



Software Group

IBM Architecture Room LIVE!

Version 9.7

User Guide

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Administration - Startup

- Install the IBM Architecture Room LIVE! application. For installation information, see the installation document (IBM_Architecture_Room_LIVE_V9.7_installationguide.pdf) that comes along with the product package.
- Can be installed on both Windows x64 and Linux x64 platforms.
- Supports the following web browsers:
 - ▶ Windows:
 - Chrome
 - Firefox v57 and later

Note: Although the Edge browser is supported, you might find some features not working as expected currently.
 - ▶ OS X
 - Chrome
 - Firefox v57 and later
 - Safari

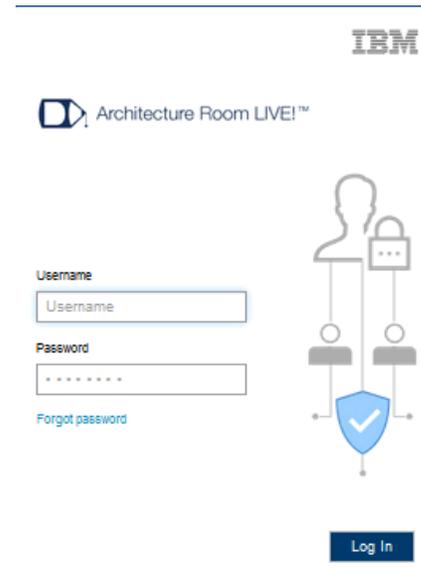
Administration – Starting the application

- In a web browser, launch IBM Architecture Room LIVE! using the following URL:

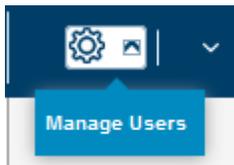
<https://<server name>/index.html>

- Login using the built-in admin user:

- ▶ Username: admin
- ▶ Password: password

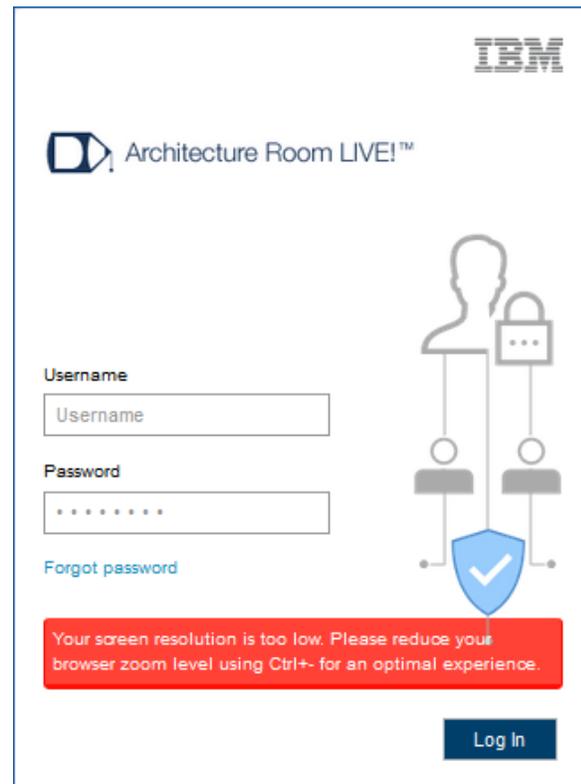


- ▶ Create Users using the Manage Users menu:



Administration – setting screen resolution

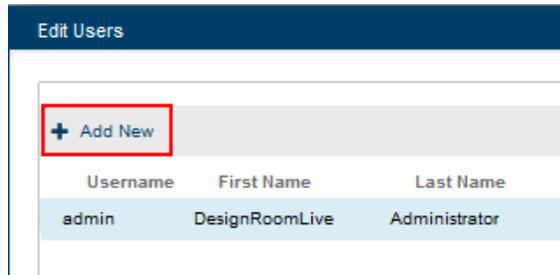
- IBM Architecture Room LIVE! is designed for displays with 1920x1080 (or (1080p) resolution. Using a display with a resolution lower than this will result in a less than optimal experience. User will be shown a warning on the Login dialog for lower resolutions.
- Use the Ctrl and + keys or Ctrl and – keys to adjust the browser zoom level.



The screenshot shows the login interface for IBM Architecture Room LIVE!. At the top right is the IBM logo. Below it is the product name 'Architecture Room LIVE!™' with a small icon. The login form includes a 'Username' field with the placeholder text 'Username', a 'Password' field with masked characters, and a 'Forgot password' link. To the right of the form is an illustration of a person's head and shoulders, a padlock, and two smaller person icons below, all connected by lines to a shield with a checkmark. At the bottom of the form is a 'Log In' button. A red warning box at the bottom of the form contains the text: 'Your screen resolution is too low. Please reduce your browser zoom level using Ctrl+ for an optimal experience.'

Administration – Creating users

- Click on Add New:

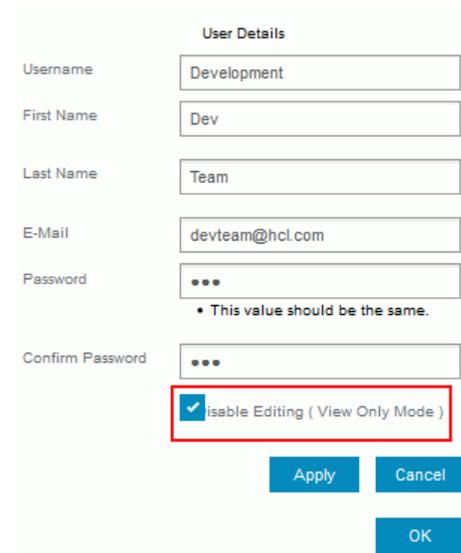


The screenshot shows a web interface titled "Edit Users". At the top left, there is a button labeled "+ Add New" which is highlighted with a red rectangular box. Below this button is a table with three columns: "Username", "First Name", and "Last Name". The table contains one row with the following data: "admin", "DesignRoomLive", and "Administrator".

Username	First Name	Last Name
admin	DesignRoomLive	Administrator

- Fill in User details and Click apply to create the User:

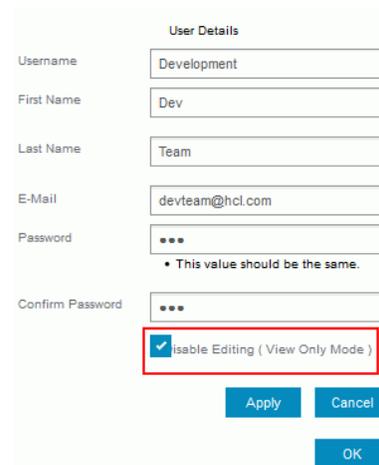
- Note: The Username must be unique



The screenshot shows a "User Details" form. The fields are: Username (Development), First Name (Dev), Last Name (Team), E-Mail (devteam@hcl.com), Password (masked with dots), and Confirm Password (masked with dots). A note below the password field states "This value should be the same." At the bottom, there is a checkbox labeled "Disable Editing (View Only Mode)" which is checked and highlighted with a red rectangular box. Below the checkbox are three buttons: "Apply", "Cancel", and "OK".

Administration – View-only access to users

- Administrator provides the profile access to the users, such as edit or view only accesses based on the requirement:
- Based on the selection of “Disable Editing (View Only Mode)” check box, a user gets the edit or view access.



The screenshot shows a 'User Details' form with the following fields and values:

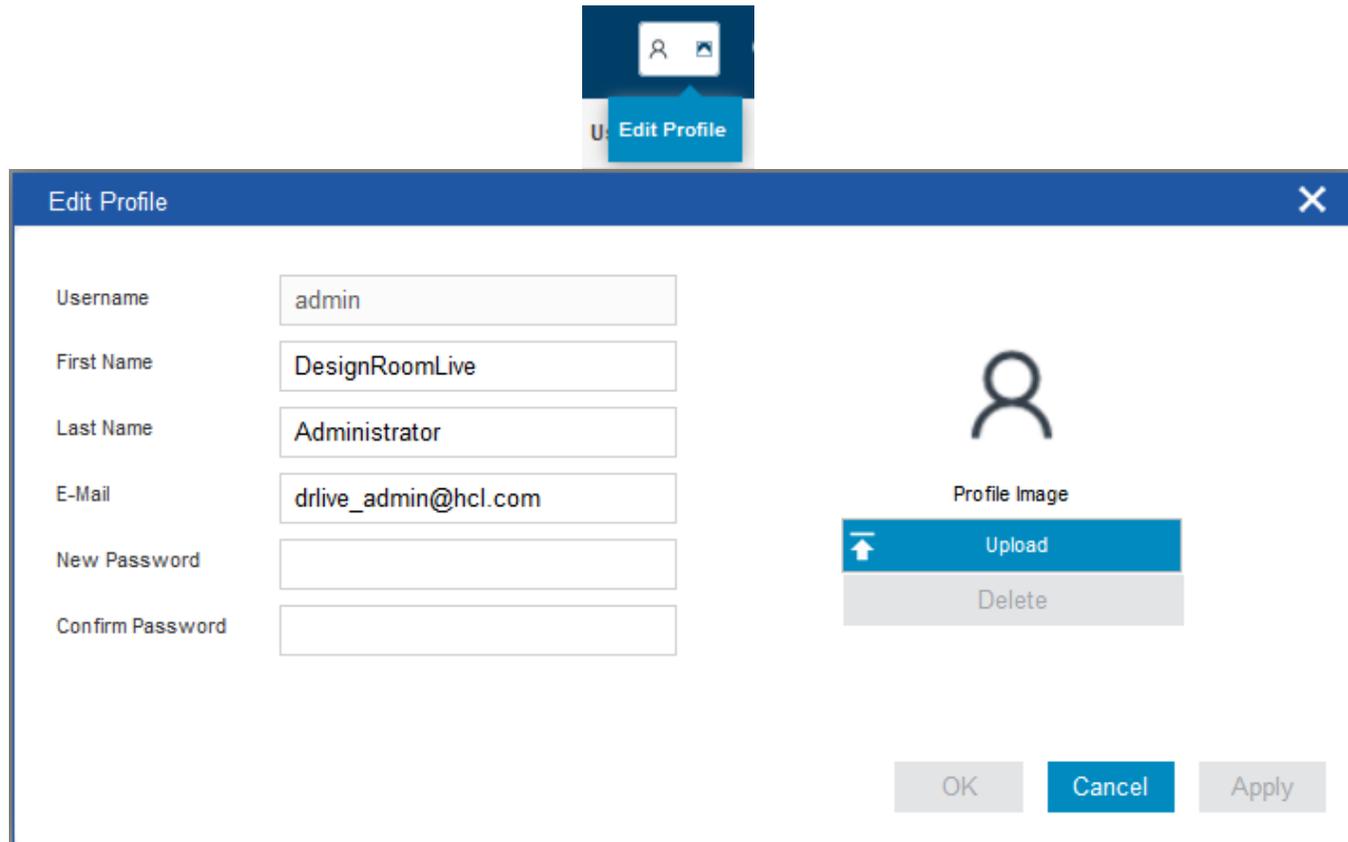
Field	Value
Username	Development
First Name	Dev
Last Name	Team
E-Mail	devteam@hcl.com
Password	•••
Confirm Password	•••

Below the password fields, there is a checkbox labeled "Disable Editing (View Only Mode)" which is checked. A red box highlights this checkbox. Below the checkbox are three buttons: "Apply", "Cancel", and "OK".

Note: If you have a view-only access, then you can view and switch between whiteboards, edit your profile, perform searches, present or follow presentations, and zoom and pan across the whiteboards; but you cannot edit, transform, or delete the whiteboards.

Administration – Profile Picture

- Each user should assign their Profile picture after logging in using Edit Profile menu:



The screenshot shows a user interface for editing a profile. At the top, there is a dark blue header with a white 'X' icon. Below the header, the title 'Edit Profile' is displayed. The form contains several input fields for user information:

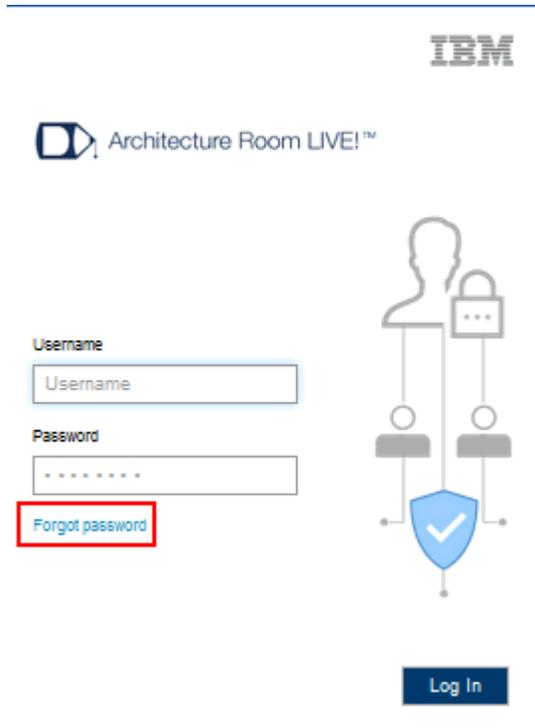
- Username: admin
- First Name: DesignRoomLive
- Last Name: Administrator
- E-Mail: drive_admin@hcl.com
- New Password: (empty)
- Confirm Password: (empty)

To the right of the form, there is a profile image section. It features a placeholder icon of a person. Below the icon, the text 'Profile Image' is displayed. There are two buttons: a blue 'Upload' button with an upward arrow icon, and a grey 'Delete' button. At the bottom of the dialog, there are three buttons: 'OK', 'Cancel', and 'Apply'.

