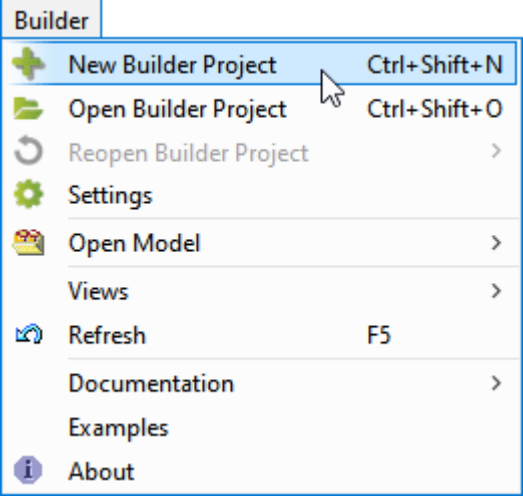# Working with Builder Projects

Creating a New Builder Project

A Builder project in the BUILDER is a collection of UML models in a logical context.
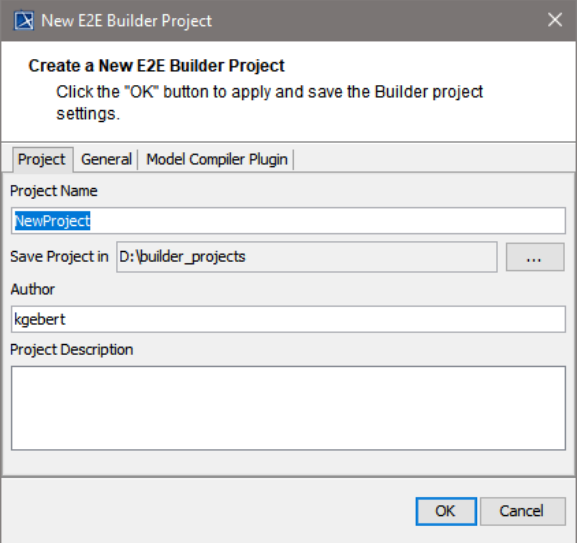
To create a new Builder project select **Builder > New Builder Project** or select from the menu bar.

The project settings dialog opens.

Enter **Project Name** (mandatory), **Author** (optional), and **Project Description** (optional).

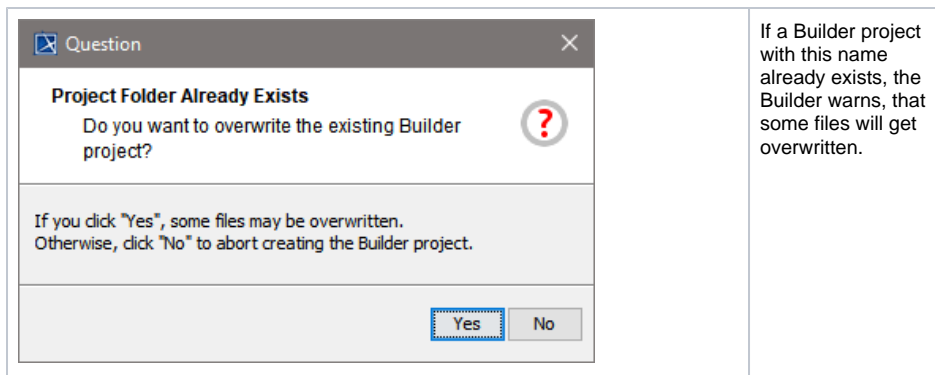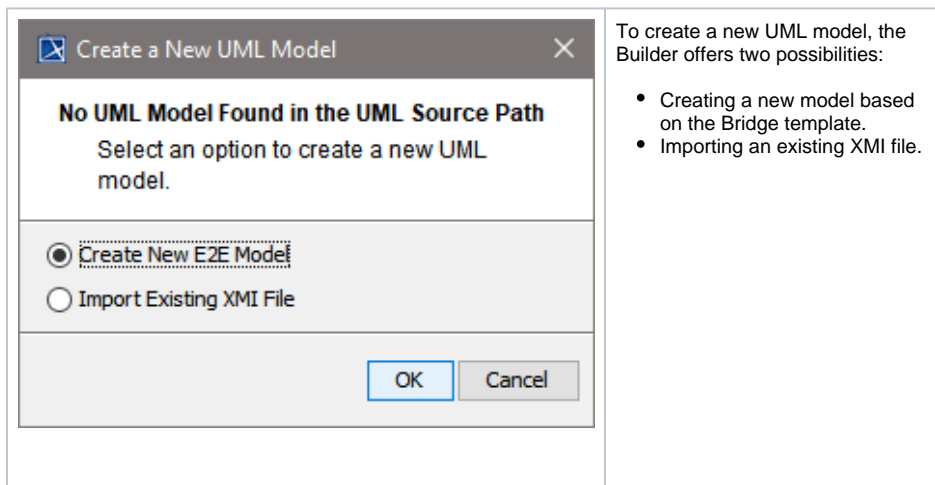|	
New E2E Builder Project ✕ **Create a New E2E Builder Project** Click the "OK" button to apply and save the Builder project settings. | Project | General | Model Compiler Plugin | Project Name Example Save Project in D:\builder_projects [...] Author kgebert Project Description [ ] [OK] [Cancel]	The default path of the whole project (**Save Project in**) is based on your installation directory. Builder projects may be stored in an arbitrary path - it does not need to be related to the location of your Builder installation. You can change it by clicking **...** .

