



# MetaModelAgent

for IBM Rational® Software Architect Designer and RealTime Edition,  
HCL RealTime Software Tooling and Eclipse Papyrus™

## Modeling User Manual

MetaModelAgent version 4.6.1

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# 1 Introduction

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This document is the main user manual for domain-specific modeling capabilities in MetaModelAgent. MetaModelAgent (MMA) is an Eclipse add-on that is installed on top of one of the supported host tool and is accessed by extended menus and views within the Eclipse workbench. MetaModelAgent supports the following host tools:

- IBM Rational® Software Architect Designer (RSAD)
- IBM Rational® Software Architect RealTime Edition (RSARTE)
- HCL RealTime Software Tooling (RTist).
- Eclipse Papyrus™

The main purpose of MetaModelAgent is to support the developers to create models which fulfill organization-specific UML-based domain-specific model languages (DSMLs). MetaModelAgent makes it easy to define and use DSMLs within the host tool. But even if you are using plain UML or UML-RT without any customization, you will find a lot of useful features in MetaModelAgent.

Besides the support for domain-specific modeling, MetaModelAgent provides extensive support for static model analysis. The model analysis capabilities and features are described in the separate *MetaModelAgent Model Analysis Manual*.

To use the MetaModelAgent functionality after installation, you must have access to a valid license. There are several different kinds of licenses available with different levels of features. This user manual covers all kinds of licenses. Depending on the license you are using, some features described in this manual may not be applicable. See **MetaModelAgent License Management Manual** for details about the different licenses and how to order and manage licenses.

Beside this manual, there are three other manuals available in the Eclipse Help-system after installation:

<b>MetaModelAgent Model Analysis Manual</b>	Describes how to use MetaModelAgent for model analysis using the built-in metamodels or your own metamodel.
<b>MetaModelAgent Metamodeling Manual</b>	Described how to develop your own domain-specific metamodel for usage in MetaModelAgent.
<b>MetaModelAgent License Management</b>	Described how to require and install licenses to be able to use MetaModelAgent.

More information about MetaModelAgent is available on [www.adocus.com](http://www.adocus.com) and [www.metamodelagent.com](http://www.metamodelagent.com).

## 1.1 The concept of MetaModelAgent

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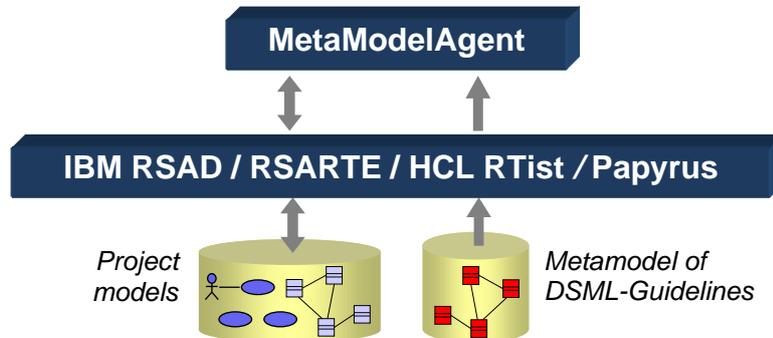
Common domain-specific modeling guidelines (DSML-guidelines) within an organization are important for the developers to be able to read and understand each other's models. Unfortunately, it is rather difficult to understand modeling guidelines, as they consist of model structure, name conventions, restrictions in the use of relations, stereotype definitions, element properties etc.

MetaModelAgent offers an alternative and complementary user interface, making it simpler to comply with organization specific guidelines, thus saving time and money.

MetaModelAgent uses DSML-guidelines expressed in a so called metamodel. A MetaModelAgent metamodel is an UML-model which describes the DSML-guidelines. The metamodel must express all model constructions that should be valid in a model.

Model constructions that are not expressed explicitly in the metamodel are therefore not allowed in the model.

By expressing the DSML-guidelines as a metamodel, unambiguous guidelines are achieved and the risk for inconsistency is minimized. A metamodel is normally developed once, in a project or organization, and can thereafter be used by everyone that has access to MetaModelAgent.



**Figure 1:** *MetaModelAgent supplements the host tools with an additional “guideline-sensitive” user interface*

The business value of using MetaModelAgent depends highly on the quality of the metamodels. Well defined and documented metamodels are the key to achieve a high business value of using MetaModelAgent.

If you don't have ambition to develop any metamodel of your own, you can use MetaModelAgent with one of its included metamodels for standard UML and UML-RT.

MetaModelAgent does not leave any MetaModelAgent-unique footprints in your models, which means that models created by using MetaModelAgent features can continue to be developed and maintained using the original capabilities in the host tool.

## 1.2 Feature overview

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MetaModelAgent offers additional views, decorators and wizards to the workbench that uses the information in the metamodels to better support the user in performing their modeling tasks.

MetaModelAgent offers the following capabilities:

- Automatically validate the model against the metamodel with support for quick fixes.
- Add new correct model items and edit existing items according to the metamodel, focusing on significant properties only. The risk of violating the metamodel is eliminated, as only permitted items can be created.
- Adapt a pre-existing item according to the metamodel automatically, i.e., classification. A model can thus be designed without the use of a metamodel and subsequently be adapted to comply with the guidelines.
- Access to context sensitive integrated guidance based on metamodel documentation.
- Analyze one or several models simultaneous using property tables, trace matrixes, relationship trees and different kind of charts.
- Publish web-based model documentation and guidelines based on the metamodel.

**Important:** MetaModelAgent does not disable any built-in functionality in the host tool. MetaModelAgent only provides additional features to the tool. All original features are still available.

## 1.3 Typical usage scenarios

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To which degree MetaModelAgent will be used to support the modeling effort is controlled by the end user. There are several ways to use MetaModelAgent:

1. **On Demand Validation only**  
The modeling work are being performed by using the standard UI in the host tool. MetaModelAgent is activated for the model only for validating the model against the metamodel when needed. Any correction needed of the model is being done by the standard UI or by using the MMA quick fix facility.
2. **Interactive Guidance**  
MetaModelAgent is being activated for the model when the model is opened. MetaModelAgent's additional UI wizards and views are used to support the end user in creating a correct the model according to the metamodel.
3. **Active Imposer**  
MetaModelAgent is being activated for the model when the model is opened, and the preferences are set so that MetaModelAgent will prohibit any invalid element being added. Any trial to violate the metamodel will be rejected.
4. **Static Model Analysis**  
Models can be analyzed in several different ways to get an understanding of non-trivial complexity and behavior. Analysis can be performed out-of-the box or in context of your own metamodel and will be displayed in tables, matrixes, trees and graphs. Please refer to the *MetaModelAgent Model Analysis Manual* for details.

## 1.4 Usage without any customized metamodel

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You will get maximum business value out of MetaModelAgent if you define your own customized metamodel according to your own DSML-metamodel.

But even if you are using plain UML or UML-RT<sup>1</sup> and do not define any customized metamodel, you will get significant business value by using the built-in metamodel for UML and UML-RT, especially when it comes to model analysis and web publishing.

By using one of these built-in metamodels you will never get any problems reported but you will make your modeling effort more efficient by using the wizards and views for creating and editing model items with access to integrated UML guidance, and you can analyze your model using the table and matrix views. Finally, you can generate web-based model reports that can be published for anyone to read.

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<sup>1</sup> UML-RT is only available in RSARTE and HCL RTist

## 1.5 Reading instruction

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To be able to understand this user manual, basic knowledge of the Unified Modeling Language (UML) and the host tool being used, is required.

This manual is designed as a reference book. It includes the following chapters:

**Chapter 1:** *Introduction*, this chapter; includes an introduction to MetaModelAgent.

**Chapter 2:** *Terminology*, explains terms that are used widely in this manual.

**Chapter 3:** *The concept of metamodels*, explains the concept of metamodels and gives an overview of the functionality provided by MetaModelAgent.

**Chapter 4:** *Start using MetaModelAgent*, describes fundamental features for invoking the MetaModelAgent functionality.

**Chapter 5:** *Adding new items to a model*, describes how to use the MetaModelAgent features for adding items to a model.

**Chapter 6:** *Correcting an existing item*, describes how to use the MetaModelAgent features for correcting existing or newly added items.

**Chapter 7:** *Editing an existing item*, describes how to use the MetaModelAgent addition to the property view for editing item properties.

**Chapter 8:** *Web publishing*, describes how to generate a web-based model report using MetaModelAgent and how to generate web-based modeling guidelines from a metamodel.

**Chapter 9:** *Views*, Describes the additional Eclipse workbench views provided by MetaModelAgent. The analysis views are only described briefly. For detailed description of the analysis views please refer to the *MetaModelAgent Model Analysis Manual*.

**Chapter 10:** *Decorators*, describes how to use the additional Eclipse workbench decorators provided by MetaModelAgent.

**Chapter 11:** *Preference settings*, describes the usage of the MetaModelAgent preference settings.

**Chapter 12:** *Headless validation*, describes in detail how to execute the model validation functionality without any interaction with the UI.

**Chapter 13:** *Public API*, describes in detail how to interact with MetaModelAgent using your own plug-in for activation and validation tasks.

**Chapter 14:** *Known limitations*, a list of known issues that could affect the expected behavior.

**IMPORTANT:** Most of the user interface elements provided by MetaModelAgent such as views, wizards, dialogs, menu entries and tool palette entries are dynamically adapted to the current metamodel being used. All figures in this manual showing user interface snapshots are therefore only illustrative examples and may differ from how they look in your own environment.

The figures are also a mixture from using MetaModelAgent together with the host tools on MS Windows. Some figures are also from elderly versions of MetaModelAgent. The figures can therefore look a bit different in your own environment.

## 1.6 What's New

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### From v4.4.0 to v4.4.1

- Improved performance when activating a model using built-in metamodels for standard UML and UML-RT.
- Unloaded nested sub-models, nor unloaded referenced elements are no longer reported as violations if their UML metaclass conforms to the expected metaclass' UML metaclass.
- API added for prohibiting MetaModelAgent to react on model modification from a user-defined plugin. See chapter 13.3.
- API extended for making it possible to register metamodels in the workspace applicable for a specific kind of models. See chapter 13.4.
- Tooltips for property values in the Property View representing one or several correct URLs displays hyperlinks for each URL. This makes it simple to navigate to the URL using the default web browser.
- Tooltips for property values representing unloaded elements displays the file path to the model file containing the unloaded element,
- Integer property values are correctly sorted in web publish search result.

### From v4.4.1 to v4.5.0

- Brand new unique read-only Summary View with comprehensive information of selected elements in an embedded web-browser. See chapter 9.3.
- New popup-dialog in Activation View to activate already open models, see chapter 9.1.
- Improved property editing dialogs with expandable/collapsible guidance trays.
- Extended and redesigned quick fixes in Problem View, see chapter 9.4.
- Improved labels and tooltips in Problem View
- Web-publish: New target folder structure for generated files.
- Web-publish: Improved labels for elements with significant element references.
- Web-publish: Adjusted tooltips to minimize memory footprint in published files.
- Extended API with improved documentation, see chapter 13.
- Icons added or modified for some MMA context submenus.
- Diagram layout operations does no longer enforce model validation.

### From v4.5.0 to v4.5.1

- Support for Papyrus v5.0.
- Web-publish: Refining elements can optionally be listed as nested to refined elements, see chapter 8.1.

### From v4.5.1 to v4.5.2

- Improved Guided Add-Wizard.
- Adjusted presentation of non-editable fields in MMA Property View.
- Editing of non-recommended property values supported in MMA Property View.
- Improved editing capabilities in MMA Property Table View.

- Basic information about MMA views and other relevant workbench views available upon selection in MMA Guidance View.
- Several user interface glitches fixed on MacOS and Linux platforms.
- Monospace fonts for property widgets which may contain source code.
- Improved UI when platform UI default font size is changed or scaled.
- Single progress meter when activating several models at the same time.
- All actions in a view's toolbar have been made available in the view's pull-down menu also, to conform to Eclipse user-interface guidelines.
- The clear action in the Problem View's toolbar which inactivate all activations have been removed.

### **From v4.5.2 to v4.6.0**

- FREE license mode does no longer require a license key.
- Improved support for Eclipse Dark Theme, except in Summary View, Guidance View, and wizard's guidance tray.

### **From v4.6.0 to v4.6.1**

- Metaclass summary page generated in web published guidelines.
- Several improvements in web published guidelines layout.

For news in the analysis views, see the **MetaModelAgent Model Analysis Manual**.

For news in the metamodel notation, see the **MetaModelAgent Metamodeling Manual**.

For bugfixes see <http://www.metamodelagent.com>.

## **1.7 Support**

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To obtain support, please use the support request form on the Adocus Website ([www.adocus.com](http://www.adocus.com)) or send an email to [support@adocus.com](mailto:support@adocus.com).

## 2 Terminology

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The following terms are used frequently in this user manual.

### 2.1 Modeling terms

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<b>Item</b>	Item is the generic term for an element, a diagram, or a relationship. Examples of items are classes, dependencies, and activity diagrams.
<b>Property</b>	A property is a predefined or user defined feature of an item. Examples of common properties are name, stereotype, multiplicity, and documentation.
<b>Model</b>	A model is a UML-model holding a set of items which represents a model as defined in UML, e.g., a semantically complete abstraction of a system. Examples of common models are Use Case Models, Analysis Models and Design Models.
<b>Metaclass</b>	A metaclass is a classification of items sharing the same characteristics. Examples of standard UML metaclasses are Use Case, Actor and Class. A metaclass holds property definitions.
<b>Property Definition</b>	A property definition defines the characteristics for a specific property on items classified by the same metaclass.
<b>Metamodel</b>	A <i>metamodel</i> defines the model guidelines, i.e., a domain-specific modeling language (DSML) in terms of metaclasses and their relationships, for a specific kind of models. A model is an instance of its metamodel.

### 2.2 Eclipse terms

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<b>Explorer View</b>	The Explorer View is the name used in this manual for the standard view that shows the model structure of loaded models. <ul style="list-style-type: none"><li>• <i>Project Explorer View</i> in RSAD/RSARTE and HCL RTist.</li><li>• <i>Model Explorer View</i> in Papyrus.</li></ul>
<b>Diagram Editor</b>	The Diagram Editor is the graphical editor view for editing UML-diagrams.
<b>Property View</b>	The Property View is used for viewing and editing item properties.

## 3 The concept of metamodels

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To be able to use MetaModelAgent, a so called *metamodel* must be available. A *metamodel* is a UML-model that primarily contains a set of classes and relationships which describes the model guidelines for a specific kind of models, in a formal way.

There can be several user-defined metamodels available at the same time within the same workspace. To use the metamodel for a model, the metamodel must be assigned to the model (exemptions are given below). This is expressed by a simple dependency relationship from the model towards the metamodel.



**Figure 2:** Example of a use-case model connected to a metamodel for use-case models.

It is possible to assign several different metamodels to the same model. This can for example be useful if there is a need to have different metamodels focusing on separate kind of modeling rules.

The metamodels needed should not be created by everyone. Normally a few members of a project or an organization is responsible for the modeling guidelines and therefore also responsible for developing the metamodels.

As a user of MetaModelAgent, there is no need to read and understand the metamodels, just knowing they are the basis for the MetaModelAgent-functionality is enough.

How to create metamodels is therefore not included in this user manual. The UML-notation for metamodels is described as an UML-profile in the manual *MetaModelAgent – Meta Modeling Manual*, distributed together with MetaModelAgent.

