

Blueprint 5.4

Project Administration Guide

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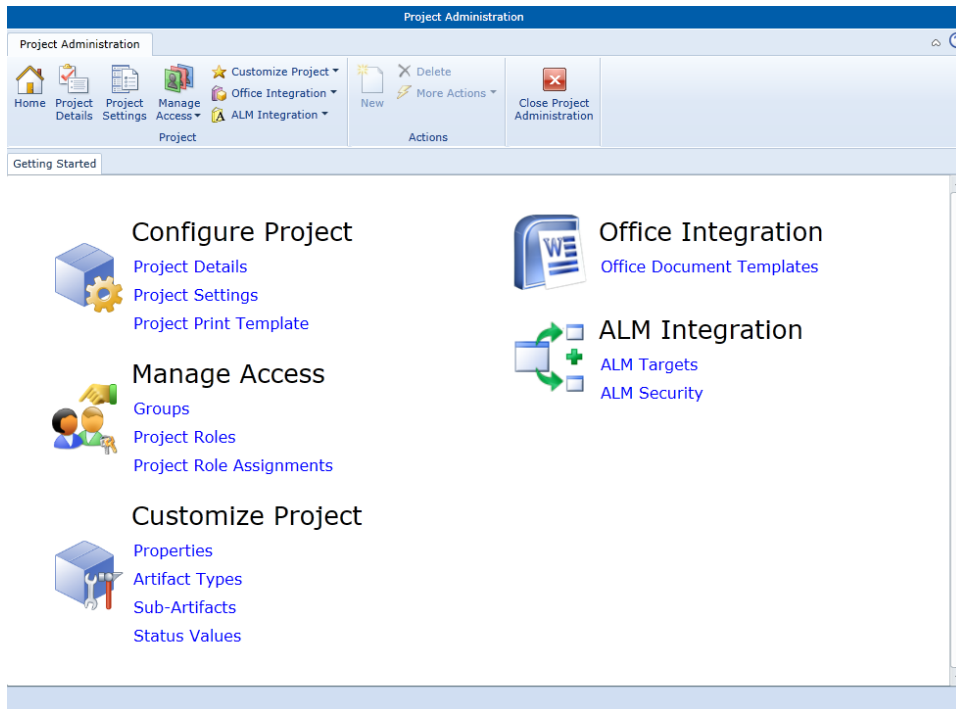
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Project Administration

Blueprint's *Project Admin Editor* allows you to manage all aspects of the project, such as groups, project roles, artifact properties, artifact types, and status values. You can also configure your document templates and integrations.

The *Project Admin Editor* looks like this:



The *Project Admin* editor provides you with access to the following settings:

- **Project Details:** Allows you to [set the name and description of the project](#).
- **Project Settings:** Allows you to [modify various project-wide settings](#), such as the ability to enable or disable comment modification.
- **Groups:** Provides you with the ability to [manage groups and group members](#). You can add users or groups to a group.
- **Project Roles:** Provides you with the ability to [define and manage roles](#), using on a number of privileges that can be granted to each role.
- **Project Role Assignments:** Allows you to [assign users or groups to a role](#). Project roles can be assigned at the project level, or you can limit the scope of the project role to a folder or artifact.
- **Properties:** Allows you to [create custom properties](#) and apply them to individual artifact types.
- **Artifact Types:** Allows you to [manage artifact types](#). You can create new artifact types, modify existing artifact types, and associate custom properties with artifact types.
- **Sub Artifacts:** Allows you to [associate custom properties with sub-artifact types](#).
- **Status Values:** Allows you to [manage status values](#). You can create new status values for approvals and discussions, or modify existing status values.
- **Office Document Templates:** Allows you to [manage office document templates](#) so users can export Blueprint artifacts to Microsoft Word and Microsoft Excel documents.
- **ALM Integration Targets:** Allows you to [manage ALM integration targets](#) so users can export Blueprint artifacts and test plans to ALM systems.

- **ALM Integration Security:** Allows you to [manage ALM integration target security](#) so you can control which users can access each ALM target.

Defining and managing project roles

In Blueprint, privileges are defined by [certain project administrators](#) at the project role level. Project roles offer you a powerful way to control access to the project. You can use project roles to define various levels of access based on your team or organization's needs. You can then assign users and groups to the appropriate project roles.

Example

John, a senior business analyst, has been asked to create project roles for two different groups of users. The requirements authors require the ability to view, modify, and establish trace relationships. The reviewers of the artifacts only require the ability to view and comment on artifacts.

John creates two new project roles called **Authors** and **Reviewers**. He grants the **Authors** role the following privileges: **Read**, **Edit**, and **Trace**. John grants the **Reviewers** role the **Read** and **Comment** privileges.

Project roles are defined and managed using the *Project Roles* tab in the *Project Administration Console*. The *Project Roles* tab looks like this:

Project Role Name	Description
Author	
Business Analyst	
Project Administration with Configuration Privileges	
Project Administrator	
Read-Only	

Project Role Details

Name: Author

Description:

Privileges:

Allow	Privilege
<input checked="" type="checkbox"/>	Read
<input checked="" type="checkbox"/>	Create and Edit
<input type="checkbox"/>	Delete
<input checked="" type="checkbox"/>	Trace
<input checked="" type="checkbox"/>	Comment
<input checked="" type="checkbox"/>	Steal Lock

Project Administrator Role: <Not Assigned>

Project Administrator Role Description:

Save Cancel

Each role has a name, description, and a set of privileges. The following privileges can be applied to a project role:

Privilege	Description
Read	Provides the ability to view artifacts.
Edit	Provides the ability to modify and publish artifacts. If the Edit privilege is granted, the Read privilege is automatically granted.
Delete	Provides the ability to delete artifacts.
Trace	Provides the ability to create trace relationships between artifacts. If the Trace privilege is granted, the Read privilege is automatically granted. Note: In order to create a trace, the user must also have Edit permissions on at least one of the artifacts

Privilege	Description
Comment	Provides the ability to add new comments and replies. If the Comment privilege is granted, the Read privilege is automatically granted.
Steal Lock	Provides the ability to steal the lock from other users. If the Steal Lock privilege is granted, the Read and Edit privileges are automatically granted. Warning: Stealing a lock discards all unpublished changes of the user that previously held the lock.
Can Report	Provides the ability to produce Blueprint Analytics reports. If the Can Report privilege is granted, the user can produce Blueprint Analytics reports using the project data in PowerPivot. Note: Blueprint Analytics reporting requires a Blueprint Analytics license.

Creating project roles

Creating project roles allows you to maintain various levels of access to the project.

To create a new project role:

1. Open the *Project Roles* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Project Roles** link.
The *Project Roles* tab is displayed.
2. Provide a name for the project role.
3. Provide a description for the project role.
4. Select the privileges you want to grant to the project role.

Place a checkmark beside the privileges that are applicable to the project role:

Privilege	Description
Read	Provides the ability to view artifacts.
Edit	Provides the ability to modify and publish artifacts. If the Edit privilege is granted, the Read privilege is automatically granted.
Delete	Provides the ability to delete artifacts.
Trace	Provides the ability to create trace relationships between artifacts. If the Trace privilege is granted, the Read privilege is automatically granted. Note: In order to create a trace, the user must also have Edit permissions on at least one of the artifacts
Comment	Provides the ability to add new comments and replies. If the Comment privilege is granted, the Read privilege is automatically granted.
Steal Lock	Provides the ability to steal the lock from other users. If the Steal Lock privilege is granted, the Read and Edit privileges are automatically granted. Warning: Stealing a lock discards all unpublished changes of the user that previously held the lock.

Privilege	Description
Can Report	Provides the ability to produce Blueprint Analytics reports. If the Can Report privilege is granted, the user can produce Blueprint Analytics reports using the project data in PowerPivot. Note: Blueprint Analytics reporting requires a Blueprint Analytics license.

5. Select the project administrator role with the administrative privileges that you want the project role to have.
6. Click **Save**.

After you have created a project role, you may want to [assign users or groups to the role](#). You can also modify the project role details or privileges at any time.

Modifying project roles

Warning: If you modify the privileges granted to a role, all users and groups assigned to that role are affected.

To modify an existing project role:

1. Open the *Project Roles* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Project Roles** link.
The *Project Roles* tab is displayed.
2. Select the project role you want to modify.
Select a project role by clicking a row in the table. The role details are displayed on the right side of the page.
3. Modify the project role name, if desired.
4. Modify the project role description, if desired.
5. Modify the privileges of project role, if desired.
Place a checkmark beside the privileges that are applicable to the project role.
6. Click **Save**.

