

Creating a custom viewpoint definition

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 This functionality is only applicable to the ArchiMate metamodel.

If you want to use customized views in your ArchiMate® models, you can create custom viewpoint definitions using the Metamodeler. Customized viewpoint definitions can be created from scratch, or you can start with a copy of a default viewpoint definition as basis for your customizations.

When the custom viewpoint definition is ready, add it to the [custom menu definition](#) to make it available for modeling.

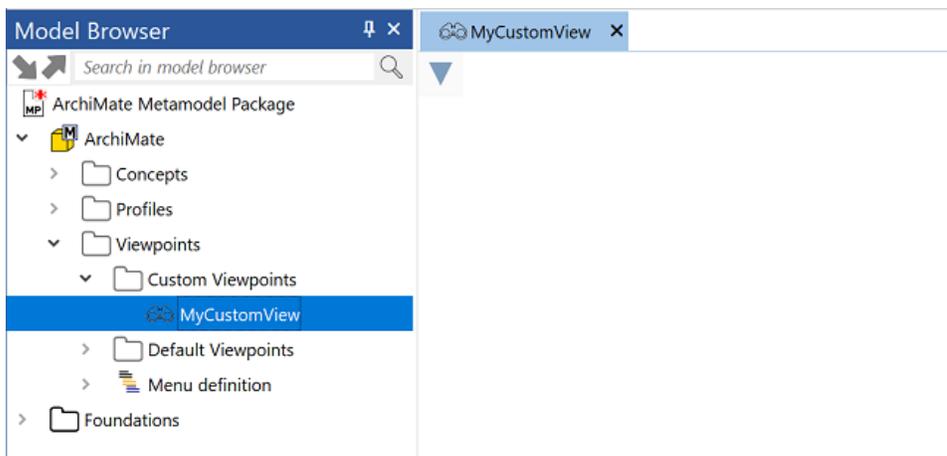
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Adding a custom definition viewpoint

Decide how you want to start your custom viewpoint definition, and follow the associated procedure.

1. In the model browser, in your ArchiMate metamodel package, navigate to **ArchiMate > Viewpoints > Custom viewpoints**.
2. Right-click the **Custom viewpoints** folder, and click **New > Viewpoint definition**. A new viewpoint definition is added to the model package.
3. Rename the viewpoint definition with the name of the view you want to use. This name is the view's internal name (identifier) for Enterprise Studio. It can only contain letters, digits, and underscores. Spaces and special characters are not allowed.
4. Click the new viewpoint definition to open it. An empty view is shown.

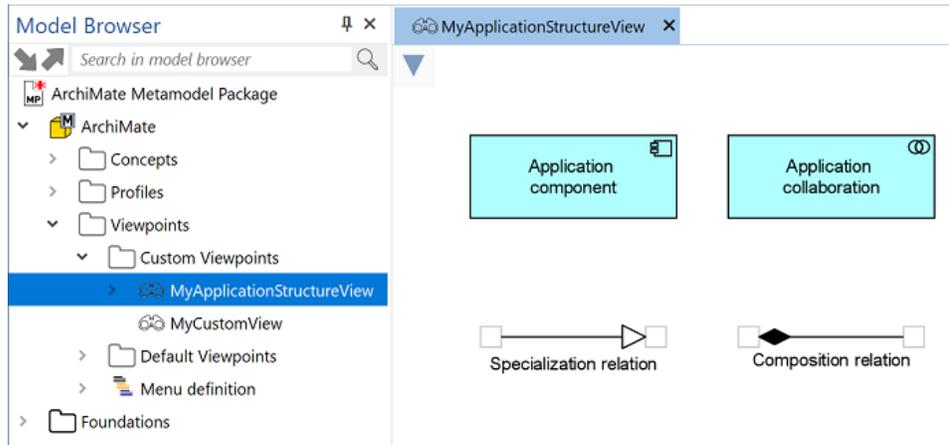


5. Select an icon for the new view, and add elements and relations to the view to create your custom viewpoint definition.

