Importing File Resources

The resource importer gives you the possibility to add resources to your E2E Builder project. These resources can be of any kind of file including zip and jar archives. The main usage of importing resources to a project is to have a mostly static reference and resources bundled with the service. Typical resources would be, e.g. custom font files which are used for example by the FOP Adapter to generate PDF files, images used by a UI, or an XML file containing conversion data or reference lists.

The resources are imported into the E2E Builder projects directory structure within the resources folder. The resource folder will be packed within the service repository that will be deployed, if the deploy checkbox is checked.

Example File (Builder project Advanced Modeling/Resources):

<your example path>\Advanced Modeling\Resources\resourceArchive.xml

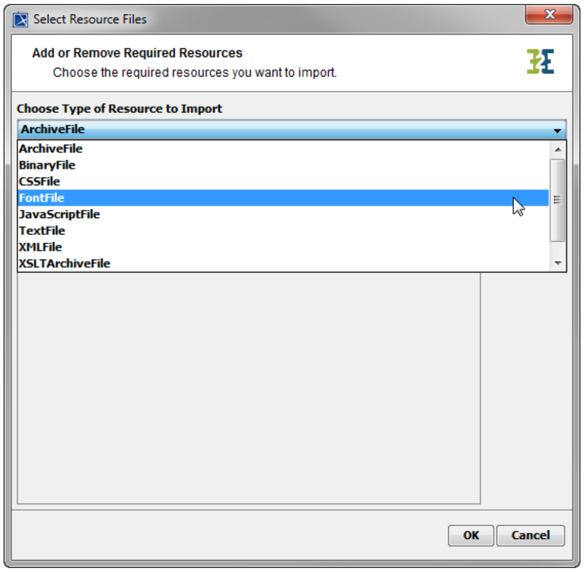
On this Page:

Related Pages:

- Deploying and Managing Resources
- Defining Backend Aliases
- Resource File Artifacts
- xUML Service Settings

Importing Single Resource Files

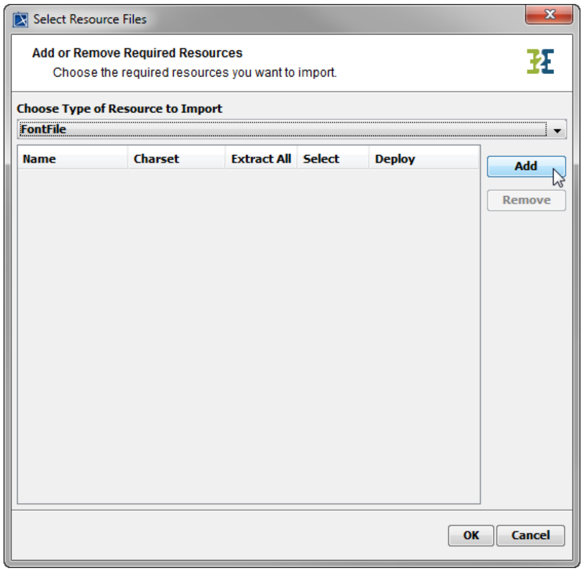
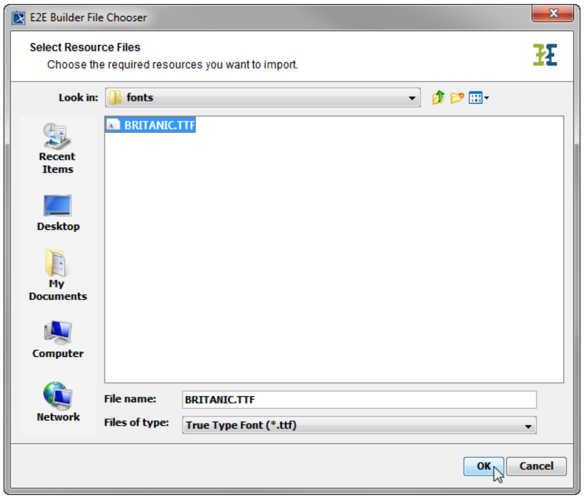
Start the import of resources by selecting **Import > File Resource (XSLT, Jar, Text, etc.)** from the E2E Model Compiler menu.

