

1. codeBeamer Connector for Enterprise Architect	2
1.1 System Requirements	3
1.2 Licensing	4
1.3 Getting started with the EA Connector for codeBeamer	8
1.4 Feature Description	12
1.4.1 Export of Diagrams to codeBeamer	13
1.4.2 Export of Traceability Links between codeBeamer Requirements and EA Architecture Elements	14
1.4.3 Import of Traceability Links between codeBeamer Elements	16
1.5 Configuration	17
1.5.1 Credentials for the codeBeamer Server	18
1.5.2 Mapping Configuration	19
1.5.3 Configure a codeBeamer Tracker for Export of EA Elements	23
1.5.4 Light Edition Configuration	24
1.6 Frequently Asked Questions	25
1.7 Changelog	28
1.7.1 Release 2.1	30
1.7.2 Release 2.0	31

codeBeamer Connector for Enterprise Architect

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

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

System Requirements for the EA Connector for codeBeamer

codeBeamer

For codeBeamer Connector 2.0.x

Version: codeBeamer 9.5.0

For codeBeamer Connector 2.1.x

Version: codeBeamer 10.0.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](#).

Enterprise Architect

Enterprise Architect 12 and higher is supported.

Enterprise Architect 14 and higher 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](#)

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

- Editions
 - Light Edition
 - Pro Edition
- Licenses
 - Trial
 - Floating
 - Offline License
 - User

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.

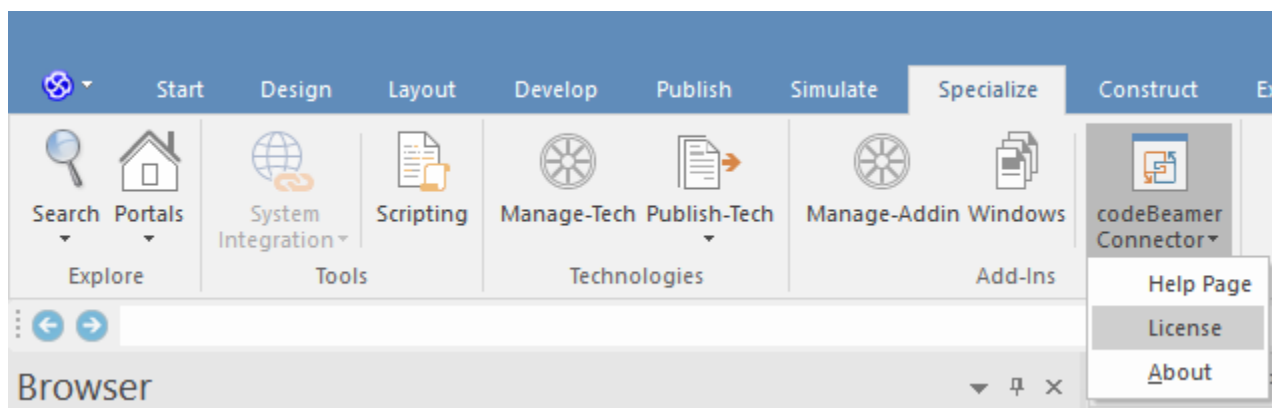
The Pro Edition includes all the features provided by the Light Edition, with the following additions:

- **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":

 License

Current License

Apply New License

License Type

Floating license

Server Address

port@servername


Test

Apply

Trial available! You may start your free trial now.

Start Trial

Close


 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, select "Floating License" from the License Type combo box. 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:

 License

Current License

Apply New License

Is Valid License

Yes

Type

Floating

Request offline license

Server

rlm

Edition

Pro

Customer

LieberLieber GmbH

Issuer

LieberLieber GmbH

Issued Date

23-apr-2019

Valid Until

31-dec-2020 - 178 Days Remaining

Close

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":

License

Current License

Apply New License

Is Valid License	Yes	
Type	Floating	Request offline license
Server	rlm	
Edition	Pro	
Customer	LieberLieber GmbH	
Issuer	LieberLieber GmbH	
Issued Date	23-apr-2019	
Valid Until	31-dec-2020 - 178 Days Remaining	

Close

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

License

Current License

Apply New License


Is Valid License	Yes	
Type	Floating (offline)	Return offline license
Server	rlm	
Edition	Pro	
Customer	LieberLieber GmbH	
Issuer	LieberLieber GmbH	
Issued Date	23-apr-2019	
Valid Until	<u>6-aug-2020 - 31 Days Remaining</u>	

Close

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

Select "User license" from the License Type combo box and click "Select License". In the next step, select the .lic file that we provided to you and click "Apply".

