Installing Gems for JRuby

To install a gem for Ruby engine inside MagicDraw

1. Open command line.
2. Go to folder *<MagicDraw folder>\plugins\com.nomagic.magicdraw.automaton\engines*.
3. Enter the following command to install a gem.

```
java -jar jruby-complete-<version>.jar -S gem install [--user-install]
<gem name1> <gem name2> ...
```

> ⓘ
> - <version> is the version of the JRuby, for example, 1.5.1 or 1.6.7.2.
> - <gem name> is the name of a gem.
> - The three dots (...) mean that you can type a list of gem names there.

Once the gem has been installed, you can use it in MagicDraw Macro Engine, for example

```
require 'java'
require 'rubygems'
require 'uuid'
Application = com.nomagic.magicdraw.core.Application
uuid = UUID.new Application.getInstance().getGUILog().log(uuid.generate);
```

The above example shows how to create a macro that can generate a unique ID by using a gem.

To install a gem for the existing Ruby environment on your machine and use it in Macro Engine

1. Add the following properties to specify the home and library of JRuby in *<MagicDraw>/bin /mduml.properties* under JAVA_ARGS section (assuming you have JRuby installed in *C:/jruby-1.5.3* on your machine).

```
-Djruby.home\="C:/jruby-1.5.3" -Djruby.lib\="C:/jruby-1.5.3/lib"
```

For example:

```
..JAVA_ARGS=-Xmx800M -Djruby.home\="C:/jruby-1.5.3" -Djruby.lib\="C:/jruby-
1.5.3/lib"
```

2. Change the JRuby library path to navigate to your *jruby.jar* in *<MDdir>/plugins/com.nomagic. magicdraw.automaton/plugin.xml*.

```
... <library name="c:/jruby-1.5.3/lib/jruby.jar"/>
```

> ⓘ
> 1. The command in this section should run in *<MDdir>/plugins/com.nomagic.magicdraw. automaton/engine*.
> 2. If you have a whitespace in the property file path, you need to type a double quote to wrap both the property and its value, for each property, for example:
> 3. "*-Djruby.home=C:/my white space/jruby-1.5.3*" "*-Djruby.lib=C:/my white space/jruby-1.5.3/lib*"