Managing project-level groups

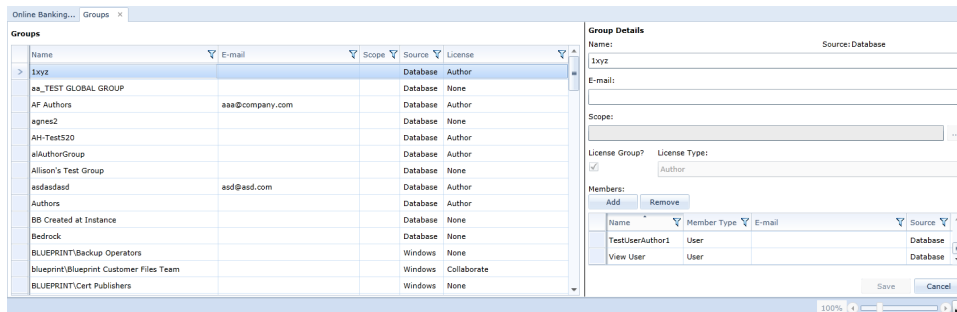
User creation must be performed by an instance administrator but, with the correct privileges, project administrators can create project-level groups and add users to groups. Project administrators can also add groups to other groups. After a group is created, the group details can be edited and group members can be added or removed as needed.

Note: Project administrators can only modify groups that exist at the project level. Project administrators can use groups that exist at the instance level, but cannot modify instance-level groups.

Project-level groups are managed using the *Groups* tab in the *Project Administration Console*. When you open the *Groups* tab, the groups are displayed in the leftmost panel, and the group details are displayed in the rightmost panel.

Note: The *Groups* tab in the *Project Administration Console* displays all project-level groups for this project, and all instance-level groups. Project administrators with the right privileges can create, modify, and delete project-level groups from the *Project Administration Console*. However, project administrators cannot create, modify, or delete instance-level groups from the *Project Administration Console*.

The *Groups* tab looks like this:



Understanding the Groups Tab

The Groups tab is accessible from both the Instance Administration Console and the Project Administration Console, but your ability to perform certain operations differs slightly depending on whether you are an instance administrator or a project administrator.

The left side of the *Groups* tab provides you with a table containing the following columns of information about each group:

- **Name:** Indicates the name of the group.
- **Email:** Indicates the group email address.
- **Scope:** Indicates the scope of the group. If a scope is defined, the group is only visible at the specified project level. If no scope is defined, the group is visible within all projects.

Note: Groups that are created at the instance-level cannot be modified by project administrators, regardless of the group scope.

- **Source:** Indicates the source of the group. The value in this column can be either *Database* or *Windows*. Blueprint only allows project administrators with the applicable privileges to manage *Database* groups. *Windows* groups are derived from the Active Directory, therefore cannot be managed by the project administrator.

After you select a group from the table, the group details are displayed on the right side of the page, including the list of group members. The group members are displayed in a table with the following columns of information about each member:

- **Name:** Indicates the name of the group member.
- **Member Type:** Indicates whether the group member is a user or a group.

Tip: You can add groups to other groups.

- **Email:** Indicates the email address of the group member.
- **Source:** Indicates whether the group member source is *Windows* (Active Directory) or the Blueprint *Database*.

Note: Both *Windows* and *Database* member sources can be added to a *Database* group.

- *Scope*: Indicates the scope of the group.
- *License Type*: Indicates whether the license is Author, Collaborator or View.

Creating project-level groups

Project administrators can only create groups at the project level. This means that the group is accessible to a single project. Instance administrators with the applicable privileges have the ability to create groups at the instance level. Groups at the instance level are accessible by all projects.

To create a new project-level group:

1. Open the *Groups* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Groups** link.
The *Groups* tab is displayed.
2. Click the **New** button on the ribbon and select **New Database Group**.
The new group is created and the details of the new group are displayed in the *Group Details* panel on the right side of the page.
3. Provide a name for the group.
4. Provide an email address for the group, if applicable.
5. Add members to the group.
Read more about [adding members to a group](#).
6. Click **Save**.

After you have created a group, you can modify the group details or group members at any time.

Modifying project-level groups

Project administrators with the correct privileges can only modify groups that exist at the project level. Project administrators can use groups that exist at the instance level, but cannot modify instance-level groups.

Note: If you remove a user from a group, the user may lose project privileges. For example, if the group is assigned to a role with *Project Admin* privileges, the user will lose the *Project Admin* privileges after being removed from the group.

To modify an existing project-level group:

1. Open the *Groups* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Groups** link.
The *Groups* tab is displayed.
2. Select the group you want to modify.
Select a group by clicking a row in the table. The group details are displayed on the right side of the page.

3. Modify the group name, if desired.
4. Modify the group email address, if desired.
5. Add or remove group members, if desired.

Read more about [adding members to a project-level group](#) and [removing members from a project-level group](#).

6. Click **Save**.

Adding members to a project-level group

Adding a user to a group is a quick and easy way to grant the user access to the system. When you add a user to a group, the user gains all role privileges that are assigned to the group.

Project administrators can only add members to groups that exist at the project level. Project administrators can use groups that exist at the instance level, but cannot modify instance-level groups.

To add members to a project-level group:

1. Open the *Groups* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Groups** link.

The *Groups* tab is displayed.
2. Select the group you want to modify.

Select a group by clicking a row in the table. The group details are displayed on the right side of the page.
3. Click the **Add** button.

The *Select Members* dialog appears.
4. Select the user(s) and/or group(s) that you want to add to the group.

You can select multiple items by holding the **Ctrl** key and clicking multiple users and groups. Click the *Groups* or *Users* tab to toggle between the users list and groups list.
5. Click **OK** to add the selected user(s) and/or group(s) to the group.
6. Click **Save**.

Removing members from a project-level group

Project administrators can only remove members from groups that exist at the project level. Project administrators can use groups that exist at the instance level, but cannot modify instance-level groups.

Note: If you remove a user from a group, the user may lose project privileges. For example, if the group is assigned to a role with Project Admin privileges, the user will lose the Project Admin privileges after being removed from the group.

To remove members from a project-level group:

1. Open the *Groups* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Groups** link.

The *Groups* tab is displayed.

2. Select the member(s) that you want to remove from the group.

You can select multiple items by holding the **Ctrl** key and clicking multiple users and groups.

3. Click the **Remove** button.
4. Click **Save**.

Managing project role assignments

Project role assignments are used by project administrators to assign users or groups to a particular role for a particular project. In other words, project administrators can grant access to the system by assigning users and groups to project roles. The level of access granted depends on the project role that you assign. User creation must be performed by the instance administrator, but project administrators have the ability to assign users and groups to project roles. This provides project administrators with the ability to control which users and groups can access artifacts in the project. Project role assignments can be set at the project level or the artifact level.

Example

Cathy, a business analyst, wants to obtain feedback from the legal team on artifacts in a project. The individuals on the legal team are already included in a group called **Legal Team** and there is already a project role called **Reviewers** that includes **Read** and **Comment** privileges across the entire project.

Cathy simply assigns the **Legal Team** group to the **Reviewers** project role. All of the individuals on the legal team can now view and comment on artifacts in the project.

Project role assignments are performed on the *Project Role Assignments* tab in the *Project Administration Console*. When you open the *Project Role Assignments* tab, the project role assignments are displayed in the leftmost panel, and the role assignment details are displayed in the rightmost panel. The *Project Role Assignments* tab looks like this:

The screenshot shows the 'Project Role Assignments' interface. The left panel, titled 'Project Role Assignments', contains a table with the following data:

Identity	Identity Type	Project Role	Scope
> Zuser	User	power ba	Cross-Project Move
docstest	User	Project admin for modifying structure	Cross-Project Move
docstest2	User	author	Cross-Project Move

The right panel, titled 'Project Role Assignment Details', shows the details for the selected assignment (Zuser):

- Identity: User : Zuser
- Project Role: power ba
- Scope:
 - ☒ Project
 - ☐ Folder or Artifact

At the bottom right of the right panel are 'Save' and 'Cancel' buttons. A zoom slider is visible at the bottom of the interface.

The left side of the page provides you with a table containing the following columns of information about each project role assignment:

- **Identity:** Indicates the name of the user or group that is assigned to the role.
- **Identity Type:** Indicates whether the role is assigned to a *User* or a *Group*.
- **Role:** Indicates the name of the role. Roles are defined by project administrators on the *Project Roles* tab.
- **Scope:** Indicates the name of the project, folder, or artifact to which the project role assignment is applicable. Project role assignments can be applied at the project level, or the artifact/folder level. If the

scope is set to a folder, users have access to everything in that folder (and below it) including newly added artifacts.

After you select a project role assignment from the table, the project role assignment details are displayed on the right side of the page.

Creating project role assignments

Adding a new project role assignment grants privileges to a person or group based on the selected project role. The project role assignment can be applied to the entire project, or limited to a particular folder or artifact.

Note: Each project role assignment grants access to a single user or group. If you want to assign a project role to multiple users, you can either 1) create a separate project role assignment for each user, or you can [create a project-level group](#) with those users and then create a project role assignment for that group.

