a color or</li> <li>- exactly define a color for which you know the HSL and/or RGB values</li> </ul> <p>As you define the color it changes in the 'New' panel; (optionally) compare it with the currently-set color in the 'Current' panel and adjust it as necessary.</p> <p>When you have defined your color, click on the <b>OK button</b> to select it and to return to the 'Standard Colors' page.</p>
6	<p>As an alternative to selecting a standard color or defining a new one, you can capture a color that is used elsewhere on your current monitor screen.</p> <p>Click on the <b>Select button</b> to redisplay the cursor as an 'eye-dropper' icon; move this around the screen to the color you want to sample.</p> <p>Position the cursor so that the color is under the tip of the 'eye-dropper' and shown in the New panel.</p> <p>Click the left mouse button to capture the color, then click on the <b>OK button</b> to select it and to return to the Standard Colors page.</p>
7	Click on the <b>Close button</b> to save your changes and close the 'Options' dialog.

## Elements

Element / Component	Description
Fill	<p>Define the fill color of all elements (except Screen elements and Notes) on the diagrams you display.</p> <p>This color can also be changed on the 'Gradients and Backgrounds' page, and overridden by any other fill color definition in your model, such as the Format Toolbar fill setting, element default appearance, Template Element Package or stereotype definition.</p>
Line	Define the line color of all element borders on the diagrams you display.
Text	Define the font color of element text and labels on the diagrams you display (including Text elements).
Shadows	Define the color of element outline shadows on the diagrams you display (including Notes).
Attributes	Define the font color of attribute text in the attribute compartment of all elements on the diagrams you display.
Methods	Define the font color of method (operation) text in the operation compartment of all elements on the diagrams you display.
Behaviors	Define the color for behaviors in Activity diagrams you display.
Notes	Define the color of text in the element notes compartment of all elements on the diagrams you display.
Screen	Define the fill color of Screen elements on User Interface diagrams you display.

## Notes & Constraints Elements

Element / Component	Description
Fill	Define the fill color of Note and Constraint elements on the diagrams you display.
Text	Define the font color of Note and Constraint text on the diagrams you display.
Note Line	Define the line color of the borders on Note elements on the diagrams you display.
Constraint Line	Define the line color of the borders on Constraint elements on the diagrams you display.

## Others

Element / Component	Description
Connector Lines	Define the line color of all connectors on the diagrams you display.

## Notes

- To override the default appearance of a specific element on all diagrams on which it is found, right-click on the element and select the 'Appearance | Default Appearance' option; the 'Default Appearance' dialog displays
- To change the appearance of a specific element on the current diagram only, use the Format Toolbar, which automatically displays at the top of every diagram

## Create Custom Colors

If the standard colors available through the color palettes do not meet your requirements, you can define up to 16 custom colors that you apply to individual elements and connectors through the diagram Format Toolbar, 'Connector Appearance' dialog and element 'Default Appearance' dialog.

By applying such custom colors within a template diagram, you can render all elements of the same type with the same custom color, for all users of the project.

If another user has a set of custom colors that you want to use, or a project manager has defined colors specifically for the project, they can export these colors to the project file and you can then import them directly as your custom color pallet. If you have your own colors in the pallet, they are overwritten by the imported set.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Diagram > Standard Colors : Define Colors
Menu	Tools   Options   Diagram   Standard Colors : Define Colors
Keyboard Shortcuts	<b>Ctrl + F9</b>   Diagram   Standard Colors : Define Colors

### Define your custom colors

Step	Action
1	On the 'Color' dialog, click on the <b>Define Custom Colors »</b> button. The 'Color' dialog is extended to provide color selection fields on the right of the dialog.
2	Click on an empty block in the 'Custom colors' pallet (or, if you are replacing a color, click on that color block in the pallet) and on the: <ul style="list-style-type: none"> <li>'Spectrum' panel, move the 'sampler' icon around the panel to change the color shown in the 'Color Solid' box</li> <li>'Luminosity' bar, move the arrow on the right up and down to change the intensity of the color shown in the 'Color Solid' box</li> <li>'Hue', 'Sat(uration)' and 'Lum(inosity)' (HSL) fields, and 'Red', 'Green' and 'Blue' (RGB) fields; type decimal values to either: <ul style="list-style-type: none"> <li>- make slight modifications to a color or</li> <li>- exactly define a color for which you know the HSL and/or RGB values</li> </ul> </li> </ul> As you define the color it changes in the 'Color Solid' box.
3	When you have finished creating the color, click on the Add to Custom Colors button to add the color to the selected Custom colors block.
4	Repeat steps 2 and 3 for any other custom colors you want to define.
5	Click on the <b>OK button</b> to close the 'Color' dialog.

6	<p>To make the custom colors available for your use, select the 'Show Project Custom Colors in Color Combo Boxes' checkbox.</p> <p>The 16 squares dedicated to custom colors are displayed at the end of the color selection pallets on the diagram Format Toolbar, 'Connector Appearance' dialog and element 'Default Appearance' dialog.</p>
7	<p>Click on the <b>Close button</b> to close the 'Options' dialog.</p>

## Notes

- For changes to the custom colors to be reflected in the Format Toolbar pallets, you might need to close and re-open the model and reset the Toolbar ('Tools | Customize > Toolbars', select the 'Format Tool' checkbox and click on the **Reset button**)
- If you want to export your colors to the project file to make them available for others to import, use the 'Project | Settings | Colors | Set Project Colors' menu option
- If you want to import someone else's colors from the project file as your custom colors, use the 'Project | Settings | Colors | Get Project Colors' menu option



## Get/Set Custom Project Colors

If more than one person is working on a project, you might want to share a set of custom colors with other team members, or possibly provide special colors for use across the whole project. You would then:

- Capture the custom or project colors you have defined, in the project file, or
- Retrieve a set of colors someone else has defined, from the project file

### Access

Ribbon	Configure > Reference Data > Settings > Colors > Get Project Custom Colors Configure > Reference Data > Settings > Colors > Get Project Custom Colors
Menu	Project   Settings   Colors   Set Project Custom Colors Project   Settings   Colors   Get Project Custom Colors

### Set custom project colors in the project file

Step	Action
1	Define the custom colors on the 'Standard Colors' page of the 'Options' dialog.
2	Select the 'Set Project Custom Colors' option. This message displays: <i>Project Custom Colors export successful. 16 custom colors saved to the project file.</i>
3	Click on the <b>OK button</b> . Notify the appropriate users that the colors are available for importing.

### Get project custom colors from the project file

Step	Action
1	Select the 'Get Project Custom Colors' option. This message displays: <i>Project Custom Colors import successful. 16 custom colors imported from the project file.</i>
2	The custom colors are now available at the end of the color palettes of the 'Default Appearance' dialog, of the 'Connector Appearance' dialog and of the 'Font Color', 'Fill Color' and 'Line Color' drop-downs in the diagram Format Toolbar. If the colors do not show, select 'Tools   Options   Standard Colors' and select the 'Show Project Custom Colors in Color Combo Boxes' checkbox.



## Diagram Appearance Options

It is possible to configure the appearance of diagrams and elements in your models; that is, how diagrams and their contents appear when displayed in the **Diagram View**. There is a wide range of options you can set to create this display configuration. As you select an option, it has immediate effect on any diagram that you have open, so you can see what the change in appearance is.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Diagram > Appearance
Menu	Tools   Options   Diagram   Appearance
Keyboard Shortcuts	<b>Ctrl + F9</b>   Diagram   Appearance

### Configure the appearance of diagrams and elements

Field/Button	Action
Configure Default Element Fonts	Click on this button to set the default text fonts to use on diagrams that you have opened yourself.
Renderer	<p>Render smooth curves and diagonal lines in diagrams, so that staggered vertical or horizontal pixels are less obvious. Click on the drop-down arrow and select the type of renderer you prefer to use:</p> <ul style="list-style-type: none"> <li>• Basic is GDI32; it does not provide anti-aliasing and gradient fills</li> <li>• Enhanced-1 is parallel to Windows GDI+ but internal to Enterprise Architect; it provides anti-aliasing and gradient fills, and operates well across different platforms</li> <li>• Enhanced-2 is Windows GDI+; this can vary across different platforms, performing better than Enhanced-1 in some environments, and less well in others</li> </ul> <p>Experiment with these options and see which works best for your system and requirements.</p>
GDI Plus Metafiles	<p>This checkbox defaults to selected, to include the use of GDI+ metafiles in your diagrams.</p> <p>Deselect the checkbox if you do not want to use GDI+ metafiles.</p>
Default Element Border Width	Click on the drop-down arrow and select the default element border width (1, 2 or 3 pixels).
Scale view by	<p>Click on the drop-down arrow and select the percentage (from 0 to 50, in increments of 10) by which you can automatically increase the size of all objects on a diagram you are viewing, without affecting other users reading that diagram.</p> <p>You can perform the same function with the Zoom Slider on the Status bar; changes in the 'zoomed' display scale of a diagram update this field and affect any other</p>

	<p>diagrams that you open.</p> <p>This has no impact any other diagram Zoom facility in the system.</p>
Print in Color	<p>Select the checkbox to print your diagrams in color.</p> <p>Deselect the checkbox to print the diagrams in black and white.</p>
Anti-aliased text	<p>Select the checkbox to force text anti-aliasing in diagrams.</p> <p>If you deselect the checkbox, the system applies the MS Windows default setting. Therefore, if you do not want to use anti-aliasing, ensure that the Windows anti-aliasing default is also set to OFF.</p>
Compress text to fit within Element	<p>Select the checkbox to compress element text within the current element boundaries, when text at zoom levels other than 100% would not fit inside those boundaries.</p> <p>Deselect the checkbox to expand the element boundaries under those conditions.</p>
Italic Note Element Text	<p>Select the checkbox to display the text of Note elements in italics.</p>
Use Element Group Style	<p>Select the checkbox to apply a different fill color to each object type, with objects derived from a common element having the same color (for example, Object, Boundary, Control and Lifeline elements are the same color).</p> <p>Overrides all other settings for element fill colors.</p>
Bold Element Names	<p>Select the checkbox to display element names in bold text.</p>
Element Shadows On	<p>Select the checkbox to display a shadow around the bottom and right edges of each element in a diagram.</p>
Invert rotated text for metafiles	<p>Select the checkbox to use a different text format when external metafile readers are causing issues.</p>
Round edges for elements	<p>Select the checkbox to soften the corners of all elements that have a rectangular appearance, so that they have rounded corners.</p>
Hand Draw Mode Font	<p>Click on the drop-down arrow and select the font to be used in any diagram you display that has the 'Hand Drawn diagram' option selected.</p>
Default	<p>Click on this button to re-set the font you see used in hand-drawn diagram mode to the system default (Segoe Print).</p>
Italic	<p>For diagrams displayed in Hand Draw mode, select this checkbox to display text in italics.</p>
Use Watermark	<p>Select the checkbox to add a watermark to any diagrams that you print.</p>
Text	<p>Type in the text to use as watermark text. If the 'Use Watermark' checkbox is selected, this text is displayed on any diagrams that you print.</p>
Close	<p>Click on this button to save the changes you have made, and to close the 'Options' dialog.</p>

## Set User Default Fonts

A diagram in your model uses a standard font that is applied to any diagram displayed in any model. You can override this by setting a user-specific font that applies to any diagram that you display in any model.

You can also define Model Fonts that apply to any diagram that any user displays within the model; the Model font overrides the User font, to ensure that all members of the project team have a consistent and coherent view of the model. This avoids the problem of one user creating a diagram in a small font, and another user trying to view it in a larger font, which distorts the diagram.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Diagram > Appearance : Configure Default Element Fonts
Menu	Tools   Options ( <b>Ctrl+F9</b> )   Diagram   Appearance : Configure Default Element Fonts
Keyboard Shortcuts	<b>Ctrl + F9</b>   Diagram   Appearance : Configure Default Element Fonts

### Control default diagram fonts

Field/Button	Action
Font Face	Click on the drop-down arrow and select the font typeface to apply to your diagrams if no model font is specified.
Font Size	Click on the drop-down arrow and select the font size to apply to your diagrams if no model font size is specified.
Restore Defaults	Click on this button to restore the system defaults to the user 'Font Face' and 'Font Size' fields.
OK	Click on this button to close the dialog and save your changes.
Cancel	Click on this button to close the dialog and discard your changes.

### Notes

- In the Corporate, Business and Software Engineering, System Engineering and Ultimate editions of Enterprise Architect, if security is enabled you must have 'Manage Project Settings' permission to set, change or clear the 'Model Font' fields
- User fonts are overridden by specifically-defined element fonts, so that the element is viewed as designed regardless of the model or user defaults; to define the font for a specific element, right-click on the element in a diagram and select the 'Appearance | Set Font' option

- If you cannot read the diagrams because the default font makes the objects and text too small, you can scale up all objects (that is, all diagram displays) to a more readable size for you only; the objects are not scaled up for other users  
Everything on the diagram is enlarged to the same extent, so it remains in proportion and readable; to do this, return to the 'Diagram Appearance' page of the 'Options' dialog and enter a suitable percentage value in the 'Scale view by' field

## Diagram Behavior Options

As you create and edit diagrams in your model, the system can respond in different ways to the types of object you are adding to a diagram. You can configure a range of options to control what response the system makes to the object you are adding or the action you are performing.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Diagram > Behavior
Menu	Tools   Options   Diagram   Behavior
Keyboard Shortcuts	<b>Ctrl + F9</b>   Diagram   Behavior

### Control diagram behavior

Field/Button	Action
Auto Instance	<p>Select the checkbox to automatically create object instances when dragging certain element types - such as Class and Component - from the <b>Project Browser</b> onto the diagram, with the dragged element as the classifier.</p> <p>Deselect the checkbox to paste the element as a link.</p> <p>This option has no effect on Sequence diagrams.</p>
Instance has Classifier style	<p>Select the checkbox to automatically apply the classifier style of the element from which an instance is instantiated, when the instance is created either through the 'Paste Element' dialog or when 'Auto Instance' is selected.</p> <p>The classifier style is the default appearance of the classifier, such as fill color and text font.</p>
Show Life Lines	Select the checkbox to adjust the alignment of life lines for Sequence elements.
Layout uses all relations	<p>Select the checkbox to automatically take connectors of all types into account when you lay out the diagram; deselect the checkbox to ignore Association connectors in automatically laying out the elements.</p> <p>The elements with Association connectors are moved as if they do not have those relationships, although the connectors themselves are still depicted on the diagram.</p> <p>This option acts through the 'Diagram   Layout Diagram' command, and through the 'Digraph' option of the <b>Layout Tools</b> window ('Diagram   Diagram Layout').</p>
Auto Save Changes	<p>Select the checkbox to automatically save your changes as you work. No prompts are displayed asking you to save the changes.</p> <p>Deselect the checkbox to display prompts to save your changes when you attempt to close the diagram without having saved it.</p>
Show 'Hidden' Parents	Select the checkbox to list each element's parent elements that are not already part

