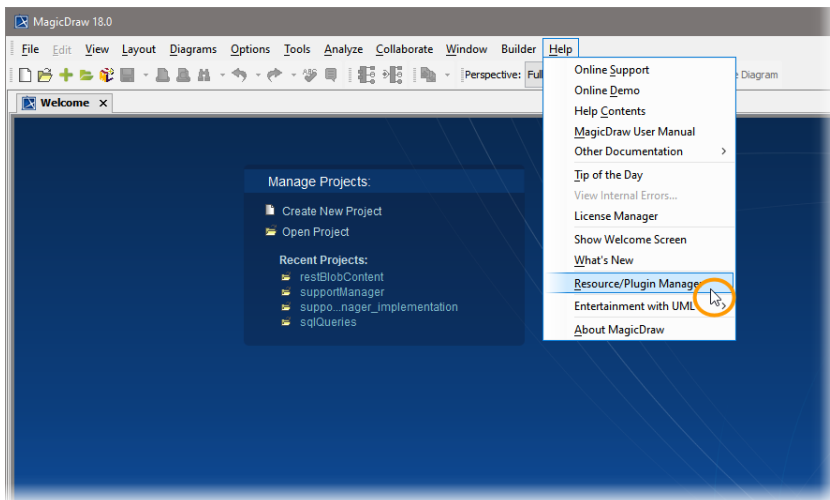
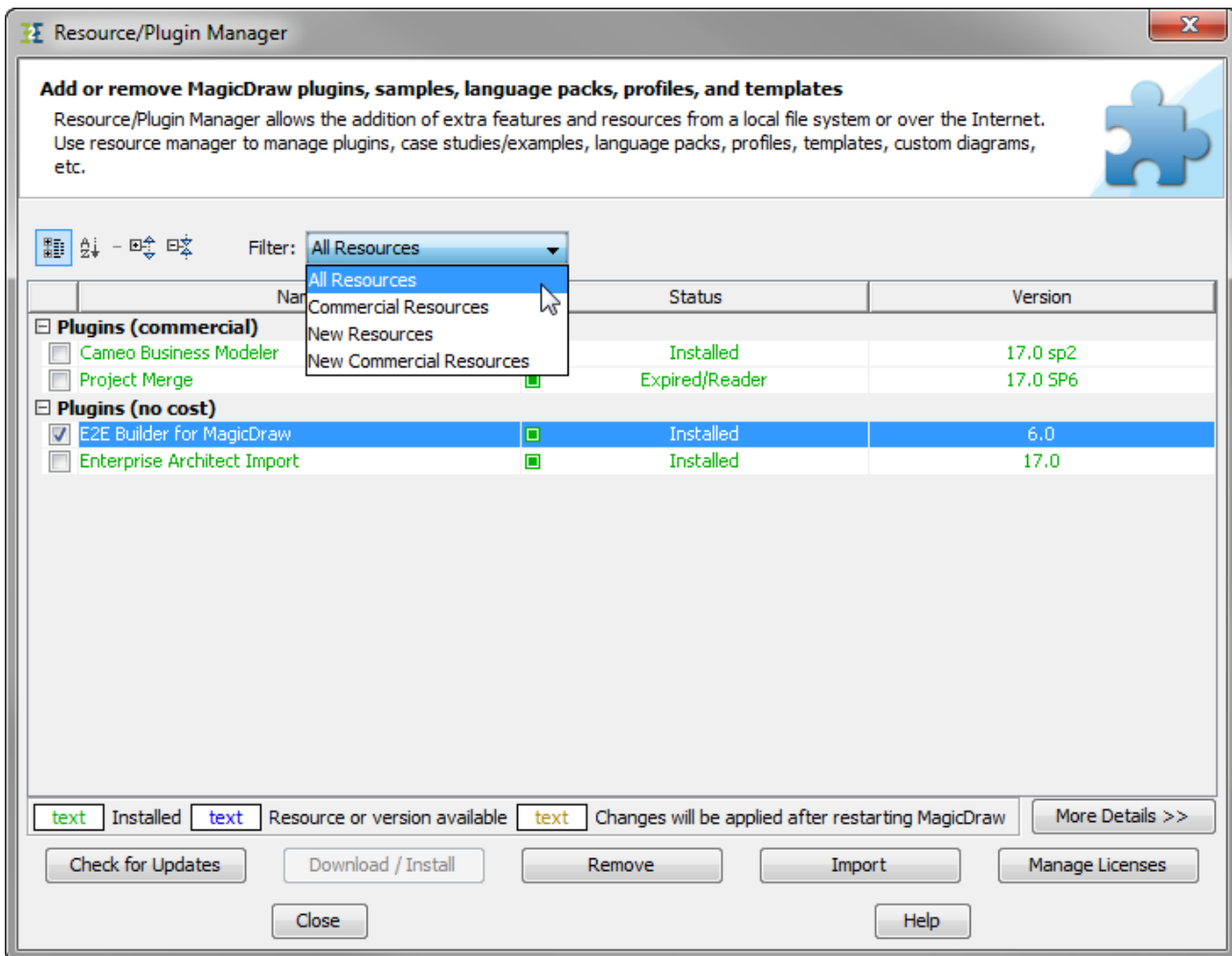


