

# Project loading and saving

Projects are saved and loaded by using two methods in the [com.nomagic.magicdraw.core.project.ProjectsManager](#) class.

- [saveProject\(ProjectDescriptor, boolean\)](#)
- [loadProject\(ProjectDescriptor, boolean\)](#)



“Save” and “Load” means “Commit” and “Update” for the server project.

A project cannot be saved using a descriptor, if the project isn't specified, and a project cannot be loaded, if the file isn't specified. In such cases *java.lang.IllegalStateException* is thrown.

The silent mode means that during the saving or load process no GUI interruptions for a user input is used, for example, there is no the **Commit Project** dialog box while committing a server project or there is no the **Save** dialog box while saving a new project (a project is saved into the last used directory).

## Save participant

Use [com.nomagic.magicdraw.core.SaveParticipant](#) to plugin into a save/commit operation.

Register it using [com.nomagic.magicdraw.core.Application.addSaveParticipant\(SaveParticipant\)](#).

Implementing [SaveParticipant.isReadyForSave\(Project, ProjectDescriptor\)](#) you can "disable" the save /commit operation until some conditions are met.

### Example #1. Saving an active project

```
ProjectsManager projectsManager = Application.getInstance().
getProjectsManager();
// An active project
Project project = projectsManager.getActiveProject();

// Get a project descriptor
ProjectDescriptor projectDescriptor = ProjectDescriptorsFactory.
getDescriptorForProject(project);

// Save a project
projectsManager.saveProject(projectDescriptor, true);
```

### Example #2. Loading a project from the file

The project can be loaded, if the project's file name is known:

```
ProjectsManager projectsManager = Application.getInstance().
getProjectsManager();
File file = new File(projectFilePath);
// Create a project descriptor
ProjectDescriptor projectDescriptor = ProjectDescriptorsFactory.
createProjectDescriptor(file.toURI());
projectsManager.loadProject(projectDescriptor, true);
```

### Example #3. Importing another project file

The project can be imported, if the project's file name is known:

```
ProjectsManager projectsManager = Application.getInstance().
getProjectsManager();
File file = new File(projectFilePath);
// Create a project descriptor
ProjectDescriptor projectDescriptor = ProjectDescriptorsFactory.
createProjectDescriptor(file.toURI());
projectsManager.importProject(projectDescriptor);
```

#### Related pages

- [Project descriptor](#)

#### Example #4. Loading a server project

The project can be loaded, if the project's qualified name is known:

```
ProjectsManager projectsManager = Application.getInstance().
getProjectsManager();
// Create a project descriptor
ProjectDescriptor projectDescriptor = TeamworkUtils.
getRemoteProjectDescriptorByQualified_name(remoteProjectQualified_name);
if (projectDescriptor != null)
{
    projectsManager.loadProject(projectDescriptor, true);
}
```