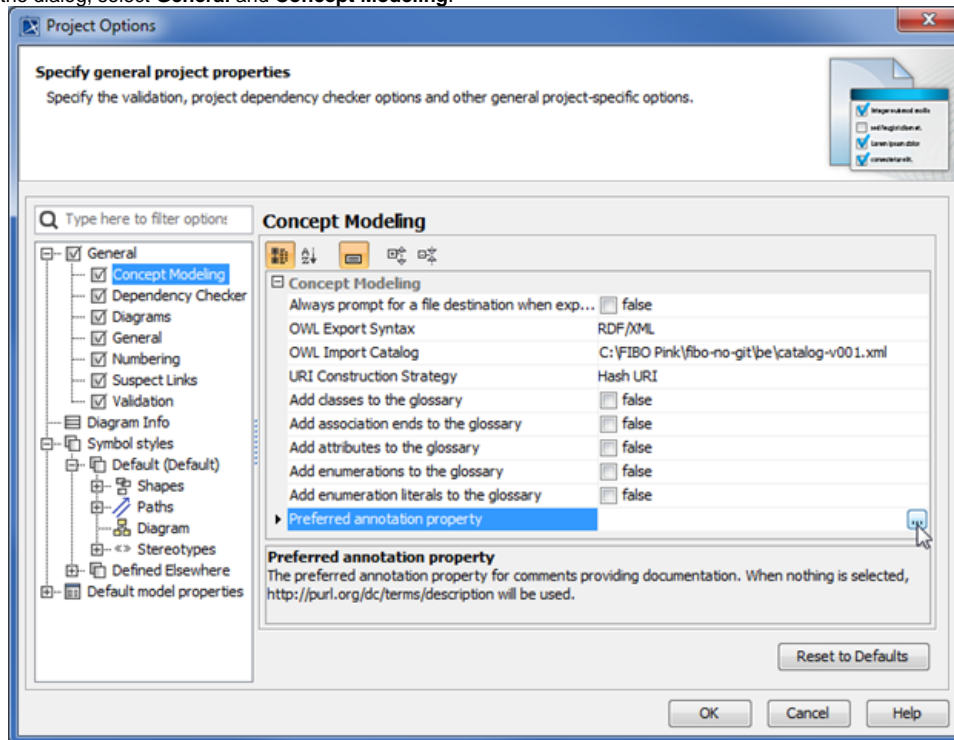


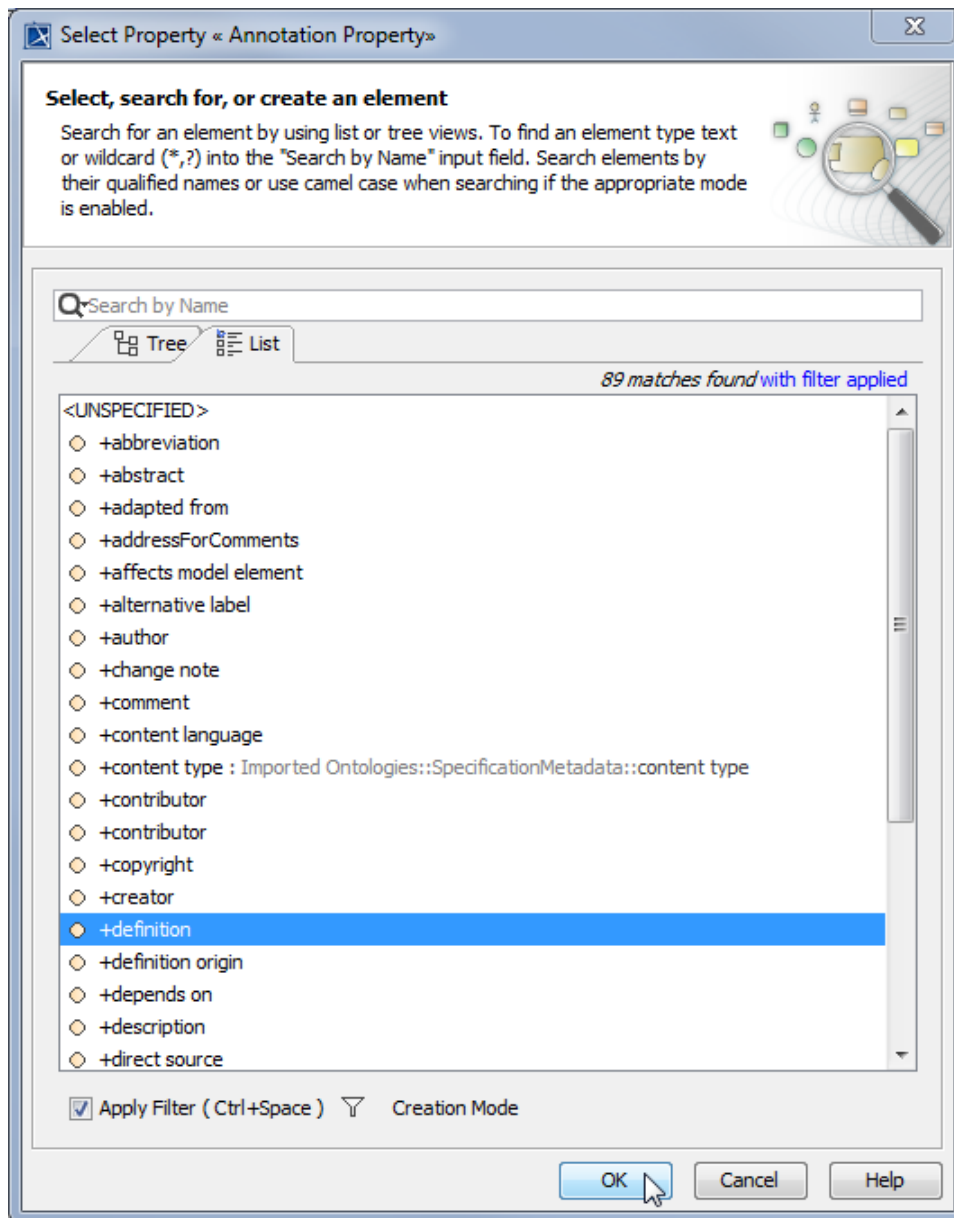
Selecting a Preferred Annotation Property for a UML Comment or Annotation

