codebeamer Connector for Enterprise Architect

Welcome on the help site of the EA Connector for codebeamer!

The help page document the current version 2.3.1 of the connector. If you are using an older version, please refer to the list of Archived Documentations.

Overview

Try Out the EA Connector for codeBeamer!

Would you like to try the EA Connector for CodeBeamer today? Request the trial version or web demo!
Our experts at LieberLieber would like to support you.

Contact us today!

Search this documentation

System Requirements

Supported codebeamer versions

codebeamer Connector	codebeamer Version
2.0.x	9.5.x
2.1.x	10.x
2.2.x	10.x
	20.11
2.3.x	10.x
	20.11
	21.04

codebeamer Connector	Retina / codebeamer X Version (starting with 3.3)
2.1.x	2.x
2.2.x	2.x
2.1.x	3.0.x - 3.2.x
2.2.x	3.0.x - 3.2.x
2.3.x	3.0.x - 3.2.x

Permission: Every user, who wants to use the Connector, must have API permissions.

Export to codebeamer

To configure a tracker used for export accordingly, please see the guide Configure a codebeamer Tracker for Export of EA Elements.

Supported Enterprise Architect Versions

Enterprise Architect 13 and higher is supported.

Enterprise Architect 15 is recommended.

Supported file formats are:

- EAP
- EAPX

> **EAPX**
>
> If you plan to use the EAPX file format, make sure to install the Access Database Engine Driver 2010 (64 bit):
>
> **Download:** ACE (64 bit) 2010

Also the following EA DBMS Repositories are supported:

- MS SQL
- MySQL
- Oracle

Operating Systems

Microsoft® Windows 8.1, 10 64-Bit

.NET Framework 4.7.2

CPU

Minimum: Single-Core x86
Recommended: Quad-Core x64 (Intel Core or AMD Ryzen)

> Single-Core CPUs may be used, but usability will be heavily degraded. We do not recommend that setup for interactive use.

RAM

Minimum: 4GB
Recommended: 8GB or more

Licensing

The codebeamer connector requires a valid license, with different available feature-sets depending on the corresponding edition.

Editions

Light Edition

The Light Edition is the free version of the codebeamer connector. It only requires a registration to obtain the program and a Light Edition license.

The Light Edition includes all features related to **importing** data stored in codebeamer into an Enterprise Architect model.

The configuration allows the user to select a codebeamer project and tracker.
For more information, see Light Edition Configuration.

Pro Edition

The Pro Edition is the paid version of the codebeamer connector.

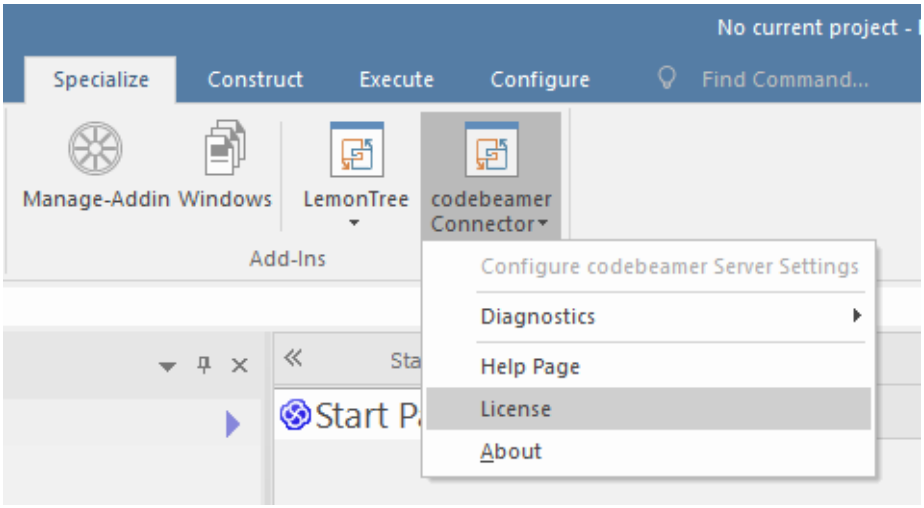
The Pro Edition includes all the features provided by the Light Edition, with the following additions:

- **exporting** data stored in an Enterprise Architect model to codebeamer.
- navigating from data exported to codebeamer back to Enterprise Architect Model elements
- customizing the mapping between codebeamer and Enterprise Architect data

Licenses

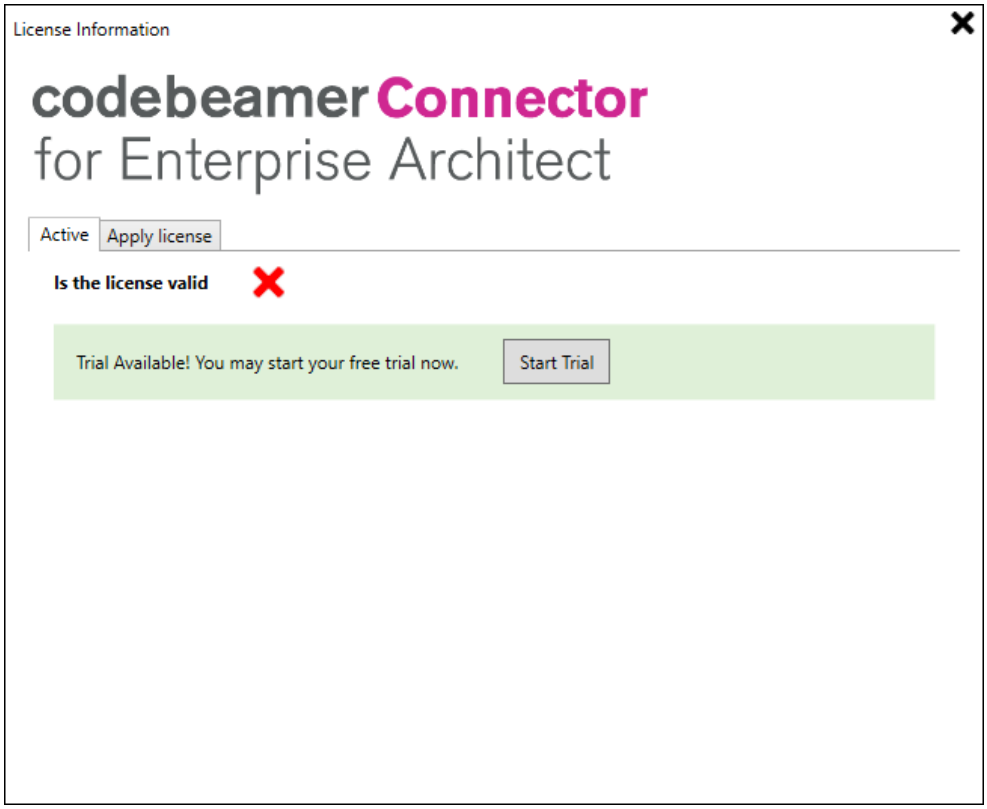
In order to work with the connector, it has to be licensed with one of the following types: Trial, User or Floating.

To apply one of these license types, open the licensing dialog from the "Specialize" menu:



Trial

You can easily try out the connector without requesting a trial license from us. To start your 30 day evaluation period, simple select "Start Trial":



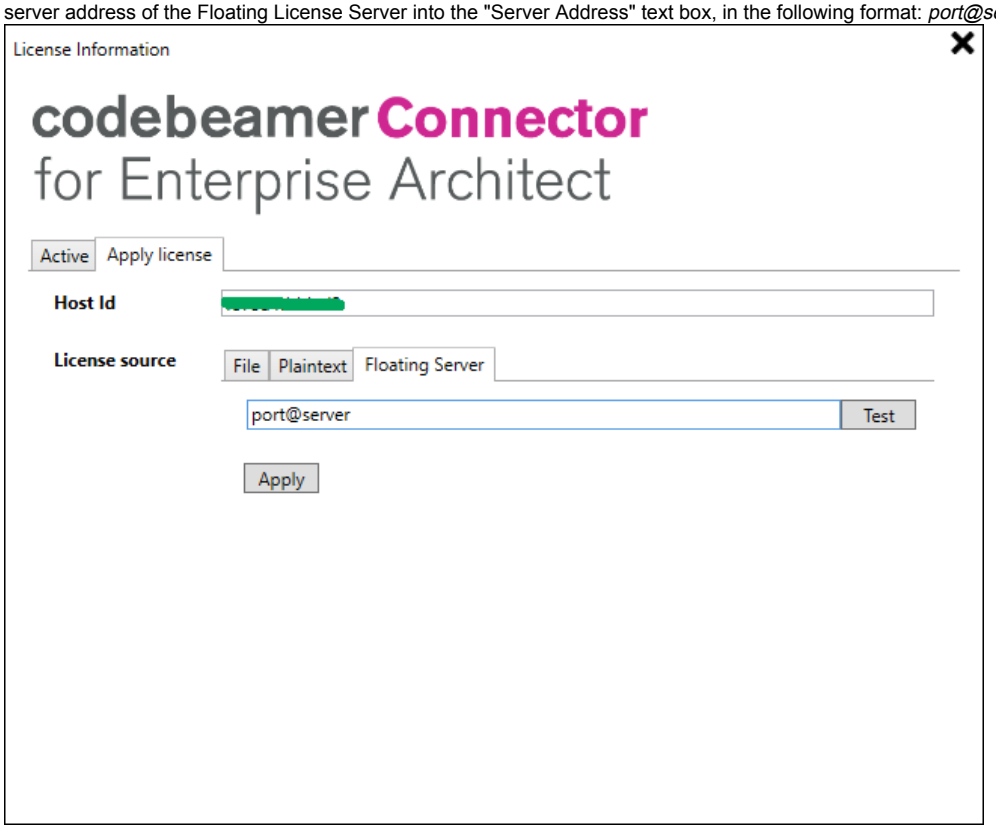
Started a trial and could not finish your evaluation?

No problem, everyone has been there! Just write a mail to sales@lieberlieber.com and we'll send you a key to extend your trial period!

Floating

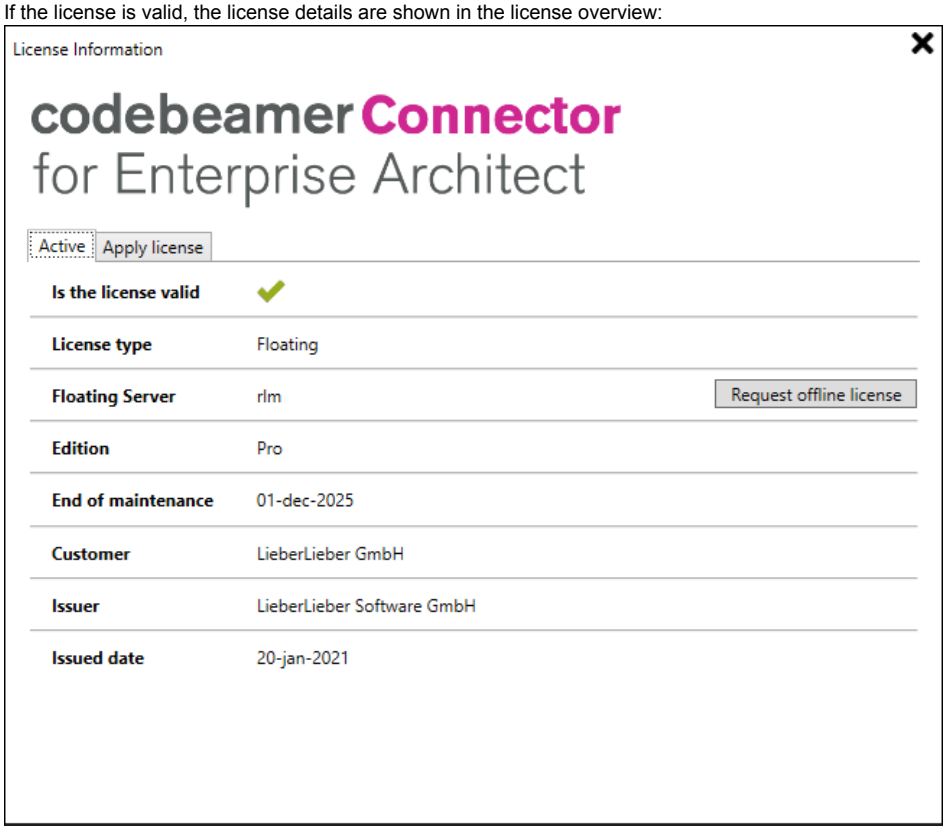
In order to use the floating license mechanism, you need to install a Floating License Server.
A guide that shows how to install the Floating License Server is available here: Installation of Floating License Server.

To apply a floating license, switch to the "Apply License" tab and select "Floating License" as License source. In the next step, enter the port and the server address of the Floating License Server into the "Server Address" text box, in the following format: *port@server:*



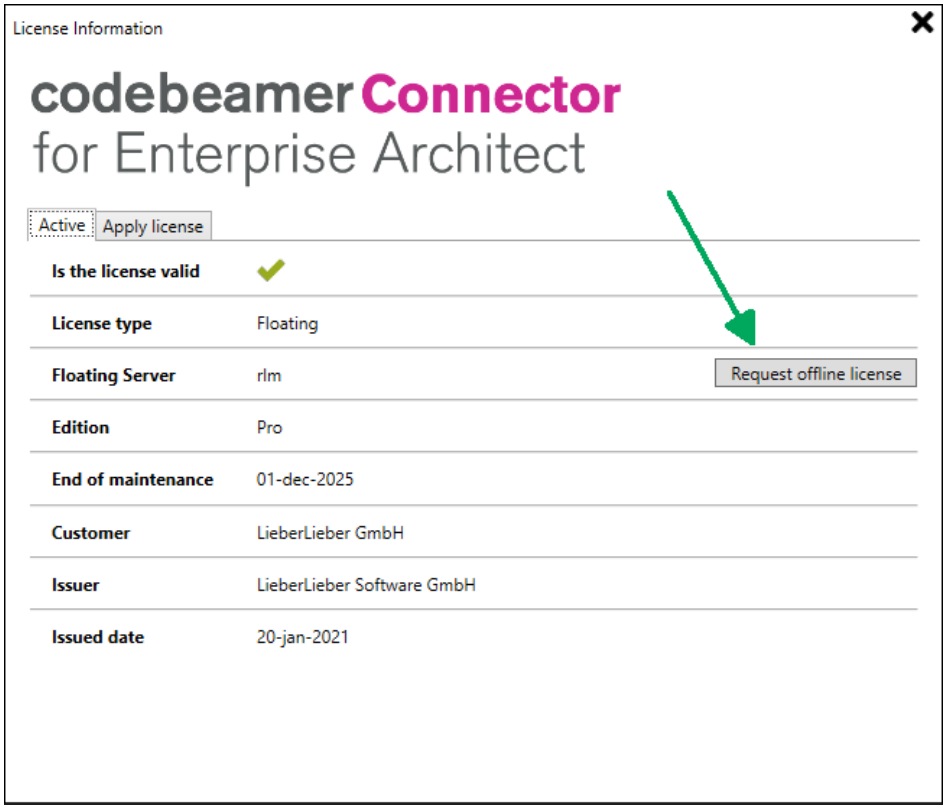
If the connection test with the button "Test" was successful, click "Apply".

If the license is valid, the license details are shown in the license overview:

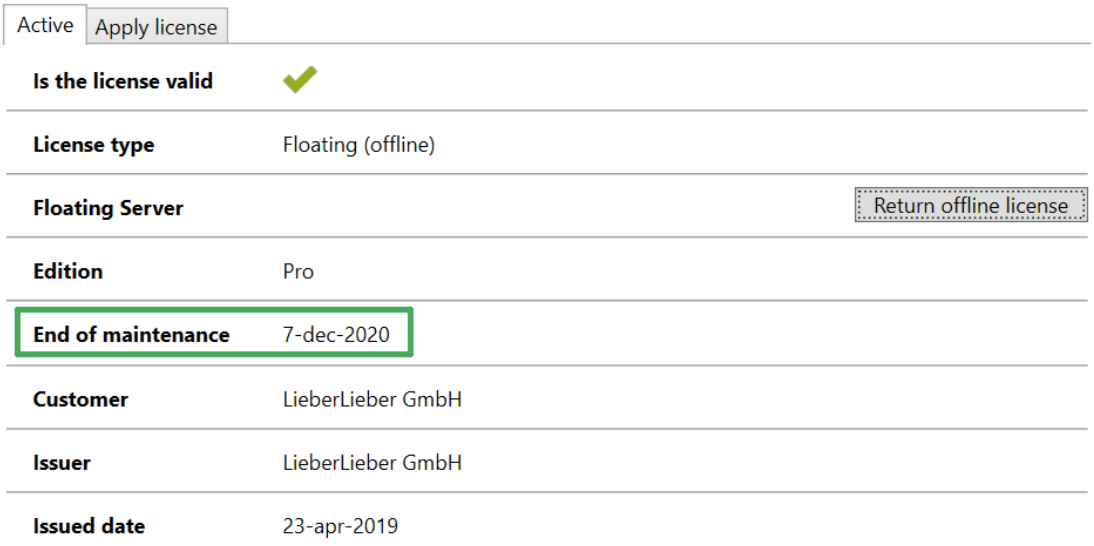


Offline License

Floating licenses are also usable offline. To check out an offline floating license for a maximum of 30 days, click "Request offline license":



You can see the remaining days until the offline license is returned in the License Dialog:

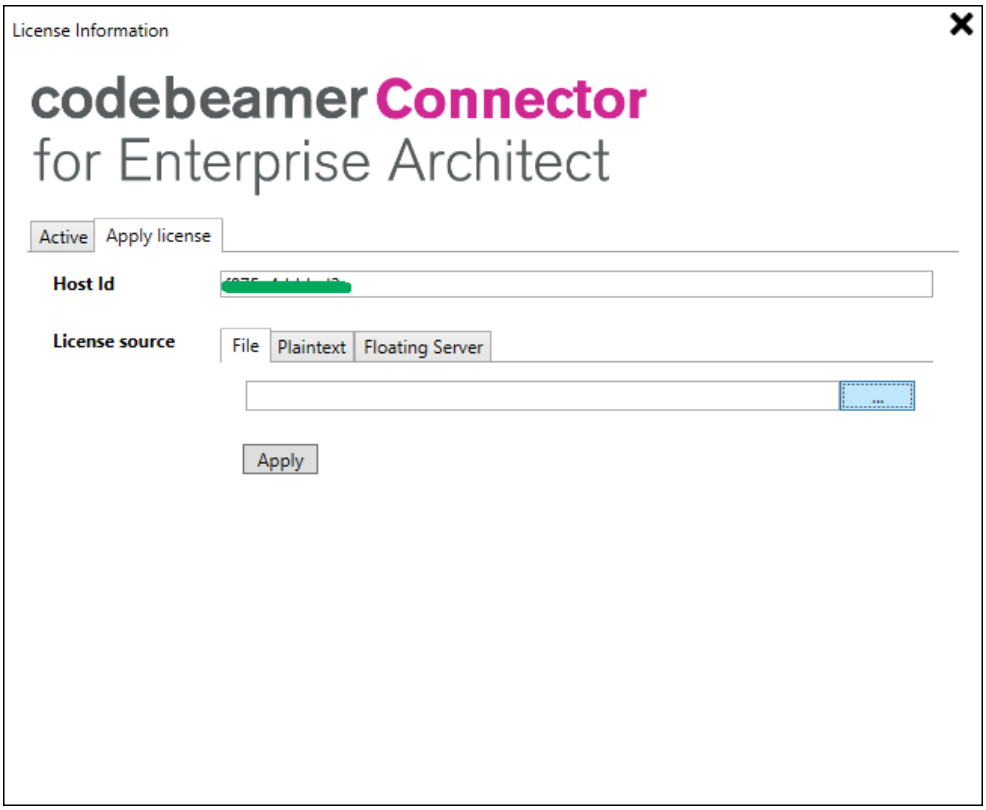


The Offline License is checked in automatically at the end of the validity and a new Floating License is checked out, if needed.

