**Object Process Methodology Palette for yEd – v1.0**

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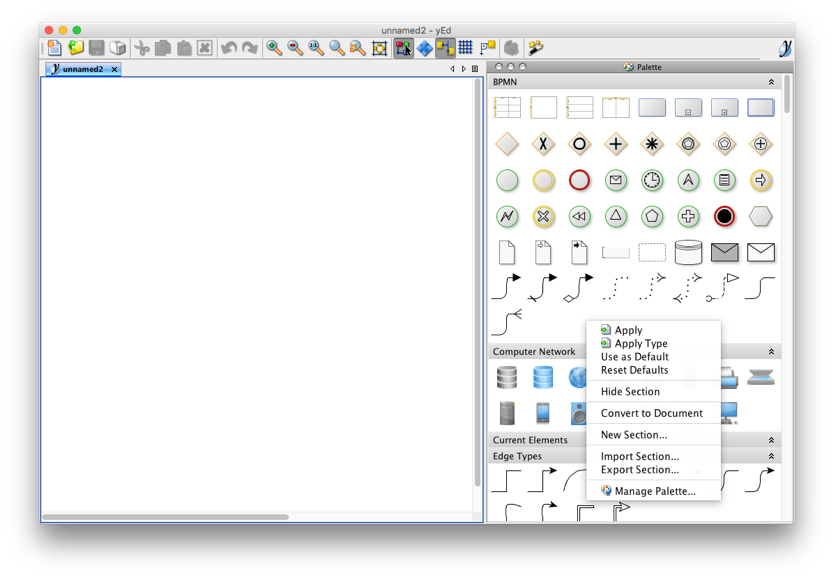
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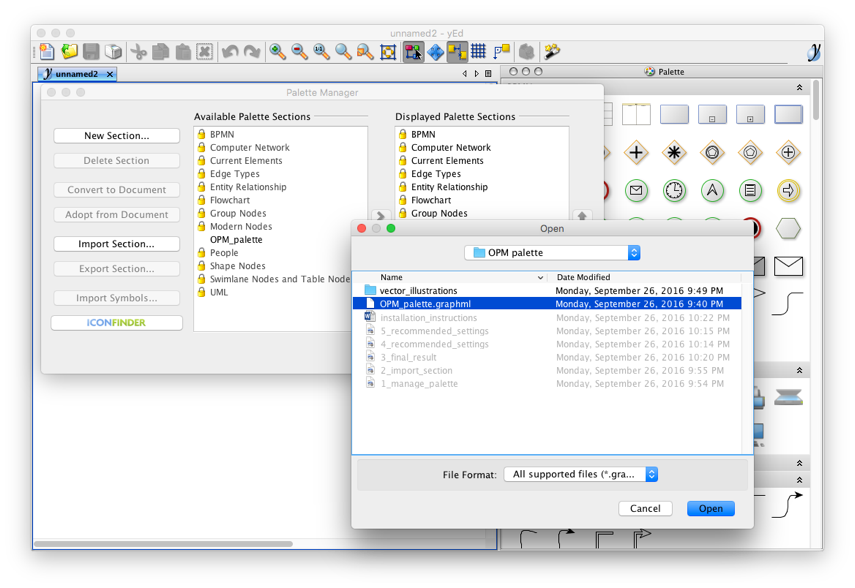
# About the palette

