# Installing BMIDE on macOS (arm64)

Briefly: This guide explains the steps you need to follow on macOS (arm64) to deploy Teamcenter Business Modeler.

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Disclaimer:

No guarantees or responsibilities are provided. You perform all actions at your own risk!

#### Introduction

BMIDE is the tool for describing Teamcenter's data model. About 80 % of it is a set of plugins for Eclipse RCP Edition, and about 20 % are extra utilities and scripts.

In this guide we look at a case where a business analyst wants to use a Mac to set up the Teamcenter data model. Because Siemens Digital Industries Software does not support macOS, we will set up only the parts that belong to the Eclipse IDE and the BMIDE plugins. At the very least you will be able to define the data model and get it ready to send to the Teamcenter server. I have not covered full codelevel configuration and similar tasks.

There are no guarantees that it will work correctly, and I offer no support or commitments. You do everything at your own risk.

Authorship: <a href="https://www.linkedin.com/in/sedoykin">https://www.linkedin.com/in/sedoykin</a>

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# **Prerequisites**

- 1. macOS version: 15.5 (I use this version)
- 2. Installed Homebrew:

/bin/bash -c "\$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/install.sh)"

- 3. OpenJDK (Zulu) 21 LTS: brew install --cask zulu@21
- 4. Teamcenter Installation Kit: 13.x (Linux or Windows editions)
- 5. An installed BMIDE (same Teamcenter version 13.x) that will act as a component donor.
- 6. Eclipse RCP for arm64 platform: 2022-06

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# **Install Eclipse RCP**

1. Download eclipse-rcp-2022-06-R-macosx-cocoa-aarch64.dmg from <a href="https://www.eclipse.org/downloads/packages/release/2022-06/r">https://www.eclipse.org/downloads/packages/release/2022-06/r</a>

https://www.eclipse.org/downloads/download.php?file=/technology/epp/downloads/release/2 022-06/R/eclipse-rcp-2022-06-R-macosx-cocoa-aarch64.dmg

2. **Mount** downloaded DMG and **drag** Eclipse.app to /Applications

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### **Post-installation Eclipse configuration**

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1. Specifying the JDK to use:

Open /Applications/Eclipse.app/Contents/Eclipse/eclipse.ini and set the VM:

-vm

/Library/Java/JavaVirtualMachines/zulu-21.jdk/Contents/Home/bin/java

13 | --launcher.appendVmargs
14 | -vm
15 | /Library/Java/JavaVirtualMachines/zulu-21.jdk/Contents/Home/bin/java
16 | -vmargs

2. We'll trick the BMIDE plugins into thinking the OS is Linux, add this line at the very end:

```
-Dos.name=Linux

31  -Xdock::con=../Kesources/Eclipse.:cns
32  -XstartOnFirstThread
33  -Dorg.eclipse.swt.internal.carbon.smallFonts
34  -Dos.name=Linux
```

3. Creating a script to start Eclipse correctly:

```
sudo tee /Applications/Eclipse.app/Contents/MacOS/launcher >/dev/null
<<'EOF'
#!/bin/zsh
export TC_ROOT="/Applications/Eclipse.app/Contents/Eclipse"
export TC_MSG_ROOT="$TC_ROOT/lang/textserver"
exec "$(dirname "$0")/eclipse" "$@"
EOF</pre>
```

4. Making the script executable:

chmod +x /Applications/Eclipse.app/Contents/MacOS/launcher

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### **Installing the BMIDE plugins**

Let's turn our Eclipse into BMIDE.

1. From the Teamcenter installation kit **copy** every media\_\*.xml file (for example media\_teamcenter\_foundation.xml, media\_teamcenter\_activeworkspace.xml) to:

/Applications/Eclipse.app/Contents/Eclipse

2. From your stand-alone BMIDE install **copy** these folders:

```
lang → /Applications/Eclipse.app/Contents/Eclipse
templates → /Applications/Eclipse.app/Contents/Eclipse
```

3. Create plug-in drop-in folders:

```
mkdir -p
/Applications/Eclipse.app/Contents/Eclipse/dropins/bmide/plugins
Copy all files from (BMIDE as a component donor) .../bmide/client/plugins/ to that new plugins
folder: /Applications/Eclipse.app/Contents/Eclipse/dropins/bmide/plugins
```

- 4. **Unzip** "Teamcenter Installation Kit"/additional\_applications/bmide\_plugins/bmide\_plugins.zip, then **copy** everything from its eclipse/plugins directory over the same plugins folder:

  /Applications/Eclipse.app/Contents/Eclipse/dropins/bmide/plugins (overwrite all).
- 5. "A fucking important step (thanks to Alexander Nikitin for pointing out this detail)."
  Delete every file or folder that starts with org.eclipse\* in the plugins folder.
  cd /Applications/Eclipse.app/Contents/Eclipse/dropins/bmide/plugins
  rm -rf org.eclipse\*

For reference, use the file macOs EclipseBMIDE DropinsContent.txt

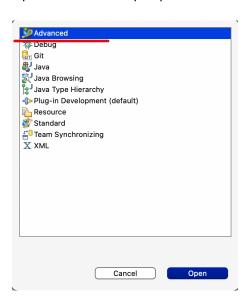
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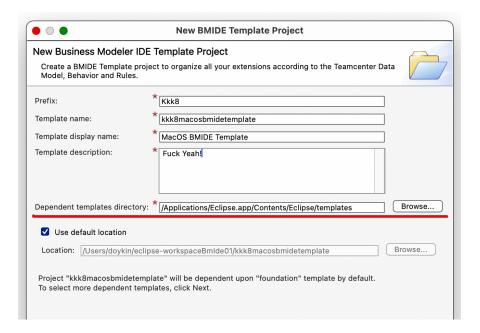
# **Testing the configured BMIDE**

Let's create a simple data-model project and get it ready to install on the Teamcenter server.

- Start BMIDE from the command line; in Terminal, run: /Applications/Eclipse.app/Contents/MacOS/launcher
- 2. Open the Advanced perspective that is BMIDE:



3. When you create a new project, you must point to the folder that holds the basic data-model templates for the different Teamcenter modules:



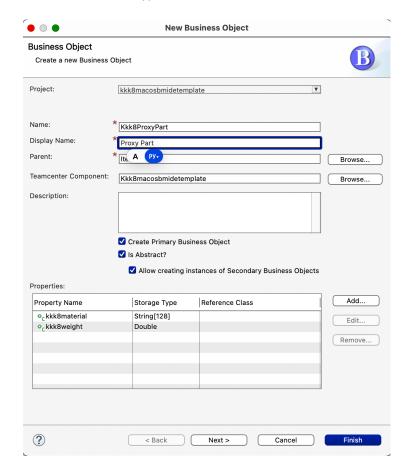
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4. Ignore any initial error markers – they disappear once the template loads:



5. Create a new Item type:



- GraphicOption✓ ♠ Kkk8ProxyPart♠ Kkk8Part
- > (ii) MEContext
- > (B) MEOP

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6. Compile your data model the same way you did on Windows or Linux:

<u> </u>		<dir></dir>	03/07/25 15:15:
client_kkk8macosbmidetemplate	prop	196	03/07/25 15:15:
kkk8macosbmidetemplate_icons	zip	257	03/07/25 15:15:
kkk8macosbmidetemplate_install	zip	3.4 K	03/07/25 15:15:
kkk8macosbmidetemplate_project_tc13000.3.0	zip	12.6 K	03/07/25 15:15:
kkk8macosbmidetemplate_template	zip	3.1 K	03/07/25 15:15:

7. Enjoy it.