1. In the model browser, in your ArchiMate metamodel package, navigate to **ArchiMate > Viewpoints > Default Viewpoints**.
2. Select a viewpoint definition, copy it, and paste it as a custom viewpoint definition into the **Custom viewpoints** folder.

 Only the standard ArchiMate viewpoints can be copied.

3. Rename the viewpoint definition with the name of the view you want to use. This name is the view's internal name (identifier) for Enterprise Studio. It can only contain letters, digits, and underscores. Spaces and special characters are not allowed.
4. Click the new viewpoint definition to open it. A view is shown, containing the elements and relations of the viewpoint definition with the graphical properties of concepts as defined in the copied view.



5. Select an icon for the new view, and make the desired changes: add new concepts, delete concepts you don't need, and/or change the graphical properties of existing concepts in the view.

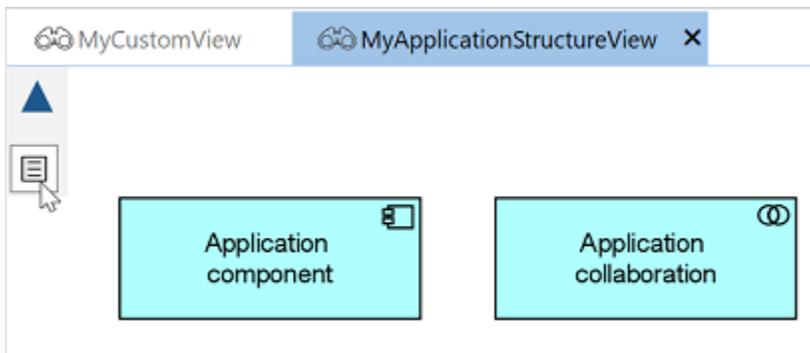
Adding a view icon

All views have their own icon, which is visible in the model browser, and on the name tab of an open view. To assign the new custom view its own icon, you can add one to the custom viewpoint definition. The icon needs to be in SVG format, but only a subset of SVG is allowed.

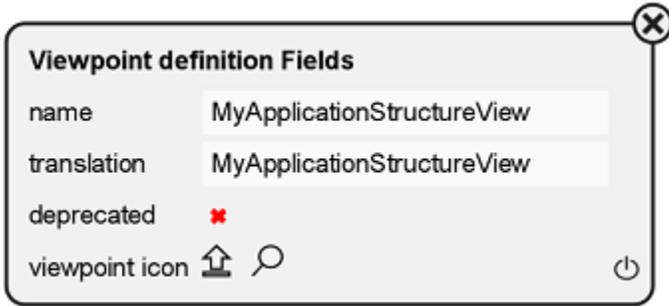
- ✔ Try to keep the SVG file as simple as possible. For example, in Inkscape, you can save the file as a "Plain SVG". Also, make sure the size of the page fits the icon by scaling the page to the drawing.

To add a new view icon:

1. Open the canvas menu in the custom viewpoint definition, and click  to open the **Viewpoint definition properties** window.



2. In the properties window, next to **viewpoint icon**, click , and select the image file you want to use as icon.

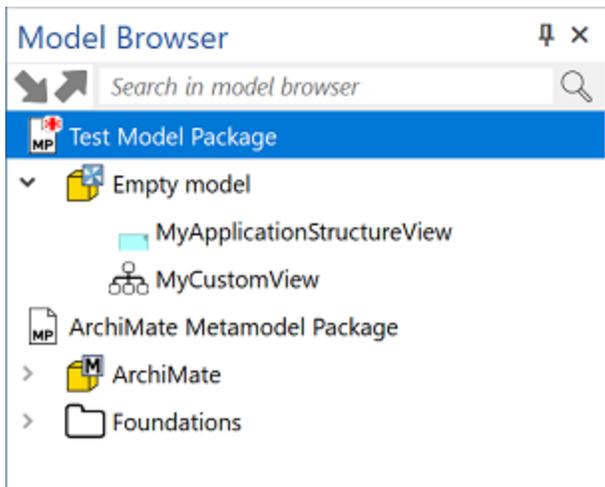


To view the icon you have selected, click .