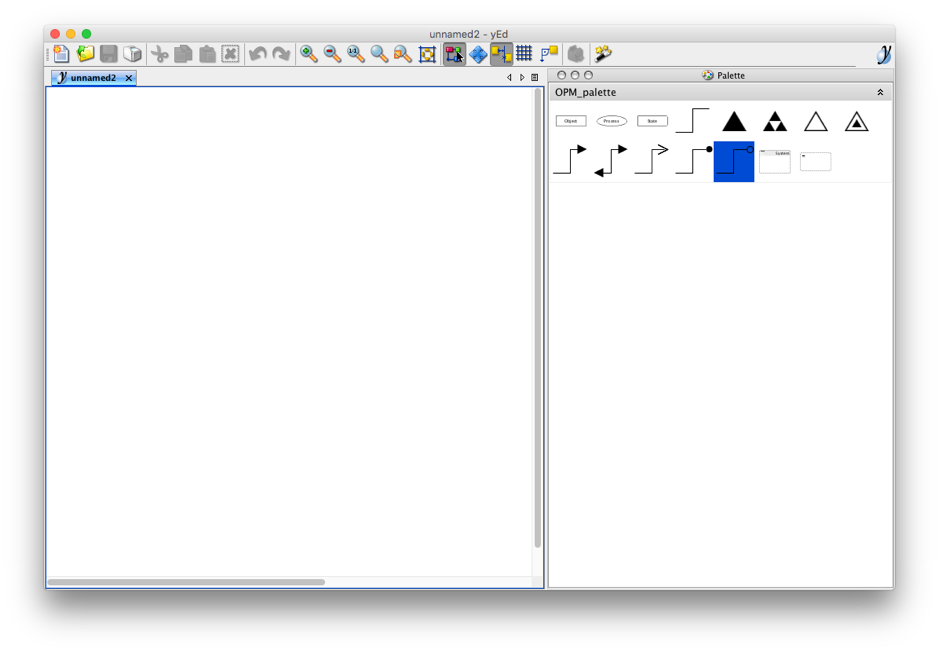
The palette described in this manual contains OPM (Object Process Methodology) elements and is intended to be used with yEd software. The library was created as part of the EM.411 MIT 2016 course and it does not cover the whole extend of the OPM modeling language, but the components and relationships we studied during the mentioned course. Future versions of the palette may contain more standard OPM elements.