 License

Current License

Apply New License

License Type

User license


License File

Select License

Apply

Close

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

 License

Current License

Apply New License

Is Valid License

Yes

Type

User

Edition

Pro

Customer

Issuer

LieberLieber Software GmbH

Issued Date

25-feb-2020

Valid Until

25-feb-2021 - 234 Days Remaining

Close

Getting started with the EA Connector for codeBeamer

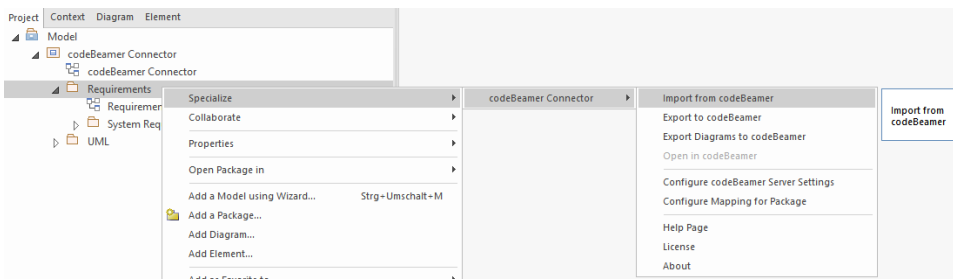
Table of Contents

- [Table of Contents](#)
- [1 Import Requirements from codeBeamer](#)
 - [Navigate from an imported requirement to codeBeamer](#)
- [2 Export Architecture to codeBeamer](#)
 - [Navigate from an exported architecture element to Enterprise Architect](#)
- [3 Export Requirement Traces to codeBeamer](#)

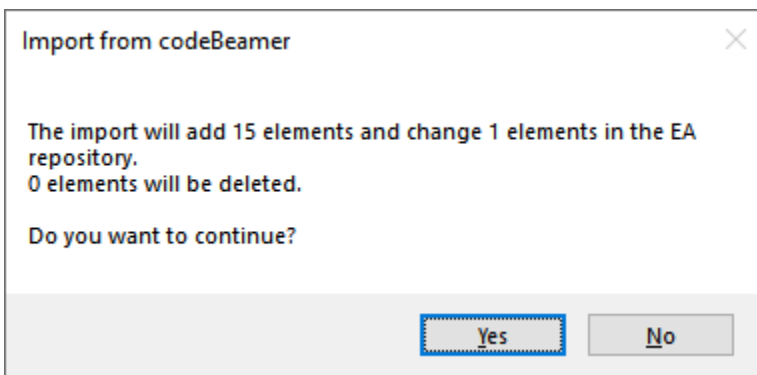
The screenshots from this documentation were created with EA version 15.0.1510.

1 Import Requirements from codeBeamer

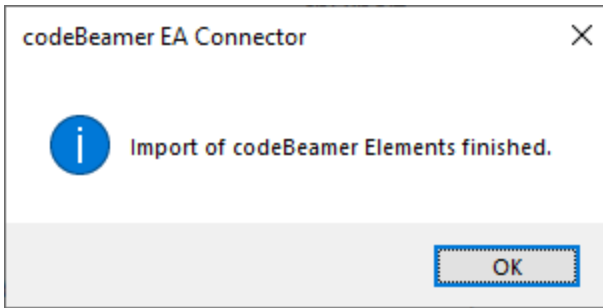
1. To start the import of requirements from a codeBeamer tracker select a package, where the requirements from codeBeamer shall be imported to:
Right-click the package and select **Specialize > EA Connector for codeBeamer > Import from codeBeamer**:



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: [Import of Traceability Links between codeBeamer Elements](#)
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.

Configuration Prerequisite

In order to enable this feature, a mapping for the "Uri" attribute has to be defined.

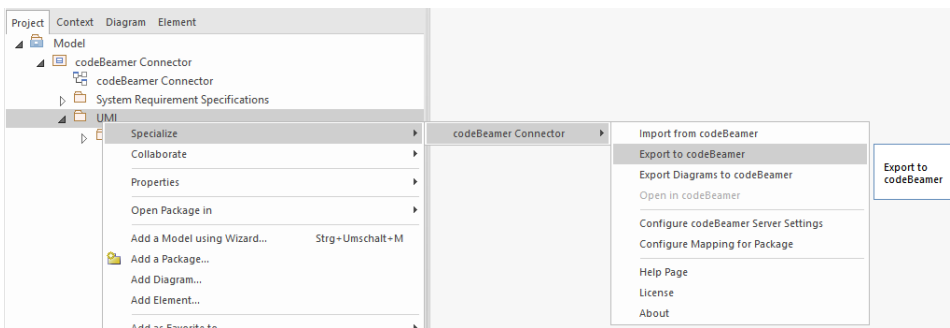
See [Mandatory Uri Attribute Mapping](#) for mor information.