 If you are viewing an icon from an existing custom viewpoint, which still has the legacy format PNG, an error message may appear instead of the selected icon, saying that the file cannot be opened because no application is associated with the specified file. In that case set an(other) application as the default application for opening PNG files, or replace the PNG file with an icon in SVG format.

Take note that the result of the selected icon will not be visible until you [preview](#) your customizations. The new custom viewpoint also needs to be included in the [custom menu definition](#) first before you can preview it. If you do not add your own icon, the custom view will have the view icon of the copied default viewpoint definition or the default icon of a custom view .

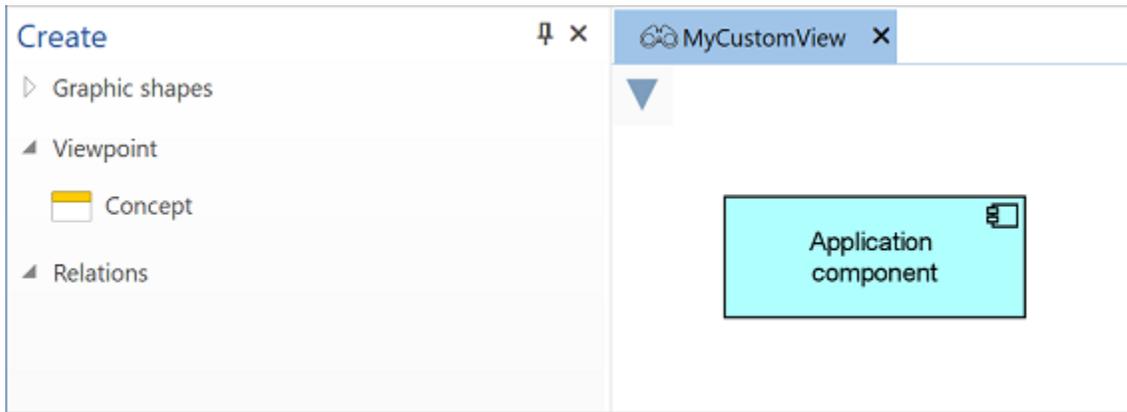
It may be necessary to restart Enterprise Studio before your custom viewpoint icon becomes visible everywhere.



Adding concepts

Concepts can be added to the view in different ways. Use the way you find it easiest to add them.

- Drag a concept from the **Concepts** folder in the model browser onto the view.
- Use the [Quick-create pop-up window](#) to add a concept.
- Use **Concept** in the **Create** pane.

