


# Customizing Element Shortcut Menu

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You can add new items to shortcut menus to use certain modeling tool commands more conveniently. To do so, you need to [customize the model](#).

 **Important**  
Properties of all other types are ignored.

## Customizing the model

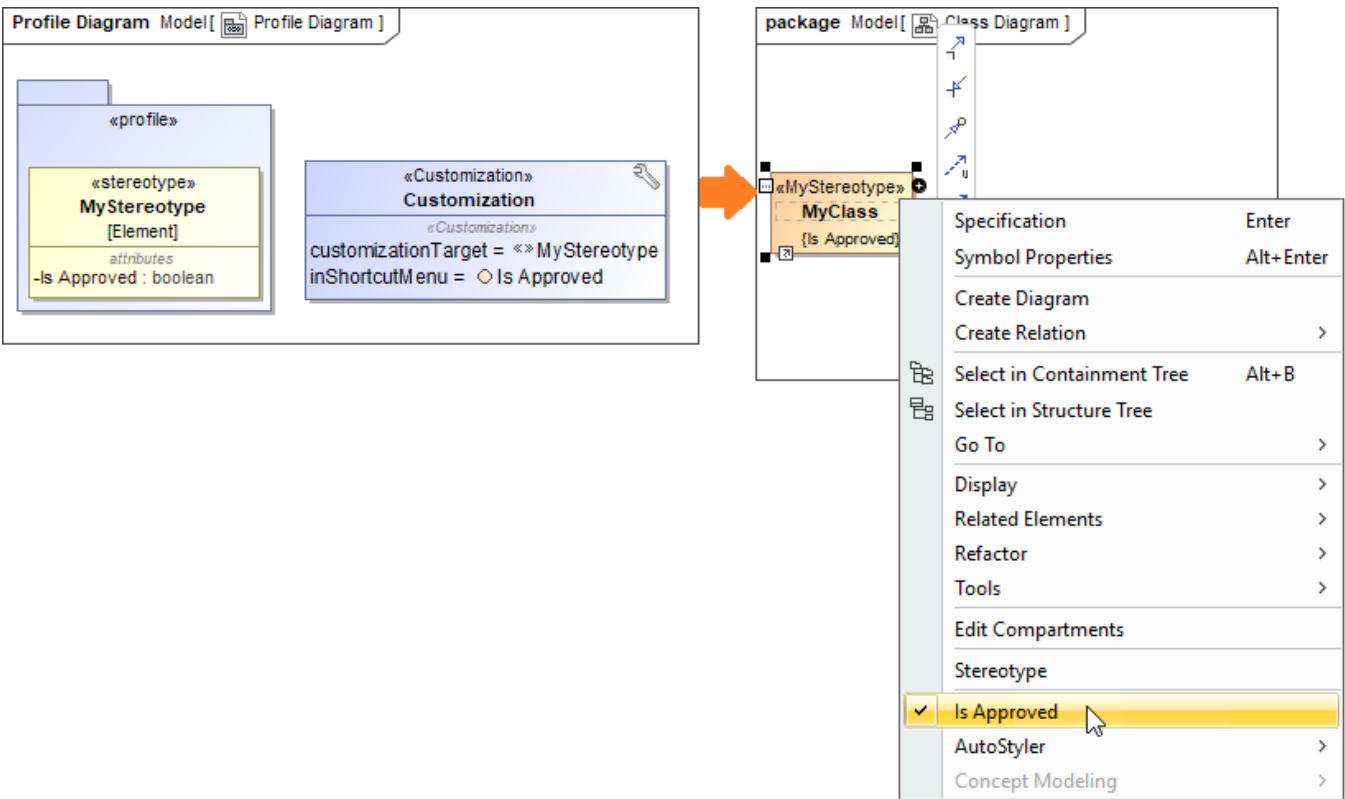
There are two ways to customize the model:

### Quick property editor

You can add those properties you frequently use to the customized element shortcut menu. To do so, open the project that includes your [DSL customization](#), open the [Specification window](#) for your customization element, locate the **In Shortcut Menu** property, and specify the property you want to see in the element shortcut menu.

These are the types of properties whose values can be edited directly via the element shortcut menu:

- Boolean – allows selecting or clearing a checkbox.
- Enumeration – allows selecting one of the listed enumeration literals.
- Reference to one element (a subclass of Classifier) – allows using an element list to select a type.