### 3.1 Using the built in General UML Modeling Guidelines

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MetaModelAgent comes with a set of general UML guidelines defined in a metamodel. These guidelines are available without a need for a dependency relationship if no other guidelines are connected. These guidelines cover most part of UML and will not result in any validation error, however when used in MetaModelAgent they will provide useful guidance and comprehensive views for doing general UML-modeling.

The General UML Guidelines also covers the concepts used in Profiles which means that even profile editing can be made with support from MetaModelAgent.

### 3.2 Using MetaModelAgent for creating metamodels

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MetaModelAgent comes with a set of guidelines for defining your own user-defined metamodels. These guidelines are referred to as the meta-metamodel.

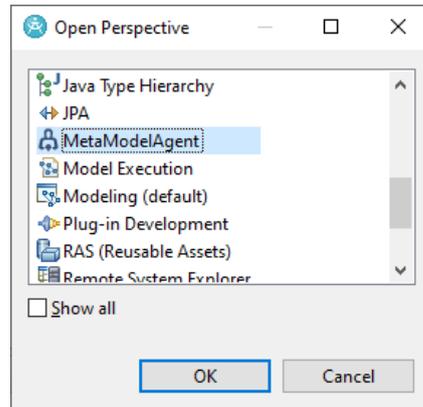
There is no need to connect a user-defined metamodel to the meta-metamodel by using a dependency relationship, as described above. MetaModelAgent will understand that any metamodel should be able to use the meta-metamodel.

By using the meta-metamodel, the ones who are responsible for the model guidelines can use MetaModelAgent themselves when developing the metamodels.

## 4 Start using MetaModelAgent

### 4.1 Switching to the MetaModelAgent perspective

MetaModelAgent provides several additional views to the workbench which are useful when using MetaModelAgent. These views are available by switching to the MetaModelAgent perspective, which is an extension to the Modeling perspective.

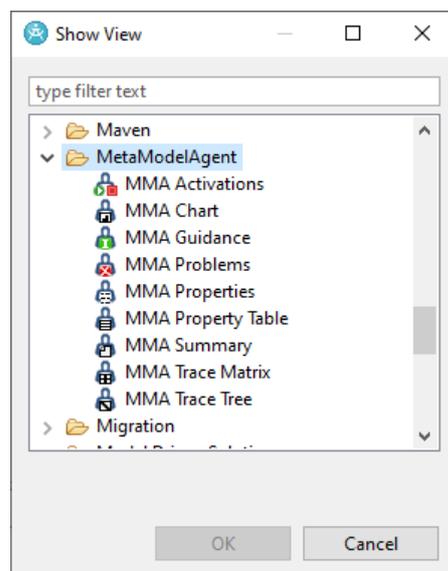


**Figure 3:** The MetaModelAgent perspective in the Open Perspective dialog.

Depending on the preference setting, switching to the MetaModelAgent perspective may automatically occur when activating MetaModelAgent for a model.

Optionally, you can open the MetaModelAgent views manually. To open the views:

1. Select *Window* → *Show View* → *Other* from the main menu to open the Show View dialog
2. Select the views beneath the *MetaModelAgent* entry in the Show View dialog and click OK.



**Figure 4:** The MetaModelAgent views in the Show View dialog.

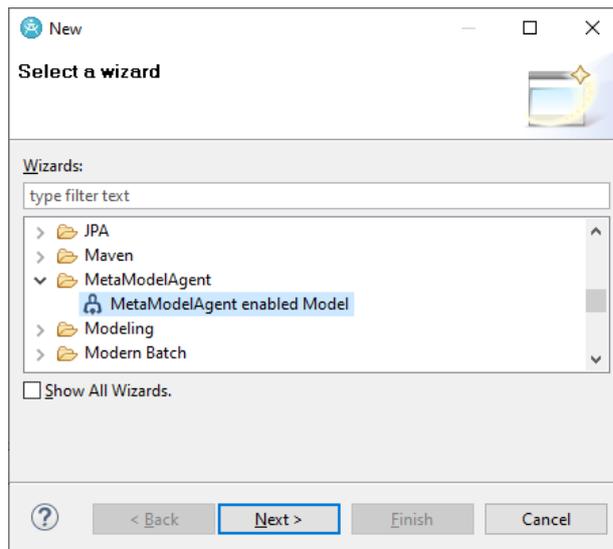
Instead of opening the *MMA Property View*, the ordinary tab-based property view can be used. There is a specific MetaModelAgent tab in the ordinary property view for any model item identified by the currently used metamodel.

## 4.2 Create a new model based on a user-defined metamodel

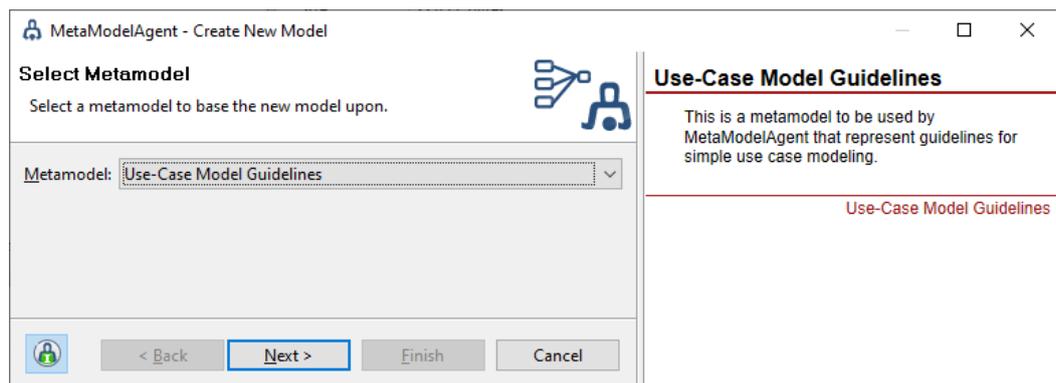
A new model, based on the guidelines in a metamodel, can be automatically created by using MetaModelAgent's *Create New Model* wizard.

**IMPORTANT:** You may notice that the dialog examples below are from a fictive metamodel for use-case models. The content of each dialog page will differ, depending on the metamodel used.

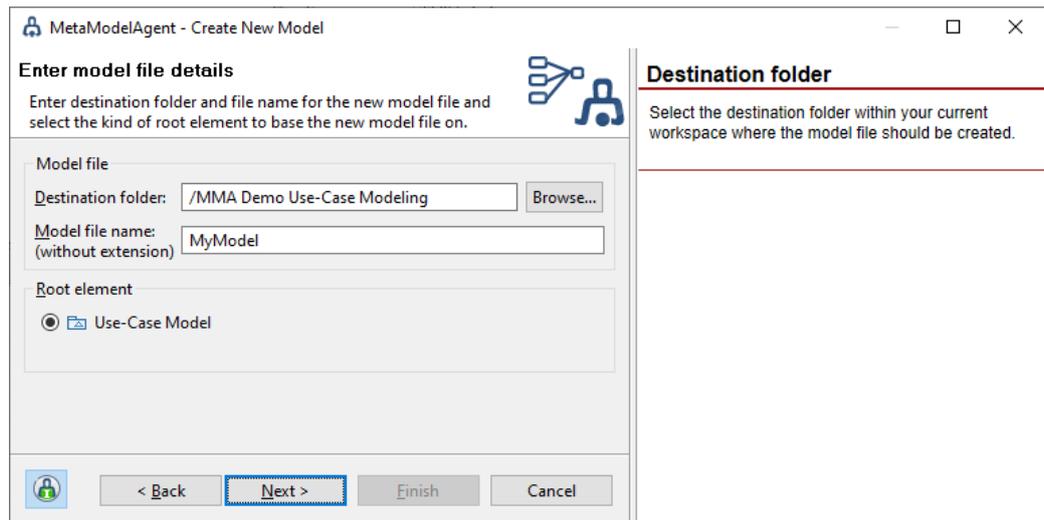
1. Open the wizard selection dialog by selecting *New*→*Other* from the main menu or from the project context menu in the Explorer View.
2. Select *MetaModelAgent / MetaModelAgent enabled Model* in the wizard selection dialog to bring up the *Create New Model* wizard.



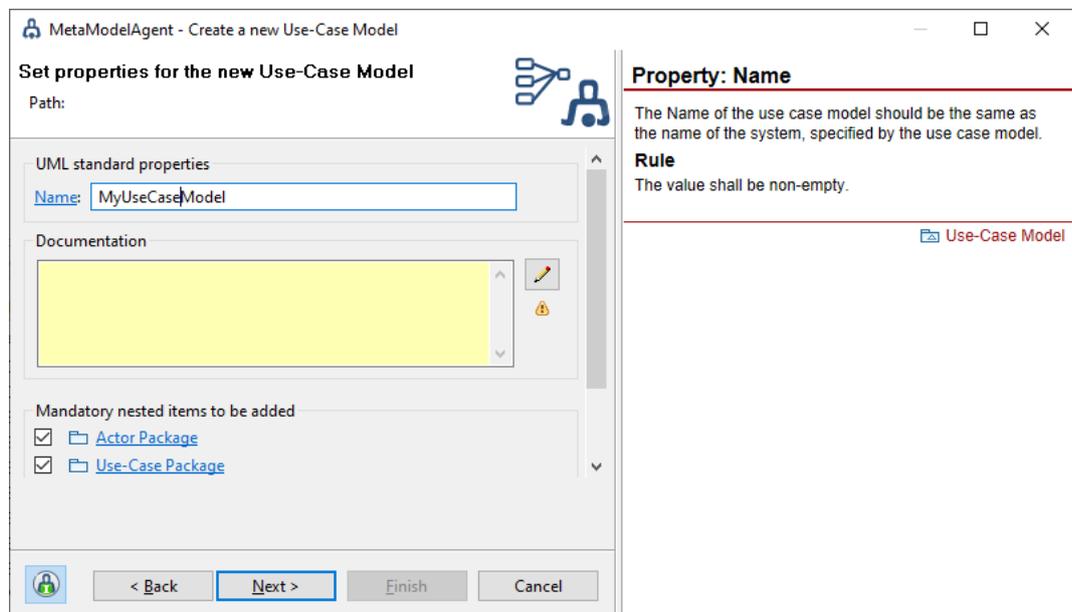
3. In the Create New Model wizard, select the preferred metamodels in the drop-down list. The last option in the drop-down list allows you to search for and select a metamodel not yet loaded from your current workspace. A short description of the selected metamodel is displayed. Click *Next*.



4. In the next page, enter the destination folder and the file name of the new model. As some metamodels allow several different kinds of top items, you can optionally select a top item of the new model itself. A short description of the top item is displayed. Click *Next* to bring up the *MMA Add Wizard* for the selected top item.



5. Enter valid values for the significant properties for the top item. Click *Finish* when ready. Depending on the metamodel used there can be consecutive pages to fill in for mandatory nested items.



These steps will create a new model in the selected project and connect the model to the metamodel by a dependency relation.

Depending on preference setting, activation of the new model is done automatically, or a popup dialog may occur asking you to activate the MetaModelAgent functionality for the new model.

**Papyrus only:** The new model will always have the UML architecture context selected as default. If the model is expected to use some other architectural context, an architectural switch must be made afterwards, using the *Switch Architecture Context...* menu entry in the Model Explorer's context menu.

**Papyrus only:** If the Papyrus settings indicates that comments used for documentation should have the «documentation» stereotype from the Papyrus Documentation profile, the Documentation profile will be applied automatically, enabling «documentation» stereotyped comments.

## 4.3 Connecting an existing model to a user-defined metamodel

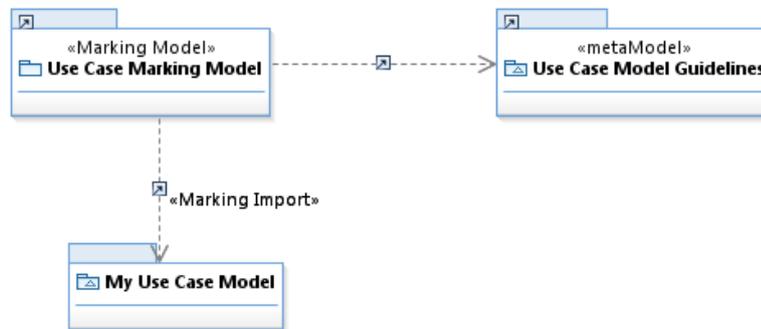
If you want to start using MetaModelAgent for an already existing model, you need to establish a dependency relationship from the model to the metamodel.

To connect your model to a metamodel bring up the context menu in the Explorer View or in the Diagram Editor and select *MetaModelAgent* → *Activate* → *Connect to Metamodel*. This will bring up a dialog where you connect the selected model to any metamodel available in the workspace or deployed in a plug-in.

**Papyrus only:** unloaded models in the workspace will not be selectable in the Connection Wizard. To connect to an unloaded metamodel, you must first load it. From the context menu in the Model Explorer select *Import* → *Import Package From User Model*. You will then be able to select the metamodel in the Connection Wizard.

### Support for Marking Models (RSAD/RSARTE and HCL RTist only)

If the concept of marking models is used, you can assign a metamodel to the marking model instead of assigning it to the target of the marking model. If the marking model is opened when activating MetaModelAgent for the target model, the metamodel is available, otherwise not.



**Figure 5:** *The metamodel is assigned to a marking model and not to the target model.*

## 4.4 Using a predefined built-in metamodel for your model

You can use MetaModelAgent with one of the built-in metamodels provided by MetaModelAgent. Currently MetaModelAgent is delivered with a general UML metamodel and a general UML-RT metamodel (RSAD/RSARTE and HCL RTist only).

You don't need to establish any connection to be able to use the built-in metamodels, MetaModelAgent recognizes automatically which metamodel that is applicable for your current model.

## 4.5 Activating MetaModelAgent for a model

MetaModelAgent must first be activated for a model, or part<sup>2</sup> of a model, to be able to use the functionality for that model. Activation can be automated upon open a model or be performed manually on an already opened model using a menu entry.

<sup>2</sup> The scope of an activation can be a complete model or a part of a model. The activation scope can be as small as one single UML-element.

## Automatic Activation

Depending on a preference setting, see chapter 11.1, activation will occur automatically when a model is opened, or a popup-dialog will prompt you for activation.

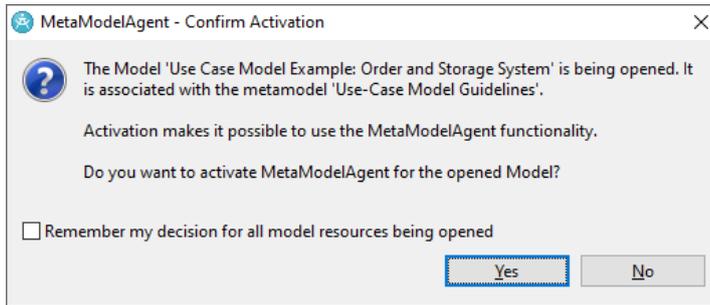


Figure 6: *Popup dialog for activation confirmation.*

## Manual activation using the context menu

If a model is already opened, activation is done by following the steps below:

1. Select the item representing the model, or part of a model, in the Explorer View or in the Diagram Editor.
2. Select *MetaModelAgent* → *Activate* in the context menu
3. Select one of the available<sup>3</sup> metamodel for the model.

Alternatively, select *MetaModelAgent* → *Activate* → *Guided Activation* to bring up the *Guided Activation Wizard*, where you can read about all current metamodels which can be used for the selected model.

