

User Manual for DEMO Template

This document describes how users start building DEMO models in Microsoft Visio. How this is done depends on the version of Visio that is used. This manual contains instructions for Visio 2003 and Visio 2007. Besides, it shows how one can identify that an elementary actor is part of a composite actor.

Visio 2003

First make sure that the macro settings enable the use of macros. This is done by selecting Tools->Macros->Security. In the tab 'Security Level', the right level has to be chosen.

Choose File->New->Choose Drawing Type.

At the right of the screen, a subwindow 'New Drawing' is shown.

This subwindow contains a header 'Templates', which is printed in bold.

Below this header, click at 'On my computer ...', after which a window is opened, to select a template (*.vst file). In this window, go to the folder that contains the Visio template file 'DEMO template.vst', and subsequently open 'DEMO template.vst'. If asked, enable the use of macros. Now a new file is created that uses the DEMO template file.

The stencils (*.vss files) containing the DEMO shapes need to be opened as well.

Choose File->Shapes->Open Stencil and go to the folder that contains the stencils with the DEMO shapes. By clicking at the stencil names, stencils can be opened.

By using the control or shift key, multiple stencils can be selected.

Visio 2007

First make sure that the macro settings enable the use of macros.

This is done by selecting Tools->Trust Center, and then Macro Settings in the left pane.

Choose File->New->New Drawing From Template. A window will open up in which a template (*.vst file) can be selected. In this window, go to the folder that contains the Visio template file 'DEMO template.vst', and subsequently open 'DEMO template.vst'. If asked, enable the use of macros. Now a new file is created that uses the DEMO template file.

The stencils (*.vss files) containing the DEMO shapes need to be opened as well.

Choose File->Shapes->Open Stencil and go to the folder that contains the stencils with the DEMO shapes. By clicking at the stencil names, stencils can be opened.

By using the control or shift key, multiple stencils can be selected.

General instructions

As noted by test persons, the system itself is rather intuitive.

One thing that may need a little explanation is building a model containing an elementary actor that is part of a composite actor.

This is explained in this section.

In the 'Shapes' subwindow, if the ATD stencil is not already shown, click at the 'ATD' stencil title bar.

Drag and drop a composite actor shape on the ATD page. Now its parameters are asked. Give the number the value 'CA01', and the name 'Composite Actor 1'.

Drag and drop a transaction shape on the ATD page at the right of composite actor 'CA01', and input the values 'T01' for the transaction's number and 'Transaction 1' for the transaction's name.

Drag and drop another composite actor shape on the ATD page at the right of transaction 'T01', and input the values 'CA02' for the composite actor's number and 'Composite Actor 2' for the composite actor's name.

If needed and desired, the three shapes (i.e. two composite actors and one transaction) can be aligned with each other by selecting the three shapes, select Shape in the menu bar, then Align Shapes..., and subsequently the second button under 'Vertical Alignment'.

Drag and drop an executor link on the ATD page. Connect its square end with composite actor 'CA01', connect the end without a square with transaction 'T01'.

Drag and drop an initiator link on the ATD page. Connect one end with transaction 'T01', connect the other end with composite actor 'CA02'.

Now the model should look about the same as the model depicted below.

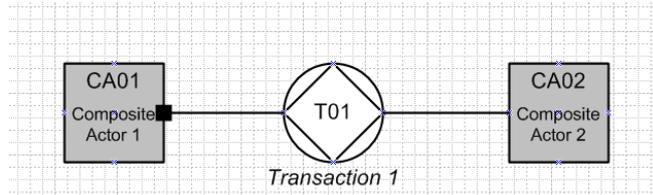


Figure 1

Next an underlying elementary actor needs to added.

Drag and drop an actor shape on the ATD page somewhat at the left of 'CA01'.

Its parameters are 'A01' as its number, 'Actor 1' as its name and 1 as the value for its ActorCA parameter. The parameter ActorCA identifies this elementary actor as a part of composite actor 'CA01'.

Select the earlier created executor link, which is the line with the square end.

Glue the square end of the executor link to actor 'A01'. This is done by dragging the square end to actor 'A01'. The link is rerouted around 'CA01', but this will only be temporary.

Now the model should look about the same as the model in Figure 2.

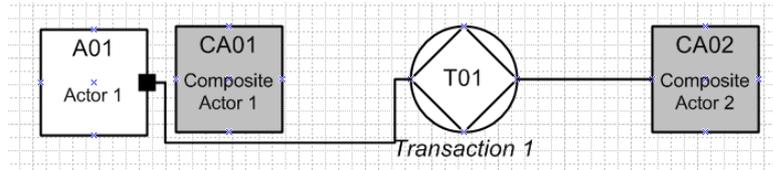


Figure 2

Click at actor 'A01' and in the pop-up menu, select 'Collapse'.

Now the model should again look like Figure 1.

Click at composite actor 'CA01' and in the pop-up menu, select 'Expand'.

Now the model should look like Figure 3.

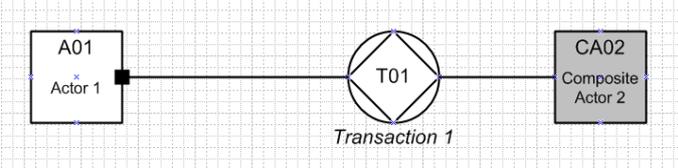


Figure 3