	<p>of the diagram, in the top right corner of the element in the diagram.</p> <p>Deselect the checkbox to not list the parent elements.</p>
Auto Group Elements	<p>Select the checkbox to also move contained elements when you are moving their container elements. Deselect the checkbox to move the container elements independently.</p> <p>You can toggle to the opposite setting of this option when moving an element on a diagram, by pressing and holding <b>Alt</b>.</p>
Show Linked Items in Package	<p>Select the checkbox to include external elements in the Package contents list in a Package element on a diagram. For this to take effect, the 'Package Contents' checkbox must be selected on the 'Elements' tab of the 'Diagram Properties' dialog for the diagram.</p> <p>Deselect the checkbox to omit external elements from the list.</p>
Show Package Item Scope	<p>Select the checkbox to display the scope indicators (such as +, # and -) against the elements in the contents list within a Package element. For this to take effect, the 'Package Contents' checkbox must be selected on the 'Elements' tab of the 'Diagram Properties' dialog for the diagram.</p> <p>Deselect the checkbox to hide these indicators in the list.</p>
Shift-Mouse Autoscroll	<p>Select the checkbox to enable you to autoscroll around diagrams by pressing and holding <b>Shift</b> and pressing the middle mouse button while you move the mouse.</p>
Use Automatic SubActivities	<p>Select the checkbox to automatically create a new Structured Activity element when you drag one Activity diagram from the <b>Project Browser</b> onto another Activity diagram, and select the 'Hyperlink' option.</p>
Always Highlight Context Element	<p>Select the checkbox to show a hatched border around any element when you select it, along with the tracking handles (see <i>Tracking Handle Size</i>).</p> <p>Deselect the checkbox to show only the tracking handles when you select an element.</p>
Objects Snap to Grid	<p>Select the checkbox to make all elements on a diagram always align with the nearest grid point.</p> <p>Deselect the checkbox to position elements at a precise point regardless of the grid.</p>
Show Grid	<p>Select the checkbox to display the grid points as pale gray dots. If you specify a large grid size the grid points can be hard to see.</p> <p>Deselect the checkbox to hide the grid points.</p>
Grid Size	<p>If you have selected the 'Objects Snap to Grid' checkbox, type in the separation of the grid points, in pixels.</p> <p>If you deselect the 'Objects Snap to Grid' checkbox the value is grayed out, but it remains in the field and is applied again if you re-select the checkbox.</p>
Auto Tidy	<p>Select the check box to automatically tidy line angles for custom connectors; this 'nudges' the custom line into horizontal and vertical increments.</p>
Tidy line gap	<p>Type in the maximum distance, in pixels, that the 'Auto Tidy' option can adjust the end point of a non-orthogonal line to make it orthogonal, for custom connectors.</p>
Alias only	<p>Select the radio button to display, on elements with aliases, the alias instead of the</p>



	<p>element name.</p> <p>This option and the next two options take action on diagrams for which the 'Use Alias if Available' checkbox is selected on the 'Diagram Properties' dialog.</p>
Alias and Name	<p>Select the radio button to display, on elements that have aliases, both the element name and the Alias in the format '(Alias) name'.</p>
Use alias field for role	<p>Select the checkbox to use the Alias property of instances of elements to show the Role property.</p>
Enable Presentation Mode	<p>Select the checkbox to display your diagrams in Presentation Mode.</p> <p>In Presentation Mode, you can display a diagram in a presentation and, when you click on an element on the diagram, the element is highlighted with a solid colored border. This provides a more visually appealing highlight of the element you are discussing.</p> <p>In Presentation Mode, the 'tracking handles' are hidden.</p>
Highlight	<p>Click on the drop-down arrow and select the color in which to highlight elements in Presentation mode.</p> <p>You can select either:</p> <ul style="list-style-type: none"> <li>• One of the available colors</li> <li>• The <b>Other button</b>, or</li> <li>• (If you have previously changed the color) the <b>Default color button</b> (Aqua)</li> </ul> <p>The Other button displays the 'Colors' dialog, from which you can select a preset color from the 'Standard' tab or define a custom color on the 'Custom' tab.</p> <p>Click on the <b>OK button</b> to apply the new color as the highlight in diagram presentations.</p>
Tracking Handle Size	<p>Click on the drop-down arrow and select the size of the 'size change handles' or 'tracking handles' on an element, connector or label in a diagram. These display when you click on the object to select it.</p> <p>You can select:</p> <ul style="list-style-type: none"> <li>• Small (the default, 8 pixels)</li> <li>• Medium (12 pixels), or</li> <li>• Large (16 pixels)</li> </ul> <p>If 'Enable Presentation Mode' is selected, the 'tracking handles' are hidden. You can still expand or contract the element by dragging on the corners, ends or mid-points of the object.</p>
Color	<p>Click on the drop-down arrow and select the fill color of the 'tracking handles' from the list:</p> <ul style="list-style-type: none"> <li>• White</li> <li>• Light Gray</li> <li>• Dark Gray or</li> <li>• Black</li> </ul>
Reset BPMN Prompts	<p>Working on a BPMN 2.0 diagram can result in certain prompts being displayed, which you can hide by selecting the 'Do not show this message again' checkbox on each prompt.</p> <p>Click on this <b>Reset BPMN Prompts button</b> to clear that checkbox so that the prompts are again displayed.</p>

Close	Click on this button to save your changes and close the 'Options' dialog.
-------	---

## Notes

- If you have a diagram open when you reset any of these diagram behavior options, you might need to close the diagram and open it again to see the effect

## Sequence Diagram Options


When you are modeling using Sequence diagrams, there are a number of rendering features that are specific to that diagram type, such as the focus of the control indicator. You can define default settings for these features, in addition to the more-general diagram settings that you define on the other diagram pages of the 'Options' dialog.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Diagram > Sequence
Menu	Tools   Options   Diagram   Sequence
Keyboard Shortcuts	<b>Ctrl + F9</b>   Diagram   Sequence

### Control Sequence diagram behavior

Field/Button	Action
Default page layout is Landscape	Select the checkbox to set the default orientation of your Sequence diagrams to landscape.
Show Sequence Numbering	Select the checkbox to display sequence numbers against the Sequence Messages on the diagrams. (This option has immediate effect.)
Assume right to left messages are Return	Select the checkbox to automatically render new Messages passing from right to left as Return Messages.
Default concurrency is Asynchronous	Select the checkbox to set the default concurrency for Sequence Messages to Asynchronous. Deselect the checkbox to set the default concurrency to Synchronous.
Enable tooltips when re-ordering messages	Select the checkbox to display a tooltip when you attempt to move one Message above or below another. The tooltip is to remind you that to swap the Message positions, and thus re-order the Messages, you must hold down the <b>Alt key</b> . If you do not hold down the Alt key the selected Message will move close to the next Message but will not go past it. To avoid displaying the tooltip, deselect the checkbox. This is only advisable if you are familiar with the requirement to use the Alt key.
Width	Click on the drop-down arrow and select the line width (in points, between 0 and 20) of the 'focus of control' rectangle (the body at the start and end of a Message, on the Lifeline). (This option takes effect when a new element is added, an existing element is repositioned, or the diagram is closed and re-opened)
Assume message returns	Select the checkbox to set implicit Return Messages when none are explicitly

	<p>drawn (recommended).</p> <p>Deselect the checkbox to use Return Messages only when they are explicitly created.</p>
GarbageCollect	Select the checkbox to automatically truncate the Lifelines for elements that have a defined lifecycle, by drawing an X after the last Message (that is, assume garbage collect rather than explicit delete).
Name	<p>Click on the  button to display the MS Windows 'Font' dialog, and define how the caption bar text (above the Sequence diagram) is rendered. The caption bar shows each element name immediately above its element in the diagram.</p> <p>This feature is particularly useful for non-English character sets.</p> <p>Changes take effect immediately after the 'Options' dialog is closed.</p>
Size	<p>Click on the drop-down arrow and select the font size of the caption bar text.</p> <p>This overrides the font size set in the MS Windows 'Font' dialog, above.</p>
Use System	Select this check box to override (but not overwrite) the Name and Size settings with the system default heading font definition.
Close	Click on this button to save the changes you have made, and to close the 'Options' dialog.

# Object Display Options


In modeling with elements, you can configure the standard contents of the elements you create and view and, in diagrams, how they are rendered and how the system responds to actions you take on them.

## Access

Ribbon	Start > Workspace > Preferences > Preferences > Objects
Menu	Tools   Options   Objects
Keyboard Shortcuts	<b>Ctrl+F9</b> > Objects

## Control element appearance and behavior

Field/Button	Action
Version	Type in the default version number or code for new elements.
Phase	Type in the default phase number or code for new elements.
Highlight References	Select the checkbox to highlight parameters in operations that are passed by reference rather than value.
Reference Char(s)	Type in a character or character string to act as the reference.
Prefix/Suffix	Select the appropriate radio button to display the 'Reference Char(s)' value as either a prefix or a suffix on the operation parameter.
Warn about spaces in class names	Select the checkbox to display a warning message when a Class, operation or attribute name has embedded spaces (which can cause coding problems). Deselect the checkbox to hide such messages.
Classes honor analysis stereotypes	Select the checkbox to show Classes as their stereotype; for example, if a Class is stereotyped as a Boundary, it appears as a Boundary rather than a Class. Deselect the checkbox to show the element as its base type; that is, as a Class.
Show stereotype icon for requirements	Select the check box to show a code letter in the top right corner of Requirement (E, for external), Change (C) and Issue (I) elements. Deselect the checkbox to hide the indicator letter.
Support for Composite Objects	Select the checkbox to: <ul style="list-style-type: none"> <li>Display a hashed border within a valid parent element when you drag a potential child element onto it in a diagram</li> <li>Automatically embed the child element in their parent element in the model,</li> </ul>

	<p>when you drag and drop the child element onto the parent element in a diagram</p> <ul style="list-style-type: none"> <li>Automatically disengage the child element from the parent (break the child-parent relationship) in the model when you drag the child element out of its parent element</li> </ul> <p>Deselect the checkbox to not display the hashed border and to not embed the child element in the parent in the model.</p>
Auto-resize marks diagram 'dirty'	<p>Select the checkbox to set auto-resizing of elements as an unsaved change to the diagram (displaying an asterisk on the diagram tab), so that you must manually save the diagram to protect the change.</p> <p>Deselect the checkbox to automatically save autosizing changes.</p>
Highlight {abstract} elements	<p>Select the check box to indicate, on a diagram, Classes set as abstract by displaying the tag <i>{abstract}</i> below and to the right of the Class name.</p>
Allow elongated Use Cases	<p>Select the checkbox to allow Use Cases or Use Case extension points to elongate to accommodate long names.</p> <p>If you deselect the checkbox, Use Case re-sizing is proportional and the 'make same height/width' menu options are blocked.</p>
Show status colors on diagrams	<p>Select the checkbox to display color coding in Requirement, Change and Issue elements on all diagrams.</p> <p>Deselect the checkbox to display the status bands and element shadows in the standard fill and shadow colors. You can, however, select an option in report generation to still show the status colors in diagrams in the report.</p> <p>This option is also available through the 'Diagram   Appearance' menu and, if re-set, will change on that menu as well.</p> <p>You can increase the range of element types on which to use status color coding, through the 'Status' page of the 'General Types' dialog ('Project   Settings   Project Types   General Types').</p>
Copy inheritance links on duplicate	<p>Select the checkbox to duplicate Inheritance and Realization connectors when you copy their elements.</p>
Port and Part type visible by default	<p>Select the checkbox to show Port and Part types on the diagram by default.</p>
Show buttons for selected Object on diagram	<p>Select the checkbox to enable the display of the floating toolbar buttons to the right of an object when you select it.</p>  <p>Deselect the checkbox to not display these toolbar buttons or element icons.</p>
Edit Object on New	<p>Select the checkbox to automatically display the element 'Properties' dialog when a new element is added to a diagram.</p> <p>Deselect the checkbox to simply create the element without displaying the 'Properties' dialog.</p>
Show «column» stereotype	<p>Select the checkbox to show the «column» stereotype as a heading in Table elements, when data modeling.</p> <p>Deselect the checkbox to just display the column names without the «column» heading.</p>

Extend Complexity	<p>Select the checkbox to extend levels of complexity to five levels in the 'Complexity' field in the element 'Properties' dialog:</p> <ul style="list-style-type: none"> <li>• 'Easy'</li> <li>• 'Medium'</li> <li>• 'Difficult'</li> <li>• 'Extreme'</li> <li>• 'Unknown'</li> </ul> <p>Deselect the checkbox to restrict the field to three options (omitting 'Extreme' and 'Unknown').</p>
UML 1.5 Components	<p>Select the checkbox to perform your modeling using UML 1.5 components (Enterprise Architect versions from 4.0 onwards default to using UML 2.x).</p>
Show State Compartment	<p>Select the checkbox to show, in a State element, the State compartment divider under the State name.</p>
Show Duplicate Tags	<p>Select the checkbox to enable duplicate tag names to be shown in the element <b>Tagged Values</b> compartment and in the Tagged Values window for the element.</p> <p>The system defaults to hiding duplicate tag names, to avoid displaying inherited and overridden Tagged Values. It is useful to display the duplicate tags when you are revising them; for example, when you are adding namespaces and labels in ODM.</p>
Group Operations by Stereotype	<p>Select the checkbox to group an element's operations by their stereotype, in the element's operations compartment on the diagram.</p> <p>The order in which the stereotypes are listed is determined by the order of the operations in the 'Operations' page of the 'Features' dialog for the element - if operation AA with stereotype Z is the first in the operation list, stereotype ZZ is first in the stereotype list.</p> <p>Deselect the checkbox to list the operations ungrouped, in the order in which they appear in the 'Operations' dialog for the element.</p>
Group Attributes by Stereotype	<p>Select the checkbox to group an element's attributes by their stereotype, in the element's attributes compartment on the diagram.</p> <p>The order in which the stereotypes are listed is determined by the order of the attributes in the 'Attributes' page of the 'Features' dialog for the element - if attribute AA with stereotype Z is the first in the attribute list, stereotype ZZ is first in the stereotype list.</p> <p>Deselect the checkbox to list the attributes ungrouped, in the order in which they appear in the 'Attributes' page for the element.</p>
Sort Features Alphabetically	<p>Select the checkbox to list element features of each type alphabetically. Features include Attributes, Operations, Tags, Constraints and Test Cases.</p> <p>Deselect the checkbox to list the features in the order in which they are defined (if not alphabetical) in the corresponding dialog or window for the feature.</p> <p>To observe the effects of selecting or deselecting the checkbox, you must close the diagram and reload it.</p>
Disable spelling	<p>Select the checkbox to turn off automatic spell checking.</p> <p>Deselect the checkbox to resume automatic spell checking.</p> <p>The spelling checker operates on the view, dialog or window where you initially enter the text strings.</p>

Advanced	<p>Click on this button to specify which types of element should be listed in document reports and in diagram Packages.</p> <p>Some types of element do not appear in Packages and in document output by default. You use this facility to include such types.</p>
Show invoked Activity name	<p>Select the checkbox to show CallBehaviorAction names as 'Action:Activity'. Clear the checkbox to show the names as 'Action'.</p>
Close	<p>Click on this button to save the changes you have made, and to close the 'Options' dialog.</p>



## Connector Display Options

It is possible to configure a number of settings that control the creation, behavior and notation for the connectors that you define in your diagrams.

