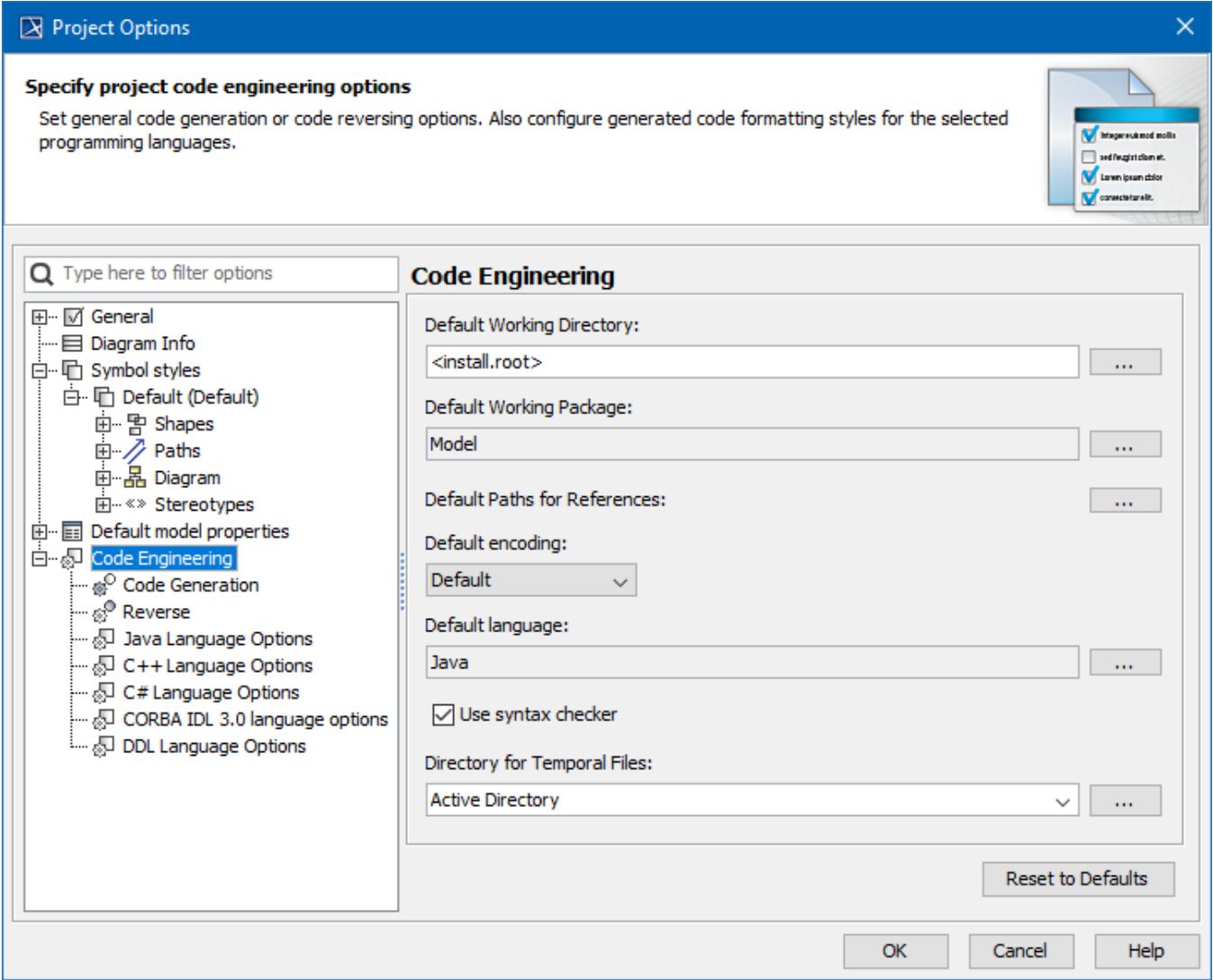


Global options for Code Engineering

Code Engineering Options for all Sets in your Project

Choose **Project** from the **Options** menu. The Project Options dialog box appears. You can set the Code Engineering options in the **Project Options dialog**. The **Project Options** dialog box has two main collections of customizable options, represented by the hierarchy tree on the left side of the dialog box. The figure below illustrates **Code Engineering** related options.





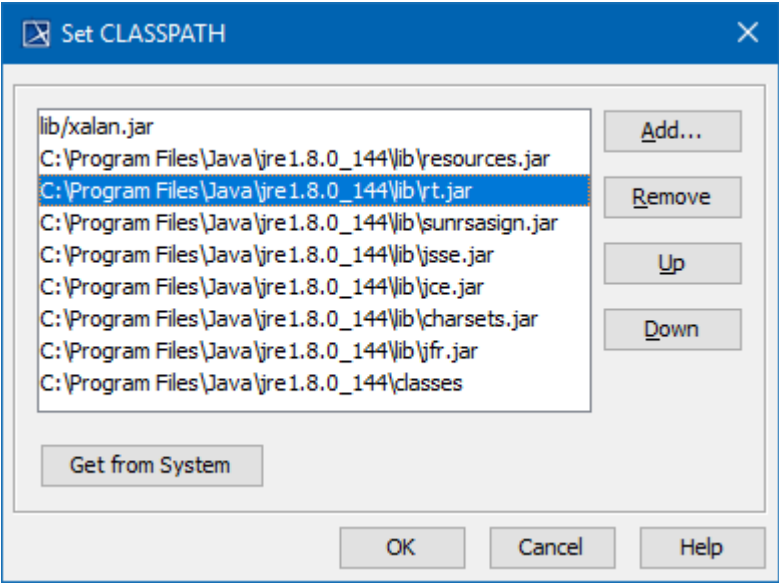
Code Engineering options in the Project Options dialog.