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](#).

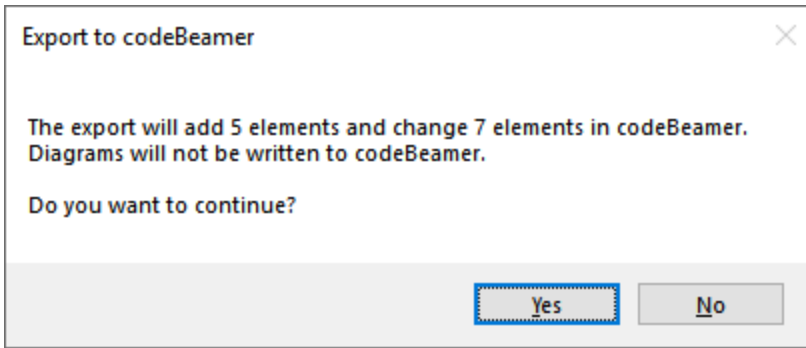
1. To start the export of architecture elements to a codeBeamer tracker, select the package from which the architecture elements shall be exported. Right-click the package and select Specialize > EA Connector for codeBeamer > Export to codeBeamer:



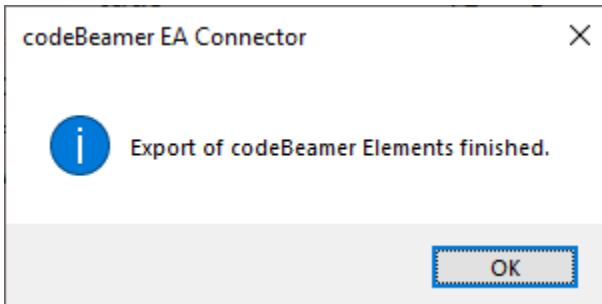
2. In the next step, the tracker for the import as well as the mapping have to be configured for the import. For more details, please refer to this page:

[Export of Traceability Links between codeBeamer Requirements and EA Architecture Elements](#)

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":



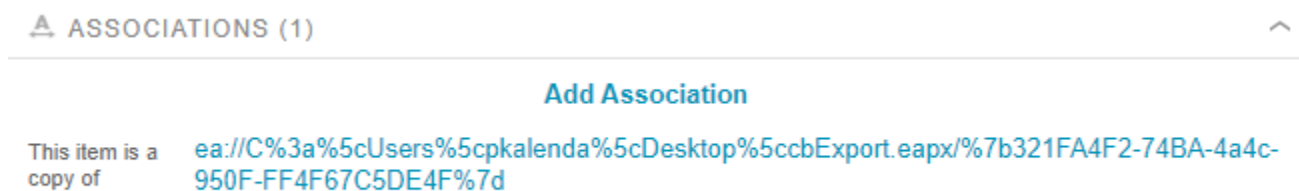
6. After the export was finished, confirm the message box:



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

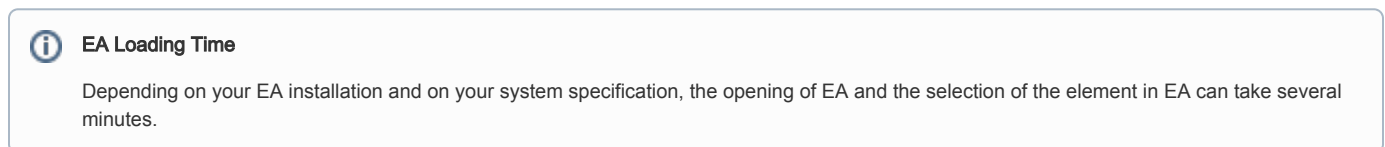
Navigate from an exported architecture element to Enterprise Architect

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.