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Links
Menu	Tools   Options   Links
Keyboard Shortcuts	<b>Ctrl + F9</b>   Links

### Control connector appearance and behavior

Field/Button	Action
Edit Connector on New	Select the checkbox to automatically open the connector 'Properties' dialog each time you create a new connector on a diagram. Deselect the checkbox to simply create connectors without displaying the 'Properties' dialog to assign a name or properties.
Association default = source --> target	Select the checkbox to automatically set the direction of new Associations, flowing from source to target element (that is, with an arrow head at the target end). Deselect the checkbox to create Associations with no direction (no arrowhead on the connector line.)
Generalization link style Default = Tree	Select the checkbox to show Generalizations in vertical tree-style, forming a hierarchy where multiple links to elements exist. Deselect the checkbox to create Generalizations in Auto Route style.
Shade Qualifier boxes	Select the checkbox to lightly shade all Qualifier boxes on Associations in the diagrams you open (see <i>Suppress Qualifier Boxes</i> ). Deselect the checkbox to prevent shading of the Qualifier boxes.
Draw Aggregations Reversed	Select the checkbox to draw Aggregate and Composite connectors from target element to source element (the diamond on the source end of the line). Deselect the checkbox (the default), to draw these connectors from source to target (the diamond on the target end of the line).
Prompt on connector deletes	Select the checkbox to display a prompt before deleting connectors, offering the choice of hiding the connector on the diagram or deleting it completely. If you deselect this option, the delete operation defaults to the last-set option on the dialog.

Suppress Link Constraints	<p>Select the checkbox to hide any constraints set on connectors in the diagrams you open.</p> <p>Deselect the checkbox to allow the constraints to display on the connector lines.</p>
Suppress Qualifier boxes	<p>Select the checkbox to hide the qualifiers (in their boxes) on Association connectors.</p> <p>Deselect the checkbox to show the qualifiers on the diagrams you open.</p>
Show Uses arrowheads	<p>Select the checkbox to show an arrowhead on the target end of each Use connector in a Use case diagram.</p> <p>Deselect the checkbox to show the connector as a simple line.</p>
Show Override Operation dialog on new connector	<p>Select the checkbox to show the 'Override Operation' dialog automatically when adding Generalization and Realization connectors between Classes and Interfaces, if the target element has features that can be overridden.</p>
Suppress ' + ' Role Scope	<p>Select the checkbox to hide the 'Public' indicator (+, when Access = Public in the connector role properties) of the source and/or target role on a connector.</p> <p>Deselect the connector to allow the + symbol to display.</p> <p>When changing this setting, you might need to reload the diagram to see the change take effect.</p>
Strict Connector Syntax	<p>Select this checkbox to check that each new connector complies with UML, BPMN 2.0 and SysML 1.2 &amp; 1.3 syntax as you add it, and to enforce compliance.</p>
Pen Width	<p>Click on the drop-down arrow and select the default connector line width (between 1 and 4 pixels).</p>
Routing	<p>Click on the drop-down arrow and select the default connector style for new connectors (Direct, Routed or Custom).</p>
Enable	<p>Select the checkbox to enable the Quick Linker, showing the Quick Linker arrow when you click on an element on the diagram.</p> <p>Deselect the checkbox to hide the Quick Linker arrow and make the Quick Linker unavailable.</p>
Show Help	<p>Select the checkbox to add a 'Help' option at the end of the Quick Linker menu, to display the <i>Quick Linker</i> Help topic.</p>
Center to center	<p>Select this radio button to set the orientation of the dashed guide line for new connectors to anchor on the center of the source element and, as you approach the target element, the center of that element.</p> <p>The guide line displays both when you are dragging the Quick Linker arrow and when you have dragged a connector icon from the <b>Diagram Toolbox</b>.</p>
Exact placement	<p>Select this radio button to set the orientation of the dashed guide line for new connectors to the exact point on the element you drag from and the exact position of the cursor as you drag to the target element.</p> <p>This option enables the 'Force perpendicular line' checkbox.</p>
Force perpendicular line	<p>Select this checkbox to set the orientation of the dashed guide line for new connectors to a perpendicular line between the source and target element edges, wherever this is possible.</p>

	You can toggle between this effect and the Exact Placement effect by holding [Ctrl] as you move the cursor between the source and target elements.
Close	Click on this button to save the changes you have made, and to close the 'Options' dialog.

## Notes

- For the 'Draw Aggregations Reversed' option, all tools have the parent as the target and the child as the source of the connector, which is a requirement of UML; only the direction in which you drag the mouse to draw the connector is changed

## Communication Message Colors

Communication diagrams illustrate how components interact and exchange information in a process. They have a large number of messages that indicate the timing or sequence of events in the communication process. You can define the sequence of these messages using sequence numbers, which also help you to group messages within a stage in the sequence. To help make the sequence easier to see at a glance, you can also:

- Select to display the messages in color
- Set a color for each group of messages

### Access

Ribbon	Start > Workspace > Preferences > Preferences > Communication Colors
Menu	Tools   Options   Communication Colors
Keyboard Shortcuts	<b>Ctrl + F9</b>   Communication Colors

### Notes

- Select the 'Use Communication Message Coloring' checkbox to turn on message coloring in the Communication diagrams you open; when you select this option, Communication messages display in different colors depending on the sequence group they belong to on the diagram - for example, messages 1.n are black, 2.n are red and 3.n are green
- Click on the down arrow in the color field for each numerical message group and click on the color to set for that group; if you have more than eight groups in the sequence the color pattern repeats, so group 9 messages are the same color as group 1 messages, and group 10 messages are the same color as group 2 messages
- Click on the **Close button** to save the changes you have made, and to close the 'Options' dialog

## XML Specifications

Many of the model development and management tasks you perform operate either directly or indirectly with XML. You can set defaults on a number of settings to standardize the way in which you use XML in your own modeling activities. You can override several of these settings on any specific XMI import or export, especially when publishing a model Package in XMI to another modeling language or tool.


### Access

Ribbon	Start > Workspace > Preferences > Preferences > XML Specifications
Menu	Tools   Options   XML Specifications
Keyboard Shortcuts	<b>Ctrl + F9</b>   XML Specifications

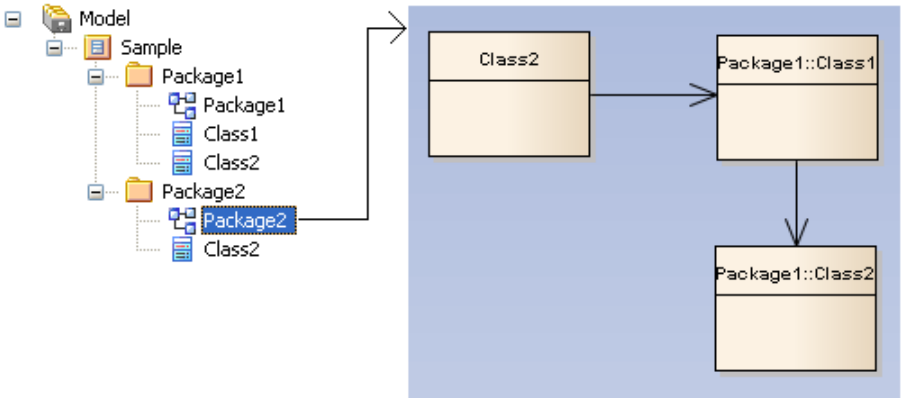
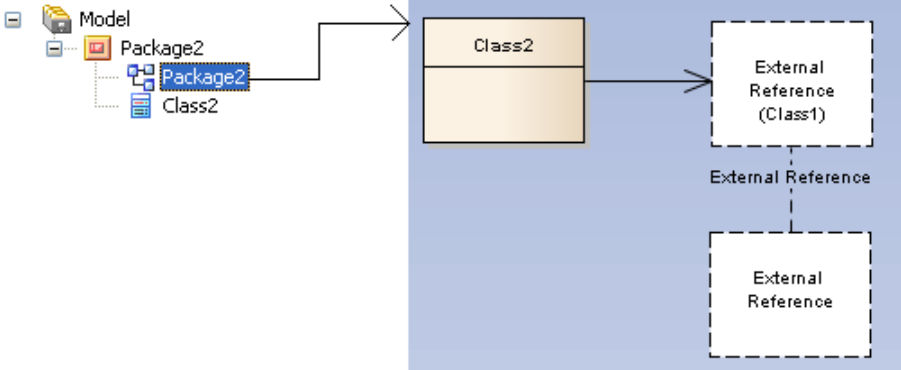

### Notes

- If 'Export Alternate Images' is set, and you have Packages in your model under version control, then any alternative images used in those Packages are also exported to the version control repository when you check in the Packages; in this case, you would only select the checkbox if the alternative images are subject to frequent change. Otherwise, do not select this option and instead use the 'Export Reference Data' and 'Import Reference Data' options to manage alternative images.

### Set XML Specification Options

Field/Button	Action
Editor	Specify the default editor for reviewing any XML documents you open within the system. Either: <ul style="list-style-type: none"> <li>Type in the location of the editor .exe file, or</li> <li>Click on the  button and browse for the location</li> </ul>
Format XMI Output	Select the checkbox to set formatting of your XMI output into human-readable form as the default. Deselect the checkbox to show the XMI as unformatted code.
Write Log	Select the checkbox to write the execution activity to a log file when you import or export XMI. Deselect the checkbox to not record the activity of the import or export to a log file.
Use DTD	Select the checkbox to default to using a Data Type Definition (DTD) in your XMI imports and exports. A DTD validates the correctness of the model and checks that no syntactical errors have occurred. Deselect the checkbox to set the default to not using a DTD.

Export Diagrams	Select the checkbox to default to including diagrams when you export XML to another format or tool.
Export Alternate Images	Select the checkbox to export any alternative images used in the model when you export to XML.
Code Page	<p>Defaults to windows-1252; if you do not want to use this Code Page, type in your preferred code page reference.</p> <p>Setting a null encoding string results in the encoding tag being entirely omitted from the XML output.</p> <p>Click on the <b>Default button</b> to restore the setting to the default Code Page.</p>
Import using single transaction	<p>Select the checkbox to make all XMI import operations and all Paste Package from Clipboard operations default to being performed within a single transaction.</p> <p>Deselect this checkbox to make all XMI imports and paste Package operations default to being performed data item by data item, so that one failure does not block the whole operation (recommended for large imports/copies).</p> <p>In either case, in any specific XMI import operation the setting can be overridden.</p>
Validate XMI against Schema/DTD	Select the checkbox to validate the XML format against the schema or Data Type Definition when loading an imported XML file.
Export Diagram Images	Select the checkbox to export diagrams as images when you export to XML.
Image Type	If you select the 'Export Diagram Image's option, click on the drop-down arrow and select the image format to export to. Select from metafile, bitmap, .gif, .png and .jpeg.
Create placeholders for missing External References during XMI 1.1/2.1 Import	<p>Select the checkbox to show, during the import of an Enterprise Architect-exported XMI 1.1/2.1 file, any missing:</p> <ul style="list-style-type: none"> <li>• Diagram elements, using a Boundary element as a placeholder</li> <li>• Diagram connectors, using a Dependency connector as a placeholder</li> </ul> <p>When importing an Enterprise Architect-exported XMI 1.1/2.1 file with cross-Package references, use this option to visually show the diagram items that are not yet in the model.</p> <p>A sample scenario would be, as shown here, exporting 'Package2' to 'XMI 1.1' from 'Master.EAP' and importing it into 'New.EAP' - the Classes 'Class1' and 'Class2' and the connector between them are shown using a placeholder on the diagram 'Package2'.</p>

	<p>Master.EAP :</p>  <p>New.EAP :</p>  <p>If the file is for a Package under Package control or version control, and this checkbox is not selected, it is overridden if the 'For all packages, create placeholders for external references' checkbox is selected on the 'Version Control Settings' dialog and/or 'Package Control Options' dialog.</p>
Prefix EA tagged values in XMI 1.0 with ea\$	Select the checkbox to prefix any Enterprise Architect Tagged Values within any XMI 1.0 you create, with ea\$.
Update Last Save Time	Select the checkbox to update the timestamp of the last time each controlled Package was saved.
Report Cross Package Reference Deletions (XMI 1.1)	Select the checkbox to report any Package cross-references that would be deleted when a Controlled Package from a completed model is exported to XMI 1.1.
Default XML Directory	Type in the location of the default XML directory to use when importing and exporting XML, or click on the  button and browse for the location.
Close	Click on this button to save the changes you have made, and to close the 'Options' dialog.

## Model Specific Options

Some of the general options that you can define apply only to the model in which they are set, and affect all users of that model. One option is specific to SysML Control Flows.