E2E Builder Directory Chooser   ✕
 	
Select Location of the E2E Builder Project
Choose the directory where to save the Builder project.
 	
Look in: Daten (D:)   ⬆ 🗁 ▦▾
 	
Recent Items   📁 builder_projects
           📁 E2E Documentation
Desktop   📁 E2E_BRIDGE_DATA
           📁 E2E_BRIDGE_INSTALL
Documents   📁 E2E_BRIDGE_PROG
 	
This PC
 	
Network   Folder name: D:\
         Files of type: All Files
 	
         [OK]   [Cancel]
	Select the folder of your choice or create one with 📁 and click **OK**.

New E2E Builder Project ✕ **Create a New E2E Builder Project** Click the "OK" button to apply and save the Builder project settings. | Project | General | Model Compiler Plugin | Project Name Example Save Project in D:\builder_projects [...] Author kgebert Project Description [ ] [OK] [Cancel]	After clicking **OK** the new Builder project will be created.

	If a Builder project with this name already exists, the Builder warns, that some files will get overwritten.

In a Builder project, all XMI files of the project are stored. A new Builder project is always empty (no XMI files existing).

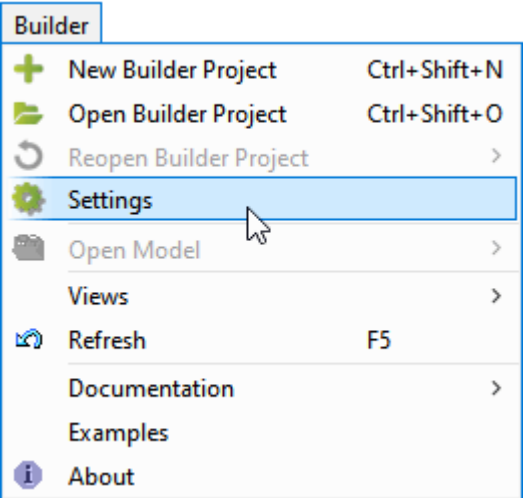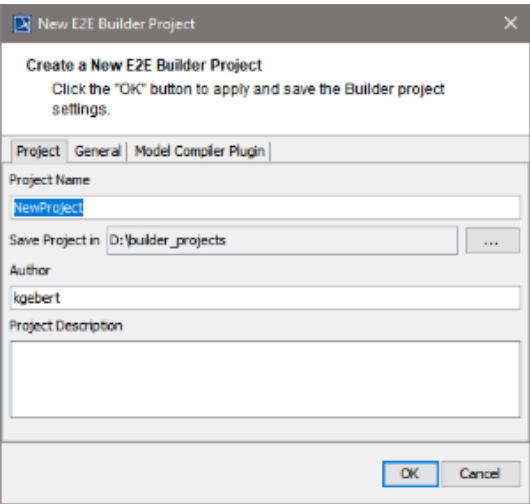|	
	To create a new UML model, the Builder offers two possibilities: • Creating a new model based on the Bridge template. • Importing an existing XMI file.