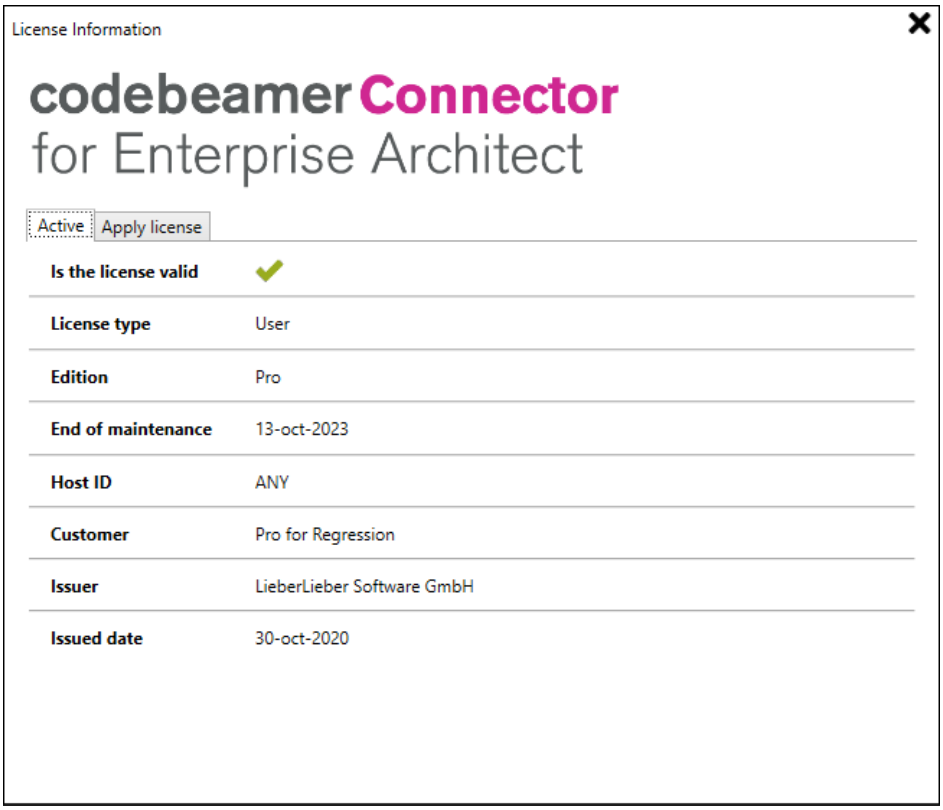
The User can also decide to return the Offline License before the end of validity within the License Dialog.

User

To apply a user license, switch to the "Apply License" tab and select "File" as License source. In the next step, click the "..." button and select a ".lic" file for the user license.



If the license is valid, the license details are shown in the license overview.



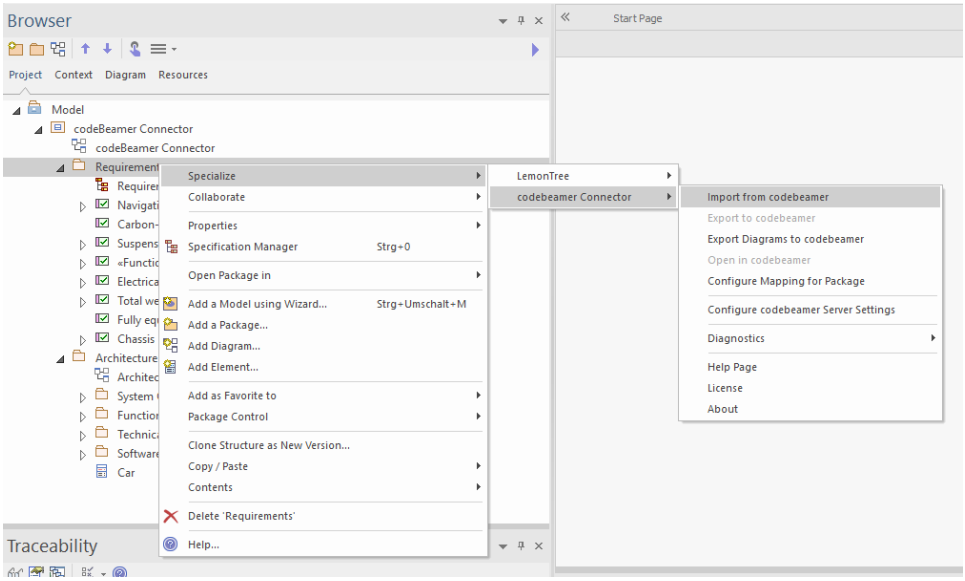
Getting started with the EA Connector for codebeamer

Table of Contents

The screenshots from this documentation were created with EA version 15.2.1554.

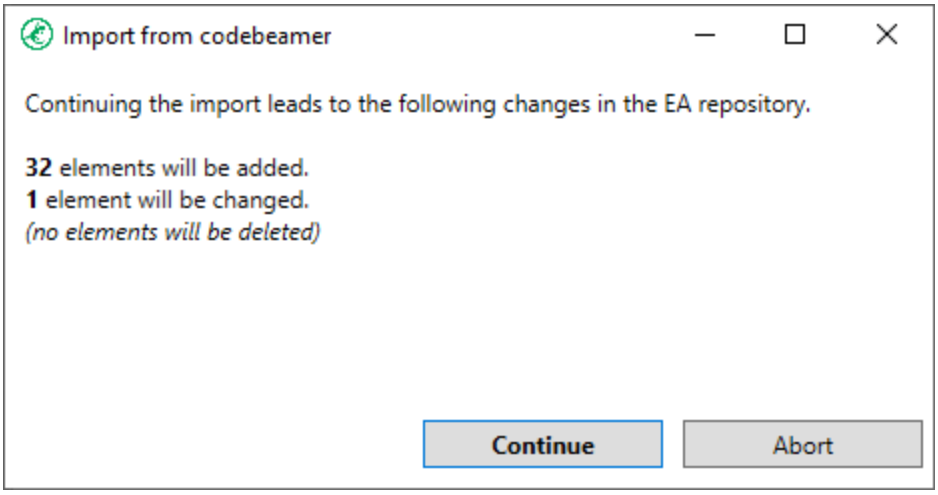
1 Import Requirements from codebeamer

1. To start the import of requirements from a codebeamer tracker select a package, where the requirements from codebeamer shall be imported to: Right-click the package and select Specialize > EA Connector for codebeamer > Import from codebeamer:

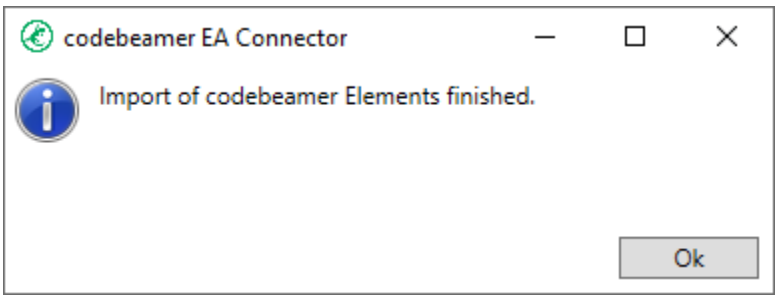


2. If the credentials haven't been configured yet, the authentication dialog will appear (see Credentials for the codebeamer Server).

3. In the next step, the tracker for the import as well as the mapping have to be configured for the import. For more details, please refer to this page: Mapping Configuration
4. After the configuration has been saved, the import will automatically start
5. Before the model in EA will be changed, the connector will display how much elements will be added or modified. If you agree to this action, confirm with "Yes":



6. After the import was finished, confirm the message box:



This will trigger a reload of the EA project, in order to see the changes done to the EA project file.

Navigate from an imported requirement to codebeamer

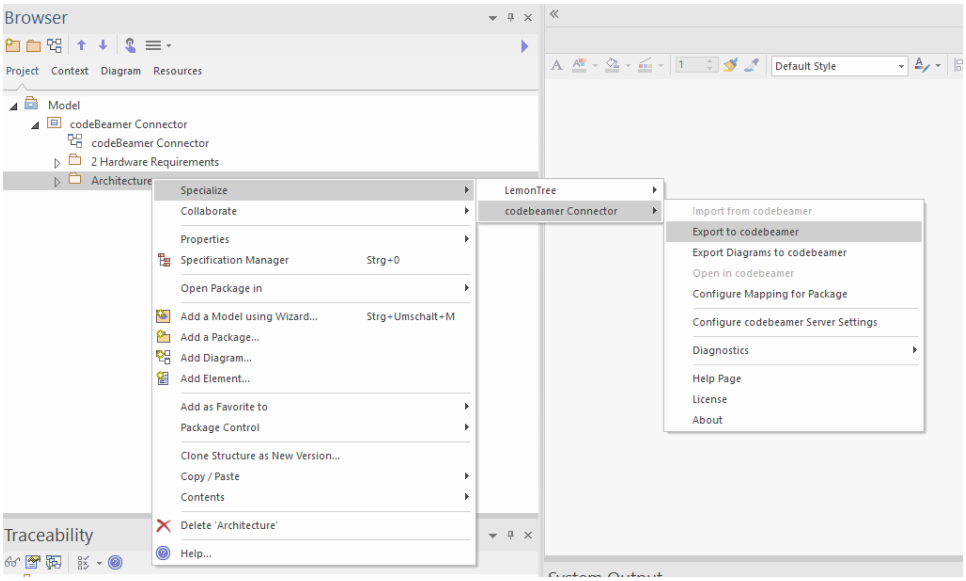
It is possible to navigate from an imported requirement to the original element in codebeamer.
A simple double-click onto the element in EA will open the original tracker item in codebeamer in the configured standard browser.

2 Export Architecture to codebeamer

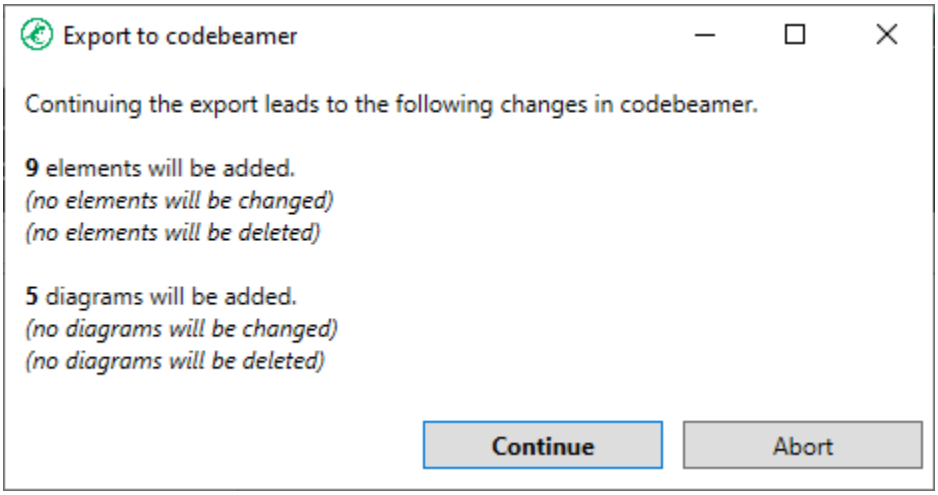
codeBeamer Prerequisites

In order to export elements from EA to codebeamer, the tracker has to be configured correctly. For this configuration, see Configure a codebeamer Tracker for Export of EA Elements.

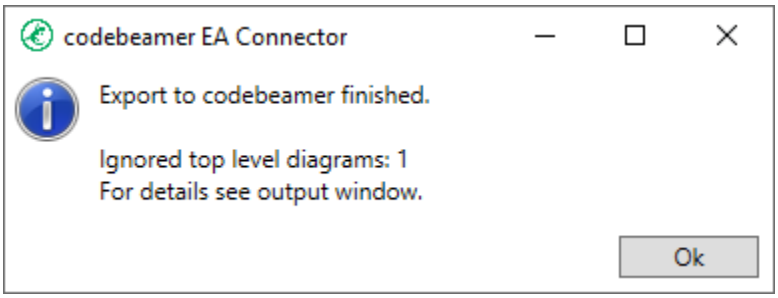
1. To start the export of architecture elements to a codebeamer tracker, select the package from which the architecture elements shall be exported. Right-click the package and select Specialize > EA Connector for codebeamer > Export to codebeamer:



2. In the next step, the tracker for the import as well as the mapping have to be configured for the import. For more details, please refer to this page: Mapping Configuration
3. Continue with "Save".
4. After the configuration has been saved, the import will automatically start
5. Before the tracker in codebeamer will be changed, the connector will display how much elements will be added or modified. If you agree to this action, confirm with "Yes":



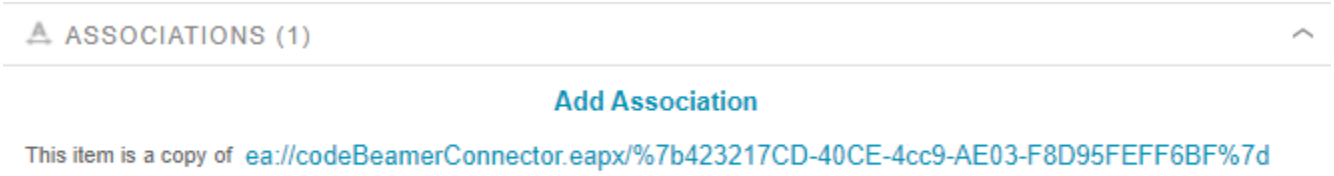
6. After the export was finished, confirm the message box:



7. Reload the tracker in codebeamer to see the exported architecture elements

Navigate from an exported architecture element to Enterprise Architect

It is possible to navigate from an exported architecture element to the original element in Enterprise Architect.
The link to the EA element is stored as an "Association" at the tracker item in codebeamer:



If you follow this link, the element will be selected in the corresponding EA project file, if it is opened.

If you don't have it opened, the file provided in the hyperlink will be opened.

> **EA Loading Time**
>
> Depending on your EA installation and on your system specification, the opening of EA and the selection of the element in EA can take several minutes.

3 Export Requirement Traces to codebeamer

Traceability links betweeen elements in codebeamer, as well as in Enterprise Architect are synced between the two tools during both import and export.

For more details on the respective functions, please refer to these pages:

Import of Traceability Links between codebeamer Elements

Export of Traceability Links between codebeamer Requirements and EA Architecture Elements

Feature Description

This is a list of features the EA Connector for codebeamer has implemented.

Here is a feature matrix, showing the capabilities of the Light and Pro Edition:

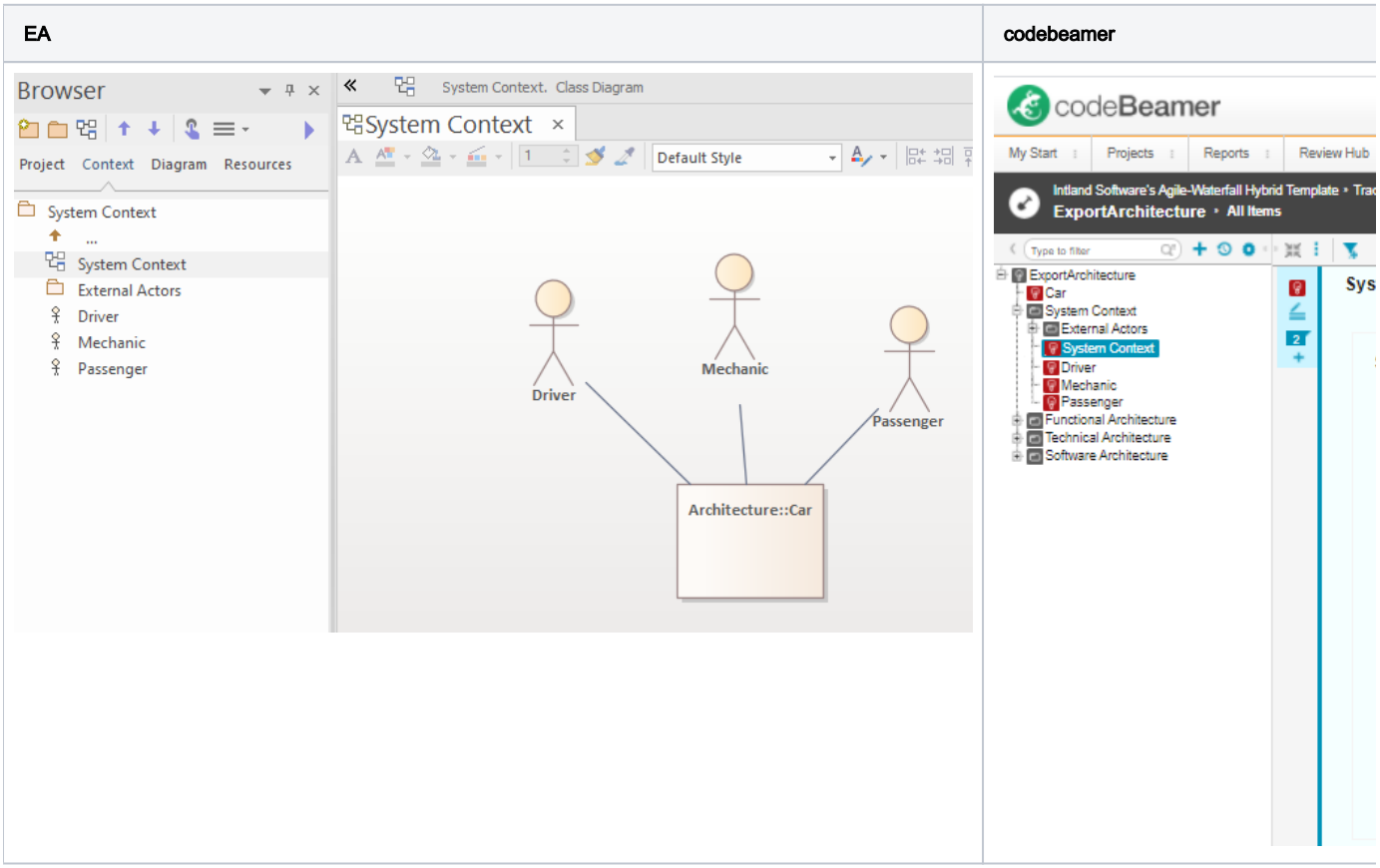
	Light Edition	Pro Edition
Credentials for the codebeamer Server		
Import Elements from codebeamer		
Configure Mapping for Import		
Export Elements to codebeamer		
Export Diagrams to codebeamer		
Import Links to other Trackers		
Export Traceability Links		

Click on a link to see a detailed explanation of the features:

- Export of Diagrams to codebeamer
- Export of Traceability Links between codebeamer Requirements and EA Architecture Elements
- Import of Traceability Links between codebeamer Elements
- Detect deleted elements from EA during Export to codebeamer

Export of Diagrams to codebeamer

The Connector will automatically export all diagrams that are contained in the package which is used for the export.
Diagrams will be exported as own dedicated tracker item along with the diagram image, which well be added as attachment. The diagram image will be embedded into the "Description" field, in order to see the diagram in the document view:



Top-Level Diagrams

Please note that top-level diagrams (directly under the package configured for export) are currently not exported.

