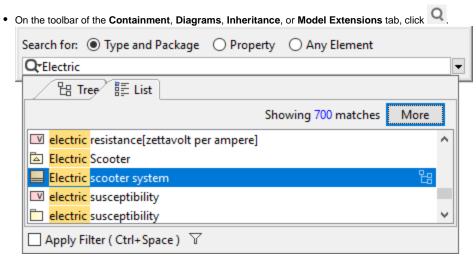
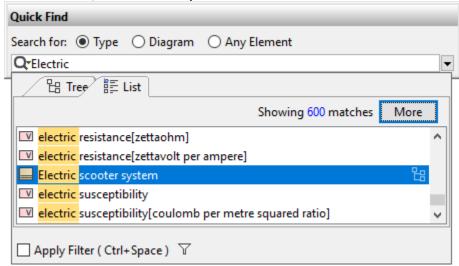
Quick Find dialog

You can use a quick search to find an element by its name. A very simple and easy to use dialog is designed to perform a quick search. In this dialog, you just need to type a name of the element you are searching for and select, if it's a type, diagram, or element.

To open the Quick Find dialog, do one of the following



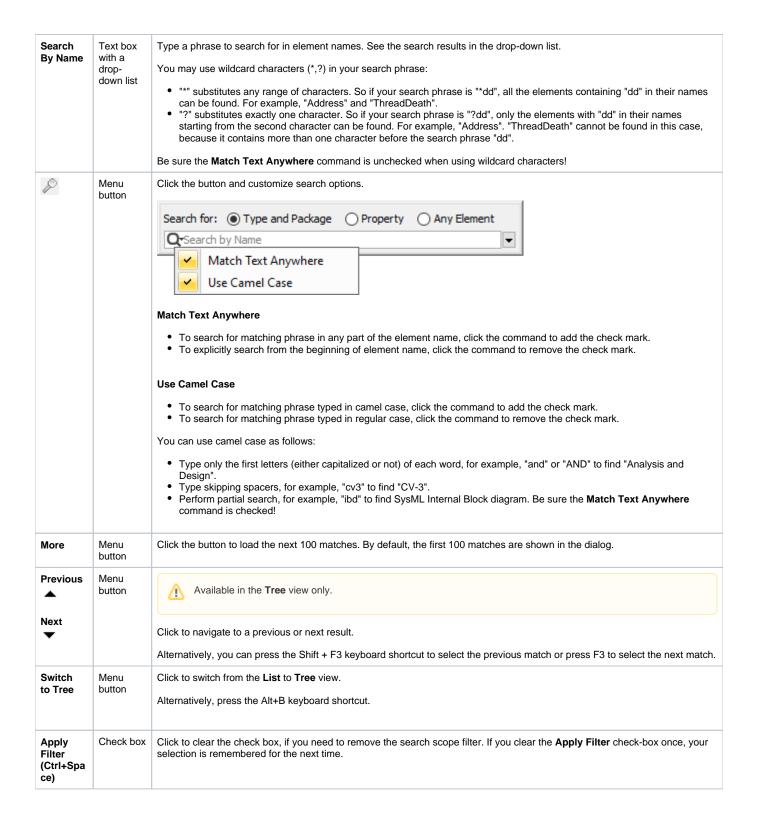
- On the main menu, click Edit > Quick Find.
- Press Ctrl + Alt + F.
- On the main toolbar, click the arrow nearby the button and then select Quick Find.



Search results are displayed in the drop-down list, which opens when you start typing the search phrase. Click the element you need in this list or correct the search query to perform a new search. The element will be selected in the Containment tree on the Model Browser as well as on the active diagram, if the element has symbols on the active diagram.

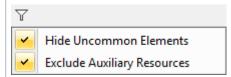
The following table provides descriptions of the ${\bf Quick\ Find\ }$ dialog elements.

Dialog element name /image	Dialog element type	Description
Search for	Options group	 Click Type to search only in types, that is, classes, interfaces, use cases, and others. Click Diagram to search only in diagrams. Click Any Element to search in all elements of your project.



Filter Options ∇

Menu button Click the button and customize search scope filter options. Be sure the Apply Filter check box is selected!



Hide Uncommon Elements

Reduces the search results list by hiding uncommon elements, keeping elements such as Interface, Association Class, Class, and Component in the list.

Exclude Auxiliary Resources

Reduces the search results list by excluding elements marked as auxiliary. By default, elements in the standard/system profiles are marked as auxiliary. This option does not hide the following:

- · UML datatypes (placed under MagicDraw Profile) and UML2 Metamodel (placed under UML Standard profile) only for UML project.

 • UML2 Metamodel, SysML value types, and stereotypes for SysML project.
- Elements with <<ignoreAuxFilter>> stereotype applied and all its elements recursively. How to apply stereotype >>