Note: Use images approximately 300x300 pixels

Administration – reset administrator password

- Administrator can reset his password by clicking the Forgot password link. Administrator will be prompted to provide the secure passphrase that is provided in the configuration file. If the passphrase matches, then the administrator can log in. After logging in, he can change the password.



IBM

Architecture Room LIVE!™

Username

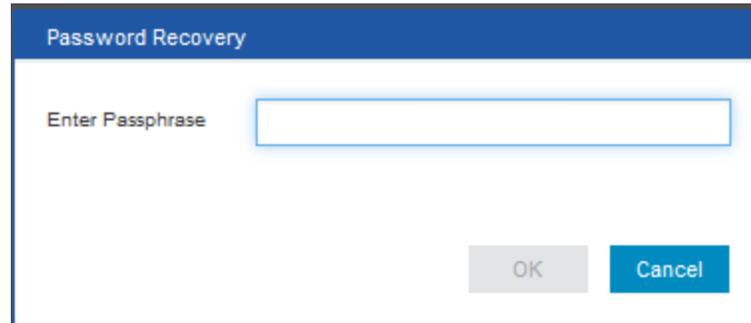
Username

Password

.....

Forgot password

Log In



Password Recovery

Enter Passphrase

OK Cancel

Keyboard shortcuts

- Use the keyboard shortcuts to create or edit content or to navigate easily across the whiteboard.

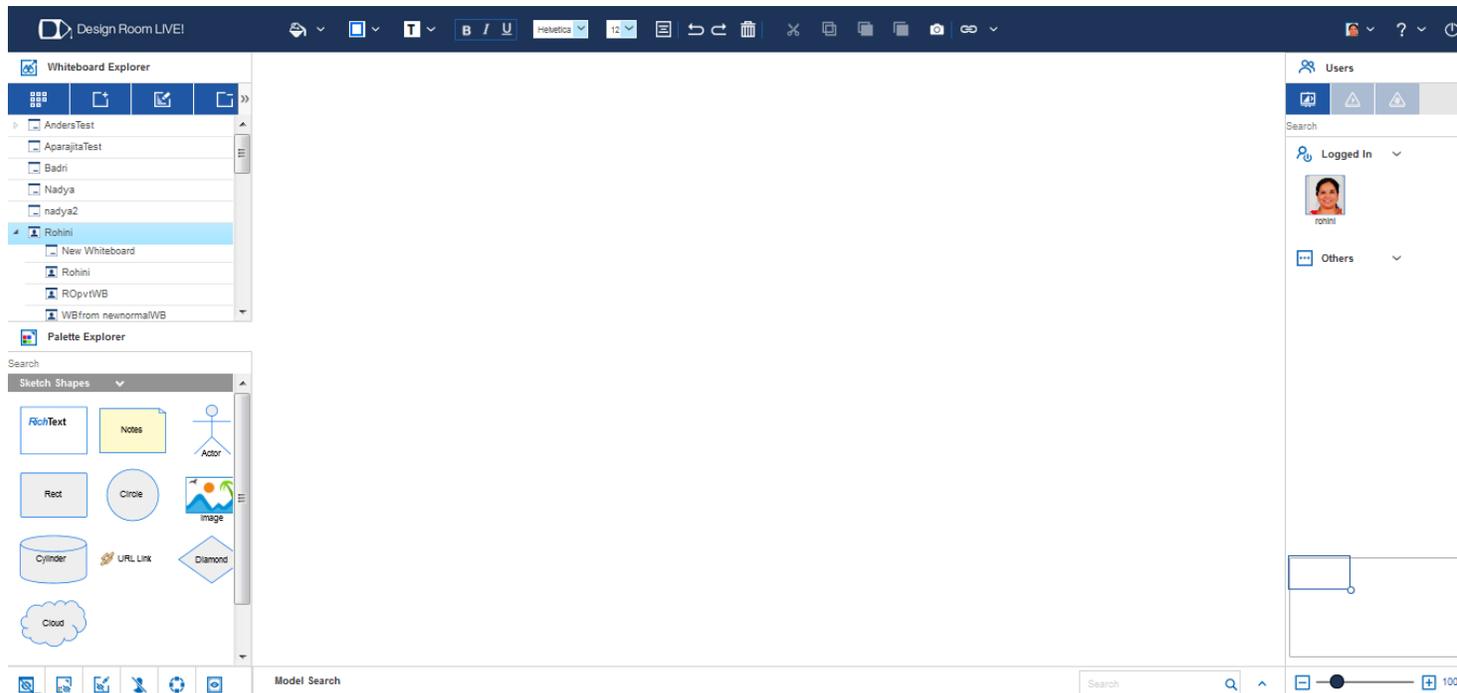
Keyboard shortcuts	Functions
Alt+t	Toggle between whiteboard explorer window and the whiteboard area
Alt+n	Create whiteboard
Alt+Delete	Delete whiteboard
Alt+r	Edit whiteboard
Alt+o	Whiteboard overview
Alt+w	Show/Hide whiteboard explorer toolbar
Alt+p	Show/Hide stencil
Alt+c	Show/Hide control toolbar
Alt+u	Show/Hide user
Alt+m	Show/Hide connection point
Alt+h	Show/Hide highlight elements
Alt+s	Go to search

Whiteboards

- Whiteboards can be created/deleted/edited using the Whiteboards toolbar at the top left:



- Use the  icon to create the first whiteboard.
- This will create and open the new whiteboard.

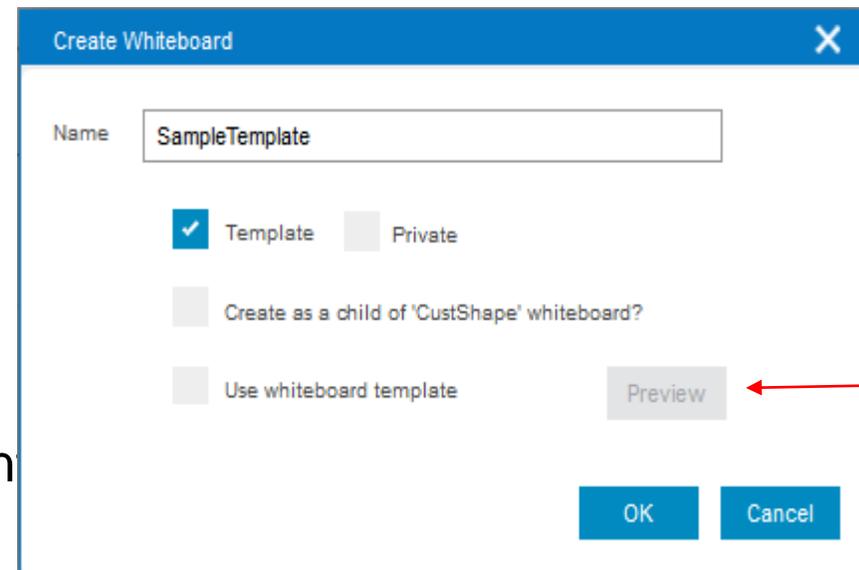
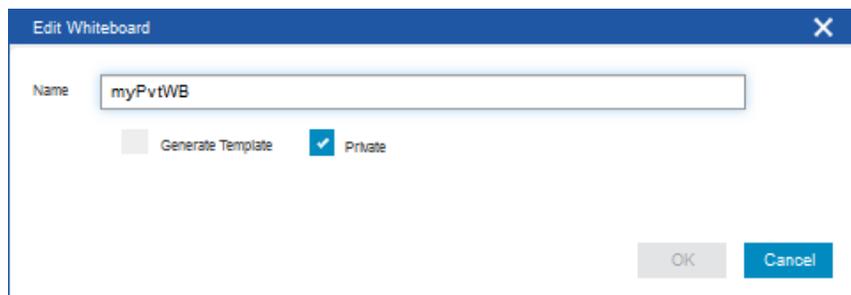


Whiteboards – whiteboard templates

- You can create your own whiteboard templates from the scratch or use an existing pre-defined or sample whiteboard templates to create new whiteboard templates. If you plan to base your new template on an existing template, then you must select the “Use whiteboard templates” check box and choose a template from the list.

Note: A whiteboard template cannot have a child template, hence the **Create a child of "X" whiteboard** check box is disabled when the Template check box is selected.

- You can also convert an existing whiteboard in



Use the Preview button to view the list of available templates.

Whiteboards – private whiteboards

- You can create private whiteboards and templates to work on your own workspace, which will not be visible to other users. This is useful when you want to work in private, you are working on confidential content that you do not want other users to view, or you are working on a proof of concept that you do not want others to view yet, etc. Private whiteboards have a unique icon for identification.

Create Whiteboard

Name: myPvtWB

Template Private

Username	First Name	Last Name

Create as a child of 'thisisfortestingexport' whiteboard?

Use whiteboard template

Whiteboards – sharing private whiteboards with other users

- Optionally, you can provide access to other users, who can view or edit your private whiteboard based on their user profile. A list of available users is populated to choose from.

Create Whiteboard

Name: myPvtWB

Template Private

	Username	First Name	Last Name
<input checked="" type="checkbox"/>	sandeep	Sandeep	Katoch
<input type="checkbox"/>	anders	Anders	Ek
<input type="checkbox"/>			

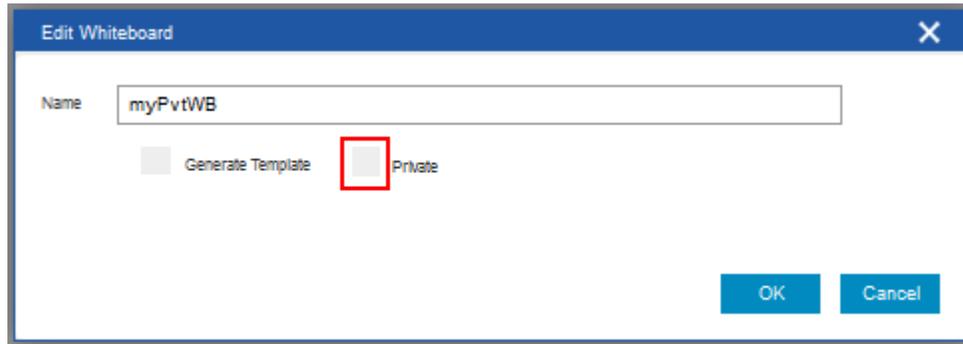
Create as a child of 'Whiteboard Templates' whiteboard?

OK Cancel

- You can revoke or provide access to other users, that can view or edit your private whiteboard based on their user profile. The check box that is selected against users indicate the current users that have access to the private whiteboard.

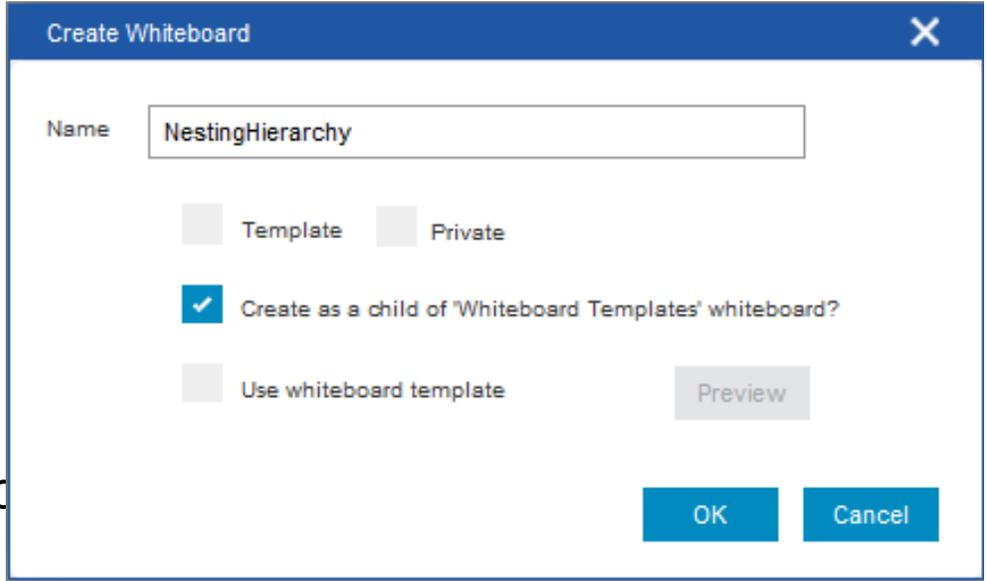
Whiteboards – convert private to public whiteboard

- You can convert your private whiteboard to public and vice versa at any point in time. Clear the “Private” check box to change the private whiteboard to public whiteboard.



