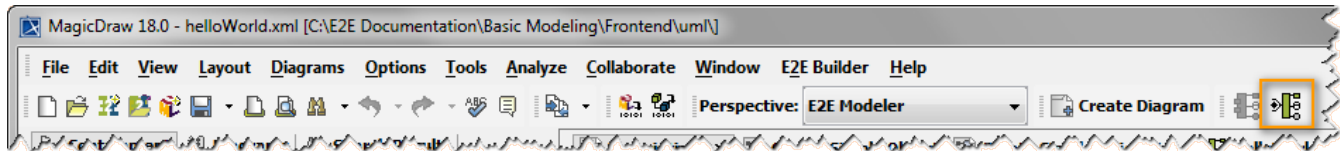



Overview on the Components Wizard Window Layout

The **E2E Components Wizard** helps you to define all components, classes, interfaces, artifacts, and dependencies that are needed to build a complete component diagram. It guides you through all necessary steps and supports you with the customization of all artifacts.

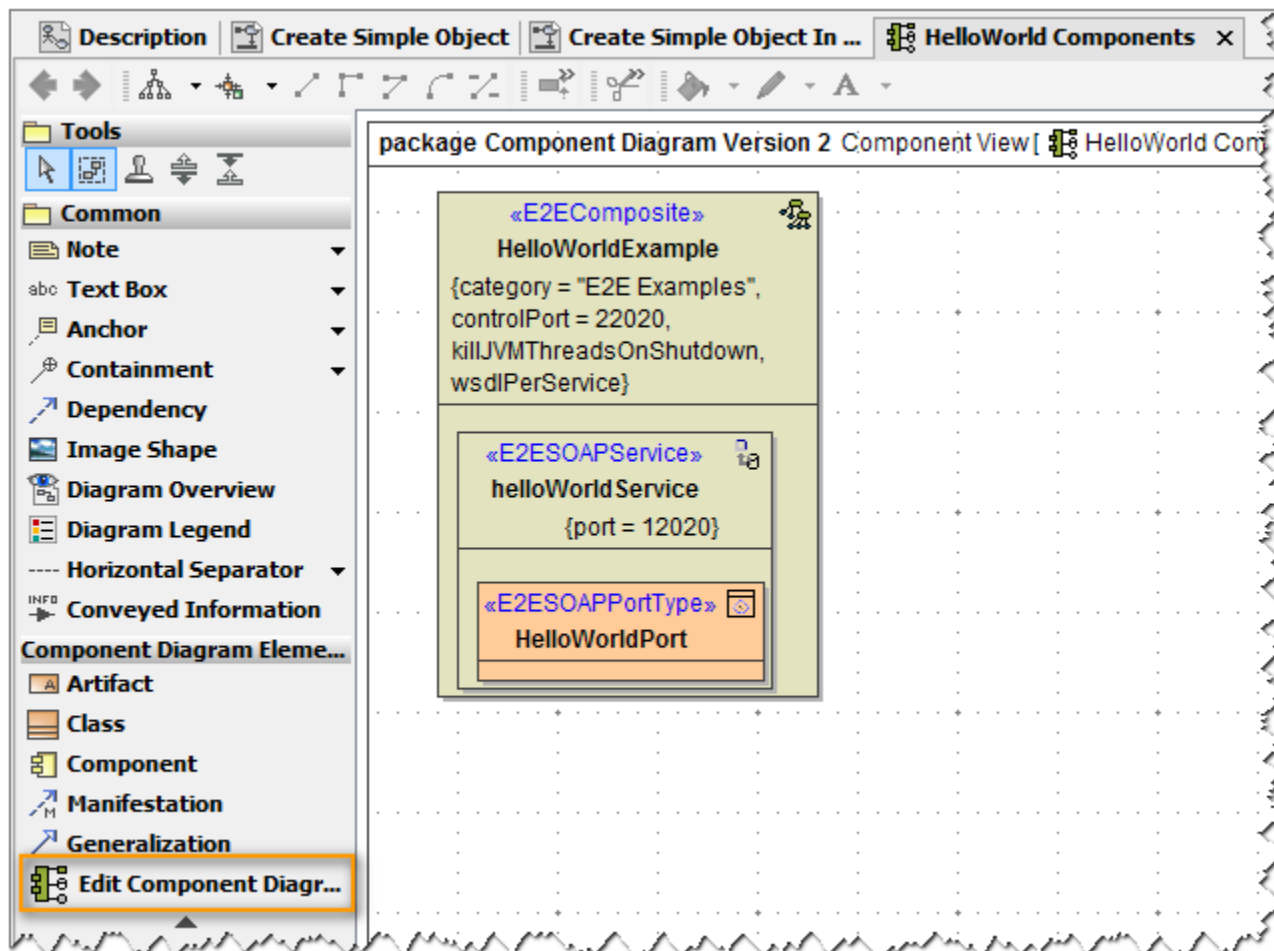
It is possible to create complete component diagrams from scratch by using the main Components Wizard. It can be started by selecting the menu icon **E2E Component Wizard** in the menu bar shown below. It is used when starting a new component diagram.



Alternatively, you could choose **Tools > Components Wizard** from the Model Compiler window. Each step to create a component diagram from scratch is described in [Creating a Component Diagram](#).

DeprecatedBridge 7.0.0-beta1 The usage of the components wizard of E2E Builder before version 6.0 () is deprecated. Since Bridge version 7, the E2E Compiler does not support the old component diagram anymore. In this case, refactor your service.

Wanting to edit an existing component diagrams use the **E2E Edit Component Diagram Wizard** that supports you in changing a specific part of the component diagram. It can be started by selecting the appropriate icon from the middle bar of the component diagram.



You need to click the icon Edit Component Diagram in the diagram toolbar and not the icon E2E Components Wizard in the menu bar in order to edit an existing component diagram. The E2E Components Wizard from the menu bar will delete the existing component diagram and create a new one from scratch.

The E2E Components Wizard Window is composed of four parts:

- a **tree panel** (1) on the left side,
- a **heading area** (2) on the top,
- a **customization panel** (3) on the right side of the window and
- a **message area** (4) below the customization panel.

The **tree** shows the components and the customized artifacts of the component diagram and their dependencies. It provides an overview about the UML elements of the component diagram that will be drawn when finishing the Components Wizard. You can select an element node in the tree to continue defining elements from this point.

The **heading area** shows general information on the customizations that can be applied on the selected element.

In the **customization panel** on the right, the main part of the Components Wizard dialog is displayed. Apply the necessary customizations here.

Below the customization panel in the **message area**, error messages thrown by the Components Wizard are displayed.

Each dialog of the Components Wizard provides different buttons. Some buttons are only enabled if the previous step has been completed.

Button	Description
>	Instantiates the selected component or type from the list.
<	Removes the selected instantiated element.
New	Defines a new component or type.
Next	Continues with the next step.
Skip	This button is enabled, if it is possible to skip some steps (defined frontend, backend, or proxy services need to be completed). You may continue with the definition of E2E Bridge nodes, backend nodes, proxy servers, or dependencies. It may also be possible to finish the Components Wizard and confirm to draw the component diagram.
Finish	Closes the Components Wizard and draws all defined elements in the component diagrams. This button is only visible in the last step.
Cancel	Quits the Components Wizard and discards all elements that were defined since starting with the first step.

The Components Wizard leads you through all steps of creating a component diagram. In the tree panel, the diagram part components are currently added to is always highlighted.

Special characters and blanks are mostly not allowed for type and instance names.