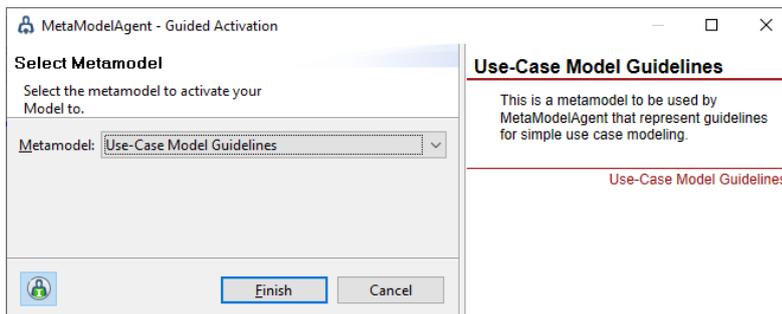


Figure 7: *The Guided Activation wizard.*

## Manual activating using the tool bar

You can also activate MetaModelAgent by using the MetaModelAgent dropdown tool in the main toolbar and select the appropriate metamodel.

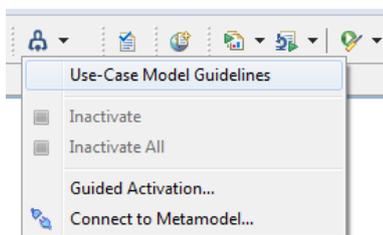


Figure 8: *The MetaModelAgent Tool in the main tool bar.*

<sup>3</sup>The metamodel must be available in the workspace or deployed in a plug-in.

If a model already has been activated for a certain metamodel, you can reactivate it by just pressing the MMA Tool in the tool bar.

## Manual activation of several models in a single operation

Several models can be activated in the same single operation by selecting them all in the explorer view and then selecting *MetaModelAgent*→*Activate* from the context menu. This requires that each model being activated is connected to at most one metamodel each.

## Manual activation of nested models

If a model contains nested models connected to their own metamodels, those models will be activated automatically, when their owning model is getting activated.

## Activation of built-in library models

Built-in library models provided by other plugins can be activated automatically. This is controlled by a preference setting. Those kinds of library models cannot be activated manually.

## Automatic Perspective Switch

Depending on preference setting, see chapter 11.1, activation may lead to an automatic switch of perspective to the *MetaModelAgent Perspective* or to a popup dialog appear where you are prompted to switch perspective.

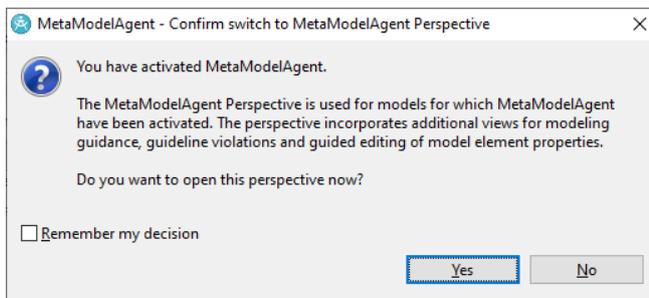


Figure 9: Popup dialog, prompting for a perspective switch.

## 4.6 Viewing the validation result

When MetaModelAgent is activated for an item, the item and all nested items are parsed and compared with the metamodel. All problems found are displayed in the *MMA Problem View*. The *MMA Problem View* is automatically updated in the background when model changes occur.

S.	Item	Problem	Subject	Metaclass	Metamodel
	Order Administration	Too few diagrams	Use-Case Diagram	Use-Case Package	Use Case Model Guidelines
	UseCaseDiagram	Invalid visible items	UC004: Processing a...	Actor Diagram	Use Case Model Guidelines
	UseCaseDiagram	Invalid visible items	UC002: Administrate ...	Actor Diagram	Use Case Model Guidelines
	Use Case Model Exam...	Too few diagrams	Package Diagram	Use-Case Model	Use Case Model Guidelines
	<No name>	Invalid property value	Aggregation	UseCase Communication	Use Case Model Guidelines
	UC001: Add a new Arti...	Too few nested or in...	Actor Communication	Concrete Use Case	Use Case Model Guidelines
	Order Administrator	Invalid property value	Documentation	Concrete Actor	Use Case Model Guidelines
	UC002: Administrate ...	Invalid property value	Responsible	Concrete Use Case	Use Case Model Guidelines
	StorageAdministrator	Invalid property value	Documentation	Concrete Actor	Use Case Model Guidelines
	UC001: Add a new Arti...	Invalid property value	Reference	Concrete Use Case	Use Case Model Guidelines

Figure 10: The MMA Problem View displaying three errors, one warning and two information issues.

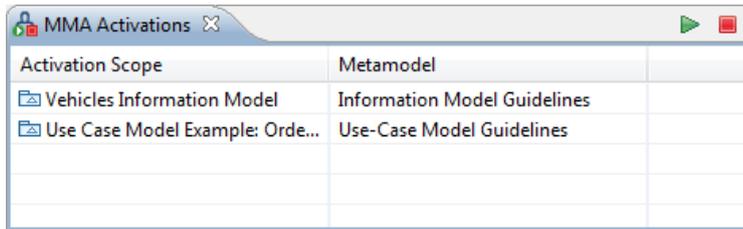
There are some exemptions on how MetaModelAgent displays problem in relation to the UML specification. See chapter 9.3 for details.

## 4.7 Activation management

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There can be several activations of MetaModelAgent in parallel, just follow the steps above for each model, or part of model, which should be activated.

To manage the current activations, you use the *MMA Activation View*. This view will display all current activations and provide a context menu for deactivation of selected activations.



**Figure 11:** The MMA Activation View after MetaModelAgent has been activated for two different models.

The view gives information on the scope and metamodel for each activation.

Using the view's buttons, you can activate additional loaded models or deactivate all models in one single operation.

## 4.8 Suppress validation for part of a model

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Sometimes you may need to use constructions in the model that violates the metamodel. If you do so, MetaModelAgent will indicate problems for those constructions.

To suppress those problems, you can mark an item as invisible for MetaModelAgent. This is done by selecting the item in the Explorer View or in a diagram and select *MetaModelAgent* → *Suppress Validation* from the context menu.

When an item is marked as suppressed, MetaModelAgent will not consider that item or its nested items when it validates the model.

To unmark the item, making it able to validate again, just select *MetaModelAgent* → *Suppress Validation* once more.

The option to mark an item as invisible will also occur as a quick fix in the context menu of the Problem View.

**IMPORTANT:** The information that an item has been marked as invisible is stored in a UML Constraint named "MetaModelAgent" on the closest namespace element in the model. That information is therefore modifying the model and is persevered in the model when saving.

## 4.9 Inactivating MetaModelAgent for a model

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An activation of MetaModelAgent can be manually disabled by the following steps:

1. Select the root item representing the activation in the Explorer View or in the Diagram Editor.
2. Select *MetaModelAgent* → *Activate* → *Inactivate* in the context menu

Alternatively, you can inactivate several activations by selecting them in the Activation View and then select *Inactivate* in the context menu.

All problems in the *MMA Problem View* concerning the selected model will automatically be removed and all *MetaModelAgent* functionality for the model will be disabled. The modeling work can thereafter continue without any presence of *MetaModelAgent*.

Inactivation of a model is also available in the context menu of the *MMA Activation View* and in the menu of the *MetaModelAgent* tool in the main tool bar.

## Inactivation of all models

You can inactivate the *MetaModelAgent* functionality for all currently activated models simultaneously by one of the following operations:

- Select *MetaModelAgent* → *Activate* → *Inactivate All* in the context menu of the Explorer View or in the Diagram Editor.
- Select *Inactivate all Activations* in the *MMA Activation View*'s pull-down menu or toolbar.

## 4.10 Guidance support

*MetaModelAgent* provides textual guidance for all items in the model, based on the documentation available in the metamodel and the result after validating the model.

The guidance is displayed in the *MMA Guidance View* and includes:

- Guidance on selected items in the Explorer View or Diagram Editor.
- Guidance on selected properties in the *MMA Property View* or in the *MetaModelAgent* tab of the ordinary *Property View*
- Guidance on selected problems in the *MMA Problem View*

To view the guidance, follow these steps:

1. Make sure that the *MMA Property View* is visible.
2. Select an item in the Explorer View or Diagram Editor, or a property in the *MMA Property View* or a problem in the *MMA Problem View*.
3. The guidance for the current item, property or problem will be visible in the *MMA Guidance View*.

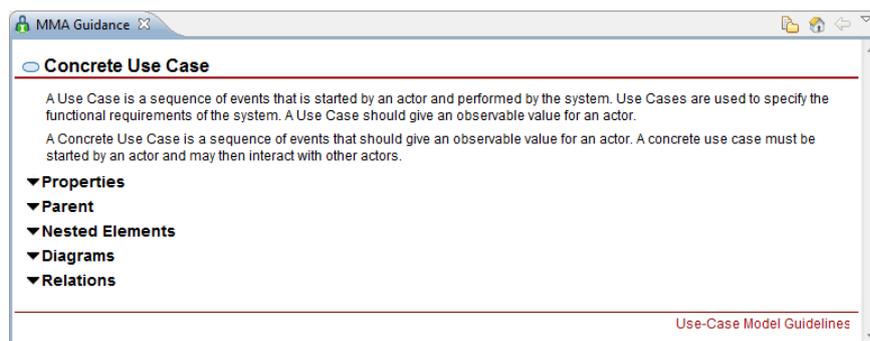


Figure 12: The *MMA Guidance View* showing guidance for a use-case package.

**IMPORTANT:** Parts of the guidelines displayed in the *MMA Guidance View* for selected items and item properties are based on documentation added to the metamodel. The quality of the guidance does therefor depend on the effort put into the documentation of the metamodel.

**IMPORTANT:** The *Guidance View* relies on web browser capabilities which normally is available in an Eclipse installation. However, in some Linux-environment the web-browser capabilities may be unavailable. If so, a simpler fallback content layout of the *Guidance View* will be displayed.

# 5 Adding new items to a model

## 5.1 Using the Add Wizard

The built-in Add function in the host tools allows creation of almost any model item at any place in the model, as far as UML allows.

MetaModelAgent provides a powerful alternative to the built-in Add function which respects the metamodel and the current context.

The Add function provided by MetaModelAgent only allows valid items to be created and only allows the valid numbers of them, if there are such limitations defined in the metamodel.

Add a new item to the model by following these steps:

1. Select the item for which a new nested item should be created in either the Explorer View or in the Diagram Editor.
2. Select *MetaModelAgent* → *Add* from the context menu to bring up the valid alternatives. All valid metaclasses, according to the metamodel, are listed in the sub menu.
3. Select one of the listed metaclasses to bring up the *MMA Add Wizard* where you can add an item of that metaclass and edit significant item properties as well.
4. Optionally, click on the -button in bottom left corner to open the guidance pane of the wizard. The guidance pane will display guidance from the metamodel for each field in the wizard.

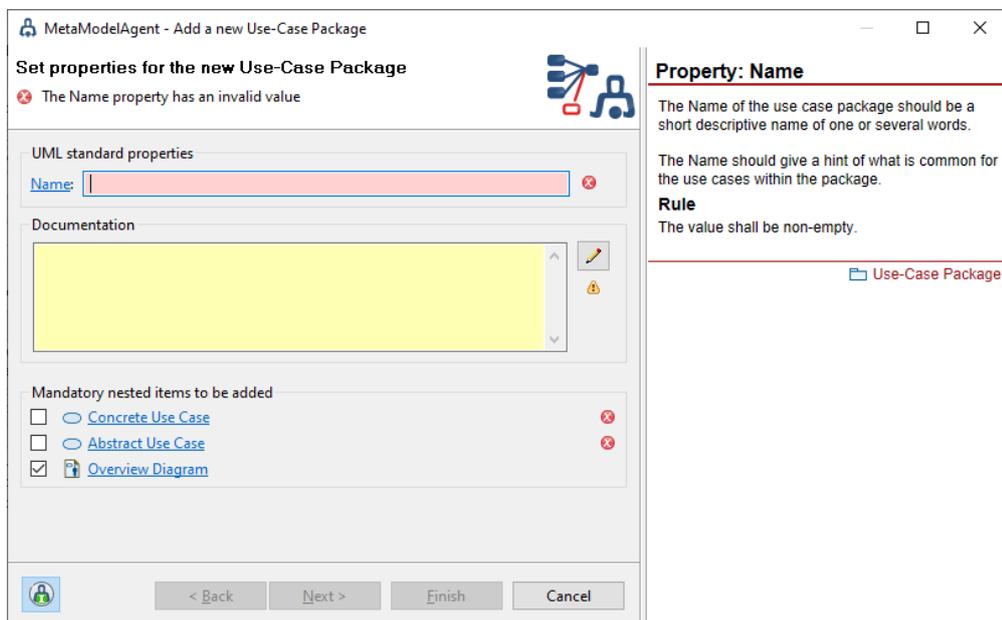


Figure 13: The MMA Add Wizard with the Guidance pane opened

5. Fill in the values of the significant properties for the item in the Add wizard. Any invalid value will be displayed with a colored background and a problem indicator to the right. Invalid values of mandatory properties may stop you from continuing or finishing the wizard, this will be indicated by an error message in the upper part of the wizard page.
6. Click *Finish* to create the new item with the given values of the properties.

**Papyrus only:** The representation of the documentation will be the same as the Papyrus/Documentation View settings. If the settings indicate that comments used for documentation should have the «documentation»-stereotype from the Papyrus. MetaModelAgent will apply that stereotype to the comment upon creation.

## Entering element reference property values

For properties where the valid values are model element references, a button labelled “...” are provided, pressing the button will result in different kind of dialogs depending on the kind of property:

- Single-element reference properties will result in tree-selection dialogs where only valid elements are displayed. The search scope in that dialog will be all loaded<sup>4</sup> models as default. The search scope in the dialog could be narrowed to include elements from included packages only or any element in any opened model within the workspace.
- Multiple-element reference properties will result in reference list dialogs where valid number of element references can be added by bringing up a nested tree-selection dialog. Based on the current metamodel, reordering is possible or not and duplicates are allowed or not. For properties such as slot value, the properties of the corresponding define feature is also considered to ensure a semantically correct model.

**IMPORTANT:** Unloaded models are not available for selection, except when the metamodel explicitly refer to a deployed model.

## Creating mandatory nested items

If the metamodel stipulates mandatory nested items, there will be a corresponding section in the left bottom of the wizard page with checkboxes representing each kind of mandatory nested items. If at least one checkbox is checked, you will be able, or even forced, to click **Next** to go to the corresponding wizard page for the nested item.

Any invalid value will be displayed with a colored background and a problem indicator to the right.

This works recursively so you can in one single wizard add a complex model item structure at the same time.

On the upper part of the wizard page, you will see the current position in the model structure that will be created.

**IMPORTANT:** The elements created using the Add-wizard are created at the time where the Finish button is pressed. In a multi-page wizard that means that elements specified in one page are not available as property values on the other pages.

## Guidance



By clicking on the Guidance button in the bottom left corner of the wizard, the guidance section of the wizard is displayed. Section shows context sensitive guidance from the metamodel.

- To learn more about each property, click on the property label.
- To learn more about each mandatory nested item, click on the item label.

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<sup>4</sup> In Papyrus this mean loaded in the same editing domain.

## Customization

There is a preference setting that can be used to automatically omit any fixed value property that are not allowed to change, see chapter 11.1.

