Customizing severity levels

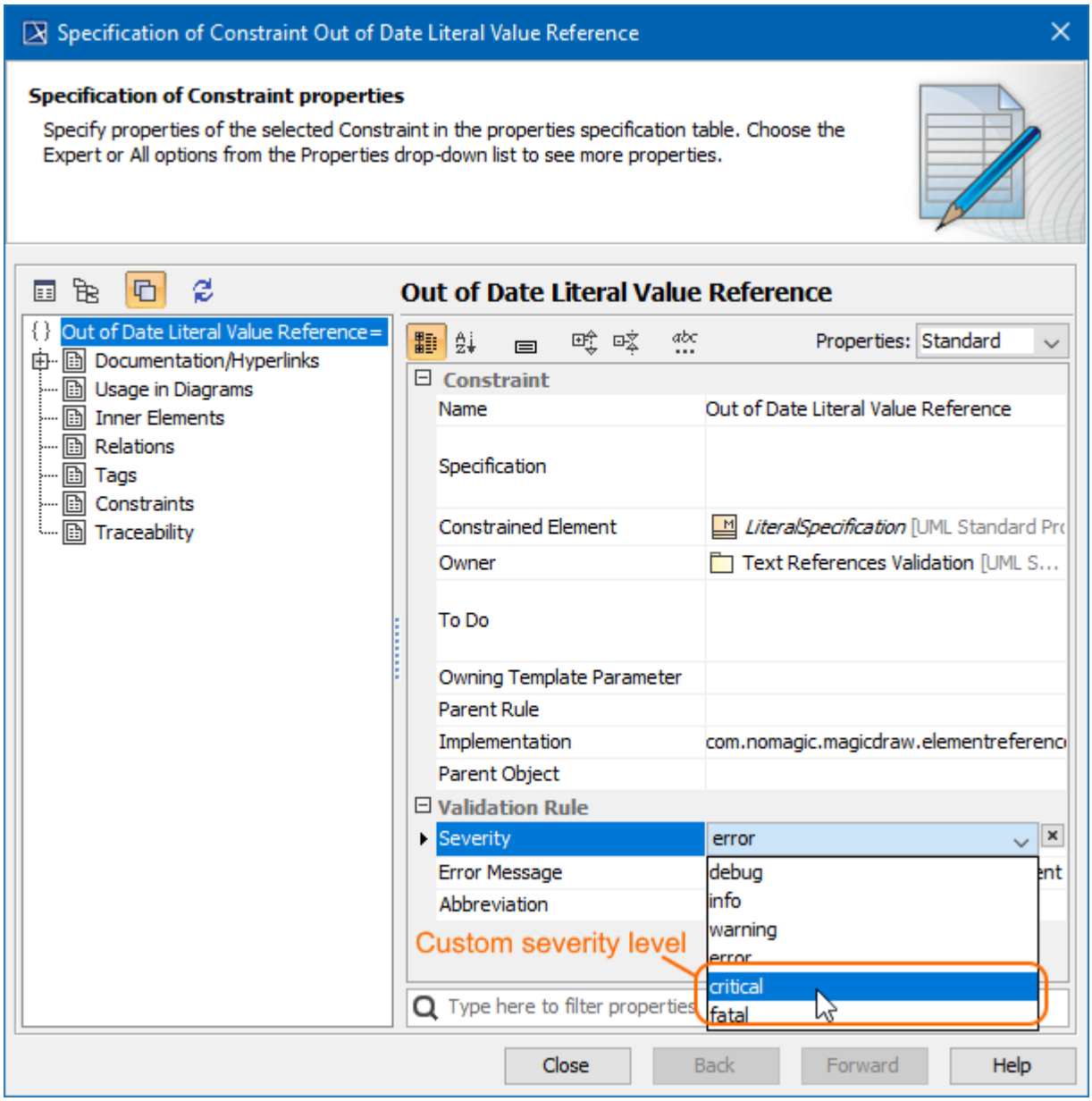
You can customize the default severity levels (such as **debug**, **info**, **warning**, **error**, **fatal**) by creating new and and additional levels. For this you must edit the *SeverityKind* Enumeration element, located in the UML Standard Profile.

> We do not recommend changing the UML Standard Profile.

To customize severity levels

1. Edit the UML Standard Profile.
2. Create new or modify default severity levels.
3. Define new icon for severity level.
4. Apply new icon for severity level.

After you create the custom severity level or modify the default severity, you can select it from from the drop-down list of the **Severity** property when specifying the validation rule properties. In the following figure the new severity level named *critical* can be selected as a value of the **Severity** property in the Specification window of validation rule (Constraint element). The value order in the **Severity** drop-down list is the same as they are listed in the *SeverityKind* Enumeration element.



The custom severity level named critical in the drop-down list of the Severity property in the validation rule specification.

Editing the UML Standard Profile

To edit the UML Standard Profile

1. Open a project.
2. In the Containment tree, click  and enable to show the **Show Auxiliary Resources** in the Model Browser.
3. Right-click the *UML Standard Profile* Package.
4. Select **Project Usages** > **Open**. Learn how to manage project usages >>
   The UML Standard Profile is now editable.

