




























Menu Overview of the xUML Model Compiler

Model Compiler Menu	Menu Item	Hotkey	Description
File  New E2E Model  New From E2E Example Close Ctrl+F4	File > New From E2E Example		Creates a new UML model by using the Bridge template, which provides basic components.
	File > New E2E Model		Creates a new UML model without any templates.
	File > Close	Ctrl+F4	Closes the Model Compiler window.
Module  Refresh F5 Messages Ctrl+Shift+M  Settings	Module > Refresh	F5	Refreshes the deployment view of the Model Compiler.
	Module > Messages	Ctrl+Shift+M	Opens the Messages window.
	Module > Settings		Opens the settings dialog of the current Builder project.
Compile Save Before Compilation  Compile F9  Deploy Ctrl+F9 Optimize JavaScript  Clean All Ctrl+F8	Compile > Save Before Compilation		If the checkbox is selected, the XMI file will be saved first before compiling the xUML service. If the checkbox is not selected, and you compile the xUML service, a dialog opens, giving you the choice to save the file, discard the changes, or cancel the compilation process.
	Compile > Compile	F9	Checks the syntax and transforms the UML model to an executable xUML service, whose repository files are stored in a JAR with .jar file extension in the repository directory.
	Compile > Deploy	Ctrl+F9	Deploys the compiled xUML service to the E2E Bridge node instance that is defined in the UML deployment diagram.
	Compile > Optimize JavaScript		Check this option to use the Closure Compiler for making JavaScript download and run faster.
	Compile > Clean All	Ctrl+F8	Deletes the repository files of all local versions of compiled xUML services in the repository directory and all files in the working directory of the current Builder project. This leads to a clean compilation environment. All pre-compilations of UML modules are being renewed. Should be used, if MagicDraw could not be closed properly or you are experiencing unexpected error messages.
Run  Run  Debug  Stop  Show Breakpoints	Run > Run		Starts the selected service in the E2E Embedded xUML Runtime.
	Run > Debug		Starts the selected service in the E2E xUML Runtime in debug mode.
	Run > Stop		Stops the selected service.
	Run > Show Breakpoints		Shows a list with all breakpoints defined on the selected model.
	Import > Import XMI File		Imports an XMI file from an arbitrary location into the Builder project.
	Import > E2E Library		Imports an E2E Library.
	Import > WSDL /XSD File		Imports a WSDL or an XSD from a file or URL.
	Import > OpenAPI (Swagger)		Imports a Swagger OpenAPI definition.
	Import > E2E SAP RFC Definition		Imports an SAP RFC definition that has been generated on an SAP system.
	Import > SAP IDoc File		Imports an SAP IDoc file and creates the corresponding classes.
	Import > File Resource		Imports a file resource.

<div><div>Import</div><div><div> XMI File</div><div> E2E Library</div><div> WSDL / XSD</div><div> OpenAPI (Swagger)</div><div> E2E SAP RFC Definition</div><div> SAP IDoc File</div><div> File Resource (XSLT, Jar, Text, etc.)</div><div> Java Classes / Resource Files</div><div> Flat File Definition</div><div> UN/EDIFACT Directory Definition</div><div> BPMN 2.0</div><div> MagicDraw UI Prototype</div><div> Dictionary</div></div></div>	<table><tr><td>Import > Java Classes / Resource Files</td><td></td><td>Imports Java classes and properties resource files.</td></tr><tr><td>Import > Flat File Definition</td><td></td><td>Imports flat file definitions to process flat files.</td></tr><tr><td>Import > UN /EDIFACT Directory Definition</td><td></td><td>Imports an EDIFACT schema you can select from a list.</td></tr><tr><td>Import > BPMN 2.0</td><td></td><td>Imports a BPMN 2.0 definition.</td></tr><tr><td>Import > MagicDraw UI Prototype</td><td></td><td>Imports a MagicDraw UI prototype.</td></tr><tr><td>Import > Dictionary</td><td></td><td>Imports a UI translation file.</td></tr></table>	Import > Java Classes / Resource Files		Imports Java classes and properties resource files.	Import > Flat File Definition		Imports flat file definitions to process flat files.	Import > UN /EDIFACT Directory Definition		Imports an EDIFACT schema you can select from a list.	Import > BPMN 2.0		Imports a BPMN 2.0 definition.	Import > MagicDraw UI Prototype		Imports a MagicDraw UI prototype.	Import > Dictionary		Imports a UI translation file.
Import > Java Classes / Resource Files		Imports Java classes and properties resource files.																	
Import > Flat File Definition		Imports flat file definitions to process flat files.																	
Import > UN /EDIFACT Directory Definition		Imports an EDIFACT schema you can select from a list.																	
Import > BPMN 2.0		Imports a BPMN 2.0 definition.																	
Import > MagicDraw UI Prototype		Imports a MagicDraw UI prototype.																	
Import > Dictionary		Imports a UI translation file.																	
<div><div>Tools</div><div><div> Library Dependencies</div><div> Components Wizard</div><div> Library Wizard</div></div></div>	<table><tr><td>Tools > Library Dependencies</td><td></td><td>Starts the E2E Library Dependencies viewer. This menu item is available only if the current model has imported libraries.</td></tr><tr><td>Tools > Components Wizard</td><td></td><td>Starts the E2E Components Wizard. This menu item is available only if the current model has no component diagram yet.</td></tr><tr><td>Tools > Library Wizard</td><td></td><td>Starts the E2E Library Wizard. This menu item is available only if the current model has no library diagram yet.</td></tr></table>	Tools > Library Dependencies		Starts the E2E Library Dependencies viewer. This menu item is available only if the current model has imported libraries.	Tools > Components Wizard		Starts the E2E Components Wizard . This menu item is available only if the current model has no component diagram yet.	Tools > Library Wizard		Starts the E2E Library Wizard . This menu item is available only if the current model has no library diagram yet.									
Tools > Library Dependencies		Starts the E2E Library Dependencies viewer. This menu item is available only if the current model has imported libraries.																	
Tools > Components Wizard		Starts the E2E Components Wizard . This menu item is available only if the current model has no component diagram yet.																	
Tools > Library Wizard		Starts the E2E Library Wizard . This menu item is available only if the current model has no library diagram yet.																	