

Instantiating structures

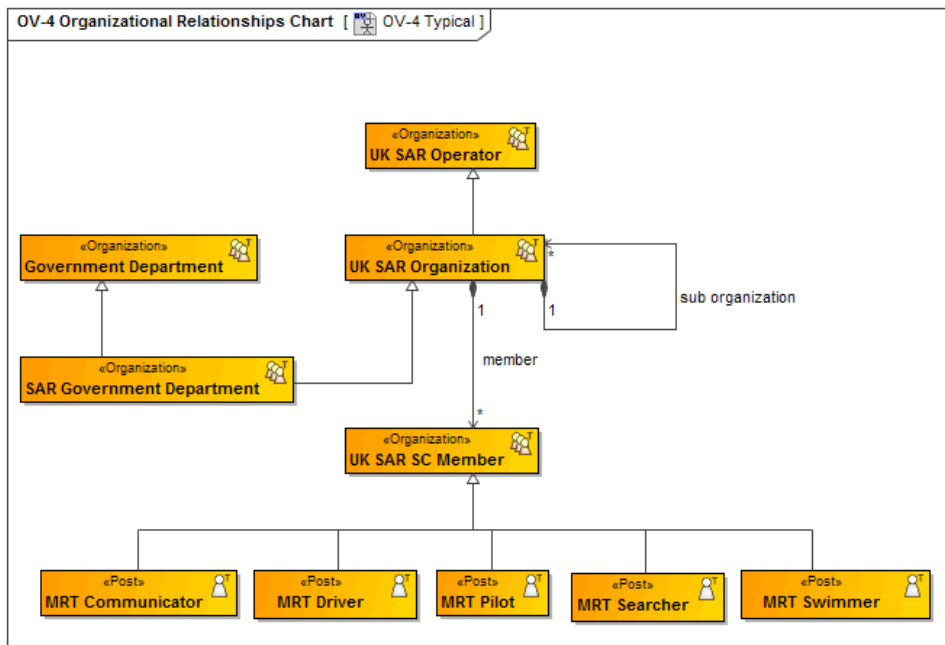
Use [Automatic Instantiation wizard](#) to instantiate any typical structure of UAF architecture automatically.

