

Generic numbering mechanism

Modeling tools provide a generic numbering mechanism that can be applied to any elements created in the modeling tool. The generic numbering mechanism allows you to:

- Automatically assign a unique number to the elements in the model when they are created, moved, or your model is refactored.
- Easily identify and find an element in the model when communicating with colleagues or stakeholders.
- Show an element's place in a hierarchy.

With this feature you can easily:

- Customize currently applied numbering formats.
- Create and apply your own numbering formats.
- Change the numbering format while creating numbered elements.

The Generic numbering mechanism feature description is organized in two sections:

- [Working with Generic numbering mechanism](#) describes how to number elements, apply numbering formats, and modify numbers.
- [Element Numbering dialog](#) explains GUI elements, used while numbering elements.

Before stating to describe the generic numbering mechanism, get acquainted with used concepts:

Concept	Description
Numbering customization	A customization class which specifies element types that will be numbered, numbering format that will be used to number elements, and the property to which the created number will be assigned. The numbering format should be defined prior to numbering elements. Usually the system administrator creates the numbering customization .
Numbering property	Indicates an element property wherein the element number will be stored and defines a numbering scheme that will be used for the element numbering.
Numbering scheme	A set of rules describing what numbering formats will be applied on the concrete elements. Numbering scheme is defined while creating the numbering customization.
Prefix	An affix which is placed before the element number.
Separator	A symbol which is used to separate of the different level numbers. Separator is defined in the numbering scheme.

- [Working with generic numbering mechanism](#)
- [Element Numbering dialog](#)