To inlcude Diagrams in the export to codebeamer, simply check the "Export Diagrams" checkbox in the Mapping Configuration.

Export Diagrams for imported requirements

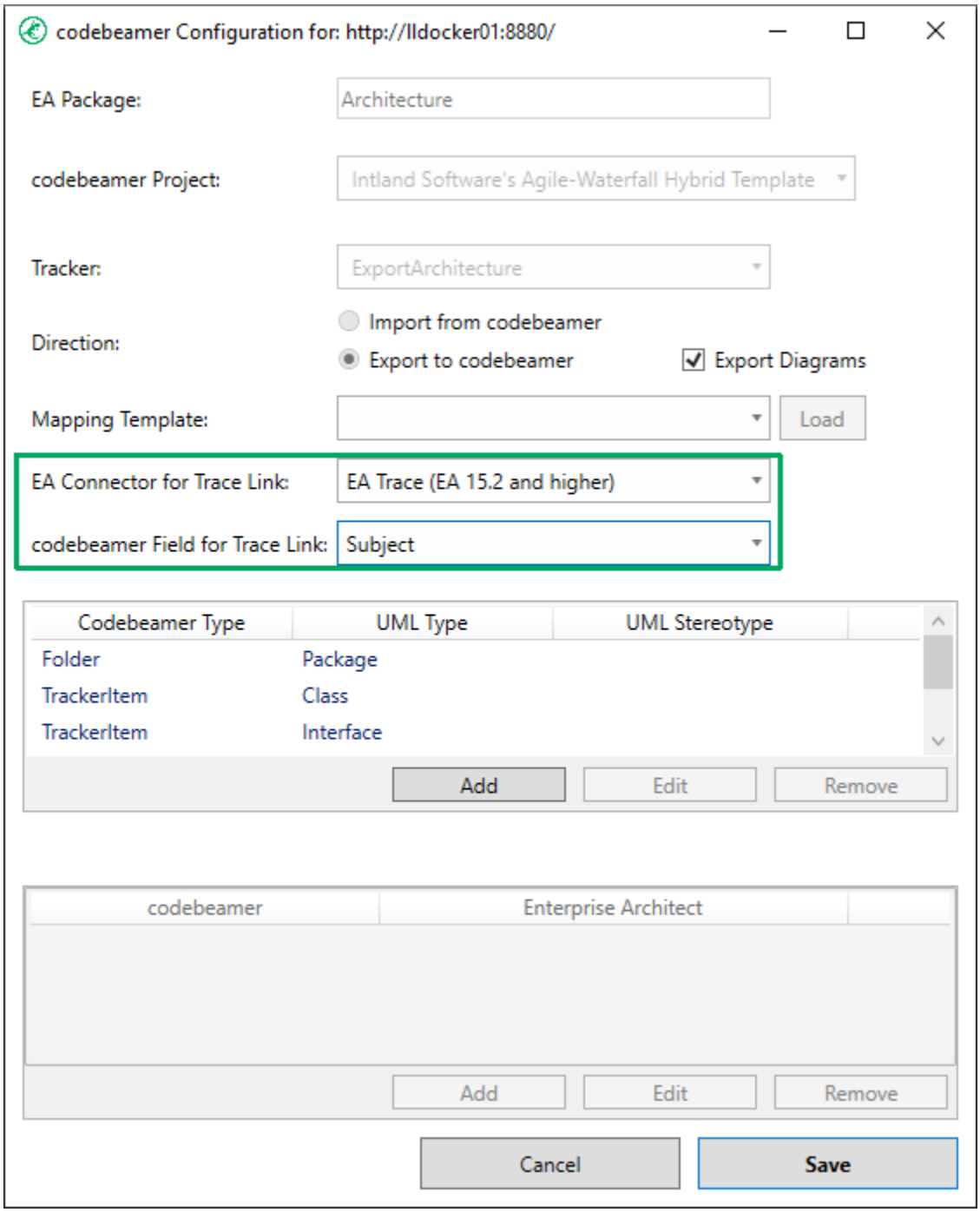
It is also possible to export diagrams in a separate step, with the menu *Specialize > codebeamer Connector > Export Diagrams to codebeamer*.
This is useful if you want to enhance the description of requirements, which were imported to EA. You can add diagrams to imported requirements and export their diagram images back to codebeamer.

Export of Traceability Links between codebeamer Requirements and EA Architecture Elements

Depending on the mapping configuration, traceability links will be written to codebeamer.

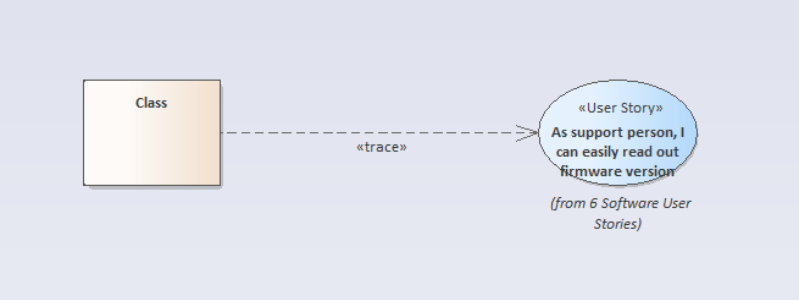
In the mapping configuration dialog, you can choose a specific type of dependencies used in the Enterprise Architect model, which will be recognized as traceability links and transferred to codebeamer as such.

This setting is done via the "EA Connector for Trace Link" and the "codebeamer Field for Trace Link in the configuration dialog:

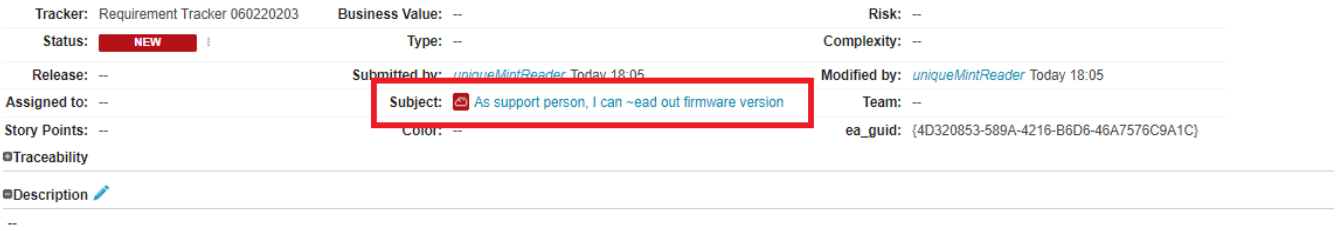


With this setup, you can now link elements you want to export to ones you have imported from a different tracker.

For example, with a model setup like this:



An export of the Class "Class" will result in these codebeamer Settings:



The traceability link is established via the entry (or multiple entries) in the configured trace field in codebeamer.

The EA model used for the demo can be downloaded here:
ReferenceDemo.eapx

Import of Traceability Links between codebeamer Elements

Depending on your mapping configuration settings, traceability links will be established both in the Enterprise Architect model, as well as in codeBeamer. This is done automatically during the import and export, respectively.

For more details on activating/deactivating this feature, as well as configuring the used type of traceability link in the Enterprise Architect Model, please refer to this page:

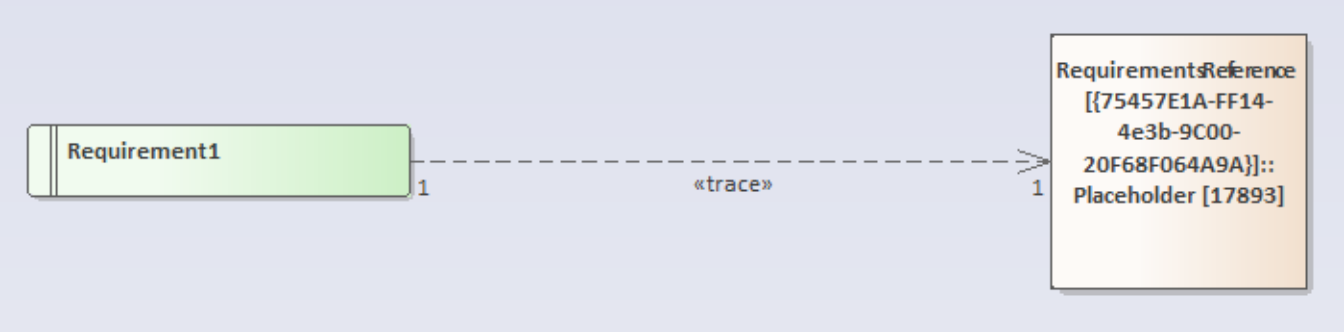
Mapping Configuration

Placeholders

A traceability link in codebeamer may refer to an element which has not yet been imported into the Enterprise Architect model.

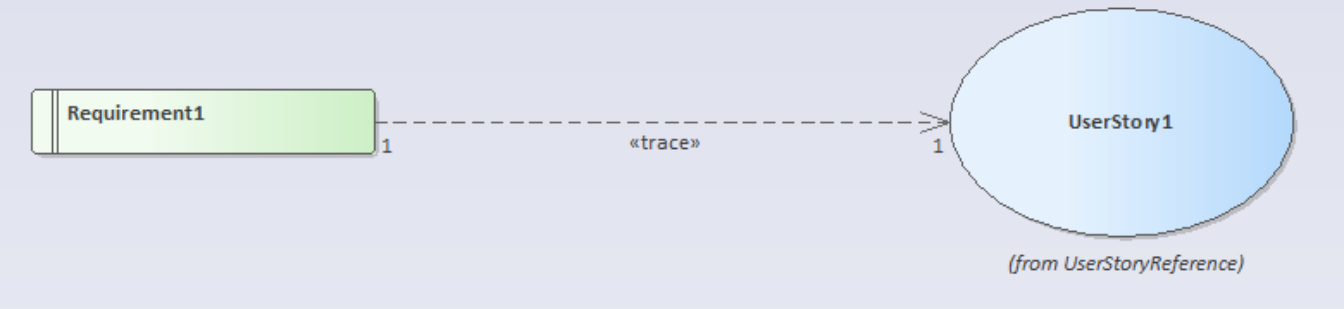
In this case, a "placeholder" element representing this currently unknown element is automatically created during import. This placeholder is placed in a a designated package in the Enterprise Architect model, called "Placeholders".

If you drag both the imported element and the placeholder onto a diagram, you can see that they are connected by the configured connector type, like so:



The purpose of this placeholder is to ensure that the traceability link is correctly imported into the Enterprise Architect model, even though the target is not yet known. This ensures that, when the referenced element is imported later on, the traceability link points to the correct target.

If I import the import the tracker containing the target element of the example above, the placeholder is automatically replaced by the correct element, and this is reflected in the diagram:



Detect deleted elements from EA during Export to codebeamer

During export to codebeamer, the connector is capable of detecting elements which were deleted in EA. However, this is not done by default and an additional configuration in the export tracker has to be done.

If a package is export to codebeamer and elements were deleted in EA, the connector does not automatically delete these elements in codebeamer. Currently, two things will happen with deleted elements:

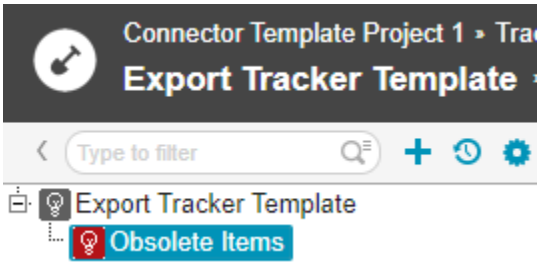
1. Deleted elements will be relocated to a tracker item called "Obsolete Items". This element has to exist in the export tracker.
2. Deleted elements will have their status set to "Obsolete". This status value has to exists and the transition to the status value "Obsolete" has to be valid.

If you want to use the feature of detecting deleted elements, you can either use the project template for codebeamer linked in the guide "Configure a codebeamer Tracker for Export of EA Elements" or you can follow the steps below.

Relocation to "Obsolete Items"

If you want elements to be detected as deleted, a tracker item called "Obsolete Items" has to be created in the export tracker.

> **Without the tracker item called "Obsolete Items", the deletion detection does not work!**



Setting deleted elements to status "Obsolete"

In order to set deleted elements to the status value "Obsolete", two conditions have to be met:

1. The status value "Obsolete" has to exist:
    a. Navigate to the tracker configuration.
    b. Select "Fields".
    c. Select "Options" of the Status field.
    d. Select "Add Option...".
    e. Type in the name "Obsolete"
    f. Type in the description "Obsolete"
    g. **Do not mark** the status as Obsolete!
    h. Finish with OK (2x).
    i. Save the tracker configuration.
2. The state transition from **any** status to the status "Obsolete" has to be valid:
    a. Navigate to the tracker configuration.
    b. Select "State Transitions".
    c. Below the list of existing transitions, select "More..." and click "State Transition".
    d. For "From", select the first entry in the list and for "To", select "Obsolete".
    e. Repeat step d) for every existing status value.
    f. Finish with "Save".

Configuration

Credentials for the codebeamer Server

The first step before using the codebeamer connector is to configure a codebeamer server. For this, the codebeamer authentication dialog is used. It is possible to configure multiple server instances with two different authentication methods: user name + password and open id connect (OIDC).

codebeamer Authentication Dialog

There are two possibilities to configure your credentials for a codeBeamer Server:

- In the EA main menu, select *Specialize > codeBeamer Connector > Configure codeBeamer Server Settings*
- Simply start an export or import, if the credentials haven't been configured already, the Authentication dialog will appear.

Configure a codebeamer Server with User / Password Authentication

To configure a codebeamer server with user and password authentication, follow the the steps below:

1. Click "New" to create a new server config
2. Enter the URL

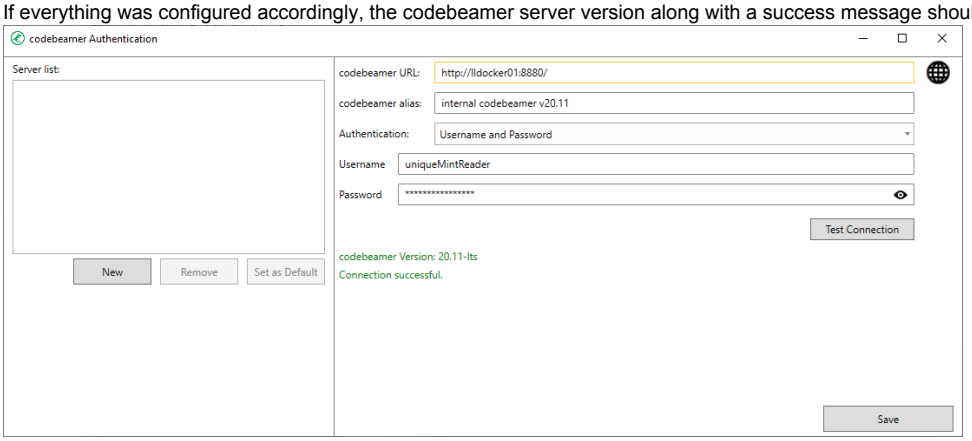
> If you enter the URL, make sure to enter the protocol (http://, https://, etc.).

> **Open codebeamer URL**
>
> You can directly open the entered codebeamer URL by clicking the globe icon next to the codebeamer URL text box.

3. Enter a user friendly alias for the server config. This alias will be displayed in the left-hand section of the server config dialog
4. For the authentication method select "Username and Password"
5. Enter your credentials (username and password)

> **codeBeamer user with API permission**
>
> Keep in mind, that every user who wants to use the Connector must have API permissions.

6. Hit "Test Connection"
7. If everything was configured accordingly, the codebeamer server version along with a success message should be displayed:



8. Hit "Save" to finish the configuration

The server configuration will be added to the list on the left-hand side. You can create multiple server configurations and switch between them. See Define Multiple Server Configurations for more information.

