Creating required files and folders structure

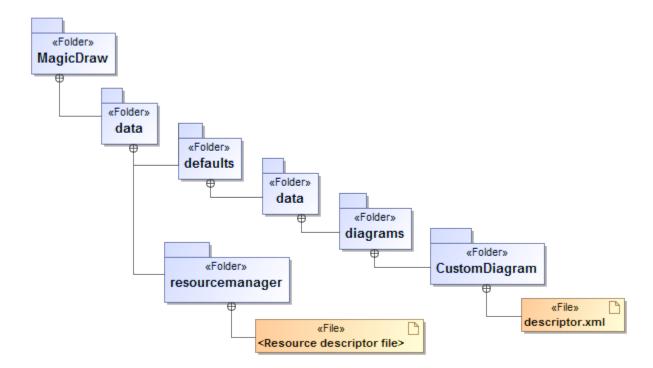
To distribute resources, you must create the required files and folders for a particular resource type. Some of the resource file names should match the standard names.

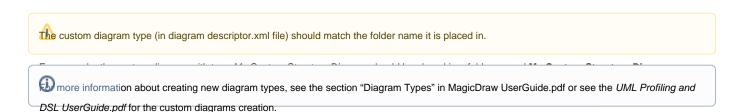
For each resource file, there should be a created folders structure, which should match the folders structure of the program installation folder.

To distribute resources, you must create a resource manager descriptor file.

Distributing Custom Diagrams

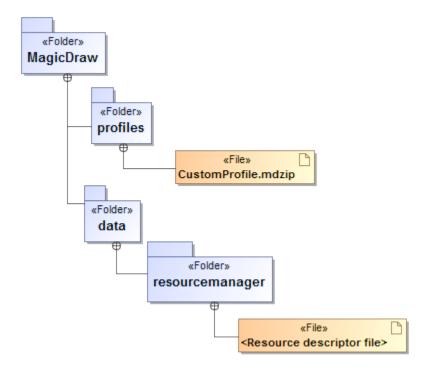
A required file for the custom diagram distribution is *descriptor.xml* - a Custom Diagram descriptor provided by MagicDraw Resource Manager. The file and folder structure is depicted in the following figure:





Distributing Profiles

You can distribute your profile as the following structure:



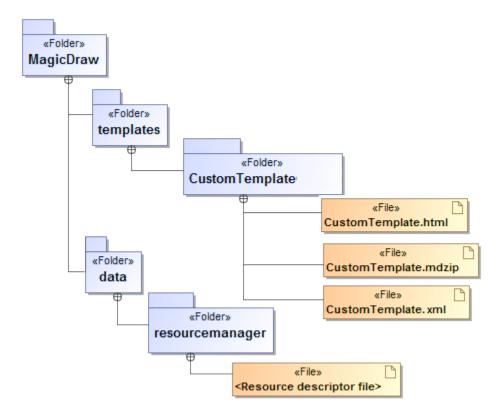
more information about working with Profiles see MagicDraw UserManual.pdf and UML Profiling and DSL UserGuide.pdf.

Distributing Templates

Files for the template distribution are as follows:

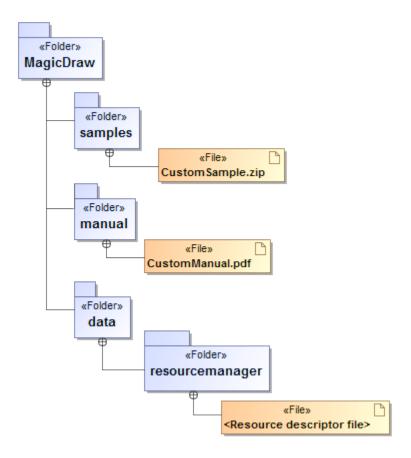
- CustomTemplate.mdzip (required) the template project file.
- CustomTemplate.html the description of the template project.
- CustomTemplate.html the description of the template group.

The file and folder structure is depicted in the following figure:



Distributing Samples and Documentation

You can distribute your created samples and documentation and import them into your modeling tool with the MagicDraw ResourceManager. The file and folder structure is depicted in the following figure:

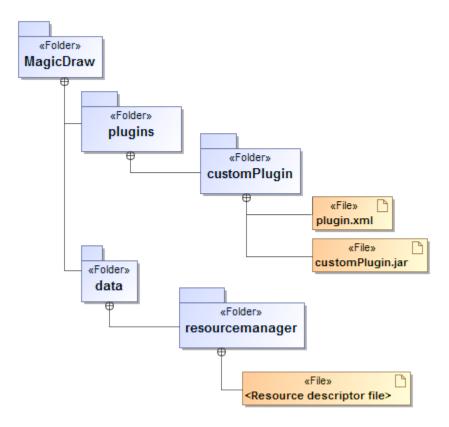


Distributing Plugins

Required files for a plugin distribution are as follows:

- plugins.xml A plugin description.
- customPlugin.jar jarred plugin class files. You may select any title for this file.

The file and folder structure is depicted in the following figure:



The plugin term may include all resources that could be distributed, such as custom diagrams, profiles, templates, samples, and others.

Related pages

- Resource manager descriptor filePlugin descriptorPlugin classes