Migration of used projects and profiles

On this page

MagicDraw projects may use multiple used projects or profiles.

A project based on UML 1.4 cannot be loaded into MagicDraw if it uses UML 1.4 used projects. You must convert all used projects to UML 2 before converting your main project to UML 2.

Converting Used Projects

You should start from independent used projects that are not using other used projects.

1. Back up the used project.
2. Open the used project as a normal project. It will be converted into UML 2.
3. Save it into the same file.

It is not possible to load a converted used project with previous MagicDraw versions or to use them in projects based on UML 1.4.

After all used projects are converted into UML 2, you will be able to load projects that are using them.

Solving Cyclic Usages

Cyclic usage occurs when used project A is using project B and used project B is using project A. In this case, neither used project A nor used project B can be loaded with MagicDraw. The solution to this problem is:

1. Open one of the used projects with previous MagicDraw version.
2. Try to solve cyclic usage by importing (merging) one used project into another or remove cyclic usage.

Converting Stereotypes/Profiles

Stereotypes in a UML 2 metamodel must be contained by a Profile model element, and all tags must be defined as properties of a stereotype. By contrast, in the UML 1.4 metamodel you could store stereotypes and tags anywhere in the model with no restrictions.

To fix this problem during the migration process, MagicDraw creates a Profile named "**Profile_for_<project_name>**" and moves all stereotypes from various packages into it.

For tags not owned by a stereotype, a new owning stereotypes is created. It will have the same name as the tag.

Example

If you had a tag definition called "duration", after project conversion to UML 2 you will have a stereotype «duration», which will have a tag definition "duration". The stereotype will be placed in a Profile called "**Profile_for_<project_name>**". All elements that had this tag in UML 1.4 will also have the stereotype assigned in UML 2.

The UML Standard Profile was redesigned as well. Base classes for some stereotypes have been changed; some stereotypes were removed. Stereotypes with modified base classes will still be assigned to elements, even if the elements cannot have this stereotype assigned. These elements will be marked as problematic.

For more details, see Tracing migration problems.

All stereotypes used in old projects but removed from UML Standard Profile will be added into the new Profile "**Profile_for_<project_name>**".

Related pages

- Basic concepts and instructions
- Migration of projects using MagicDraw Project Converter
- Migration of Teamwork Projects
- Tracing migration problems
- Autoupdate issues