To add a new project role assignment:

1. Open the *Project Role Assignments* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Project Role Assignments** link.
The *Project Role Assignments* tab is displayed.
2. Click the **New** button on the ribbon.
The *Select Identity* dialog is displayed.
3. Select the user or group for the new role assignment and click **OK**.
Click the *Users* and *Group* tabs to toggle between the list of users and groups. You can only select one user or group for each role assignment. If you want to assign multiple users to the role, consider creating a new group with the users that require access.
After you click **OK**, the new project role assignment is created and the details of the new role assignment are displayed in the *Project Role Assignment Details* panel on the right side of the page.
4. Change the identity, if desired.
5. Select the role that you want to assign.
All project roles are displayed in the drop-down list. You must create at least one role before you can create a role assignment.
6. Set the project role assignment scope.
The project role assignment scope allows you to control whether the project role assignment applies to the entire project, or to a specific folder or artifact.
7. Click **Save**.

After you add a project role assignment, you can modify the project role assignment details at any time.

Modifying project role assignments

When you update a project role assignment, the changes are effective immediately. If the identity is changed, the previous user or group immediately loses the privileges defined in the project role, and the newly selected identity gains the privileges.

To modify a project role assignment:

1. Open the *Project Role Assignments* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Project Role Assignments** link.
The *Project Role Assignments* tab is displayed.
2. Select the project role assignment you want to modify.
Simply click a row in the table. The role assignment details are displayed on the right side of the page.
3. Change the identity, if desired.
4. Change the project role, if desired.
5. Change the scope of the project role assignment, if desired.
6. Click **Save**.

Deleting project role assignments

When you delete a project role assignment, the users and groups immediately lose the privileges defined by that role.

To delete a project role assignment:

1. Open the *Project Role Assignments* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Project Role Assignments** link.
The *Project Role Assignments* tab is displayed.
2. Select the project role assignment you want to delete.
Simply click a row in the table to select a project role assignment.
3. Click the **Delete** button on the ribbon.

Managing artifact types

Project administrators with the correct privileges can create custom artifact types at the project level to meet the needs of the project. Each artifact type must have a unique ID prefix and must be associated with one of the pre-configured base types. Custom artifact types provide you with an extremely large amount of flexibility in the way you categorize the artifacts in your projects.

Example

Tyler, a business analyst, is configuring a new project which involves the creation of a large number of business and functional requirements in textual form. He wants to ensure there is a high level of visibility between business and functional requirements.

He considered adding a custom property (with *Business* or *Functional* options) to the existing **Textual Requirement** artifact, but he feels it will not offer enough visibility.

Tyler decides to create two different artifact types called **Business Requirements** and **Functional Requirements**. He sets the `Base Type` to *TextualRequirement* for both of the new artifact types. Tyler deletes the existing **Textual Requirement** artifact type as it is no longer needed. Now, users

must choose between a business requirement or a functional requirement when creating a new requirement.

Project administrators with the correct privileges can create and edit custom artifact types using the *Custom Artifact Types* tab in the *Project Administration Console*. The *Custom Artifact Types* tab looks like this:

Prefix	Name	Base Type
ABL	Baseline	ArtifactBaseline
AC	Actor	Actor
ACR	Acronyms	Glossary
BFL	Baseline & Review Folder	BaselineFolder
BP	Business Process Diagram	BusinessProcess
BR	Business Requirement	TextualRequirement
BRule	Business Rule	TextualRequirement
DD	Domain Diagram	DomainDiagram
DOC	Document	Document
FR	Functional Requirement	TextualRequirement
FT	Feature	TextualRequirement
GD	Generic Diagram	GenericDiagram
GL	Glossary	Glossary
NF	Non-Functional Requirement	TextualRequirement
PF	Folder	PrimitiveFolder
PI	Process Improvement	TextualRequirement
RQ	Textual Requirement	TextualRequirement
RVP	Review	ArtifactReviewPackage
SB	Storyboard	Storyboard
UC	Use Case	UseCase

Artifact Type Details

Name:

Prefix:

Group Label:

Base Type:

Description:

Artifact's Properties

Group	Name	Width	Height
General	Name	1 Column	
	ArtifactType	1 Column	
Details	Description		

Buttons: Add Property, Remove Property, Edit Property, Advanced, Save, Cancel

The left side of the page provides you with a table containing the following columns of information about each artifact type:

- **Prefix:** Indicates the ID prefix of the artifact type. Prefixes are unique across artifact types. All artifacts have a unique ID that begins with this prefix.
- **Name:** Indicates the name of the artifact type. This name appears in the list of options when users are selecting a new artifact to create. It also appears in the *Artifact Type* column when users are viewing the artifact list.
- **Base Type:** All artifact types must have a base type. The base type determines the type of editor that is used when a user opens an artifact. The available base types are pre-configured and cannot be modified.

After you select an artifact type from the table, the artifact type details are displayed on the right side of the page.

Creating artifact types

Important: To see any changes you have made to artifact types, you need to click the ribbon menu icon and then click **Refresh All**.

You can create custom artifact types in order to meet the needs of your project.

To create a new artifact type:

1. Open the *Artifact Types* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Custom Artifact Types** link.

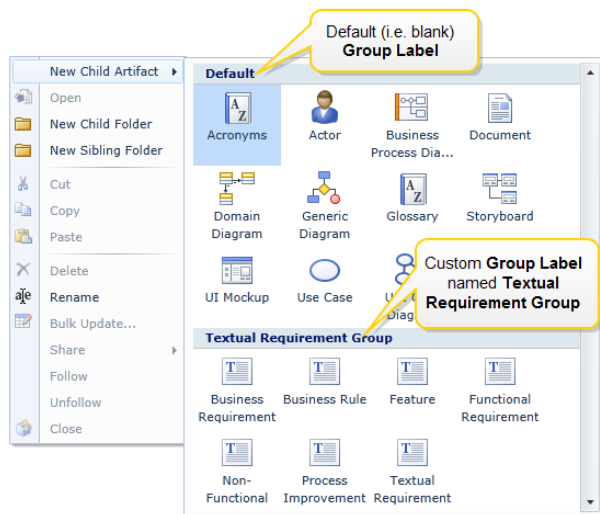
The *Custom Artifact Types* tab is displayed.
2. Click the **New** button on the ribbon.

The new artifact type is created and the details of the artifact type are displayed in the *Artifact Type Details* panel on the right side of the page.

3. Specify the artifact type details.

- **Name:** Indicates the name of the artifact type. This name appears in the list of options when users are selecting a new artifact to create. It also appears in the *Artifact Type* column when users are viewing the artifact list.
- **Icon:** If a new icon is added, the new icon appears in the list of options when users are selecting a new artifact to create. It also appears in the *Artifact Type* column when users are viewing the artifact list. Any uploaded icon should be a PNG or JPG file that is 32x32 pixels.
- **Prefix:** Indicates the ID prefix of the artifact type. Prefixes are unique across artifact types. All artifacts have a unique ID that begins with this prefix.
- **Group Label:** If specified, this artifact type appears under the specified label when users are selecting a new artifact to create. To set the group label, simply use the drop-down to select an existing group label, or type the name of a new group label into the field. If no value is specified, the artifact types appear under the *Default* label.

In the example below, all artifact types are displayed under the *Default* label, except for the artifacts under the label called **Textual Requirement Group**:



- **Base Type:** All artifact types must have a base type. The base type determines the type of editor that is used when a user opens an artifact. The available base types are pre-configured and cannot be modified.
- **Description:** Provides a description of the artifact type, such as the purpose or intended usage.
- **Properties:** Indicates any custom properties that are applied to this artifact type. Place a checkmark beside the custom properties that are applicable to this artifact type. Click the **Manage Properties** link to add or manage custom properties.

Tip: You can [customize the display order and layout of properties](#).

4. Click **Save**.

Modifying artifact types

To modify an existing artifact type:

Warning: Modifying an existing artifact type can result in data loss! For example, if you change the `Base Type` of an artifact type from *GenericDiagram* to *TextualRequirement*, the existing artifacts of that type will no longer contain diagrams.

1. Open the *Artifact Types* tab.

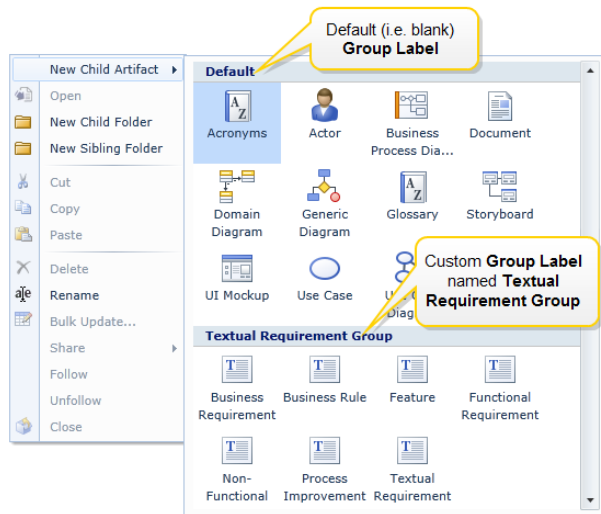
1. Open the *Project Administration Console*.
2. Click the **Custom Artifact Types** link.
The *Custom Artifact Types* tab is displayed.

2. Select the artifact type you want to modify.

Select an artifact type by clicking a row in the table. The artifact type details are displayed on the right side of the page.