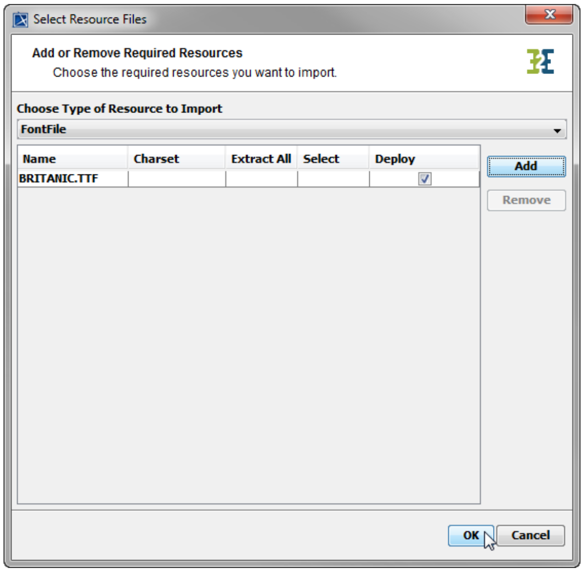


The resource importer dialog window displays you options to add specific resources. As a first step select the type of resource you want to import.

- ArchiveFile
- BinaryFile
- CSSFile
- FontFile
- JavaScriptFile
- TextFile
- XMLFile
- XSLTArchive File
- XSLTScriptFile

Select the resource type you want to add to your E2E Builder Project. Some Types are very specific like the XMLFile resource type, while other types are open like the TextFile. Setting the correct type will allow in some cases the use of a specific editor within MagicDraw.

 Select Resource Files Add or Remove Required Resources Choose the required resources you want to import. Choose Type of Resource to Import: FontFile Name Charset Extract All Select Deploy Add Remove OK Cancel	Click **Add** to add file resources to the import list.
 E2E Builder File Chooser Select Resource Files Choose the required resources you want to import. Look in: fonts BRITANIC.TTF File name: BRITANIC.TTF Files of type: True Type Font (*.ttf) Recent Items Desktop My Documents Computer Network OK Cancel	Navigate to the directory containing the files and select the resource file(s). You can select multiple files of the same type. Depending on which type was selected in the resource importer dialog, the file type selector will be set accordingly. In some cases you need to change the **Files of type** filter found at the bottom of the dialog window. Click **OK** to proceed.



Select Resource Files

Add or Remove Required Resources

Choose the required resources you want to import.

Choose Type of Resource to Import

FontFile

Name	Charset	Extract All	Select	Deploy
BRITANIC.TTF				☑

Within the resource importer dialog window you will see the previously selected file(s) listed in a table view.

The **Deploy** checkbox gives the option to either deploy the resource together with the service repository or just leave it as a non-deployable resource within your E2E Builder Project. In the latter case, you'll need to manually provide the resource to the deployed xUML service.

Selecting the imported resource within the resource table view enables the **Remove** button. By clicking on the button the resource will be taken off the list without any further confirmation and thus will not be imported.

When all the needed resource files are chosen, click **OK** to start the import process.

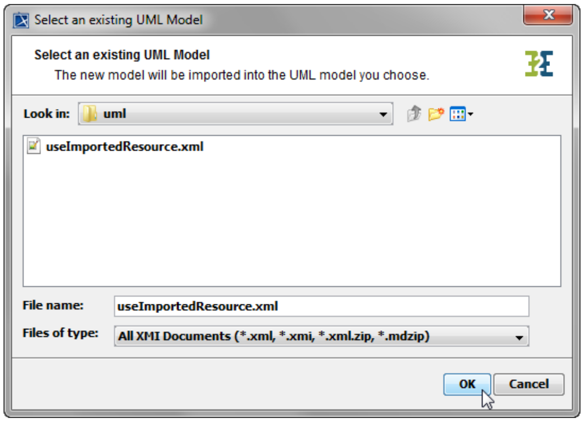
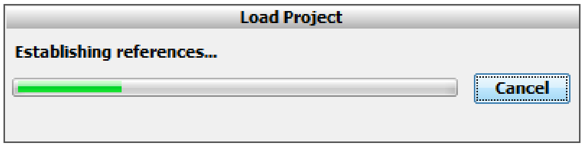
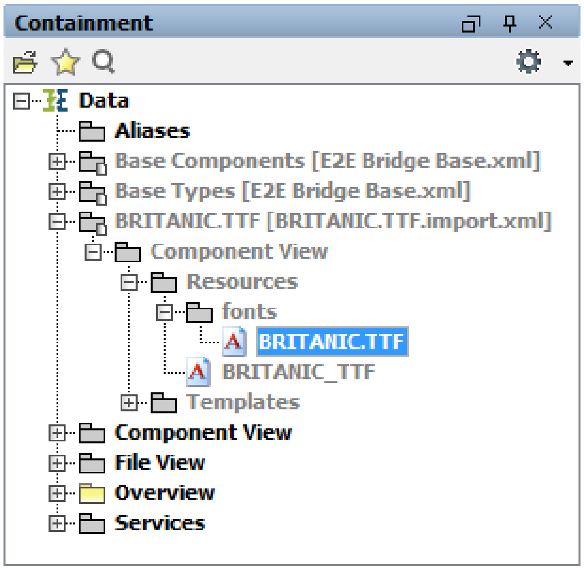
If the list is complete, you can decide for each file resource archive, if it will be deployed together with the xUML service repository via the Builder.