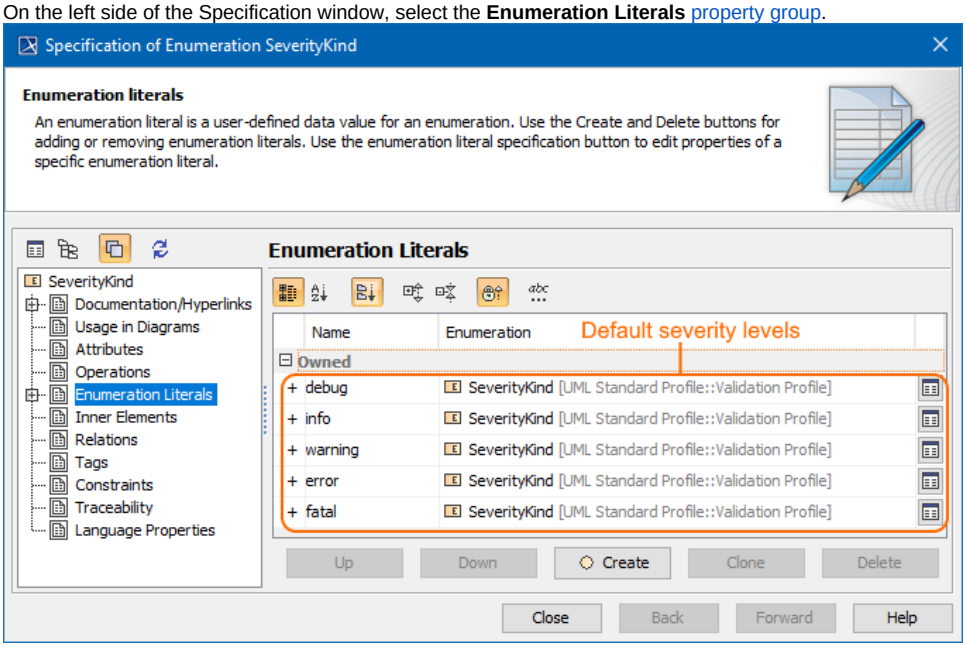
Creating new or modifying default severity levels

> You can create new or modify default severity levels only if the UML Standard Profile is editable. To see how to edit the profile read the procedure above.

Each Enumeration Literal created for the Enumeration element corresponds to available severity levels.

To modify default severity levels (Enumeration Literals)

1. In the Containment tree, click + to expand the *UML Standard Profile* Package > *Validation Profile* Package.
2. Double-click the *SeverityKind* Enumeration element to open its Specification window.
3. On the left side of the Specification window, select the **Enumeration Literals** property group.



4. On the right side of the Specification window, select severity level from the list:

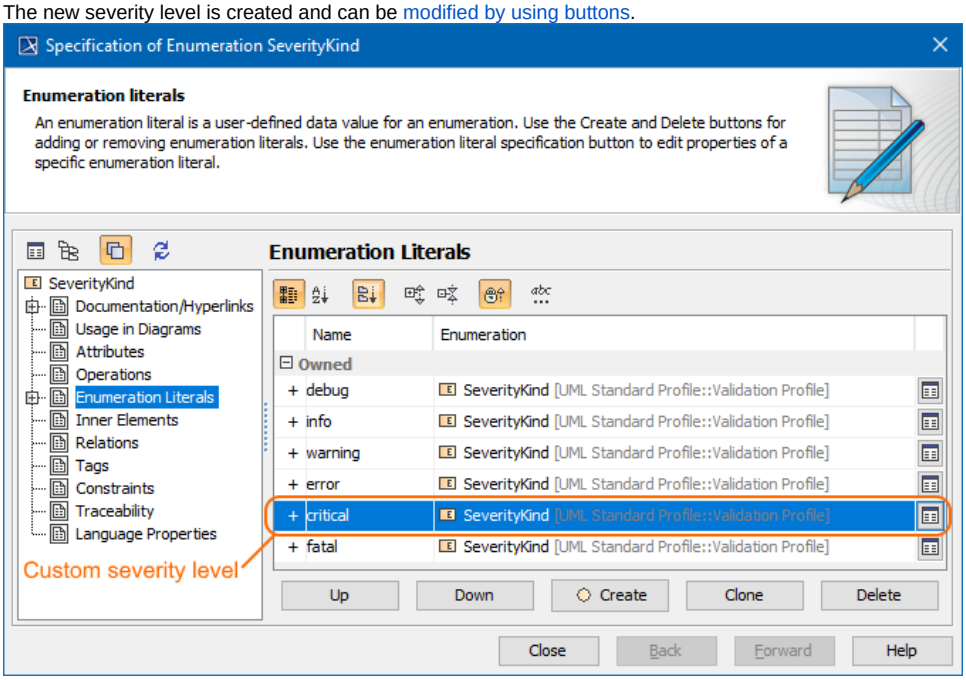
   - Click  to open Specification window.
   - Click the **Up**/**Down** button to move the severity level up/down in the list.

