

# 2021x Refresh1 News for Developers

## OSGi support removed

OSGi support is removed. MagicDraw is not started in OSGi anymore.

This change does not affect how your plugins are launched and used, but you might need to adjust your code if you are starting MagicDraw application from your application. More information is [here](#)

Plugins development setup in Eclipse or IntelliJ environments is changed. See updated instructions [here](#).

## Open API changes

- Drag&Drop exposure by adding possibility to provide [custom handlers](#)
  - Exposed API for providing handlers for dropping elements into Tree
  - Exposed API for providing handlers for dropping Transferables into Trees or Diagrams
  - `com.nomagic.magicdraw.ui.dnd.CustomDragAndDropHandler` allows to drop Element on empty space in the diagram
- Element metatype change with ID preserving is not supported by Teamwork Cloud. Model integrity is broken in some cases if ID is preserved during RefactoringConvert operation.
  - `com.nomagic.magicdraw.uml.ConvertElementInfo#setPreserveElementID` is deprecated

## Changes in Simulation Open API

- Added new methods into `com.nomagic.magicdraw.simulation.SimulationManager` to start simulation with custom simulation input values and retrieve simulation results as key value map.

## File Format changes

There are no changes.