### Access

Ribbon	Configure > Reference Data > Settings > Project Options
Menu	Project   Settings   Project Options

### Control system behavior

Field/Button	Action
File Directory	Type in the default directory name for the shared files you define on the 'Files' tab of an element's 'Properties' dialog (maximum 50 characters).
Minimum Version	Click on the drop-down arrow and select the minimum version of Enterprise Architect required to open this model.
Font Face	Click on the drop-down arrow and select the font in which to display all element text in diagram renditions of elements.
Font Size	Click on the drop-down arrow and select the font size in which to display all element text in diagram renditions of elements.
Clear	Click on this button to clear the 'Font Face' and 'Font Size' fields.
Ignore image transparency	Select this checkbox to ignore transparency for all images in the model, effectively rendering them as 24-bit images. Deselect the checkbox to show the transparency for all (32-bit) images on which it has been used.
Message Spacing	Type in the vertical gap (in points, between 15 and 45) to maintain between Sequence Messages on a Sequence diagram. This spacing can be overridden manually by dragging a Message up or down.
Auto Create Diagram Image Map	Select this checkbox to create image-maps for all diagrams. These image-maps will be automatically updated whenever the diagram content changes. Once image-maps are created for diagrams, they can be accessed by : <ul style="list-style-type: none"> <li>right-clicking on the diagram in the <b>Project Browser</b> and selecting the option 'Save Image Map to File'</li> <li>Repository function : GetAllDiagramImagesAndMap()</li> </ul> Deselect the checkbox to stop creating image-maps for diagrams and to remove all existing image-maps from the model.



Create Image Map	Click on this button to page through the diagrams of the model, creating an image map for each one.
------------------	---

## SysML Options

Field/Button	Action
Dashed Line for Control Flow	Select this option to draw all control flows on SysML diagrams as dashed lines. Deselect this option to draw all control flows on SysML diagrams as solid lines. This option does not affect control flows on non-SysML diagrams, which will always be drawn as solid lines.

## Notes

- In the Corporate, Business and Software Engineering, System Engineering and Ultimate editions of Enterprise Architect, if security is enabled you must have 'Manage Project Settings' permission to set, change or clear the 'Minimum Version', 'Font Face' and 'Font Size' fields, and to enable/disable diagram image-maps
- You can also define User fonts on the 'Options' dialog that apply to any diagram you display in any model; the User font is overridden by the Model font, to ensure that all members of the project team have a consistent and coherent view of the model
- Model fonts are themselves overridden by specifically-defined element fonts, so that the element is viewed as designed regardless of the model defaults; to define the font for a specific element, right-click on the element in a diagram and select the 'Appearance | Set Font' option
- It is recommended that a project authority sets the Model font, and all project members abide by it and do not change it without project approval; in editions where security is enabled, changes can be restricted by allocating permission only to the project authority

## Main Menu (Legacy)

Enterprise Architect provides a wide range of high-level and administrative functions for setting up and managing your projects throughout the project life cycle. You can access these functions by mouse, through a set of menu options at the top of the Enterprise Architect workspace.

### Main Menu Options

Option
File - Lists options to create, open, close and save projects, and also to perform print tasks.
Edit - Lists options to invoke a range of functions to apply to diagram elements in the currently open diagram or view.
View - Lists options to display various project windows, show or hide toolbars, and set the visual style of your system workspace.
Project - Provides access to tools to manage your project and to add to the project structure, such as importing and exporting data, generating documentation, version control and security.
Package - Provides a wide range of facilities to create, manage and work on the Package structures in your model, including code engineering and performing transformations.
Diagram - Lists options to configure diagram properties and to save diagram images to file.
Element - Lists options to configure and access element features and details, control element layout, generate documentation and work on source code for the element.
Tools - Provides access to a range of tools related to reviewing and managing data across the system, creating technologies, customizing features and setting operational options.
Analyzer - Provides access to a range of functions to perform build, debug, simulation and profiling operations on your model code.
Extensions - Lists options to connect to, display information on, work with, export and manage your <b>Add-Ins</b> .
Settings - Provides options to configure various properties for your overall project, such as stereotypes, <b>Tagged Values</b> , cardinality values, datatypes, language macros, local directories and image management.
Window - Provides options for organizing and managing open system windows.
Help - Provides options for displaying the Enterprise Architect Help files, the Read Me file, the Enterprise Architect End User License Agreement, the Example model and a number of resources on the Sparx Systems website; it also enables you to manage your license keys.

### Notes

- If you right-click on the empty areas of the Main Menu ribbon or Toolbar ribbon, a composite context menu displays providing options to display the toolbars and all significant windows and views
- If you click and hold the vertical dotted line at the left of the Main Menu ribbon, you can drag the Main Menu to display above or below the Toolbar ribbon, on the bottom of the screen, vertically on either side of the screen, or as a floating Toolbar in any other screen position that is convenient to you, even on a separate screen from the Enterprise Architect work area

## File Menu

When managing the project as a unit, you can create, open, close or save projects, provide desktop shortcuts to a project, or perform print tasks.

### Access

File

### File Management Options

Option	Action
New Project	Create a new Enterprise Architect project, using the <b>Model Wizard</b> to help you define the base technology, model types and patterns to use as a framework. Shortcut: <b>Ctrl+N</b>
Open Project	Open an existing project, or create a new project from scratch or from a base template project. Shortcut: <b>Ctrl+O</b>
Reload Project	Reload the current project. (Use this in a multi-user environment to refresh the <b>Project Browser</b> ). Shortcut: <b>Ctrl+Shift+F11</b>
Close Project	Close the current project.
Save Project As	Save the current project with a new name (as a .eap or .feap file). The current project can be a base template or a complete operational project.
Save as Shortcut	Create a desktop shortcut to the current project. (This option is also active in the 'Lite', read-only edition of Enterprise Architect.)
Print Setup	Configure your printer's settings.
Page Setup	Configure the page settings to print the current diagram.
Print Preview	<a href="#">Print Preview</a> how the currently displayed diagram will print.
Print	Print the currently displayed diagram. You can also make use of other facilities to change the scale of the printed diagram (the number of pages it takes up) and to print or omit page headers and footers on the diagram. By de-selecting the 'Printable' option on an element on a diagram, you can omit that element and its connectors from the printed diagram. Shortcut: <b>Ctrl+P</b>
Print to PDF	Save the currently displayed diagram as a PDF file. A browser displays to select the PDF file name and directory path.

	By de-selecting the 'Printable' option on an element on a diagram, you can omit that element and its connectors from the diagram in the PDF output.
<Recent Files List>	Select from a list of up to ten of the most recently opened projects, to re-open the selected project.
Exit	Exit from Enterprise Architect.

## Edit Menu

When working in a diagram or view, you often need to operate on the elements as units rather than, at one extreme, changing the internal properties of the elements or, at the other extreme, changing the properties of the diagram. For such work, you can select from a range of functions.

### Access

Edit

### Editing Options

Option	Action
Open Source File	<p>Open any type of external source file (code, XML, DDL) for editing.</p> <p>A file browser displays, through which you locate and open the file in the default viewer/editor for the language. This could be an external source code editor or the internal Source Code viewer.</p> <p>Shortcut: <b>Ctrl+Alt+O</b></p>
Search in Model	<p>Search for elements containing particular text strings, in the Find in Project view.</p> <p>Shortcut: <b>Ctrl+Alt+A</b></p>
Search in Files	<p>Search for text in code files and scripts, in the <b>Find in Files window</b>.</p> <p>Shortcut: <b>Ctrl+Shift+Alt+F</b></p>
Find a Package	<p>Select this option to display the 'Find Package' dialog, which shows the full hierarchy of Packages (and only Packages) in the model.</p> <p>Use the dialog to locate and select a specific Package. Selecting a Package sets the Package pathname in the address field of the <b>Package Browser</b> toolbar, and highlights the Package in the <b>Project Browser</b>.</p>
Find a Diagram	<p>Select this option to display the 'Select a Diagram' dialog, which initially shows the full hierarchy of Packages that contain diagrams in the model. Use the dialog to locate and select a specific diagram. When you select a diagram, the system:</p> <ul style="list-style-type: none"> <li>• Sets the owning Package pathname in the address field of the <b>Package Browser</b> toolbar</li> <li>• Opens the diagram and</li> <li>• Highlights its name in the <b>Project Browser</b></li> </ul> <p>You can restrict the list to show only Packages containing one of the types of Interaction diagram - Sequence, Communication, Timing or Interaction Overview. Click on the drop-down arrow in the 'Visible Diagram Types' field and click on the appropriate type of diagram.</p> <p>You can also expand and collapse the displayed total hierarchy, by clicking on the <b>Expand All button</b> and <b>Collapse All button</b>.</p>
Copy	<ol style="list-style-type: none"> <li>1. Copy selected elements to the MS Windows clipboard. (To paste the selected elements use the 'Paste as Link' or 'Paste as New' options.)</li> </ol>

	<p>2. Copy an image of selected elements to the clipboard. If no elements are selected, the entire diagram is copied.</p> <p>The image can be saved as a bitmap or a metafile; you set the format on the 'Options' dialog.</p> <p>Shortcut: <b>Ctrl+C</b></p>
Paste as Link	<p>Paste copied element(s) into the diagram as an element-hyperlink to the original element(s).</p> <p>Shortcut: <b>Shift+Insert</b></p>
Paste as New	<p>Paste copied element(s) into the diagram as a new instance of the original element(s).</p> <p>The 'Paste Element(s) as New' dialog displays.</p> <p>Shortcut: <b>Ctrl+Shift+V</b></p>
Paste Image From Clipboard	<p>Paste the element in the Enterprise Architect clipboard into the same diagram, or a different diagram, as a metafile (that is, a definition of the element) as many times as is necessary.</p> <p>If you paste the element into a different diagram, its classifier identifies the source diagram for the element.</p> <p>Shortcut: <b>Ctrl+Shift+Insert</b></p>
Undo	<p>Undo the last action performed; note that some actions cannot be undone.</p> <p>Shortcut: <b>Ctrl+Z</b></p>
Redo	<p>Re-apply the last undone action.</p> <p>Shortcut: <b>Ctrl+Y</b></p>
Repeat Element	<p>Generate an element of the same type as the one last created, in the <b>Project Browser</b> and - if a diagram is open - in the diagram.</p> <p>The element 'Properties' dialog also displays, so that you can define a name and properties for the new element.</p> <p>Shortcut: <b>Shift+F3</b></p>
Repeat Connector	<p>Generate a connector of the same type as the one you have just created, when you drag between two elements.</p> <p>Shortcut: <b>F3</b></p>
Manage Project Clipboard	<p>Add copied elements to, or clear copied elements from, the Enterprise Architect clipboard; select the appropriate sub-option:</p> <ul style="list-style-type: none"> <li>• 'Add to Project Clipboard' - Add the currently-selected element to the clipboard</li> <li>• 'Clear Project Clipboard' - Clear the clipboard</li> </ul> <p>Shortcut: <b>Ctrl+Space</b></p>
Select All	<p>Select all elements concurrently on the current diagram.</p>
Select By Type	<p>Specify a particular type of element to select on the diagram.</p>
Clear Selection	<p>Deselect all elements.</p>
Bookmark Selected	<p>Bookmark the selected element(s).</p>

	If the selected element is already bookmarked, this option removes the bookmark. Shortcut: <b>Shift+Space</b>
Clear All Bookmarks	Clear bookmarks from any bookmarked elements in the current diagram.
Delete Selected Element(s)	Delete the selected elements from the diagram (but not from the model). Shortcut: <b>Ctrl+D</b>



## Paste Elements

It is possible to paste an element into a diagram from the Enterprise Architect clipboard or the MS Windows™ clipboard, either as a hyperlink to the original element or as a new element. The Enterprise Architect clipboard takes precedence, so you must clear that clipboard before you can paste from the Windows clipboard.

### Access

Edit | Paste As Link

Edit | Paste As New

### Paste Elements

Option	Action
as Link	<p>Drop the element in the buffer as a link (that is, a reference) to the element.</p> <p>If there are images in the MS Windows clipboard and none in the Enterprise Architect clipboard, you can:</p> <ul style="list-style-type: none"><li>• Drop an image from the MS Windows clipboard into a new element as the appearance of the new element, or</li><li>• Drop an image from the MS Windows clipboard into the diagram as a new boundary's appearance</li></ul> <p>Shortcut: <b>Shift+Insert</b></p>
as New	<p>Drop each element in the buffer as a completely new element.</p> <p>The 'Paste Element(s) as New' dialog displays, listing the copied elements and providing a default name for the new instance of each element.</p> <p>If you want to apply your own element name to the new element, overwrite the 'New Element Name' field.</p> <p>Each listed element defaults to selected, to be dropped into the diagram. If you do not want to drop a new instance of an element held in the clipboard, deselect the checkbox against it.</p> <p>If you want to include the connectors between the copied elements, select the 'Include Connectors' checkbox.</p> <p>Shortcut: <b>Ctrl+Shift+V</b></p>

# View Menu

During your work on your models, you might use any of a number of Enterprise Architect windows and toolbars. You can display these windows and toolbars individually or in defined configurations, as well as set the visual style of your workspace.

## Access

View

## View Options

Option	Action
Project Browser	Browse and explore your models in the <b>Project Browser</b> ; this shows the hierarchical arrangement of Packages, elements and features within the project. Shortcut: <b>Alt+0</b>
Navigator	Show or hide the <b>Navigator Toolbar</b> , which you can use to identify the location of the Package you are currently working in, change the focus to another level of the Package's branch, perform relevant operations on the Package, and locate other Packages in the model.
Portals	Select this option to display a list of the Enterprise Architect Portals, and click on one of the options to display the corresponding Portal in the <b>Portals window</b> . You can also select the 'Show Portals Bar' option to display the Portals window. You use the Portals Bar to tailor the Portals window and reorganize the sequence of, or access to, the separate Portals. Shortcut: <b>Shift+Alt+P</b>
Model Views	Create filtered views of selected areas or aspects of your project, using the <b>Model Views</b> window. Shortcut: <b>Ctrl+Shift+5</b>
Summary View	Select this option to display the <b>Summary View</b> window, which shows a brief, read-only summary of the general properties of the currently selected: <ul style="list-style-type: none"> <li>• Element (including Packages)</li> <li>• Attribute</li> <li>• Operation</li> <li>• Test</li> <li>• Maintenance item</li> <li>• Resource</li> </ul> <p>The display refreshes immediately as you select different objects and items.</p> <p>You can highlight a section of text or the complete content, and copy it to be pasted into an external document.</p> <p>The Summary View does not display details for Views, Model Packages, diagrams, instances or connectors.</p>

Traceability	Trace the relationships of an element through the project, using the <b>Traceability window</b> . Shortcut: <b>Ctrl+Shift+4</b>
Properties	Select this option to edit the common properties of a selected element, in a table in the <b>Properties window</b> . Shortcut: <b>Alt+1</b>
Notes	Create and review the explanatory text on a diagram, element, feature or connector, on the <b>Notes window</b> . Shortcut: <b>Ctrl+Shift+1</b>
Tag Values	Add further properties to a modeling object beyond those supported by UML, by creating <b>Tagged Values</b> on the Tagged Values window. Shortcut: <b>Ctrl+Shift+6</b>
Scripting	Develop scripts for querying and updating the model, using the <b>Scripting window</b> .
Resources	Select this option to select a shortcut or re-use function to add stock elements to the current model, or patterns and elements for additional information, from the Resources window. Shortcut: <b>Alt+6</b>
Perspectives	Set up specific configurations of the content and layout of the Enterprise Architect workspace, and customize the User Interface menus, using the 'Workspaces and Commands' dialog.
Working Sets	Set up and maintain groups of windows, diagrams and views to display together to form a work environment for your current area of work, to return to in later work sessions.
Visual Styles	Select this option to set the Visual Style and a number of other user interface display options, on the 'Application Look' dialog.
Toolbars	Select this option to show or hide individual toolbars.
Web Browser	Select this option to open the web browser page at the site you have specified on the 'Options' dialog, in the 'Web Home' field. Shortcut: <b>Ctrl+Alt+W</b>
System Output	Check the results of internal processing such as Execution Analysis, Validation, searching the model and scripting, on the <b>System Output</b> window. <b>Add-Ins</b> can also output information to this window. Shortcut: <b>Ctrl+Shift+8</b>

## Toolbar Submenu

In your work on your models, you might use various functions either individually or in combination. These functions are conveniently grouped by task type, on Toolbars that you can display if you want to use them, or hide if you don't.