Configure a codebeamer Server with Open ID Connect (OIDC) Authentication

To configure a codebeamer server with OIDC authentication, follow the the steps below:

1. Click "New" to create a new server config
2. Enter the URL

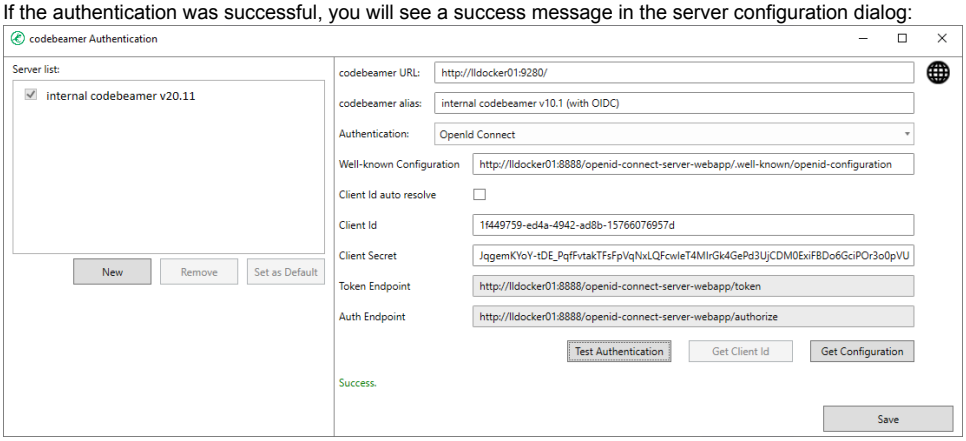
> If you enter the URL, make sure to enter the protocol (http://, https://, etc.).

> **Open codebeamer URL**
>
> You can directly open the entered codebeamer URL by clicking the globe icon next to the codebeamer URL text box.

3. Enter a user friendly alias for the server config. This alias will be displayed in the left-hand section of the server config dialog
4. For the authentication method select "OpenId Connect"
5. Input the URL for the Well-known Configuration
6. Hit "Get Configuration" to fill out the Token end Auth Endpoint
7. Enter the Client Id and the Client Secret

> **Client Id auto resolve**
>
> Depending on your OIDC workflow, the client can be possibly determined automatically. If that is the case, simply check the "Client Id auto resolve" checkbox and hit "Get Client Id".

8. Once everything is filled out, you can hit the "Test Authentication" button
9. You will be redirected to codebeamer to proceed with the OIDC authentication
10. After logging in, you will be redirected to a success webpage, which you can close
11. If the authentication was successful, you will see a success message in the server configuration dialog:



12. Hit "Save" to finish the configuration

The server configuration will be added to the list on the left-hand side. You can create multiple server configurations and switch between them. See Define Multiple Server Configurations for more information.

Define Multiple Server Configurations

It is possible to define multiple server configurations. You can add as many server configurations as you wish.

However, only one will be considered as the default configuration, which will be used for all features of the connector (mapping configuration, import, export, ect.)

To see with configuration is currenlty set as default, there are two ways to do this:

1. In the server configuration dialog

    a. Open the server configuration dialog with *Specialize > codeBeamer Connector > Configure codeBeamer Server Settings*
    b. Check the server list on the left-hand side, the default server has an ticked checkbox
2. In the mapping configuration dialog
    a. Open the mapping configuration dialog for one package
    b. The title of the dialog will tell you the codebeamer URL which is currently used

Share server configuration

If you want to share the server configuration with your colleagues, navigate to the following path on your machine:
%appdata%\LieberLieber\CodeBeamer.EaConnector

There you will find a file called "config.json". This file can be shared and has to be placed at the same location on your colleagues machine.

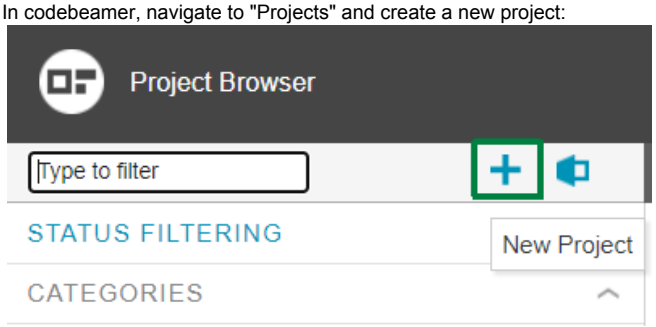
Configure a codebeamer Tracker for Export of EA Elements

This guide describes how to configure a tracker in codebeamer, in order to support the export of elements from Enterprise Architect.

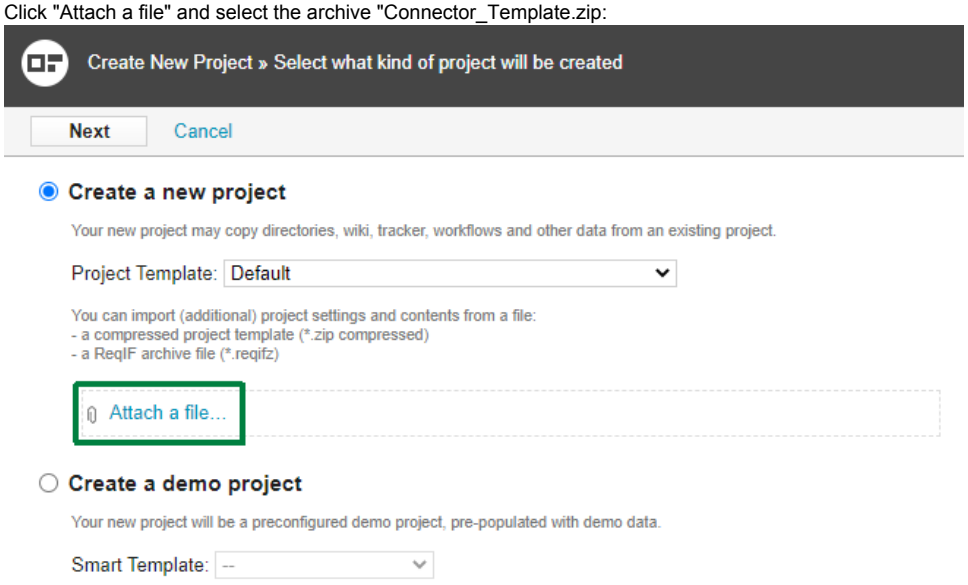
Template for Enterprise Architect exports

codebeamer offers the functionality to create projects based on templates. Project templates can contain multiple trackers, which can be serve as templates. With the templates it is easier to create trackers, especially for exports from Enterprise Architect, which have to be configured accordingly. To create a template project with template trackers for EA imports and exports, follow the steps listed below.

1. Download the template: 2.3.1_Connector_Template_Project.zip
2. In codebeamer, navigate to "Projects" and create a new project:

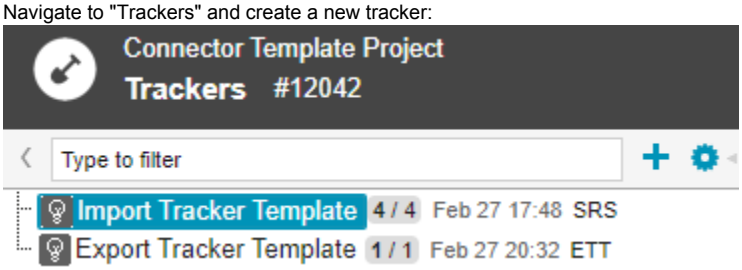


3. Click "Attach a file" and select the archive "Connector_Template.zip:



4. Provide a name and a key for your project.
5. Click "Finish"
6. A new project based on the template will be created.

7. Navigate to "Trackers" and create a new tracker:



8. Select the Type "Requirement".
9. In the template combobox you will now see the templates "System Requirement Specification" and "Export Tracker Template".
    a. If you want to create a new tracker for **importing to EA**, select the template "System Requirement Specification"
    b. If you want to create a new tracker for **exporting from EA**, select the template "Export Tracker Template"
10. Make sure the checkbox "Inherit template configuration" is checked.
11. Provide a name, key (short name) and description for the new tracker and finish with "Save".
12. If you want to, you can rename both template trackers.

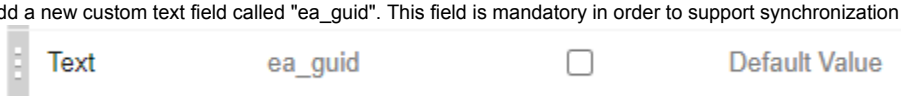
You can now easily create new trackers based on templates, which can be directly used for importing and exporting with the connector.

> **Used codebeamer Version**
>
> Note that the templates provided in this guide were created with the codebeamer version 20.11.

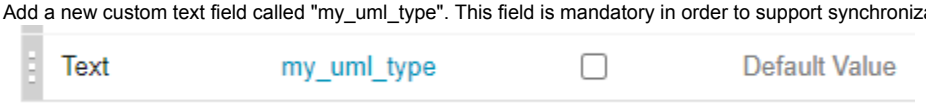
Steps for manually configuring a codebeamer tracker for export

If you want to manually configure a tracker without having a tracker template, follow the steps described below:

1. Create a new tracker of type "Requirement".
2. Navigate to the tracker's field settings page.
3. Add a new custom text field called "ea_guid". This field is mandatory in order to support synchronization of EA elements in codebeamer.



4. Add a new custom text field called "my_uml_type". This field is mandatory in order to support synchronization of EA elements in codebeamer.



> **Hide connector internal fields**
>
> If you do not want to show the connector internal fields (like ea_guid and my_uml_type) to the user, it is possible to hide this field by checking the "hidden" checkbox.

Further configurations and possible errors

Usage of codebeamer "type" (categories field)

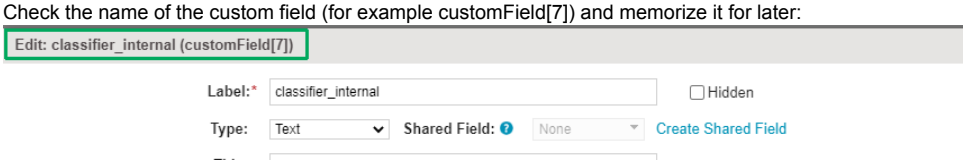
If the mapping configuration used for the export (see Mapping Configuration) used the "Categories" (or "Type") field from codebeamer, make sure that only existing "Category" values are used.
Otherwise the export will abort or create duplicate elements.

Furthermore, writing the field "type" during an export can cause issues if your user does not have the proper permissions to write the field. Please see the FAQ entry "field id not writable" for more information.

Displaying the Classifier of an exported element in codebeamer with a calculated field

If you want to export the classifier on an element and display it properly in codebeamer, you have to add **two custom fields** to the tracker. Follow the steps listed below:

1. Navigate to the tracker's field settings page.
2. Add a new custom text field, for example called "Classifier_internal". This field will hold the "raw" classifier data. Optionally, you can mark the field as hidden, so users won't see the internal field.
3. After adding the field, click on the field to edit it.
4. Check the name of the custom field (for example customField[7]) and memorize it for later:



5. Add another custom field, for example called "Classifier". This field will display the actual name of the referenced classifier element.
6. After adding the field, click on the field to edit it.
7. In the settings of the field, enter the following script in to the "Computed As" property:

> **Computed As for Classifier display**
>
> customField[7].split(";")[0]

   Replace the number in the [] by the number you memorized from step 4.
8. Save the settings and don't forget to save the tracker configuration as well (at the top of the fields page).

If you now want to export the classifier to codebeamer, you have to use the internal field in the mapping. The normal classifier field will automatically display the classifier value.
For more information on the mapping of the classifer, check the guide "Mapping the Classifier of exported elements".

Missing permissions for the "Parent" field

To properly recreate the structure from EA in codebeamer, the field "Parent" must be configured with the proper permissions. If the permissions for the "Parent" field are not set accordingly, the export will fail.
For more information please see the FAQ entry Insufficient Parent Field Permission.

Export of traceability links

If you want to export Trace Links to codebeamer (see Export of Traceability Links between codebeamer Requirements and EA Architecture Elements) to codebeamer, make sure that the assigned field for the reference has a valid link type.
If you are linking architecture elements to work items of type "Requirement" from a certain tracker, the "subject" field must have the according configuration.

Detection of deleted elements from EA

If you want the connector to detect elements during export, which were deleted in EA, check out the guide "Detect deleted elements from EA during Export to codebeamer".

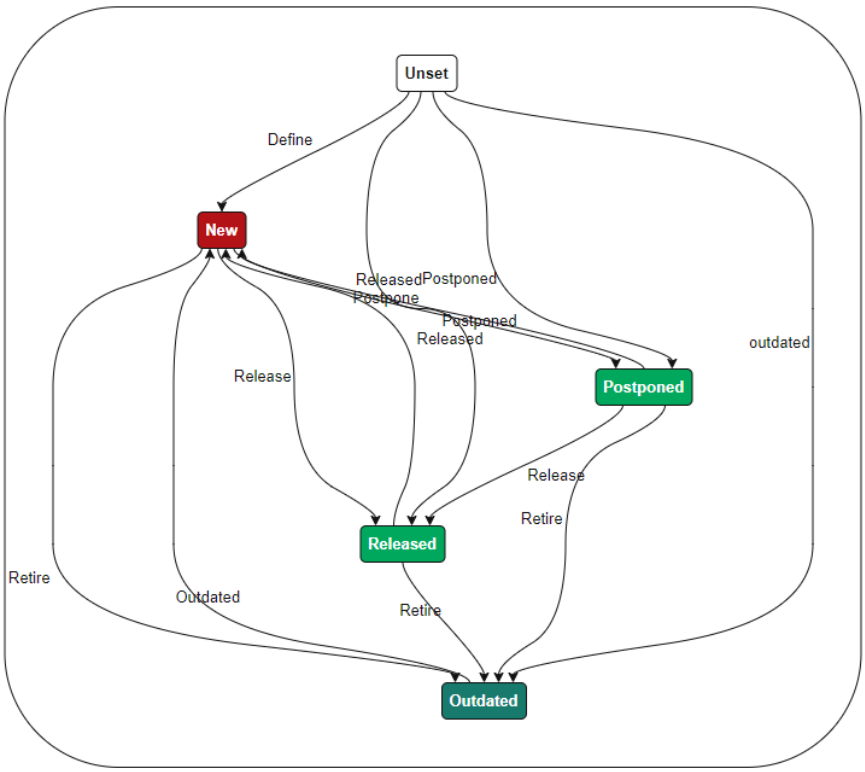
"Invalid state transition" or "item is not closed yet" error when exporting

If you start an export from EA to codebeamer and the export is aborted with an error message similar to "Invalid state transition" or "item is not closed yet", you are trying to set a status value in codebeamer, which does not correspond with the tracker configuration.
How status values are set, is configured in a state machine in the tracker's configuration. If the export violates the definition of the state machine and sets an invalid status value, one of the previous error messages will be shown after the export was aborted.

You can fix this kind of error with two possible approaches:

1. Configuring the state transitions
   a. Navigate to the tracker configuration and open the tab "State Transitions".
   b. At the bottom, you will see a diagram that shows you all allowed state transition

c. If you want to set the status from EA, add a state transitions from the status "Unset" to each other status value:



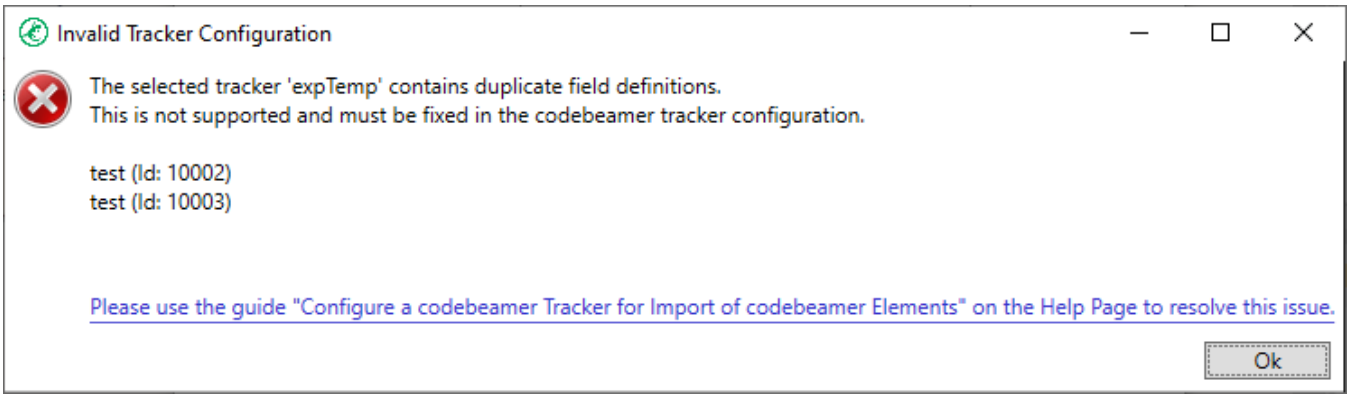
d. If you also want to support other transitions, make sure to also add all other possible transitions (from each state to any other)

2. Make sure only allowed states values are transferred from EA to codebeamer
   a. If you perform an initial export, make sure that all elements that are exported to codebeamer have a status value that is allowed coming from the status value "Unset"
   b. Most of the time, this is the status value "New"

Configure a codebeamer Tracker for Import of codebeamer Elements

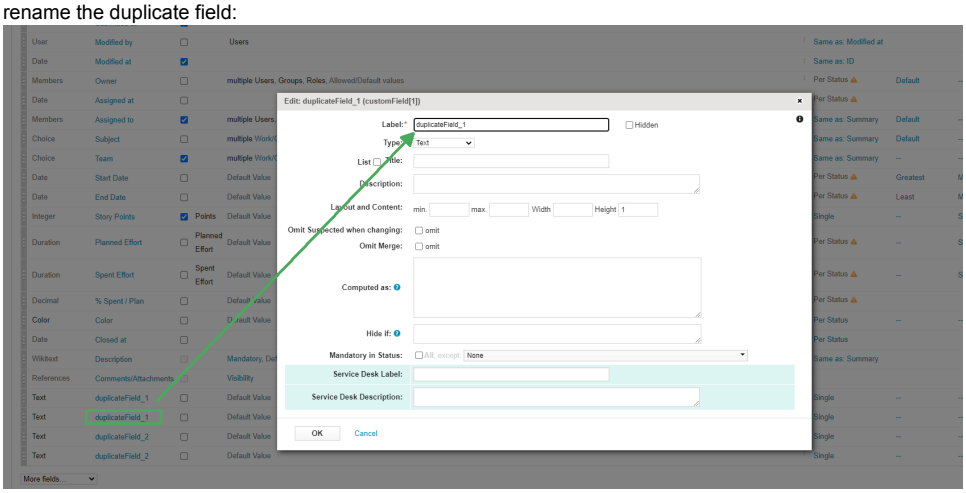
Ensure Uniqueness of Tracker Field Names

Basically, codebeamer tries to ensure that no field definitions with identical names are created for a tracker.
It might happen, that your tracker contains such duplicate field definitions anyways, f.e. when working with tracker templates and adding the field definition in both the tracker and the template. In this case. the codebeamer connector cannot create a valid mapping for such a tracker, and will inform you as such when selecting the tracker in the Mapping Configuration UI:

