

Recording Macros

Macro Engine has the capability to record changes in a model. It uses opaque objects to generate macros and record them. This capability is especially useful when you want to redo some of your repetitive tasks.

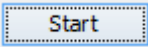
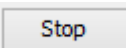
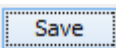
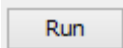
The following is a list of actions that you can record:

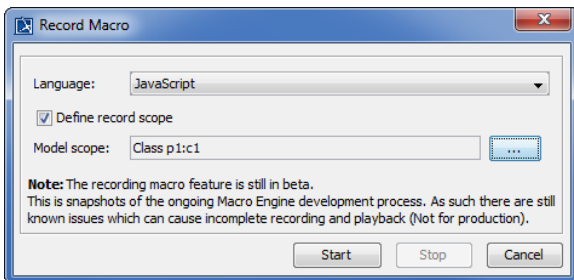
- Creating UML, Stereotype, and DSL elements
- Creating relationships between UML, Stereotype, or DSL elements



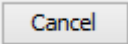
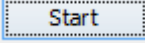
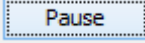
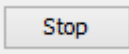
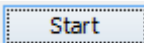
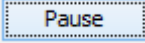
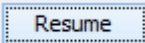
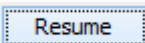
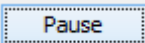
You cannot move the element defined as a record scope during recording.

To record a macro

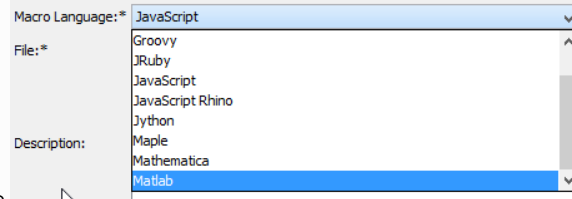
1. Click **Tools > Macros > Record Macro** on the MagicDraw main menu. The **Record Macro** dialog will open, see figure below.
2. Select a macro language in the **Language** box (you will see the default macro language that you have previously selected in that particular box (see [Selecting a Default Macro Language](#)).
3. Select the ☐ **Define record scope** check box and click the **Model Scope** button to locate a scope in the Containment tree. The generated macros will later record the change in the element by using a relative path that refers to the defined scope.
4. Click  to start recording.
5. Work with the model in the scope you have defined.
6. Click  to stop recording. The **Record Macro** dialog will close and the **Create Macro** dialog will open, see figure below, showing the recorded macros.
7. Click either  or .





- If you do not open a project, the menu **Tools > Macros > Record Macro** will be disabled.
- You can select a record scope only before you start recording.
- You cannot change a record scope during recording.
- If you do not define a record scope, the model **Data** will become the record scope.
- If you click the  button, the **Record Macro** dialog will be closed.
- If you click the  button, it will be changed to  and the  button will be enabled.
- You cannot alter the **Language**, ☐ **Define record scope**, or **Model Scope** option after you click the  button.
- If you click the  button, the recording will pause and the button will be changed to .
- If you click the  button, the following things will happen:
 - the recording will continue
 - the button will be changed to 
- The recording mechanism of Macro Engine can generate code for Beanshell, Groovy, Javascript (Nashorn and Rhino), and Jython. Unsupported languages will be

filtered out of the
X.



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