

Embedded Engineer



LieberLieber Embedded Engineer is a tool extension for [Sparx Systems Enterprise Architect](#) to improve the code generation capabilities of Enterprise Architect.

The Embedded Engineer extension also provides convenient features which simplify the modeling of applications.

Embedded Engineer consists of two modules:

- [Code Generator](#)
- [UML Debugger](#)

If you are new to Embedded Engineer, check out the [Getting Started](#) guide!

Get your **trial version** from <http://www.lieberlieber.com/en/embedded-engineer-for-enterprise-architect/>
Coming from Embedded Engineer 1.2? Take a look at the [Release Notes 2.0](#) and [Upgrade Notes](#)!

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Frequently Asked Questions

What does #error in the generated code mean?

Why does Embedded Engineer change my method signature?

Why is my header file not included?

Where are my entry/do/exit activities?

Where is the definition of bool?

No enumeration named "Signals" found?

Why is there code for elements which I've deleted?

The example does not work, what is wrong?

Why are functions in external libraries called with too many arguments?

UmlDebugger can't find the source code?

How can I prevent Embedded Engineer from changing the name of my Activity?

UmlDebugger can't connect to/find Visual Studio instance.

Which standards are you compliant to?

How do I generate a define or a typedef?

How can I find the model Element responsible for an error/warning during generation?