To select a preferred annotation property tagged value for an existing «Annotation» of an element

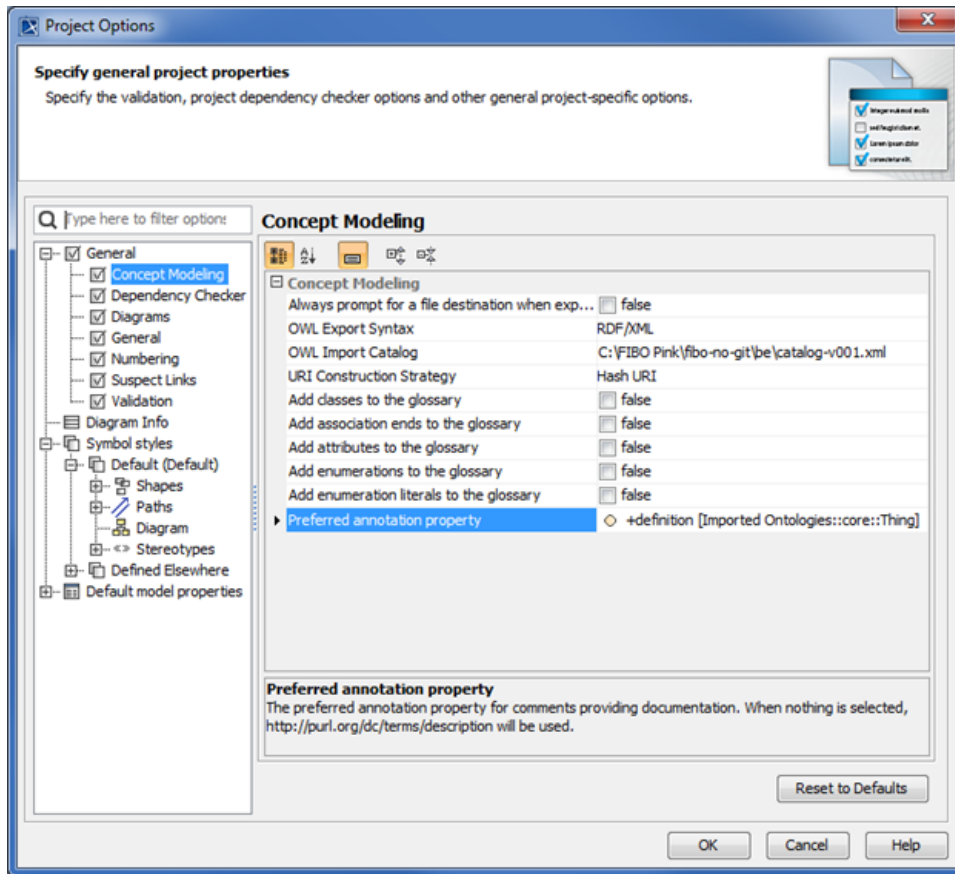
1. On the main menu, click **Options > Project**. The **Project Options** dialog opens.
2. In the left pane of the dialog, select **General** and **Concept Modeling**.



3. Click . The **Select Property «Annotation Property»** dialog opens.



4. Click the **List** tab and select an annotation property for the comments, for example, **definition**.
5. Click **OK**. The selected annotation property tagged value **definition** will be created as the current preferred annotation property for all comments /annotations in your model.



After clicking OK, a progress bar will appear.

