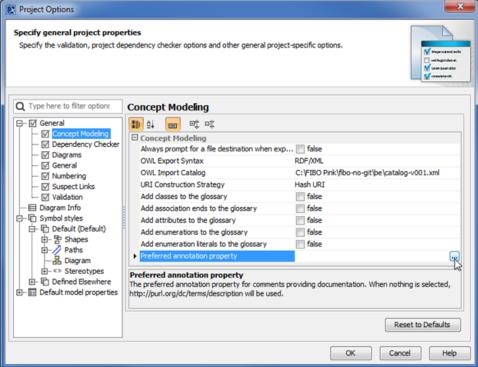
Selecting a Preferred Annotation Property for a UML Comment or Annotation

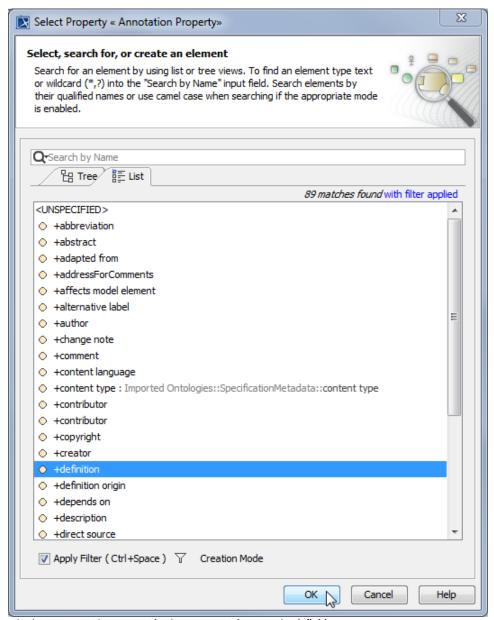
To select a preferred annotation property tagged value for an existing «Annotation» of an element

1. On the main menu, click **Options** > **Project**. The **Project Options** dialog opens.

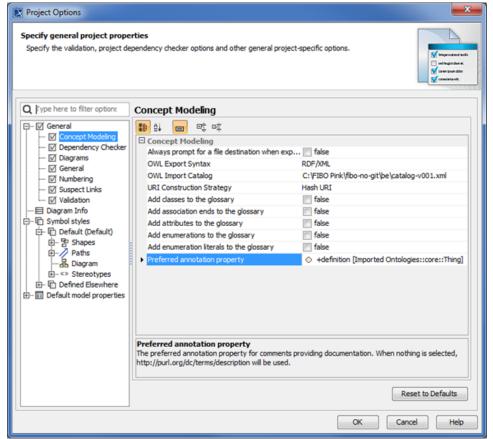
2. In the left pane of the dialog, select **General** and **Concept Modeling**.



3. Click The Select Property «Annotation Property» dialog opens.



- $\textbf{4. Click the List} \ tab\ and\ select\ an\ annotation\ property\ for\ the\ comments,\ for\ example,\ \textbf{definition}.$
- 5. Click **OK**. The selected annotation property tagged value **definition** will be created as the current preferred annotation property for all comments /annotations in your model.



After clicking OK, a progress bar will appear.

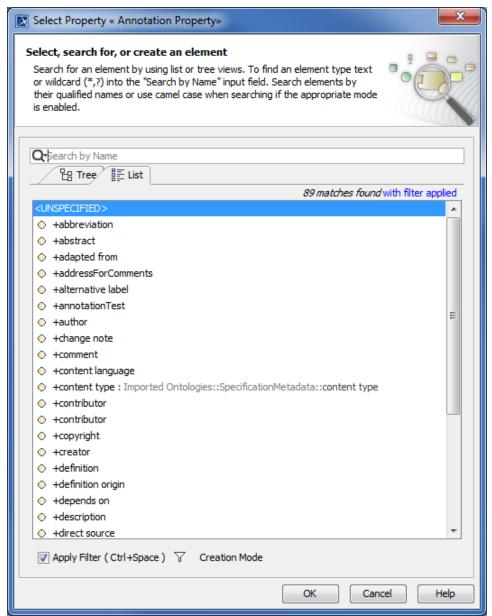


• If any of the elements cannot be locked, whether it is locked by another user, then the dialog box with the OK button will say "Cannot lock all The following example shows you how to change the tagged value **definition** to an unspecified preferred annotation property. elements for edit to allow preferred annotations to be used as element documentation. You may refer to the Lock View tab to see what still

needs to be locked." To change a current preferred annotation property tagged value to an unspecified preferred annotation property tagged value Furthermore, an additional message will appear in the notification window saying "The preferred annotation property change has been reverted."

- After the the main manus click options a Broject The Broject Options dialog opens to its previous value.

 2. In the left pane of the dialog, select General and Concept Modeling.
- - 3. Click next to Preferred annotation property. The Select Property «Annotation Property» dialog opens.
 - 4. Select <UNSPECIFIED> and click OK.



5. Click **OK**. The **definition** tagged value will be removed from the **Preferred annotation property** box, and the annotation will be moved back under the owning folder, e.g., the **Agents** Package.