3 Export Requirement Traces to codeBeamer

Traceability links between 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](#)

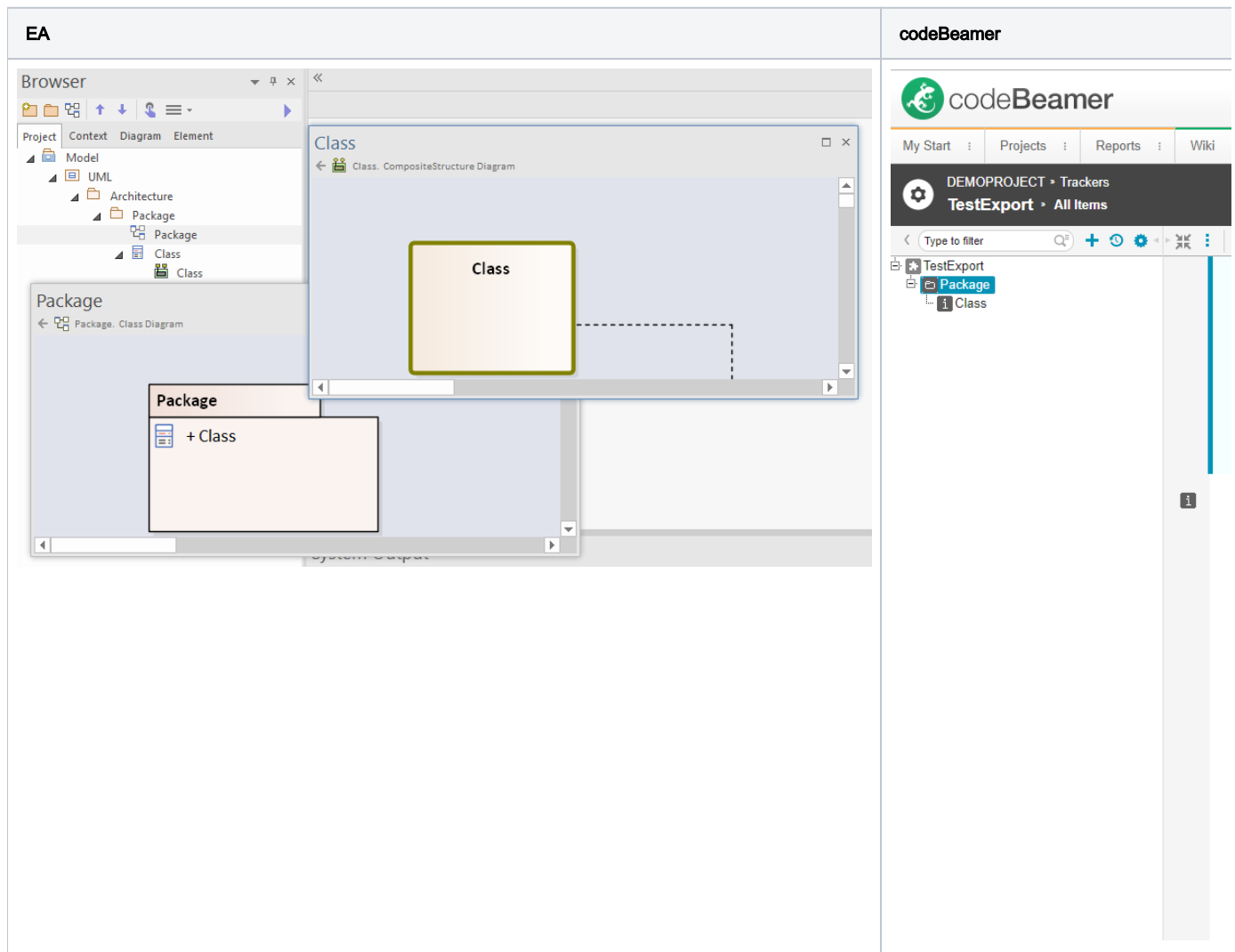
Feature Description

This is a list of features the EA Connector for codeBeamer has implemented. Click on a link to see details.

- [Export of Diagrams to codeBeamer](#)
- [Export of Traceability Links between codeBeamer Requirements and EA Architecture Elements](#)
- [Import of Traceability Links between codeBeamer Elements](#)

Export of Diagrams to codeBeamer

The Connector will automatically export all diagrams, that are nested within package and elements, that are exported to codeBeamer. Diagrams will be exported as attachments of a work item and they will also 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. This is because the codeBeamer connector currently does not support adding the attachments directly to the tracker.

