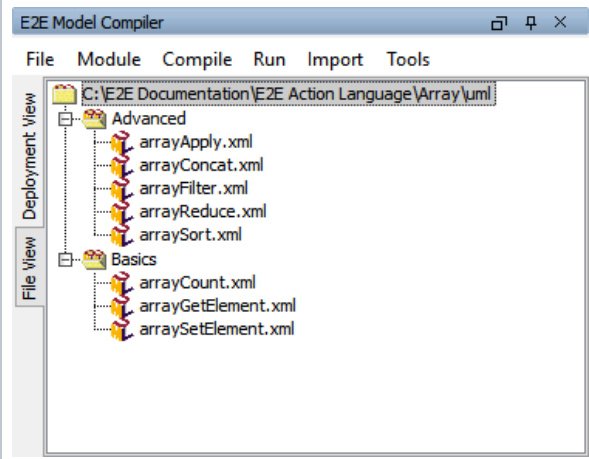


# Working with the File View

Switch to the Model Compiler window. The window provides two vertical tabs on the left border. Select the **File View** tab and expand some of the files in the tree.



The screenshot shows the 'E2E Model Compiler' window with the 'File View' tab selected. The tree structure is as follows:

- C:\E2E Documentation\E2E Action Language\Array\uml
  - Advanced
    - arrayApply.xml
    - arrayConcat.xml
    - arrayFilter.xml
    - arrayReduce.xml
    - arraySort.xml
  - Basics
    - arrayCount.xml
    - arrayGetElement.xml
    - arraySetElement.xml

The file view lists all XML files of the Builder project (see also **E2E Builder > Open E2E Model**). If the Builder projects consists of a lot of files, you can also structure the files into subfolders as displayed on the right.

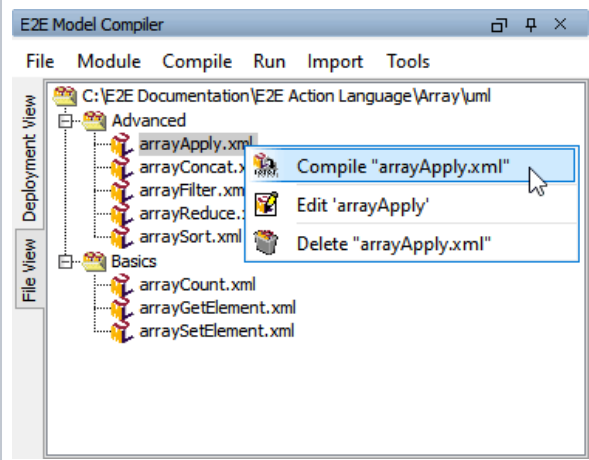
## On this Page:

- [Context Menus](#)

To create the subfolders, use a file management tool like Windows Explorer, or adjust the structure while saving the UML model in MagicDraw.

## Context Menus

Apart from the regular menu, the Model Compiler also features context menus. Click an item with the right mouse button to open its context menu.



The screenshot shows the 'E2E Model Compiler' window with the 'File View' tab selected. A context menu is open over the 'arrayApply.xml' file, showing the following options:

- Compile "arrayApply.xml"
- Edit 'arrayApply'
- Delete "arrayApply.xml"

Within File View, you can also compile XML files by using the regular menu item **Compile** in this window or the context menu on the XML file. If errors or warnings are reported, use the right mouse button to open the same context menu as in the Deployment View.

The Compile function in the File View checks the XML file for errors and warnings. However, as no specific deployment can be chosen in this view, no WSDL file and no service repository will be created.

E2E Model Compiler

File

Module

Compile

Run

Import

Tools

Deployment View

File View

C:\E2E Documentation\E2E Action Language\Array\uml

Advanced

arrayApply.xml

arrayConcat.xml

arrayFilter.xml

arrayReduce.xml

arraySort.xml

Basics

arrayCount.xml

arrayGetElement.xml

arraySetElement.xml

Compile "arrayApply.xml"

Edit 'arrayApply'

Delete "arrayApply.xml"

Additionally, the File View is also used for maintaining files in the Builder project. Files can be opened for editing or be deleted.

Edit	If an error occurs while compiling the XMI file, you probably need to re-edit the model. To do so, select the XMI file with the right mouse button to open its context menu, and click <b>Edit</b> . The XMI file will be opened in MagicDraw. Edit is the default action in this view, so you could also have double-clicked the filename to open it.
Delete	Every XMI file in the project can be deleted.

Question

Delete XMI File?

Are you sure to permanently delete XMI file

C:\E2E Documentation\E2E Action Language\Array\uml\Advanced\arrayApply.xml?

Yes

No

The Builder will always ask you whether you really want to delete the file. Short-cut to file deletion is **Del**.

The delete function will not only delete the **.xml** file of the model, but also all other model files as the **.xml.bak** or **.mdr** file.