3. Update the artifact type details.

- **Name:** Indicates the name of the artifact type. This name appears in the list of options when users are selecting a new artifact to create. It also appears in the *Artifact Type* column when users are viewing the artifact list.
- **Icon:** If a new icon is added, the new icon appears in the list of options when users are selecting a new artifact to create. It also appears in the *Artifact Type* column when users are viewing the artifact list. Any uploaded icon should be a PNG or JPG file that is 32x32 pixels.
- **Prefix:** Indicates the ID prefix of the artifact type. Prefixes are unique across artifact types. All artifacts have a unique ID that begins with this prefix.
- **Group Label:** If specified, this artifact type appears under the specified label when users are selecting a new artifact to create. To set the group label, simply use the drop-down to select an existing group label, or type the name of a new group label into the field. If no value is specified, the artifact types appear under the *Default* label.
In the example below, all artifact types are displayed under the *Default* label, except for the artifacts under the label called **Textual Requirement Group**:



- **Base Type:** All artifact types must have a base type. The base type determines the type of editor that is used when a user opens an artifact. The available base types are pre-configured and cannot be modified.
- **Description:** Provides a description of the artifact type, such as the purpose or intended usage.
- **Properties:** Indicates any custom properties that are applied to this artifact type. Place a checkmark beside the custom properties that are applicable to this artifact type. Click the **Manage Properties** link to add or manage custom properties.

Tip: You can [customize the display order and layout of properties](#).

4. Click **Save**.

Deleting artifact types

To delete an artifact type:

Note: Before you can delete an artifact type, you must delete all existing artifacts of that particular type.

1. Open the *Artifact Types* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Custom Artifact Types** link.
The *Custom Artifact Types* tab is displayed.
2. Select the artifact type you want to delete.
Select an artifact type by clicking a row in the table. The artifact type details are displayed on the right side of the page.
3. Click the **Delete** button on the ribbon.
The confirmation dialog appears.
4. Click **OK** to confirm the deletion.

Customizing the layout of properties

Project administrators with the correct privileges can customize the layout of artifact properties in order to control how the information is presented to Blueprint users. For example, you can display your property data using tabs, or adjust the width and height of text properties.

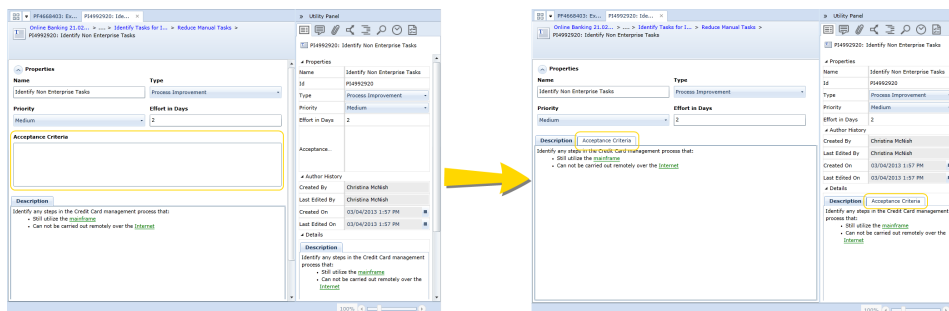
Before you can customize the layout of properties, the property must already exist. Learn more about [creating custom properties](#).

Example

Jesse, a business analyst, has been storing a lot of business requirement content within an artifact type, *Process Improvement*. There are a large number of text properties associated with the artifact, resulting in an overwhelming page with too much textual information. To improve the organization of her *Process Improvement* business requirements, Jesse displays her custom properties and their content within tabs. As a result, her page is no longer overwhelming, and her content appears in smaller, more digestible chunks.

Tabbed layout

You can lay out your custom properties using tabs as long as the custom properties are multi-line rich-text properties and you place your custom properties under the *Details* group in the *Add/Edit Property* editor.

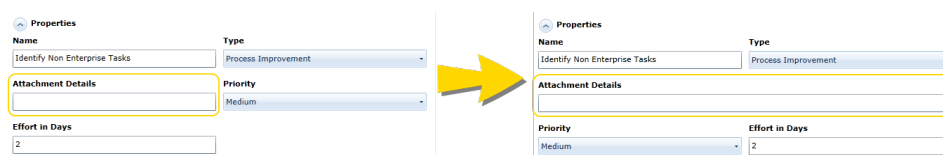


Property height

One of several layout options you have is altering the height of your custom property. You can make your custom property into a single-line property (fixed height) or a multi-line text property (single, double or triple height setting).

Property width

You can make your custom property into a one-column field or a two-column property. One-column and two-column properties have similar character limits. However, more data can be visually displayed within a two-column property.




By default, all properties have the width of a single standard column. You have the option of extending any single-line, one-column property to a two-column width.

Generally, one-column properties are more often used for numeric data whereas two column properties are used for short textual data.

Displaying a property in a tabbed layout

To display a property in a tabbed layout:

Note: Properties can only be displayed in a tabbed layout if it is a multi-line and rich-text property.

1. Within the Project Admin, click **Artifact Types**.
The Artifact Type page appears.
2. In the artifact list, click the artifact type that you want to organize into a tabbed layout.
The artifact type details appear on the rightmost side.
3. In the *Properties* section, click **Add Property**.
The *Add/Edit Property* dialog box appears.
4. From the *Property* menu, select your custom property.
5. From the *Group* menu, select **Details** to make your property appear in the bottom section of your artifact type as a tab.
6. Click **OK**.
Within the *Properties* section, your custom property appears in the *Details* group.
7. Click **Save**.
8. Click **Close Project Admin**.
9. To see your changes, click the *application menu* on the ribbon , select *Refresh* and then click **Refresh All**.

After refreshing all, the property appears in a tab within the main content area and in the Utility Panel (*Properties* tab, *Details* section) of the artifact type.

Changing the height of a property

To change the height of a multi-line property:

1. Within the Project Admin, click **Artifact Types**.
The Artifact Type page appears.
2. In the artifact type list, select the artifact type that contains your custom property.
The artifact type details appear on the rightmost side of the page.
3. In the *Properties* section, select your property and then click **Edit Property**.
The *Add/Edit Property* dialog box appears.
4. From the *Group* menu, select **General**.

Note: Only multi-line properties belonging to the *General* group can be resized.

5. From the *Height* menu, select the height you want.

Single is the smallest multi-line property size whereas triple is the largest property size.

6. Click **OK**.

Your updated property appears in the *Properties* section.

7. Click **Save**.
8. Click **Close Project Admin**.
9. To see your changes, click the *application menu* on the ribbon, select *Refresh* and then click **Refresh All**.

After refreshing all, your property appears in a multi-line property within the top area of the artifact type.

Changing the width of a property

To change the width of a property:

1. Within the Project Admin, click **Artifact Types**.

The Artifact Type page appears.

2. In the artifact list, click the artifact type that you want to display in a two-column property.

The artifact type details appear on the rightmost side.

3. In the *Properties* section, do one of the following:

Click **Add Property** to select your custom property and then, from the *Property* menu, select your property.

--Or--

Select one of the default properties and then click **Edit Property**.

4. From the *Width* menu in the Add/Edit Property dialog box, select **2 Column**.

5. Click **OK**.

Your property appears in the *Properties* section.

6. Click **Save**.
7. Click **Close Project Admin**.
8. To see your changes, click the *application menu* on the ribbon, select *Refresh* and then click **Refresh All**.

After refreshing all, your property appears in a two-column property within the main content area of the artifact type.

Managing custom properties

An artifact property refers to the descriptive data that is associated with an artifact or sub-artifact. All artifacts and sub-artifacts have default system properties. These default system properties vary depending on the type of artifact or sub-artifact. Artifacts and sub-artifacts can also have custom properties, which are configured by the project administrators.

Project administrators with the applicable privileges can create custom properties and apply them to one or more artifact or sub-artifact types. Custom properties are defined and managed on the *Custom Properties* tab in the *Project Administration Console*. The *Properties* tab looks like this:

The left side of the page provides you with a table containing the following columns of information about each custom property:

- **Name:** Indicates the name of the custom property.
- **Type:** The custom property can be one of the following types: *text*, *number*, *date/time*, *choice*, or *user/group*.

After you select a custom property from the table, the custom property details are displayed on the right side of the page.

Creating custom properties

You can create custom properties in order to meet the needs of your project.

Single-line properties vs. multi-line text properties

Generally, single-line properties are used for numeric data and multi-line text properties are used to organize larger amounts of textual data.

This table demonstrates more differences between single-line properties and multi-line text properties:

Single-line properties	Multi-line text properties
■ Can contain a limited amount of text	■ Can hold multiple lines of text
■ Vertical size cannot be changed	■ Vertical size can be changed using the <i>Article Types</i> tab in the <i>Project Administration Console</i> (<i>Artifact's Properties</i> section)
■ Can have a width of one column or two columns	■ Has a fixed width
■ Can only appear within the top section of the main content area and the <i>Properties</i> tab	■ Can only appear within the bottom section of the main content area and the <i>Properties</i> tab
■ Cannot display your custom property as a tab	■ Can only display your custom property as a tab

To create a new custom property:

1. Open the *Properties* tab.

1. Open the *Project Administration Console*.
 2. Click the **Properties** link.

The *Properties* tab is displayed.