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" in the configuration dialog:

codeBeamer Configuration for [6 Software User Stories]

EA Package: 6 Software User Stories

Mapping Template: User Stories Mapping [Load]

codeBeamer Project: CodeBeamer EA Addin Test Project

Tracker: 6 Software User Stories [23657]

Direction: ☒ Import from codeBeamer ☐ Export to codeBeamer ☐ Export Diagrams

EA Connector for Trace Link: Trace

CodeBeamer Type	UML Type	UML Stereotype
TrackerItem	UseCase	User Story

Add Edit Remove

Attribute Mappings for codeBeamer Type "TrackerItem":

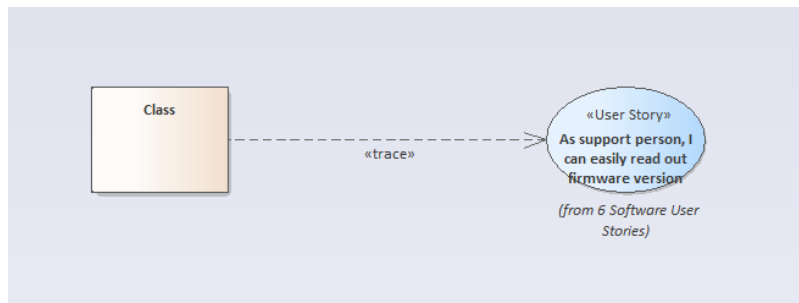
CodeBeamer	Enterprise Architect
ID	Id (Tagged Value)
Name	Name
Submitted at	Created Date
Assigned to	AssignedTo (Tagged Value)
Submitted by	Author

Add Edit Remove



Cancel Save

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:

Tracker: Requirement Tracker 060220203	Business Value: --	Risk: --
Status: NEW	Type: --	Complexity: --
Release: --	Submitted by: <i>uniqueMintReader</i> Today 18:05	Modified by: <i>uniqueMintReader</i> Today 18:05
Assigned to: --	Subject:  As support person, I can read out firmware version	Team: --
Story Points: --	Color: --	ea_guid: {4D320853-589A-4216-B6D6-46A7576C9A1C}
Traceability		
Description 		
--		

The traceability link is established via the entry (or multiple entries) in the "Subject" field.

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:

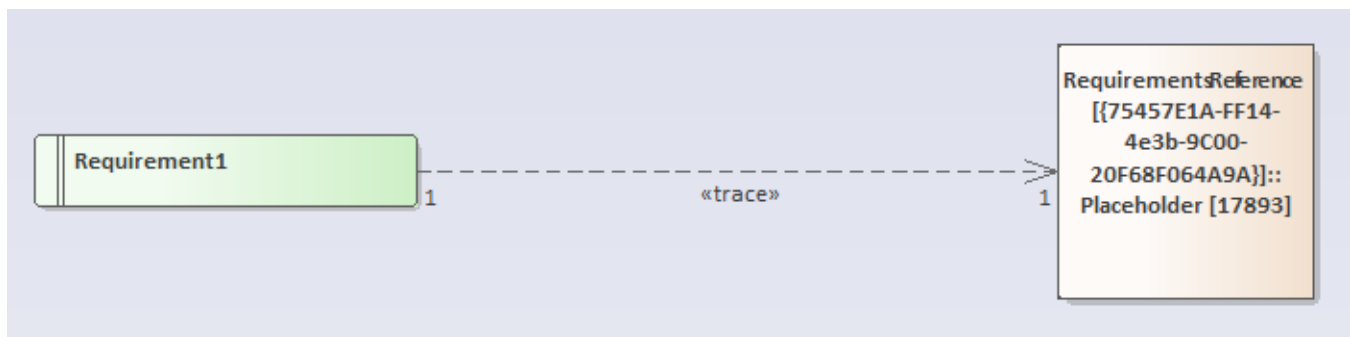
[Mapping Configuration](#)

Placeholders

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

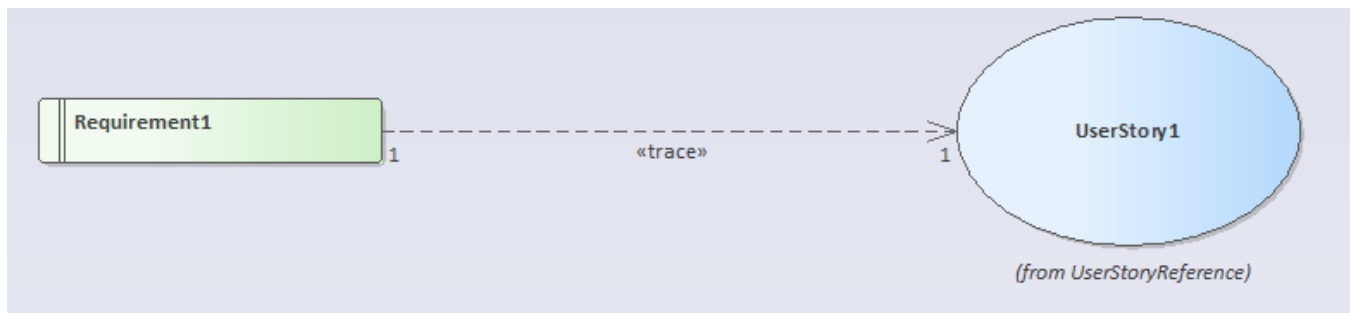
In this case, a "placeholder" element representing this currently unknown element is automatically created during import. This placeholder is placed in a designated package in the Enterprise Architect model, called "Placeholders".

