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 carried and publish a large model, increase 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.

Publishing from a historical version of a model can bublish a Cameo Collaborator document from a historic version of a model as well. However note that the commenting, editing, and commantiane afunction alitical such a document will be disabled.

- In the main menu, select Tools > Cameo Collaborator > Publish.
 In the main menu, select Tools > Cameo Collaborator > Publish.
 In the Cameo Collaborator Publisher dialog, specify the bildwing properties.

 Document name is the same as the model name.
 - Category name select the Teamwork Cloud category where the published document will be stored.
 - 1 million element model 15 GB of RAM
 Scope click
 and select the Package or several Packages containing the data you want to publish.
 - Templatersetrombutelening@BedforRaddblishing. You can select one of the predefined templates or a custom template used in your model.

Click if you want to select a locally 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.

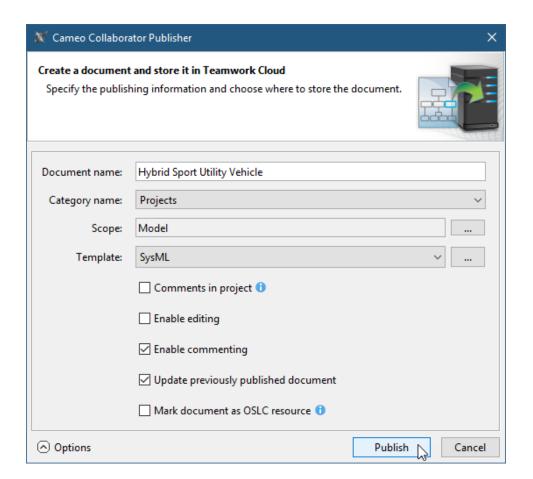
- 4. If needed, change the following options (click the Options button to see the full option list):
 - Select the Coments in project check-box, to save Cameo Collaborator comments in the project as model elements.

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 reversions allow editing the choice of the select the Enable commenting check-box, to allow reviewers to create comments in a Cameo Collaborator document.
- Selection by Delate 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 when publishing, the selected template is automatically used in your model and then committed to Teamwork Cloud. If you update a locument from the model that has been reverted to an earlier version (without the template used in it), you will corrupt the navigation

- Select the Mark document as QSLC resource check box to publish the model as an QSLC 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 for Teamwork Cloud documents
 Publishing from command-line interface