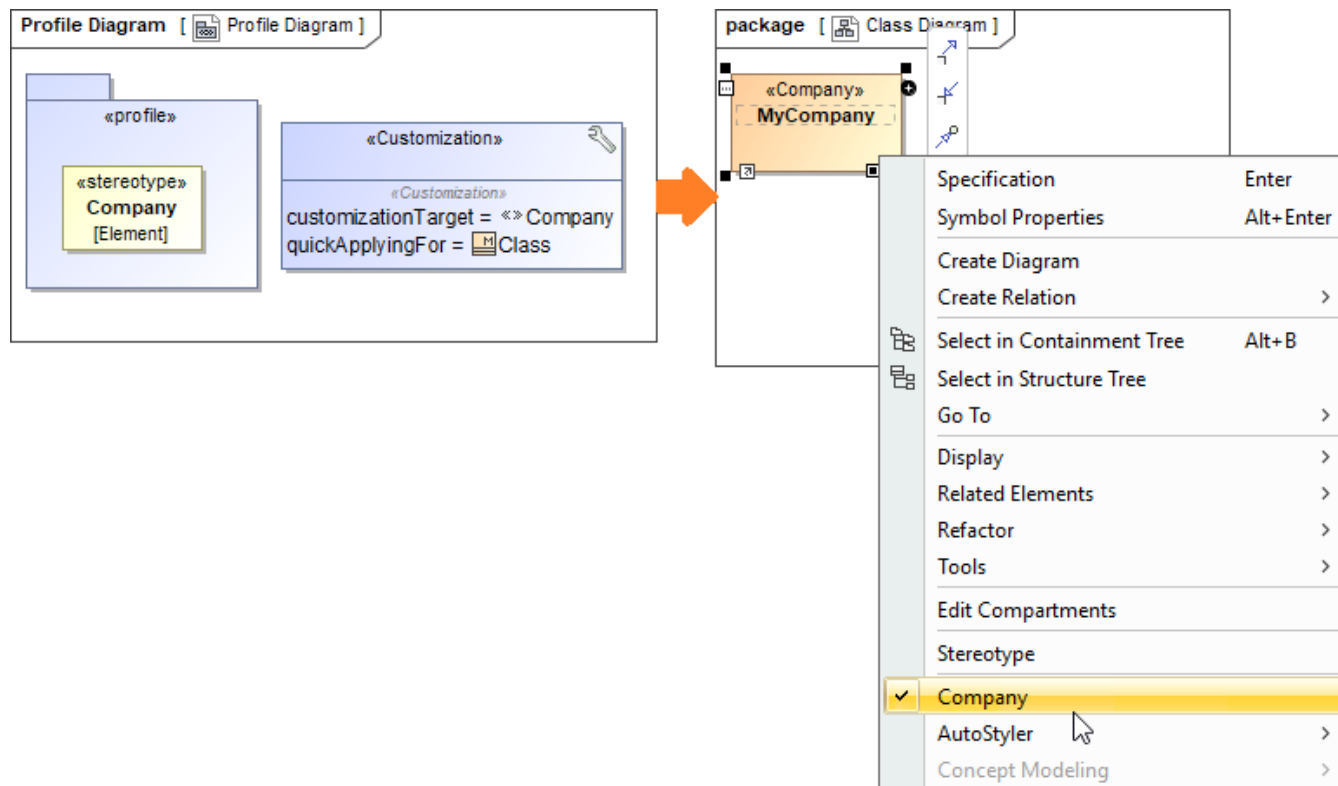
Example of the boolean property in the shortcut menu

### Applying quick stereotypes

Stereotypes, for example, «continuous», «buffer», etc., act as flags. You can set these stereotypes on selected elements with a single click from the element shortcut menu.

Use the **Quick Applying For** property in the customization element [Specification window](#) to add stereotypes to the customized element shortcut menu. Before you can do that, you need to create your [DSL customization](#) for a stereotype.

The **Quick Applying for** property specifies a stereotype or a metaclass to apply customizations directly from the element shortcut menu. For example, if the **Quick Applying For** property value is the *Class* metaclass, the customization will be available for the class elements only.



Example of a customized element shortcut menu

You can show/hide default modeling tool options in shortcut menus by using the [Perspectives functionality](#) (**Options > Perspectives > Customize**).

#### Related Pages

- [Creating Customization Data](#)
- [Using Customization Data](#)
- [Customizing and Selecting Perspective](#)