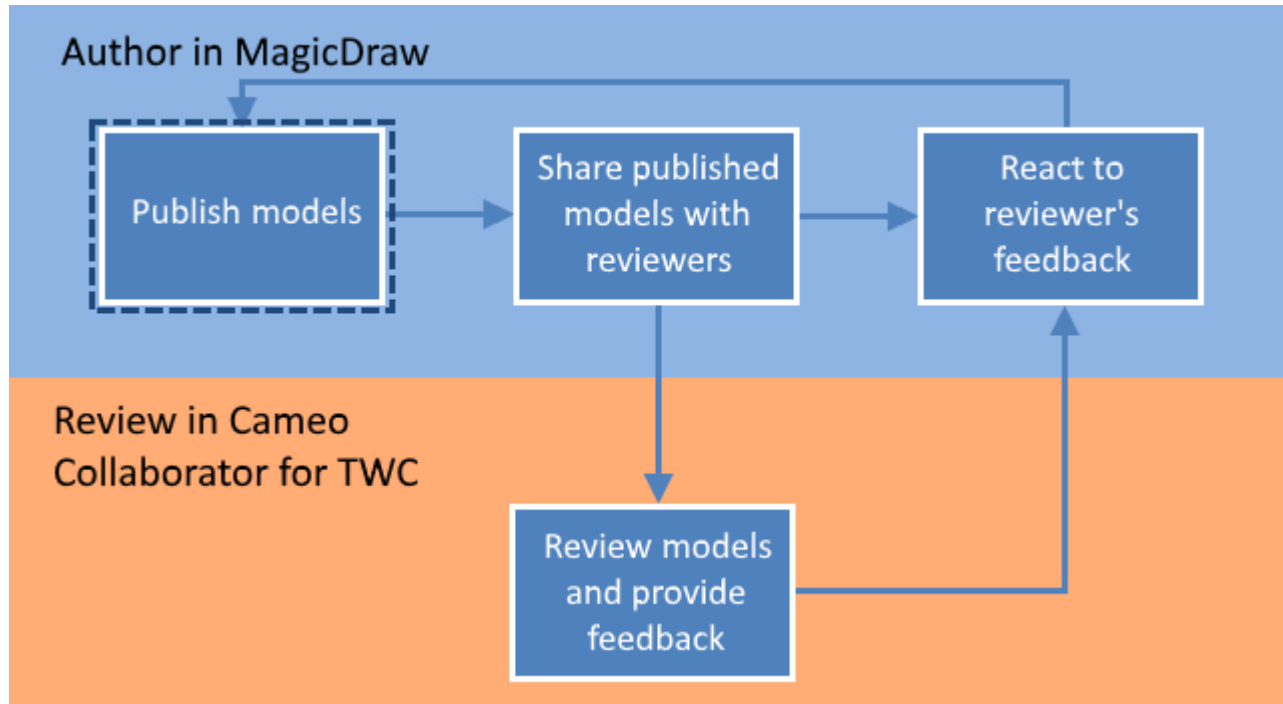


# Publishing Cameo Collaborator documents

Publishing models to Cameo Collaborator for Magic Collaboration Studio allows you to present them in a simplified form for users who do not know modeling languages, such as UML or SysML. Publishing is the beginning step of the model review workflow, as displayed in the following figure:

**Prerequisites**  
To publish documents to Cameo Collaborator for Magic Collaboration Studio, you must [install the Cameo Collaborator Publisher plugin](#) in your modeling tool.



Publishing a model is the first step in the workflow for reviewing models and providing feedback.

You can republish a model each time you update it while [reacting to the reviewer's feedback](#). When republishing the model, you can either create a new document with a different name or update the one already stored in Magic Collaboration Studio. The updated document includes all the comments from the previous version unless the comments are disabled when republishing.

To learn more, see the following topics:

- [Installing Cameo Collaborator Publisher plugin](#)
- [Publishing from graphical user interface](#)
- [Publishing from command line](#)
- [Publishing a model for editing](#)
- [Publishing an OSLC resource](#)
- [Automated document migration](#)

## **Publishing documents from synchronized projects**

If you want to publish a Cameo Collaborator document from a synchronized project on the target Magic Collaboration Studio server, the project must already have the Cameo Collaborator profile used in it. In addition, the commenting and model editing capabilities in such a document will be disabled.

## **Cameo Collaborator and 3DEXPERIENCE platform**

If collaboration powered by the 3DEXPERIENCE platform is enabled in the [Environment Options](#), The Cameo Collaborator Publisher plugin is disabled in the modeling tool, and you cannot work with Cameo Collaborator for Magic Collaboration Studio.