2. Click the **New** button on the ribbon.

The new property is created and the details of the property are displayed in the *Property Details* panel on the right side of the page.

3. Specify the custom property details.

- **Name:** Indicates the name of the custom property.
- **Type:** The custom property can be one of the following types: *text*, *number*, *date/time*, *choice*, or *user/group*.

- **Settings:** The settings options are different depending on the selected `Type`. Here are the associated settings for each `Type`:
 - **Text:**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Rich Text:** Defines whether or not the field supports rich text.
 - **Multi Line:** Defines whether or not the field supports multi lines of text.
 - **Has Default Value:** Defines whether or not the property has a default value. If enabled, specify the default value into the space below.
 - **Number**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Validated:** Defines whether or not the value specified for this property is validated.
 - **Number of decimal places:** Defines the number of decimal places to save.
 - **Max Value:** Defines the maximum acceptable number. This option is only applicable if the **Validated** option is enabled.
 - **Min Value:** Defines the minimum acceptable number. This option is only applicable if the **Validated** option is enabled.
 - **Has Default Value:** Defines whether or not the property has a default value. If enabled, specify the default value into the space below.
 - **Date/Time**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Validated:** Defines whether or not the value specified for this property is validated.
 - **Max Value:** Defines the latest acceptable date. This option is only applicable if the **Validated** option is enabled.
 - **Min Value:** Defines the earliest acceptable date. This option is only applicable if the **Validated** option is enabled.
 - **Has Default Value:** Defines whether or not the property has a default value. If enabled, specify the default value into the space below.
 - **Choice**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Allow Custom Value:** Defines whether or not users can specify a custom value for this property.
 - **Allow Multiple Choices:** Defines whether or not users can select more than one choice for this property.
 - **Set Valid Values:** Click this button to add, delete, and reorder the valid choices for this property.
 - **User/Group**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Has Default Value:** Defines whether or not the property has a default value. If enabled, specify the default value into the space below.

- **Applies To Artifact Types:** Place a checkmark beside the artifact types that should contain this property. Click the **Manage Artifact Types** link to add or manage artifact types.
4. Click **Save**.

Modifying custom properties

Warning: Modifying a custom property can result in lost data. For example, if you change the property type, the current data is lost. Additionally, if you remove the custom property from one or more artifact types, the custom property data is lost for those types of artifact.

To modify an existing custom property:

1. Open the *Properties* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Properties** link.

The *Properties* tab is displayed.

2. Select the custom property you want to modify.

Select a property by clicking a row in the table. The property details are displayed on the right side of the page.

The screenshot shows the 'Properties' tab in the software. On the left, a table lists various properties. 'Property 1' is selected, showing its details on the right. The 'Properties Details' section includes a 'Name' field (Property 1), a 'Type' dropdown menu (set to Text), and a 'Settings' section with checkboxes for Required, Rich Text, Multi Line, and Has Default Value. Below this is the 'Applies To Artifact Types' section, which lists several artifact types with checkboxes: Folder, Glossary, Generic Diagram, Business Process Diagram, Textual Requirement, Actor, Use Case, and UI Mockup. A 'Manage Artifact Types' link is also present. At the bottom right of the details pane are 'Save' and 'Cancel' buttons.

3. Update the custom property details.

- **Name:** Indicates the name of the custom property.
- **Type:** The custom property can be one of the following types: *text*, *number*, *date/time*, *choice*, or *user/group*.
- **Settings:** The settings options are different depending on the selected **Type**. Here are the associated settings for each **Type**:
 - **Text:**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Rich Text:** Defines whether or not the field supports rich text.
 - **Multi Line:** Defines whether or not the field supports multi lines of text.

- **Has Default Value:** Defines whether or not the property has a default value. If enabled, specify the default value into the space below.
 - **Number**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Validated:** Defines whether or not the value specified for this property is validated.
 - **Number of decimal places:** Defines the number of decimal places to save.
 - **Max Value:** Defines the maximum acceptable number. This option is only applicable if the **Validated** option is enabled.
 - **Min Value:** Defines the minimum acceptable number. This option is only applicable if the **Validated** option is enabled.
 - **Has Default Value:** Defines whether or not the property has a default value. If enabled, specify the default value into the space below.
 - **Date/Time**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Validated:** Defines whether or not the value specified for this property is validated.
 - **Max Value:** Defines the latest acceptable date. This option is only applicable if the **Validated** option is enabled.
 - **Min Value:** Defines the earliest acceptable date. This option is only applicable if the **Validated** option is enabled.
 - **Has Default Value:** Defines whether or not the property has a default value. If enabled, specify the default value into the space below.
 - **Choice**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Allow Custom Value:** Defines whether or not users can specify a custom value for this property.
 - **Allow Multiple Choices:** Defines whether or not users can select more than one choice for this property.
 - **Set Valid Values:** Click this button to add, delete, and reorder the valid choices for this property.
 - **User/Group**
 - **Required:** Defines whether or not the property is required. If the property is required, artifacts cannot be saved unless a value for this property is specified.
 - **Has Default Value:** Defines whether or not the property has a default value. If enabled, specify the default value into the space below.
 - **Applies To Artifact Types:** Place a checkmark beside the artifact types that should contain this property. Click the **Manage Artifact Types** link to add or manage artifact types.
4. Click **Save**.

Deleting custom properties

To delete a custom property:

Warning: Deleting a custom property results in data lost. The custom property data is lost for all artifacts if the custom property is deleted.

1. Open the *Properties* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Properties** link.
The *Properties* tab is displayed.
2. Click the **Delete** button on the ribbon.
The confirmation dialog appears.
3. Click **OK** to confirm the deletion.

Associating custom properties with sub-artifacts

Blueprint allows project administrators with the correct privileges to associate custom properties with sub-artifacts (such as shapes, connectors, glossary terms, and so on). This allows you to associate various types of data with sub-artifacts in the system. You can also control the order in which the properties are displayed so it is easier to view the information in the utility panel.

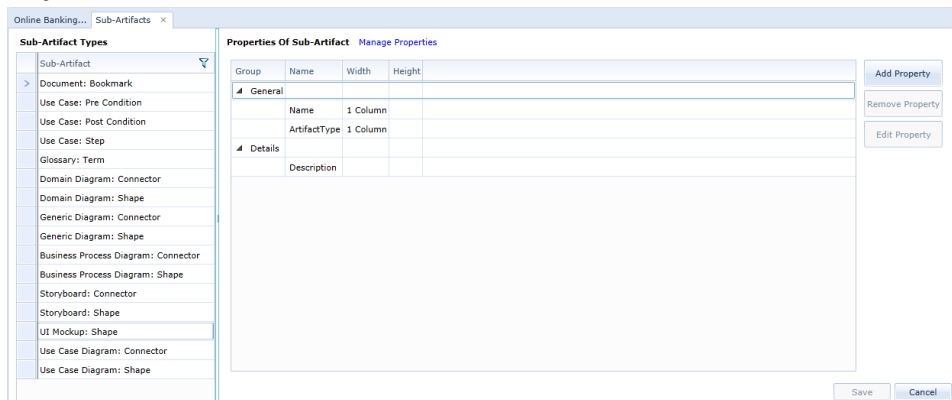
Example

Fred manages the glossary artifacts in Blueprint. The company has started developing the next version of the product, and some of the terms are no longer applicable.

Fred decides to create a custom property called Version and associate the custom property with the Glossary Term sub-artifact type.

Now, Fred can set the version on each artifact type so there is no confusion about whether or not the term is applicable to the new product.

Custom properties are added to sub-artifacts on the *Sub Artifacts* tab in the *Project Administration Console*. The *Sub Artifacts* tab looks like this:



Note: Blueprint consists of a predefined set of sub-artifact types. You cannot create custom sub-artifact types.

Adding a custom property to a sub-artifact

You can add any custom property to any of the predefined sub-artifacts in Blueprint.

To add a custom property to a sub-artifact:

1. Open the *Sub Artifacts* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Sub Artifacts** link.
The *Sub Artifacts* tab is displayed.
2. Select a sub-artifact.
To select a sub-artifact, click a row in the table on the left side of the screen. The custom properties are displayed on the right side of the page.
3. Place a checkmark beside the custom properties that you want to associate with the sub artifact.

Tip: You can control the order in which the custom properties are displayed in the main experience by selecting a property and clicking the **Up** and **Down** buttons.

You can click the **Manage Properties** link to [add or manage custom properties](#).

4. Click **Save**.

Removing a custom property from a sub-artifact

Warning: Removing a custom property from a sub-artifact results in data loss! If you remove a custom property from a sub-artifact, all data stored for that particular custom property is lost.

