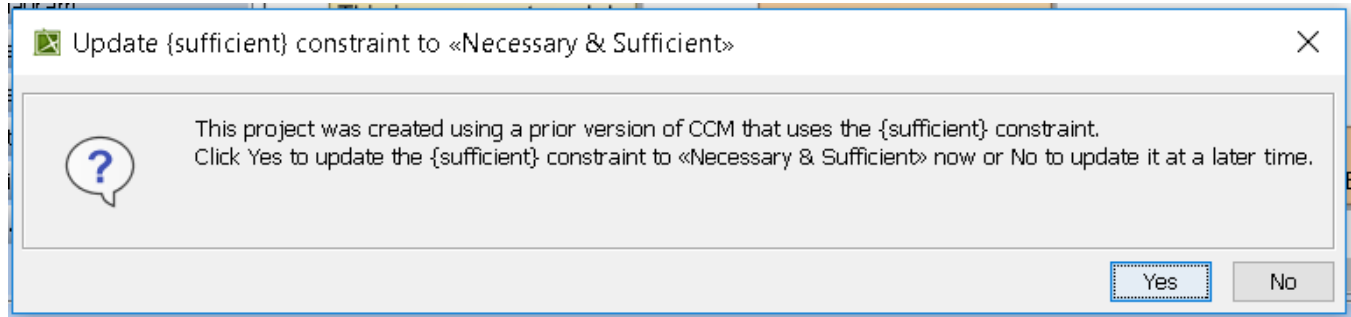


# Sufficient constraint

AVAILABLE FROM 19.0 SP1

When migrating existing projects into a newer version of the modeling tool, you will see an informative message dialog asking you about your existing model's {sufficient} constraints.

This message dialog appears when opening your existing project in the newer version.



Informative message dialog about your existing model's sufficient constraints.

If you click **Yes**, then the Notification Window will show you which elements have the **Necessary and Sufficient** stereotype applied to them.

The {sufficient} constraint on the following elements were successfully updated to «Necessary & Sufficient»:  
[Boss Monster Concepts::Winning Boss::Existential property restriction \[collects : Soul \[10..\\*\]\]](#)  
[Boss Monster Concepts::Losing Boss::Existential property restriction \[receives : Wound \[5..\\*\]\]](#)

Notification Window showing which elements have the Necessary and Sufficient stereotype.

If you click **No**, then the Notification Window will show you the following warning message shown in the next figure.

**WARN: Not migrating the project to use «Necessary & Sufficient» stereotype may cause future compatibility problems.**

**Notification Window saying that the Necessary and Sufficient stereotype is not applied and warning that it may cause problems.**