Branching projects in Teamwork Server

Watch this demo to get familiar with project branching in Teamwork server.

Related pages

- Creating project branches
- Opening project branches

Project Branching allows the user to derive one project version from another. It duplicates versions of a project and enables users to work simultaneously on them. Branching increases productivity for those who:

- Use MDA tools.
- Produce different products that are still very interrelated. This is common when a product has several versions and each of them is designed for different types of customers.
- Have several development teams working on a single product and have to merge several development branches before releasing the product.

MagicDraw supported Teamwork Server repository features:

- Teamwork Server stores a list of projects.
- Multiple hierarchical branches are supported for every single project version.
- Multiple versions of a single project and a branch are supported with one active (editable) version each.
- The user can open every version of a project or a branch as read-only and one active version as read-write.
- A project or branch can be derived from any previous version of that project or branch (either from the same branch or different branch).
- The user can create a branch from any version of a project or a branch.
- The user can compare two versions of the same or different projects or branches.
- Teamwork Server integrates with Subversion and ClearCase.

MagicDraw supports two branching scenarios:

- Branching a project causes branching of all or part of used modules.
- Branching a project does not cause branching of the modules it uses. The branch of a project uses the same versions of the modules used by the project it is derived from (it can be the module “latest” version or some explicit version specified by the user).