To remove a custom property from a sub-artifact:

1. Open the *Sub Artifacts* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Sub Artifacts** link.
The *Sub Artifacts* tab is displayed.
2. Select a sub-artifact.
To select a sub-artifact, click a row in the table on the left side of the screen. The custom properties are displayed on the right side of the page.
3. Remove the checkmark beside the custom properties that you no longer want to associate with the sub artifact.
4. Click **Save**.

Managing status values

Blueprint allows project administrators to add additional discussion status values and approval status values. Custom status values offer flexibility in the way you manage comments and approvals.

Example

Noah, a business analyst, sometimes finds it challenging to get stakeholders to sign off on artifacts. Some of his reviewers do not feel comfortable approving the artifacts until after a few specific changes are made.

In order to simplify the sign off process, Noah creates a new approval status value called **Approved with Conditions**. Now, reviewers can simply add a comment to the artifact to describe the conditions, and then set the approval status to **Approved with Conditions**.

Status values are defined and managed using the *Status Values* tab in the *Project Administration Console*. The *Status Values* tab looks like this:

The screenshot shows the 'Status Values' tab in the Project Administration Console. It is divided into two main sections: 'Discussion Status Values' and 'Approval Status Values'. Both sections have a table with columns for 'Status' and 'Close Discussion' (for discussions) or 'Status' and 'Approval' (for approvals). The 'Discussion Status Values' table shows 'Open' and 'Closed' statuses. The 'Approval Status Values' table shows 'Not Specified', 'Approved', 'Disapproved', and 'Approved with Conditions' statuses. The 'Approved with Conditions' status is highlighted. The interface includes 'Add', 'Delete', 'Move Up', and 'Move Down' buttons for each status. A 'Save' button is at the bottom right.

Default status values

The following discussion status values exist by default:

- **Open:** Indicates the discussion status is open. When a discussion is open, users can reply to comments in the discussion.
- **Closed:** Indicates the discussion status is closed. When a discussion is closed, users can no longer reply to comments in the discussion.

The following approval status values exist by default:

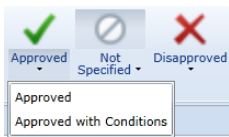
- **Not Specified:** Indicates the review participant has not approved or disapproved the artifact. This is the default approval status value. After a review participant has approved or disapproved an artifact, the reviewer can still change the status back to Not Specified.
- **Approved:** Indicates the review participant has approved the artifact.
- **Disapproved:** Indicates the review participant has disapproved the artifact.

Note: You cannot modify or delete the default status values.

Creating a new approval status value

Each custom approval status must be set to one of the following types: *Approved*, *Disapproved*, or *Not Specified*. You cannot add additional types, but you can create multiple status values and associate them with the existing types.

After you create a new approval status value, the new status appears in the appropriate drop-down in the *Reviewers Experience*. For example, the image below displays the **Approved** drop-down options that appear in the *Reviewers Experience* after a new status (named **Approved with Conditions**) was added:



To create a new approval status value:

1. Open the *Status Values* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Status Values** link.

The *Status Values* tab is displayed.
2. Click the **New** button on the ribbon and select **New Approval Status**.

The new approval status appears as a new row in the table.
3. Specify a name for the new approval status.

The specified name appears as a new drop-down option under one of the following buttons in the *Reviewers Experience*: **Approved**, **Disapproved**, or **Not Specified**.
4. Specify whether this new status indicates the artifact is approved, disapproved, or not specified.

This setting controls whether the new status value appears under the **Approved**, **Disapproved**, or **Not Specified** drop-down option on the ribbon in the *Reviewers Experience*

Creating a new discussion status value

You can create many discussion status values, but each one must mark the discussion as either open or closed.

Example

Project administrators may want to create a discussion status for discussions that are either *accepted* or *rejected*. Accepted discussions will likely remain open until the changes are implemented. Rejected discussions will likely close the discussion.

To create a new discussion status value:

1. Open the *Status Values* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Status Values** link.

The *Status Values* tab is displayed.
2. Click the **New** button on the ribbon and select **New Status**.

The new discussion status appears as a new row in the table.
3. Specify a name for the new discussion status.

This is the name that will appear as a new drop-down option located beside each discussion in the utility panel.
4. Place a checkmark in the *Close Discussion* column if you want the new discussion status to close the discussion.

Note: After a discussion is closed, users can no longer reply to the comments in the discussion.

Deleting a status value

If you delete an approval status value, any artifacts that are associated with that approval status are automatically updated with the *Not Specified* status value.

If you delete a discussion status value, existing discussions continue to be associated with the deleted status. However, the deleted status value is no longer displayed as an option in the drop-down list.

To delete a status value:

1. Open the *Status Values* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Status Values** link.

The *Status Values* tab is displayed.
2. Select the status value that you want to delete.
3. Click the **Delete** button on the ribbon.

Configuring project details

Administrators can use *Project Details* tab to change project details such as the project description.

The *Project Details* tab looks like this:

Online Banking ... Project Details x

Project Details

Name
Online Banking

Description
This is the online banking project.

Location
/Raptor/Steph/ ...

Extract Project XML Data
[Open](#)

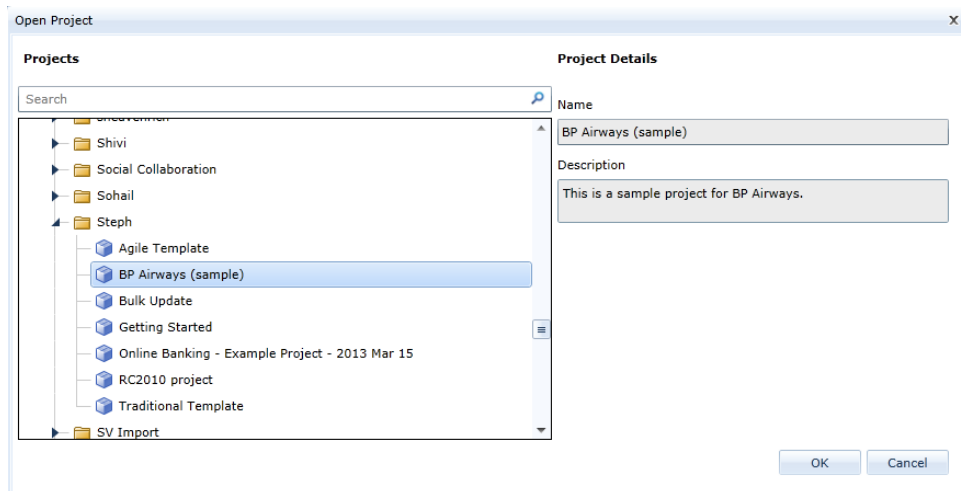
Save Cancel

100%

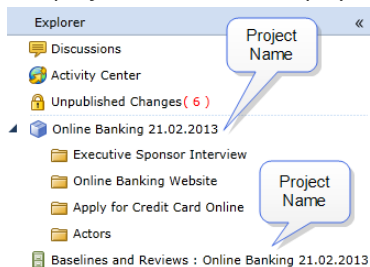
Changing the project name

Note: Project administrators cannot change the project name. You must be an Instance Administrator with the correct privileges to modify the project name.

The project name is displayed in the *Open Project* dialog when a user opens the project:



The project name is also displayed in the explorer panel after the project is open:



To change the project name:

1. Open the *Project Details* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Project Details** link.

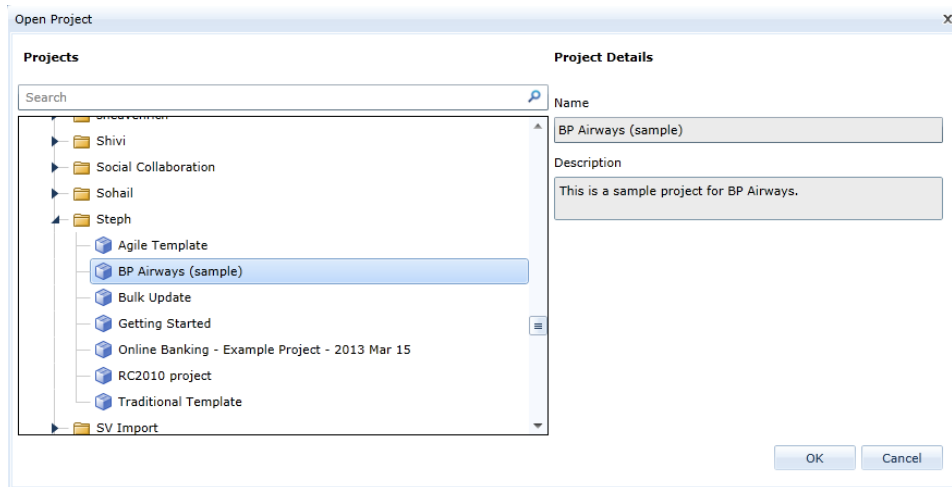
The *Project Details* tab is displayed.
2. Set the name of the project.

Type the project name into the Name field.
3. Click the **Save** button to save the project details.

Note: If you change the project name, users must close the project and re-open the project with the new name. The project name does not automatically refresh for users who have already opened the project.