Uninstalling the Builder for MagicDraw

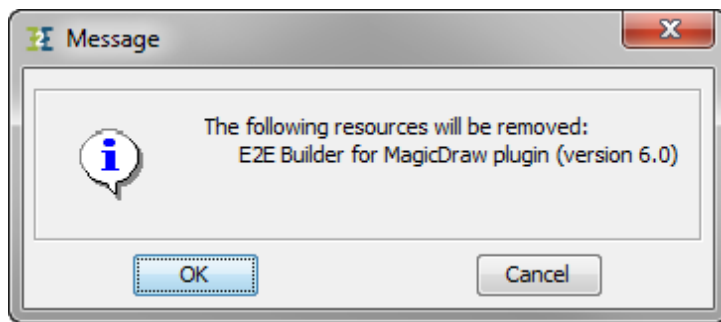
To uninstall the Builder plugin for MagicDraw, open the **Resource/Plugin Manager**.



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

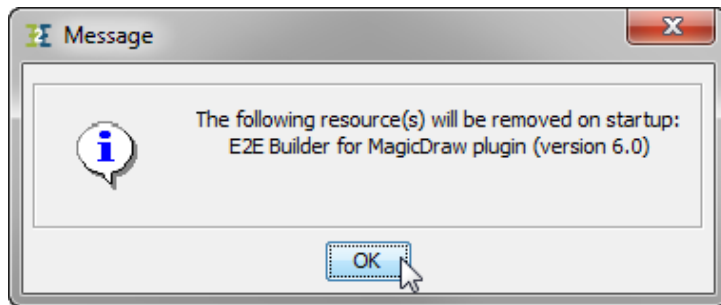


Check the checkbox off the Builder for MagicDraw UML plugin and click **Remove**.

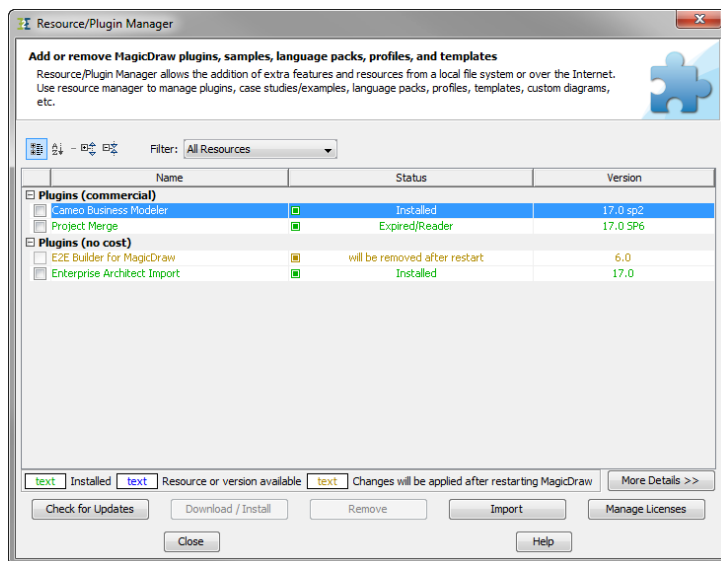


The **Resource/Plugin Manager** asks for confirmation.

Click **OK**.



The **Resource/Plugin Manager** confirms the removal of the BUILDER.



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.