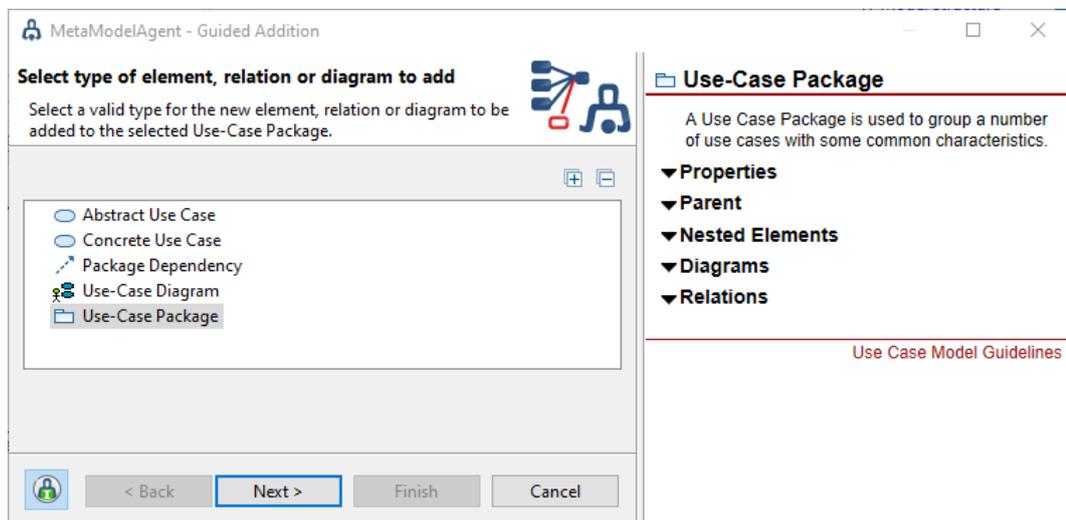
There is also a preference setting that can be used to automatically omit any wizard pages representing items with no editable properties, see chapter 11.1.

## 5.2 Using Guided Addition

If you are not familiar with the kind of items that are available in the *MetaModelAgent* → *Add* submenu, you can use the *Guided Addition Wizard* instead, which will bring up a wizard where you have the option to learn more about all available items kind prior to creating them in your model.

To use the *Guided Addition Wizard*:

1. Select *MetaModelAgent* → *Add* → *Guided Addition* in the context menu, which will bring up the *Guided Addition Wizard*.
2. In the wizard, you can learn more about the different metaclasses that can be created by selecting the radio buttons and see the corresponding guidelines from the metaclass in the right pane.



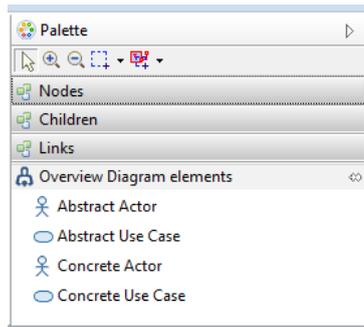
3. Click on the Guidance Button in the bottom left corner to bring up the Guidance section of the wizard that displays an explanation on the alternatives available.
4. Select the item to be created and click *Next*. This will bring up the ordinary *MMA Add Wizard* for the selected item as described above.

## 5.3 Using the Diagram Palette

MetaModelAgent extends the built-in diagram palette with a new context sensitive section based on the rules of diagram content in the metamodel.

The MetaModelAgent palette is available for all diagrams of the following kinds:

- Class Diagram, Component Diagram, Use-Case Diagram, Deployment Diagram, State Machine Diagram and Activity Diagram.
- Object Diagram and Free form diagram (RSAD/RSARTE and HCL RTist only).
- Package Diagram and Profile Diagram (Papyrus Only).



**Figure 14:** *The MetaModelAgent section of the Diagram Palette.*

The new section provides creation tools for all kind of classifiers and packages that are valid in the diagram. If some classifiers are not allowed in the same position as the diagram within the model, their palette entries will be separated from the others by a separator line in the palette.

**IMPORTANT:** Drag & drop from the MetaModelAgent palette is performed by clicking on a palette entry and then somewhere in the diagram area.

**IMPORTANT:** By selecting and dragging a tool to the editor area, *MMA Add Wizard* will appear. After the wizard has been completed, the new item is added to the model and to the diagram.

## 5.4 Adding relationships

Relationships can be added by selecting the source element and thereafter holding down the Ctrl-key and selecting the target element. The Add-submenu in the context menu will then display valid relationships between the two elements and also provide the Guided Addition menu entry, as described above.

If the elements are selected in a diagram the added relationship will automatically be added to the diagram.

When adding an association there will be two successive wizard pages if there are several valid combinations of association ends. On the first wizard page the combination of association ends will be selected. On the second page the properties for the association element and the two selected association ends will be edited. If there are only one valid combination of association ends, only the second wizard page will appear.

**IMPORTANT:** The following kind of connectors cannot be added using the method above. For these transitions, please use the standard palette available

- Transitions in State Machine Diagrams
- Control Flows and Object Flows in Activity Diagrams
- Messages in Sequence Diagrams
- Connectors in Composite Structure diagrams

**IMPORTANT:** Drawing an Association between elements within two separate activations using the gesture described above is only possible if both elements are activated towards the same metamodel.

## 6 Correcting an existing item

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You can use the built-in functionality in your host tool for adding new items, and still make use of MetaModelAgent-enabled wizards to ensure that any added item will have the significant properties set to correct values. This chapter describes the facilities for correcting invalid items.

### 6.1 Using the Change to Wizard

---

If an item has been added using the built-in facilities for adding items in the host tool, there might be impossible for MetaModelAgent to identify which kind of item, according to the metamodel that the item adheres to. In some situations, there might even be more than one possible kind to choose between. In such situations there will be a need to change the invalid properties fulfilling one of the possible metaclasses.

MetaModelAgent provides the *Change To* feature and the corresponding *Change To Wizard* to simply the task of making sure that all significant properties are being valid.

To use the Change To feature, follow these steps:

1. Select the item to be changed in either the Explorer View or in the Diagram Editor.
2. Select *MetaModelAgent* → *Change to* from the context menu to bring up a sub-menu of the valid alternatives. All valid metaclasses, according to the metamodel, are listed in the sub menu. This submenu is only available when there are some valid alternatives defined in the metamodel.
3. Select one of the listed metaclasses to create an instance of that item. If the change can be performed without manual property editing it will be done automatically.  
If the change requires some manual editing of one or more properties, *MMA Change Wizard* will be displayed.
4. Fill in the values of the significant properties for the item in the *MMA Change Wizard*.
5. Click **Finish** to apply the change of the item properties.

There are often several valid kinds of items based on the same kind of UML item, one example are the three variants of analysis classes when using RUP; boundary, control, and entity classes, which only differ in the applied stereotype.

In such situations there will be a need to change from one kind to another in a convenient way without manually have to edit the properties making each variant unique.

### 6.2 Using Guided Change

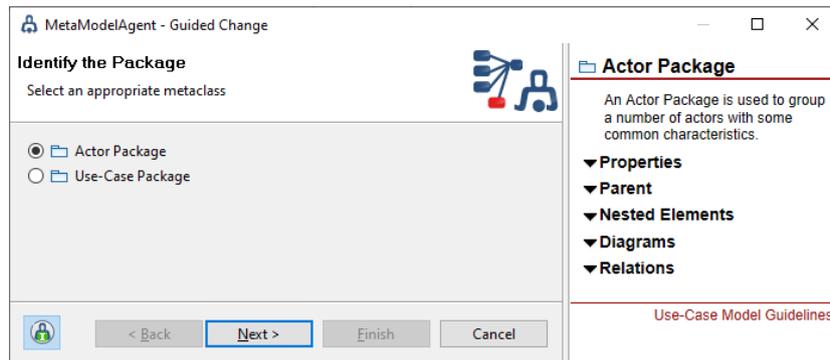
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If you are not familiar with the kind of items that are available in the *MetaModelAgent* → *Change To* submenu, you can use the *MMA Guided Change Wizard* instead, which will bring up a wizard where you have the option to learn more about all available items kind that the selected item may be changed to.

To use the *MMA Guided Change Wizard*:

1. Select the item to be changed in either the Explorer View or in the Diagram Editor.
2. Select *MetaModelAgent* → *Change to* → *Guided Change* from the context menu to bring up the *MMA Guided Change Wizard*.

3. In the wizard, you can learn more about the different kind of items that the selected item may be changed to, by selecting the radio buttons and see the corresponding guidelines from the metamodel in the right pane.



4. Finally, select the metaclass to change the current item into, and click *Next*. This will result in a *MMA Change Wizard* will be displayed, as described above.

## 6.3 Using Automated Change

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MetaModelAgent can be configured to automatically bring up a wizard whenever you add a new item using the standard built-in UI functionality, or optionally only when needed to enforce correct property values on added items.

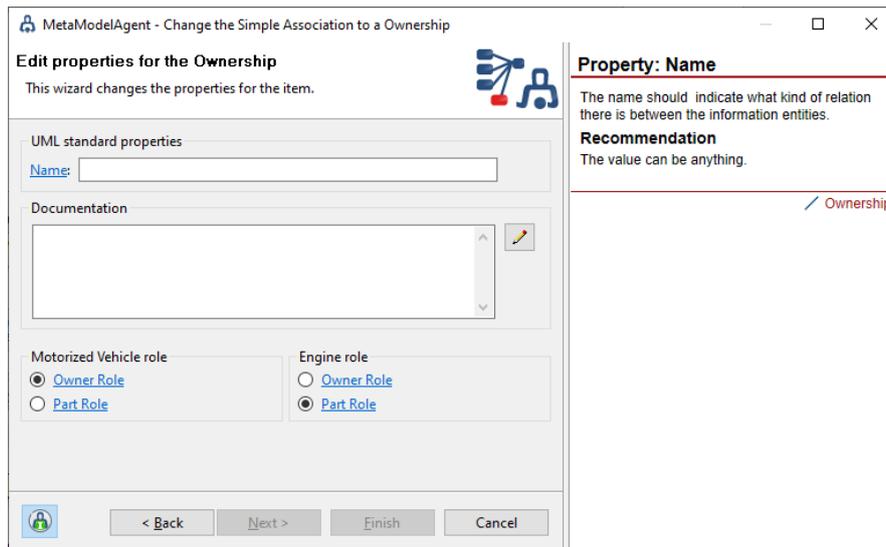
The corresponding preference setting is described in chapter 11.1.

When the feature is enabled, *MMA Change Wizard*, as described above, occurs whenever an item is added to a model, by using the context add menu, the Diagram Editor palette or using the in-diagram popup menus for elements and relationships.

If the item being created can be uniquely identified in the metamodel, *MMA Change Wizard* for that item will be presented which is like the *MMA Add Wizard* described above, but where property values generated by the host tool are prefilled.

If there are several possible metaclasses in the metamodel that matches the item being added, *MMA Guided Change Wizard*, as described above, will be displayed. The wizard will first let you select which kind of item, according to the metamodel, that you are creating. After that, *MMA Change Wizard* is presented which let you edit the significant properties for the new item.

This feature is especially useful when adding relationships and associations. When adding an association, the *MMA Change Wizard* normally will have three pages where you in the first page, besides entering the property values for the association item, also select which kind of items the two ends of the association represent.



**Figure 15:** *The Change Wizard for a composition that lets you select the metaclass for both association ends.*

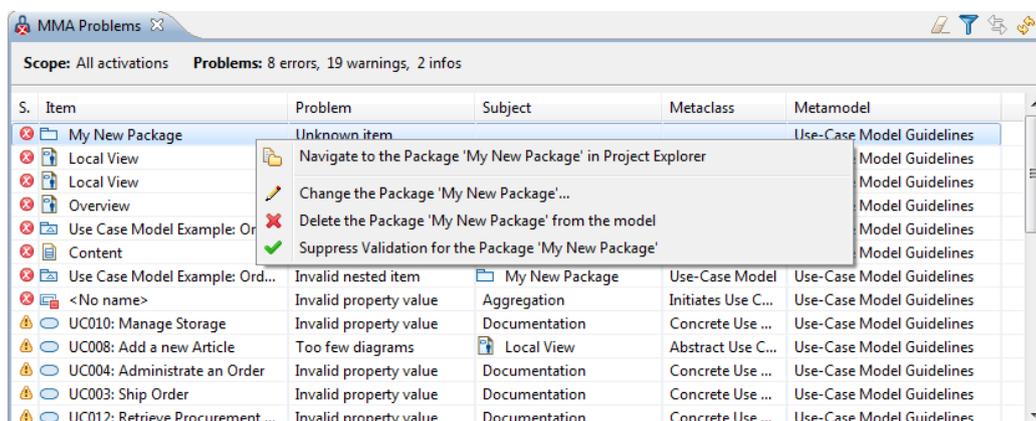
Click *Next* to display the wizard page for the first association end, clicking *Next* once more will display the wizard page for the other association end.

## 6.4 Using Quick Fix in the Problem View

MetaModelAgent can assist in correcting the identified problems in the model. It can suggest possible solutions of a problem, if there are any, and often also perform automatic corrections of the problem, based on the suggestions.

To use this feature, follow these steps:

1. Make sure that the *MMA Property View* is visible.
2. Select the problem to be corrected and open the context menu.
3. MetaModelAgent will provide a context menu item for each possible solution of the problem.
4. Select the solution to apply on the model.
5. MetaModelAgent will automatically make the change. If the solution needs some additional user input, an appropriate dialog or wizard will appear.



**Figure 16:** *Automatic correction of a problem in the MMA Problem View, MetaModelAgent provides three solutions for the specific problem.*

# 7 Editing an existing item

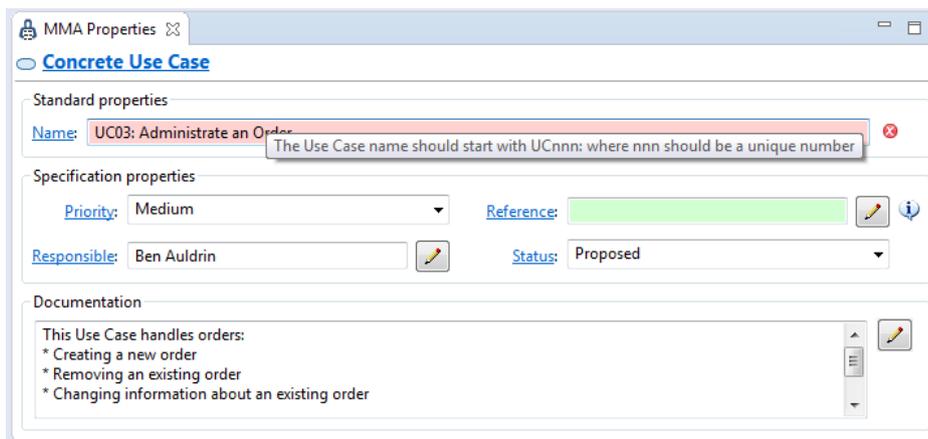
## 7.1 Using the Property View

MetaModelAgent provides the possibility to focus on only those properties that are defined as significant in the metamodel, hiding the other ones.