In the option list, select **Code engineering** and specify the following items:






Item name	Description
Default Working Directory	Enter the name of your working directory.
Default Working Package	Define any package for the reverse output or code generation. Your model will be reversed or the code will be generated from this specified package.
Default Paths for References	Add specific profiles, used projects, or libraries to define where to search for paths for references during reverse/code generation.
Default Encoding	Click to open a list of available encodings.
Default language	When selected, the syntax checker of the selected language runs while Code Engineering is executed.
Use Syntax Checker	When selected, the syntax checker runs while Code Engineering is executed.

Directory for Temporal Files	You can specify Active Directory, System, or you can select another directory.
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The following table describes other **Code Engineering** options:



Option	Element Name	Description
Code Generation		Set code generation options using the fields listed in the right side of the Project options dialog box. The Code generation area contains boxes with the same functionality as the Code generations options dialog box. See Generating Code .
Reverse		Set reverse options for all reverse actions of the project using the options listed on the right side of the Project options dialog box. The Reverse Options area contains boxes that have the same functionality as in the Reverse options dialog box.
Java Language Options Set the generated code style for Java programming languages in the Default language field found on the right side of the Project Options dialog box.	Generate opening bracket in new line	Opens a bracket in the new line being generated.
	Generate spaces	Generate spaces inside an assignment and other operators.
	Generate empty documentation	Comment brackets are placed in your code, unless class in the model has no documentation.
	Automatic "import" generation	Automatic generation of "import" sentences according to classes referenced in the generated class.
	Class count to generate import on demand	Specify the number of classes imported from a single package until all statements importing a single class are substituted with a statement importing an entire package.
	Documentation Processor	After selecting the Java Doc processor, click  to open the Documentation Properties dialog box .
	Style	Two styles are available for documentation.
	Use CLASSPATH	<p>The  button is activated. Search a classpath for importing sentence generation in the Set classpath dialog box.</p>  <p>Click Get from System to get the CLASSPATH variable defined by the operating system or click Add and select the classpath directory.</p>

	Java Source	Available choices are 1.4, 5.0, 7.0, or 8.0.
	Header	Add a specific header to all your code files. Click  and enter the header text in the Header dialog. You can also define \$DATE, \$AUTHOR, and \$TIME in the header.
C++ Language Options Set the generated code style for C++ programming languages.	Generate opening bracket in new line	Opens a bracket in the newly generated line.
	Generate spaces	Spaces inside an assignment and other operators are generated.
	Generate empty documentation	Comment brackets are placed in your code, unless the class in the model has no documentation.
	Generate methods body into class	Select check box to generate methods body into class.
	Documentation Style	Two styles are available for documentation.
	Use include path	Click  and then specify the path for the #include directives in the Set Include Path dialog box.
	Use explicit macros	Select the check box. The  button is activated. Click it and use a set of predefined macros in the C++ Macros dialog box.
	Header	Add the specific header to all your code files. Click  and enter the header text in the Header screen. You can also define \$DATE, \$AUTHOR, and \$TIME in the header.
	Generate documentation	Includes the documentation of an element in the comment.
	Generate opening bracket in new line	Opens a bracket in the newly generated line.
	Generate spaces	Spaces inside an assignment and other operators are generated.
	Generate empty documentation	Comment brackets are placed in your code, unless the class in the model has no documentation.
	Generate imports	Generation of "import" statements for classes referenced in the generated class.
	Generate preprocess or directives	Generates pre-processors directives.
	Documentation Style	Three styles are available for documentation.

	Header “...”	<p>Add the specific header to all your code files. Click  and enter the header text in the Header dialog. You can also define \$DATE, \$AUTHOR, and \$TIME in the header.</p> <p>Since MagicDraw version 17.0, the variable \$DOCUMENTATION can be used to export the documentation of the file component (from the File View package) as a header of the IDL file.</p> <div>  Functionality Availability The variable \$DOCUMENTATION is available with MagicDraw 17.0 Service Pack 4 and later versions. </div>
	Set Include Path	Specify the path for the #include directives. Click  to open the Select Folder dialog box.
	Generate opening bracket in new line	Opens a bracket in the newly generated line.
	Generate spaces	Spaces inside an assignment and other operators are generated.
	Generate documentation	Comment brackets are placed in your code, unless the class in the model has no documentation.
	Header	Add the specific header to all your code files. Click the  button and enter header text in the Header dialog. You may also define \$DATE, \$AUTHOR, and \$TIME in the header.
	Generate opening bracket in new line	Opens a bracket in the newly generated line.
	Generate spaces	Generates spaces inside an assignment and other operators.
	Generate empty documentation	Comment brackets are placed in your code, unless the class in the model has no documentation.
	Generate required "using" directives	Automatic generation of "using" directives. This option facilitates the usage of namespaces and types defined in other namespaces.
	Concatenate namespace names	<p>If not selected, namespace names are separated into several lines, e.g.</p> <pre>namespace A { namespace B {</pre>
	Documentation: <ul style="list-style-type: none"> • Processor • Style 	<ul style="list-style-type: none"> • Use C# XML processor then generates c# xmi documentation for commenting the code. • Select one of the listed comment styles.
	Header	Adds the specific header to all your code files. Click  and type the header text in the Header dialog box. You can also define \$DATE, \$AUTHOR, and \$TIME in the header.

	Conditional Symbols	Add the conditional symbols which cannot be recognized and should be skipped during reverse. Click the '...' button and add conditional symbols in the Define Conditional Symbols dialog box.
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Related Pages:

-  Unknown macro: 'list-children'
-  Unknown macro: 'list-children'