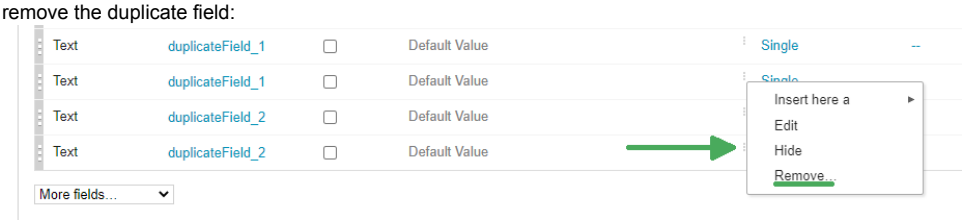


There are two ways to fix this issue in the trackre's configuration:

1. rename the duplicate field:



2. remove the duplicate field:



Mapping Configuration

Table of Contents

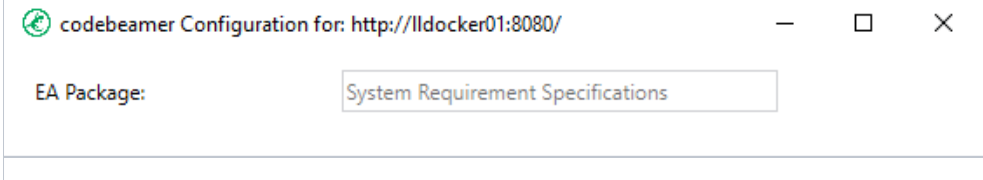
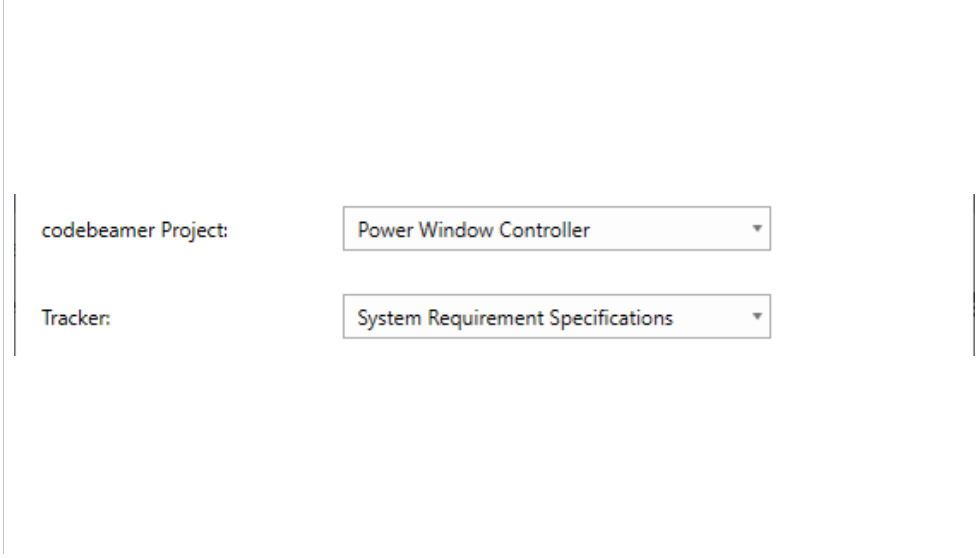
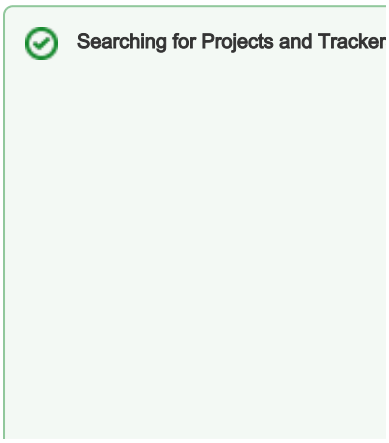
General

The Mapping Configuration is used to define which attributes from codebeamer work items are mapped to attributes from Enterprise Architect elements (and also vice versa).

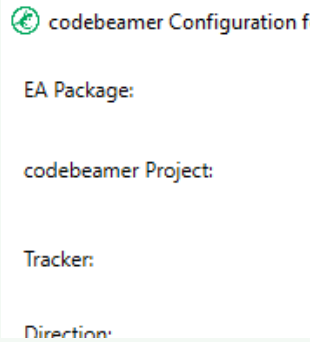
> **Pro Edition Disclaimer**
>
> This feature is only available in the Pro Edition. To get more information about the configuration feature in the Light Edition, please see Light Edition Configuration.

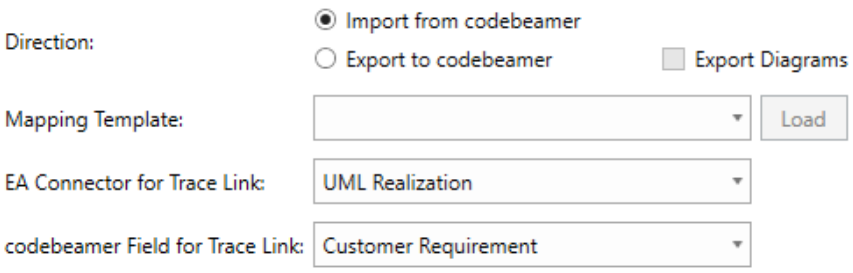
The configuration is maintained via it's own dialog, which can be accessed via the addin menu point "Configure Mapping for Package". It is also automatically invoked when starting an import/export for a package which does not yet have a fully configured mapping.

Here is an explanation of the different section in the mapping user interface:

UI Section	Title
	**Reference to EA** The package in EA, which is associated wit The associated package is always the one changed later on.
	**Reference to codebeamer** The codebeamer Project and Tracker. You can type in the name of the trkacer / pr 

If you want to find a specific codebe
typing the name.
A filter will be applied and the list w





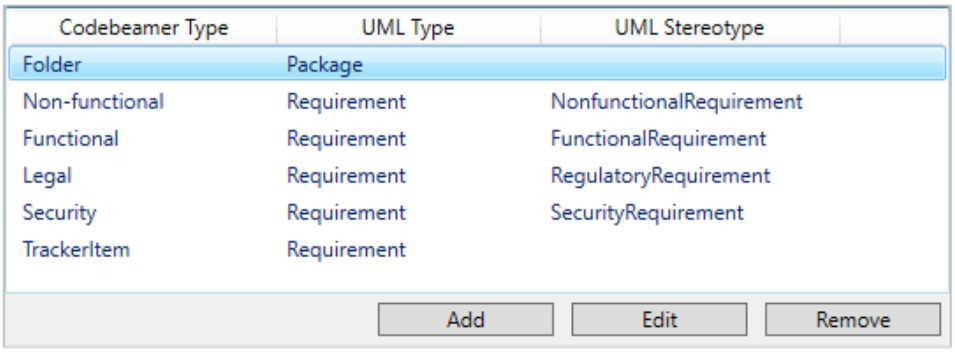
Mapping Settings

- **Direction**
  Either import **from** codebeamer **to** EA,
  If you select "Export to codebeamer" y
- **Mapping Template**
  A mapping template provides example
  attribute mappins. *The connector will r*
  the type and attribute mappings from t

  Please note that the configura
  doing so will erase any custon

  By default, templates will be loaded fro

  C:\Program Files (x86)\LieberLieber\co
  C:\Program Files (x86)\LieberLieber\co
  To customize templates and load them
  templates".
- **EA Connector for Trace Link**
  The connector type that is used for exp
- **codebeamer Field for Trace Link**
  The reference field in codebeamer tha



Type Mappings

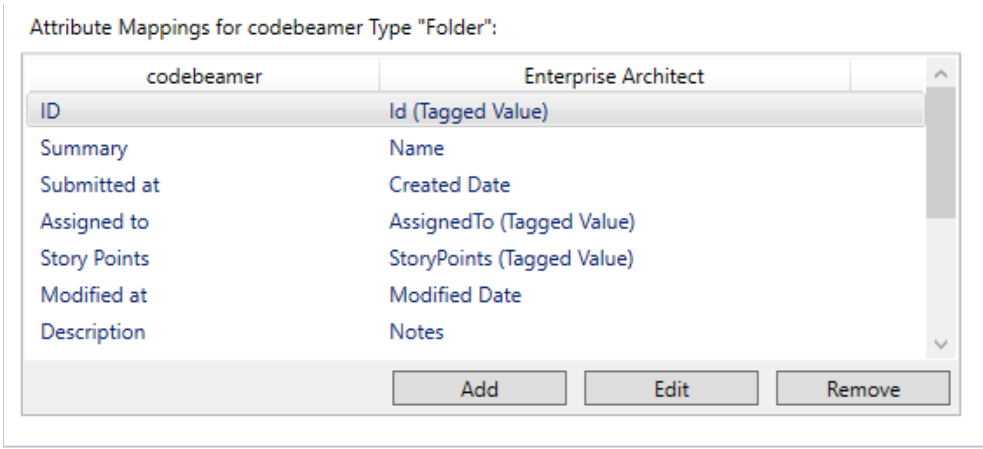
A list of which codebeamer tracker item typ

For a detailed explanation, see the chapter

Attribute Mappings

A list of which codebeamer fields mapped t
properties or tagged values.

For a detailed explanation, see the chapter



Trace Link Configuration

The Trace Link Configuration determines how traceability links are realized in Enterprise Architect. The provided selection is between various types of connectors provided by Enterprise Architect, and has implications for both the import and the export of functionalities:

- On Import, traceability links in the Enterprise Architect model are realized as connectors of the selected type between the imported elements
- On Export, traceability links in codebeamer are established based on connectors of the selected type in the Enterprise Architect model

The connector currenlty supports the following trace link types:

- Traces
  - EA Trace (15.1 and lower)
    EA versions 15.1 and lower used an UML "Abstraction" for trace links.
  - EA Trace (15.2 and lower)
    All EA versions higher than 15.1 use an UML "Dependency" for trace links.
- SysML Links
  - SysML Copy
  - SysML Derive
  - SysML Refine
  - SysML Satisfy
  - SysML Trace
  - SysML Copy
- Standard UML Links
  - UML Dependency
  - UML Realization

EA Trace Types

If you use a "trace" connector to establish the traceability, keep in mind that it depends on the EA version where you created the trace connector. If you created the connector with EA 15.1 and lower, but use a more recent version like 15.2, you still need to use the trace link type "EA Trace (15.1 and lower)".
If you want to use the newer link type, you have to recreate the connector or change its type to "Dependency" in EA.

Type and Attribute Mappings

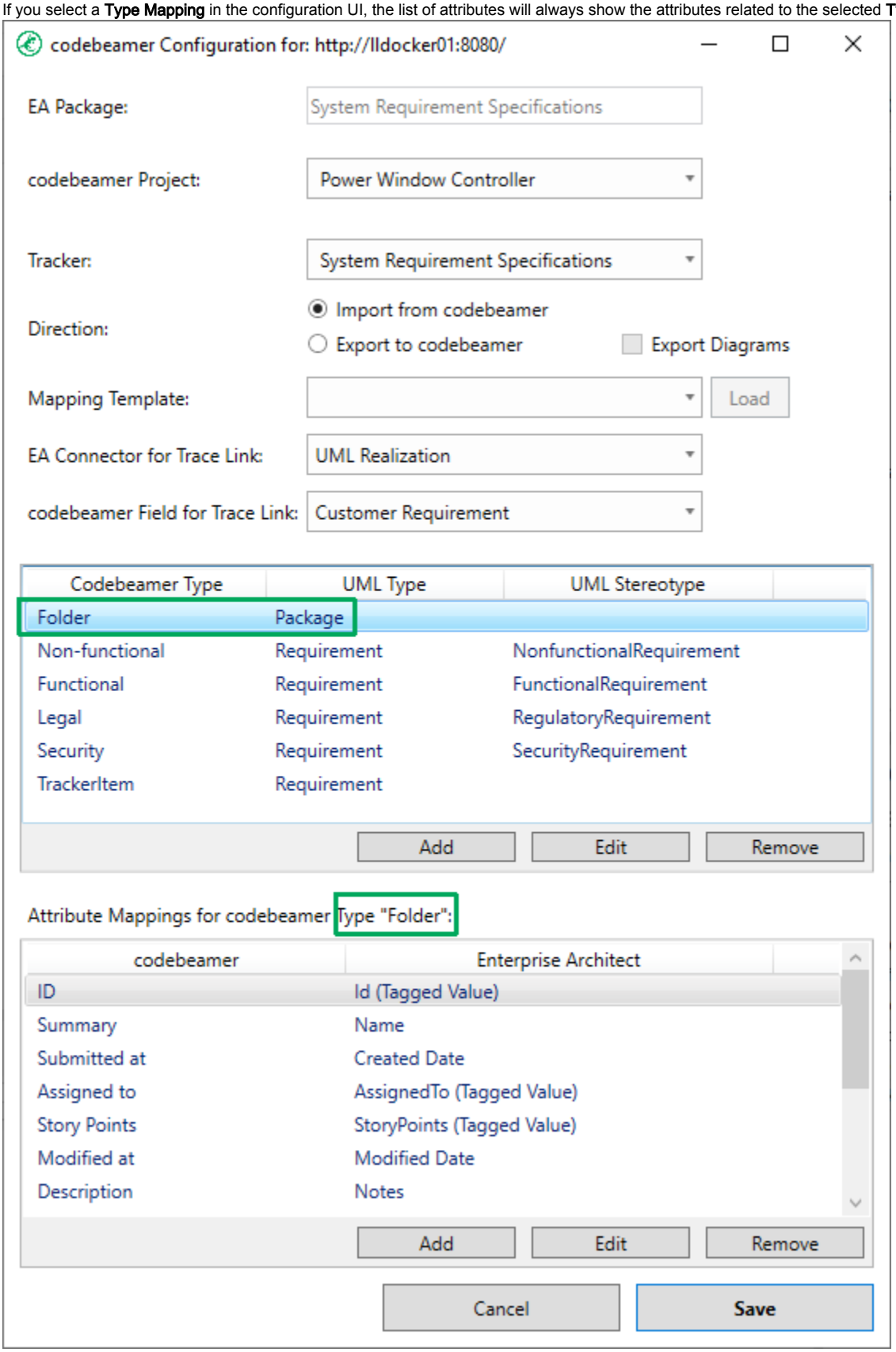
It is possible to create a mapping for a codebeamer tracker item type.

A mapping consists of the following entries:

- **Type Mapping**
  Defines which codebeamer tracker item type is mapped to which EA element type

- (one or many) **Attribute Mappings**
  Defines which attributes from a tracker item are mapped to which attributes from an EA element

If you select a **Type Mapping** in the configuration UI, the list of attributes will always show the attributes related to the selected **Type Mapping**:

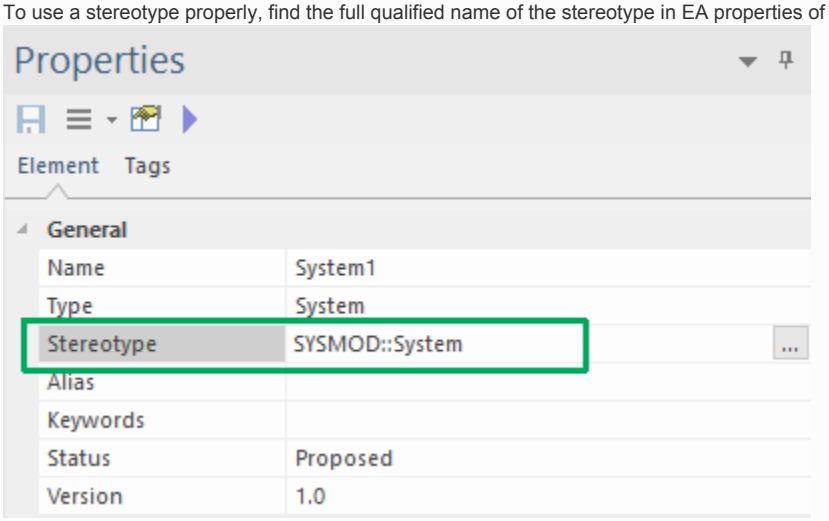


Type Mapping

The type configuration establishes a list of one-to-one relations between a specific codebeamer element type and its UML equivalent in the Enterprise Architect model.

Keep in mind, that since EA 15 only stereotypes from a stereotype definition or an UML Profile / MDG Technology can be used. It is not possible to enter a "free-text" stereotype.

To use a stereotype properly, find the full qualified name of the stereotype in EA properties of that element:



The value of the stereotype property has to be used for a type mapping with a stereotype.

With the release 2.3.1 of the codebeamer connector, SysML Stereotypes are supported by default and are available as special EA element types. When using SysML, it is not necessary to add the full qualified stereotype.

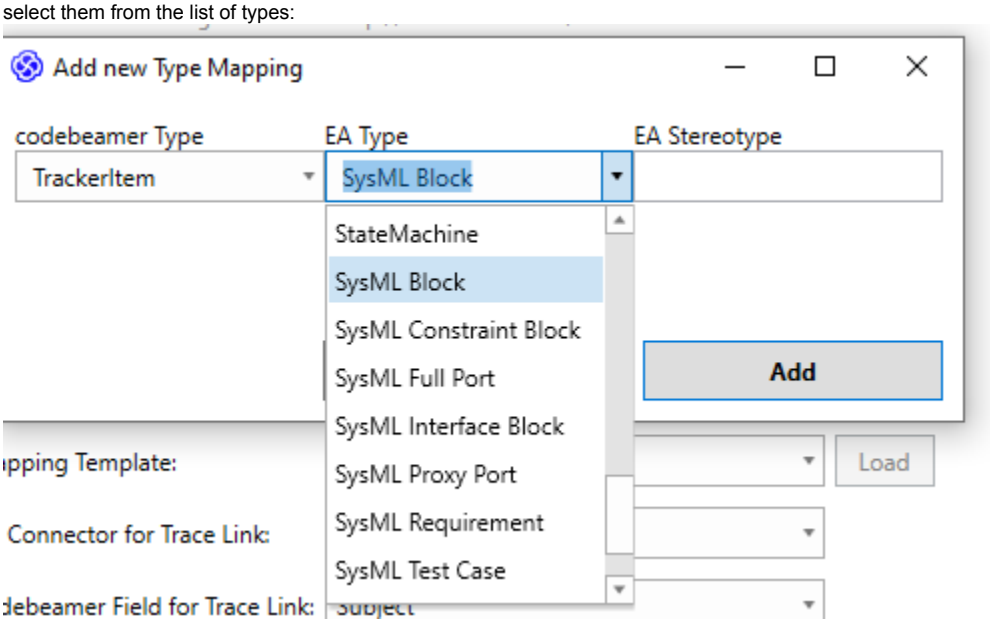
Differences between EA and UML Element Types

Since our technology is based on UML, we also use the UML names of the element types. However, EA uses a different name for some of the offered element types.
To see which types **are not called the same** in the Mapping UI as in EA, check the table listed below:

EA Element Type	Type in the Mapping UI
ActionPin	ActionInputPin
Action (atomic)	OpaqueAction
ActivityParameter	ActivityParameterNode
Attribute	Property
Object	InstanceSpecification
Part	Property

SysML Element Types

With the release of the version 2.3.1, SysML Types are now supported in a much more convient way. To use SysML element types, all you have to do is to select them from the list of types:



> In order to use "Block Properties" (internal Parts of Blocks), you have to use the EA Type "Property".