# Installation instructions

1. Open yEd and right-click in the palette section
2. In the context menu that appears, click on "Manage Palette..."

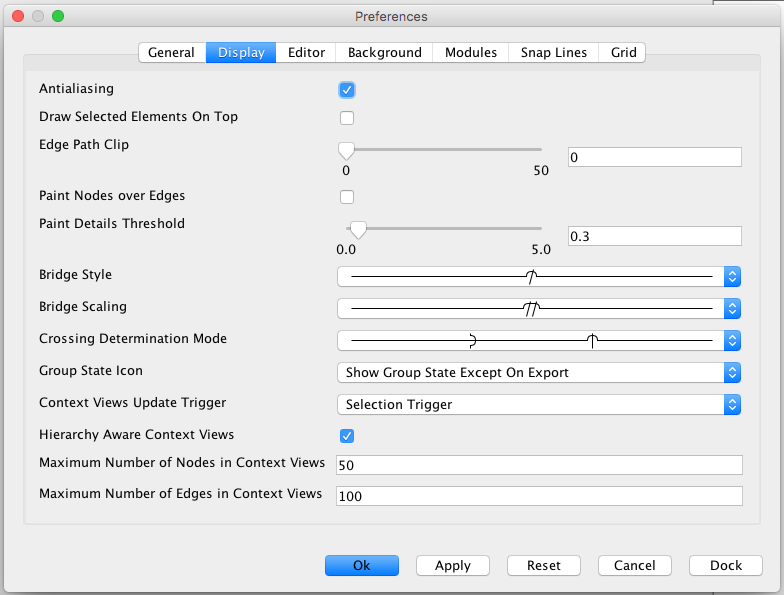


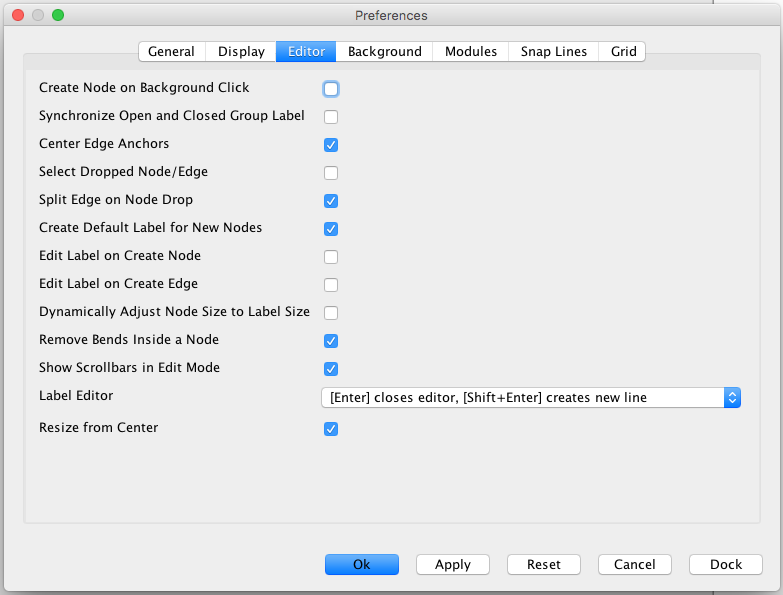
1. In the modal window, click on "Import section..." and import the file OPM\_palette.graphml
2. You are all set and ready to go!



# Recommended yEd global preferences

We find the following set of display and editor preferences handy (File > Preferences). Few options are modified compared to the standard yEd settings. You may want to set these same preferences, or customize them to your needs.

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# Quick start 101 pointers

1. Drag the objects from OPM Palettes to the YED document.
2. Select the desired connectivity symbol (e.g. single head arrow) between “Objects” or “Process”.



1. Connect the two “Object” by placing cursor on first “Object” and drag towards the center of second “Object” and release the mouse. The arrow will automatically snap into place.

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1. To format the arrows, select the arrow and click the “Properties Views” at the right side of the program (or found under “Windows” on Toolbar) or use “Command” + “I” for Mac Users. E.g. to label the arrows, type into the box beside “Text” in “Properties View”

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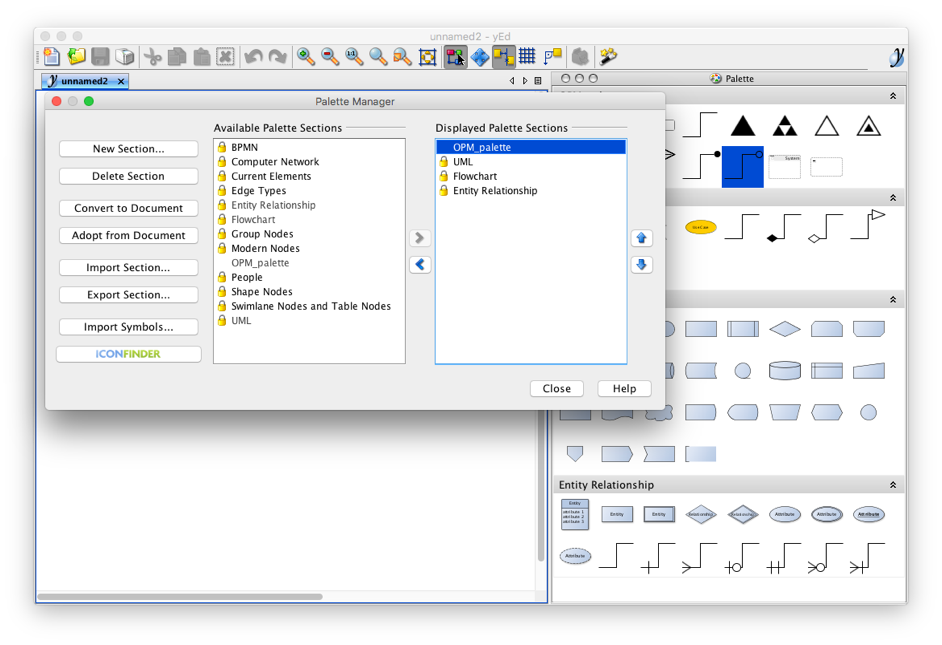
Or: Use “Command” + “I” and type into text box found under the “General” tab

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Select the arrow and then select “Free” under “Placement” found in “Properties View” to move the label freely.

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**Hint:** back in the ‘Palette Manager’ you may want to remove from the ‘Displayed Palette Sections’ the palettes you are not going to use, to have a cleaner user interface.



# License

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