MagicDraw Teamwork System - the powerful OO modeling tool your team can't do without!
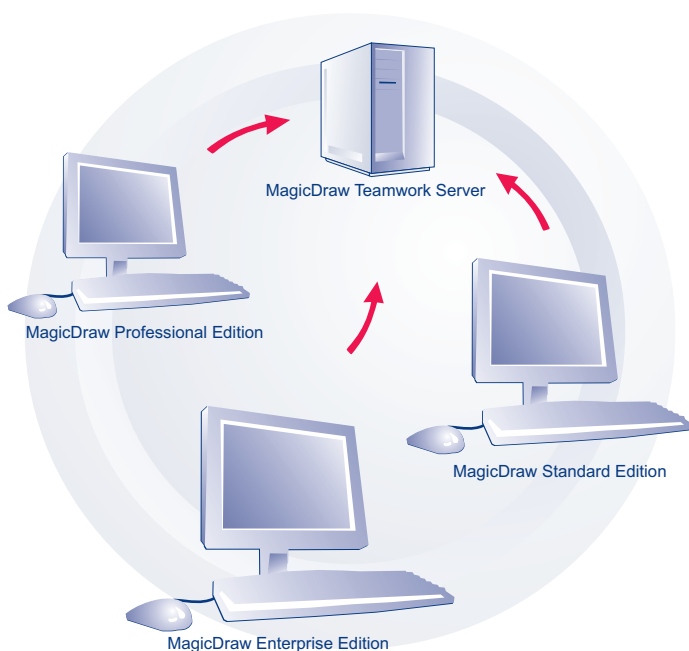

MagicDraw Teamwork Server

MagicDraw Professional Edition

MagicDraw Standard Edition

MagicDraw Enterprise Edition

The MagicDraw Teamwork System enables your developers and other stakeholders to access and edit multiple object-oriented models. This robust tool brings order and efficiency to the model revision process by providing important access safeguards.

This means that your development team can now work faster and produce more, helping you meet deadlines and boosting the bottom line.

How does MagicDraw Teamwork System work? Using MagicDraw Standard, Professional or Enterprise edition, individual developers access a model part and edit it. Because they have "locked" it, which means other users can access the part only as a read-only, developers can do their modifications with the assurance that others cannot accidentally edit the same part simultaneously. Once the developer commits the revised part to the Teamwork Server, it can be shared with the entire team.

The MagicDraw Teamwork System consists of the MagicDraw Teamwork Server and multiple MagicDraw client applications and comes complete with its own version control system.

Collaborate!

Lightning fast team collaboration. Each developer has instant access to the latest version of the model.
All team members work in parallel on their own UML model parts with no need to manually merge separate XMI files. Model changes are introduced without conflicts.

Store!

Simple configuration management. Since all designs are stored in a single location, you'll never again have to hunt for files scattered across your network.

Control!

Controlled access to your artifacts. Project managers designate appropriate access levels for team members - from read-only to full control.

Access!

Remote access. Stakeholders can access and work with OO models from anywhere in the world. All they need is an Internet connection.

Manage!

The optimal way to manage your   models and handle version conflicts. There is no effective way to store XML files of the UML model as text files in a standard repository like CVS. Any simple change in the model may cause multiple conflicts in version control system repository.
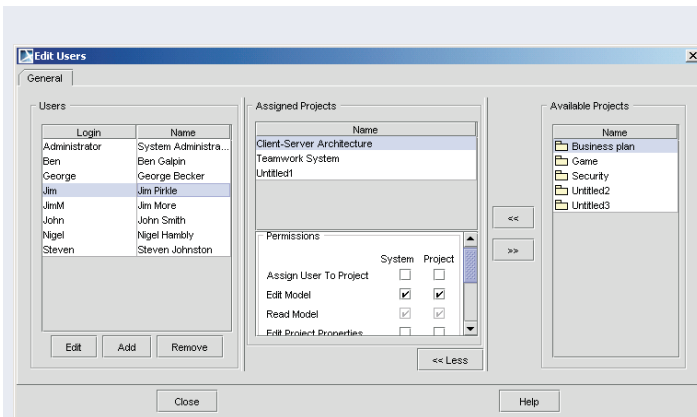
Additional lock for edit and unlock operations guarantee that two developers won't accidentally edit the same model element in parallel.
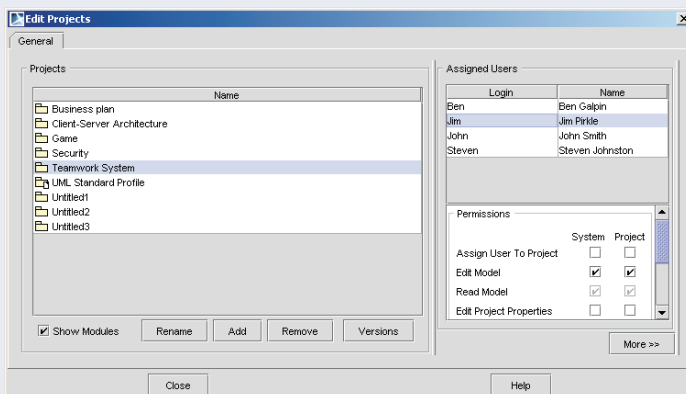
■ Teamwork Server Administration

With your data conveniently stored on the Teamwork Server, you can grant your team members permissions and access appropriate for their level of involvement. Teamwork Server supports multiple projects, which means multiple teams can use the same server, subject to administrative controls.

■ Teamwork Server Features

Using the Teamwork Server, you can:

- Create a new teamwork project or transform an existing XMI model into a teamwork project.
- Retrieve the latest copy of the model from the server.
- Lock for edit the model part you need to modify; others have read-only access.
- Commit your revised part to the central repository and use the Unlock operation to make it accessible to the rest of the team.
- Send messages to a single specific user or to all team members connected to the Teamwork Server.
- Perform convenient remote administration for all projects located in the server repository.

■ Evaluation

To sample MagicDraw's many exciting features, visit www.magicdraw.com and download a fully functional demo version. With this version you can load a project of any size. At our Web page you'll also find the latest product information, insightful FAQs, and much more.
For an evaluation version of the Teamwork Server, please write us at sales@magicdraw.com

■ Pricing

Teamwork Server value for the money! Together with MagicDraw client editions, you get a Product that outperforms competing UML drawing tools, but for a fraction of the cost.
Prices for the Teamwork Server start with one server and five simultaneous client connections (clients must be purchased separately): $1495.

No Magic, Inc.   www.magicdraw.com