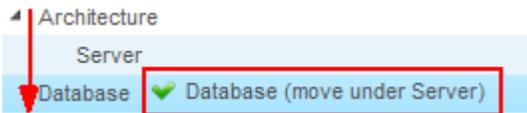
Whiteboards – Nesting / Hierarchy

- When creating a whiteboard you can create it as a child of the current whiteboard:



- You can also create a whiteboard by

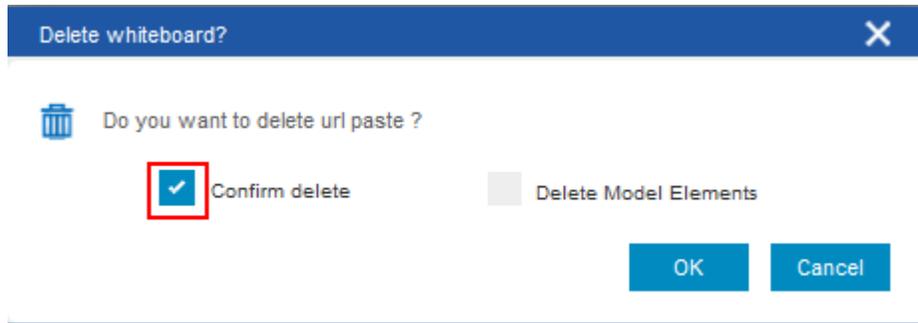
drag and drop on the whiteboards pane:



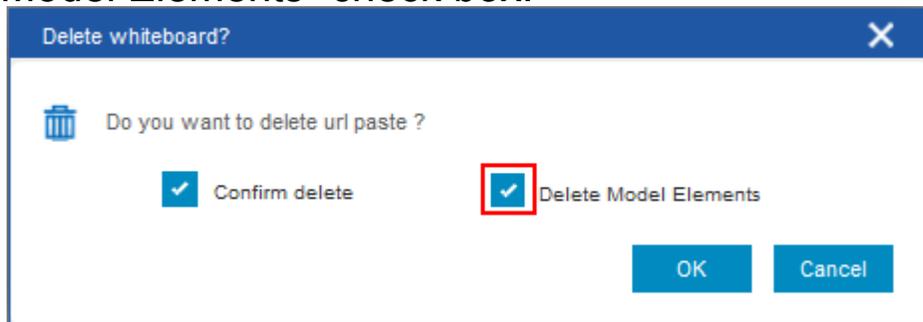
Note: Please use slideshow mode for this slide to view the animation

Whiteboards – Deleting whiteboards and their model elements

- You can delete whiteboards using the “Delete whiteboard” icon on the Whiteboard explorer. A dialog box appears asking for your confirmation.



- You can also delete the underlying model elements that are referred by the shapes on the whiteboard by choosing the “Delete Model Elements” check box.

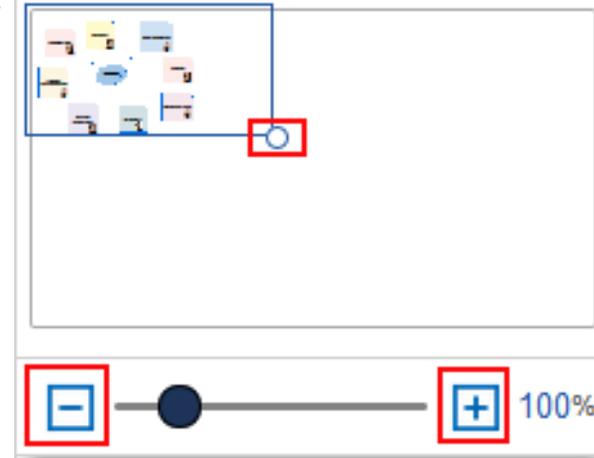


- NOTE:** If the model elements in the deleted whiteboard have references in any other whiteboard, that is if they are used in some other whiteboards, then the model elements are not deleted. Only the view of those model elements in this whiteboard is deleted.

Note: Please use slideshow mode for this slide to view the animation

Whiteboards – Pan / Zoom

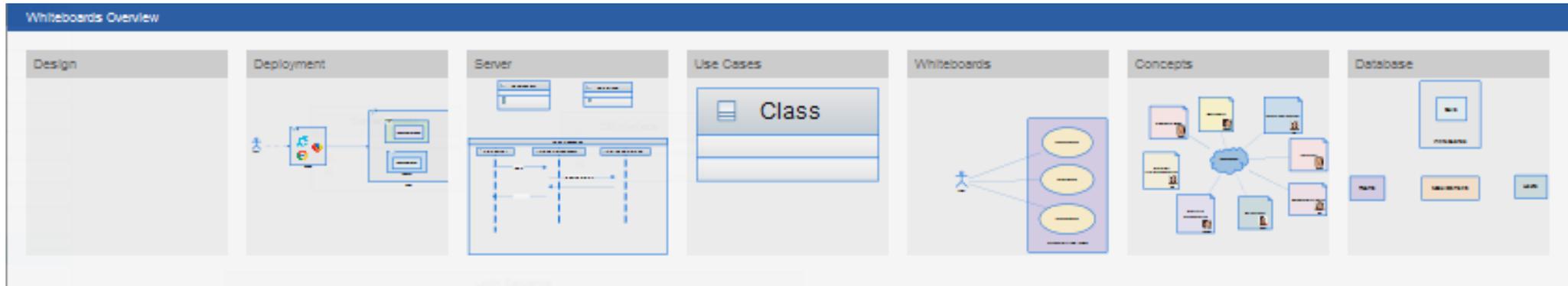
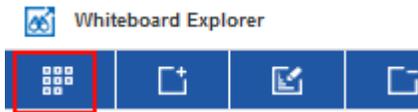
- You can pan around a Whiteboard by:
 - ▶ Holding down middle mouse button and dragging on an empty area of the whiteboard
 - ▶ Or by clicking on the Navigator window in the bottom right
- You can Zoom In/out by:
 - ▶ Dragging the small circle in the Navigator window.
 - ▶ Using the Zoom toolbar at bottom.



- Besides using the mouse, touchpad, and touchscreen, you can use the arrow or cursor movement keys on the keyboard to move the shapes on the whiteboard.

Whiteboards - Overview

- You can get an overview of all Whiteboards using the Whiteboards overview button on the toolbar at the top left:

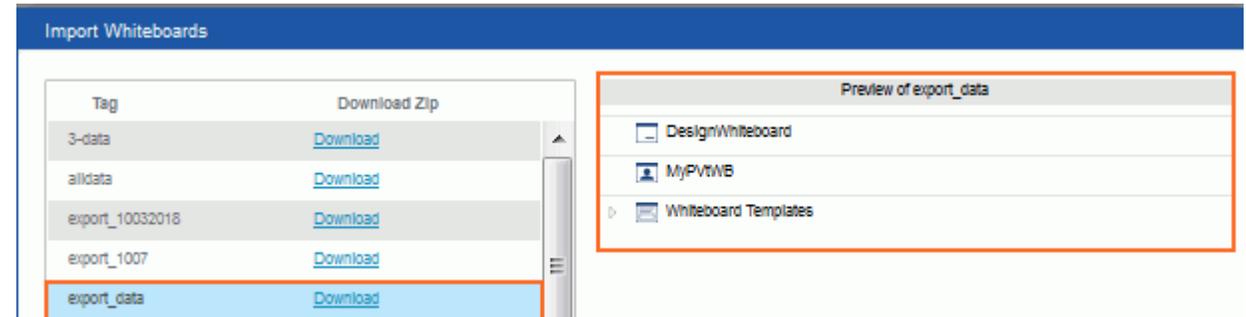
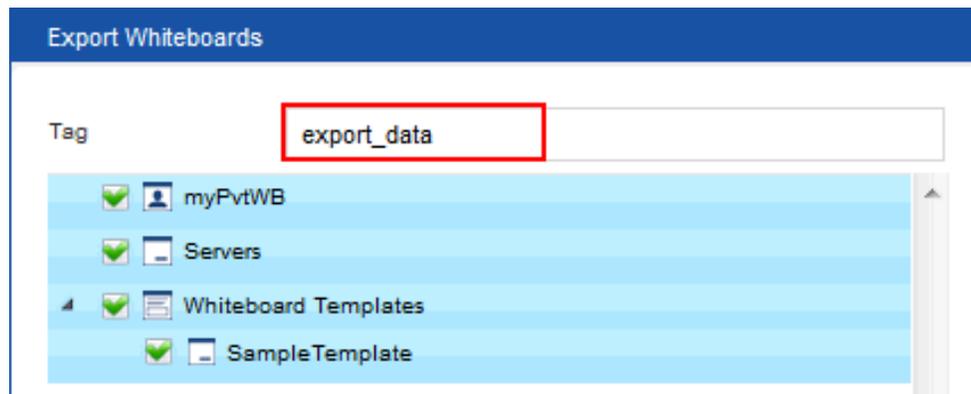


Export and Import - Whiteboards and Users

- Only the administrator has the authority to export or import whiteboards and users. The export and import feature is primarily useful for backing up and restoring data.
- Exporting and importing data can be done either from the command line or by using the menu options available in the user interface.

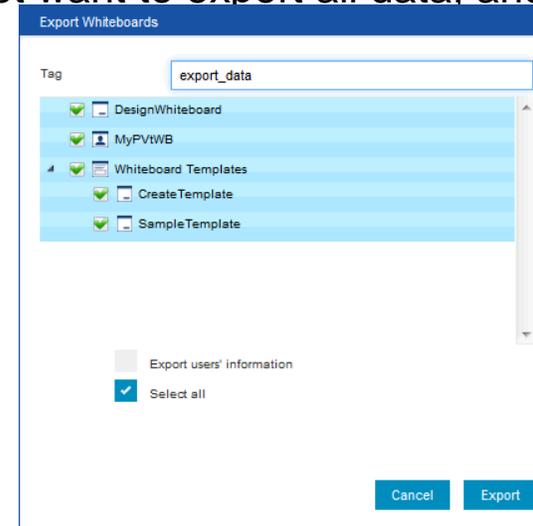


- A valid and intuitive tag name is important while exporting or importing whiteboards or users; the tag name then is used as the name of the folder where the data is stored.

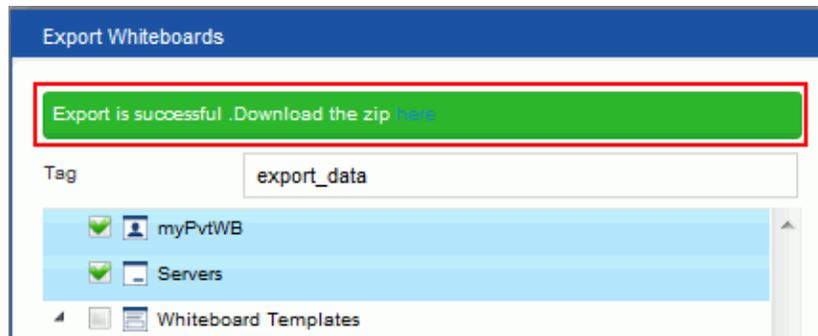


Exporting Whiteboards and Users (contd..)

- You can export the whiteboards and users together or separately. All the whiteboards and templates are selected to be exported by default. Clear the **Select all** check box if you do not want to export all data, and then select the whiteboards and templates that you want to export individually from the list.

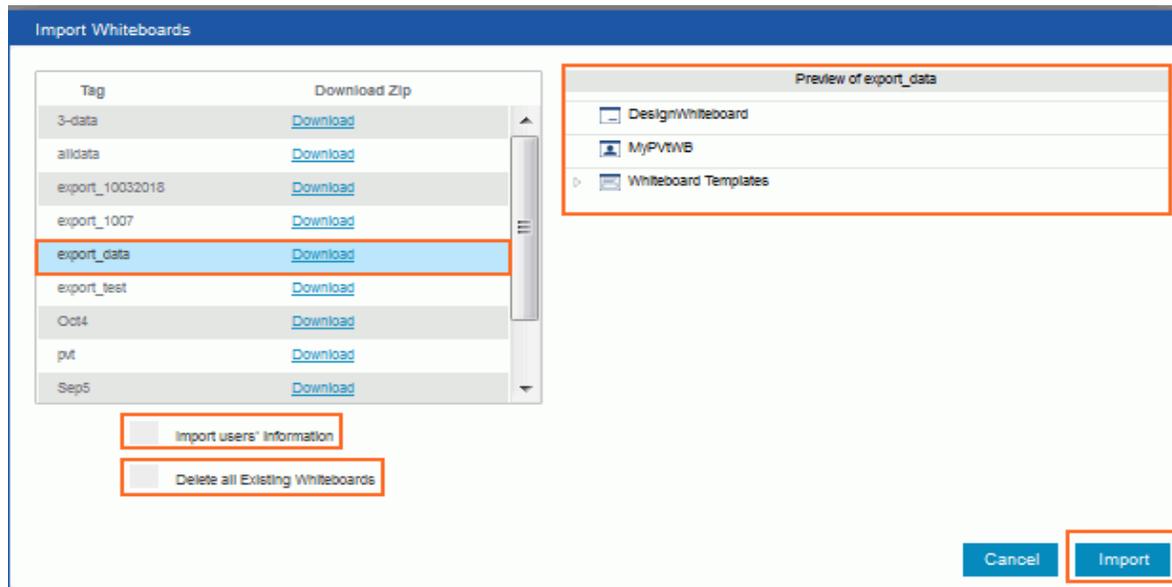


- A message is displayed after the export is successfully completed. There is also a download link to the data that is exported. You can click the link to download the exported data in the zip file format.