Generic Type Mapping "TrackerItem"

The first entry in the list of available codebeamer types is called "TrackerItem".
This type is used as a generic type mapping, which applies to **every** item found in the codebeamer tracker.

However, if you also define a type mapping, which refers to a codebeamer type stored in the field "Categories", all elements with the corresponding type will be taken into account.

For example:
A tracker consists of five tracker items:

- Item 1: Category = "–"
- Item 2: Category = "Functional"
- Item 3: Category = "Non-Functional"
- Item 4: Category = Folder
- Item 5: Category = Folder

The type mapping is defined as follows:

codebeamer Type	EA Type
Folder	Package
TrackerItem	Requirement

This mapping will create EA Packages for the items "Item4" and "Item5". Every other element, no matter the type, will be created as EA Requirement.

> **Generic Type Mapping at the end**
>
> In order to define a "fallback type mapping", you have to add the generic type mapping "TrackerItem" at the end.
> If the generic type mapping is added at the beginning, it will overwrite every other mapping and will be used as default.

Filter out unwanted tracker item types

It is possible to only import a specific set of tracker item types. You can do that by not configuring a "generic tracker item mapping", as it is described above.

For example:
A tracker consists of five tracker items:

- Item 1: Category = "–"
- Item 2: Category = "Functional"
- Item 3: Category = "Non-Functional"
- Item 4: Category = Info
- Item 5: Category = Info

The type mapping is defined as follows:

codebeamer Type	EA Type
Functional	Requirement
Non-Functional	Requirement

This mapping will only import the tracker items "Item2" and "Item3", since there is no default type mapping, that considers tracker items with other types.

Special Case "Requirement"

The basis for the connector and the mapping to EA element is UML. Since Requirement elements are not standard UML but EA is providing them, a special mapping entry has to be introduced.

Attribute Mapping

The attribute mapping defines which attributes from a codebeamer element are mapped to which attributes of an EA element (and vice versa).

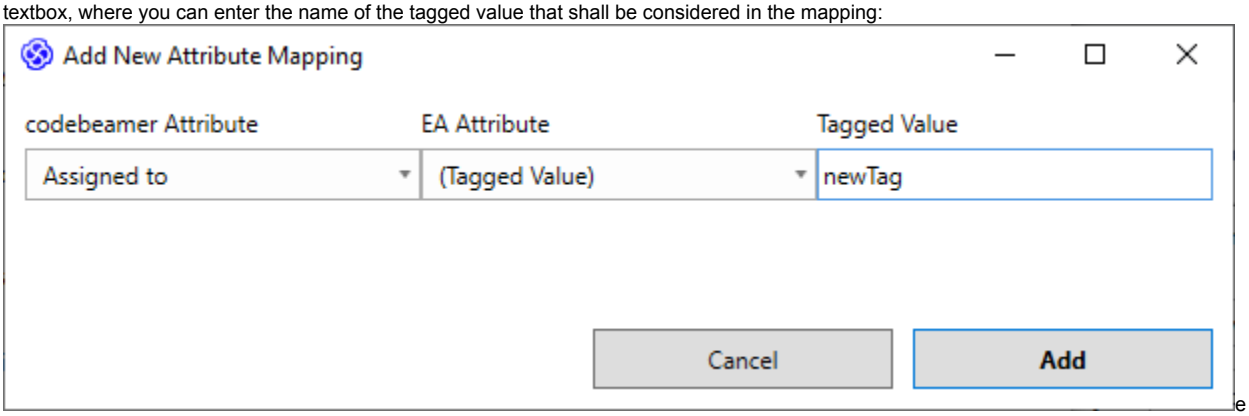
The attributes available for mapping are partially dependent on the selected tracker, as the tracker might offer custom attributes.

Currently, the following attributes are supported:

- (Tagged Value) (custom attributes that are created as tagged values)
- Alias
- Author
- Classifier (the instance classifier, property type, port type, etc. of an element)
- Complexity
- Created Date
- Lower Bound (LowerBound of the Multiplicity for some element types)
- Modified Date
- Multiplicity (some element types use a different Multiplicity attribute)
  Name
- Notes
- Phase
- Primitive Type (simple types that can be select in EA such aus int, bool, long, etc.)
- Status
- Stereotype
- Upper Bound (UpperBound of the Multiplicity for some elements)
- Version

Use Tagged Values for Attribute Mappings

In order to use a tagged value for an attribute mapping, simply select the (Tagged Value) entry from the list of available EA Attributes. This will enable a textbox, where you can enter the name of the tagged value that shall be considered in the mapping:

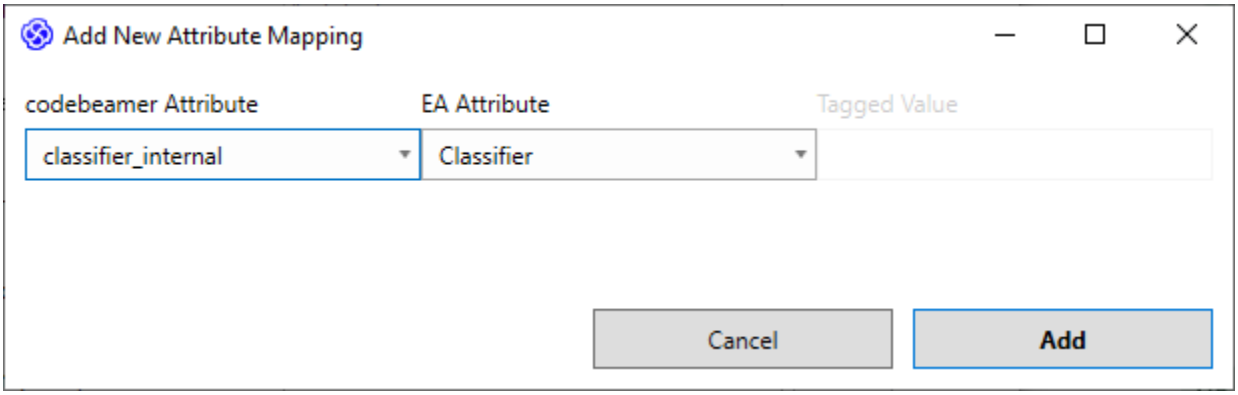


Mapping the Classifier of exported elements

If the classifier of an element is used in an export mapping, a special field configuration is needed in codebeamer to properly display the classifier field.

In codebeamer, you have to create **two custom fields** for the classifier, one (hidden) field to hold the raw data (name + id of the referenced element) and one to display the proper name of the classifier element.
To configure these two fields, check the guide "Displaying the Classifier of an exported element in codebeamer with a calculated field".

In EA, you have to map classifier on an element to the **internal classifier field**, for example:



Mandatory Attribute Mapping for the "Open in codebeamer" Feature

It is possible to open a tracker item directly in codebeamer, by either double clicking the representative element in EA, or selecting the menu *Specialize > codebeamer Connector > Open in codebeamer*.

To enable this feature, an attribute mapping for the codebeamer field "Uri" has to be created. If you create a custom mapping, the connector will automatically create this mapping entry for you.
Every new attribute mapping that will be created, consists of the following mappings:

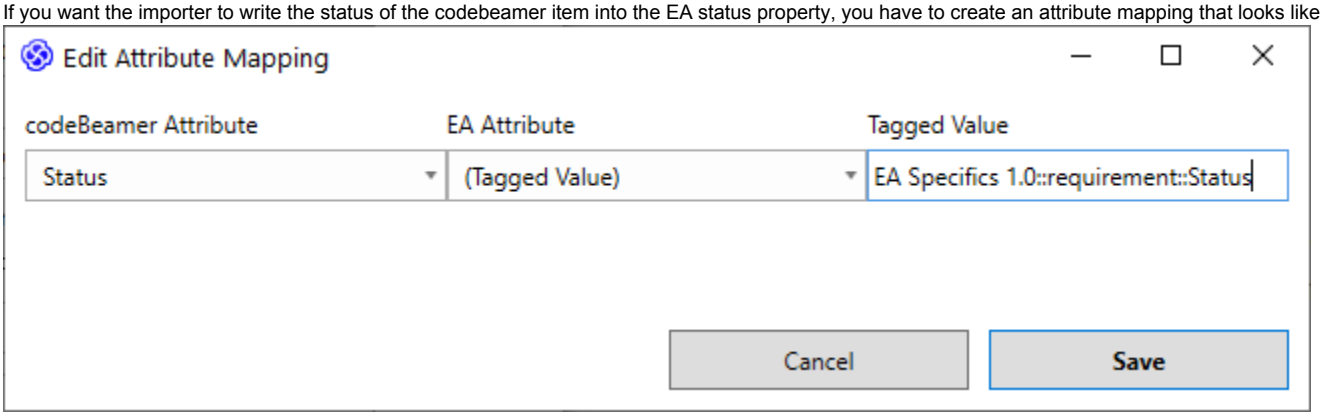
- Summary → Name
- Description → Notes
- Uri → Uri (Tagged Value)

If you remove the Uri mapping, the "Open in codebeamer" feature will be disabled.

Using the "Status" property of Requirements in EA

In order to save and visualize the status property of requirements in EA properly, the attribute mapping has to be done in a specific way.

If you want the importer to write the status of the codebeamer item into the EA status property, you have to create an attribute mapping that looks like this:



Choose "(Tagged Value) for the EA Attribute and insert the following string into the "Tagged Value" textbox:

```
EA Specifics 1.0::requirement::Status
```

However, we recommend not using the status property from EA or codebeamer for attribute mappings. In both tools, the status properties are predefined values, which should be set direclty in the tool, with the allowed values and they might be related to specific workflow and / or state transitions.

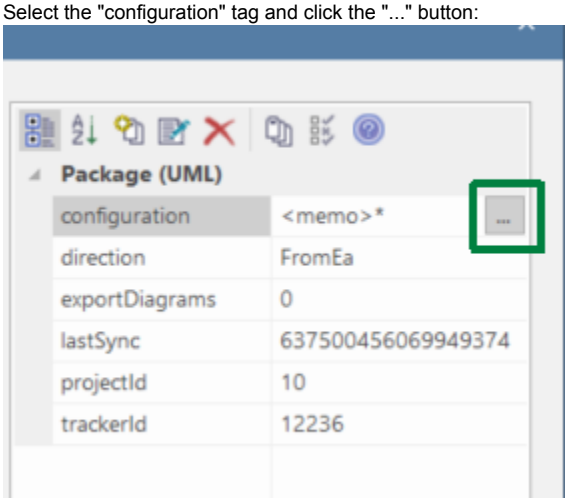
Create custom mapping templates

It is possible to create custom templates for mapping configurations. This guide describes how to create such a custom template and also how to load templates from an additional location, where admin rights are not needed for modification.

Create a custom mapping template

Currently, there is no UI support for customizing or creating new templates. However, this is possible with the steps listed below:

1. In EA, select an unconfigured package an start the configuration UI with "Specialize > codebeamer Connector > Configure Mapping for Package".
2. Create your custom mapping and finish with "Save".
3. Select the configured package in the project browser.
4. Right-click and select Properties > Properties...
5. In the property dialog on the lower right, select the tab "Tags".
6. Select the "configuration" tag and click the "..." button:



7. The tagged value notes will be shown.
8. Copy the entire XML content.
9. Create a new file with the extension ".xml", paste the copied content and save the file.
10. Based on the configured direction of the template, place the XML file in the following location:
    a. Import: *C:\Program Files (x86)\LieberLieber\codebeamerEAAddin\mapping\Import*
    b. Export: *C:\Program Files (x86)\LieberLieber\codebeamerEAAddin\mapping\Export*

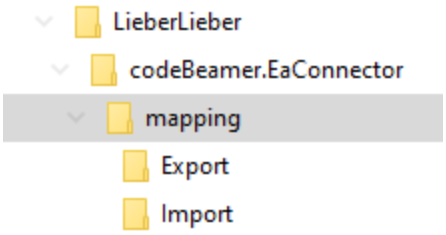
If you cannot paste files to the Program Files folder, check out the next chapter for creating an additional loading location.

Additional loading location for templates

By default, templates will be loaded from the paths:

- *C:\Program Files (x86)\LieberLieber\codebeamerEAAddin\mapping\Export*
- *C:\Program Files (x86)\LieberLieber\codebeamerEAAddin\mapping\Import*

If you created custom mapping templates but you cannot copy the files to the "Program Files" folder (due to restrictions), you can create an additional location for loading templates.
Navigate to the folder *C:\ProgramData\LieberLieber* and create a folder called "codebeamer.EaConnector". In the folder "codebeamer.EaConnector" create a folder "mapping" and within the mapping folder create two folders called "Import" and "Export".
The final structure in the explorer should look like this:



Copy templates for importing to the "Import" folder and templates for exporting to the "Export" folder.

Once the templates are located in the respective folders, the custom templates should be available in the template section of the mapping configuration dialog.

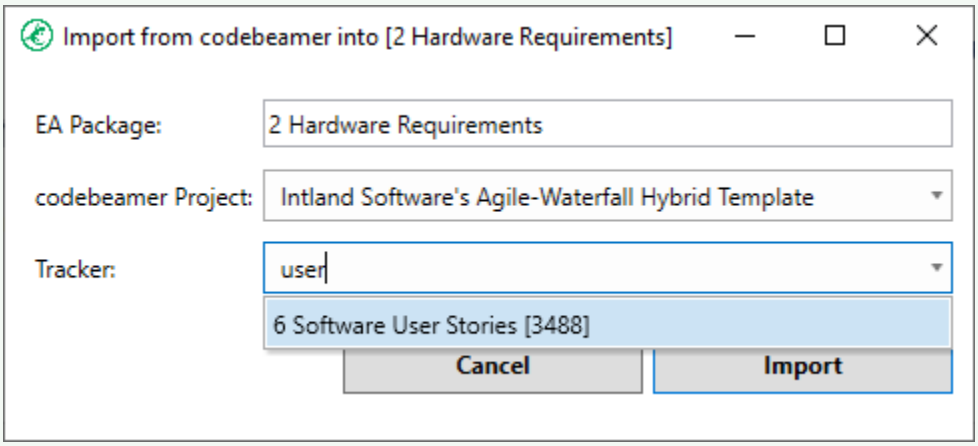
Light Edition Configuration

The Light Edition of the codebeamer Connector allows the user to configure the following:

- codebeamer Project
- codebeamer Tracker

Searching for Projects and Trackers

If you want to find a specific codebeamer project or tracker quickly, just click into the combo box and start typing the name.
A filter will be applied and the list will offer all matching projects or tackers:



The data from the selected tracker will be imported using a standard mapping:

codebeamer Attribute	EA Attribute
ID	Id (Tagged Value)
Summary	Name
SubmittedAt	CreatedDate
Uri	Uri (Tagged Value)
ModifiedAt	ModifiedDate

This edition won't store the settings made by the user. If you want to save the codebeamer project and tracker, as well as define an attribute mapping, please consider the Pro Edition.

Frequently Asked Questions

We grouped the frequently asked questions in to the categories Enterprise Architect support, codebeamer support, functionality, failing imports & exports:

Enterprise Architect Support

Which versions of Enterprise Architect are supported?

Please see the documentation of the System Requirements.

Does the import & export of data run on a local client only?

Yes, but the technology is ready for automated execution on server-side.

Feel free to contact us for an discussion on your specific expectations regarding server-side execution as we definitely want to leverage the potential of the used technology:
welcome@lieberlieber.com or info@intland.com.

Does the connector work with the EA Cloud Service?

No, the EA Cloud Service is not supported. Only direct database connections are supported.

Does the connector work on server-based EA repositories?

Yes, the connector supports the following database systems:

- MySQL
  - 64-bit drivers are required
- Microsoft SQL Server
- Oracle

Does the connector work with encrypted EA connection strings?

No, the connector does not support connection strings, which are encrypted.

codebeamer Support

How can I configure the codebeamer Server?

Please see the following guide: Credentials for the codebeamer Server.

Which codebeamer server version are supported?

Please see the documentation of the System Requirements.

Functionality

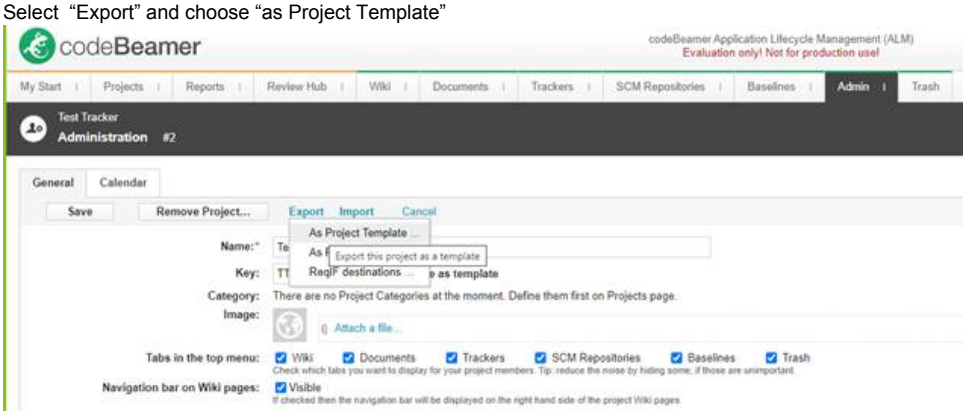
The connector does throw an error or doesn't work as intended, what should I do?