Changing the project description

The project description is displayed in the *Open Project* dialog when a user opens the project:



1. Open the *Project Details* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Project Details** link.

The *Project Details* tab is displayed.
2. Set the project description.

Type the project description into the Description field.
3. Click the **Save** button to save the project details.

Changing the project location

Note: Project administrators cannot change the project location. You must be an Instance Administrator with the correct privileges to modify the project name.

To change the project location:

1. Open the *Project Details* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Project Details** link.
The *Project Details* tab is displayed.
2. Set the project location.
3. Click the **Save** button to save the project details.

Downloading project XML data

Blueprint provides you with the ability to download your projects in XML format. This file can be used to simplify the authoring of office document templates.

To download the project XML data:

1. Open the *Project Details* tab.
 1. Open the *Project Administration Console*.
 2. Click the **Project Details** link.
The *Project Details* tab is displayed.

Note: If you are using Internet Explorer 8, you must enable the *automatic prompting for file downloads* security setting before you can download the file from Blueprint. To enable this setting, click **Tools > Internet Options > Security > Custom level... > Downloads** and then enable the **Automatic prompting for file downloads** option.

2. Click the **Open** link to view or download the project data in XML format.
The **Open** link is located under the *Extract Project XML Data* heading.

Managing office document templates

Office document templates are added at the project level. Once added, users can generate office documents using the data stored in Blueprint artifacts.

Here are the typical sequence of events:

1. Project administrator authors a new template
2. Project administrator adds the template to Blueprint
3. Users generate documents using the templates

Adding an office document template to a project

After you add an office document template, users can generate documents.

To add a new document template:

1. Open the *Office Document Templates* tab.
 1. Open the *Project Administration Console*.
 2. Click **Office > Document Templates** on the ribbon (*Project Admin* tab, *Project* group).
2. Configure the settings for the new template:
 - **Include Files:** If selected, the generated document is packaged in a **.zip** file with the documents and attachments.
 - **Rich Text Formatting:** If selected, any rich text formatting in Blueprint is preserved in the generated document.
 - **Include Open Discussions:** If selected, open discussions are included in the generated document.
 - **Include Closed Discussions:** If selected, closed discussions are included in the generated document.
 - **Attach source data to report output:** If selected, the generated document is packaged in a **.zip** file with the project XML data that was used to generate the document.

The project XML data can be useful if:

 - you want to author a template using data and image references from your project.
 - you are debugging a problem with the template you are using
 - you want to provide Blueprint support with the project XML data that generated the template
3. Upload the office document template that you created.
 1. Click the **Upload** link.
 2. Locate the file that you want to upload.
 3. Click **Open**.
4. Click **Save**.

Users can now select this template when they generate office documents.

Configuring the commenting settings

Comments allow multiple stakeholders to collaborate on requirements. Blueprint users can add comments to any artifact or sub-artifact, including (but not limited to) textual requirements, use cases, actors, use case steps, diagrams, shapes in diagrams, glossaries, and glossary terms.

As a project administrator with the appropriate privileges, you can control whether or not users can modify and/or delete their published comments.

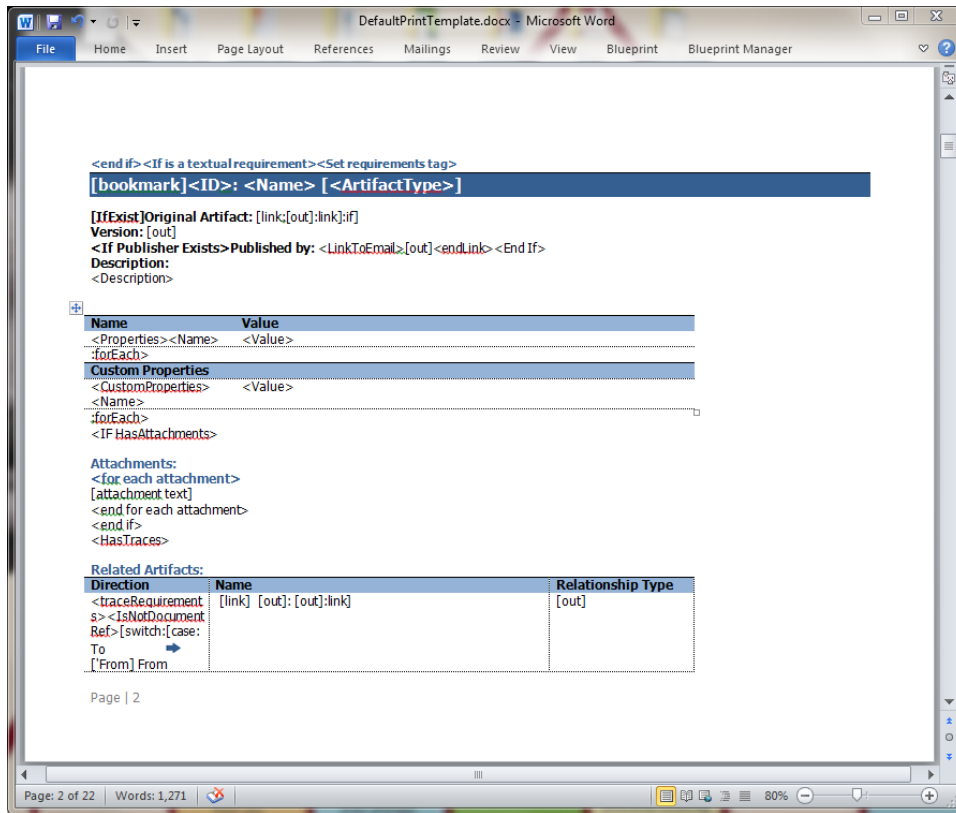
To change the comment settings:

1. Open the *Project Administration Console*.
2. Click the **Project Settings** button on the ribbon.
3. Select or clear the following options depending on your preferences:
 - **Allow modification of published comments and replies**
Select this option if you want users to have the ability to modify their own comments and replies, even after publication.
 - **Allow deletion of published comments and replies**
Select this option if you want users to have the ability to delete their own comments and replies.
4. Click **Save**.

Modifying the default print template at the project level

Blueprint provides project administrators with a default Word template for the purpose of exporting and printing artifacts.

The template is written and designed using the document template authoring add-in.



We do not recommend making changes to the template directly unless you have document template authoring experience. For more information about document template authoring, see the [Document Template Authoring Help](#).

Note: The default print template can be changed at two different levels of administration privileges. Instance administrators with the applicable privileges can modify the default print template within the *Instance Administration Console*, setting a new default template for all projects. Both instance administrators and project administrators with the applicable privileges can change the default print template within the *Project Administration Console*, which sets a new print template for that individual project only.

Once you change the print template at the project level, changes to the template at the instance level do not override the project level template.

To modify the default print template:

1. Open the *Project Administration Console*.
2. Click the *Project Print Template* link.

Important: To restore the system default document template later on, it is a good idea to click the **Download** link to save a copy of the default document template locally. When you want to restore the system default document template, you can simply click the **Replace** link to upload it. If you do not save a copy of the system default document template and you use the **Restore** operation, you will restore the latest document template that has been uploaded by the instance administrator.

3. Create a new template or modify an existing document template.

If you want to modify the existing template, click the **Download** link.

Note: If you are using Internet Explorer 8, you must enable the *automatic prompting for file downloads* security setting before you can download the file from Blueprint. To enable this setting, click **Tools > Internet Options > Security > Custom level... > Downloads** and then enable the **Automatic prompting for file downloads** option.

4. Click the **Replace** link.

The *save* dialog box appears.

5. Select your new print template and then click **Open**.
6. Click **Save**.

Your new print template is saved. Whenever you click the **Print to PDF** button or the **Print to Word** button on the ribbon (*Home* tab), your print template is used to export an artifact to a file for printing purposes.

Managing ALM targets and security

Project administrators with the right privileges can configure ALM targets so users can export Blueprint artifacts to other Application Lifecycle Management (ALM) systems.

Project administrators can set the ALM security settings to control which users have access to ALM targets.

When users are performing an ALM Export or generate a Test Plan, they can choose from a pre-populated list of ALM Targets. The ALM Targets that appear in the list is different for each user, depending on whether they have access to the targets. ALM Security allows project administrators to control which ALM Targets appear for each user.

Supported ALM Systems

Blueprint supports integration with the following ALM systems:

- HP Quality Center 10
- HP ALM 11
- HP ALM 11.5
- Microsoft Team Foundation Server 2010
- Microsoft Team Foundation Server 2012

Creating ALM targets

ALM targets provide a connection between Blueprint and your ALM system, allowing you to export artifact information and generated tests to your ALM system.


Blueprint supports integration with the following ALM systems:

- HP Quality Center 10
- HP ALM 11
- HP ALM 11.5
- Microsoft Team Foundation Server 2010
- Microsoft Team Foundation Server 2012

Note: By default, only project administrators and instance administrators with the correct privileges can access new ALM targets. After you create a new target, you must [set the target security to grant access to the ALM target](#) so other users can use it.