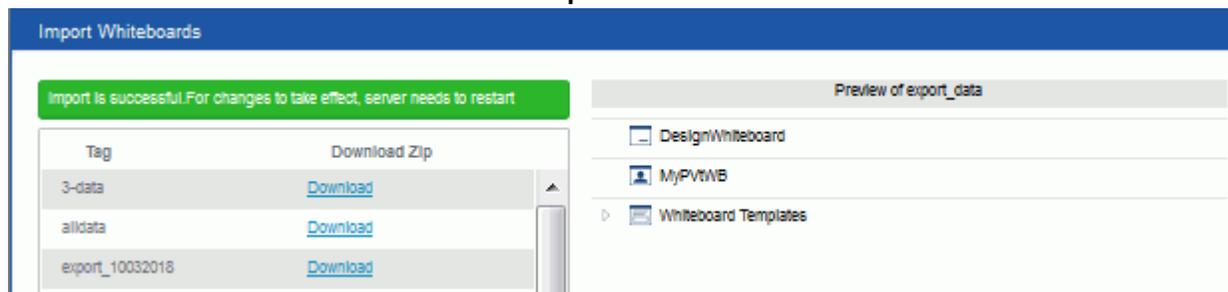


Importing Whiteboards and Users

- You can import the whiteboards and users together or separately. View the list of folders that contain the previously exported data and select the folder that you want to import.



- Once the import process is complete, a message is displayed to state the success of the operation. You can also use the Download link to download the zip file.

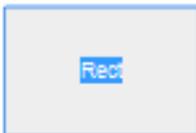


Shapes

- Drag and drop shapes from the Stencil on the left to create them on the Whiteboard

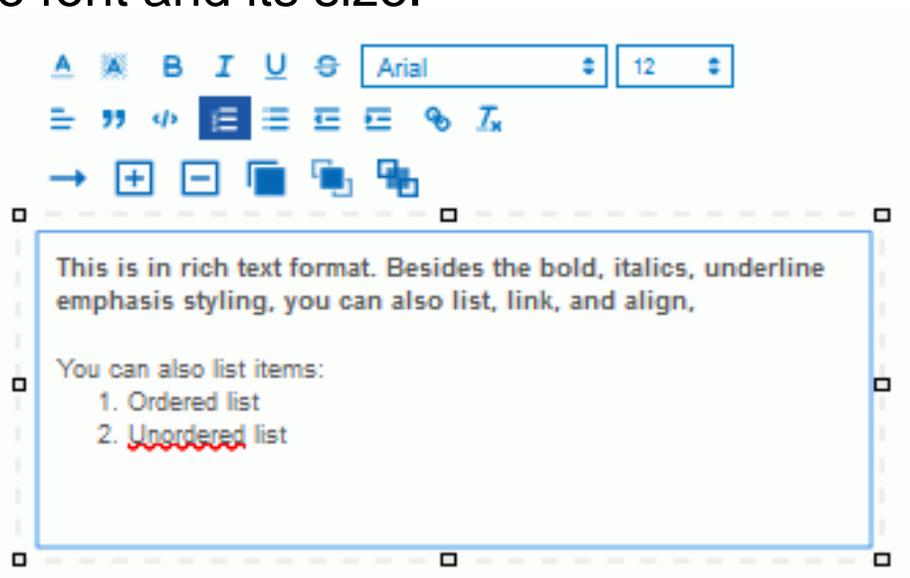


- You can edit the name of the shape immediately after dropping it on the whiteboard (just start typing)
- To Edit the label of an existing shape, just double-click on it
- When you create a shape, a Model Element is created automatically for it



Shapes – Rich Text note

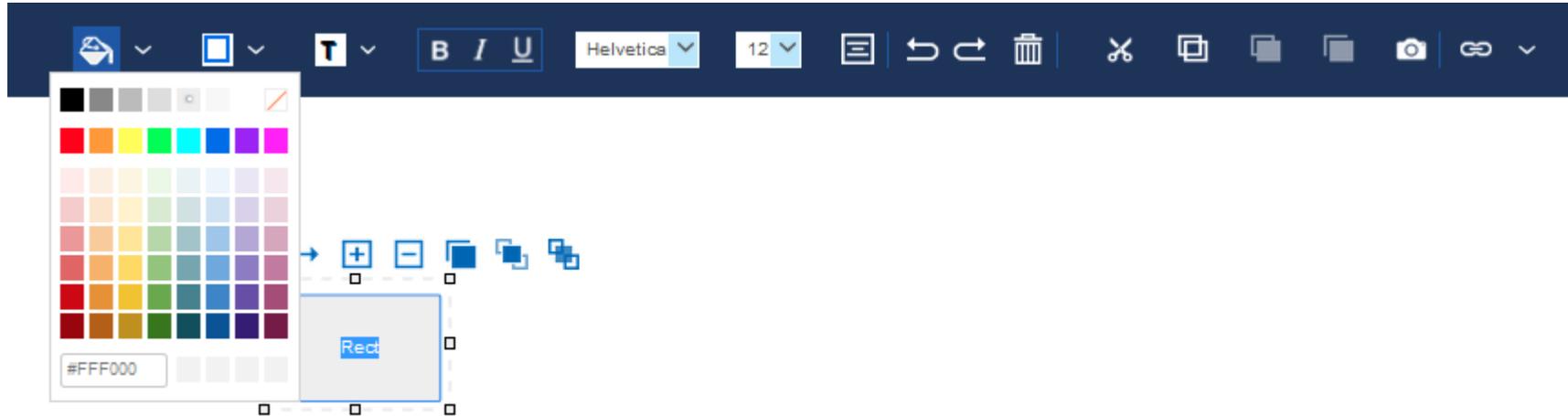
- Rich Text note is added with enriched text formatting options. Besides emphasizing the text with bold, italics, underline, strikethrough, and quotation mark options, you can also list, align, link, and change the font and its size.



Limitation: The display of the Rich Text note shape might not be as expected on Chrome browsers and on monitors with screen resolutions other than the recommended 1920 x 1080 pixels.

Shapes - Formatting

- Change the formatting of the shape by selecting it and using the top toolbar:



Shapes – Copy and Duplicate

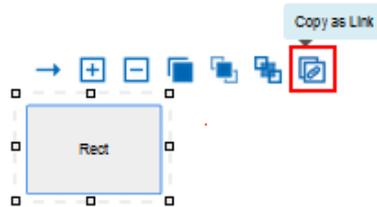
- You can either create a “Copy” of a shape or “Duplicate” it using the toolbar above the shape:



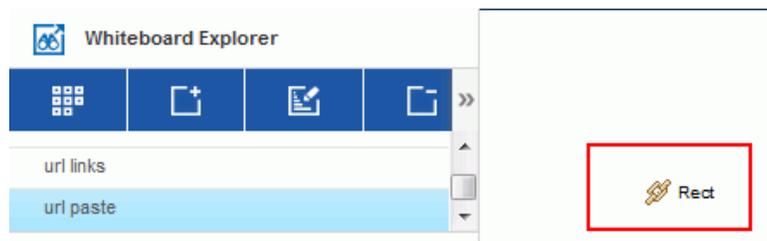
- “Copy” creates a new “view” of the same shape (same Model Element)
 - ▶ E.g. if you re-name the original, the “Copy” view also get re-named automatically
 - ▶ Note: Each view preserves its own formatting
- “Duplicate” create a completely new shape (and new Model Element)

Shapes - Copying the shape as a link for reuse

- You can make a copy of the shape as a link and paste it another whiteboard, which can provide an easy navigation back to the shape. to allow quicker navigation to the shape.
- Copy the link to the shape using the Halo edit icon

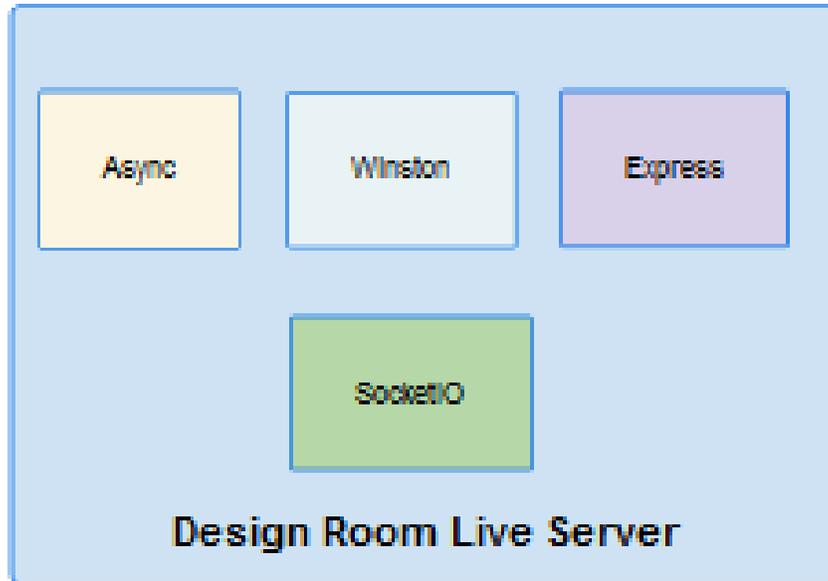


- Press Ctrl+V to paste the link in the destination whiteboard.
- This will paste the link to the shape in the Whiteboard. Click the link icon to navigate back to the shape.



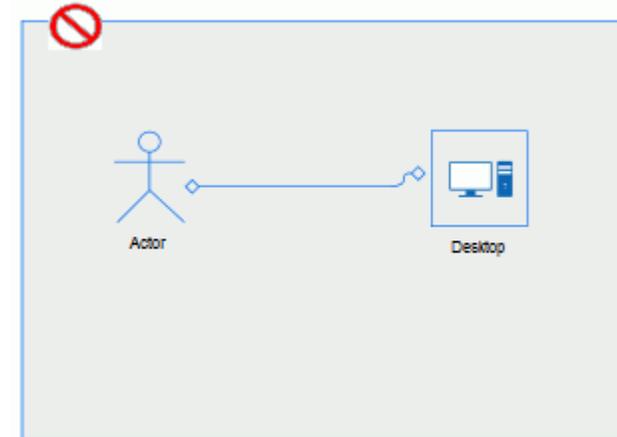
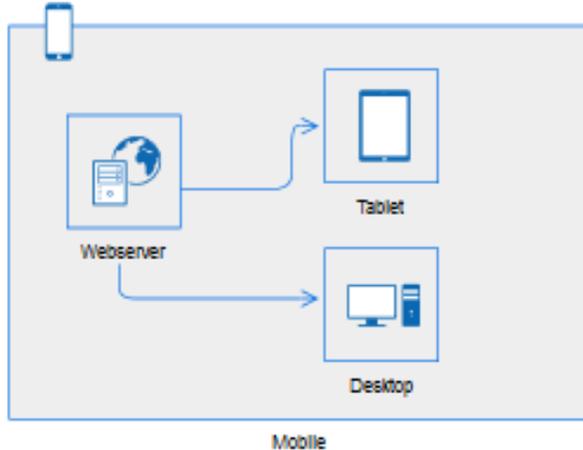
Shapes - Embedding

- You can embed shapes within other shapes, e.g. to create a High-Level Architecture Diagram
- To embed, hold down “Ctrl” key and drag one shape over another



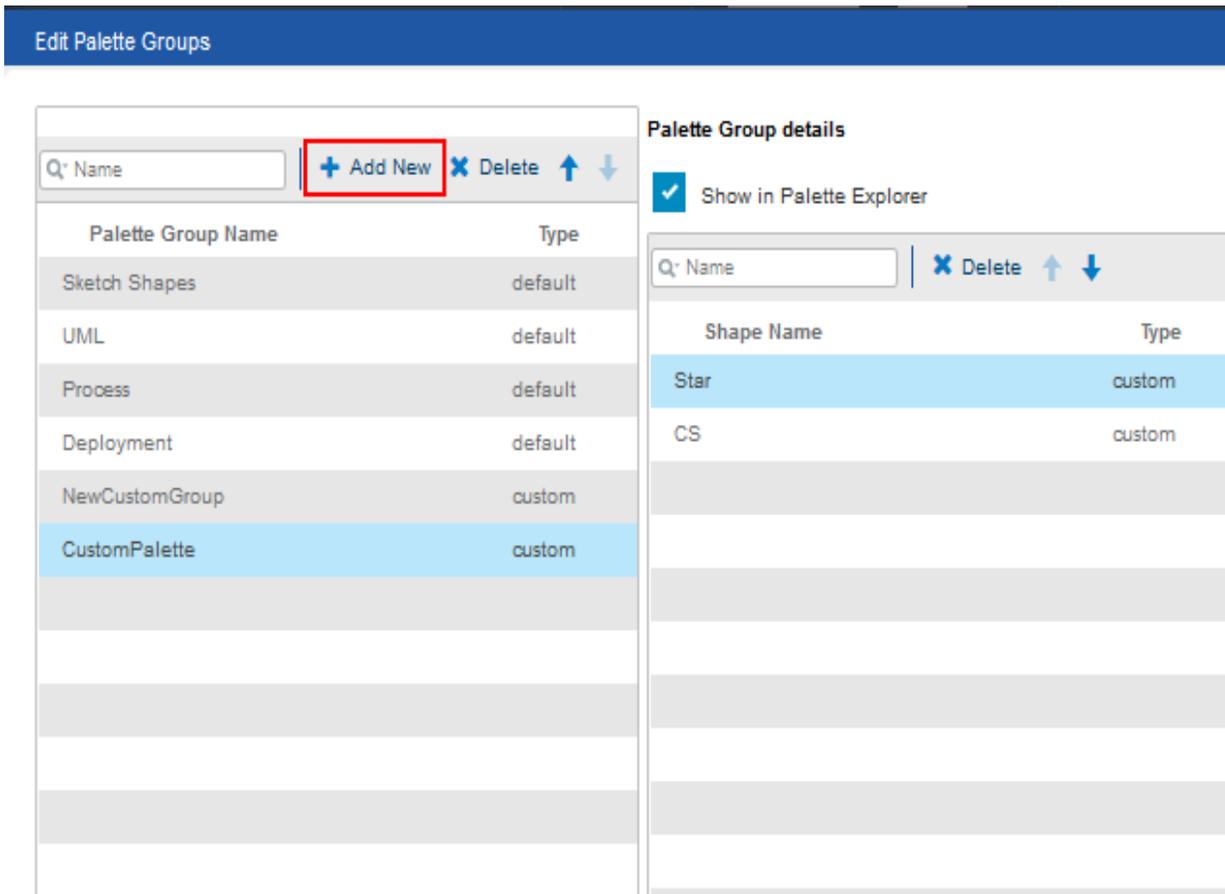
Shapes – Embedding by using the image and deployment shapes

- Besides using the sketch shapes, you can also embed shapes within deployment shapes or an image shapes and create a High-Level Architecture Diagram. You can select an image or paste an image from the clipboard onto a whiteboard and use that image shape as a container to embed more shapes to use it as a deployment shape.