### Access

View | Toolbars

### Show and Hide toolbars

Option	Action
Default Tools	Show or hide the Default Tools toolbar, which provides instant access to the most commonly used tools including creating and opening projects, editing and saving diagrams, printing and technology selection.
Project	Show or hide the Project toolbar, which provides access to tools for creating Packages, diagrams and elements, searching the <b>Project Browser</b> and model, managing issues and the <b>Project Glossary</b> , and generating model documentation.
Diagram	Show or hide the Diagram toolbar, which provides access to tools to improve the lay-out of elements and connectors on diagrams, including zooming in and out of the display.
New Element	Show or hide the UML Elements toolbar, through which you can add new elements to a diagram, including Notes, Text and Hyperlink elements
Element	Show or hide the Current Element toolbar, through which you can view and edit the properties, operations, attributes and <b>Tagged Values</b> of existing elements. You can also select an element in a diagram and locate it in the <b>Project Browser</b> , and lock elements against editing.
Connector	Show or hide the Current Connector toolbar, through which you can modify the properties and style of a connector, show and hide labels and connectors, attach notes, reverse the direction of connectors, and pin each end of a connector.
Code Engineering	Show or hide the Code Generation toolbar, which provides access to tools to import, generate, synchronize and open source code, and to set the default language and default database type.
Workspace Layouts	Show or hide the Workspace Layouts toolbar, through which you can create, manage and apply workspace layouts.
Status Bar	Show or hide the Status Bar at the bottom of the screen, which provides feedback on current operations, the position of a selected element on a diagram and what keyboard controls are selected, and a zoom control for manipulating the scale of a diagram.



## Project Menu

As your project is developed, you need to manage that development by, for example, adding to the project structure, importing and exporting data, generating documentation, implementing version control and applying security. The Project menu provides access to a range of facilities for performing these management tasks and others.

### Access

Project

### Project Management Options

Option	Action
Calendar	Monitor work across the project in terms of the resources involved, the tasks being performed and the events scheduled, using the Project Calendar.
Gantt View	Review the allocation of work to elements in the project, focussing on either the elements that require work or the resources required to perform the work, using the Project Gantt view.
Personal Tasks	Record and manage the work tasks assigned to your identity as a defined Author on the project.
Model Mail	Exchange internal mail messages with project team members.
Discussions	Display any discussions that have been recorded on any elements in the model over a selected period of up to 90 days.
Team Review	Engage in discussion and review of the project within your development team community, through the portal of the <b>Team Review</b> window, a company-internal discussion forum. Shortcut: <b>Ctrl+Alt+U</b>
Glossary	Display the glossary terms already defined in your model, in the Glossary view. Shortcut: <b>Alt+2</b>
Settings	Configure reference data, default settings and directory paths for the project, such as stereotypes, <b>Tagged Values</b> , cardinality values, data types, language macros, local directories and image library content, using the Settings submenu.
Data Management	Move, compare, manage and verify the integrity of the data in your models, using the Data Management submenu.
Version Control	Switch on, configure and validate version control of your model Packages, using options on the ' <b>Version Control</b> ' submenu.
Spell Checking	Configure and run the spelling checker, to check the spelling of text in a single Package or across the whole model.

MDG Technology Import	<p>Select this option to make an MDG Technology available to:</p> <ul style="list-style-type: none"><li>• Yourself only, by importing the technology files into the %APPDATA% folder, or</li><li>• Your project team members by importing the files into the model</li></ul> <p>(Not available in the Desktop edition)</p>
Security	<p>Switch on, set up and manage user access permissions in your project, using options on the 'Security' submenu.</p>
Auditing	<p>Switch on, configure and monitor change auditing, using the <b>Audit View</b>.</p>
Status	<p>Review the tasks and issues that relate directly to the current project, and the statistics of the project, in the <b>Project Status view</b>.</p>

## Settings Submenu

When you set up a project, you need to configure several types of reference data, default settings and directory paths for the project, such as stereotypes, **Tagged Values**, cardinality values, data types, language macros, local directories and image library content. You access the facilities for configuring this data from the Settings menu.

### Access

Project | Settings

### Configure Project Settings

Option	Action
UML Types	Set up the stereotypes, <b>Tagged Value Types</b> and the cardinality list for your project, on the corresponding tabs of the 'UML Types' dialog.
Project Types	Display the options to register the people involved in the project, and the categories or status types for a number of object properties.
Auto Names and Counters	Set up automatic naming and counters for elements. The conventions you define can be applied to names or aliases, or both.
Namespace Roots	Locate and delete model namespaces.
Project Template Package	Configure or change the default element template directory.
Preprocessor Macros	Add and delete preprocessor macros that are skipped during reverse engineering.
Code Engineering Datatypes	Add, modify and delete programming language datatypes.
Database Datatypes	Add, modify and delete database datatypes.
Images	Import and configure custom images to be applied to elements in the model.
Colors	<p>Configure the custom colors for the project.</p> <p>There are two options:</p> <ul style="list-style-type: none"><li>• Get Project Custom Colors (import from the Project file)</li><li>• Set Project Custom Colors (export to the Project file)</li></ul> <p>Custom colors are used in setting the default appearance of an element in a diagram.</p>



# Project Types

You select options from the Project Types submenu to create and manage project variables and definitions for use across the project.

## Access

Project | Settings | Project Types

## Set Project Types

Option	Action
People	Configure the authors, clients, resources and roles for your project.
General Types	Configure requirement types, status types, constraints and scenarios for your project.
Project Indicators	Define the project indicators (risks, efforts and metrics) used in Resource Management.
Maintenance	Define problem types and test types.
Estimation Factors	Configure estimation factor types (Technical Complexity Factors, Environmental Complexity Factors, and Default Hour Rate) for your project.

## Data Management Submenu

As you develop your project, you might need to perform management tasks on the project data, such as transferring a complete project, sharing data between projects, comparing the data of two instances of a project or two separate projects, checking the integrity of the data in a project, updating the index statistics on your Firebird project file, or performing various tasks specific to .eap files. Such tasks are not necessarily routine, and would be performed only as the need arises.

### Access

Project | Data Management

### Data Management Options

Option	Action
Project Transfer	Move a complete project from one repository to another. You cannot move a project from a source .EAP file from a version of Enterprise Architect earlier than 3.5.0.
Shared Repository	Generate an SQL script to link the current repository to selected data tables belonging to a shared repository, rather than using data specific to this project only.
Export Reference Data	Export reference data to XML files for convenient model updating.
Import Reference Data	Import reference data from XML files for convenient model updating.
Reset IDs	Reset the table auto increment column values.
Project Compare	Compare the total project sizes of two projects after a major operation such as a project transfer or backup recovery.
Project Integrity Check	Check the integrity of the data in your project. Shortcut: <b>Shift+F9</b>
Run Patch	Execute an SQL Patch.
Manage .EAP File	Repair, compact or replicate your .eap files.
Manage Firebird File	Update Index statistics on your Firebird project file, so that the indices perform better. This is particularly useful after major changes have been made to the project, or when your model begins to run slowly. Select this option, and when the 'Completed' prompt displays click on the <b>OK button</b> to clear the prompt.

## Manage .EAP File Submenu

If you have created your project as a .eap file (and not in a DBMS repository) you occasionally might need to perform some data management tasks that are specific to that file format, such as repairing, compacting or replicating your .eap file.

### Access

Project | Data Management | Manage .EAP File

### Manage .EAP Files

Option	Action
Repair .EAP File	Repair a project that has not been closed properly and is now not opening correctly (this event rarely happens). Copy the project to a local drive before selecting this option. All users must be logged off the project while it is being repaired.
Compact .EAP File	Compact the current project, if you need to conserve space. All users must be logged off the project before you select this option.
Make Design Master	Make a Design Master project as the base for creating and updating replicas of the project.
Create New Replica	Create a replica project from the Design Master project.
Synchronize Replicas	Copy changes from a replica of a project to the Design Master, or to another replica of the same project.
Remove Replication	Remove all replication features, should you no longer require a model to be replicable.
Resolve Replication Conflicts	Resolve any conflicts caused when users have separately changed the same object in two replicas that have been synchronized.

## Version Control Submenu

If you want to apply a version control system to your project, you can set it up and add Packages to it, and:

- Apply version control to a Package
- Modify or check version control settings
- **Validate** settings for all version controlled Packages
- Resynchronize the status of all version controlled Packages, with their associated version control system.
- Allow working when not connected to version control

Once the system is configured, you can apply further version control options using the Package context menu in the **Project Browser**.

### Access

Project | **Version Control**

### Version Control Options

Option	Action
Configure Current Package	Specify whether this Package (and its children) is version controlled and, if so, which version control configuration file applies, using the ' <b>Package Control Options</b> ' dialog. Shortcut: <b>Ctrl+Alt+P</b>
Version Control Settings	Specify the options required to connect to a Source Code Control (SCC) provider, using the ' <b>Version Control Settings</b> ' dialog.
Validate Package Configurations	Test the validity of the version control settings associated with each version controlled Package within the current model.
Update and Synchronize All Package Statuses	Resynchronize the version control status of Packages as recorded in your project when they are out of synchronization with the version control status reported by your version control provider. The function acts on all version controlled Packages within the project, updating the values recorded in the project to match the values reported by the version control provider, without performing any XMI import or export.
Work Offline	Work independently of the version control server. By selecting Work Offline before loading your project, you can prevent the system from attempting to connect to a version control server that is unavailable, thereby avoiding the delays of waiting for the server to respond and any associated error messages.

# Spelling Tools

As you develop your model, you can use the system Spell Checker to check the spelling of text in a single Package or across the whole model. You can also select from a number of options to determine what types of text are checked or ignored by the Spell Checker.

## Access

Project | Spell Checking

## Spell-Checking Options

Option	Action
Spell Check Project	Check the spelling across the whole project. Shortcut: <b>Ctrl+F7</b>
Spell Check Current Package	Check the spelling in the current Package, selected in the <b>Project Browser</b> . Shortcut: <b>Ctrl+Shift+F7</b>
Spelling Options	Specify a range of options to configure how the Spell Checker operates.

## Security Submenu

In managing your project, you might want to limit the users' access to update functions across the model, to prevent concurrent editing and limit the possibility of inadvertent model changes by users not designated as model authors.

### Access

Project | Security

### Security Options

Option	Action
Manage Users	Add, modify and remove users, including maintaining permissions to perform the various update tasks.
Manage Groups	Add, modify and remove security groups, including maintaining permissions to perform the various update tasks.
Manage Locks	View and manage the element <b>locks</b> set by other users across the system.
Apply Locks to Connectors	Set a global lock on all connectors with a locked source element, so that those connectors cannot be deleted and their properties cannot be edited.
Require User Lock to Edit	Toggle the security policy in force.
Manage My Locks	View and delete the <b>locks</b> that you have set. Shortcut: <b>Ctrl+Shift+L</b>
Login as Another User	Switch the current login to a different user ID.
Change Password	Change a user's current security password.
Encrypt Password	Add encryption to your password (for models created in releases of Enterprise Architect prior to Release 7.1).
Enable Security	Enable or disable user security across the model.

### Notes

- Project Security is available in the Corporate, Business and Software Engineering, Systems Engineering and Ultimate editions

# Package Menu

In setting up your Package structures, you can make use of a wide range of facilities to create, manage and work on the Packages in your model.

## Access

Package

## Package Options

Option	Action
New	Select this option to add further models to your project, using the <b>Model Wizard</b> . Shortcut: <b>Ctrl+Shift+M</b>
View as List	Display the elements of the current Package as a context-sensitive, editable table, in the <b>Package Browser</b> .
View as Gantt	List all the elements in the current Package, grouped by model hierarchy, showing the percent-completion of all tasks associated with each element with the work timeline for each element and for each resource assigned to work on the element.
View as Requirement List	Display the <b>Specification Manager</b> , a document-based interface to a selected Package in the model, providing the means of creating and reviewing elements as text representations of objects in the <b>Project Browser</b> .
Baselines	Store a model branch as a snapshot or baseline of the branch content at a given time. Available in the Corporate, Business and Software Engineering, Systems Engineering and Ultimate editions. Shortcut: <b>Ctrl+Alt+B</b>
Documentation	Generate document and web reports on your model, using options on the 'Documentation' submenu.
Code Engineering	Import source code files, binary modules, source directories and resource files, and generate code on the selected Package, using options on the 'Code Engineering' submenu.
Database Engineering	Import database schema or generate DDL for a Package, using options on the 'Database Engineering' submenu.
XML Technologies	Import or generate W3C XML Schema ( <b>XSD</b> ) files and Web Service Definition Language (WSDL) files, using the XML Technologies submenu.
Publish Model	Export a Package to any of a range of XML formats, using the <b>Publish Model</b> Package dialog.

Import/Export	Import model content from, and export content to, XMI and CSV files, using options on the 'Import/Export' submenu.
Model Validation	Set up and run validation operations, using options on the ' <b>Model Validation</b> ' submenu.
Model Transformation (MDA)	Perform Model Driven Architecture (MDA) Transformations on elements in a diagram or in a Package, using options on the 'Model Transformation (MDA)' submenu.



## Documentation Submenu

When you need to generate reports on your project, you can do so in either printable document or web format, generating reports on Package content from standard or custom report templates, or you can generate reports on specific aspects of the project, such as Issues or defined Tests.