To open the **Automatic Instantiation** wizard

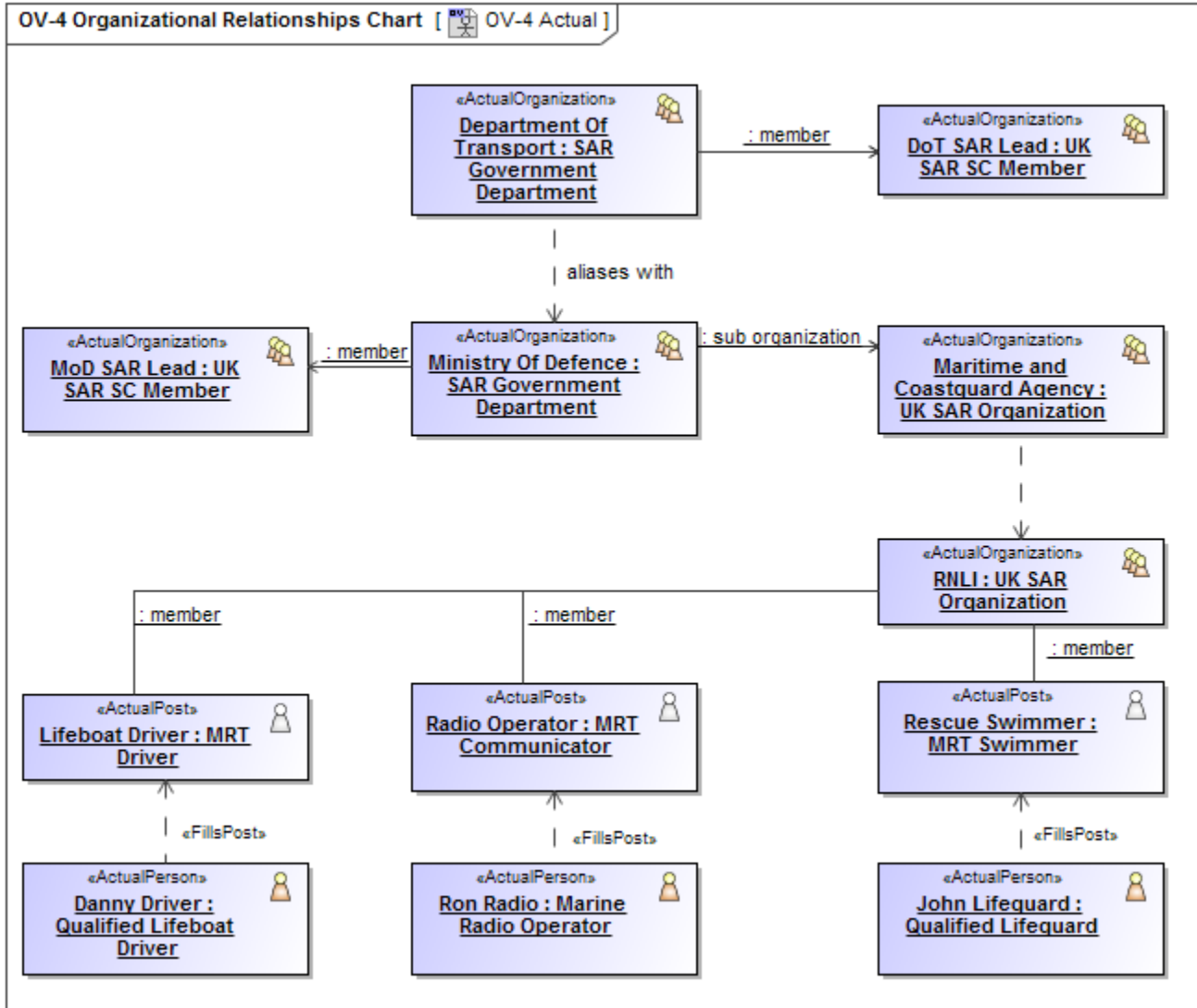
1. Select any number of instantiable UAF elements.
2. Right-click them and choose **Tools > Create Instance**.
The [Automatic Instantiation wizard](#) opens.

To instantiate the proposed typical structure

1. Select all typical classes you want to instantiate in a diagram pane or in the Model Browser.



2. Right-click them and select **Tools > Create Instance**.
3. Follow the steps of the [Automatic Instantiation wizard](#).
4. Click **Finish** when you are done.
A new **OV-4 Actual** diagram is created.



For instantiable UAF elements corresponding actual elements are created. For example, by instantiating Organization results in Actual Organization and etc. For all other structural elements UML Instance Specifications are created.

Typical UAF element	Actual UAF element
Project	Actual Project
Project Milestone	Actual Project Milestone
Project Theme	Project Status
Project Milestone Role	Actual Project Milestone Role
Organization	Actual Organization
Sub Organization (Resource Role typed by and owned by Organization)	Actual Organization Role
Post	Actual Post
Post Role (Resource Role typed by Post and owned by Organization)	Actual Organization Role
Person	Actual Person
Measurement Set	Actual Measurement Set
Measurement	Actual Measurement

Location	Actual Location
Capability Configuration	Fielded Capability
Environment	Actual Environment
Condition	Actual Condition
Resource Performer	Actual Resource
Enterprise Phase	Actual Enterprise Phase
Enduring Task	Actual Enduring Task
Responsibility	Actual Responsibility
Risk	Actual Risk
Natural Resource	Actual Resource
Resource Architecture	Actual Resource
Resource Artifact	Actual Resource
Software	Actual Resource
Technology	Actual Resource
System	Actual Resource
Resource Mitigation	Actual Resource
Security Enclave	Actual Resource
Known Resource	Actual Resource
Operational Performer	Actual Property Set