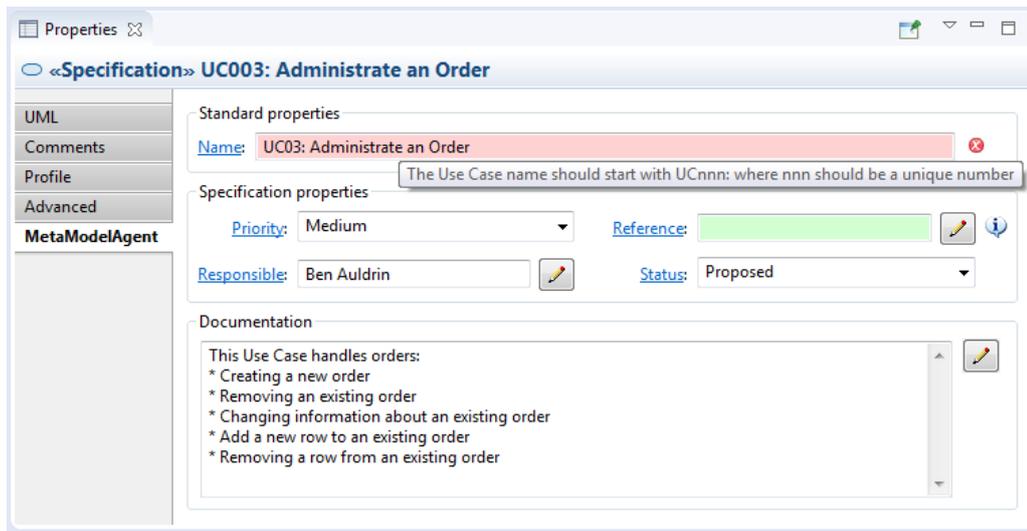
Either the standard tab-based property view or the *MMA Property View* can be used to edit the significant properties.

Edit the significant properties for an item by following these steps:

1. Make sure that either the standard property view or the *MMA Property View* is displayed in the workbench. The MMA Property View will be displayed when switching to the *MetaModelAgent Perspective*.
2. Select the item to edit, either in the Explorer View or in the Diagram Editor.
3. The significant properties for the selected item, according to the metamodel together with their current values and eventual problems, will be shown in the *MMA Property View* or in the standard property view.
4. Edit the properties, the new values are automatically saved as soon as you move your selection to something else. Problem icons are updated simultaneously. Properties holding element references uses popup-dialogs, please see chapter 5.1 for more information.



**Figure 17:** The MMA Property View for a Use-Case, displaying the significant properties according to the metamodel.



**Figure 18:** The same Use Case displayed in the MetaModelAgent tab in the standard Property View

If you have the MMA Guidance View displayed in the workbench, that view will display guidelines from the metamodel for each property, when clicking on the corresponding property label.

If the current metamodel contain alternative valid combination of properties for the item, the visible properties and their valid values will dynamically shift during the editing, to reflect valid combinations of the properties.

## 7.2 Using the Property Table View

MetaModelAgent provides a Property Table View for efficient property editing and model analysis. The view displays all significant properties for all instances of a selected metaclass within a selected scope in a spreadsheet layout. Incorrect property values, according to the metamodel will be indicated by a colored background where the color represents the severity.

Parent	Name	Documentation	Responsible	Status	Priority
Order Administration	UC002: Administrate Articles	This use case describes h...		Implemented	High
Order Administration	UC004: Processing an Order	The Use Case take care of...	John Moore	Rejected	Low
Order Administration	UC001: Add a new Article	Add a new article to the ...	Maria Smith	Approved	High
Order Administration	UC003: Administrate an Order	This Use Case handles or...	Ben Auldrin	Proposed	Medium

**Figure 19:** The MMA Property Table View displaying significant properties according to the metamodel for all use cases within a model.

To show all instances of a metaclass:

- In the *Explorer View*: Select one or several elements. From the context menu select *MetaModelAgent->Show in Property Table View* followed by the metaclass of interest.
- In the *Activation View*: Select one or several activation root elements. From the context menu select *Show in Property Table View* followed by the metaclass of interest.
- In the *Guidance View*: Select *Show all occurrences in Property Table View* from the view's dropdown menu to display all instances of the displayed metaclass.

Within the Property Table View you can sort each property column and filter out columns.

To edit a property for a specific element, click on the corresponding cell. Properties representing model elements, lists or documentation will result in a popup editing dialog.

To set the same property value for several elements in a single operation, select two or several rows representing elements. Bring up the context menu and select *Bulk Property Edit* followed by the property to be edited. A popup edit dialog will appear where you set the new value.

### **7.3 Papyrus only: Enabling rich-text documentation**

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MetaModelAgent supports rich-text documentation of elements in Papyrus. To enable rich text editing, change the Papyrus preference setting for rich-text support.

1. Open the preference setting dialog by selecting *Window* → *Preferences* in the main menu.
2. Navigate to the *Papyrus/Rich text* preference page.
3. Check the *Use advanced rich text editor* checkbox.
4. Save the settings and close the Preference Setting dialog.

When rich-text editing has been enabled, the documentation field in the MMA Property View and MMA Add Wizard will be a read-only web browser. To edit the documentation, click on the edit button, which will bring up a popup-dialog with the same web-based rich-text editor as Papyrus itself is using.

# 8 Web publishing

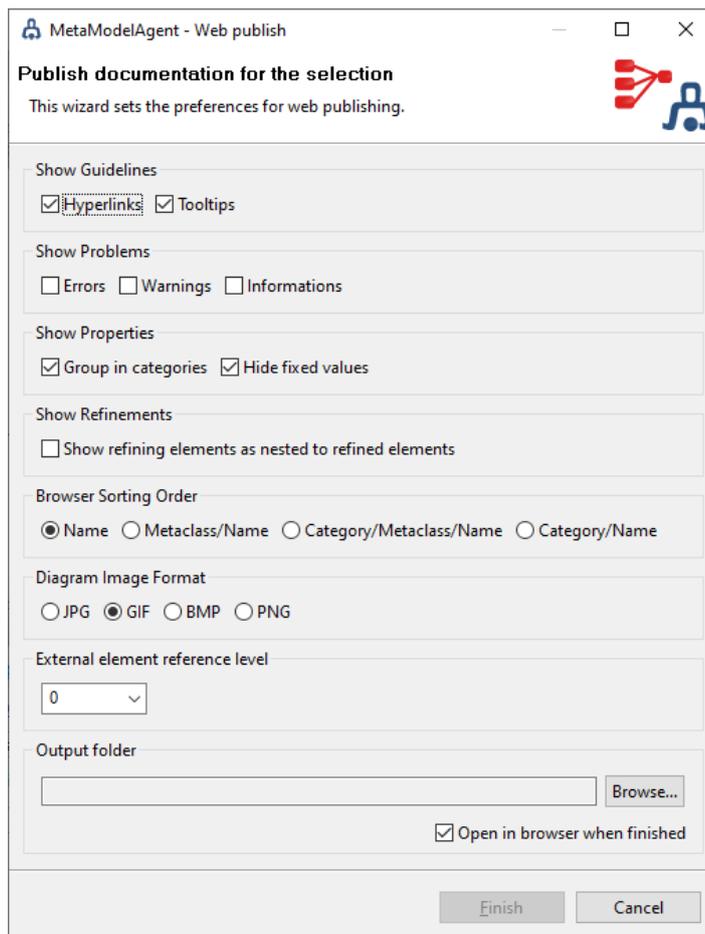
## 8.1 Publish model documentation

MetaModelAgent makes it possible to generate and publish model documentation for one or several models or part of models. MetaModelAgent uses the information in the related metamodels to provide excellent model documentation with extensive inter-model cross-reference information and with references to modeling guidelines from the used metamodels.

To publish model documentation, follow these steps:

1. Select one or several models or parts of models for which MetaModelAgent have been activated.
2. Right click to open the context menu and select *MetaModelAgent* → *Publish Documentation*.
3. Select the appropriate settings and provide the output folder, see detailed description of each setting below.
4. Click *Finish* to start the publishing process.

A progress dialog will indicate the progress of publishing process. When the progress meter is closed, the publishing is complete.



**Figure 20:** The user dialog for model web publish settings

Setting	Description
<b>Show Guidelines</b>	<p>Controls if and how guidelines should be displayed.</p> <p>If <b>Hyperlinks</b> is checked, hyperlinks will be provided to an integrated guidelines website.</p> <p>If <b>Tooltips</b> is checked there will be plain-text tooltips showing guidelines when hovering over an element or a property. The tooltips can be hard to read if guidelines include formatted text.</p>
<b>Show Problems</b>	<p>Controls which kind of problems that should be displayed. <i>This feature requires an Enterprise license.</i></p>
<b>Show Properties</b>	<p>Controls the details of properties to be displayed.</p> <p><b>Group in categories</b> will organize the properties according to the stereotype categories they belong to.</p> <p><b>Hide fixed values</b> will hide any property that have a mandatory fixed value.</p>
<b>Show Refinements</b>	<p>An element that is source of an abstraction-relationships with « Refine » stereotype from the standard profile applied will be displayed as nested element to the target element in the navigation pane.</p>
<b>Browser Sorting Order</b>	<p>Select the sort order of the items in the browser view in the web-publish output.</p> <p>Available alternatives are:</p> <ul style="list-style-type: none"> <li>• <i>Name</i> only</li> <li>• 1st: <i>Metaclass</i>, 2nd: <i>Name</i></li> <li>• 1st: <i>Item Kind Category</i>, 2nd: <i>Metaclass</i>, 3rd: <i>Name</i></li> <li>• 1st: <i>Item Kind Category</i>, 2nd: <i>Name</i></li> </ul> <p>Where <i>Item Kind Category</i> is the built-in categorization of items, e.g., packages, classifiers, features etc.</p>
<b>Diagram image format</b>	<p>Select the preferred image format for published diagrams, normally GIF or PNG will give the best result.</p> <p>Controls if a property table should be used for nested elements instead of a plain list of elements. Separate settings are available for different categories of elements.</p>
<b>External element reference level</b>	<p>Select the number of levels of referenced external elements that will be published.</p> <ul style="list-style-type: none"> <li>• '0' means that only elements within the selected (sub)models are published,</li> <li>• '1' means that all elements directly referenced from an element or diagram within the selected (sub)models are published.</li> <li>• 'All levels' means that all external referenced elements (directly or indirectly) from any elements or diagrams in the selected (sub)models are published.</li> </ul> <p>You may notice that selecting something other than '0' in combination with checking the <i>Include guidelines</i> checkbox will publish the guidelines of all activated models that contain referenced elements.</p>
<b>Output folder</b>	<p>Select the output folder for the published report, and optionally any published guidelines.</p>

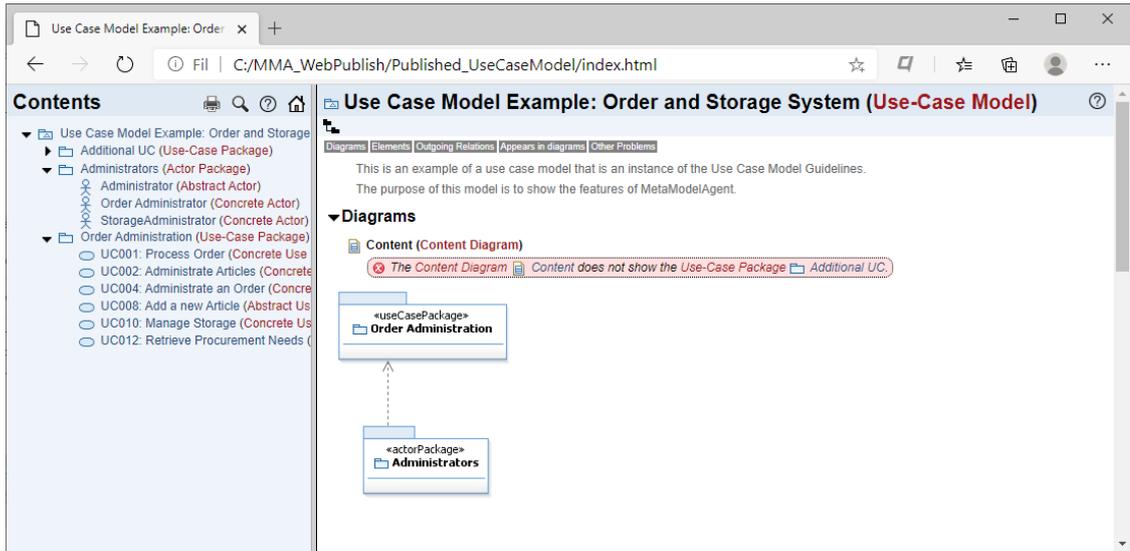


Figure 21: The resulting web site of a published model

## 8.2 Publish model guidelines

MetaModelAgent can publish modeling guidelines as part of the published model documentation, as mentioned above.

However, MetaModelAgent can also publish modeling guidelines directly from a metamodel. To publish modeling guidelines, follow these steps:

1. Select the metamodel holding the guidelines that should be published.
2. Right click to open the context menu and select *MetaModelAgent* → *Publish Guidelines*.
3. Provide the output folder and click *Finish* to start the publishing process.

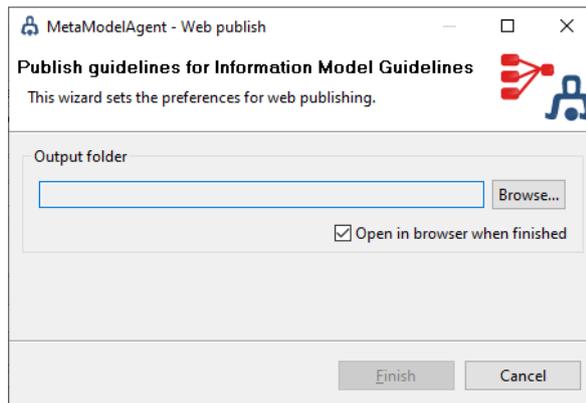


Figure 22: The user dialog for guidelines publishing settings

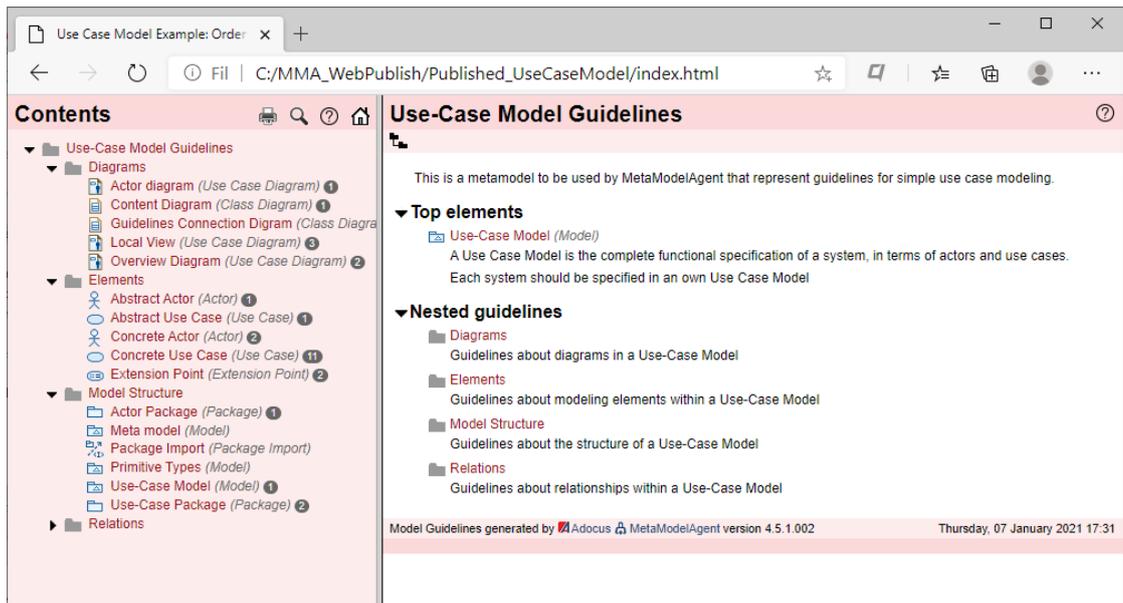


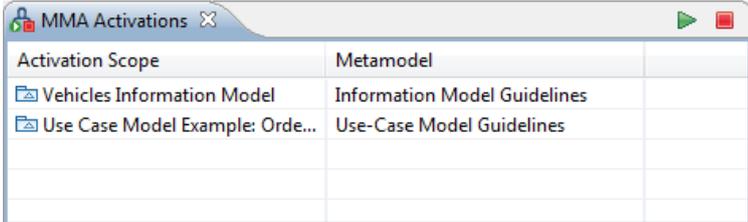
Figure 23: The resulting web site of a published set of guidelines.

