**TECHNICAL MEMORANDUM**

ASM EA Cookbook

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| **COPIES:** |  |
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# Getting Started

We assume you have EA up and running.

1. Connect to the prgfx site on Google Code, and download the most recent baseline database. As of this date this is <http://besasm-prgfx.googlecode.com/files/BES-ASM%20Domain%20V0.1.eap>; however the version numbers will increment over time.
   1. Alternately, if you are on the City network, you may:
      1. Create an empty EA project. The template doesn’t matter is it will be overwritten.
      2. Run Tools > Data Management > Project Transfer and transfer the Gold Copy SQL database to your local database. {need connection info for this server}
2. Connect EA to this database and explore enough to be satisfied that it’s working.
3. Using TortoiseHg, clone the EA repository to a working copy on your workstation. This will create a family of XML files in your working copy.

At this point you should have an environment that looks something like this figure 1.



Import / Export

Figure -- Overall Working Environment

# Making Changes

Figure -- Persistent Data Packages

Lets say you want to work on the persistent objects, which we used to call the database model.

In the V0.1 version, there are two packages… See figure 2. It’s likely that there will eventually be more but this will work for the example.

Here come the steps.

1. Using TortoiseHg, be sure that you have the latest version of the package XML file on your workstation. Do this by executing an ‘update to version’ command for the version you want.
2. In EA, with your copy of the project open, right click on the package you want to work on and select Import/Export > Import Package from XMI file. XMI files are particularly formatted XML.
3. The entire package in your EA model will be replaced with the most recent version from the master repository.
4. Consider if there are any other packages you need to update as well. If there are many you may consider downloading an entire baseline database file.
5. Make the changes you deem necessary.
6. When the changes are done, export your package to the working folder. TortoiseHg will now flag this file as changed.
7. Commit the modified file.
8. If appropriate, notify other team members and/or the ASM lead of the changes.