Uninstalling the Builder for MagicDraw

To uninstall the Builder plugin for MagicDraw, open the Resource/Plugin Manager.



Select All Resources in the drop-down box in the toolbar to display all plugins.

I Resource/Plugin Manager			
Add or remove MagicDraw plugins, samples, language packs, profiles, and templates Resource/Plugin Manager allows the addition of extra features and resources from a local file system or over the Internet. Use resource manager to manage plugins, case studies/examples, language packs, profiles, templates, custom diagrams, etc.			
# 수↓ - 면숙 면축 Filter: All Resources			
Nar Commercial Resources	Status	Version	
Plugins (commercial) New Resources			
Cameo Business Modeler New Commercial Resources	Installed	17.0 sp2	
Project Merge	Expired/Reader	17.0 5P6	
E2E Builder for MagicDraw	Installed	6.0	
Enterprise Architect Import	Installed	17.0	
text Installed text Resource or version available text Changes will be applied after restarting MagicDraw More Details >>			
Check for Updates Download / Install Remove Import Manage Licenses			
Close		Help	

Check the checkbox oft the Builder for MagicDraw UML plugin and click Remove.

Message The following resources will be removed: E2E Builder for MagicDraw plugin (version 6.0) OK Cancel	The Resource/Plugin Manager asks for confirmation. Click OK .
Message The following resource(s) will be removed on startup: E2E Builder for MagicDraw plugin (version 6.0) OK	The Resource/Plugin Manager confirms the removal of the BUILDER.
Image: The second of the se	The Builder has been scheduled for removal. Restart MagicDraw to finally remove the Builder. Click Close.

Finish the uninstalling by removing folder .e2ebuilder in your users directory and by removing the folders you installed the examples to.

You now can use native MagicDraw UML again.