Shapes – Custom palette group

- Users with administrative privileges can create custom palettes and add custom shapes to it. The custom palette groups can be created by using the Manage Palette menu or in the Add Shape window while creating a new custom shape.



Edit Palette Groups

Q: Name **+ Add New** **X Delete** **↑** **↓**

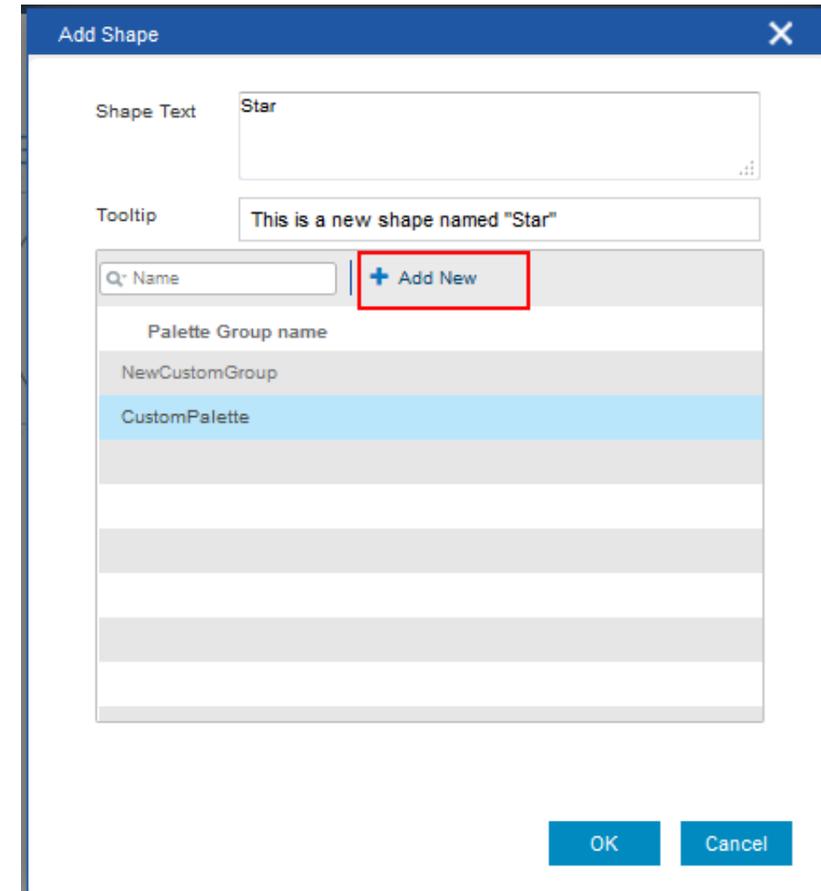
Palette Group Name	Type
Sketch Shapes	default
UML	default
Process	default
Deployment	default
NewCustomGroup	custom
CustomPalette	custom

Palette Group details

Show in Palette Explorer

Q: Name **X Delete** **↑** **↓**

Shape Name	Type
Star	custom
CS	custom



Add Shape ✕

Shape Text

Tooltip

Q: Name **+ Add New**

Palette Group name

- NewCustomGroup
- CustomPalette

OK **Cancel**

Shapes – Editing a custom palette group

- You can search for a custom palette groups, differentiate the inbuilt and custom palette groups by their types such as “default” or “custom”, and reorder the shapes.

Edit Palette Groups

Q: Name | + Add New | × Delete | ↑ ↓

Palette Group Name	Type
Sketch Shapes	default
UML	default
Process	default
Deployment	default
NewCustomGroup	custom
CustomPalette	custom

Restore to default groups
(Note: Deletes custom groups and shapes)

Palette Group details

Show in Palette Explorer

Q: Name | × Delete | ↑ ↓

Shape Name	Type
Star	custom
CS	custom

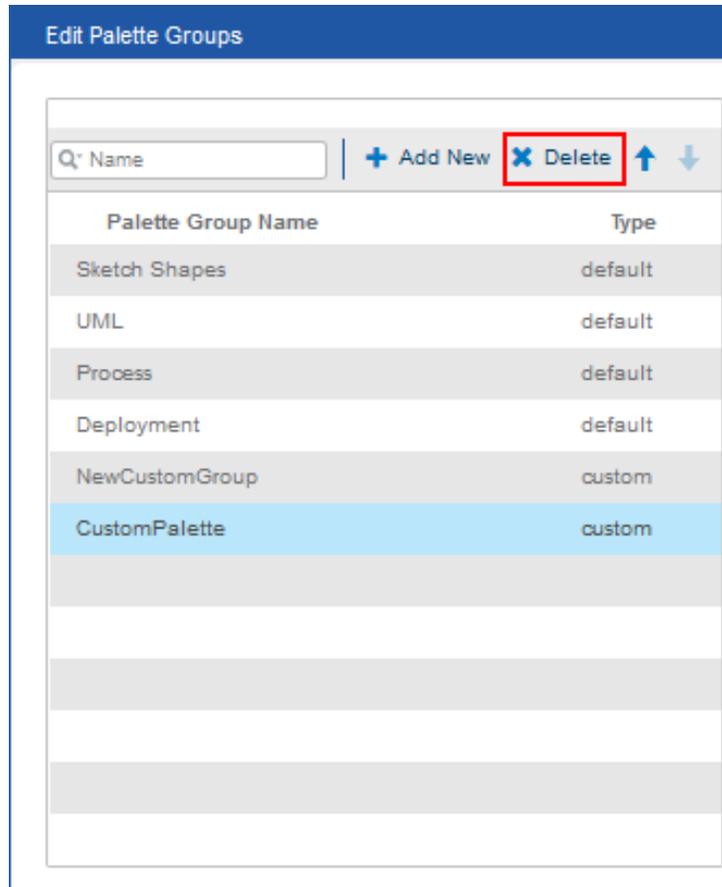
Shape Text:

Tooltip:

OK Cancel

Shapes – Deleting a custom palette group

- User with the administrative rights alone can delete a custom palette group using the Manage Palette menu. Deleting the palette group deletes it from the Palette Explorer view.



Shapes – Custom shapes

- Besides the pre-defined palettes and their shapes that are available in the Palette explorer, the administrator can create custom shapes and add them to a custom palette. You can provide an intuitive name to the custom shape that you create.

The image shows two screenshots from a software interface. The left screenshot is a dialog box titled "Add Shape". It has a "Shape Text" field containing "Star", a "Tooltip" field containing "This is a new custom shape named 'Star'", and a "Q* Name" field. Below these is a list of "Palette Group name" options: "NewCustomGroup" and "CustomPalette", with "CustomPalette" selected. At the bottom are "OK" and "Cancel" buttons. The right screenshot is the "Palette Explorer" window. It has a search bar and a list of categories: "Sketch Shapes", "Deployment", "Process", "UML", and "CustomPalette". The "CustomPalette" category is highlighted in yellow. Below the list is a star-shaped icon, which is also highlighted with a red box. To the right of the icon is a tooltip that says "This is a new custom shape named 'Star'".

Note: The links between the embedded shapes within Custom shapes are not visible in the custom palette group, although the links will work when you drag the custom shape to the whiteboard.

Shapes – Editing custom shapes

- You can search for a custom shapes, edit the shape labels and tooltips, differentiate the inbuilt and custom palette groups by their types such as “default” or “custom”. and reorder the shapes.

Add Shape

Shape Text: Star

Tooltip: This is a new custom shape named "Star"

Q Name:

Palette Group name

- NewCustomGroup
- CustomPalette

OK Cancel

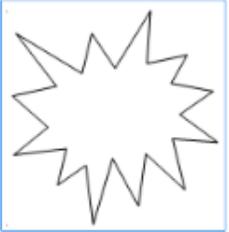
Palette Group details

Show in Palette Explorer

Q Name: Delete ↑ ↓

Shape Name	Type
Star	custom

Shape details



Star

Shape Text: Star

Tooltip: This is a new custom shape named "Sta"

Edit Palette Groups

Q Name: Add New Delete ↑ ↓

Palette Group Name	Type
Sketch Shapes	default
UML	default
Process	default
Deployment	default
NewCustomGroup	custom
CustomPalette	custom

Move up ↓

Palette Group details

Show in Palette Explorer

Q Name: Delete ↑ ↓

Shape Name	Type
Star	custom
CS	custom

Shape details



CS

Shapes – Deleting a custom shape

- User with the administrative rights alone can delete a custom shape. Deleting the custom shape deletes it from the custom palette group that contained it.

The screenshot shows the 'Edit Palette Groups' dialog box. It is divided into three main sections: 'Palette Group details', 'Shape details', and a search bar at the top left.

Palette Group details: This section contains a search bar with 'Q: Name' and buttons for '+ Add New', 'X Delete', and up/down arrows. Below it is a table of palette groups:

Palette Group Name	Type
Sketch Shapes	default
UML	default
Process	default
Deployment	default
NewCustomGroup	custom
CustomPalette	custom

Below the table is a checkbox labeled 'Show in Palette Explorer' which is checked. At the bottom left, there is a checkbox for 'Restore to default groups' with a note: '(Note: Deletes custom groups and shapes)'. At the bottom right are 'OK' and 'Cancel' buttons.

Shape details: This section contains a search bar with 'Q: Name' and a 'Delete' button (highlighted with a red box). Below it is a table of shapes:

Shape Name	Type
Star	custom
CS	custom

The 'Star' row is highlighted with a blue background and a red border. To the right of the table is a preview of the 'Star' shape, which is a multi-pointed star, also enclosed in a red box. Below the preview is a text input field for 'Shape Text' containing the word 'Star' and a tooltip area containing the text 'This is a new custom shape named "Sta'.

Shapes – Resetting palette explorer view

- User with the administrative rights can reset the Palette Explorer to its original settings, that is, to remove all custom palette groups with their shapes and restore the default palette groups and their shapes.

Edit Palette Groups

Q: Name | + Add New | X Delete | ↑ ↓

Palette Group Name	Type
Sketch Shapes	default
UML	default
Process	default
Deployment	default
NewCustomGroup	custom
CustomPalette	custom

Restore to default groups
(Note: Deletes custom groups and shapes)

