

Exporting UML models

MagicDraw allows exporting projects to the following file formats:

- **UML XMI 2.5 file.** You can export a project to file formats that are supported by MagicDraw.
- **MagicDraw Native XML file.** You can export a project to an .xml file format.
- **EMF Ecore file.** You can export either the whole project or selected packages to an .ecore file.
- **MOF XMI file.** You can export a project to an MOF (both CMOF and EMOF) XMI file.
- **Eclipse UML2 (v2.x, v3.x, v4.x, v5.x) XMI file.** You can export a project to an Eclipse based UML2 (v2.x / v3.x / v4.x / v5.x) compatible XMI file.

To export a project

1. On the main menu, click **File > Export To**.
2. Select a file format you want to export your project to.
3. The following actions depend on the dialog corresponding to the selected file format.

Exporting projects as Eclipse UML2 (v2.x / v3.x / v4.x / v5.x) XMI files

The export of a MagicDraw model to an Eclipse based UML2 (v2.x / v3.x / v4.x / v5.x) compatible XMI file enables the interchange of the UML2 models for further manipulations and transformations with the most popular MDA tools. You can also export your project as a template.

To export a project as an Eclipse UML2 (v2.x / v3.x / v4.x / v5.x) XMI file

1. Open a project you want to export as an Eclipse UML2 (v2.x / v3.x / v4.x / v5.x) XMI file.
2. On the **File** menu, click **Export To** and select one of the following commands:
 - **Eclipse UML2 (v2.x) XMI file.**
 - **Eclipse UML2 (v3.x) XMI file.**
 - **Eclipse UML2 (v4.x) XMI file.**
 - **Eclipse UML2 (v5.x) XMI file.**
3. Specify a location for exported project files.
4. Click **Export**.



- A project exported as an Eclipse UML2 (v2.x / v3.x / v4.x / v5.x) XMI file is saved with the *.uml* file extension.

To change export property values

1. From the **Options** menu, select **Environment**.
2. Click one of the following options group:
 - **Eclipse UML2 (v2.x) XMI file.**
 - **Eclipse UML2 (v3.x) XMI file.**
 - **Eclipse UML2 (v4.x) XMI file.**
 - **Eclipse UML2 (v5.x) XMI file.**
3. In the property list, specify the desired property values. You can see descriptions of each property in the description area below the property list.