# 9 Views

MetaModelAgent provides several additional views to the workbench which can be used for a model where MetaModelAgent is activated. This chapter describes each view in detail.

## 9.1 Activation View

The *MMA Activation View* is a table view that displays all current activations of MetaModelAgent. For each activation, the activation scope and the metamodel used are displayed.



Activation Scope	Metamodel
Vehicles Information Model	Information Model Guidelines
Use Case Model Example: Orde...	Use-Case Model Guidelines

**Figure 24:** *The MMA Activation View*

Built-in library models that have been activated is displayed in grey.

### View Pull-down menu and Toolbar

In the toolbar and pull-down menu there are two actions available:

- |   |                                    |  |
|---|------------------------------------|--|
|  | <i>Activate Loaded Models.</i>     | Displays a popup-dialog where you can select additional loaded models to be activated.   |
|  | <i>Inactivate All Activations.</i> | Inactivate MetaModelAgent for all currently activated models.<br><b>IMPORTANT:</b> In Papyrus only the activated models in the current editor are inactivated.       |
|  | <i>Show in Property Table View</i> | Lists all activations in the Property Table View will be display all significant properties and provide more operations from the Property Table View's context menu. |

### Context menu

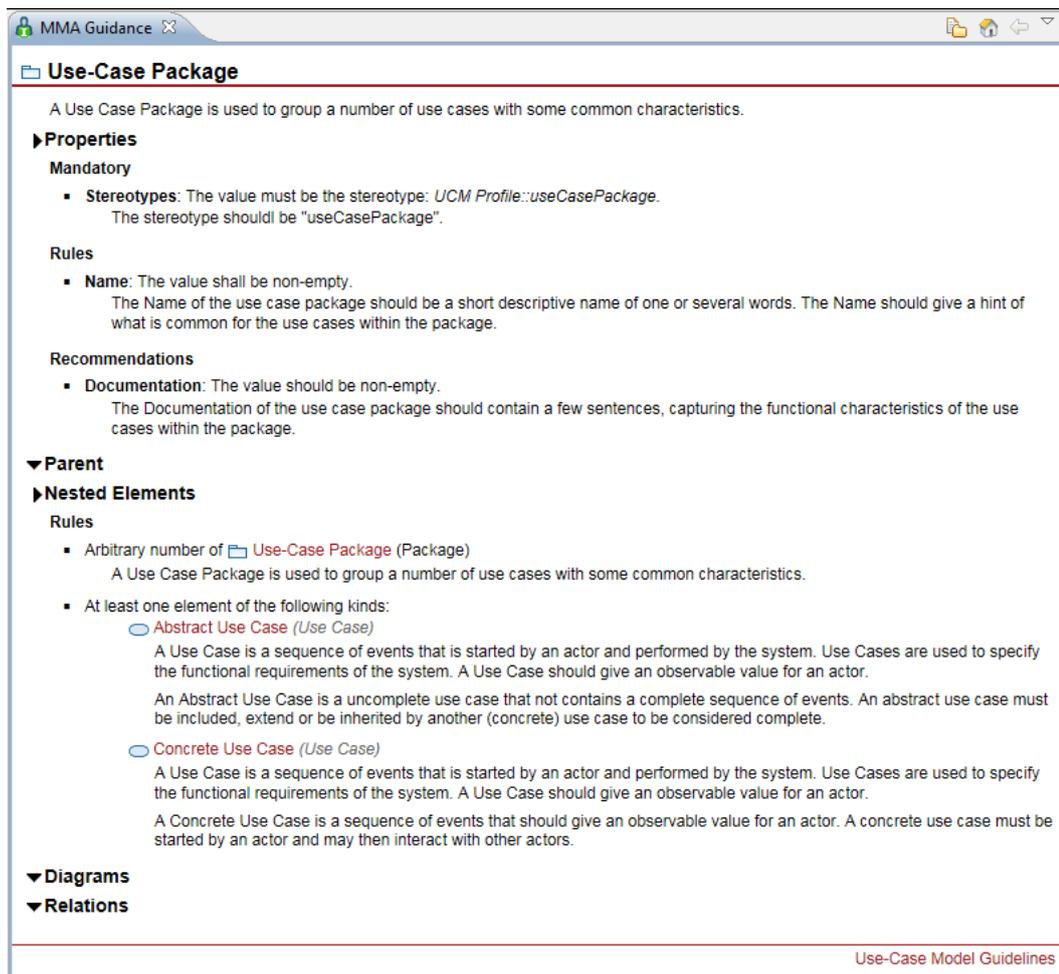
By selecting one or several activations in the table, you can bring up the context menu where you are able to:

- Inactivate MetaModelAgent for the selected activations.
- Navigate to the corresponding model or metamodel in the Explorer View. To be able to do this, the metamodel must be available in the Explorer View.
- Apply and disable a filter in the MMA Problem View so that only the problems identified in the selected activation are displayed.
- Populate the analysis views with content from the selected models.
- Generate a web publish report covering the selected model(s).

## 9.2 Guidance View

The *MMA Guidance View* is an embedded web-browser view that always displays accurate guidelines from the metamodel for the model. This view shows guidelines from the metamodel in the following situations:

- When an item is selected in the Explorer View, Diagram Editor or in any other MetaModelAgent view, the guidance view presents the guidelines for that item including its significant properties, valid parents, nested elements, and relations.
- When a problem is selected in the *MMA Problem View*, the *MMA Guidance View* presents detailed information of that problem. See also Exemptions from UML Language specification in 9.3 which also affects the problem specification in the Guidance View.
- If a property is selected in the *MMA Property View* or in the *MMA Property Table View*, the guidance view presents the guidelines for that property.



**Figure 25:** *The MMA Guidance View showing guidance for a Use Case Package from the demo metamodel.*

If documentation is not provided in the metamodel for an item or a property, the guidance view is left empty.

### View Pull-down menu and Toolbar

The following actions are available in the view's pull-down menu and some of them also in the view's toolbar:

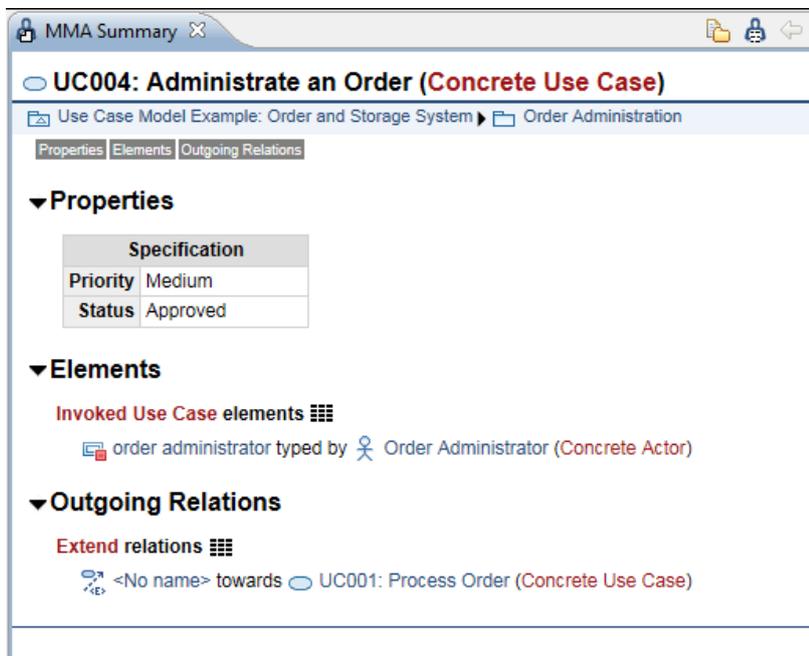
-  / *Show in Project* If the current metamodel are available in the Explorer

	<b>Explorer / Show in Model Explorer</b>	View, this button navigates you to the corresponding metaclass, property definition or violated modeling rule in the metamodel. This is especially useful feature when developing and debugging a metamodel.
	<b>Home</b>	Brings up the "home page" of the guidance view which displays the current version of MetaModelAgent.
	<b>Back</b>	Return to the previous displayed page.
	<b>Show in Property Table View</b>	Initiates the MMA Property Table View with all items in all activations that have been identified by the displayed metaclass.
	<b>Show in Trace Matrix View</b>	Initiates the MMA Trace Matrix View with all connections in all activations that have been identified by the displayed metaclass.  This action is only available for metaclasses representing relationships, element references and other kind of connections.

## 9.3 Summary View

The *MMA Summary View* is an embedded web-browser view which provides a comprehensive summary of a UML-element selected in any other view or editor.

The summary is similar to what is generated when publishing model documentation, see chapter 8.1, and includes the element's documentation, properties, hyperlinks to referenced elements and incoming and outgoing relationships.



**Figure 26:** Example of the MMA Summary View

There is also extensive set of hyperlinks to guidance which will appear in the MMA Guidance View. If the MMA Guidance View is closed when clicking on a guidance hyperlink, the MMA Guidance View will automatically open. Hyperlinks to guidance are displayed in red while hyperlinks to other model elements are displayed in blue.

**IMPORTANT:** This view is only usable in an Eclipse-environment where there is an embedded web-browser available.

## View Pull-down menu and Toolbar

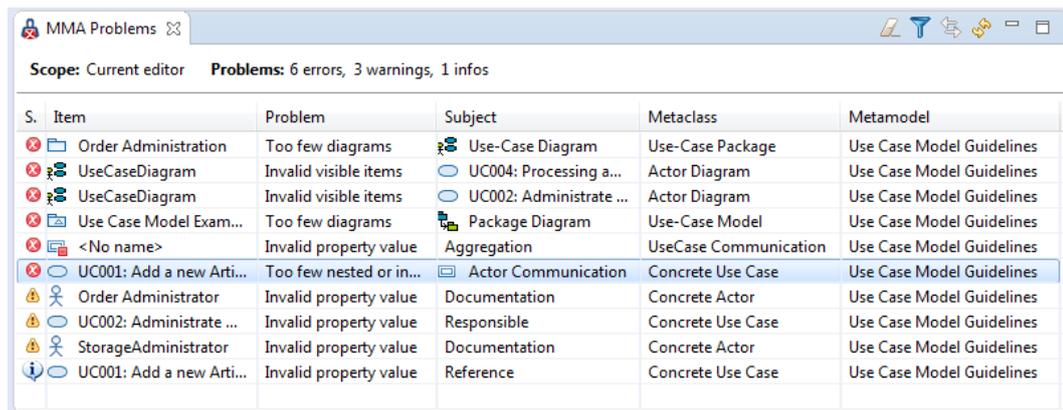
The following actions are available in the view's pull-down menu and some of them also in the view's toolbar:

	<i>Show in Project Explorer / Show in Model Explorer</i>	Navigates you to the element or diagram in the explorer view.
	<i>Back</i>	Return to the previous displayed page.
	<i>Show in MMA Property View</i>	Display the current element or diagram in the MMA Property View, making it possible to edit its properties.

## 9.4 Problem View

The *MMA Problem View* is a table view that displays all detected problems in the model for which MetaModelAgent is activated.

In Papyrus the Problem View is automatically filtered to reflect the problems related to the models in the active editor.



S.	Item	Problem	Subject	Metaclass	Metamodel
	Order Administration	Too few diagrams	 Use-Case Diagram	Use-Case Package	Use Case Model Guidelines
	UseCaseDiagram	Invalid visible items	 UC004: Processing a...	Actor Diagram	Use Case Model Guidelines
	UseCaseDiagram	Invalid visible items	 UC002: Administrate ...	Actor Diagram	Use Case Model Guidelines
	Use Case Model Exam...	Too few diagrams	 Package Diagram	Use-Case Model	Use Case Model Guidelines
	<No name>	Invalid property value	Aggregation	UseCase Communication	Use Case Model Guidelines
	UC001: Add a new Arti...	Too few nested or in...	 Actor Communication	Concrete Use Case	Use Case Model Guidelines
	Order Administrator	Invalid property value	Documentation	Concrete Actor	Use Case Model Guidelines
	UC002: Administrate ...	Invalid property value	Responsible	Concrete Use Case	Use Case Model Guidelines
	StorageAdministrator	Invalid property value	Documentation	Concrete Actor	Use Case Model Guidelines
	UC001: Add a new Arti...	Invalid property value	Reference	Concrete Use Case	Use Case Model Guidelines

**Figure 27:** Example of the MMA Problem View

For each problem the following columns are displayed (from left to right):

- Severity** An icon indicating the severity of the problem;
  -  - Error
  -  - Warning
  -  - Information
 (If the metamodel contains errors, an -icon will be shown, in that case, please contact the one responsible for your metamodel).
- Item** the item icon and the name of the item that holds the problem.
- Problem** A short description of the problem.
- Subject** The subject of the problem, the kind of subject displayed depends on the kind of problem.
- Metaclass** The metaclass in the metamodel for the item holding the problem.
- Metamodel** The metamodel used when detecting the problem.

The table view can be sorted on any column by selecting the column header.

If a problem is selected in the *MMA Problem View* a detailed explanation of the problem is presented in the *MMA Guidance View*.

- By double-clicking on a problem, the item holding the problem is highlighted in the Explorer View.

You can apply a filter of the problem view by one of the following operations:

- In the Explorer View or Diagram Editor, right click on an item and select *MetaModelAgent* → *Show in Problem View* → *Selected Item*, which filter out all problems, except the ones that belong to the selected item.
- In the *MMA Activation View*, right click on an activation and select *Show in Problem View* → *Selected Item and its children*. Which filter out of problems except the ones that belong to the selected activation.

## View Pull-down menu and Toolbar

The following actions are available in the view's pull-down menu and some of them also in the view's toolbar:

	<i>Remove applied filter</i>	Disables any applied filter in the <i>MMA Problem View</i> . Problem View filters are activated in the explorer views MetaModelAgent context menu.
	<i>Refresh</i>	Refresh the view by reactivating all activations.
	<i>Link to Selection</i>	Link the content of the MMA Problem View to the element selected in the Explorer View or in the diagram editor. Any applied filter remains, but the scope is changed.

## Context menu

The context menu for a problem provides the following features

Navigation to the item holding the problem in the explorer view

Navigation to the subject item (if any) in the explorer view

A list of quick fix menu entries, depending on the kind of problem. The quick fixes can be of the following kinds:

- Changing the value of an element property
- Deleting an element or diagram from the model
- Removing the element from a specific diagram
- Adding a new element to a specific location in the model
- Adding an existing element to a specific diagram
- Moving an element or diagram from one location to another in the model.

Some of the entries will affect the model directly, some other will bring up a popup dialog or wizard where you select what to do.

## Exemptions from the UML language specification

There are a few exemptions in the presentation of problems according to the UML-language specification.