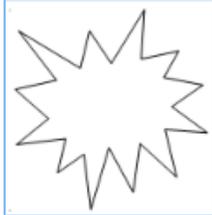
Palette Group details

Show in Palette Explorer

Q: Name | X Delete | ↑ ↓

Shape Name	Type
Star	custom
CS	custom

Shape details



Star

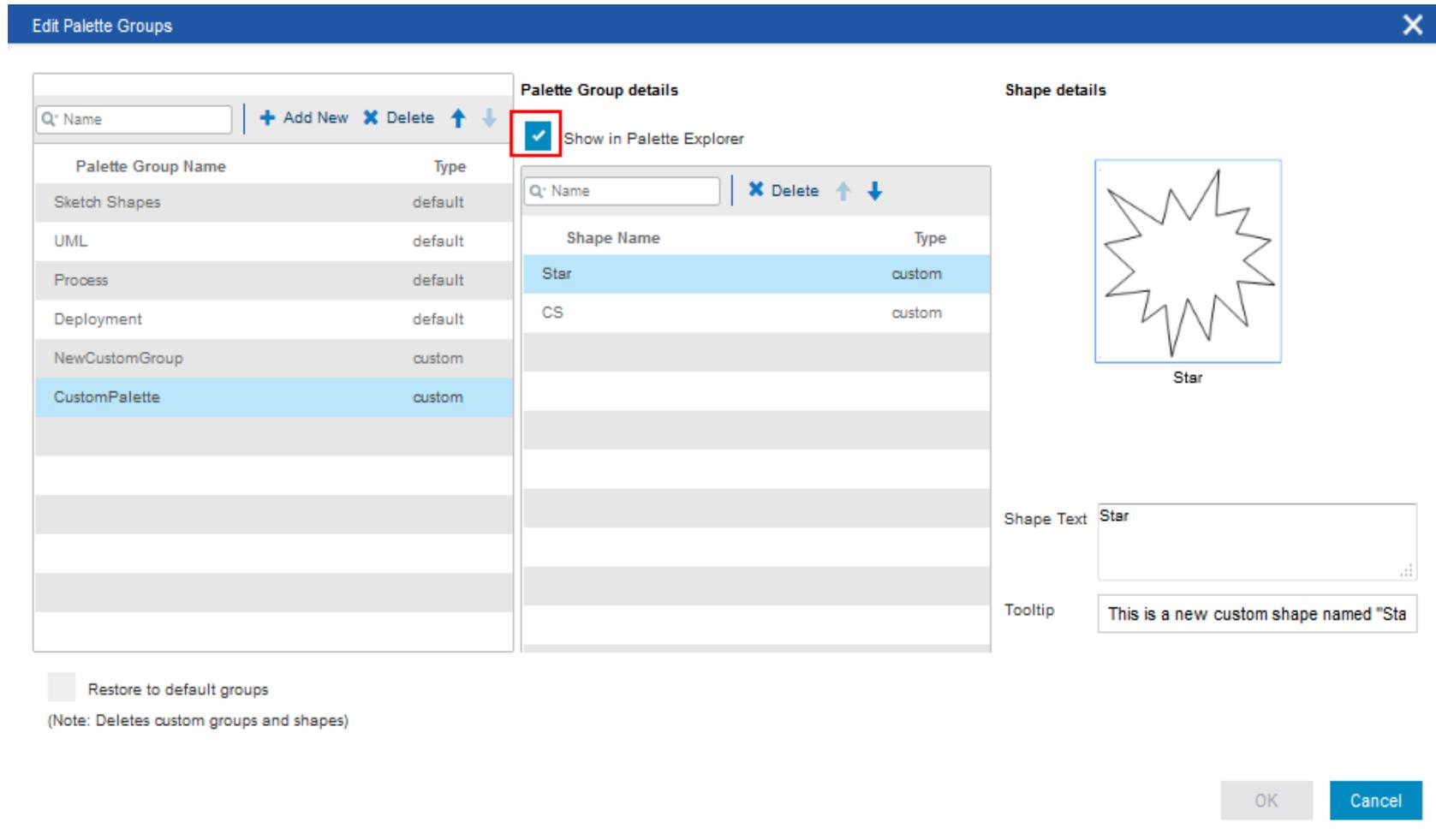
Shape Text: Star

Tooltip: This is a new custom shape named "Sta

OK Cancel

Shapes – Hide/show custom palette groups

- User with the administrative rights can hide or show the palette groups in the Palette Explorer view.



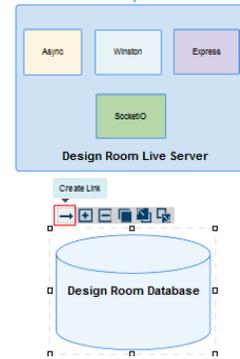
The screenshot shows the 'Edit Palette Groups' dialog box with three main sections:

- Palette Group details:** A table listing various groups. The 'CustomPalette' group is selected and highlighted in blue. A red box highlights the 'Show in Palette Explorer' checkbox, which is checked.
- Shape details:** A table listing shapes. The 'Star' shape is selected and highlighted in blue. To its right is a preview of the star shape.
- Shape Text:** A text input field containing the word 'Star'.
- Tooltip:** A text input field containing the text 'This is a new custom shape named "Sta'.

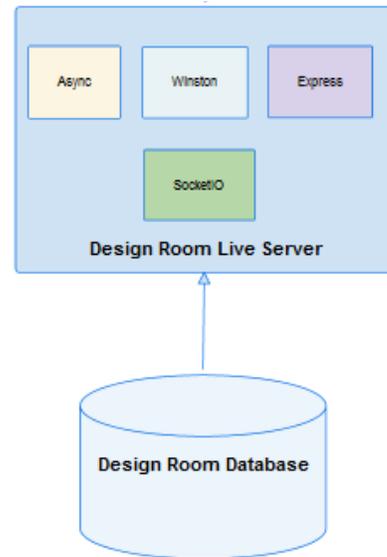
At the bottom left, there is a button labeled 'Restore to default groups' with a note below it: '(Note: Deletes custom groups and shapes)'. At the bottom right, there are 'OK' and 'Cancel' buttons.

Links

- You can create Links using the shape's toolbar:

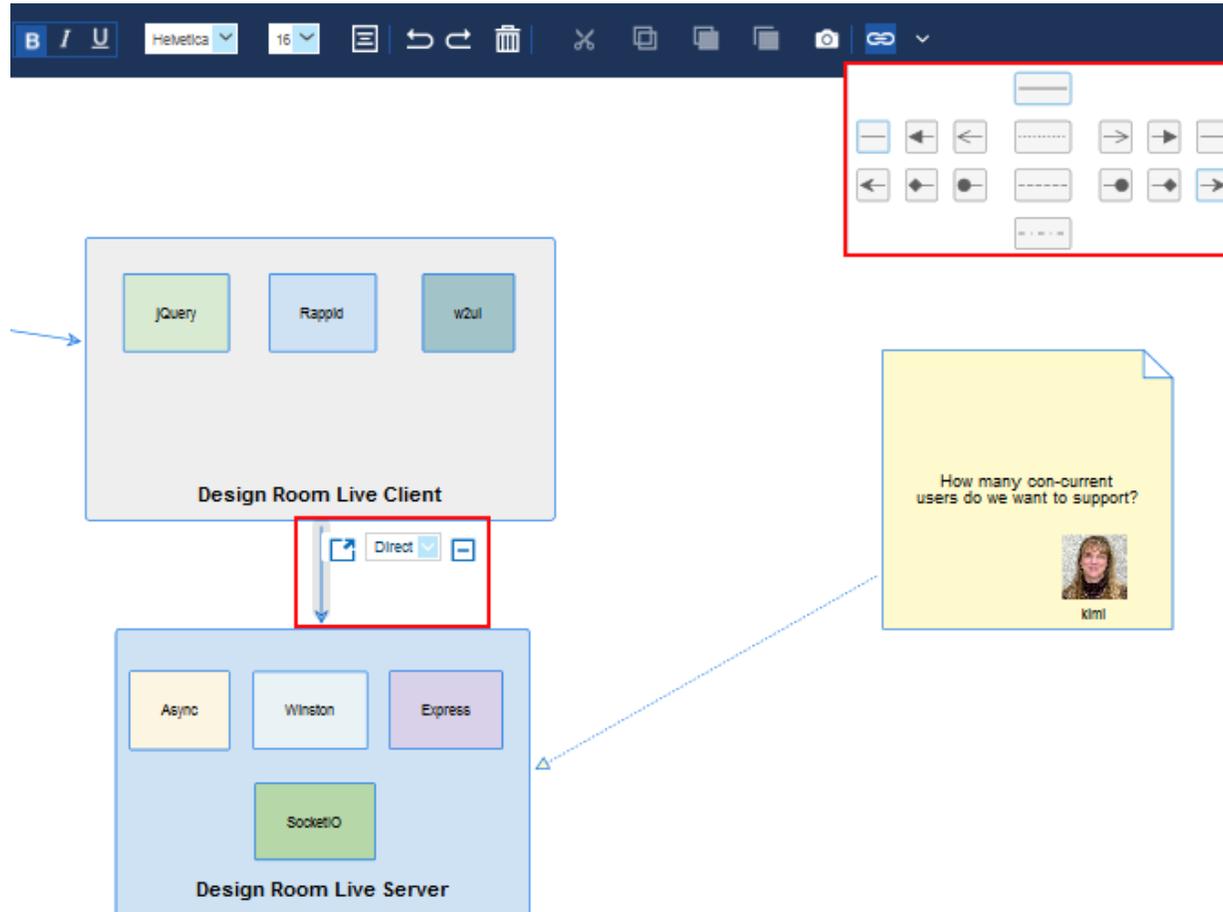


- As you move the end of the link over another shape, it will highlight the connectable points on that shape in small green circles:



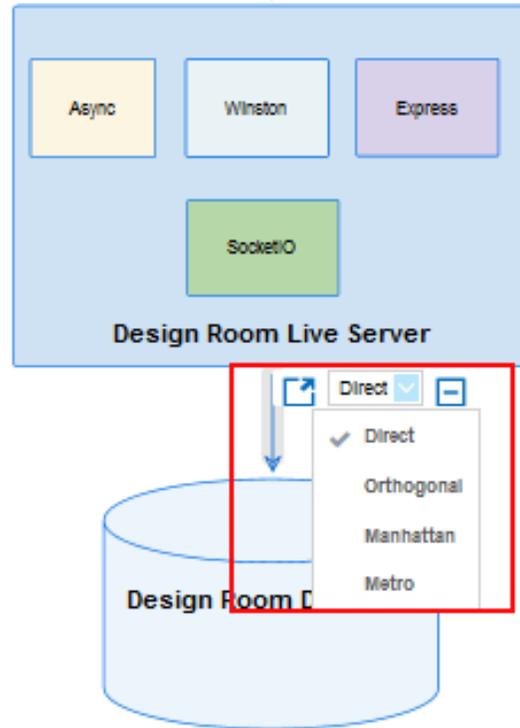
Links – Line/Arrow Style

- You can change the Link's line/arrow style by selecting a link and using the toolbar at the top:



Links – Routing Style

- You can change the Link's routing style by selecting a link and using the toolbar above it:

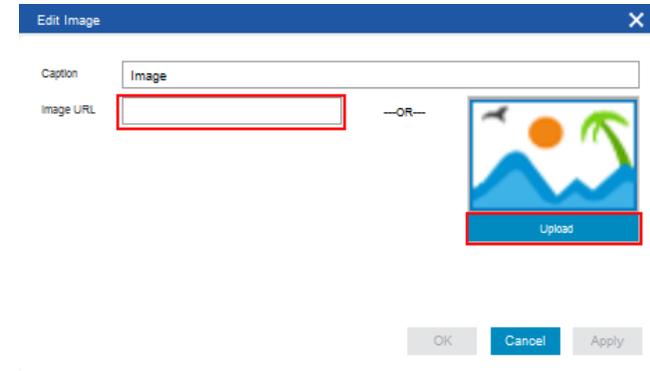


Images

- Use the Image shape from the stencil to put images on whiteboards

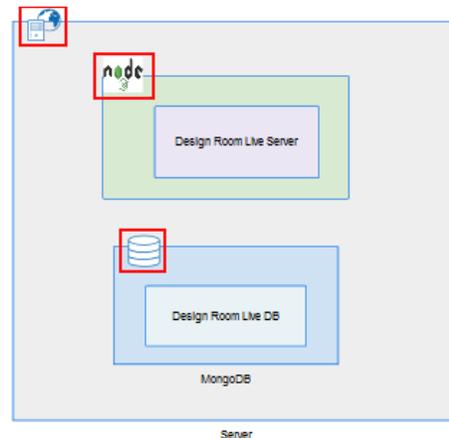


- You can either provide the URL to Image or Upload an image from your Computer



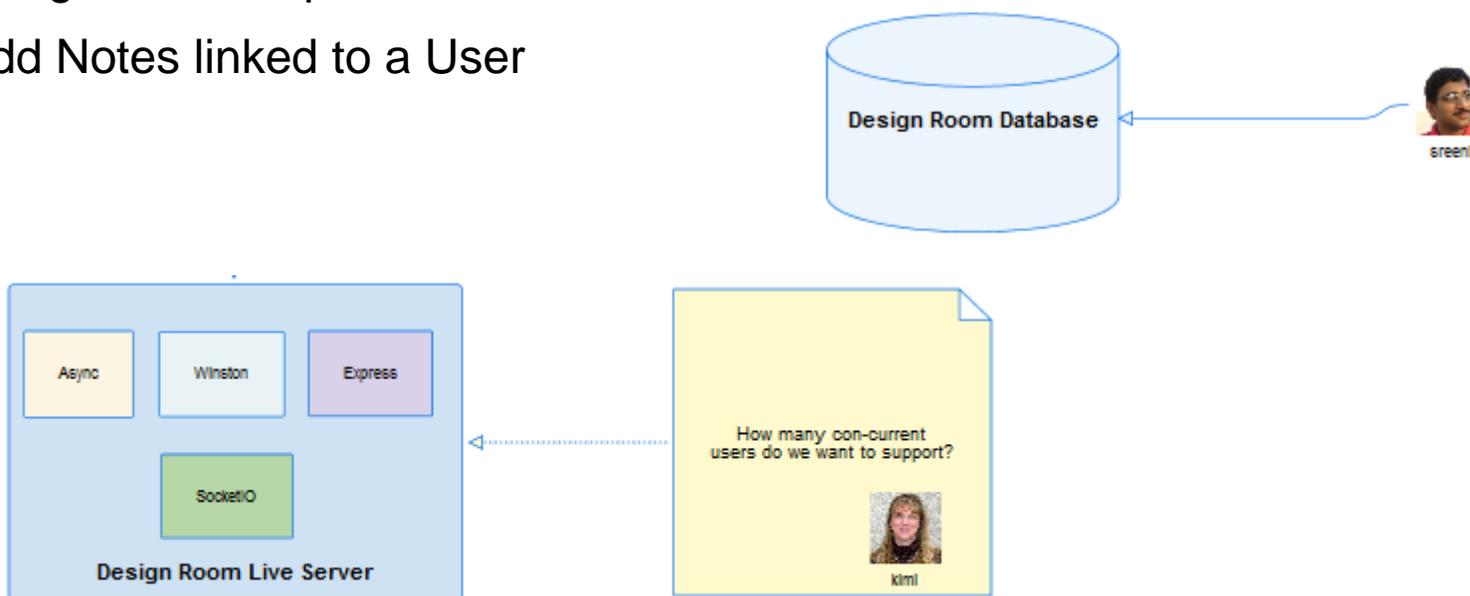
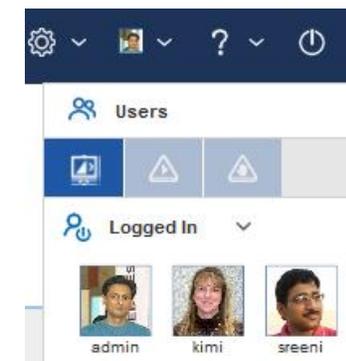
- Use Cases

