

The Operational Exchanges and Resource Interactions can be inherited, aggregated, or composed. You can redefine the inherited flows.

- Operational Exchange Manager
- Resource Interaction Manager
- Role-based tables [OV-3](#), [NOV-3](#), [SV-6](#), [NSV-6](#), [SvcV-6](#), [L3](#), and [P3](#).



Let's realize the Operational Exchange. We can do this in two ways:

-
- The screenshot displays the 'Operational Exchange Manager' window. At the top, a diagram shows relationships between nodes: 'Performance Search Node' (yellow), 'Performance Aircraft' (blue), 'Performance Helicopter' (blue), 'EIS Warning Order' (yellow), 'Place Of Safety' (yellow), and 'JS' (blue). A red dotted line connects the 'Performance Aircraft' node to the 'Place Of Safety' node.
- Below the diagram is the 'Operational Exchange Manager' title bar and a 'Manage Operational Exchanges' section. The section contains a text box with instructions: 'To create new Operational Exchange click 'Add' button. To remove existing Operational Exchange click 'Delete' button. You can also edit existing Operational Exchanges by adding new Operational Exchange Items, realising or ignoring existing Operational Exchanges on selected relationship, specifying producing and consuming Operational Activities.'
- Below the text box is a toolbar with buttons: 'Add', 'Delete', 'Show Inherited' (highlighted), 'Show Aggregated', 'Redefine', 'Show Full Paths', 'Activities', and a 'Filter:' dropdown. Below the toolbar is a table with the following columns: '#', 'Realize', 'Exchange ID', 'Operational Exchange Item', 'Sending Node', 'Receiving Node', 'Producing Operational Activity', and 'Consuming Operational Activity'.
- | # | Realize | Exchange ID | Operational Exchange Item | Sending Node | Receiving Node | Producing Operational Activity | Consuming Operational Activity |
|---|---------|-------------|---------------------------|--------------|-----------------|--------------------------------|--------------------------------|
| 1 | False | DE1 | 0 EIS Warning Order | Search Node | Place Of Safety | Warning Order | Process Warning Order |
| 2 | False | DE15 | 0 EIS Warning Order | Search Node | Place Of Safety | Warning Order | Process Warning Order |
| 3 | False | DE16 | 0 EIS Warning Order | Aircraft | Place Of Safety | Warning Order | Process Warning Order |
- Below the table is a filter section with two radio buttons: 'Regular' (selected) and 'Inherited / Aggregated'. At the bottom are three buttons: 'Realize All', 'Realize None', and 'Close'. A 'Help' button is also visible in the bottom right corner.

1. Click **Options > Project**.
2. In the **Project Options** dialog, select **General > UPDM**.
3. Set the **Respect UPDM Information Flows on Generalization** property value to *false*.

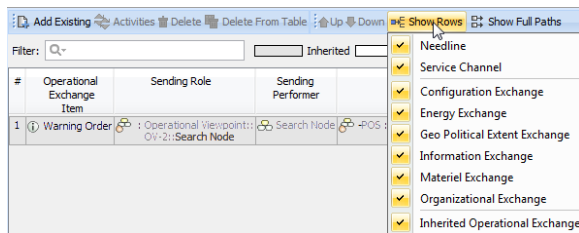


- Note, that the exchange is not created for the drawn association, it is only realized.
- The realization of the exchange will be removed from the association when Generalization or Exchange is removed.

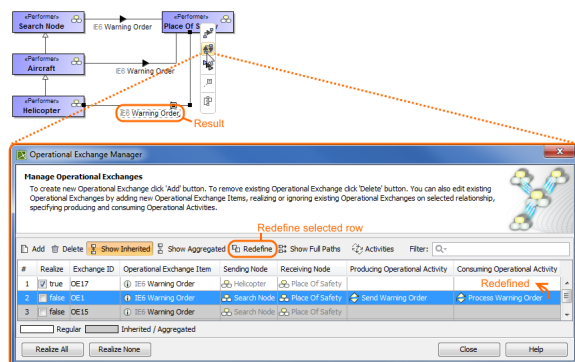
All the inherited exchanges can also be seen in the role-based tables. The inherited exchange rows are displayed in gray. You can use the Inherited Operational Exchange or Resource Interaction option to see the inherited exchanges.

To see the inherited exchanges

1. From the active table's toolbar, select **Show Rows** and then click **Inherited Operational Exchange** or **Resource Interaction** button.



When we have the inherited Operational Exchange, we can redefine it. This means, that the inherited Operational Exchange will be copied together with the information such as Actual Measurements, Conveyed Items, Documentation. The new Operational Exchange will be created in the model.



To redefine the Operational Exchange

1. In the **Operational Exchange Manager** dialog, select the inherited Operational Exchange and click the **Redefine** button. The new Operational Exchange is created.



All the information that comes from the inherited exchange when redefining it can be modified in the model.

Related elements

- Concept Role
- Node
- Performer
- System Resource
- Operational Exchange
- Resource Interaction