Working with projects from Teamwork Server

Use the *com.nomagic.magicdraw.teamwork.application.TeamworkUtils* utility class to work with projects from Teamwork Server.

The Open API provides Teamwork Server accessing methods. The example of the code:

```
         // check the logged user
    if (!user.equals(TeamworkUtils.getLoggedUserName()))
    {
        // login to the teamwork server
        if (!TeamworkUtils.login(server, -1, user, password))
        {
            // login failed return;
        }
    }

    // load a teamwork project
    ProjectDescriptor projectDescriptor = TeamworkUtils.
getRemoteProjectDescriptorByQualifiedName(projectName);
    ProjectsManager projectsManager = Application.getInstance().
getProjectsManager();
    projectsManager.loadProject(projectDescriptor, true); Project project
= Application.getInstance().getProject();
    Model model = project.getModel();

    // get locked by a user
    Collection userLockedElements = TeamworkUtils.getLockedElement
(project, user);
    if (!userLockedElements.contains(model))
    {
        // a model is not locked by a user, get all locked
        Collection allLockedElements = TeamworkUtils.getLockedElement
(project, null);
        if (!allLockedElements.contains(model))
        {
            // a model is not locked, lock it
            TeamworkUtils.lockElement(project, model, false);
        }
    }

    SessionManager.getInstance().createSession("Rename Model");
    // change a name
    model.setName("MyModel");
    SessionManager.getInstance().closeSession();
    // unlcok and commit (because do not discard)
    TeamworkUtils.unlockElement(project, model, false, false);
    projectsManager.closeProject();
    // logout
    TeamworkUtils.logout();
```

You can find the code examples in *<modeling tool installation directory>\openapi\examples\teamwork*