Single XSLT scripts always need to be deployed together with the xUML service repository. Therefore, the **Deploy** checkbox cannot be deselected for those items.

If the Deploy checkbox is not selected, the file resource needs to be deployed via the Bridge. This prevents transferring big amounts of data when deploying them together with the xUML service repository via the Builder.

Deploying file resources via the Builder means that they can be used only by the deployed xUML service. Deploying them via the Bridge means that they are not stored locally but globally, so that they can be used globally by all deployed xUML services of the current node instance. For more details on deploying file resources via the Bridge, refer to Deploying and Managing Resources.

No matter if a file resource is deployed via the Builder or the Bridge, all required file resources need to be imported. Consequently, they are documented in the component diagram (see Defining Backend Aliases).

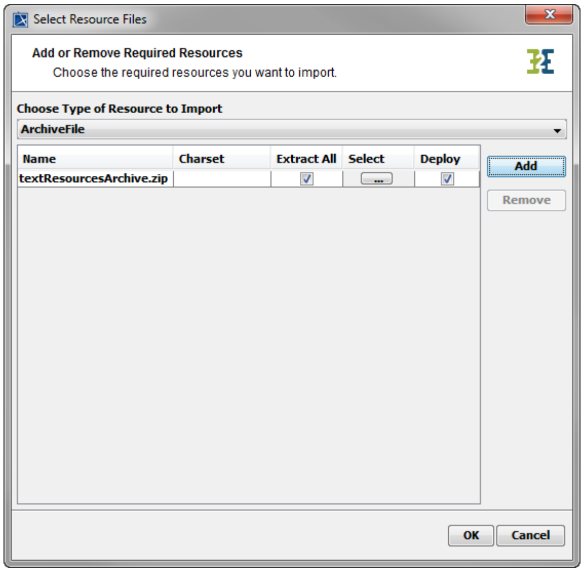
 Select an existing UML Model Select an existing UML Model The new model will be imported into the UML model you choose. Look in: uml useImportedResource.xml File name: useImportedResource.xml Files of type: All XMI Documents (*.xml, *.xmi, *.xml.zip, *.mdzip) OK Cancel	The resource importer will ask you to select a model to import the resources to. Choose the model the resource should be available to. Click **OK** to continue.
 Load Project Establishing references... Cancel	After a few seconds, the chosen target XMI file will be loaded.
 Containment Data Aliases Base Components [E2E Bridge Base.xml] Base Types [E2E Bridge Base.xml] BRITANIC.TTF [BRITANIC.TTF.import.xml] Component View Resources fonts BRITANIC.TTF BRITANIC_TTF Templates Component View File View Overview Services	You can find the imported resource in the containment tree in package **Data/<Resource Name>**. The importer has set up the resource within the E2E Builder Project with all necessary references and artifacts. The physical location of the imported resource is located within the **resources /templates** directory in the E2E Builder Project. Depending on the selected type of the imported resource a sub directory is created. In this example a directory called **fonts**.

You need to save the UML model to persist the imported entities and packages.

More information, e.g. on how to use imported resources, is provided by the Reference Guide, e.g. in Resource File Artifacts.

Importing Resource Archives

A very convenient option is to import archives, meaning jar or zip files. The resource importer can analyze the archive and it is possible to just select one or a few needed files from within a zip or jar file. The following steps describe the steps and options for importing archive resources.