- ▶ Show Images for showing content from other Applications, e.g. Diagrams from RSAD, Erwin etc
- ▶ Annotate shapes, e.g. to indicate that the Server is a NodeJS Server:



Images - User Images

- You can also use User Images from the User stencil on the right:
- Simply drag and drop a User Image from the stencil on to the Whiteboard
- Use cases:
 - ▶ Assign ownership of artifacts
 - ▶ Add Notes linked to a User



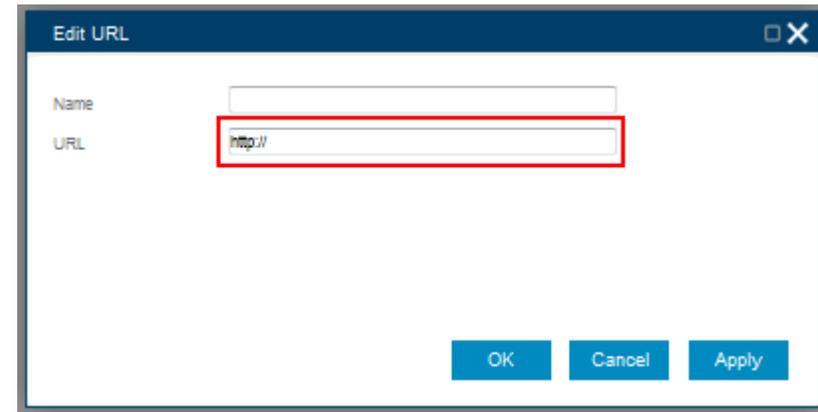
URL Links

- Use the URL Link shape from the stencil to put links on whiteboards



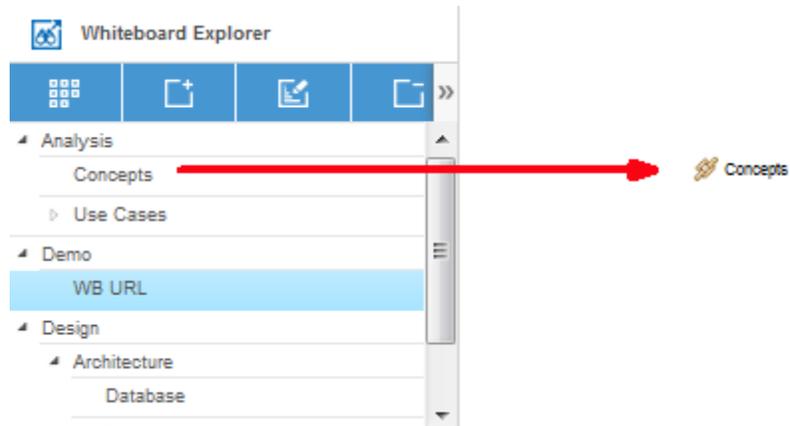
- Use Cases

- ▶ Link to websites/documents/videos on Internet/Intranet
- ▶ Link to Work Items in RTC, Requirements in DoorsNG etc



URL Links – Whiteboard links

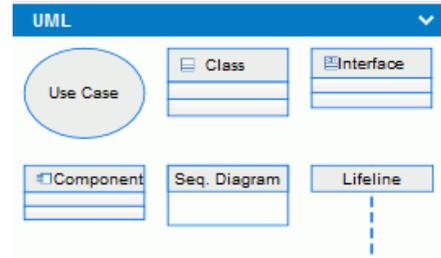
- You can create links to the other whiteboards in two ways:
 - ▶ Dragging the source whiteboard to the target whiteboard
 - ▶ Copying using the Ctrl+C and pasting using the Ctrl+V keys on the keyboard



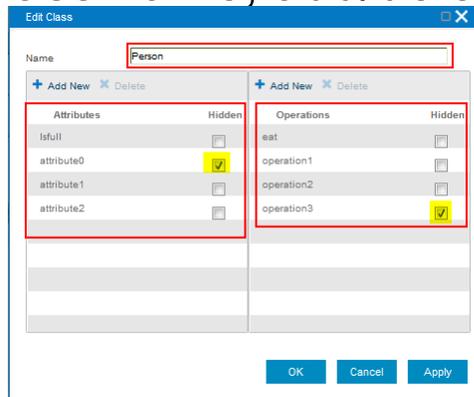
- Click the URL link to navigate to the whiteboard.

UML - Classes / Interfaces

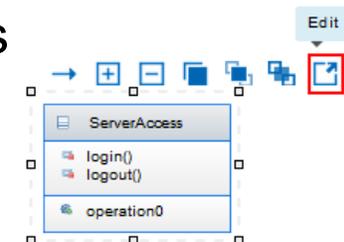
- Create Use Case/Classes/Interfaces/Sequence Diagrams/Lifelines using the shape icons from the UML section of the stencil:



- You can change the Class name, add/delete/hide Attributes and Operations in the Edit Class dialog:



- The “Edit Class” dialog is shown automatically when you first create a Class
- You can also launch it later using the Edit button on the Class shape:



UML - Classes / Interfaces

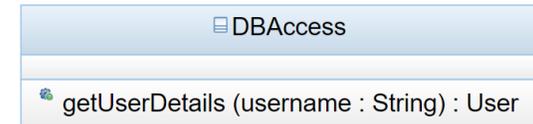
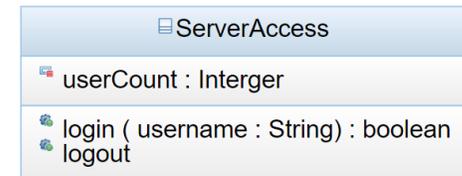
- You can model Attribute type or Operation signature by **naming** them using the following conventions:

- ▶ Attribute

- <attribute name> : <type>
- E.g.
 - userCount : Integer

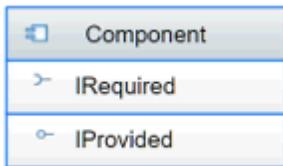
- ▶ Operation

- <operation name> (<param1> : <param1 type>, <param2> : <param2 type>) : <operation return type>
- E.g.
 - login (username : String) : boolean

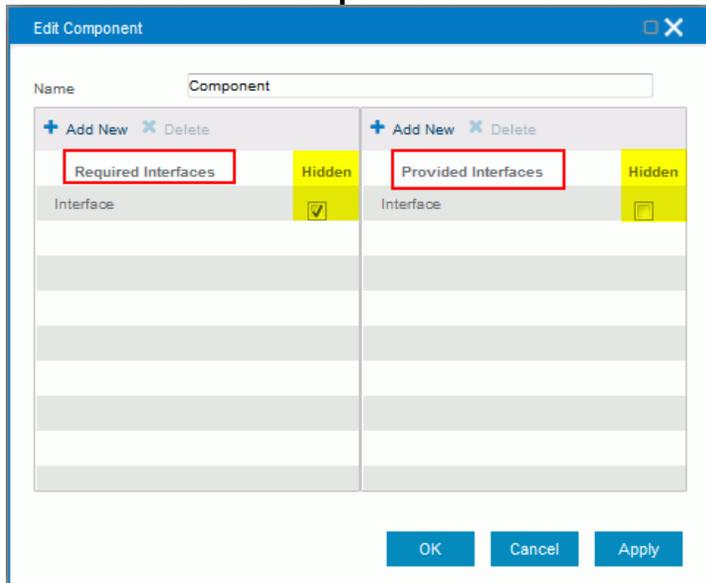


UML - Components

- In UML modeling, components are model elements that represent independent, interchangeable parts of a system. They conform to and realize one or more provided and required interfaces, which determine the behavior of components. Components make a system more flexible, scalable, and reusable.

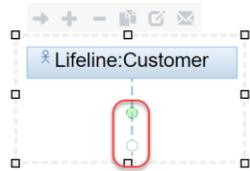
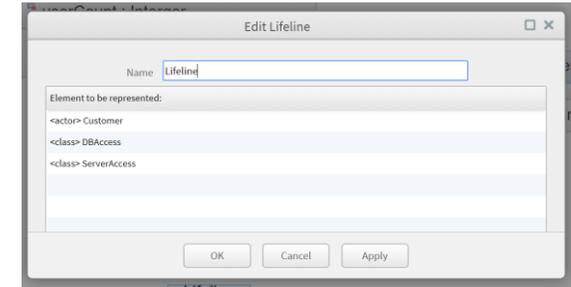


- Provided and required interfaces in components

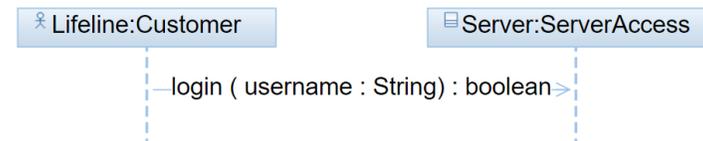


UML - Lifelines

- When you create a Lifeline, you will be prompted to select its Type:
- The Type can from any of these existing shapes:
 - ▶ Class / Interface / Actor
- To create Messages between Lifelines, select the source Lifeline and hover over one of the circles, and then start click-drag operation to drag to the target Lifeline:

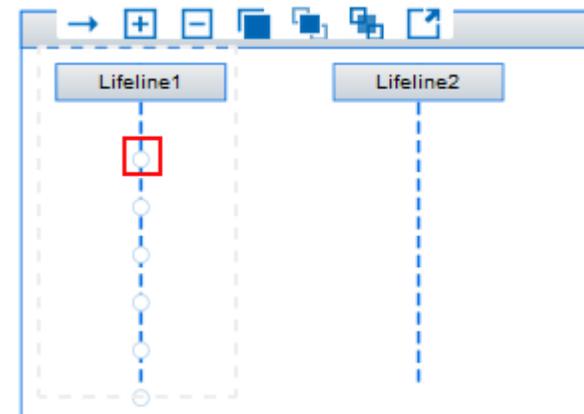


- Select the newly created message, and select the Operation from the drop down:

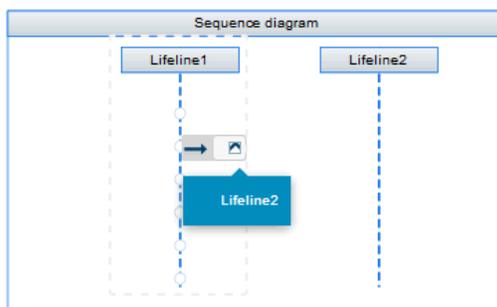


UML Lifeline Messages – create lifeline messages

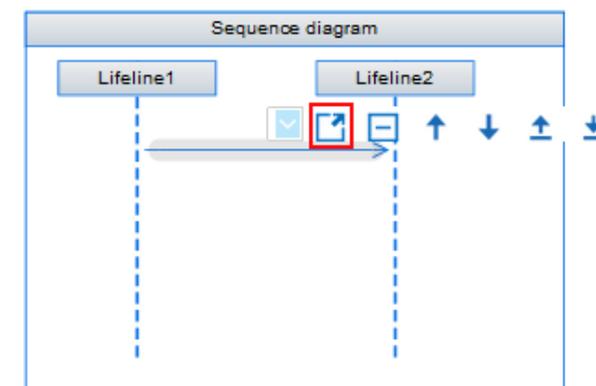
- Select the lifeline and click the magnet to create a link.
- Select an operation from the Operations list.



- You can edit the label of the message at a later time.

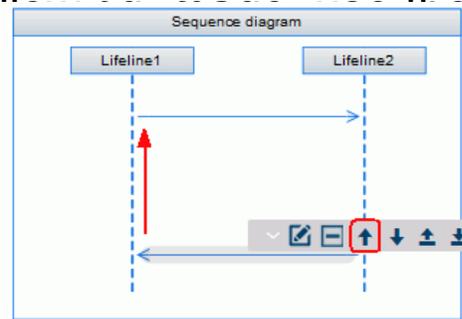


- Provide the label, source, and the target names in the **Edit Link** window.

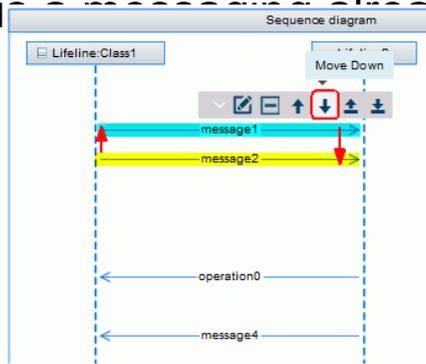


UML Lifeline Messages – moving single message across the lifeline

- You can reorder the lifeline messages by moving them up or down the lifeline to change the order in which they appear or interact with each other.
- Moving the messages up or down can help you to create or delete extra space between the existing messages. For example, in the following diagram, the Move Up icon to delete the unnecessary space between the existing messages.