Regarding the Bridge template, refer to xUML Service Template. You can also start a UML model by importing WSDL/XSD files, IDocs, Java classes, or XSLT scripts/XSLT script archives.

> UML models that are created by importing WSDL/XSD files, IDocs, Java classes, XSLT scripts /XSLT script archives, flat file definitions, or EDIFACT schemes are not based on the Bridge template. You may want to import such models into a UML model that is based on this template.
>
> For detailed information regarding all import functions, refer to The Importers.
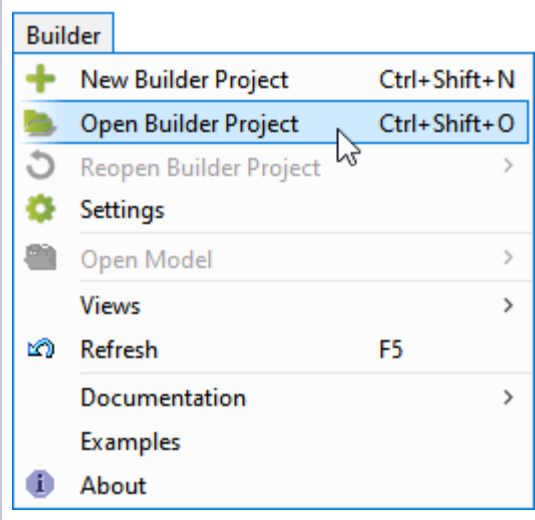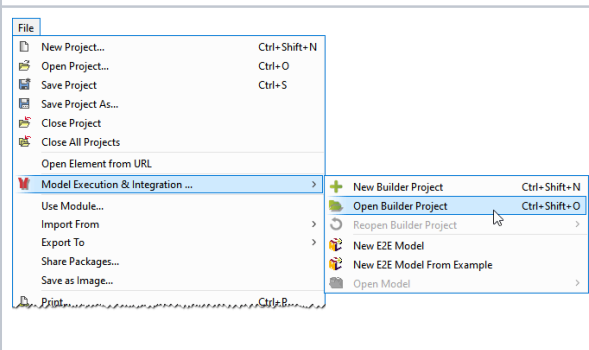
Changing the E2E Builder Project Settings

The settings of an existing Builder project can be edited.

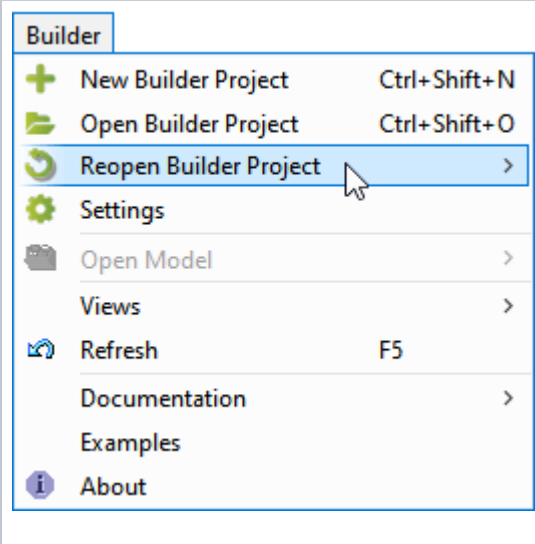|	Select **Builder > Settings**.
	The dialog that was already discussed in Creating a New E2E Builder Project will be opened.

