

UAF Plugin installation

Choose one of the following ways to install a plugin in a modeling tool:

- Install the plugin via the **Resource/Plugin Manager** dialog.
- Extract the plugin directly in the modeling tool directory.

To install a plugin from the downloaded archive file (.zip) via the **Resource/Plugin Manager** dialog

1. Log in at nomagic.com as a license owner.
2. From your [download area](#), download the plugin file (e.g. *SysML_Plugin_190_sp4_bundle.zip*).
3. Start your modeling tool.
4. From the main menu of a modeling tool, select **Help > Resource/Plugin Manager**.
5. Click the **Import** button and specify the downloaded plugin file location. The plugin is extracted and installed automatically.
6. Restart your modeling tool.

To extract a plugin directly in the modeling tool directory

1. Log in at nomagic.com as a license owner.
2. From your [download area](#), download the plugin file (e.g. *SysML_Plugin_190_sp4_bundle.zip*).
3. Extract the downloaded file to the same directory where your modeling tool is installed.
4. Start the modeling tool. The plugin is applied to your modeling tool.



If you have an All-In-One-Pack (.rdzip file) with all plugins bundled, for the information on how to install it, please see [Resource Manager](#).



Getting help

If you run into any installation-related problems, try the following:

- Related procedures**
- checking the [FAQ section](#) for known problems
 - checking the [No Magic Community forum](#)
 - [UAF Plugin licensing](#)
 - [contacting customer support at `support@nomagic.com`](#)
 - [Installing plugins and activating licenses](#)