### Access

Package | Documentation

### Documentation Options

Option	Action
Document Generator (RTF/PDF/DocX)	Generate a report on the contents of the currently selected Package, in one of a number of document formats - PDF, RTF, and DocX. Shortcut: <b>F8</b>
Document Templates	Display the <b>Document Template Designer</b> for creating and reviewing document templates.
Publish as HTML	Generate a report for the currently selected Package in web format. Shortcut: <b>Shift+F8</b>
Diagrams Only	Generate a report on just the diagrams in a Package. Shortcut: <b>Ctrl+Shift+F8</b>
Testing Report	Generate a report on the project's existing tests.
QA Reports & Metrics	Compile and display a: <ul style="list-style-type: none"><li>• Testing Details report</li><li>• Implementation Details report</li><li>• Dependency Details report</li><li>• Summary of Maintenance item properties, or</li><li>• Use Case Metrics calculation</li></ul> These reports are all available through the <b>QA Reports view</b> .
Issues	Generate a report on the project's issues.
Glossary	Generate a report on the project's Glossary.

## Code Engineering (Package) Submenu

As you develop your model, you can generate code from the elements in a Package (forward engineering) and create and update model elements from source code that you import into the project (reverse engineering) using any of a range of programming languages. That is, you perform forward and reverse engineering at both element and Package level.

### Access

Package | Code Engineering

### Source Code Engineering Options

Option	Action
Generate Source Code for Package	Select this option to generate source code for the currently selected Package. Shortcut: <b>Ctrl+Alt+K</b>
Synchronize Package	Select this option to synchronize the selected Package with the source code. Shortcut: <b>Ctrl+Alt+M</b>
Import	Select this option to import files of a range of types and programming languages into your model.
Generate Current Element	Generate source code for the currently selected element. Shortcut: <b>F11</b>
Synchronize Current Element	Synchronize the selected Class with the source code. If a problem arises, an error message displays. Otherwise the synchronization just proceeds in the background until complete. Shortcut: <b>F7</b>
Batch Generate Selected Element(s)	Batch generate source code for the currently selected element(s). The operation proceeds in the background until complete. If any problems arise, an error message displays. Shortcut: <b>Shift+F11</b>
Batch Synchronize Selected Element(s)	Batch synchronize the currently selected element(s) with source code. The operation proceeds in the background until complete. If any problems arise, an error message displays. Shortcut: <b>Ctrl+R</b>
Open Source Directory	Open the directory containing the source for this element. A browser displays, through which you locate the source code file for the element. Double-click on the file to open the code in the default external viewer for the code language. Shortcut: <b>Ctrl+Alt+Y</b>

Show Source Viewer	Select this option to view and edit the source code that has already been generated for the element, or write new code, in the <b>Source Code window</b> . Shortcut: <b>Alt+7</b>
Open Source in External Editor	Select this option to open the source code of the selected Class in an editor external to Enterprise Architect (defined in the 'Editor' field on the 'Language Options' page for the programming language of the Class). Source code must have been generated, and the selected element must be a Class. Shortcut: <b>F12</b>
Code Generation Templates	Modify code generation templates using the Code Templates Editor. Shortcut: <b>Ctrl+Shift+P</b>

## Notes

- Source Code Engineering is available in the Professional, Corporate, Business and Software Engineering, Systems Engineering and Ultimate editions of Enterprise Architect

# Import code files

The 'Import' submenu provides a set of options for importing code files of different types and programming languages into your model.

## Access

Package | Code Engineering | Import

## Code Import Options

Option	Action
Source Directory	Import and reverse engineer an entire directory structure. Shortcut: <b>Ctrl+Shift+U</b>
Binary Module	Import a binary module from Java Archive, .NET PE or Intermediary Language files.
Resource Script	Perform a Win32 Resource Import to import a resource file into the model.
ActionScript Files	Import code written in ActionScript from a .as code file.
C Files	Import code written in ANSI C from a .c or .h code file.
C# Files	Import code written in C# from a .cs code file.
C++ Files	Import code written in C++ from a .h, .hpp or .hh code file.
Delphi Files	Import code written in Delphi from a .pas code file.
Java Files	Import code written in Java from a .java code file.
PHP Files	Import code written in PHP from a .inc, .php or .php4 code file.
Python Files	Import code written in Python from a .py code file.
Visual Basic Files	Import code written in Visual Basic from a .frm, .cls, .bas or .ctl code file.
VB.NET Files	Import code written in VB.NET from a .VB code file.

## Database Engineering Submenu

If you are modeling databases, you can import existing database schemas into your model (reverse engineering the schemas) or generate data definition language (DDL) scripts for a Package (forward engineering).

### Access

Package | Database Engineering

### Database Engineering Options

Option	Action
Import DB Schema from ODBC	Import a database schema from an ODBC data source.
Generate Package DDL	Generate a Package DDL script to create the Tables in the currently selected Package.
Edit DDL Templates	Modify DDL generation templates using the DDL Templates Editor (a version of the <b>Code Template Editor</b> ).

## XML Technologies Submenu

If you have developed a **UML Class** model, you can forward-engineer a Package from it into a W3C XML Schema (**XSD**) file, or reverse engineer a W3C XML Schema (XSD) file into a Package of your UML Class model. Similarly, If you are modeling a web service with a WSDL-stereotyped UML model, you can import Web Service Definition Language (WSDL) files into the model (reverse engineering), or forward-engineer the model into WSDL 1.1 files.

### Access

Package | XML Technologies

### XML Technology Options

Option	Action
Import XSD	Reverse engineer a W3C XML Schema ( <b>XSD</b> ) file as a Package of a <b>UML Class</b> model.
Generate XSD	Forward engineer a Package in a <b>UML Class</b> model to a W3C XML Schema ( <b>XSD</b> ) file.
Import WSDL	Reverse engineer a Web Service Definition Language (WSDL) file into a <b>UML Class</b> model.
Generate WSDL	Forward engineer a <b>UML Class</b> model into a WSDL 1.1 file.

## Import/Export Submenu

In developing your model, it is possible to export and store modeling data from it in either XMI or CSV format, to work on in another tool, transfer to another project or hold as a snapshot of the data at a particular time. You can also make a copy of the standard or reference data used by the model to transfer to another model, and import both model and reference data from an XMI or CSV file into your own model.

### Access

Package | Import/Export

### Model Import/Export Options

Option	Action
Export Package to XMI	Export the currently selected Package to an XMI (XML based) file. Shortcut: <b>Ctrl+Alt+E</b>
Import Package from XMI	Import a Package from an XMI (XML based) file. Shortcut: <b>Ctrl+Alt+I</b>
Batch XMI Export	Export a group of controlled Packages in one action.
Batch XMI Import	Run a batch import of multiple Packages.
CSV Import/Export	Import or export information on model elements in CSV format. Shortcut: <b>Ctrl+Alt+C</b>
CSV Import/Export Specifications	Set up CSV import and export Specifications.

## Model Validation Submenu

As you develop your model, you can validate its component elements, diagrams and Packages against sets of validation rules that you can configure to suit your requirements.

### Access

Package | **Model Validation**

### Model Validation Options

Option	Action
Validate Current Package	<b>Validate</b> a selected element, diagram or Package from the <b>Project Browser</b> . Shortcut: <b>Ctrl+Alt+V</b>
Cancel Validation	Cancel a currently-executing validation process.
Configure Validation Rules	Configure the rules against which a validation checks the model data, selecting from the list of available rules.



## Model Transformation (MDA) Submenu

Whilst you might develop your model to reflect a particular domain, you can transform the model elements and model fragments to reflect a different domain or, typically, convert generic Platform -Independent Model (PIM) elements to Platform- Specific Model (PSM) elements, using Model Driven Architecture (MDA) Transformations. You can perform a transformation on elements either in a diagram or in a Package.

### Access

Package | Model Transformation (MDA)

### Model Transformation Options

Option	Action
Transform Selected Elements	Perform an MDA-style transformation on the currently selected elements in a diagram. Shortcut: <b>Ctrl+H</b>
Transform Current Package	Perform an MDA-style transformation on the currently selected Package. Shortcut: <b>Ctrl+Shift+H</b>
MDA Transformation Templates	Modify the templates used in Model Transformations, using the Transformation Template Editor. Shortcut: <b>Ctrl+Alt+H</b>

# Diagram Menu

In creating your diagrams, you can make use of a wide range of facilities to add elements and connectors to each diagram, control the diagram size and layout or presentation format, configure diagram properties and save diagram images to the clipboard or file.

## Access

Diagram

## Diagram Options

Option	Action
New	Select this option to display the 'New Diagram' dialog, through which you create a new diagram of any type under any technology supported by Enterprise Architect. Shortcut: <b>Ctrl+Insert</b>
Properties	View and edit the '<type> Diagram: <name> Properties' dialog for the current diagram. Shortcut: <b>F5</b>
Find in Project	Locate the current diagram in the <b>Project Browser</b> window. Shortcut: <b>Shift+Alt+G</b>
Toolbox	Display the <b>Diagram Toolbox</b> , a panel of icons for creating elements and connectors on a diagram; you can select pages of icons for each UML, Extended and MDG Technology diagram type available in your project. Shortcut: <b>Alt+5</b>
Pan and Zoom	Pan across the current diagram to display sections at greater magnification, using the Pan & Zoom window. Shortcut: <b>Ctrl+Shift+N</b>
Visual Filters	<b>Filter</b> the display of elements on a diagram, selecting the elements to show or hide, using the <b>Diagram Filters</b> window.
Layout Tools	Reformat your diagram in one of a range of layouts, using the <b>Layout Tools</b> window.
Appearance	Select this option to display a submenu from which you can choose to modify the default appearance of the diagram, such as configuring and showing status colors, applying Hand Drawn or Whiteboard modes, and hiding the page borders shown in the <b>Diagram View</b> .
Advanced	Select this option to display a submenu from which you can choose to make the current diagram the user or model default, hide or reveal connectors, or save the diagram as a UML Pattern.

Lock	Prevent the diagram from being edited, or release the locked diagram for editing. This does not apply in the Corporate, Business and Software Engineering, Systems Engineering and Ultimate editions, if security is enabled.
Alternate Views	Select this option to change the presentation of the currently-open diagram to the diagram List format or the Gantt Chart format, or back to the standard graphical Diagram format. The option for the current format of the diagram is grayed out.
Swimlanes, Matrix	Add, modify and delete swimlanes or the swimlanes matrix for the current diagram.
Visible Relations	Hide or show individual connectors for the current diagram. Shortcut: <b>Ctrl+Shift+I</b>
Save	Save the current position of all diagram elements. Shortcut: <b>Ctrl+S</b>
Save Image to File	Save the diagram as an image in a graphics file in one of several formats, such as bitmap (.BMP), Graphics Interchange Format (.GIF) or Windows Metafile (.WMF). Shortcut: <b>Ctrl+T</b>
Save Image to Clipboard	Copy an image of the current diagram to the clipboard. The image can be in metafile or bitmap format; you set the format on the 'Options' dialog. Shortcut: <b>Ctrl+B</b>
Snap To Grid	Show or hide the grid on the diagram, and select one of two options to position elements on the grid: <ul style="list-style-type: none"> <li>'Standard Grid' - constrains elements to the grid when they are added to diagrams</li> <li>'Smart Placement' - places elements even distances away from other elements and spaces elements evenly; for Sequence diagrams, this helps position Notes on Messages</li> </ul> If neither of these options are enabled, the elements can be placed freely on the diagram.
Zoom	Change the zoom factor on the current diagram.
Layout Diagram	Automatically lay out the current diagram.

## Diagram Appearance Menu

Diagrams have a default appearance determined by the diagram type and the global options defined in the 'Options' dialog. You can modify this default appearance for either individual diagrams or (for certain options) all diagrams you use, with the 'Diagram Appearance' menu options.

### Access

Diagram | Appearance

### Diagram Appearance Options

Option	Action
Show Status Colors (All Diagrams)	<p>Select this option to display the status colors for elements on all diagrams that you open, where those colors have been assigned to the elements.</p> <p>Deselect the option to display the elements with the default element fill and shadow colors. You can, however, select an option in report generation to still show the status colors in diagrams in the report.</p> <p>This option is also available through the 'Objects' page of the 'Options' dialog and, if re-set, will change there as well.</p>
Configure Status Colors	<p>Select this option to redefine the colors used to indicate the status of elements in your diagram (and the status values themselves).</p> <p>The status colors are displayed on the diagram when 'Show Status Colors' is turned on.</p>
Hand Drawn	Select this option to redisplay the diagram in Hand Drawn mode.
White Board	Select this option to redisplay the diagram in Whiteboard mode.
Standard	Select this option to redisplay the diagram in standard mode, according to the themes and settings of the 'Options' dialog. That is, this option turns off 'Hand Drawn' and 'White Board' modes.
Hide Page Borders (All Diagrams)	Select this option to hide the vertical and horizontal page borders marked on all diagrams that you display.

## Diagram Advanced Options

As you develop some of your diagrams you might need to perform special operations on them, such as making them the default diagram for the model or for just your own work, or locking them to prevent accidental change by yourself or by other users. You can also generate a Pattern from a diagram, or hide all connectors on the diagram.

### Access

Diagram | Advanced

### Advanced Diagram Options

Option	Action
Set As Model Default	<p>Make the current diagram the default diagram displayed when the model is re-opened (unless you set a User Default diagram, which overrides the model default).</p> <p>This option is also overridden by a project shortcut, which defines displays to present on opening the project.</p> <p>It is often convenient to place hyperlinks to other diagrams and resources on the default diagram, thus creating a Home Page for your model.</p> <p>Once you have specified a default diagram, the 'Home' icon on the Diagram toolbar takes you back to that diagram from your current location in the model.</p> <p>To cancel a Model Default diagram, either:</p> <ul style="list-style-type: none"> <li>• Create a dummy diagram, set it as the Model Default and delete it, or</li> <li>• Delete the original diagram (if it is no longer relevant)</li> </ul> <p>In the Corporate, Business and Software Engineering, System Engineering and Ultimate editions of Enterprise Architect, if security is enabled you must have 'Manage Project Settings' permission to set the current diagram as the model default.</p>
Set As User Default	<p>(Use in the Corporate, Business and Software Engineering, Systems Engineering and Ultimate editions of Enterprise Architect; User Security must be enabled.)</p> <p>Make the current diagram the default diagram displayed when you re-open this model.</p> <p>The User Default diagram overrides the Model Default diagram (see <i>Make Model Default</i>); this option is itself overridden by a project shortcut, which defines displays to present on opening the project.</p> <p>To cancel a User Default diagram, either:</p> <ul style="list-style-type: none"> <li>• Create a dummy diagram, set it as the User Default and delete it, or</li> <li>• Delete the original diagram (if it is no longer relevant)</li> </ul> <p>This still blocks the Model Default diagram, whilst security is enabled; to re-establish the Model Default diagram, set it as the User Default.</p>
Change Type	Change the type of the current diagram.
Show Property Note	Display the properties note for the current diagram on screen.

