LABNAF 6.0 CUSTOMIZATION ENVIRONMENT INSTALLATION

Using the **Labnaf Language Transformer** you can:

- Automatically transform, in a repository, of existing modeling language elements and connectors in terms of types, stereotypes and tagged values.
- Translate modeling languages e.g. ArchiMate, BPMN or UML, into any other language e.g. Labnaf (and vice versa).
- Adapt existing model repository content to continuous language changes (tagged values, metamodel, new/changed stereotypes, diagram types…). As you will adapt the language to new or changing requirements, you will need to adapt your existing repository content.

WARNING

NEVER use the language transformer on your production repository before performing all necessary tests.

ALWAYS test your language transformer commands using a repository backup.

ALWAYS carefully check the resulting transformations and possible side effects. For example items could be deleted because you misspelled a type.

ALWAYS remember that type and stereotype names are case sensitive.

www.labnaf.one

2

PACKAGE CONTENT

DOC FOLDER

- Labnaf Documentation and pointers to on-line documentation.

INSTALLER FOLDER

- **LabnafLanguageTransformerSetUp.msi** which is used for installing the Labnaf Language Transformer.

PREREQUISITES

Sparx EA 64 bits must be installed prior to using the Labnaf language transformer.

INSTALLATION

Prerequisite: Uninstall any existing Labnaf Language Transformer, if it was previously installed (Start menu > Settings > Apps).

Go to the "**Installer**" folder.

Double-click on the installers (MSI) and follow the instructions.

USING THE SOFTWARE

The **Language Transformer** is a command line executable

- C:\Program Files\Labnaf\LanguageTransformer\lnxf.exe

For further information please go to the **Doc** folder and read the user guides.