- Dependencies and variants of dependencies are regarded as being owned by the source element. That means that if you have problems indicating that a nested dependency relationship to an element is missing or is incorrect, it means that the source element has problem with the dependency.

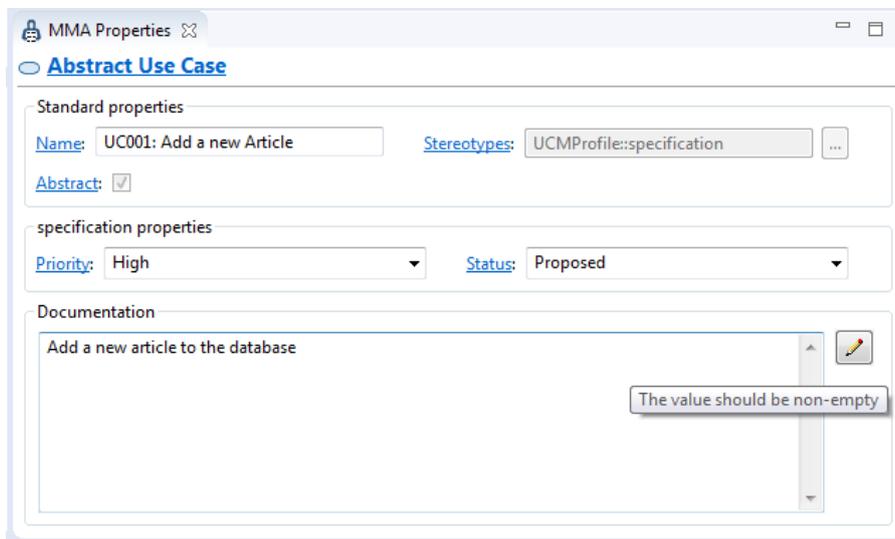
- Association ends (e.g., property-elements with the association property set) are regarded as being owned by the classifier it “belongs to”, even if they are owned by the association itself. Therefore, if the Problem view indicates that a nested association end to a classifier has a problem, the association element will be nested to the association instead.

## 9.5 Property View

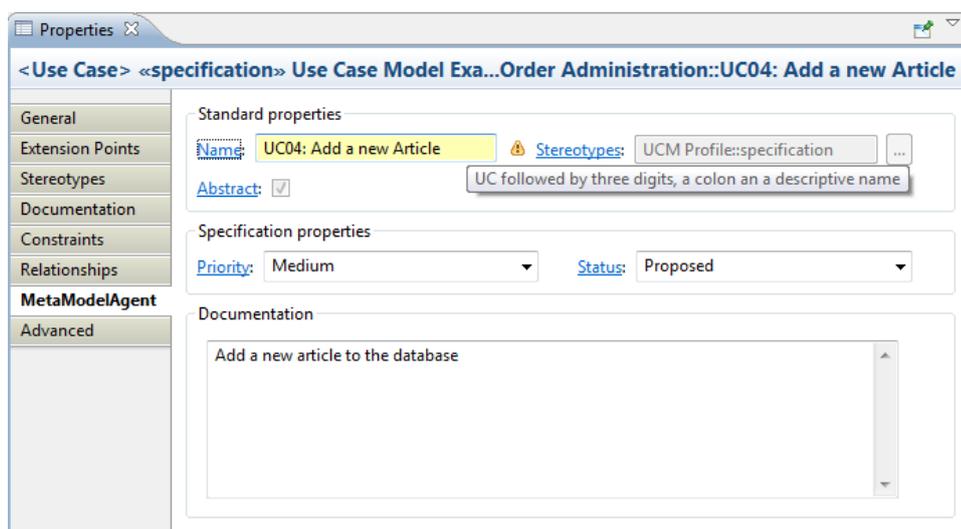
MetaModelAgent extends the standard tabbed property view with a new tab and also provides an own *MMA Property View*.

Both the new tab in the standard property view and the *MMA Property View* provides the opportunity to focus on only the significant properties for an item. As a user you can therefore choose which one of the views that you want to use.

The standard property view in the host tool contains all possible properties for an item, organized in several tabs. The new tab and the *MMA Property View* only show the significant subset of properties according to the metamodel, making it easier to handle those properties.



**Figure 28:** *The MMA Property View for an abstract use case using guidelines from a demo metamodel.*



**Figure 29:** *The MetaModelAgent-tab in the standard property view*

If there are any problems associated with a specific property, an icon representing the problem is visible to the right of the property field.

If there is a limitation of valid values for the property, only the valid values are available to set for the property. If there is only one valid value for the property, and that value already is set, the possibility to edit that property is disabled.

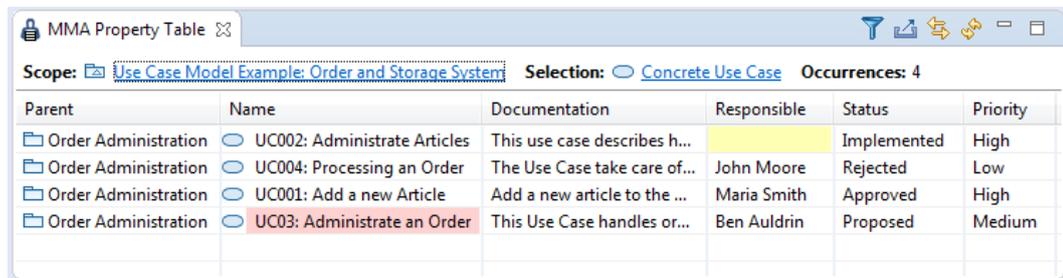
If the current metamodel contain alternative valid combination of properties for the item, the visible properties and their valid values will dynamically shift during the editing, to reflect valid combinations of the properties.

When selecting a property label in one of the property views, the corresponding guideline of that property is presented in the *MMA Guidance View*.

Depending on a preference setting, see chapter 11.2, properties holding valid values that should not be changed according to the metamodel will be left out from the property views.

## 9.6 Property Table View

The *MMA Property Table View* is a unique spread-sheet table view that displays an overview of significant properties for selected kinds of elements within a selected scope.



Parent	Name	Documentation	Responsible	Status	Priority
Order Administration	UC002: Administrate Articles	This use case describes h...		Implemented	High
Order Administration	UC004: Processing an Order	The Use Case take care of...	John Moore	Rejected	Low
Order Administration	UC001: Add a new Article	Add a new article to the ...	Maria Smith	Approved	High
Order Administration	UC003: Administrate an Order	This Use Case handles or...	Ben Auldrin	Proposed	Medium

**Figure 30:** *MMA Property Table View showing significant properties for all concrete use cases within the package “Order Administration”.*

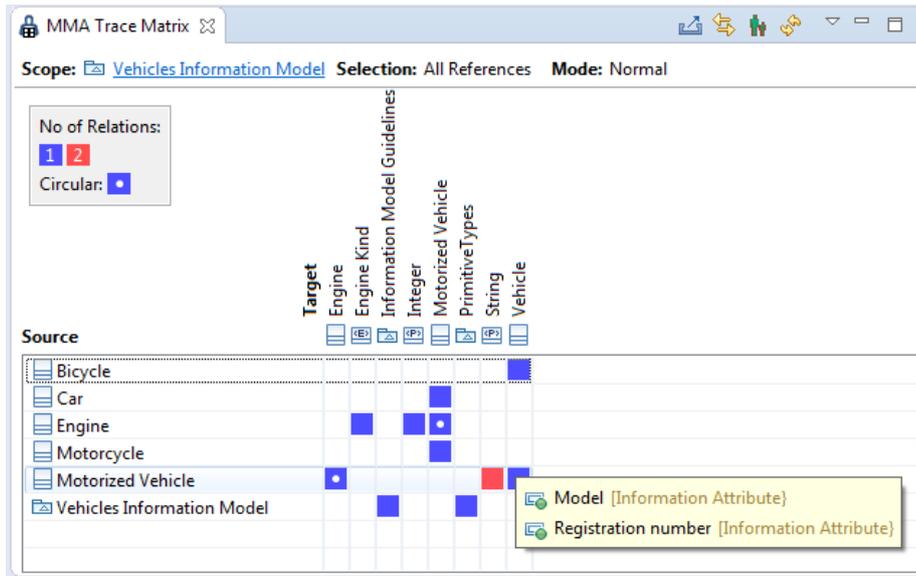
The *MMA Property Table View* displays one row for each item and one column for each significant property. Optional columns can be added to display the items metaclasses and model paths.

The columns representing item properties are editable, bulk editing of the same property for several selected items are available in the view’s context menu, as well as possibility to delete selected items.

This view is part of the model analysis capabilities in *MetaModelAgent* and is described in detail in the *MetaModelAgent Model Analysis User Manual*.

## 9.7 Trace Matrix View

The *MMA Trace Matrix View* displays the existence of relationships, connectors and other kind of element references which fulfills the chosen criteria in a grid. The source elements are listed vertically, and the target elements are listed horizontally.



**Figure 31:** MMA Trace Matrix View showing all relations and attributes within the Vehicle Information Model.

Each filled cell has a color which indicates the number of relationships or other element references between the source and target element, based on your chosen criteria.

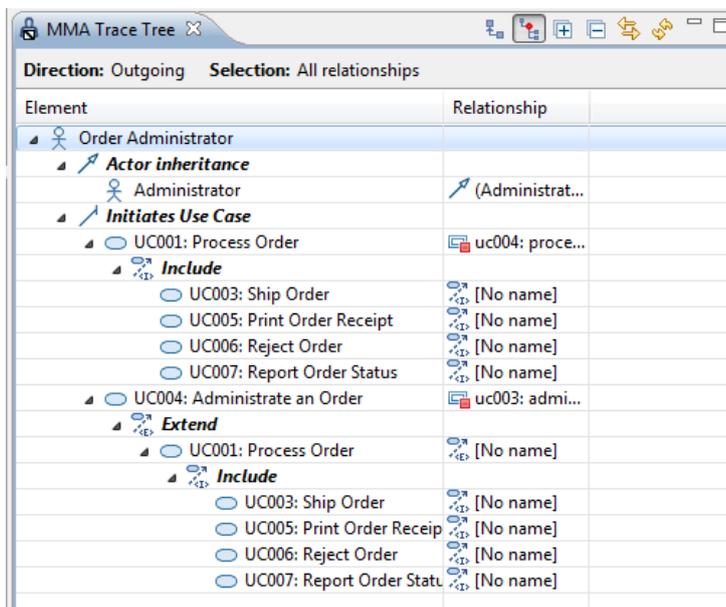
The matrix can also be switched into a unique transitive mode, where the color of each cell indicates the shortest distance in terms of consecutive chain of relations or other kind of element references.

This view is part of the model analysis capabilities in MetaModelAgent and is described in detail in the *MetaModelAgent Model Analysis User Manual*.

## 9.8 Trace Tree View

The MMA Trace Tree View displays the relationship chain starting from, or ending at, a specific element. Within the view, several features support your analysis of complex relationship chains.

All kind of UML relationships can be traced in this view including navigable associations, object flows, control flows and transitions.



**Figure 32:** MMA Trace Tree View displaying all relations starting from the actor Order Administrator.

This view is part of the model analysis capabilities in MetaModelAgent and is described in detail in the *MetaModelAgent Model Analysis User Manual*.

## 9.9 Chart View

The *MMA Chart View* will provide you with different kind of bar charts and scatter charts that will help you analyze your models.

Each kind of chart can be initiated by selecting an element in the Explorer View, Diagram Editor or Property Table View.



**Figure 33:** MMA Chart View displaying an Enumerated Properties Bar Chart of Use Cases organized around status and priority.

This view is part of the model analysis capabilities in MetaModelAgent and is described in detail in the *MetaModelAgent Model Analysis User Manual*.

## 9.10 Console View

The standard Console View is extended with a MetaModelAgent console tab which displays details about activations/deactivations and any related problems.

# 10 Decorators

---

A decorator is an adornment in an Eclipse view or editor which shows the state of an item.

MetaModelAgent provides three kinds of decorators, which are described in this chapter.

To enable or disable the decorators:

1. Select *Window* → *Preferences* from the *main* menu to open the *Preferences Dialog*.
2. Select the *General/Appearance/Label Decorations* entry in the *Preferences Dialog*.
3. Check the check boxes for *MetaModelAgent Problem Decorator* and *MetaModelAgent Metaclass Decorator* in the list of decorators.
4. Click OK to close the dialog.

## 10.1 Problem decorator

---

A *Problem Decorator* is an icon adornment to an item in the Explorer View or in the Diagram Editor which indicates that there are some problems associated with the item.



**Figure 34:** Example of Problem Decorators on items in the Explorer View.



**Figure 35:** Example of Problem Decorators on items in the Diagram Editor

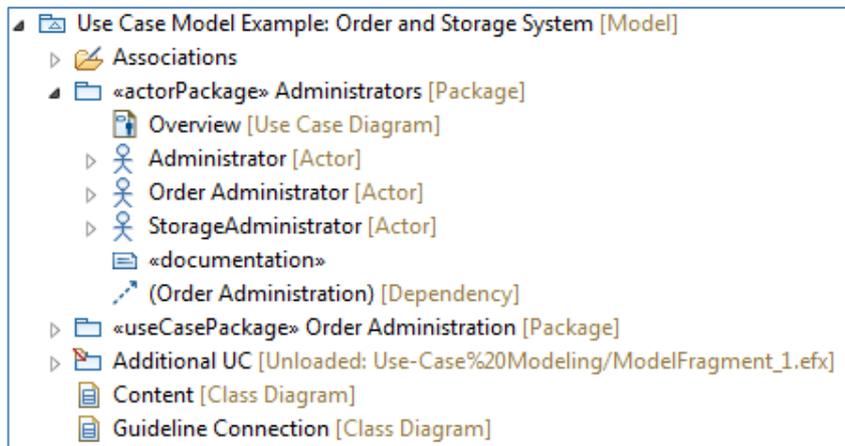
The problem decorators will automatically be updated or removed in the *Explorer View* when the model is changed. Due to limitations in the Diagram Editor, a diagram needs to be closed and reopened, for the changes to occur.

To view the problems associated with an item, select *MetaModelAgent* → *Show in Problem View* → *Selected Item* in the context menu for the item. That will bring up the *MMA Problem View* and highlight all problems associated with the item.

## 10.2 Metaclass decorator

---

A *Metaclass Decorator* is a textual adornment at the end of an item in the Explorer View and some other view and dialogs which shows the item's metaclass.



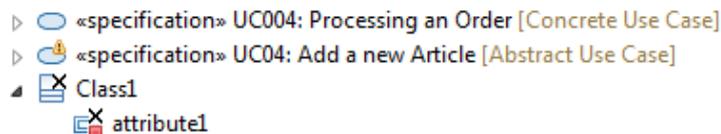
**Figure 36:** Example of Metaclass Decorators within [...] on items in the Explorer View

To view the guidelines associated with the metaclass, just select the Item in the Explorer View and the corresponding guidelines from the metamodel will be presented in the *MMA Guidance View*.

If there are any unloaded model fragments, these are indicated with a decorator that shows the relative file path to the fragment, see the “Additional UC” package in the figure above. .

## 10.3 Suppress validation decorator

A suppress validation decorator is a small black cross icon adornment to an element in the Explorer View which indicates that the element has been suppressed from validation.