Sequence Communication Messages	<a href="#">Re-Order Messages</a> the order of the communication messages in the current diagram
Save Diagram as UML Pattern (Not available for Sequence diagrams)	Save the current diagram as a UML Pattern.

## Element Menu

In creating your elements, you can make use of a wide range of facilities to add features and properties to each element, control each element's appearance and generate code from the element (if a Class or Interface).

### Access

Element

### Element Management Options

Option	Action
Properties	Select this option to open the 'Properties' dialog for the element, at the 'General' tab, to view and edit the properties of the selected element. Shortcut: <b>Alt+Enter</b>
Properties Page	Select this option to display a list of tabs of the element 'Properties' dialog that are common to most types of element. Select one of the options to open the 'Properties' dialog for the element, at the selected tab.
Find in Project	Select this option to find the currently selected element in the <b>Project Browser</b> . If no element is selected, find the current diagram in the Project Browser. Shortcut: <b>Alt+G</b>
Find in Diagrams	Select this option to list all occurrences of the currently selected element in any diagram. Shortcut: <b>Ctrl+U</b>
Discussions	Select this option to create, review and contribute to discussion threads on a selected element, using the <b>Element Discussions</b> window. Shortcut:
Relationships	Select this option to list the selected element's connectors in the Relationships window. Shortcut: <b>Ctrl+Shift+2</b>
Linked Document	Select this option to create or open a rich text document attached to the selected element. Shortcut: <b>Ctrl+Alt+D</b>
Browser	Select this option to explore the components of the selected element, in the <b>Element Browser</b> window. Shortcut: <b>Alt+9</b>
Structure	Select this option to add <b>Tagged Values</b> to the selected element, and manage how

	the element interacts with related elements, using the 'Structure' submenu. Shortcut:
Appearance	Select this option to set up an alternative appearance for the element, or change the text font size or element size, using the 'Appearance' submenu. Shortcut:
Advanced	Select this option to set up references to other elements, or to change the element type of the selected element. Shortcut:
Attributes	Select this option to view and edit the attributes for the selected element. Shortcut: <b>F9</b>
Operations	Select this option to view and edit the operations (methods) for the selected element. Shortcut: <b>F10</b>
Feature Visibility	Select this option to define which features and characteristics of the selected element are visible on a diagram, using the 'Feature and Compartment Visibility' dialog. Shortcut: <b>Ctrl+Shift+Y</b>
Edit Features Inline	Select this option to make changes to the properties and features of the element within the element shape on the diagram, through the element 'Inline Features' submenu. Shortcut:
Testing	Select this option to display a list of test types (Test Classes) and, when you select a type, to display the <b>Testing window</b> showing the tests of that type defined for the selected element.  You can change the type of tests shown in the Testing window using the drop-down arrow in the left hand end of the window toolbar. Shortcut: <b>Alt+3</b>
Maintenance	Select this option to display a list of maintenance item types and, when you select a type, to display the appropriate maintenance window for that item, showing the recorded items for the selected element. Shortcut: <b>Alt+4</b>
Project Management	Select this option to display a short list of Project Management item types (resource allocation, effort, risk and metric) and select one of these to create and manage records for the selected element, using the appropriate version of the <b>Project Management window</b> . Shortcut:
Generate Documentation	Select this option to generate a document report on the selected element. Shortcut: <b>F8</b>



## Structure Submenu

As you develop the elements in a diagram or Package, you can:

- Model more complex interactions between elements, such as adding structured (embedded) elements
- Add more specific properties, in the form of **Tagged Values**
- Override methods inherited from parent Classes

### Access

Element | Structure

### Structure Management Options

Option	Action
Structural Elements	Select this option to attach structural elements such as Ports and Parts to the currently selected element. Shortcut: <b>Ctrl+Shift+B</b>
Parents and Interfaces	Select this option to set the parent elements that generalize the selected element, or set an interface that the selected element realizes or implements. Shortcut: <b>Ctrl+I</b>
Overrides and Implementations	Select this option to automatically override methods from parent Classes and from realized interfaces. Shortcut: <b>Ctrl+Shift+O</b>
Add Tagged Value	Select this option to add a <b>Tagged Value</b> to the currently selected element. Shortcut: <b>Ctrl+Shift+T</b>

## Appearance Submenu

You can customize the appearance of an individual element in a number of ways, such as changing the color of its background, borders and/or text. These changes are applied to the selected element only, on each diagram on which it is used. For example, if the Class element Customer is used on three diagrams, and you set its background color to yellow on one diagram, all three diagrams will show the Customer Class in yellow.

### Access

Element | Appearance

### Element Appearance Options

Option	Action
Default Appearance	Select this option to set the border, font and background colors and the border thickness for the selected element, as its default appearance. Shortcut: <b>Ctrl+Shift+E</b>
Autosize	Select this option to automatically size one element or a group of elements in a diagram to the best fit. Shortcut: <b>Alt+Z</b>
Set Font	Select this option to change the font of the text displayed on the element in a diagram.
Alternate Image	Select this option to select an alternative image for the selected element. Shortcut: <b>Ctrl+Shift+W</b>
Apply Image From Clipboard	Select this option to insert the image currently held on the clipboard. (If the image is to be applied from elsewhere in Enterprise Architect, turn off the 'Diagram Frames On Clipboard Images' option in the 'Options' dialog before you capture the image, to avoid having the image applied as a labeled frame)

### Notes

- You can also define the default appearance of:
  - The element on the current diagram only, using the Format Toolbar
  - All new elements, using the 'Diagram | Appearance' page of the 'Options' dialog
  - All new elements of a type, using an Element Template
  - Various new elements of a type, by defining the appearance in a stereotype that you apply to the element as you create it
  - A group of selected elements on a diagram, applying the same change to all elements in the group

## Advanced Submenu

As you develop the elements in a diagram or Package, you can:

- Model more complex interactions between elements, by adding cross-references to other elements
- Change the element type

### Access

Element | Advanced

### Advanced Element Management Options

Option	Action
Custom References	Select this option to list the model elements or diagrams that refer to the element you have selected and, if necessary, access one of these elements or diagrams. Shortcut: <b>Ctrl+J</b>
Change Type	Select this option to change the element type of the selected element.

## Inline Features Submenu

When you are editing elements and their features, and if you know what to enter without being prompted by field names, you can quickly complete your work by using inline editing; that is, typing in and editing the information within the element image on a diagram. To support this, you can also use menu options to add and delete selected features, display their properties and add linked notes to the element.

### Access

Element | Edit Features Inline

(Or, to display the options on a context menu, right-click on the selected feature)

### Inline Editing Options

Click on the element and then click on the attribute, operation, element name, Maintenance item or Test item on the element before displaying the menu.

Option	Action
Edit Selected	Select this option to type over or delete the text of the highlighted feature. Shortcut: <b>F2</b>
View Properties	Select this option to open the 'Properties' dialog containing details of the selected feature, or of the element itself if no feature is selected.
Insert New After Selected	Select this option to insert a new item in the element, of the same type as the selected feature, and immediately following the selected feature. Type in the feature name and parameters, and press the <b>Enter key</b> .
Create Linked Note	Select this option to add a Note element linked to the selected feature, reflecting the content of that feature.
Add Attribute	Select this option to add an attribute to the current element. Shortcut: <b>Ctrl+Shift+F9</b>
Add Operation	Select this option to add an operation to the element. Shortcut: <b>Ctrl+Shift+F10</b>
Add Other	Select this option to insert other features such as Maintenance and Testing items. To display these features on the element, select to show the appropriate compartment on the element. Shortcut: <b>Ctrl+F11</b>
Delete Selected from Model	Select this option to delete the selected feature from the model. Shortcut: <b>Ctrl+Shift+Delete</b>

## Active keys after selecting the above options

Key	Action
Enter	Press this key to save current changes.
Ctrl+Enter	Press this key to save current changes and open a new slot to add a new item.
Esc	Press this key to cancel editing.
Shift+F10	Press this key to display a context menu with possible parameter values.

## Tools Menu

In developing and managing your models, you can make use of a wide range of tools for developing and analyzing the structures and domains of your models such as specifications, scenarios, database models, business process decisions, schema, relationships, development gaps, programming language syntax, MDG Technology files and **XSLT** transformations. You can also customize a number of features and set operational options.

### Access

Tools

### Modeling Tool Options

Option	Action
Specification Manager	<p>Display the <b>Specification Manager</b>, a document-based interface to a selected Package in the model, providing the means of creating and reviewing elements as text representations of objects in the <b>Project Browser</b>.</p> <p>You can open this window without having loaded a model.</p>
Scenario Builder	<p>List and edit the Scenarios, internal Constraints and Requirements for the selected element, on a docked window or a View in the main work space.</p> <p>Shortcut: <b>Ctrl+Shift+3</b></p>
Database Builder	<p>Open a 'wizard' that helps you to develop and test models of databases, and generate schema from these models, by:</p> <ul style="list-style-type: none"> <li>• Providing a number of structures automatically tailored to the Database Management System you are modeling for, and</li> <li>• Guiding you through the process of developing the model with panels and dialogs to record the appropriate data for the model</li> </ul> <p>You can open this window without having loaded a model.</p>
Decision Table Editor	<p>Display the Decision Tables view, a simple method of modeling how a decision is made, providing the capability of generating code for the decisions.</p> <p>On the diagram containing the Activity or Action element that owns the table, you can replace the element shape with the decision table itself, showing the rules as either columns or rows.</p>
Schema Composer	<p>Open the <b>Schema Composer</b>, a simple and versatile tool for quickly and easily defining messages to exchange specific types of information between organizations, and ensuring that such messages comply with the common standards for information exchange.</p>
XSLT Debugger	<p>Open the <b>XSLT Debugger</b> view.</p> <p>The XSLT Debugger converts an input document into xml or other document types using an <b>XSLT</b> Stylesheet. The transformation is modeled in an XML Transform diagram, from which you can debug and/or execute the stylesheet.</p> <p>When you execute the transformation, the source XML and the contents of the stylesheet .XSL file are exposed on separate tabs of the XSLT Debugger view.</p>

Re-usable Asset Service	Opens the <b>Reusable Asset Service (RAS)</b> through which you can connect to any repository using a Cloud connection over the http protocol. The repository can hold a reusable intellectual property asset such as an industry standard, registry or framework.
Relationship Matrix	Create and manage the relationships between elements, by connector type, through the <b>Relationship Matrix</b> .
Gap Analysis Matrix	Analyze model artifacts for potential gaps in the solution, using the <b>Gap Analysis Matrix</b> .
Local Directories and Paths	Configure local directories and paths for each of your programming languages.
Language Grammars	Create, edit and debug context-free grammars to define the syntax of programming languages (in Backus-Normal Form / Backus Naur Form), using the Grammar Editor view.
Generate MDG Technology File	Select this option to create an MDG Technology file using the MDG Technology Wizard. (Not available in the Desktop edition)
<Customized Options>	Select this option to provide access to external tools that you might use during your modeling work, using options that you have defined through the 'Tools' tab of the 'Customize' dialog. For example: <ul style="list-style-type: none"> <li>• ODBC Data Sources - Open the Windows system ODBC Data sources administration tool to define connections to Enterprise Architect repositories, or when setting up connections to data sources for reverse engineering</li> <li>• System Information - Open the Windows 'System Information' tool, to explore the various configurations and settings active on your current system</li> </ul>
Customize	Select this option to customize your operation of the system, such as modifying the main menu, toolbars, tools and other user interface behavior, to your particular preferences using the 'Customize' dialog.
Options	Select this option to customize your general settings through the 'Options' dialog. These options govern how a number of processes within Enterprise Architect are executed, and how various elements are displayed. Shortcut: <b>Ctrl+F9</b>

## Analyzer Menu

Whilst you are modeling an application, you can generate code from the model and then analyse the way in which it executes, both monitoring and recording the execution behavior using the Execution Analyzer. This facility builds on and processes the structures and operations of the Model Driven Development Environment (**MDDE**), which provides tools to design, build and debug an application.

### Access

Analyzer

### Analyzer Options

Option	Action
Manage Analyzer Scripts	Manage the Analyzer scripts for your model, using the <b>Execution Analyzer window</b> . Shortcut: <b>Shift+F12</b>
Debug	Execute a sequence of debugging commands, initiated through the Debug menu.
Record	Execute a sequence of commands for recording a debug session; these commands are initiated through the Record menu.
Profile	Execute a sequence of <b>Profiling</b> commands, initiated through the Debug menu.
Simulate	Simulate the debugging of an application during the design of that application.
Toolbars	Show or hide the execution analysis toolbars. The sub-options are: <ul style="list-style-type: none"> <li>• <b>Debugger</b> - Show or hide the Debug toolbar, through which you can access the main windows for monitoring debug operations, and the simple commands for starting, pausing, continuing and stopping a debug run</li> <li>• <b>Simulator</b> - Show or hide the Simulation toolbar</li> <li>• <b>Record</b> - Show or hide the Record &amp; Analyze toolbar, which provides access to the facilities for managing the recording of the execution of an application, including starting the recording, initiating both manual and automatic recording, stepping through a recording session and stopping the recording</li> <li>• <b>Build</b> - Show or hide the Build toolbar, through which you can configure, compile and debug the last-selected build script, execute it, cancel the execution, and run the executable, test and deployment scripts</li> </ul>
Manage Testpoints	Execute test scripts and monitor or control the output, using the <b>Testpoints window</b> .
Breakpoints & Markers	Manage breakpoints and markers for debugging and Simulation, using the <b>Breakpoints &amp; Markers window</b> .
Call Stack	Review the currently-running threads in a debugging session, using the <b>Call Stack</b> .



