Publishing from graphical user interface

Publishing a model from the graphical user interface is a quick way to share it on the web with other team members or stakeholders.

Publishing prerequisites be able to publish models to Cameo Collaborator for Teamwork Cloud:

Project permissions en Project permissions reamwork Cloud project permissions. When you update a document, project permissions are not affected.

The model you are trying to publish must be stored in Teamwork Cloud. If you want to publish a local model, first add it to Teamwork Cloud.

To publish alf call intendition bublish a large model cincre ase the default JVM heap size of the Cameo Collaborator Publisher plugin as follows:

- 1. Go to the <modeling tool installation directory>/plugins/com.nomagic.collaborator.publisher directory and open the publish.properties
- 1. Start your madeling tool and open the model you want to publish.
- 2. In the main menu, select Tools > Cameo Collaborator > Publish.
- 3. In the Caneo Contait beat on Furblisher glial Son selectify the isotoxymon ended to set a larger heap size value than the one defined for your modeling
 - Document name enter the name of the published document. By default, the document name is the same as the model name.
 - Category name select the Teamwork Cloud category where the published document will be stored.
 - 3cSaye-andicose the file and select the Package or several Packages containing the data you want to publish.
 - Depending on the select the template for publishing by can select one of the predefined templates or a custom template used in your model.

©ligkmillion elemémpinweet புகஞ்சு நண்டு stored template or a template stored in Teamwork Cloud.

Updating projects update a published model, specify the same template that you used before. Otherwise, the navigation between comments and commented items will be corrupted. To restore corrupted navigation, update the document again using the initial template.

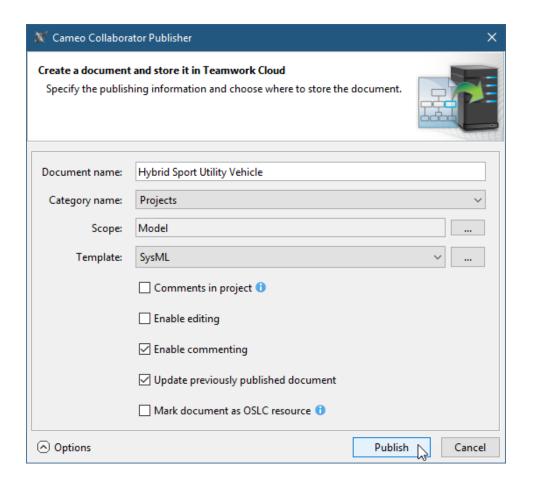
- 4. If needed, change the following options (click the Options button to see the full option list):
 - · Select the Coments in project check-box, to save Cameo Collaborator comments in the project as model elements.

Saving comments in the project comments in the project when updating a document, you can migrate the existing comments from the document to the project. However, you will not be able to migrate the comments from the project back to the

- Select the Enable editing refees the enable comments allow editing the the comments of the select the Enable commenting check-box, to allow reviewers to create comments in a Cameo Collaborator document.
- Setsojahev Update previously published project check-box, to update the document previously published from this model with the same name. If you select this check box when publishing a model for the first time, the model will be published as new.

Projects reverted to an earlier version bublishing, the selected template is automatically used in your model and then committed to Teamwork Cloud. If you update a een reverted to an earlier version (without the template used in it), you will corrupt the navigation

- Select the Mark document as OSLC resource check boar to publish the model as an OSLC resource.
- 5. Click the Publish button.



Wait until you get the message that the document is successfully published, as publishing a large model may take some time.

Getting document URL message that a document is successfully published contains links allowing you to copy the document URL or open it. For the links to work, in the main menu, select Options > Environment, select the Cameo Collaborator option group on the left side of the Environment Options dialog, and

Related pageseo Collaborator URL.

Publishing Cameo Collaborator documents
Publishing from command line interface