Locked Elements


If your project is a Teamwork Cloud (TWC) project, Concept Modeler will attempt to lock the project's elements.

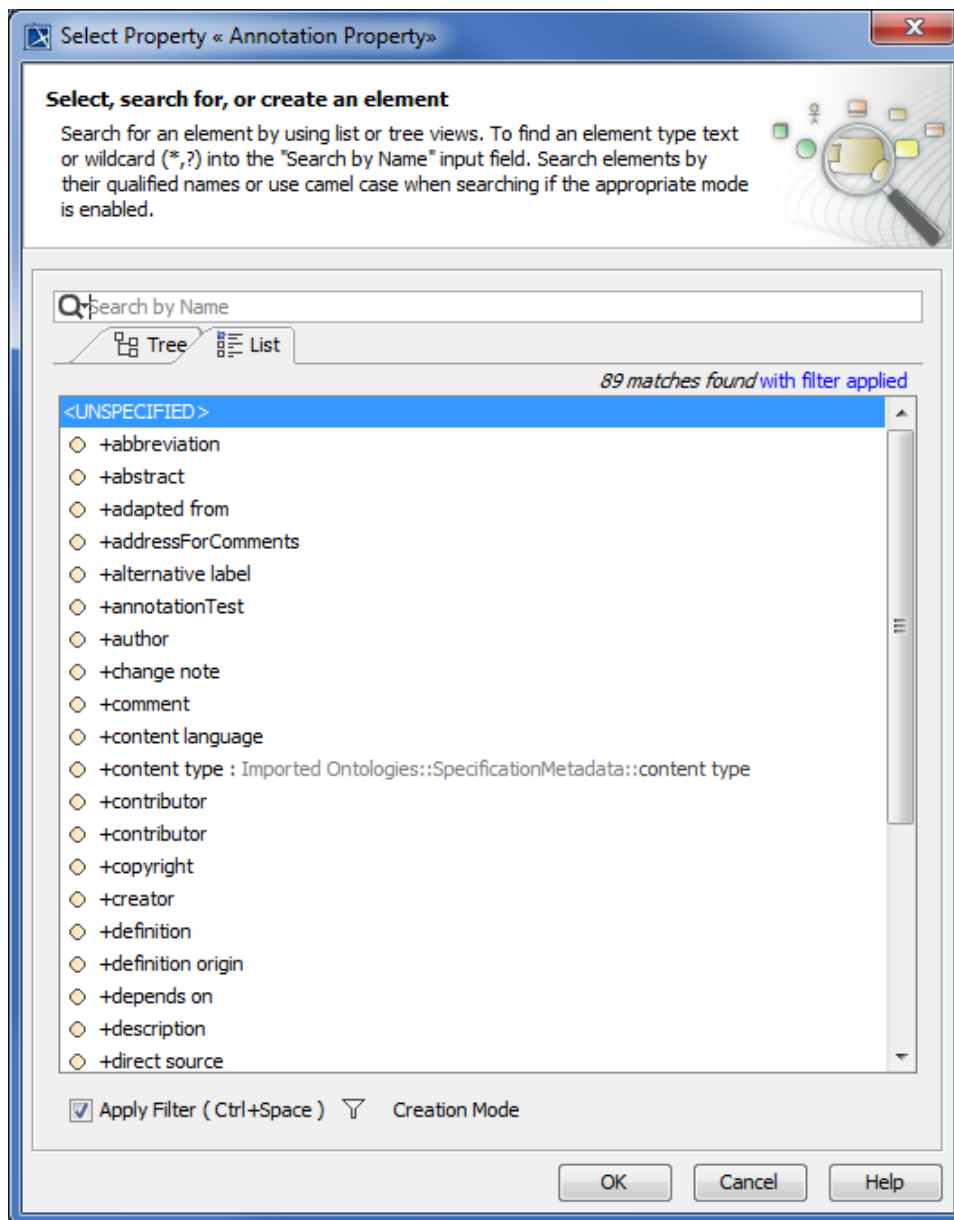
• If any of the elements cannot be locked, whether it is locked by another user, then the dialog box with the OK button will say "Cannot lock all elements for edit to allow preferred annotations to be used as element documentation. You may refer to the Lock View tab to see what still needs to be locked."

To change a current preferred annotation property tagged value to an unspecified preferred annotation property tagged value

- Furthermore, an additional message will appear in the notification window saying "The preferred annotation property change has been reverted."

1. On the main menu, click **Options > Project**. The **Project Options** dialog opens.
2. In the left pane of the dialog, select **General** and **Concept Modeling**.

3. Click  next to **Preferred annotation property**. The **Select Property «Annotation Property»** dialog opens.
4. Select **<UNSPECIFIED>** and click **OK**.



5. Click **OK**. The **definition** tagged value will be removed from the **Preferred annotation property** box, and the annotation will be moved back under the owning folder, e.g., the **Agents** Package.