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:



Configuration

- [Credentials for the codeBeamer Server](#)
- [Mapping Configuration](#)
- [Configure a codeBeamer Tracker for Export of EA Elements](#)
- [Light Edition Configuration](#)

Credentials for the codeBeamer Server

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

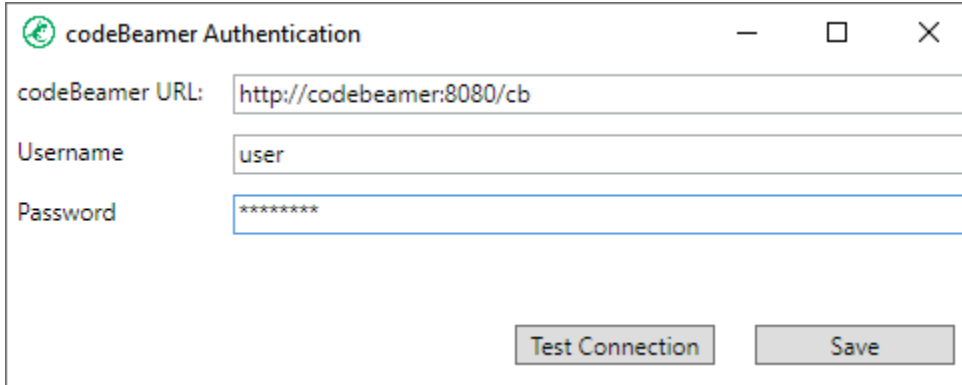
- In the **EA project browser** at any package: *right-click >Specialize / Extensions > EA Connector for codeBeamer > Configure codeBeamer Settings*
- Simply start an export or import, if the credentials haven't been configured already, the Authentication dialog will appear.

Enter the URL, user name and the password.



codeBeamer user with API permission

Keep in mind, that every user who wants to use the Connector, must have API permissions.



The image shows a screenshot of the 'codeBeamer Authentication' dialog box. It has a title bar with a green icon and the text 'codeBeamer Authentication'. Inside the dialog, there are three input fields: 'codeBeamer URL:' with the value 'http://codebeamer:8080/cb', 'Username' with the value 'user', and 'Password' with the value '*****'. At the bottom right, there are two buttons: 'Test Connection' and 'Save'.



codeBeamer base URL

If your codeBeamer URL contains "cb", this also has to be set in the codeBeamer URL setting!

If the connection was successful (Test Connection), continue with saving the credentials.

Mapping Configuration

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.

CodeBeamer Type	UML Type	UML Stereotype
Folder	Package	
Non-functional	Requirement	NonfunctionalRequirement
Functional	Requirement	FunctionalRequirement
Legal	Requirement	RegulatoryRequirement

CodeBeamer	Enterprise Architect
ID	Id (Tagged Value)
Summary	Name
Submitted at	Created Date
Assigned to	AssignedTo (Tagged Value)
Story Points	StoryPoints (Tagged Value)

Reference to EA

Template Settings

Reference to codeBeamer

Mapping Data

Reference to EA

Each mapping configuration is associated with a specific EA package, which is also the place the information is stored in the model.

The associated package is always the one the mapping configuration UI has been started from, and cannot be changed later on.

Template Settings

The Template Settings offer a number of predefined templates, which will include a complete mapping for either a specific type of codeBeamer tracker items, or a combination of Enterprise Architect elements, respectively.

Please note that the configuration is only loaded after the "Load" button on the right is clicked. Also, doing so will erase any customizations you have made to your current configuration!

Reference to codeBeamer

The mapping configuration always references a specific codeBeamer tracker. This tracker can be selected by first selecting a project, and then the tracker itself from the respective dropdown lists.