In order to ideally analyze the problem, we need the following information:

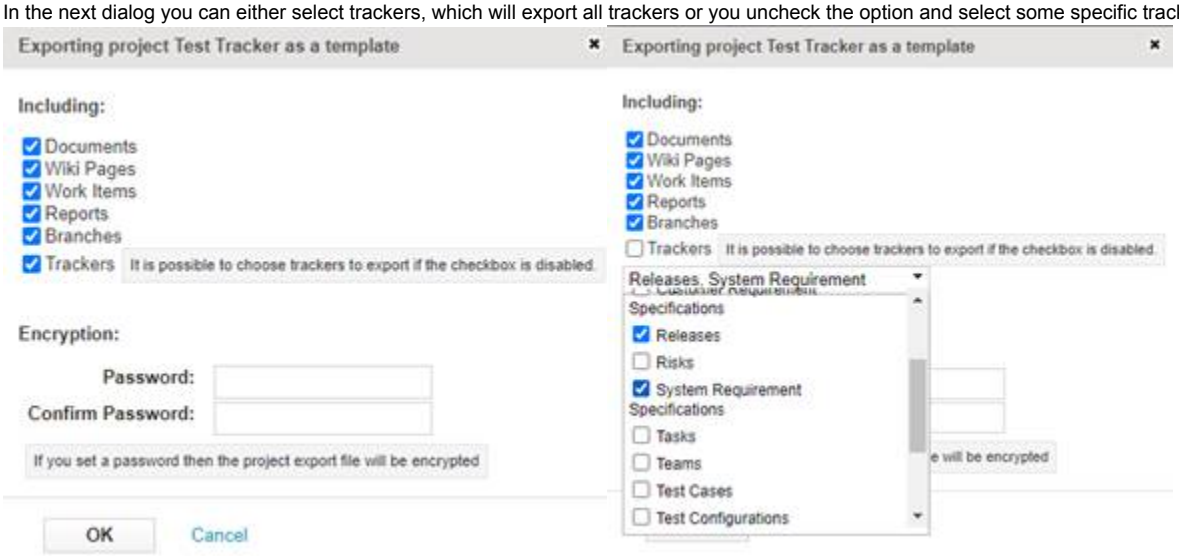
- The codebeamer server version
- The EA version
- A error description / screenshot of the error
- The extended log files (see Logfiles for details)
- The EA project that was used for the import / export
- The trackers that were used for the import / export

To export a tracker along with all its data and configuration, follow the following steps:

- Select the project
- Navigate to the Admin tab
- Select “Export” and choose “as Project Template”



- In the next dialog you can either select trackers, which will export all trackers or you uncheck the option and select some specific trackers:

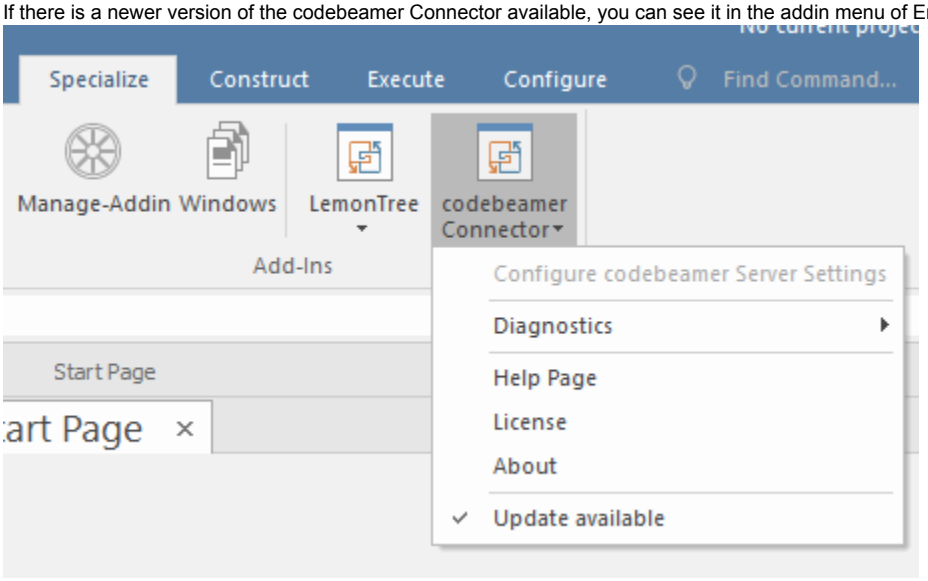


- This will create a zip archive, which we can use as template for creating a new project.

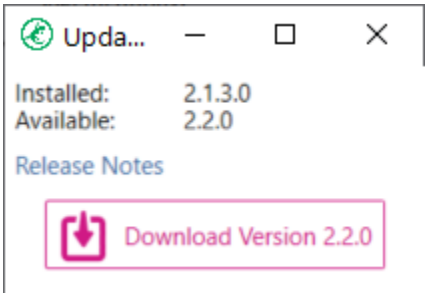
If you have this information, please open a support ticket at support@lieberlieber.com.

Do I have the latest version of the connector installed?

If there is a newer version of the codebeamer Connector available, you can see it in the addin menu of Enterprise Architect:



If you click the menu "Update available", you will see the information about the new version and you will be able to download the latest version:



Does the connector write log files and where can I find them?

Yes, the connector does write log files. All log files are located at "%appdata%/LieberLieber\codebeamer.EaConnector\logs".
If you need to provide log files to the LieberLieber Support (support@lieberlieber.com), it helps us the use the extended logging mechanism.

In the main menu of EA, select *Specialize > codebeamer Connector > Diagnostics > Enable extended logging*.
This will create more detailed log files for the current EA session (until EA is closed).

> Please note, that this can potentially log sensitive information, since we log the data that is coming from the trackers in detail.

To get the log files, use the menu *Specialize > codebeamer Connector > Diagnostics > Export logs...*
This will create a zip archive containing all log files.

What do I have to configure before using the connector?

Configuration in EA

The data that is exchanged between EA and codebeamer, is defined in a so called "Mapping Configuration", which is always associated with a package in EA.
How to configure a mapping is described here: Mapping Configuration

Configuration in codebeamer

If you want to export data from EA to codebeamer, you have to define a Mapping Configuration and also configure the destination tracker in codebeamer accordingly. You can either use a project template that inlcudes tracker templates for both import and exports trackers, or you can manually configure a tracker for export.
Both configuration variants are described here: Configure a codebeamer Tracker for Export of EA Elements

Is it possible to import / export connectors from / to codebeamer?

Yes, it is possible to define a mapping for a so called "Trace Link". The connector will take the codebeamer field "Subject" into consideration.
Connectors in EA are mapped to "Upstream References" in codebeamer.

For further information please see the following pages:

- Import of Traceability Links between codebeamer Elements
- Export of Traceability Links between codebeamer Requirements and EA Architecture Elements

for more info.

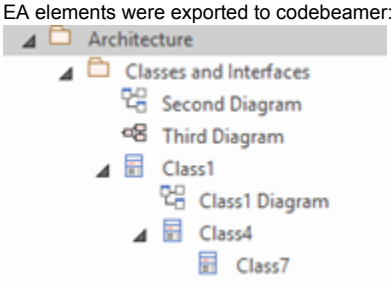
How can I filter out unwanted tracker item types for a codebeamer import?

It is possible only import specific tracker item types. For more information, check out the guide Mapping Configuration.

How can I reverse a parent - child relationship for EA elements exported to codebeamer?

Think about the given scenario:

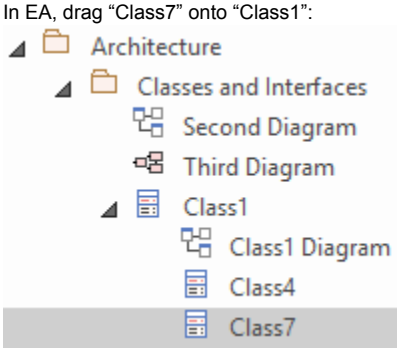
EA elements were exported to codebeamer:

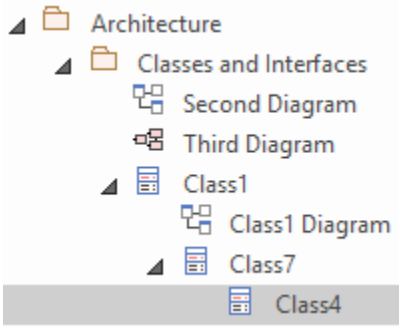


If you try to reverse the parent – child relationship for „Class4“ and „Class7“ in EA and export this to codebeamer, the export will fail. The API of

codebeamer does not allow such a change in one single write operation.

For the example given above, do the following:

1. In EA, drag “Class7” onto “Class1”:


2. Start the export to codebeamer.
3. When the export was finished, drag “Class4” onto “Class7” in order to make it a sub element of “Class7”:


4. Run the export to codebeamer again.

The result is a successful reversal of the parent – child relationship, done in two steps.

Why is the feature "Open in codebeamer" disabled?

This feature requires the codebeamer field "Uri" mapped to an EA tagged value, called "Uri".
For more information, see Mandatory Uri Attribute Mapping.

What does the codeBeamter type "TrackerItem" mean?

In the configuration UI, the codebeamer type "TrackerItem" means a generic type. This is used to configure a mapping, which applies to **every item in the tracker**. This is useful, if you want to have a quick and easy mapping, that covers all elements from the tracker.
It can be also used as a "fallback" mapping, which considers all elements without a specific "Category".

For more information, please see the documentation for the TrackerItem Type.

Failing Imports & Exports

Why is the import of requirements aborting with an error message similar to "Unsupported type change: ..."?

This error occurs if the import would change any EA element to an EA package, or the other way round. This can occur if you change the mapping or for example the value of an attribute, which is mapped to the element type (such as the "type" attribute in codebeamer, changed from "Folder" to "Functional")

In Enterprise Architect, UML elements are stored in different database tables. A class, interface, usecase, requirement, etc. is treated as an "object" and is stored in a different database table as a package.
Changing the type from any element to package (or package to element) would trigger a switch of the database table, which is not allowed. In EA it is also not possible to create such a change to an element or a package.

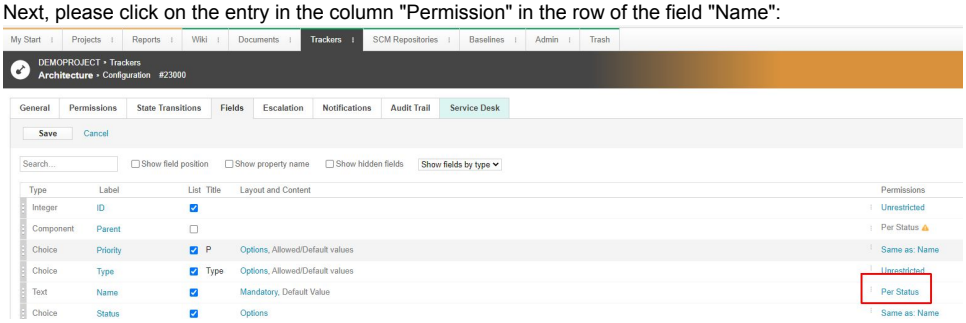
Why is the export to codebeamer failing with the error message "field with xx id is not writable"?

This error can occur, when the connector tries to write a field in codebeamer, for which the user doesn't have proper permissions.

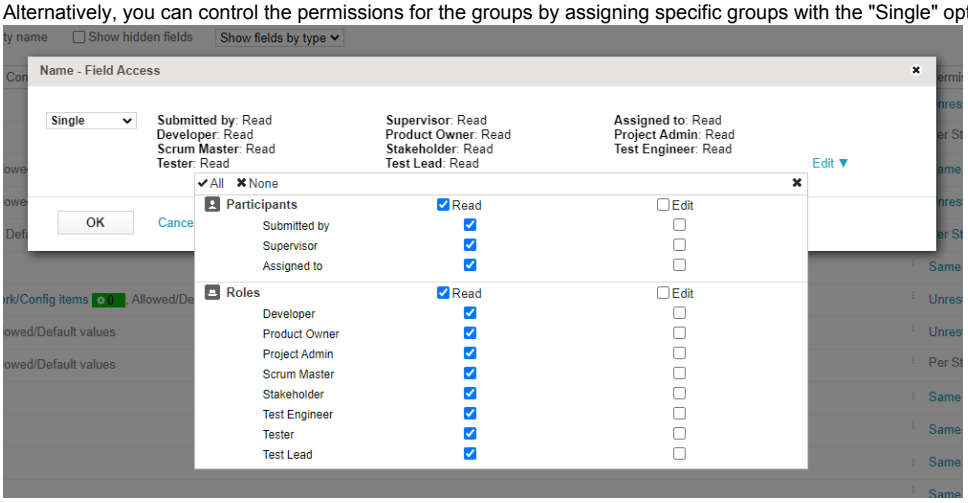
To solve this, you need to change the configuration of the tracker you are exporting to. The following description shows how to set the proper permissions for the "Name" field (ID 3).

You can change the permission for the "Name" field with the following steps:

1. You can access the Configuration by right clicking on the Tracker > Configure.
2. Then navigate to the menu "Fields".
3. Next, please click on the entry in the column "Permission" in the row of the field "Name":



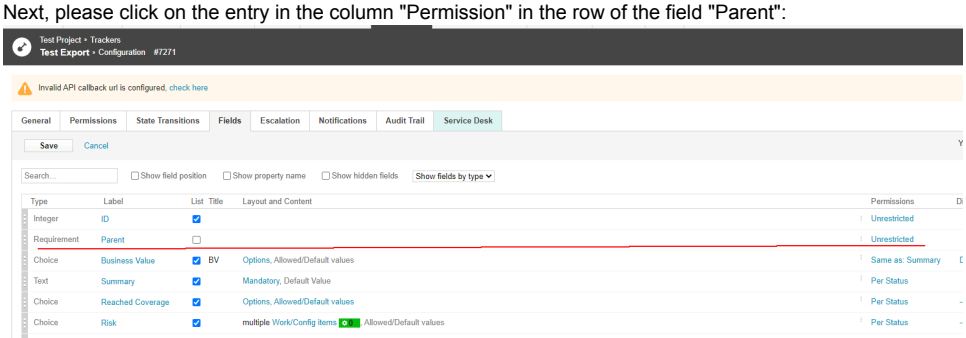
4. After that you can change the permissions for the field (the option "Unrestricted" removes all restrictions, but then any user can change the field at any time).
5. Alternatively, you can control the permissions for the groups by assigning specific groups with the "Single" option:



Why is the export to codebeamer failing with the error message "not permitted to set the parent item"?

In a tracker configuration you can set permission for the "Parent" field, which is needed when exporting (because the hierarchy is recreated according to the structure in the EA project).
To fix this issue, follow these steps:

1. You can access the Configuration by right clicking on the Tracker > Configure.
2. Then navigate to the menu "Fields".
3. Next, please click on the entry in the column "Permission" in the row of the field "Parent":

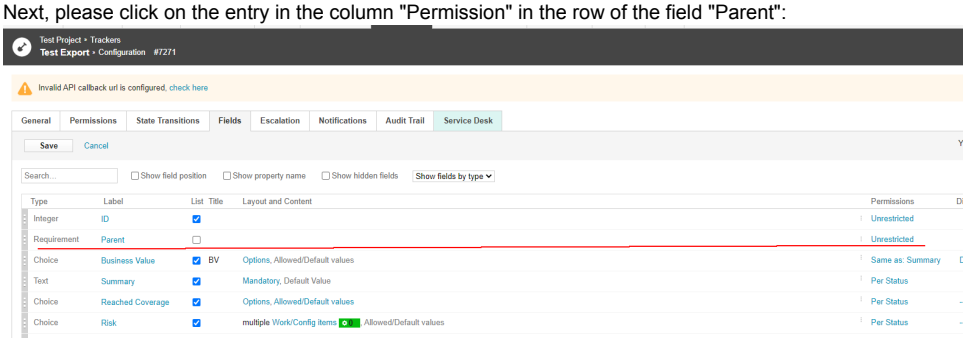


4. After that you can change the permissions for the field (the option "Unrestricted" removes all restrictions, but then any user can change the field at any time).
5. Alternatively, you can control the permissions for the groups by assigning specific groups with the "Single" option

Why is the hierarchy of elements not replicated when importing from codebeamer to EA?

If the user performing the import does not have the proper permissions to read the "parent" field in codebeamer, the connector is not able to replicate the hierarchy from codebeamer in EA.
To fix this, follow these steps:

1. You can access the Configuration by right clicking on the Tracker > Configure.
2. Then navigate to the menu "Fields".
3. Next, please click on the entry in the column "Permission" in the row of the field "Parent":



4. After that you can change the permissions for the field (the option "Unrestricted" removes all restrictions, but then any user can change the field at any time).
5. Alternatively, you can control the permissions for the groups by assigning specific groups with the "Single" option

Changelog

You can check, if you have installed the latest version. For more information, check the guide in the FAQs: Check for latest version

Release Date

- EA Connector for codebeamer version 2.3.2 was released on October 29th, 2021.
- EA Connector for codebeamer version 2.3.1 was released on August 31th, 2021.
- EA Connector for codebeamer version 2.3.0 was an internal release.

New required tracker field

Starting with codebeamer Connector 2.3.1, all codebeamer trackers used as an export target need to also have an additional custom field named "my_uml_type" (without the quotes).

For more info, please refer to this page: Configure a codebeamer Tracker for Export of EA Elements

codebeamer Version Restriction

The versions 2.3.x of the EA Connector for codebeamer **only support codebeamer version 10 and higher.**

The minimum supported version of codebeamer is **version 9.5**.
If you want to use codebeamer version 9.5, please use the **older version 2.0.5** of the EA Connector for codebeamer: Release 2.0

For more information on the compatibility of codebeamer / Retina versions and versions of the connector, please refer to the System Requirements.