   > Severity levels are listed in ascending order according to severity importance.

   - Click the **Clone** button to create the same severity level. The Specification window of newly created Enumeration Literal opens. Type its unique name.
   - Click the **Delete** button to remove the selected severity level from the model.
5. Click **Close**.
   The default severity levels are modified.

To create a new severity level (Enumeration Literal)

1. In the Containment tree, click + to expand the *UML Standard Profile* Package > *Validation Profile* Package.
2. Double-click the *SeverityKind* Enumeration element to open its Specification window.
3. On the left side of the Specification window, select the **Enumeration Literals** property group.
4. On the right side of the Specification window, click the **Create** button. The Specification window of the newly created Enumeration Literal opens.
5. In the **Name** property, type the name of the new severity level (e.g. critical).
6. Click **Close**.
   The new severity level is created and can be modified by using buttons.



Defining new icon for severity level

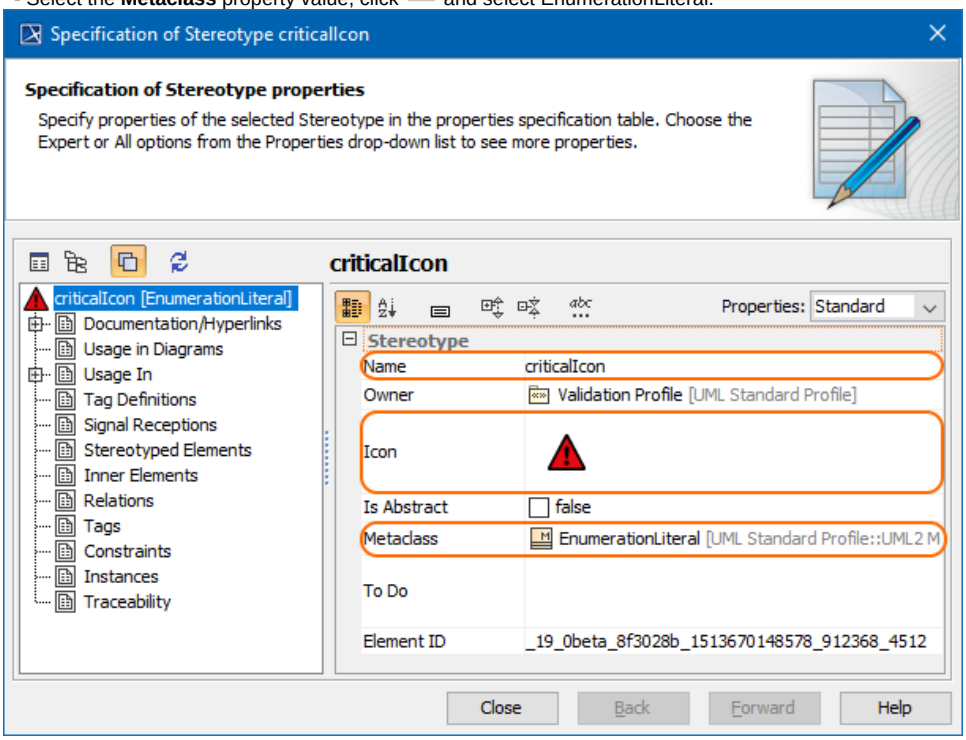
You can define a different icon for a custom or default severity levels (Enumeration Literals). For this, you must create a new stereotype and specify its **Icon** and **Metaclass** properties.

To define a new icon for the severity level (Enumeration Literals)

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1. In the Containment tree, right-click the *Validation Profile* Package, and select **Create Element** > **Stereotype**.
2. Type its name (e.g. criticalIcon) and press **Enter**.
3. Double-click newly created Stereotype.

4. In the Specification window of Stereotype specify the following properties:
   - Select the **Icon** property value, click to select an image from the Image Library, or to select an image from your file system.
   - Select the **Metaclass** property value, click and select EnumerationLiteral.



5. Click **Close**.
   The new stereotype with a new icon is created and ready to be applied to a severity level. How to apply it >>

Applying new icon for severity level

After you define the new icon for severity level, you can apply it to custom or default severity levels (Enumeration Literals). This icon is shown when representing invalid elements of your model.

To apply a new icon to a severity level

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1. In the Containment tree, click + to expand the *UML Standard Profile* Package > *Validation Profile* Package > *SeverityKind* Enumeration element.
2. Double-click the severity level (Enumeration Literals element) to which you want to apply a new icon.
3. In its Specification window, select the **Applied Stereotype** property value.
4. Click and select the newly created stereotype (e.g. criticalIcon) dedicated for this severity level.
5. Select **Apply**.
6. Click **Close**.
   The new icon for the severity level is applied. In the figure below, the *criticalIcon* stereotype is applied to the new *critical* EnumerationLiteral element.