Select Resource Files
Add or Remove Required Resources
Choose the required resources you want to import.
Add
Remove
OK
Cancel

Choose Type of Resource to Import: ArchiveFile

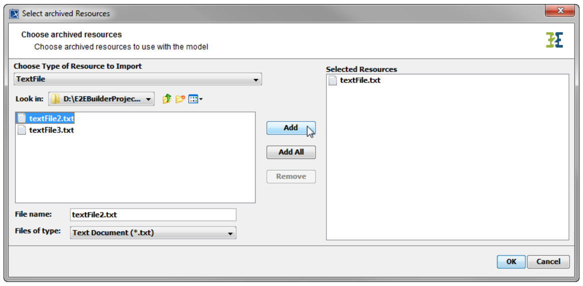
Name	Charset	Extract All	Select	Deploy
textResourcesArchive.zip		☑	...	☑

After selecting the archive file (in this case a zip file), the resource will show up within the resource table view with additional options.

Extract All will extract the complete content of the archive when deployed on the E2E Bridge Server.

The **Select** button on the resource row gives the option to select just the needed file from an archive. To select just the needed files from an archive click **...** .

A window to select specific files will open.


Select archived Resources
Choose archived resources
Choose archived resources to use with the model
Add
Add All
Remove
OK
Cancel

Choose Type of Resource to Import: TextFile

Look in: D:\E2EBuilderProjec...

textFile2.txt
textFile3.txt

Selected Resources: textFile.txt

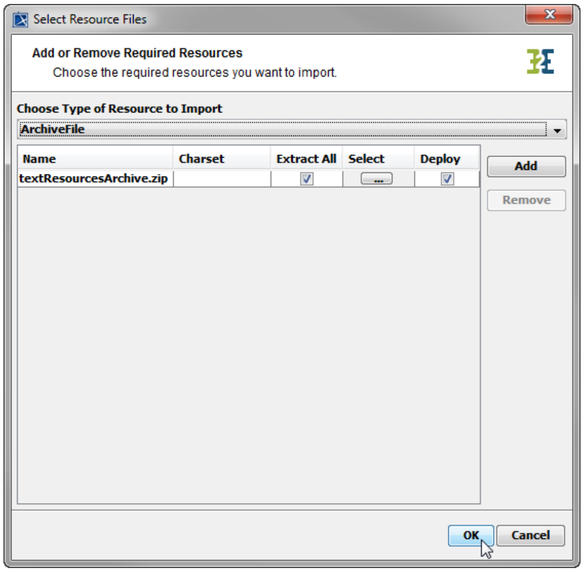
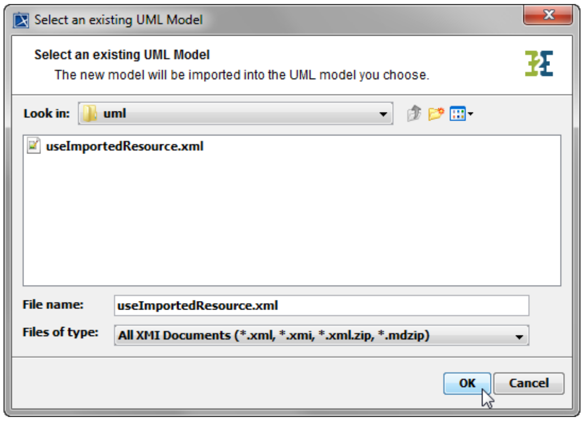
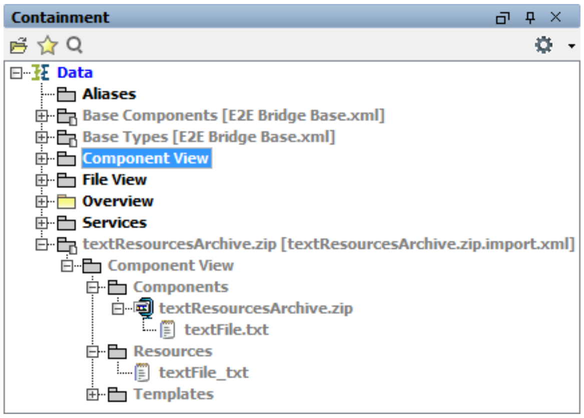
File name: textFile2.txt

Files of type: Text Document (*.txt)

At first, choose the **Type of Resource to Import**.

> It is essential to choose the right resource type using the drop down list Choose the type of resource you want to import. This is important so that the external editors for editing the resources will be opened correctly.