The other tabs **General** and **Model Compiler** will be explained in chapter Changing the Model Compiler Settings.
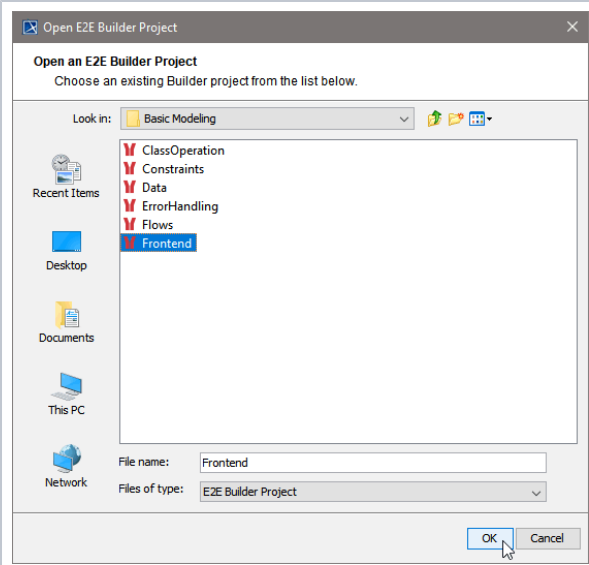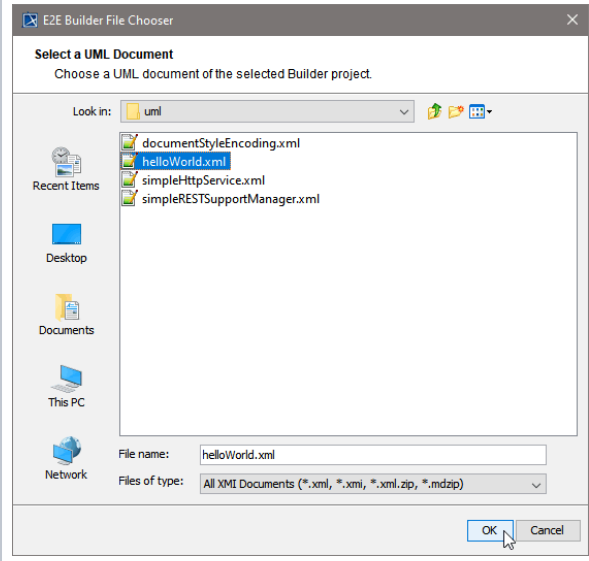
Opening an Existing Project

There are three different ways to open an existing Builder project.

Select **Builder > Open Builder Project** ...

... or **File > Model Execution & Integration > Open Builder Project**.
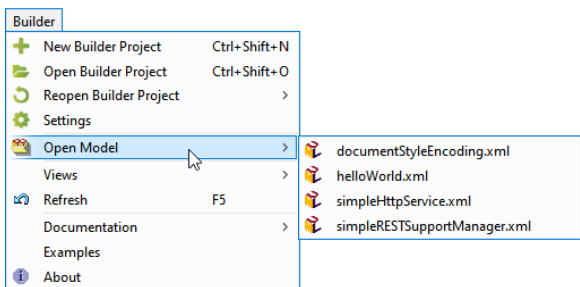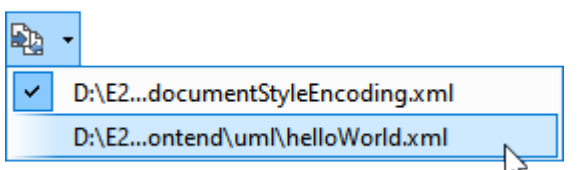
In both cases pressing **Ctrl + Shift + O** will accomplish the same.

Alternatively, if you have already worked on a Builder project before, you may select **Builder > Reopen Builder Project** to continue your work.

If you installed the Builder documentation as described on Unzipping the Builder Examples (default path **C:\E2E Documentation 18**), you will find there several sample projects that you can analyze to understand how the modeling approach works. Detailed information about the functions used in the examples is described in the xUML Services Reference Guide.

If you want to open a sample project, select **Builder > Open Builder Project** and navigate to the folder where the examples are located. The Builder recognizes Builder projects in the file system and substitutes the folder symbol in the file chooser by an E2E logo.

If the Builder project is opened for the first time, you may select one of its contained UML models to open. Otherwise, the last XML file that was opened in the Builder project will directly be loaded in MagicDraw.

A **Builder project can have one or more XMI files** (UML models) that are related to each other in a logical context. However, a single XMI file in **MagicDraw's** terminology is also called a project. Do not be confused, a single UML model (XMI file) is the same as a **MagicDraw project**, whereas a **Builder project** is a collection of several UML models.

To open an additional XML model file select **Builder > Open Model**. All UML models of the currently open Builder project are listed. Select a UML from the list.

Switch between open projects using the **Switch Projects** toolbar from the MagicDraw main toolbar.

File	
🗋 New Project...	Ctrl+Shift+N
📂 Open Project...	Ctrl+O
🖫 Save Project	Ctrl+S
🖫 Save Project As...	

You may also open a UML model of a different Builder project using the MagicDraw function **File > Open Project**. However, keep in mind, that this model is **not** part of the currently open Builder project and can not be compiled and deployed.