

Merge Plugin

Introduction

Model Merge enables copying changes between different project versions. This functionality is usually needed when there are several branches that reflect different releases or versions of the product, e.g. when certain fixes have to be copied from a release branch to the mainstream development.

Features

Merge functionality in MagicDraw works both on file system files and projects stored in MagicDraw Teamwork server. The general workflow for merging projects is as follows:

1. To start merging select **Project Merge** from the **Tools** main menu. The **Merge Projects** dialog opens (see Figure 1).
2. Choose source project and target project (changes are going to be copied from the source to the target project), then click **Merge**. Source and target projects may be stored in file system or the Teamwork server. If both projects are stored in the Teamwork server, the ancestor is determined automatically.
3. The **Merge** window appears which allows analyzing changes made in both contributors and resolving conflicts occurred on them (e.g. when the same class is edited in both contributors) (see Figure 2).
4. After accepting and rejecting changes and resolving conflicts, the user is asked to confirm changes, but made to the target.

Figure 1 – The **Merge Projects** dialog

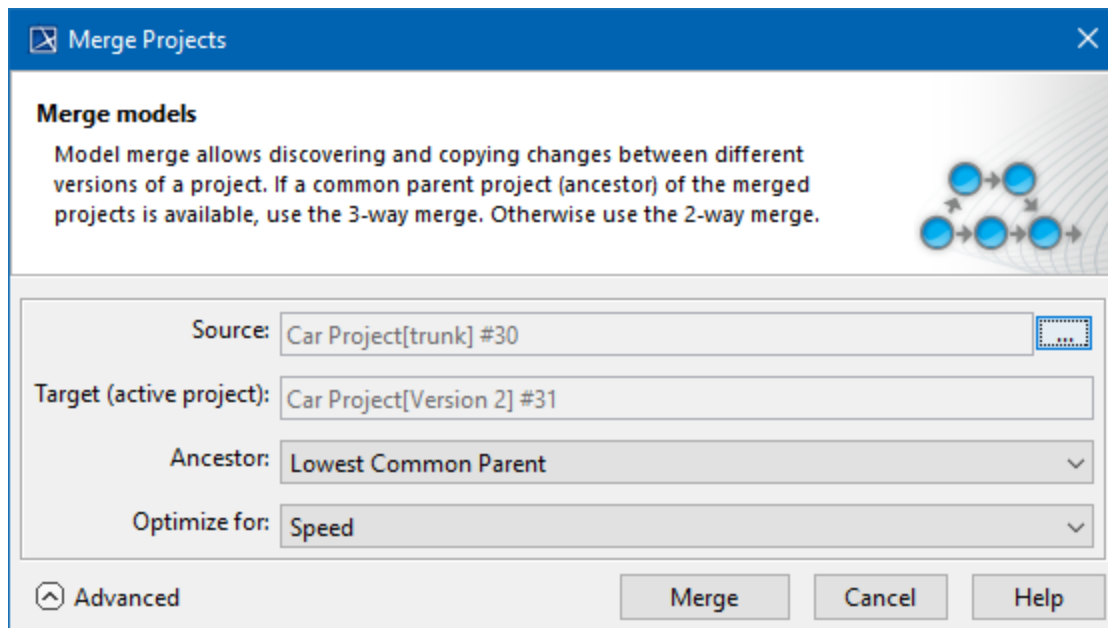
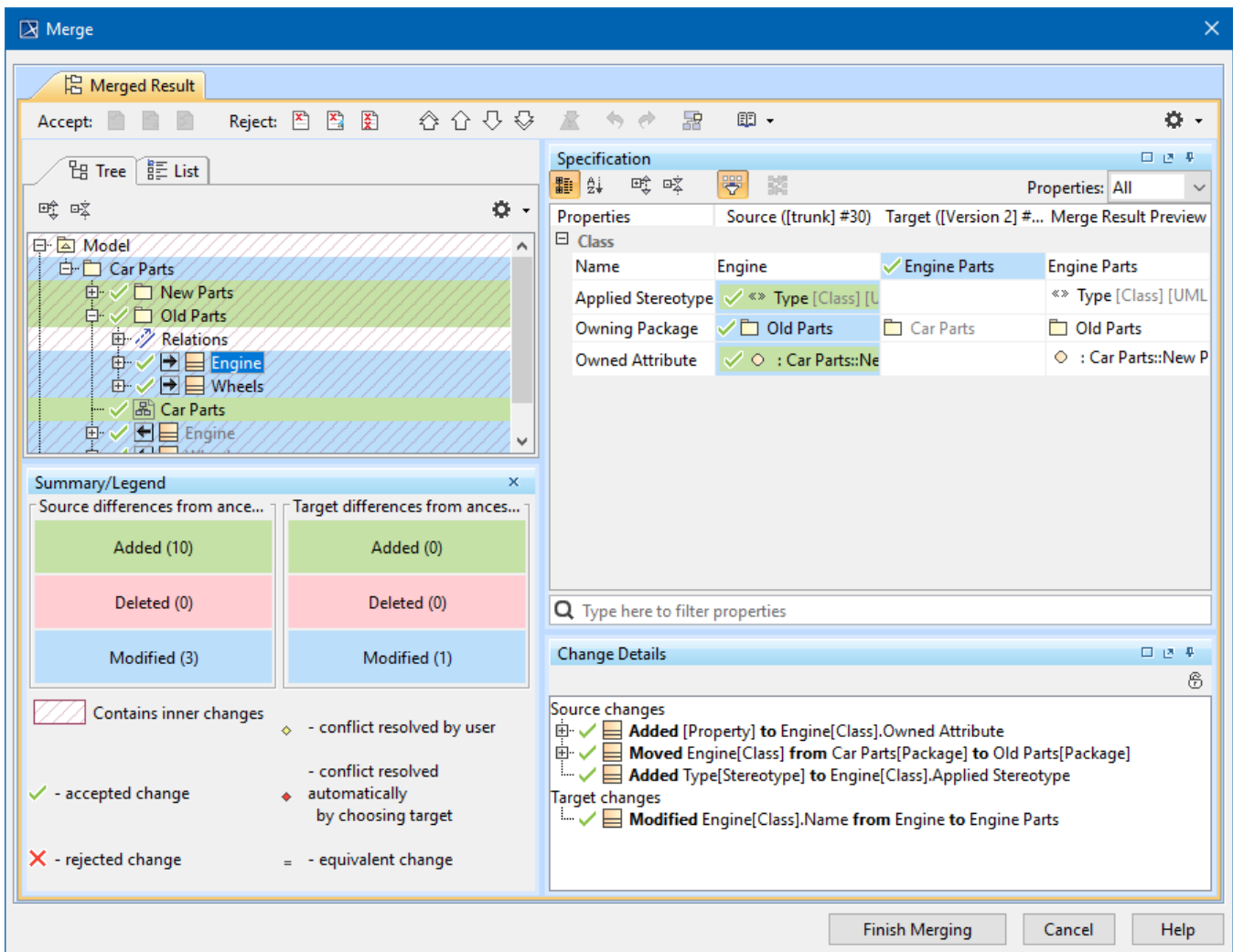


Figure 2 – The **Merge** window



Resources

- [No Magic Documentation](#)