Mapping Data

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**:

codeBeamer Configuration for [System Requirement Specifications]

EA Package:
System Requirement Specifications

Mapping Template:
Load

codeBeamer Project:
DEMOPROJECT

Tracker:
System Requirement Specifications [11200]

Direction:
☒ Import from codeBeamer
☐ Export to codeBeamer
☐ Export Diagrams

EA Connector for Trace Link:
Trace

CodeBeamer Type	UML Type	UML Stereotype
Folder	Package	
Functional	Requirement	
TrackerItem	Class	

Add
Edit
Remove

Attribute Mappings for codeBeamer Type "Functional":

CodeBeamer	Enterprise Architect
Summary	Name
Description	Notes


Add
Edit
Remove

Cancel
Save

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

 Traceability links in codeBeamer are realized as references in the "subject" field

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.

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.

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.

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. The codeBeamer field Uri must be mapped to a tagged value, called "Uri":

codeBeamer Configuration for [System Requirement Specifications]

EA Package:

System Requirement Specifications

Mapping Template:

Load

codeBeamer Project:

DEMOPROJECT

Tracker:

System Requirement Specifications [11200]

Direction:

☒ Import from codeBeamer

☐ Export to codeBeamer

☐ Export Diagrams

EA Connector for Trace Link:

None

CodeBeamer Type	UML Type	UML Stereotype
Folder	Package	
Non-functional	Requirement	NonfunctionalRequirement
Functional	Requirement	FunctionalRequirement
Legal	Requirement	RegulatoryRequirement

Add

Edit

Remove

Attribute Mappings for codeBeamer Type "Folder":

CodeBeamer	Enterprise Architect
Resolution	Resolution (Tagged Value)
Version	Version
Submitter	Author
Uri	Uri (Tagged Value)

Add

Edit

Remove

Cancel

Save

Edit Attribute Mapping

codeBeamer Attribute

EA Attribute

Tagged Value

Uri

(Tagged Value)

Uri

Cancel

Save

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.

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.



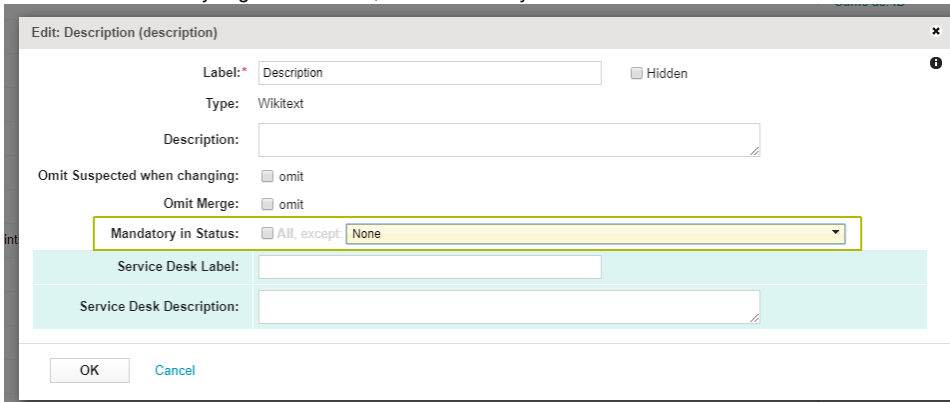
Text **ea_guid** ☐ ea_guid Default Value



Hide ea_guid field

If you do not want to show this field to the user, it is possible to hide this field by checking the "hidden" checkbox.

4. Find the field definition for "Description".
5. Remove the mandatory flag from this field, otherwise the synchronization of EA elements in codeBeamer will not work:



Edit: Description (description)

Label: * Description ☐ Hidden

Type: Wikitext

Description:

Omit Suspected when changing: ☐ omit

Omit Merge: ☐ omit

Mandatory in Status: ☐ All, except: **None**

Service Desk Label:

Service Desk Description:

OK Cancel



Writing changes to codeBeamer

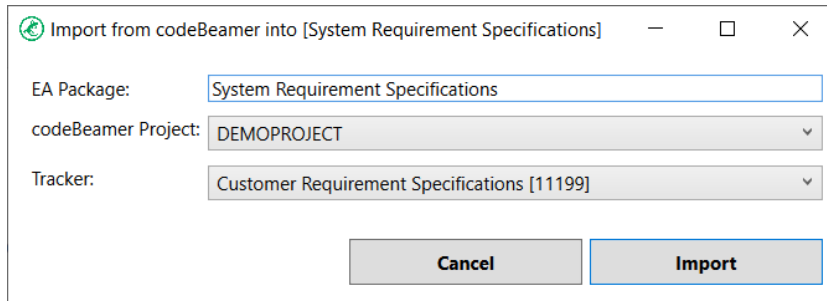
The connector only synchronizes data, which is different in EA and codeBeamer. If the "EA Notes" (mapped to the description in codeBeamer) is not changed, this field won't be written on synchronize. Since this field is defined as mandatory, the API from codeBeamer will throw an error if the description is not written.