Locals	Review the local variables and their values for the current local thread, using the <b>Locals window</b> .
Watches	Evaluate data items that are not available as local variables - such as data items with static Class member items - using the <b>Watches window</b> .
Memory Viewer	Review a process memory debugging session, using the <b>Memory Viewer window</b> .
Modules	Review details of the loaded modules, using the <b>Modules window</b> .
Object Workbench	Create your own Class workbench instances and invoke methods on them, using the <b>Object Workbench</b> .
Build	<p>Execute the Build script for the selected Package; the script would have been previously created in the 'Execution Analyzer' dialog.</p> <p>The output from the script is displayed in the 'Build' tab of the <b>System Output</b> window.</p> <p>Shortcut: <b>Ctrl+Shift+F12</b></p>
Run	<p>Execute the 'Run' script for the selected Package; the script would have been previously created in the 'Execution Analyzer' dialog.</p> <p>The output from the script is displayed in the 'Build' tab of the <b>System Output</b> window.</p> <p>Shortcut: <b>Ctrl+Alt+N</b></p>
Test	<p>Execute the Test script for the selected Package; the script would have been previously created in the 'Execution Analyzer' dialog.</p> <p>The output from the script is displayed in the 'Build' tab of the <b>System Output</b> window.</p> <p>Shortcut: <b>Ctrl+Alt+T</b></p>
Deploy	<p>Execute the Deploy script for the selected Package; the script would have been previously created in the 'Execution Analyzer' dialog.</p> <p>The output from the script is displayed in the 'Build' tab of the <b>System Output</b> window.</p> <p>Shortcut: <b>Ctrl+Shift+Alt+F12</b></p>

## Debug Menu

As you model and test software applications, you can execute complete debugging sessions on the code and observe the outcome as Sequence diagrams generated from the **Call Stack**.

### Access

Analyzer | Debug

### Debugging Options

Option	Action
Debugger	Control a debugging session and review the output, using the <b>Debug window</b> . Shortcut: <b>Alt+8</b>
Debug Run	Start or resume the debugger. If no debug session is in progress, the active Analyzer Script is used to determine which application to run or whether the debugger should attach to an already running process. Shortcut: <b>F6</b>
Debug Pause	Suspend execution of process being debugged.
Step Into	Step into the current function. Shortcut: <b>Shift+F6</b>
Step Over	Step over the current function. Shortcut: <b>Alt+F6</b>
Step Out	Step out of the current function. Shortcut: <b>Ctrl+F6</b>
Debug Stop	Stop the current debug session. Shortcut: <b>Ctrl+Alt+F6</b>
Generate Sequence Diagram From Stack	Create a Sequence diagram from the Stack Trace History.
Register as Just-In-Time Debugger	Register Enterprise Architect as the operating system debugger, saving the currently registered debugger. When an exception or crash occurs in an application running outside Enterprise Architect, the Enterprise Architect debugger is opened so that you can debug the application. When this option is de-selected again, the previously-registered debugger is restored.



## Record Menu

As you model, test and debug software applications, you can record the execution of the debugging sessions on the code, and generate Sequence, Test Point and Collaboration Class diagrams from the recording.

### Access

Analyzer | Record

### Debug Recording Options

Option	Action
Recorder	Review the information recorded during a debug session, using the Record & Analyze window.
Start Debug Recording	Enter manual record mode; each time you step into a function, the call is captured. When you step out, the return is captured. This option is available when the target program is at a breakpoint.
Stop Debug Recording	Stop the recording. This option is available when recording is in progress.
Auto Record Thread	Record the thread that is halted, and resume execution of the program; whenever the thread makes a function call or a function call exits, this information is captured to the <b>History window</b> . The Stack Trace History, 'Stack' tab and <b>Source Code Editor</b> dynamically update to reflect the current execution sequence for the thread. Stack Trace Recording ends when the thread ends or when you click on the <b>Stop button</b> . This option is available when the target program is at a breakpoint.
Show/Hide Execution	Display the executing code while the recording is in progress. The <b>Call Stack</b> is updated in real time, even while recording is in progress. Watching this window while recording can give a quick picture of what is going on, even without producing a Sequence diagram. This option slows recording down considerably, and is not necessary when recording is being controlled by recording markers.
Generate Sequence Diagram	Create a Sequence diagram from the Record & Analyze window.
Generate Testpoint Diagram Generate Class Diagram	Create a <b>Testpoint</b> or Collaboration Class diagram from the stack trace in the Record & Analyze window.
Generate Call Graph	Generate a dynamic call graph from the recording, as you might see in the <b>VEA</b> Profile workspace execution analysis layout; this can be more useful than the Sequence diagram in identifying the unique call stacks involved.



## Profile Menu

Whilst you are modeling an application, you can profile its execution to test how it performs.

### Access

Analyzer | Profile

### Analyzer Options

Option	Action
Profiler	Create execution profiles to report on runtime aspects such as: <ul style="list-style-type: none"><li>• What functions are most-frequently called in an application</li><li>• Which tasks are taking longer than expected, and</li><li>• Which tasks are taking the longest time to execute</li></ul> This information is displayed on the <b>Profiler</b> window.
Start Profiling	Begin <b>Profiling</b> the application configured in the Analyzer Profiling scripts.
Resume Profiling	Resume a <b>Profiling</b> session when it has been stopped.
Stop Profiling	Stop a <b>Profiling</b> session.
Display Profiler Report	Display the output of a <b>Profiling</b> session as a report.
Load Profiler Report from File	Load a <b>Profiler</b> report into the Profiler window from an external file.
Save Profiler Report to File	Save the current <b>Profiler</b> report in the Profiler window to an external file.

## Simulate Menu

As you model and test software applications, you can execute complete Simulation sessions on the code.

### Access

Analyzer | Simulate

### Simulation Options

Option	Action
Simulator	Select this option to display the <b>Simulation window</b> and simulate the debugging of an application during the design of that application.
Simulation Events	Select this option to manage the triggers and sets of events in a simulation, using the <b>Simulation Events window</b> .
Select Simulation	Select this option to display the 'Select Element' dialog, which you use to locate and select the Activity, Interaction or State Machine on which to perform the simulation.
Start Simulation	Select this option to begin the simulation on the selected model.
Pause-Resume Simulation	Select this option to pause and resume an executing simulation.
Stop Simulation	Select this option to stop the currently-executing simulation.
Step over the next statement	Select this option to step over a statement in the current model simulation, when the simulation is paused at that statement.
Step into the next statement	Select this option to step into a statement in the current model simulation, when the simulation is paused at that statement.
Step out of the current activity	Select this option to step out of an Activity in the current model simulation, when the simulation is paused in that Activity.

## Extensions Menu

Whilst modeling in Enterprise Architect, you can extend and specialize the product's capabilities by using **Add-Ins** (extensions written in COM that interact with the Enterprise Architect user interface), and by importing XML files from specific technologies, working with them and publishing model information in XMI format back to the technologies.

Menu options are provided for:

- An **Add-In** when the product has been loaded into the system on start-up using the 'Manage Add-Ins' dialog
- ODM, ArcGIS, BPMN 2.0 and GML when they have been enabled through the 'MDG Technologies' dialog ('Extensions | MDG Technologies')

### Access

Extensions

### Technology Options

Option	Action
ArcGIS	<p>Display a menu of options for the built-in MDG Technology for ArcGIS, a technology supporting geospatial data modeling. Using this menu you can:</p> <ul style="list-style-type: none"> <li>• Create new model Packages using patterns</li> <li>• Import ArcGIS data models</li> <li>• Export models to schema and</li> <li>• Configure the ArcGIS technology</li> <li>• <b>Validate</b> your ArcGIS model</li> </ul> <p>Shortcut: <b>Ctrl+Shift+M</b></p>
ODM	<p>Display a menu of options for the built-in MDG Technology for Ontology Definition Metamodel (ODM), a technology for developing large-scale ontologies for project domains. Using this menu you can:</p> <ul style="list-style-type: none"> <li>• Import OWL/RDF XMI files</li> <li>• Export Packages as OWL/RDF XMI files</li> <li>• Define new namespaces for ODM Packages and</li> <li>• Define new labels for OWL and RDF elements</li> </ul>
GML	<p>Display a menu of options for the built-in MDG Technology for GML, a technology supporting geographical feature modeling. Using this menu you can:</p> <ul style="list-style-type: none"> <li>• Generate GML Application Schema from models</li> </ul>
Import	<p>Display a menu of options for importing XMI/XML from a variety of formats. ArcGIS, OWL/RDF and EMX are specifically supported, but a wide range of other tools' XML output can be imported into Enterprise Architect using the 'Other Tools/Formats' menu option.</p>
Publish	<p>Display a menu of options for Publishing (exporting) Enterprise Architect model information in a specific format for consumption by other tools or processes.</p> <p>A wide range of output formats is supported, and you can further tailor the output</p>



	<p>by including or excluding diagram information, Enterprise Architect specific extensions and so on. You would tailor your published file for the capabilities of the tool or process expected to consume it.</p> <p>The 'Normative XMI 2.4.2' option provides a quick means of exporting model information in the latest UML/XMI combination with no Enterprise Architect extension information or diagram information. This format is most useful for standards development and for base interoperability with other UML based tools.</p> <p>Note that you should not use this menu to Publish model information for consumption by other users of Enterprise Architect. For that purpose, use the 'Project   Model Import/Export' options.</p>
--	--

## Dynamic/Configuration options for Add-Ins such as TOGAF or UPDM

Option	Action
<Add-In Name(s)>	<p>Access the facilities of the selected <b>Add-In</b>, through a submenu.</p> <p>For example, if you have TOGAF enabled on your system, you could click on the 'TOGAF' menu option and display the options available to you as a TOGAF user.</p>
MDG Technologies	Activate and connect to MDG Technology files.
Add-In Windows	<p>Display a window, or list of windows, provided by any <b>Add-Ins</b> you have installed and enabled.</p> <p>If no windows are provided, an empty, docked Add-Ins window displays.</p>
Manage Add-Ins	<p>Display the 'Manage <b>Add-Ins</b>' dialog, which you use to enable or disable Add-Ins for use.</p> <p>Any technology loaded by an <b>Add-In</b> is automatically enabled; if you do not want to use it, you can disable it on the dialog.</p>

## Add-In Submenu

Option	Action
<Add-In specific options>	<p>List options to perform various functions specific to the <b>Add-In</b>.</p> <p>For example, the MDG Technology For Zachman Framework has the options 'Open Example Model' and 'Insert New Framework Model'.</p>
Help	Display the Help subsystem for the <b>Add-In</b> (if one has been provided).
About	Display information on the <b>Add-In</b> installation, such as version, registration details and copyright statement.

# Window Menu

The 'Window' menu provides a range of options for controlling how currently-open system windows and views are displayed and used.

## Access

Window

## Window Control options

Option	Action
Full Screen	<p>Reset the display to full screen so that only the work area and main menu are shown - no toolbars or windows.</p> <p>To return to your normal working display, either click on the 'Full Screen' option again or click on the 'Close Full Screen' pop-up menu option.</p> <p>You can also restore individual menus and toolbars using the 'View   Toolbars' menu option.</p> <p>Shortcut: <b>Shift+Alt+Enter</b></p>
Save All Modified	Save all changes that you have made.
Reload Current View	Refresh the current view.
Set Focus to Current View	<p>Make the current view the active one, so that key strokes immediately act on that view.</p> <p>Shortcut: <b>Ctrl+Shift+0</b></p>
Float Current View	<p>Switch the current view into a floating window that you can move around your screen(s) and dock in any convenient location.</p> <p>This option is very useful for displaying two or more diagrams or views at the same time, which makes it easier to copy or drag and drop elements between them. Other points to consider are:</p> <ul style="list-style-type: none"> <li>• The view windows are not affected by the 'Full Screen' option; other window management options do apply to them</li> <li>• A working set that includes floating or docked views will, when activated, re-open the views at their most recent location</li> <li>• Floating or docked diagrams display the Caption Bar, but not the Format toolbar that is attached to the tabbed diagrams in the <b>Diagram View</b></li> </ul> <p>You can also make a tabbed view into a floating view by simply clicking on the tab and dragging it off the row of 'Diagram Tabs'.</p> <p>To restore a floating view to a tab in the Diagram View, right-click on its Caption Bar and select the 'Tabbed Document' option.</p>
Close Current View	Close the current view.
Close All Except Current	Close all views except the currently selected view.

Close All	Close all opened windows in the main tab view.
Auto Hide Active Window	Autohide the window that currently has focus. Shortcut: <b>Ctrl+Shift+F4</b>
Auto Hide All Docked Windows	Autohide all windows that are docked.
Close Active Window	Close the window that currently has focus. Shortcut: <b>Ctrl+F4</b>
Show Start Page	Show or hide the <b>Start Page</b> . The setting of this option persists through shut down and restart, until you specifically change the option again.
Always on Top	Force the main Enterprise Architect window to be on top of all other windows.

# Help Menu

The Help menu provides access to the Enterprise Architect Help files, the Read Me file, the Enterprise Architect End User License Agreement and a range of features on the Sparx Systems website.

## Access

Help

## Help Options

Option	Action
About EA	Display information about Enterprise Architect, including your registration details.
Help Contents	Display the Enterprise Architect Help, starting at the Introduction to Enterprise Architect page.
On-Line Resources	Display a submenu of options for accessing Online Resources.
Open Example Model	Open the EAExample model provided with Enterprise Architect. New users can explore the example model to immediately see a range of existing model structures and diagrams, several of which are constructed to help demonstrate many of Enterprise Architect's modeling features.
Learning Center	Open the Enterprise Architect Learning Center, which provides quick access to a range of context-specific task guides in a number of specific work areas, such as Getting Started, Modeling or Testing. The guides contain links to Help topics and other useful sources of information. Shortcut: <b>Alt+F1</b>
Register and Manage License Key(s)	Configure and manage the license keys used to register Enterprise Architect and its <b>Add-Ins</b> .
View License Agreement	Display the Enterprise Architect End User License Agreement.
Ordering Information	Display information on how to purchase Enterprise Architect.
Read Me	Display the Readme.txt file, which details the changes and enhancements in Enterprise Architect, build by build.
Keyboard Accelerator Map	Display the keyboard accelerator map. You can customize your keyboard shortcuts, if required.
EA on the Web	Open the Sparx Systems website.

## On-Line Resources

Option	Action
User Forum and News	Access the Enterprise Architect user forum.
Request-a-Feature	Open the form for submitting a request for a feature you would like to see in Enterprise Architect.
Bug Report Page	Open the form for reporting the details of a bug you have found in Enterprise Architect.
Latest Version Details	Open the Announcements folder of the user forum, providing details of the latest Enterprise Architect build.
Automation Interface	Display the Enterprise Architect <b>Automation Interface</b> pages on the Sparx Systems website.
Introducing UML	Access the Sparx Systems online UML tutorials.
Pricing and Purchase Options	Display details on purchasing or upgrading Enterprise Architect over the internet.