In the archive hierarchy browser select the file(s) you want to import and add them to the **Selected Resources** container by clicking **Add**. Wanting to add all files at a time click **Add All**.
The list of files may be filtered by selecting a file type from the corresponding drop down box.

 Select Resource Files Add or Remove Required Resources Choose the required resources you want to import. Choose Type of Resource to Import: ArchiveFile Name: textResourcesArchive.zip; Charset: ; Extract All: ☑; Select: ...; Deploy: ☑ 	When all needed archive resources and files within them are selected, click **OK** to start the import process. When adding an archive without using the **Select** option to specify single files, the importer will add the archive as a single archive resource.
 Select an existing UML Model Select an existing UML Model The new model will be imported into the UML model you choose. Look in: uml useImportedResource.xml File name: useImportedResource.xml Files of type: All XMI Documents (*.xml, *.xmi, *.xml.zip, *.mdzip) 	Select the UML model, in which the data should be imported. The **uml** source path of the current Builder project will be suggested. Choose an XMI file and click **OK**.
 Containment Data Aliases Base Components [E2E Bridge Base.xml] Base Types [E2E Bridge Base.xml] Component View File View Overview Services textResourcesArchive.zip [textResourcesArchive.zip.import.xml] Component View Components textResourcesArchive.zip textFile.txt Resources textFile_txt Templates	The import result is shown in the containment tree. The previously selected resource file can be found within the Resources repository, the selected archive belonging to the resource within the Template repository package.

You need to save 💾 the UML model to persist the imported entities and packages.

Using Imported Resources

Usage of resources can be added to the component diagram in certain contexts, manually or using the Components Wizard.
These are the contexts, you can use imported resources in:

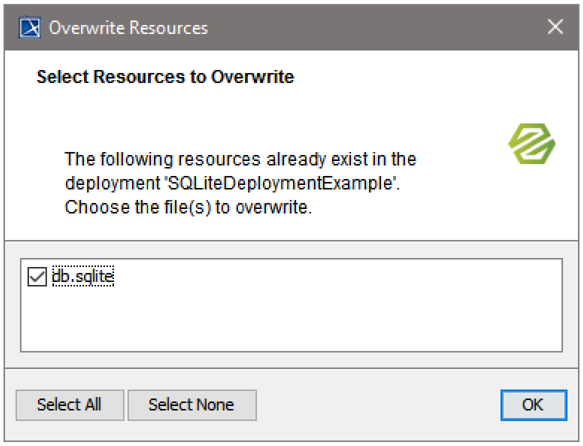
Context	UML Element	Description	Documentation Link

File	<<FileAlias>>	Deploy a file together with the service.	File System Components
	<<FlatFileAdapter>>	Deploy a flat file used for parsing together with the service.	Flat File Adapter Reference
SQLite	<<SQLAlias>>	Deploy an SQLite database together with the service.	SQLite Deployment Using a File Resource
Java adapter	<<JavaComponent>>	Deploy Java archives together with the service.	Java Archive Artifacts
	<<ResourceFile>>	Deploy resources together with the service.	Resource File Artifacts
UI	<<HTMLElement>>	Add resources which are common in web applications, e.g. a company logo embedded into the UI application as a image resource, and deploy them together with the service.	HTML Utilities
	<<UIDeployment>>	Add a design agency and deploy it together with the UI.	Working with Design Agency
JMS adapter	<<JMSClient>>	Sometimes it may be necessary to exchange the JMS provider JAR files by others than the ones delivered with the Bridge.	Exchanging the JMS Provider JAR Files

Using a resource in one of the above mentioned contexts, the resource becomes the default choice for the Bridge service. Nevertheless, the resource can be replaced changing the resource path in the corresponding settings of the xUML service.
For more information on changing the settings of a service refer to xUML Service Settings.

Overwrite Resources

On opening a model that uses resources, you can get the following pop-up:



Overwrite Resources

Select Resources to Overwrite

The following resources already exist in the deployment 'SQLiteDeploymentExample'. Choose the file(s) to overwrite.

☑ db.sqlite

Each imported resource is saved in two places into the project:

- as a resource template (e.g. empty database) to <project folder>/resources/templates/<file type>/
- as a specific resource to <project folder>/resources/<model name>/<component name>/resources/

On opening a model, the E2E Builder generates the specific resource from the template. If the deployed resource already exists, you can decide to keep it or overwrite it.