6. 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.
7. 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.

Light Edition Configuration

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

- codeBeamer Project
- codeBeamer Tracker



Import from codeBeamer into [System Requirement Specifications]

EA Package: System Requirement Specifications

codeBeamer Project: DEMOPROJECT

Tracker: Customer Requirement Specifications [11199]

Cancel Import

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

- [Which versions of Enterprise Architect are supported?](#)
- [Does the connector work on server-based EA repositories?](#)
- [Does the import & export of data run on a local client only?](#)
- [How can I configure the codeBeamer Server?](#)
- [Does the connector work with the EA Cloud Service?](#)
- [Is it possible to import / export connectors from / to codeBeamer?](#)
- [Does the connector write log files and where can I find them?](#)
- [Why is the import of requirements aborting with an error message similar to "Unsupported type change: ..."?](#)
- [How can I reverse a parent - child relationship for EA elements exported to codeBeamer?](#)
- [Why is the feature "Open in codeBeamer" disabled?](#)
- [What does the codeBeamer type "TrackerItem" mean?](#)

Which versions of Enterprise Architect are supported?

Please see the documentation of the [System Requirements](#).

Does the connector work on server-based EA repositories?

Yes, the connector supports the following database systems:

- MySQL
- SQL Server (only export to codeBeamer does work)



There is currently a known bug in the connector, which causes an error during the **import from codeBeamer to an SQL based EA repository**.

- Oracle

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.

How can I configure the codeBeamer Server?

Please see the following guide: [Credentials for the codeBeamer Server](#).

Does the connector work with the EA Cloud Service?

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

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.

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

Yes, the connector does write log files. There are three separate log files:

- codeBeamerConnector.Addin.log
This log contains everything from the EA addin.
- codeBeamerConnector.Backend.log
This log contains everything from the Backend application. The Backend is used for the actual import from and exporting to codeBeamer.
- LinkService.log
This log contains everything from the link service application. The link service enables the user to click on a hyperlink in codeBeamer and jump to the corresponding element in Enterprise Architect.

All log files are located at

`%appdata%/LieberLieber\codeBeamer.EaConnector\logs`

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")

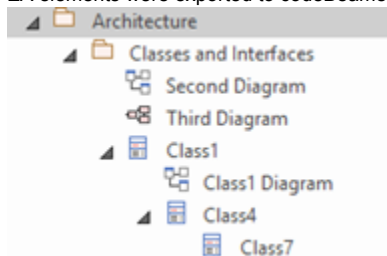
In Enterprise Architect, UML elements are stored in different database tables. A class, interface, usecase, requirement, etc. is treated as an "object" and is stored in a different database table as a package.

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.

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

Think about the given scenario:

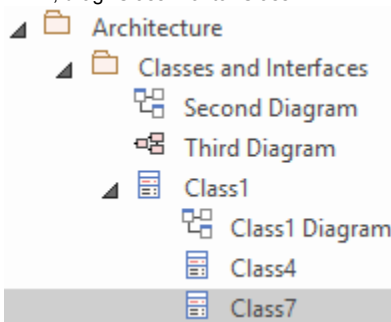
EA elements were exported to codeBeamer:



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.

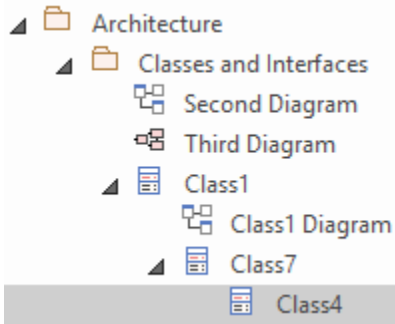
For the example given above, do the following:

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 codeBeamer 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](#).

Changelog

Release Date

- 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**.

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](#)

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.	2.1.1
Support of codeBeamer version 10	codeBeamer version 10 is now supported.	2.1.0

Fixed Issues

Category	Description	Version
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

All Releases in Detail

Release 2.1

Release 2.0

Release 2.1

Release Date

- 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**.

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](#)

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.	2.1.1
Support of codeBeamer version 10	codeBeamer version 10 is now supported.	2.1.0

Fixed Issues

Category	Description	Version
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 2.1.1** 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 context 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