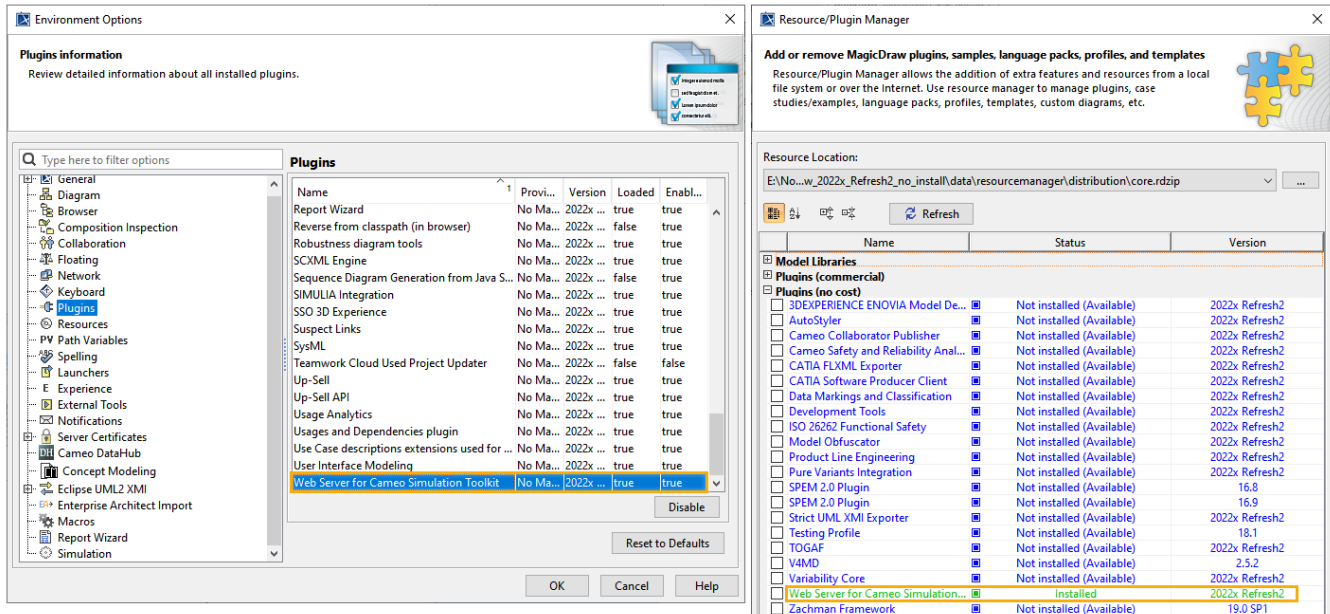


# Web Server for Cameo Simulation Toolkit

Web Server for Cameo Simulation Toolkit is an optional free plugin. It allows Cameo Simulation Toolkit to export, open, use UI mockups, and control a model simulation on a web browser on any remote device. Both Cameo Simulation Toolkit and the Web Server plugin must be the same versions. Once the Web Server plugin has been installed, it will appear as **Installed** in the **Resource/Plugin Manager** and **Environment Options** dialogs.



The Web Server plugin for Cameo Simulation Toolkit to enable the Web UI features.

The Web Server plugin for Cameo Simulation Toolkit supports the following Web UI features:

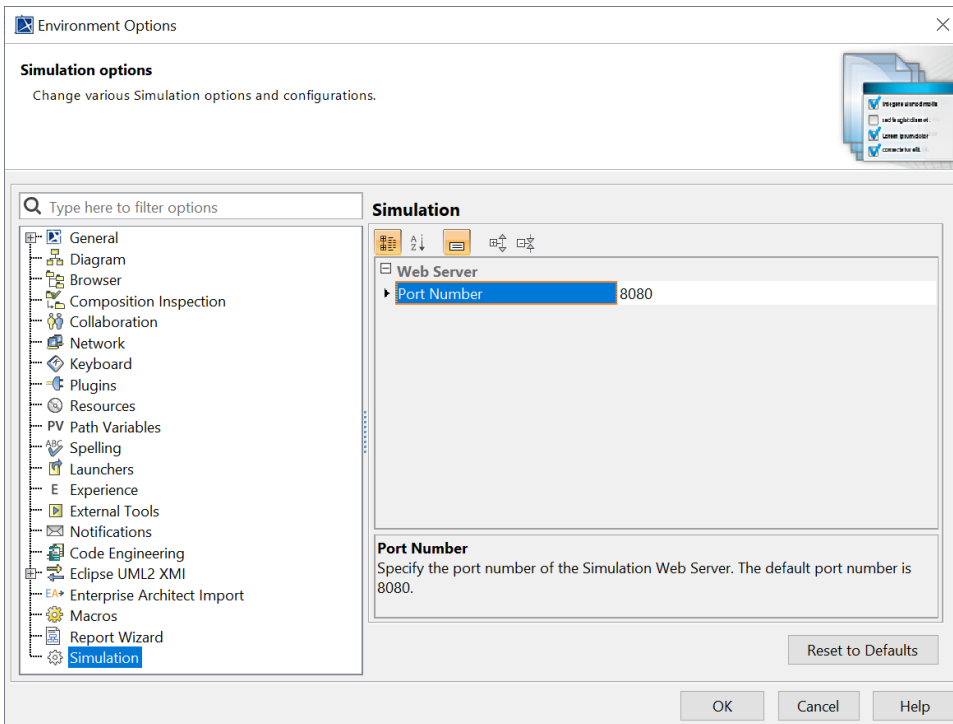
- [Web homepage displaying simulation configurations](#)
- [HTML files](#)
- [HTML table](#)
- [Control panel with restart function for Web UI](#)
- [Image Switcher on Web UI](#)
- [Plotting on Web UI](#)
- [Widgets on Web UI](#)

To install the Web Server plugin for Cameo Simulation Toolkit

1. On the MagicDraw main menu, click **Help > Resource/Plugin Manager**.
2. Select **Web Server for Cameo Simulation Toolkit** and click **Download / Install**.
3. Download and install the plugin according to the instructions.
4. Restart MagicDraw.

To set a port number for the Web Server plugin

1. On the MagicDraw main menu, click **Options > Environment**. The **Environment Options** dialog opens.
2. On the left pane, click **Simulation**.



3. Under the **Web Server** group, enter a new **Port Number** for the Web Server.
4. Click **OK** and restart the Web Server.

Activating the **Start Web Server** property (**true**) in Cameo Simulation Toolkit before running a <<SimulationConfig>> automatically generates HTML files. When the Web Server has started, and the simulation is running, a hyperlink to each HTML file saved in the local project folder will appear on the Simulation **Console** tab, along with the URL of the Web UI. You can customize the content of the HTML files at any time and update files by using the **Generate HTML** button on the diagram toolbar of the UI modeling diagram.

#### Related page

- [ImageSwitcher and ActiveImage](#)