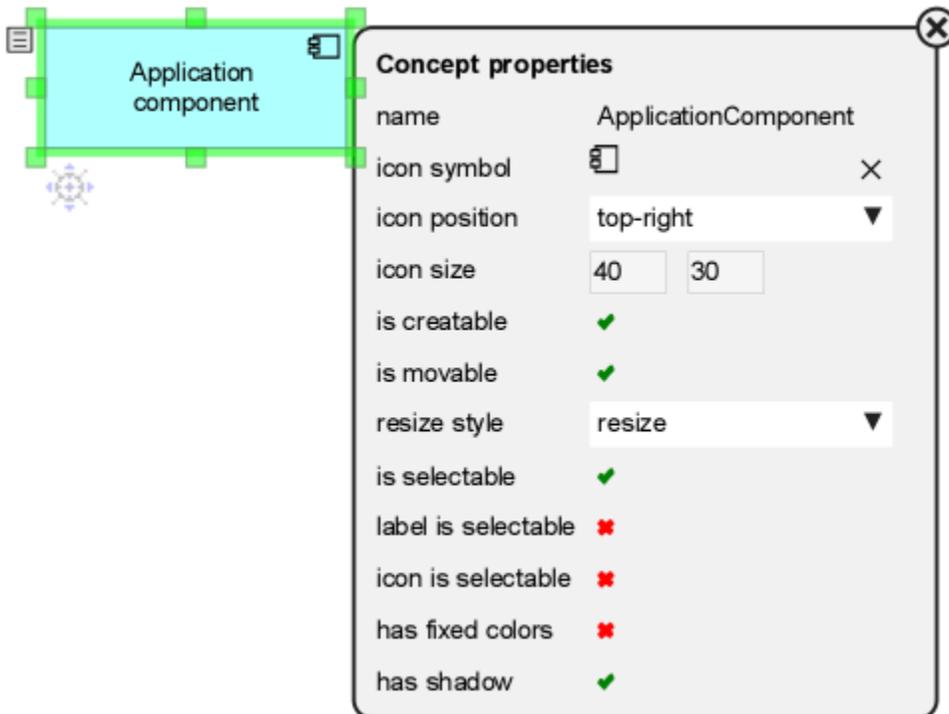


The new element or relation has the default features of the selected concept. You can customize the element or relation to your liking, or leave it as it is.

Making customizations

The elements and relations in the view can be customized in various ways.

You can use the standard editing functions in the **Home** ribbon tab to change the graphical representation, like shape, line and fill colors, font, line width, line style, label position, default size, arrowheads of a relation, etc. Other properties like "is creatable", "is movable" etc. can be set in the properties pop-up window of the element or relation. This window can be opened by clicking  on the selected element or relation.



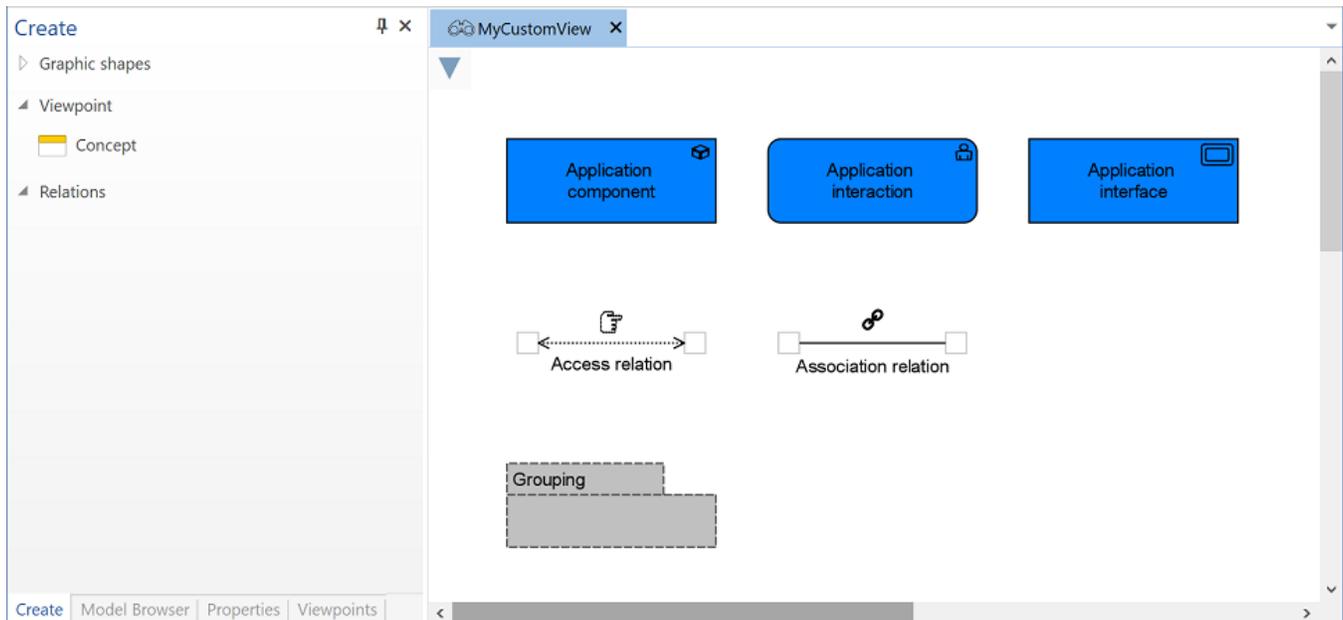
Properties window of an element

Few of the properties are highlighted below:

