

Project Usage Map

Additional Resources:

- http://www.nomagic.com/files/viewlets/Project_Usage_Map.html?ml=1
- <http://www.nomagic.com/attachments/article/547/Four%20Key%20Improvements%20When%20Managing%20the%20Teamwork%20Server%20Repository.pdf>

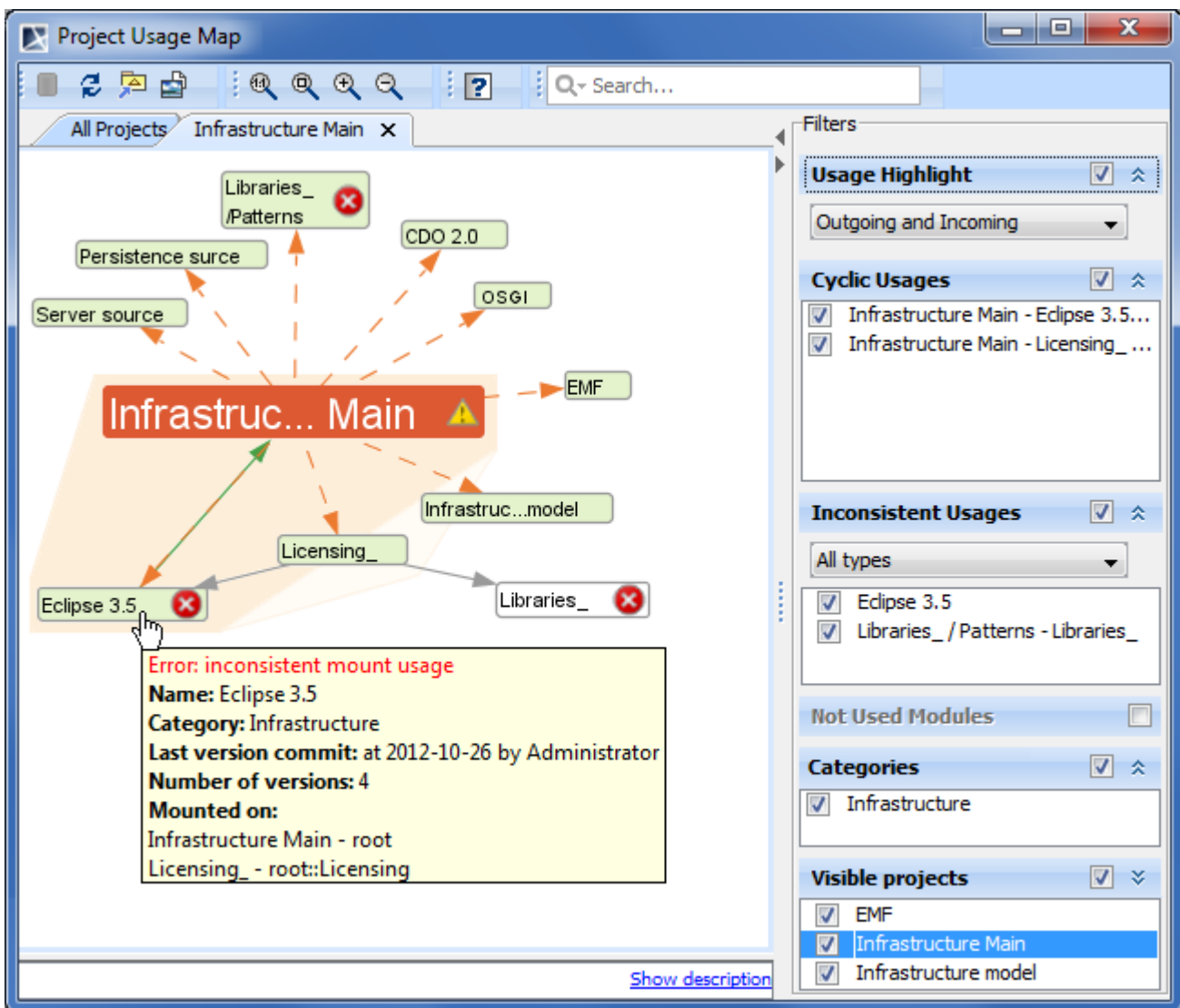
The Project Usage Map is a live visual graph that represents Teamwork Server project usages as well as identifies potential problem areas.

The Project Usage Map allows for representing projects and their dependencies in two views:

- All Projects view that shows all projects and all the dependencies among them.
- Individual project view that shows a particular project along with other directly and indirectly used modules.

Using the Project Usage Map you can easily do the following:


- Identify, analyze, and validate dependencies among projects (for example, you can find out easily all the projects, wherein a particular module is used).
- Identify cyclic dependencies among projects. Identify and fix inconsistent dependencies among projects.



Example of Project Usage Map.

In the following table, you can find definitions of some concepts that are used in descriptions of Project Usage Map:

Concept	Definition
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Cyclic usages	Several parts of the project are directly or indirectly using the main project.
Inconsistent mount	The project is mounted on different packages of the main project.
Inconsistent version or branch usage	The main project uses different versions or branches of the same module.
Used project (module)	A project with shared parts.
Not converted project	A project whose usage information cannot be retrieved and analyzed by the Project Usage Map since it was created using MagicDraw version 17.0 or earlier. Open the project and add it back to the Teamwork Server so it will be converted into the newest format.
Non-sharing usage	<p>A usage that makes a project invisible to other projects despite them using it.</p> <p>This usage allows using projects in a particular project while this used project is not visible in other projects related through sharing functionality.</p> <div>  Example Let's say you have a project "A" that has a non-shared usage of a project "B". Also, you have a project "C" that uses a project "A". In this case, if the project "A" is opened as a standalone project, you will see the project "B" as well; however, if the project "C" is opened, you will not see the project "B" since it is not shared through the project "A". </div>
Sharing usage	A usage that makes a project visible to other projects wherein this project is used as a module.
Unconfirmed usage	The usage has been created automatically and is not yet confirmed by the user.
Unused project (module)	The project that has shared parts that are not used in any other project.

Related Pages:

- [Working with Project Usage Map](#)
- [Project Usage Map Window](#)
- [Solving Project Usage Problems](#)