Tip: Blueprint allows you to create new (empty) targets, or you can create targets based on existing targets in another project.

To create a new ALM target:

1. Open the *ALM Targets* tab.
 1. Open the *Project Administration Console*.
 2. Click **ALM > ALM Targets** on the ribbon (*Project Admin* tab, *Project group*).
 2. Click the **New** button on the ribbon (*Project Admin* tab, *Actions* group) and then select one of the following options:
 - **QC Target:** Creates a new HP QC/ALM target.
 - **TFS Target:** Creates a new TFS target.
 - **From Existing Project:** Creates a new ALM target based on an existing target in another project. If you select this option, you must choose a specific target from another project.either or .
- A new ALM Target is added. The details appear on the rightmost side of the screen.
3. Type a **Name** for the new target.
 4. Set the target **Location**:
 1. Click the  button. The *ALM Connection Editor* dialog appears.
 2. Type the **URL** of the ALM server (example: `http://bps-qc10:8080/qcbin` or `http://vmdev:8080/tfs`)

Note: If you are accessing the ALM server from the Blueprint Cloud, ensure that you specify the external IP address (instead of the internal IP).

3. Specify a valid **User Name**.
4. Specify a valid **Password**.
5. Click the **Connect** button.

If you are creating an HP QC/ALM Target, the **Connect** button pre-populates the **Domain** and **Project** fields with valid options.

If you are creating a TFS Target, the **Connect** button pre-populates the **Team Project Collection** and **Team Project** fields with valid options.
6. Perform one of the following actions:

- If you are creating a QC Target:
 - Select the appropriate **Domain** and **Project**
 - Select your desired behavior for deleted artifacts:
 - **How do you want Blueprint to handle artifacts that are deleted when exporting to HP QC/ALM?:** There are two options:
 - **Flag them only (via 'Blueprint Deleted'):** This option sets the **Blueprint Deleted** field to **Y** in your ALM system if items are deleted in Blueprint. In other words, artifacts are not deleted in your ALM system even if they are deleted in Blueprint.

Note: This option requires that you have a **Blueprint Deleted** field configured in your ALM system. For more information, refer to the section titled 'Configuring the Blueprint Deleted field in your ALM system'.

- **Delete them:** This option deletes artifacts in your ALM system when artifacts are deleted in Blueprint and the changes are exported to the ALM system.

- If you are creating a TFS Target:
 - Select the appropriate **Team Project Collection** and **Team Project**

7. Click **OK**.

5. Configure your target options by clicking the **Target Options** button.

The following options are available for HP QC/ALM Targets:

- **How do you want Blueprint to handle artifacts that are deleted when exporting to HP QC/ALM?:** There are two options:
 - **Flag them only (via 'Blueprint Deleted'):** This option sets the **Blueprint Deleted** field to **Y** in your ALM system if items are deleted in Blueprint. In other words, artifacts are not deleted in your ALM system even if they are deleted in Blueprint.

Note: This option requires that you have a **Blueprint Deleted** field configured in your ALM system. For more information, refer to the section titled 'Configuring the Blueprint Deleted field in your ALM system'.

- **Delete them:** This option deletes artifacts in your ALM system when artifacts are deleted in Blueprint and the changes are exported to the ALM system.
- **Do you want Blueprint to create a hyperlink for each Blueprint relationship so you can easily access related Blueprint artifacts from the ALM system?:** If enabled, each exported artifact will contain a hyperlink to each related artifact in Blueprint. If disabled, the exported artifacts will still contain a hyperlink back to the artifact in Blueprint, but will not contain hyperlinks to related artifacts.
- **Do you want Blueprint to export the full artifact hierarchy from the root level?:** If enabled, Blueprint exports all folders needed to show the artifact hierarchy from the root level to each

exported artifact.

- **Do you want the Change Summary to only report conflicts related to artifacts that are being exported to the ALM system?:** If enabled, conflicts are only reported if you are exporting that particular artifact to the ALM system.
- **Do you want Blueprint to maintain the Blueprint hierarchy of artifacts after exporting to HP QC/ALM?:** If enabled, Blueprint exports artifacts without impacting a modified artifact hierarchy in QC/ALM. In other words, you can move or alter the hierarchy of artifacts in QC/ALM and maintain that structure after re-exporting the artifacts from Blueprint. This feature allows you to maintain a custom structure in QC/ALM and still take advantage of Blueprint's ability to export artifact changes.
- **Do you want to export text fields with Rich Text formatting?:** If enabled, Blueprint exports text fields with full rich text formatting. If this option is not enabled, Blueprint exports plain text only.
- **What would you like the "Export Path" set to by default in the Export Wizard?:** Allows you to make the export easier for users by setting a default export path. If the user does not explicitly set an export path, this default will be used for the export.


The following options are available for TFS Targets:

- **Do you want Blueprint to create a hyperlink for each Blueprint relationship so you can easily access related Blueprint artifacts from the ALM system?:** If enabled, each exported artifact will contain a hyperlink to each related artifact in Blueprint. If disabled, the exported artifacts will still contain a hyperlink back to the artifact in Blueprint, but will not contain hyperlinks to related artifacts.
- **Do you want Blueprint to export the full artifact hierarchy from the root level?:** If enabled, Blueprint exports all folders needed to show the artifact hierarchy from the root level to each exported artifact.
- **Do you want the Change Summary to only report conflicts related to artifacts that are being exported to the ALM system?:** If enabled, conflicts are only reported if you are exporting that particular artifact to the ALM system.
- **Do you want to export text fields with Rich Text formatting?:** If enabled, Blueprint exports text fields with full rich text formatting. If this option is not enabled, Blueprint exports plain text only.
- **What would you like the "Area Path" set to by default in the Export Wizard?:** Allows you to make the export easier for users by setting a default area path. If the user does not explicitly set an area path, this default will be used for the export.

6. Configure the mapping details:

The mapping details allow you map each artifact type to a data field in your ALM system.

1. For each *Artifact Type*, click the drop-down in the *External Type* column and select a data type.

Tip: If the  icon appears, there is a conflict you must resolve. Resolve the issue and click the **Validate Target** button to re-validate your settings.

2. For each *Artifact Type*, click the **Edit...** button and configure the property mappings on the ALM Field Mapping Editor dialog.

The ALM properties are displayed on rightmost side. Using the drop-down options, map each Blueprint property (on the left) to an ALM property (on the right).

Note: You can map the same Blueprint properties to multiple ALM properties.

Below are the high-level mapping rules for Blueprint to HP QC/ALM:

Blueprint Types		HP QC Types				
		String	Number	DateTime	List	Group List
	String	(1)			(2)	
	Number				(2)	
	DateTime				(2)	
	Choice	(1)			(2)	
	User/Group	(1)			(2)	

(1) Will only work if string converts to the underlying data type.

(2) When value checking is turned on in QC, export will only succeed if the value is in the QC list.

Below are the high-level mapping rules for Blueprint to TFS:

Blueprint Types		TFS Types						
		String	Integer	Double	DateTime	PlainText	Html	TreePath
	String	(1)	(1)					(2)
	Number							
	DateTime							
	Choice	(1)	(1)					(2)
	User/Group	(1)	(1)					

(1) Will only work if string converts to underlying data type.

(2) Will only work if value is in list of TFS values.

3. When you are finished, click **OK** to close the dialog.

7. Click **Save**.

You may want to consider [setting up the target security](#) to control which users have access to export to the new target.

Granting access to an ALM target

[Project administrators with the correct privileges](#) can control security by granting access to an ALM target for an individual user or an entire group.

Note: Only users that have author licenses can push requirements to the ALM target after access has been granted.

To grant access to an ALM target:

1. Open the *ALM Security* tab.
 1. Open the *Project Administration Console*.
 2. Click **ALM > ALM Security** on the ribbon (*Project Admin* tab, *Project group*).
2. Click the target (on the left side) for which you want to configure security.
The users and groups that have access to the target are displayed on the right side of the screen.
3. Click the **Add** button.
The Select Identity dialog appears.
4. Select the users and/or groups that you want to grant access to, and then click **OK**.

Click the *Users* and *Group* tabs to toggle between the list of users and groups.

Tip: You can select multiple users and/or groups by holding the **Ctrl** key and clicking multiple users and groups. You can also click **Ctrl-A** to select all.

5. Click **Save**.

The users and groups now appear in the table, and therefore have access to the ALM target.

Revoking access from an ALM target

To revoke access from an ALM target:

1. Open the *ALM Security* tab.
 1. Open the *Project Administration Console*.
 2. Click **ALM > ALM Security** on the ribbon (*Project Admin* tab, *Project* group).
2. Click the target (on the left side) for which you want to configure security.

The users and groups that have access to the target are displayed on the right side of the screen.
3. Click the users and/or groups that you want to revoke access from.

Tip: You can select multiple users and/or groups by holding the **Ctrl** key and clicking multiple users and groups. You can also click **Ctrl-A** to select all.

4. Click **Remove**.
5. Click **Save**.

After saving, the table reflects the users and groups that have access to export to the ALM target.