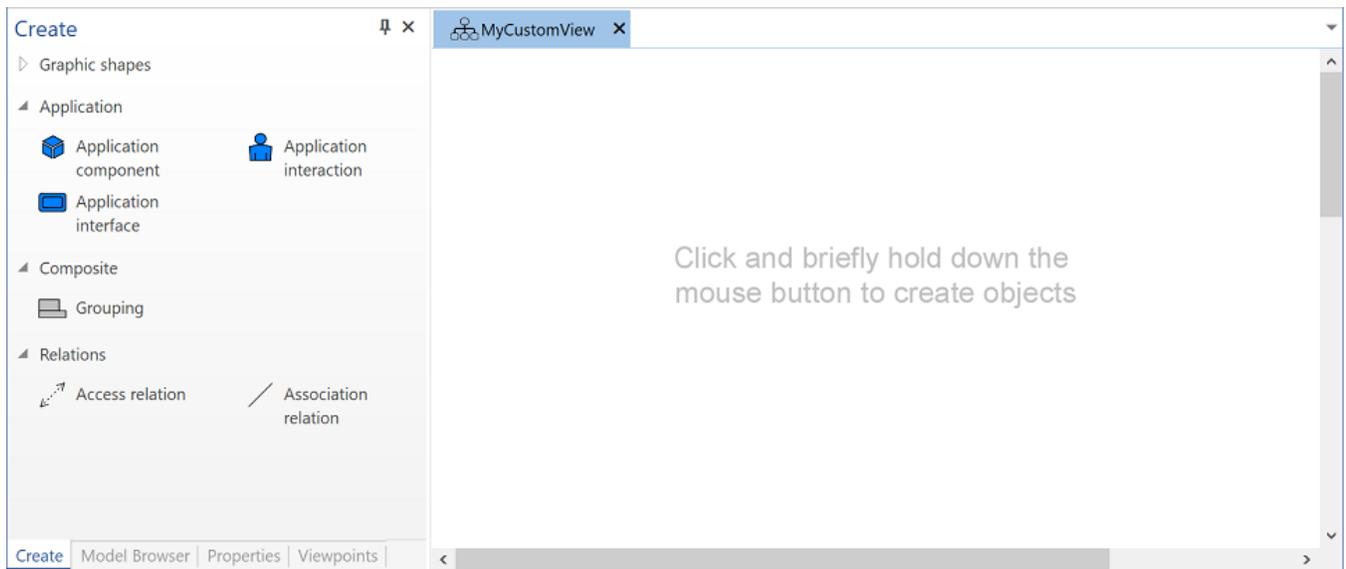
icon symbol	Default elements have their own symbol displayed in the upper right corner of the element. You can change this symbol by selecting another one. Default relations do not have a symbol, but you can add one. <div style="border: 1px solid green; padding: 5px; margin-top: 10px;">  If you do not want to use the icon that is present on an object or relation, you can hide it using the Hide icon function in the Home ribbon tab. </div>
icon size	The first value of the icon size represents the icon width, the second value represents the icon height. This property is also available as relation property after an icon symbol has been added for the relation.
is creatable	If an element or relation is set to not creatable, it will be indicated with the  icon in the view.
arrow size	Only available in the properties window of a relation. The first value of the arrow size represents the icon width, the second value represents the icon height. Take note that changing the arrow size of an association relation will not have any effect since it has no arrow.

Arranging the elements and relations

The order of the elements and relations in the view determines the order in which the concepts are presented in the **Create** pane when modeling in the custom view. When adding concepts to the viewpoint definition, they are automatically positioned one after the other. If you want the concepts to be arranged differently, drag the elements and relations in the view to the desired position.



Make sure to arrange the concepts in a logical way by keeping related concepts next to each other. When applied to the model package, the concepts in the **Create** pane will automatically be grouped in the associated sections. Relations will always be positioned as the lower section in the **Create** pane.



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Related articles

- [Properties for metamodel profiles, attributes and data types](#)
- [Handling unused profiles, attributes and viewpoint definitions](#)
- [Creating a custom menu definition](#)