Using UAF and UPDM2 plugins in Magic Systems of Systems Architect

Choosing the default plugin

Before the first startup of the Magic Systems of Systems Architect, you can set which plugin - UAF or UPDM2 - will be installed by default. If no changes are made, by default UAF plugin is installed.

To change the default plugin before the first startup

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1. Go to the <msosa_install_dir>\bin\ and open for editing the *msosa.properties* file.
2. In the file, find the system property *-Dstart.application.with.updm2.or.uaf.plugin=uaf*
3. Change the *uaf* value to *updm2*.
4. Save the file and start the Magic Systems of Systems Architect modeling tool.

> In case you will decide to change the plugin later, see chapter Changing between UAF and UPDM 2 plugins for information about how to do that.

Displaying which plugin is installed

You can choose to display the plugin name in brackets next to the Magic Systems of Systems Architect title in the modeling tool's title bar.

To display the installed plugin name near the modeling tool title

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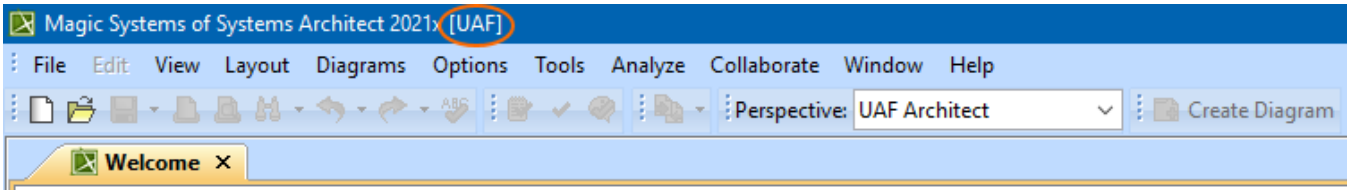
1. Go to the <msosa_install_dir>\bin\ and open for editing the *msosa.properties* file.
2. In the file, find the system property *-Dadd.plugin.name.to.application.title\=false*
3. Change the *property* value to *true*.
4. Save the file and start the Magic Systems of Systems Architect modeling tool.