## Migration of projects using MagicDraw Project Converter

Since version 17.0.1, MagicDraw supports UML 2.x notation only. MagicDraw 17.0 is the last version that supports the UML 1.x notation. To open a project based on UML 1.x, such as a project created with MagicDraw 9.x or earlier versions, you must convert your project to a MagicDraw 17.0 project.

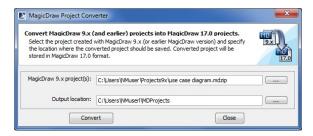
To make the conversion process easier, you can use a free standalone MagicDraw Project Converter. This converter is specifically designed to convert MagicDraw 9.x or earlier version projects to MagicDraw 17.0 projects.

## To start the MagicDraw Project Converter

- Download MagicDraw Project Converter at https://www.magicdraw.com/files/plugins /MagicDraw\_Project\_Converter.zip or please open the No Cost Plugin page at https://www.magicdraw.com/download\_no\_cost\_plugins#free and select the converter from the plugins list.
- 2. Extract the file.
- 3. Go to the bin directory and run converter.exe to start MagicDraw Project Converter.

## To convert a project

- 1. Open MagicDraw Project Converter.
- 2. In the MagicDraw 9.x project(s) box, select the project you want to convert.
- 3. In the Output location box, specify the location wherein the converted project will be saved.
- 4. Click Convert.





If your project contains modules, you must save them as separate projects at first. Start to save from modules that do not have two-way interconnections.

## Related pages

- Basic concepts and instructions
- Migration of used projects and profiles
- Migration of Teamwork Projects
- Tracing migration problems
- Autoupdate issues