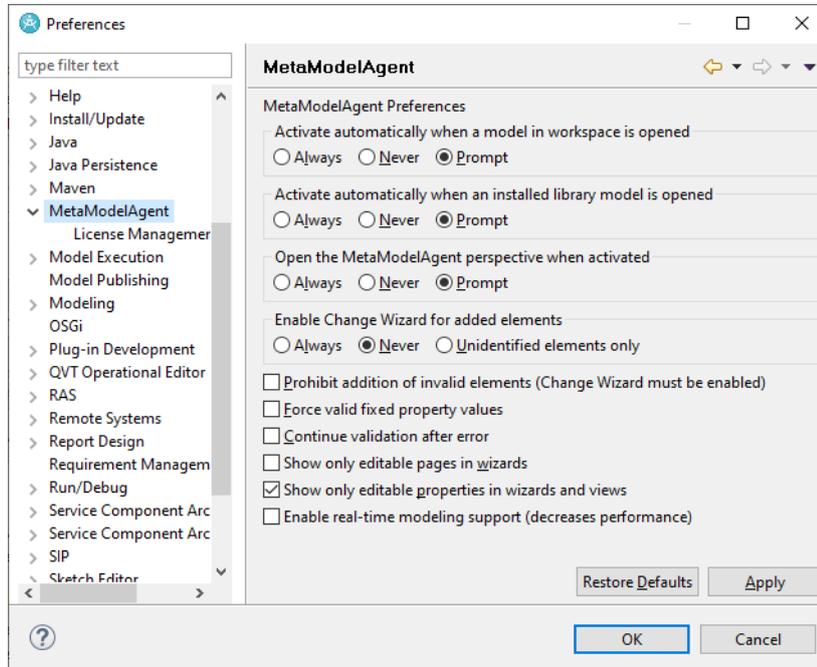


**Figure 37:** Example of Suppress Validation Decorator in the Explorer View

See chapter 4.8 for more information on how to manage suppress validations.

# 11 Preference settings

Select *Windows*→*Preferences* from the main menu to bring up the Eclipse preference settings dialog. Select *MetaModelAgent* in the tree view to display the *MetaModelAgent* preference page.



**Figure 38:** *The MetaModelAgent preference settings page. This picture may not look identical in your MetaModelAgent installation.*

The nested preference page for License Management is described in the **MetaModelAgent License Management Manual**.

## 11.1 Automation settings

### Activate MetaModelAgent automatically when a model in workspace is opened

This setting controls if MetaModelAgent automatically shall be activated when a model is opened. The preconditions for activation are that there is only one metamodel associated to the model and the model itself is not a metamodel. If no associated metamodel exist, the built in General UML Guidelines or General UML-RT Guidelines metamodel will be used.

There are three different values of this setting:

- Always** MetaModelAgent is automatically activated when a model is opened.
- Never** MetaModelAgent is not automatically activated when a model is opened. Activation must be done manually by selecting *MetaModelAgent*→*Activate* from the context menu.
- Prompt** When opening a model, a pop-up dialog occurs letting you select to activate MetaModelAgent for the model.

## Activate MetaModelAgent automatically when an installed library model is opened

This setting controls if MetaModelAgent automatically shall be activated when an installed library model, deployed in a plugin, is opened. The preconditions for activation are that there is only one metamodel associated to the model and the model itself is not a metamodel. If no associated metamodel exist, the built in General UML Guidelines or General UML-RT Guidelines metamodel will be used.

There are three different values of this setting:

- Always** MetaModelAgent is automatically activated when an installed library model is opened.
- Never** MetaModelAgent is not automatically activated when a model is opened.
- Prompt** When opening a model, a pop-up dialog occurs letting you select to activate MetaModelAgent for the installed library model.

An installed library model is normally opened automatically as soon as any model needs it, e.g., refers to any element in the library model.

You may observe that installed library models cannot be activated manually after they are being opened. If you want to activate an installed model that has already have been opened, you must restart the workbench.

## Open the MetaModelAgent perspective when activated

This setting controls if the *MetaModelAgent Perspective* should be automatically opened when MetaModelAgent is activated for a model.

There are three different values of this setting:

- Always** The *MetaModelAgent Perspective* is automatically opened when MetaModelAgent is activated for a model.
- Never** No perspective switch occurs when MetaModelAgent is activated for a model.
- Prompt** When activating MetaModelAgent for a model, a pop-up dialog prompts you for switching the perspective to the *MetaModelAgent Perspective*.

## Enable Change Wizard for added items

This setting controls if the MMA *Change Wizard* should be automatically invoked when a model item is added using standard UI-functions. The *MMA Change Wizard* will automatically set the values of mandatory properties with fixed values. If there are several metaclasses in the metamodel matching the item to be added, there will be an initial *MMA Guided Change Wizard* page where you select which metaclass to apply on the new item.

- Always** The *MMA Change Wizard* is automatically invoked when an item is added.
- Never** No *MMA Change Wizard* will automatically appear. The host tool behaves as normal when model items are added using built-in UI-functions.
- Unidentified elements only** When activating MetaModelAgent for a model, a pop-up dialog prompts you for switching the perspective to the *MetaModelAgent Perspective*.

You may notice that the item is being added to the model even if the *MMA Change Wizard* is cancelled.

**IMPORTANT:** This setting should be turned off if there are any other plug-in extensions that automatically add model items to an activated model.

## Force valid fixed property values

This setting controls if MetaModelAgent automatically should fix invalid property values which otherwise would be indicated as errors. Only properties that have a fixed valid value will be automatically fixed.

## 11.2 Other settings

---

### Prohibit addition of invalid elements

This setting controls if MetaModelAgent should allow the addition of invalid elements or not, when using the built-in functionality.

- If checked, MetaModelAgent will present a confirmation dialog that the addition will not be performed.
- If unchecked, MetaModelAgent will present a selection dialog where the user can select to fulfil the addition of the invalid element, or to cancel the addition operation.

### Continue validation after error

This setting controls if MetaModelAgent should try to continue validating a model beneath an unidentified model item. If this setting is checked, there might occur incorrect problems in the *MMA Problem View* due to bad assumptions done during validation

### Show only editable pages in wizards

This setting controls if wizard pages in the *MMA Add Wizard* containing no editable properties should be displayed or bypassed.

### Show only editable properties in wizards and views

This setting controls if properties containing valid fixed values should be displayed or not in the wizard or views. If the used metamodel defines fixed value properties, this setting will reduce the number of displayed properties, letting you focus on the ones that you should edit.

### Enable Utilities in context menu

Checking this setting enables the Utility submenu in the MetaModelAgent context menu in the Explorer View and in the Diagram editor. Currently there is only one utility function available that adjusts the representation of element documentation.

### Enable real-time modeling support (RSARTE and HCL RTist only)

This setting must be checked if MMA is to be used for UML real-time models in RSARTE or HCL RTist. If you are using standard UML this setting can be unchecked for improved performance in large and/or multiple models.

## 12 Headless validation

The model validation feature in MetaModelAgent can be started and executed from a command prompt, without any interaction with the graphical UI. The result of the validation will be written to a semicolon-separated text-file which can be post-processed in some other tool, for example MS Excel.

### 12.1 Running headless validation from command prompt

To execute the MetaModelAgent model validation from the command prompt when using RSAD or RSARTE, enter the following:

```
<INSTALL_DIR>\eclipse.exe
-data <WORKSPACE_DIR>
-nosplash
-product com.ibm.rational.rsa.product.ide
-application com.adocus.mma.headless.validation
[-model <MODEL_FILE_PATH>]
[-metamodel <METAMODEL_FILE_PATH>]
[-input <INPUT_FILE_PATH>]
-output <OUTPUT_FILE_PATH>
[-format <FORMAT>]
[-verbose]
```

Where <INSTALL\_DIR> is the directory where RSAD/RSARTE or Papyrus is installed.

Argument	Description	Comment
-data	The full path to the workspace to be used	Mandatory
-nosplash	Indicates that no splash screen should appear.	Mandatory
-product	The identity of Eclipse-based product that should be run.	Should be omitted when using Papyrus.
-application	The identity of the MetaModelAgent headless validation function.	Mandatory
-model	The path to the model file to be validated.	Should be omitted if several models should be validated in the same session using the -input argument.
-metamodel	The path to the metamodel file to be used in the validated.	Should be omitted if several models should be validated in the same session using the -input argument.  Can be omitted when using RSAD/RSARTE if the model is connected to a single metamodel.
-input	The path to a csv-file holding paths to models to be validated and the metamodels to be used for validation (see below for details).	Should be omitted if a single model is to be validated using the -model argument

<code>-output</code>	The path to the file where the result of the validation is written (see below for details).	Mandatory
<code>-format</code>	The format to be used in the output file	Should be omitted if the old format in MMA 4.1.1 or older versions is preferred
<code>-verbose</code>	Writes progress info to the console	Optional

## Output format

If the `-format` argument is used, the output file will be a semicolon-separated text file. The valid values of the `-format` argument is:

Value	Description
<code>csv</code>	The output file will contain a list of all problems found. The first row will be a row of headings
<code>csv_summary</code>	The output file will contain a summary of the result of the validation only and not any list of problems.
<code>csv_full</code>	The output file will contain both the summary and the list of all problems found

The summary is a section of semicolon separated attribute/value pairs. The following attributes are included:

Attribute	Description
<code>MetaModelAgent version</code>	The current build of MetaModelAgent
<code>Model</code>	The name of the model element being validated
<code>Metamodel</code>	The name of the metamodel being used in the validation
<code>Total number of elements</code>	Total number of elements in the part of the model being validated. Only element kinds that are supported by MetaModelAgent are included
<code>Validated elements</code>	Number of elements that have been validated
<code>Suppressed elements</code>	Number of elements that are suppressed from validation
<code>Errors</code>	Number of errors in the model
<code>Warnings</code>	Number of warnings in the model
<code>Infos</code>	Number of information issues in the model

The number of attributes and the order of them may be changed in future versions of MetaModelAgent.

The fields in the problem list section of the validation output are:

Field name	Description
<code>Item Name</code>	The name of the element holding the problem, same as in the MMA Problem View
<code>Full Qualified Item Name</code>	The full qualified name of the element holding the problem

Problem Description	The description of the problem, same as in the MMA Problem View
Subject	The subject of the problem, if appropriate, same as in the MMA Problem View
Full Qualified Subject Name	If the subject is an element, the full qualified name of the subject element
Item Definition	The metaclass in the metamodel that the element holding the problem has been associated to
UML Metaclass	The UML metaclass for the element holding the problem

**IMPORTANT:** When using Papyrus: if there is a metamodel connected to the model (dependency relationship), there will always be one invalid error reported that says that the dependency target has an invalid property value. That is because MMA cannot resolve the dependency target because of the lack of package import of the metamodel.

### Validating more than one model

When validating several models in the same session, the `-input` argument should be used instead of the `-model` and the `-metamodel` argument.

The value of the `-input` argument should be the path of a CSV-file that contains the paths to the models and the metamodels to be used in validation. The metamodel is mandatory in Papyrus but optionally in RSAD/RSARTE and HCL RTist if there is a single metamodel connected to the model.

The format of each line in the input-file should be:

```
<MODEL_FILE_PATH>;<METAMODEL_FILE_PATH>
```

When validating several models, the output file will contain the result from all validations in the same order as the model file paths appear in the input file.

## 12.2 Running headless validation using ANT-script

---

To simplify batch-validation, an ANT-script (ant.apache.org) can be used. Below is a template for an ANT-script that can be used (see above for details of the arguments).

```
<?xml version="1.0" encoding="UTF-8"?>
<!--This is a ANT-script template for validating a model in MetaModelAgent-->
<project name="mma.headless" default="MMAheadless" basedir=".">
  <target name="MMAheadless">
    <property name="eclipse_dir" value="<INSTALL_DIR>"/>
    <property name="execution_dir" value="<EXECUTION_DIR>"/>
    <property name="workspace_dir" value="<WORKSPACE_DIR>"/>
    <exec executable="${eclipse_dir}\eclipse.exe" dir="${execution_dir}"
          vmlauncher="false">
      <arg value="-data '${workspace_dir}'">
      <arg value="-nosplash">
      <arg value="-product com.ibm.rational.rsa.product.ide">
      <arg value="-application com.adocus.mma.headless.validation">
      <arg value="-model '<FILE_PATH_FOR_MODEL_FILE>'">
      <arg value="-metamodel '<FILE_PATH_FOR_METAMODEL_FILE>'">
      <arg value="-output '<FILE_PATH_FOR_OUTPUT_FILE>'">
      <arg value="-format <FORMAT>">
    </exec>
  </target>
</project>
```

The `<arg value="-product com.ibm.rational.rsa.product.ide">` line should be omitted if Papyrus is used.

## 13 Public API

---

There is a public API available to be used by external plugins to interact with MetaModelAgent. The API consist of a set of classes and interfaces in the package `com.adocus.mma.api` in the `org.adocus.mma.core` plug-in.

This chapter gives a brief introduction to the capabilities of the API. Complete Javadoc documentation of the API is available in the Eclipse Help System when MetaModelAgent is installed. Select *Help* → *Help Contents* from the main menu and then select **MetaModelAgent** from the list of contents.

### 13.1 Activating MetaModelAgent for a model element

---

The method `com.adocus.mma.api.UiActivation.run()` is used to activate MetaModelAgent for a given model. The result will be the same as if the activation has been performed using an activation operation in the MetaModelAgent UI.

### 13.2 Silent validation of a model

---

The method `com.adocus.mma.api.NonUiValidation.run()` is used to perform a validation of a single model. The result of the validation will be written to a file with the same format as the result of the headless validation, see previous chapter.

The old API-method `com.adocus.mma.api.BatchActivation.run()` is still available for backward compatibility, but should be regarded as deprecated.

### 13.3 Model modification without validation

---

When doing model modification using an EMF transaction from a plugin, MetaModelAgent will automatically react on the operation and invoke validation of the effected element(s) if they are part of an activation. In some situations, there might be a need to prohibit MetaModelAgent from reacting on these kinds of modifications.

To achieve that behavior, let the EMF command implement the `com.adocus.mma.api.IReactCommand` interface. The implementation of the interface's `react()` method should return false for MetaModelAgent to not react on the modification operation.

### 13.4 Retrieving information of current activations

---

The `com.adocus.mma.api.ActivationUtilities` class provides several methods for retrieving information related to current activations.

### 13.5 Registering a metamodel for a specific kind of model

---

Metamodels deployed in a plugin or available in the workspace, can be registered in MetaModelAgent together with a method that checks if one of the metamodels matches the current model. This means that there will be no need for a dependency relationship from model to metamodel for MetaModelAgent to use for activation.

This is especially useful if a model is split into several fragments/submodels that should be possible to activate independently.

More information of this API is available in the *MetaModelAgent Metamodeling Manual*.

## 14 Known limitations

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There are a few known limitations which may affect the expected behavior:

- Elements from imported libraries cannot be used as property values in the Create New Model Wizard. It can be done in RSAD/RSARTE and HCL RTist if the model library has already been loaded by some other model, but it can never be done in Papyrus. Workaround is to fill in these properties after the Create New Model wizard have been finished.
- Sub-classifiers are not automatically revalidated when inherited features from super-classifiers have been changed. Manual revalidation must be performed, preferable by using the refresh button in MMA Problem View.
- Unavailable mandatory association ends give unexpected errors. Mandatory association ends not owned by the element gives invalid errors if the association end and its owning association is stored in an unloaded model.
- Quick fixes involving adding object flows, control flow, transitions and messages are not available.
- Dependencies and its variants are handled by MetaModelAgent as owned by the source element; even thus dependencies always are owned by a package.