What's New

Summary	Description	Version
Ordering on Export Deactivated	In a previous version, we introduced ordering of exported TrackerItems. Unfortunately, this feature has a significant negative impact on performance, and artificially inflates the number of shown changes before the export. Due to these aspects, this feature is deactivated until further notice.	2.3.2
Easier usage of SysML Types	SysML Types are now much more convenient to use. SysML specific type mappings have been introduced as well as SysML Mapping Templates for import and export. For more information, please go here: Mapping Configuration	2.3.1
Export of Diagrams as dedicated tracker items	Diagrams will now be exported as dedicated tracker items, including the diagram images as attachment.	2.3.1
Formatted EA notes are exported to codebeamer	Formatted EA notes will be now properly displayed with markdown in the tracker item description (except for the color).	2.3.1
Multiple codebeamer servers can be configured	It is now possible to configure multiple codebeamer servers (with either user name and password authentication or OIDC authentication) and define a default server.	2.3.1
Navigation links are no longer created with a full path	Previously, the connector created the navigation hyperlinks in codebeamer with a full local path (from the user that started the export). Now the connector will only use the name of the EA project that was used for the export.	2.3.1
Support of additional attributes	Additional attributes were added to the Attribute Mapping Dialog: Alias, Classifier, Lower Bound, SimpleType, Stereotype, Upper Bound. For more information on the mapping of these attributes, read the guide "Mapping Configruation".	2.3.1
Support of codebeamer version 21.04	codebeamer version 21.04 is now officially supported.	2.3.1

Support of custom fields for importing subject links	It is now possible to import trace links to EA, which are stored in custom fields (not only the standard "Subject" field).	2.3.1
Support of Open ID Connect (KeyCloak)	It is now possible to use Open ID Connect (OIDC) to authenticate at a codebeamer server.	2.3.1

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Summary	Description	Version
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1-Letter-Password	The authentication dialog now also accepts 1-letter passwords. We still wouldn't recommend those, though.	2.3.2
Default name for exported elements without a name	All elements that were exported from EA without a name, received a default name. Now those elements will have the name "–" (since empty names are not allowed).	2.3.1
Deleted elements during export to codebeamer are not detected on the root level	During export to codebeamer, the connector is now capable of detecting elements that were deleted in EA. To use this feature, please refere to this guide: Detect deleted elements from EA during Export to codebeamer	2.3.1
Diagrams Are Always Counted as Added and Deleted	During export, all considered diagrams were counted as added *and* deleted. This issue is fixed now	2.3.1
Import: Placeholder mechanism destroys existing EA elements	Under certain circumstances, existing elements could be replaced by placeholders during an import. The placeholder mechanism has been fixed.	2.3.1
Mapping config is destroyed when trace link config is incomplete	If the trace link config was incomplete (only the EA link type set) and the config was saved, an invalid config was saved, which destroyed the mapping and prevent the user from opening the mapping UI.	2.3.1
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Subject is not overwritten during export from EA if more than one subject was already set in codeBeamer	If the subject in codebeamer was modified and multiple subject links were added, the connector did not update and overwrite the subject link with the actual trace link value from EA.	2.3.1
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Known issues

Summary	Description	Version
Colors in formatted notes of exported elements are not supported	If elements from EA with formatted notes (bullet lists, numberings, bold text, etc.) are exported, *colors* are not considered in the description field of the tracker items in codebeamer. This is due to a restriction in codebeamer.	2.3.1

Delete detection during import	When importing elements from codebeamer to EA, the connector does currently *not* detect elements that were removed in codebeamer. In a future release this feature will be implemented similiar as the "Obsolete Items" mechanism for exports.	2.3.1
Order of elements causes unclear change counts during an export	The current release replicates the order of elements from EA in codebeamer. However, this can lead to changes being indicated, when there might not changes prior to the export.	2.3.1

All Releases in Detail

Release 2.4

Release 2.3

Release 2.2

Release 2.1

Release 2.0

Release 2.3

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Release 2.2

Release Date

- EA Connector for codebeamer version 2.2.0 was released on February 26th, 2021.

> **codeBeamer Version Restriction**
>
> The versions 2.2.x of the EA Connector for codebeamer **only support codebeamer version 10 and higher.**
>
> The minimum supported version of codebeamer is **version 9.5**.
> If you want to use codebeamer version 9.5, please use the **older version 2.0.5** of the EA Connector for codebeamer: Release 2.0
>
> For more information on the compatibility of codebeamer / Retina versions and versions of the connector, please refer to the System Requirements.

What's New

Category	Description	Version
Support of codebeamer version 20.11	codebeamer version 20.11 is now officially supported.	2.2.0
Export Trace Links to Custom Reference Fields	It is now possible to export a trace link to custom reference field in codebeamer. If the field is of type "Choice" and used "Tracker Items" as valid elements, the field will be provided in the configuration UI for trace fields.	2.2.0
Detect deleted elements during export to codebeamer	During export to codebeamer, the connector is now capable of detecting elements that were deleted in EA. To use this feature, please refere to this guide: Detect deleted elements from EA during Export to codebeamer	2.2.0
Load mapping templates from additional path	Due to possible restrictions to edit / add files in the Program Files folder, the connector now also loads mapping templates from the locations: • C:\ProgramData\LieberLieber\codebeamer.EaConnector\mapping\Export • C:\ProgramData\LieberLieber\codebeamer.EaConnector\mapping\Import To create custom mapping templates, check out the guide "Create custom mapping templates"	2.2.0

Fixed Issues

Category	Description	Version
codebeamer Import writes integer trackerItem ID as ea_guid	The connector now writes proper EA GUIDs for elements that are created during an import. Before, the tracker item IDs were used, which caused problems when exporting packages via XMI. If you run an import for an EA project, that contains already imported elements with a previous version of the connector, **the IDs of all elements** will be migrated. You will therefore see a lot of elements that are indicated as changed and deleted. This only happens the first time the connector encounters “old” IDs.	2.2.0
Order of imported elements is not replicated	If a tracker was imported to EA, the order of tracker items was not replicated in EA.	2.2.0
Addin doesn't work if I start EA as an Admin	If EA was started as admin, the codebeamer addin was not loaded and showed the infamous error "Error missing".	2.2.0
Newly mapped attributes are not added during import	If an import mapping configuration for a package was extended and new attributes mappings were added, the new attributes (tagged values) were not added during updates.	2.2.0
Export of tagged values	If a tagged value from EA was mapped to a custom choice field of codebeamer, the fields were not set correctly	2.2.0

mapped to custom choice fields doesn't work	during export.	
Status value of EA Requirement isn't displayed properly in EA	If the status of EA requirements is used for import mappings, EA does not visualize the status value propery. To fix this, use a specific mapping, which is described here: Mapping the Status Property of EA Requirements	2.2.0

Known issues

Category	Description	Version
Connector Type "trace" not working as Trace Link for EA 15.2	Since EA 15.2, "trace" connectors are stored as "Dependency" instead of "Abstraction" in the EA database. Therefore, the mapping entry "Trace" does not work for configuring the trace link type. As a workaround, use the type "Dependency" instead.	2.2.0
Detection of deleted elements not working for root level elements	If elements, which are located at the root level (= the package that is used to start the export to codebeamer) are deleted in EA, those elements are not detected as deleted and therefor not moved to "Obsolete Items".	2.2.0

Release 2.1

Release Date

- EA Connector for codebeamer version 2.1.3 was released on November 2nd, 2020.
- EA Connector for codebeamer version 2.1.2 was released on October 2nd, 2020.
- EA Connector for codebeamer version 2.1.1 was released on July 23rd, 2020.
- EA Connector for codebeamer version 2.1.0 was released on May 14th, 2020.

codeBeamer Version Restriction

The versions 2.1.x of the EA Connector for codebeamer **only support codebeamer version 10 and version 10.1**.

The minimum supported version of codebeamer is **version 9.5**.
If you want to use codebeamer version 9.5, please use the **older version 2.0.5** of the EA Connector for codebeamer: Release 2.0

For more information on the compatibility of codebeamer / Retina versions and versions of the connector, please refere to the System Requirements.

What's New

Category	Description	Version
Extended logging	To help us with the analysis of an issue, we introduced the "extended logging mode". In this mode, all loggers are set to the level "Debug" for the current session (until EA is closed). Also, all calls from the codebeamer REST API are logged in detail.	2.1.3
Mapping UI improvements	Several aspects of the Mapping UI were improved, f.e. a filter functionality was added for all lists (projects, trackers, etc.) and the list are now sorted alphabetically.	2.1.3
Inform user about new release	If a new release of the connector is available, the user will be informed in the EA menu with a new menu entry called "Update available".	2.1.3
Extended list of supported UML Types	The list of UML Types, which can be used in the Type Mapping for EA was extended. Since our technology is based on UML, we also use the UML names of the element types. Please see the Mapping Table of EA to UML Types for more details: Differences between EA and UML Element Types	2.1.3
Export Logfiles	A new EA menu was introduced, which exports all the log files the connector is writing.	2.1.2
Check codebeamer version in "Server Settings" dialog	If you use the "Test Connection" button in the "Server Settings" dialog, the codebeamer server version is checked for a supported version.	2.1.2
Floating license as default license type	If the license management dialog is started, the license type "floating" is selected as default.	2.1.1
Support of codebeamer version 10	codebeamer version 10 is now supported.	2.1.0

Fixed Issues

Category	Description	Version
Duplicate field definition causes EA crash	The configuration of a tracker, which has duplicate field definitions, led to a crash of EA. According to Intland this is not supported and should be fixed. Please see the guide Configure a codebeamer Tracker for Import of	2.1.3

	codebeamer Elements for more details.	
Setting of tracker item type doesn't work on export	During export, the setting of the tracker item type (field "Categories") was not working properly.	2.1.3
Mapping UI does not offer codebeamer type values	There was an issue with fetching the available codebeamer tracker item types (from the field "Categories").	2.1.3
Mapping UI doesn't recognize requirements with custom stereotypes	There was an issue in the mapping UI, when reading a custom created stereotype for the element type "Requirement".	2.1.3
Re-export of model to codebeamer fails	The re-export of models to codebeamer with version 10.1 didn't work.	2.1.2
Wrong text in license dialog	If a floating license was applied in the license dialog (instead of applying it on the RLM server) the EA plugin indicated that the provided licenses was not a LemonTree license.	2.1.1
Tracker package name wasn't updated properly	The name of the package, which represents the tracker after an import was not updated accordingly in the EA database. After a reload of the EA project, you could still see the previous package name. Once the package was selected, the name was refreshed and the name of the tracker was displayed.	2.1.1
Import to SQL-based EA Repositories failed	If an EA Repository, hosted on an SQL Server was used for importing data from codebeamer, the operation failed.	2.1.1
Mapping UI shows wrong direction of sync	If you started an export to codebeamer for the first time, the Mapping UI opened and the radio button "Import" was pre-selected.	2.1.0
Moved diagram gets duplicated in codebeamer	If a diagram in codebeamer was moved in EA and then exported to codebeamer, the attachment image was duplicated in codebeamer.	2.1.0

Known issues

Category	Description	Version
Import to SQL EA Repositories	The import into EA projects, which are stored on SQL databases, is not supported. **→ This issue was resolved in the release 2.1.1**	2.1.0

Release 2.0

Release Date

- EA Connector for codebeamer version 2.0.0 was released on February 7th, 2020.
- EA Connector for codebeamer version 2.0.1 was released on February 19th, 2020.
- EA Connector for codebeamer version 2.0.2 was released on April 1st, 2020.
- EA Connector for codebeamer version 2.0.3 was released on April 16th, 2020.
- EA Connector for codebeamer version 2.0.4 was released on April 28th, 2020.
- EA Connector for codebeamer version 2.0.5 was released on August 21st, 2020.

codeBeamer Version Restriction

The versions 2.0.x of the EA Connector for codebeamer **only support codebeamer version 9.5**.
The minimum supported version of codebeamer is **version 9.5**.

If you want to use codebeamer version 10, please use the **current version 2.1.3** of the EA Connector for codebeamer: Release 2.1

What's New

Category	Description	Version
Floating license as default license type	If the license management dialog is started, the license type "floating" is selected as default.	2.0.5
Menu location of "Configure codebeamer Server Settings"	The menu for configuring the server codebeamer server settings (URL, user and password) is now accessible from everywhere in EA (main menu, project browser and diagram conetext menu).	2.0.5
Impact of Import/Export is shown (as count)	If you import / export data, the connector now displays how many elements will be added / modified if you continue with the operation.	2.0.2
Export Diagrams of imported requirements	It is now possible to export diagrams to codebeamer, from packages that were initially imported from codebeamer. This feature enables you f.e. to import requirements from codebeamer and enhance the description with a diagram, that can be export back to codebeamer.	2.0.2
Licensing: Floating	Floating Licenses were introduced.	2.0.2
Licensing: Demo Mode	If there is no valid license, it is now possible to start a demo mode **once**, which enables a trial period of 30 days.	2.0.2
Progress bar for Mapping UI	A progressbar was added, which is displayed during the initialization of the mapping UI.	2.0.1
Initial Version of the EA Connector for codebeamer	The predecessor of the connector (version 1.x) was implemented by Intland. This is the first version published by LieberLieber.	2.0.0

Fixed Issues

Category	Description	Version
TSL error when connecting to the codebeamer server	There were connection problems with TSL v1.3 when connecting to codebeamer for configuring the mapping.	2.0.5

Create Custom Mapping: newly added tagged value attribute is not considered in cB data synchronization	If a custom mapping with an attribute mapping including a tagged value was created, the tagged value attribute was not considered during cB import / export.	2.0.5
Wrong text in license dialog	If a floating license was applied in the license dialog (instead of applying it on the RLM server) the EA plugin indicated that the provided licenses was not a LemonTree license.	2.0.5
Tracker package name wasn't updated properly	The name of the package, which represents the tracker after an import was not updated accordingly in the EA database. After a reload of the EA project, you could still see the previous package name. Once the package was selected, the name was refreshed and the name of the tracker was displayed.	2.0.5
Import to SQL-based EA Repositories failed	If an EA Repository, hosted on an SQL Server was used for importing data from codebeamer, the operation failed.	2.0.5
Mapping UI shows wrong direction of sync	If you started an export to codebeamer for the first time, the Mapping UI opened and the radio button "Import" was pre-selected.	2.0.5
Trace Links were not consistently created	The trace links to other tracker items were not created consistently for each export of new data to codebeamer.	2.0.4
Changed diagram was not exported	Changes in diagrams were not recognized as changes, therefore the diagrams were not exported.	2.0.4
Diagram duplication in codebeamer	The image of an exported diagram was added every time an export was executing, hence duplicating the attachment of the tracker item.	2.0.3
Import/Export-Workflow	Packages that were initially **imported** can only be synchronized with an **Import** and packages that were initially **exported** can only be synchronized with an **Export**.	2.0.2
Performance of Mapping UI	The start-up performance of the mapping UI was improved significantly.	2.0.2
Credentials in logfile	The backend logfile contained credentials info as plain text.	2.0.2
Removing of trace links	Traceability links that were deleted in EA were not updated in codebeamer accordingly.	2.0.1
Progress bar for Mapping UI	A progressbar was added during the initialization of the mapping UI.	2.0.1

Known issues

Category	Description	Version
Import to SQL EA Repositories	Up to version 2.0.4 the import into EA projects, which are stored on SQL databases was not supported. **→ This issue was resolved in the release 2.0.5**	2.0.2 - 2.0.4

Release 2.4

Release Date

- EA Connector for codebeamer version 2.4.0 will be released on November 12th, 2021.

New required tracker field

Starting with codebeamer Connector 2.3.1, all codebeamer trackers used as an export target need to also have an additional custom field named "my_uml_type" (without the quotes).

For more info, please refer to this page: Configure a codebeamer Tracker for Export of EA Elements

codebeamer Version Restriction

The versions 2.4.x of the EA Connector for codebeamer **only support codebeamer version 10 and higher.**

The minimum supported version of codebeamer is **version 9.5**.
If you want to use codebeamer version 9.5, please use the **older version 2.0.5** of the EA Connector for codebeamer: Release 2.0

For more information on the compatibility of codebeamer / Retina versions and versions of the connector, please refer to the System Requirements.

What's New

Summary	Description	Version
Support for codebeamer 21.09 (codename "Emma")	Starting with codebeamer connector release 2.4.0, we officially support codebeamer 21.09 (codename "Emma"). This also includes support for active API throttling, which unfortunately breaks previous versions of the codebeamer connector completely.	2.4.0

Fixed Issues

Summary	Description	Version
Open ID Connect Authentication Refresh	The Open ID connect authentication token is now also automatically refreshed during exports. This ensures that long-running exports are not aborted because of authentication issues.	2.4.0
Broken large exports	Exports with over 500 elements no longer break the assignment of elements to their respective parents. This also fixes the incorrect change numbers shown on such exports	2.4.0
Whitespaces in server urls	Whitespaces at the beginning and the end of server URLs entered in the configuration dialog are now properly trimmed. There's also an immediate verification of the format of the URL now.	2.4.0
Immediate server configuration changes	Changes to the default server configuration are now immediately applied after saving. Previously, you needed to click "Set as default" afterwards or restart your Enterprise Architect instance.	2.4.0
Config file formating	The config-file in the AppData folder is now properly formatted, which makes it more easily readable	2.4.0

Known issues

Summary	Description	Version
Peformance with active API throttling	codebeamer 21.09 introduces API throttling, which is active by default (for more details, please refer to the official documentation here: https://codebeamer.com/cb/wiki/17380873#section-Default+value). This severely negatively impacts the performance when exporting data.	2.4.0

Colors in formatted notes of exported elements are not supported	If elements from EA with formatted notes (bullet lists, numberings, bold text, etc.) are exported, *colors* are not considered in the description field of the tracker items in codebeamer. This is due to a restriction in codebeamer.	2.4.0
Delete detection during import	When importing elements from codebeamer to EA, the connector does currently *not* detect elements that were removed in codebeamer. In a future release this feature will be implemented similiar as the "Obsolete Items" mechanism for exports.	2.4.0
Order of elements not considered during export	The current release does not replicate the order of elements from EA in codebeamer.	2.4.0

Roadmap

This page lists the available information on upcoming releases of the codebeamer Connector.

Please note that, due to pressing customer issues or other occurrences, release dates are subject to change at any time.

codebeamer Connector 2.4.0

Planned Release Date

15.11.2021

Features

Category	Description
Support of codebeamer version "Emma" (21.09)	The version "Emma" (21.09) will be officially supported by the upcoming 2.4.0 release.
Support of API Throttling	The new version Emma will include the possibility to use "API Throttling" (official docu from Intland: https://codebeamer.com/cb/wiki/17380873). The connector has to use the new mechanism properly.

codebeamer Connector 2.5.0

Planned Release Date

23.12.2021

Features

Category	Description
Export to codebeamer	The order of exported elements will be replicated in codebeamer
Mapping Configuration	Save Configuration Templates
Mapping Configuration	Support of reference fields for mapping to tagged values (f.e. "Releases")
Mapping Configuration	Fix duplicate attribute mappings (Submitter & SubmittedBy)
Import from codebeamer	Detection of deleted elements during import from codebeamer (+ moving them to a "trash" folder)

codebeamer Connector 3.0.0

Planned Release Date

Mid 2022

Features

Category	Description
Import from codebeamer	Support import of codebeamer baselines
Import from codebeamer	Support import of codebeamer branches

Change Detection	Integration of LemonTree as Diff Viewer for import / exports
Import from / Export to codebeamer	Filter data that is imported / exported

Archived Documentation

This page summarizes the documentation of older connector version. New versions might include new UI screen, menu item and different features. That's why we collected older states of the help page to help you understanding older versions!

- Help Page for codeBeamer Connector Version 2.2.0.pdf
- Help Page for codeBeamer Connector Version 2.1.3.pdf
- Help Page for codeBeamer Connector until Version 2.1.2.pdf