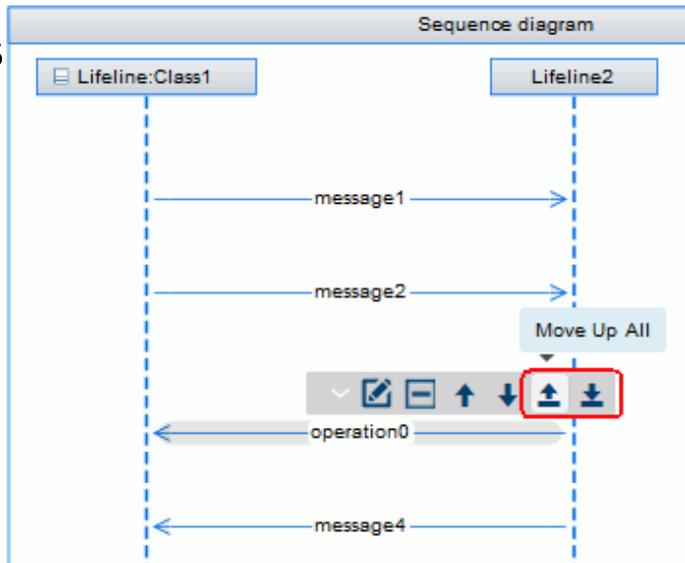


- If there is a message already in the target location, the message locations are swapped.



UML Lifeline Messages – moving multiple messages across the lifeline

- You can also select the Move Up All or Move Down All options.

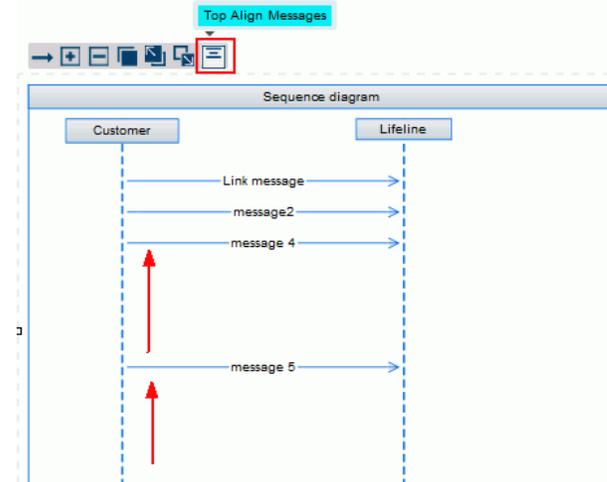


selecting the Move Up All or Move Down All

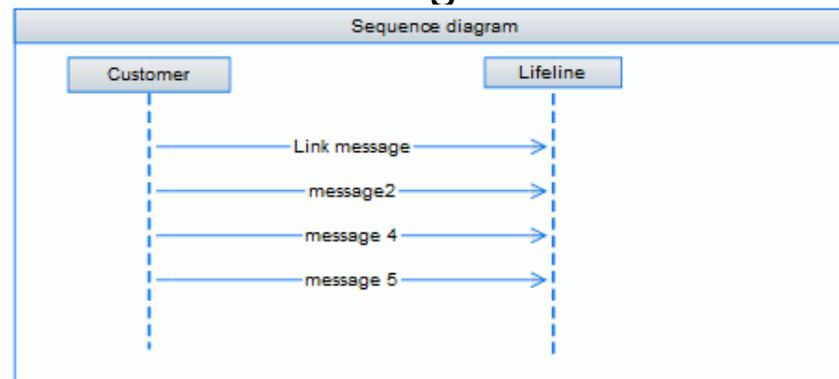
When you are trying to move all the messages up or down, you must ensure that there is space for the messages to move, otherwise the movement does not happen.

UML Lifeline Messages – top aligning messages

- If you find extra spaces in between the messages due to some removal or creation of messages in the lifelines, you can reorder all the messages in the sequence diagram by using the option **Top Align Messages**.

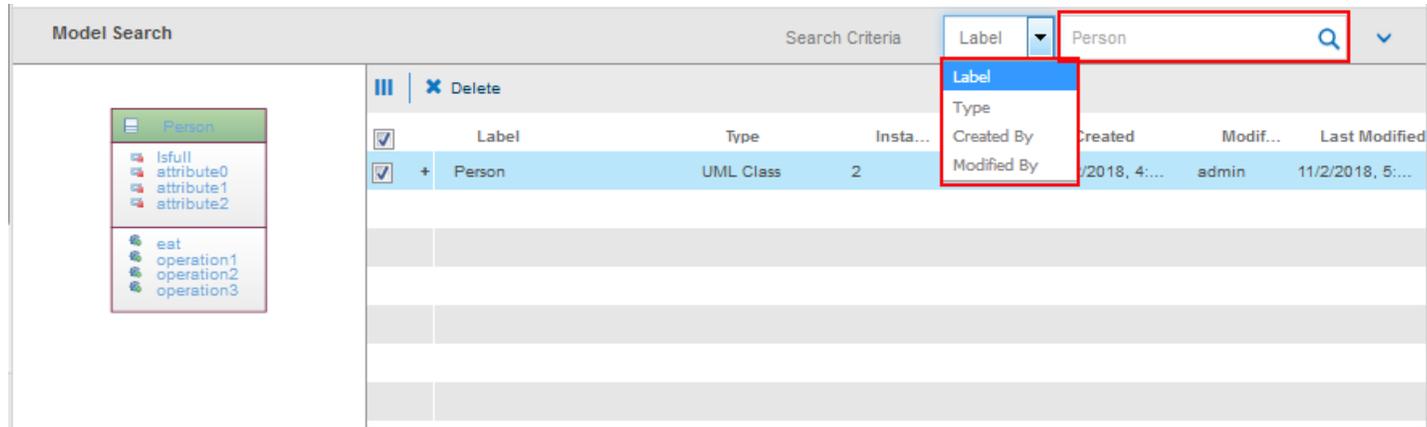


- After the alignment, the lifeline messages will look as follows:



Search

- You can search for Model Elements (and instances of shapes referencing them) by specifying their label, type, created by, or modified by attributes in the Search toolbar.



- You can then select individual rows in the search results to see a preview of that Model Element
- From the preview, just drag and drop the shape to a whiteboard to create a shape instance from that Model Element
- Search string does not require any wild-cards like *, hence enter your search string without any wildcards
- Search results are limited to first 100 matches

Search

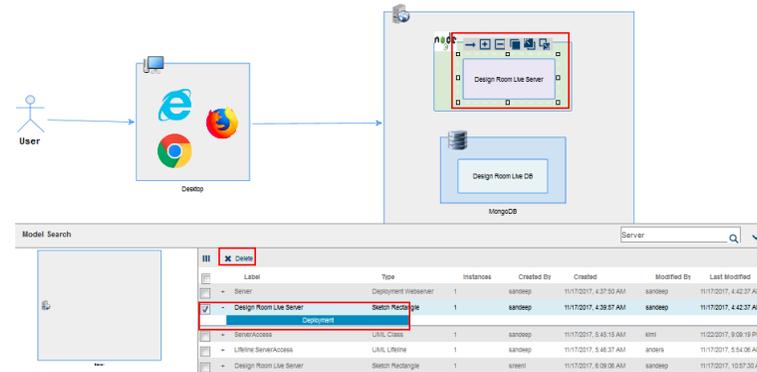
- You can also click on the '+' icon next to the search result to see which whiteboards have shapes instances based on that Model Element
- Just click on the Whiteboard name and that whiteboard will be opened with that shape selected

The screenshot displays the IBM Architecture Room interface. The main workspace shows a UML diagram with a 'Person' class (highlighted with a red box), an 'Interface', a 'Component', and a 'Use Case'. The 'Person' class is expanded to show its attributes (isfull, attribute1, attribute2) and operations (eat, operation1, operation2). Below the workspace is a 'Model Search' panel. The search criteria are set to 'Label' and 'Person'. The search results table is as follows:

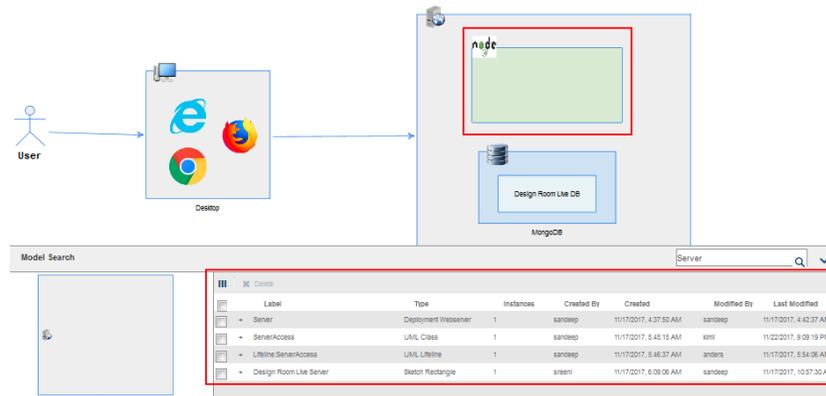
Label	Type	Instances	Created By	Created	Modified By	Last Modified
- Person	UML Class	2	admin	11/2/2018, 4:29:13 PM	admin	11/2/2018, 5:25:46 PM
NewClass	Class					

Search – Delete model element

- You can select a model element from the search result and click the Delete button to remove the model element.

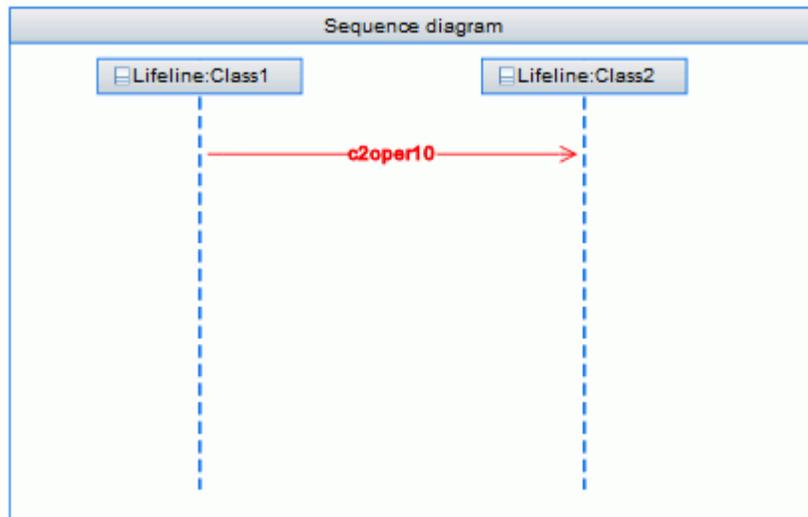


- All instances of the model elements across all whiteboards will be deleted, and the list of results will reflect the change in the number of instances found for the element.



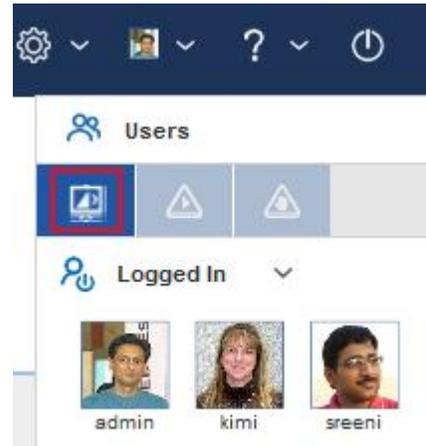
Search – Deleted elements are marked in red

- If a class referred in a lifeline is deleted, the reference to the deleted model element in the lifeline is marked in red to indicate that it is an invalid reference as the model element is no longer available.
- Likewise, if an operation referred by a Message is deleted, then the Message is marked in red to indicate that it has an invalid reference.

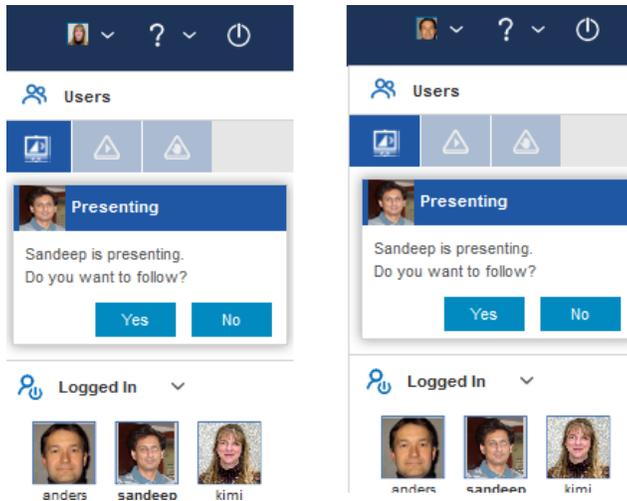


Presentation Mode

- You can start the presentation mode using the “Start Presentation” button on the toolbar above the Users stencil:

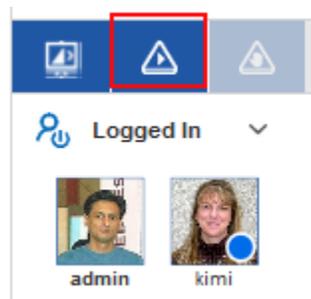
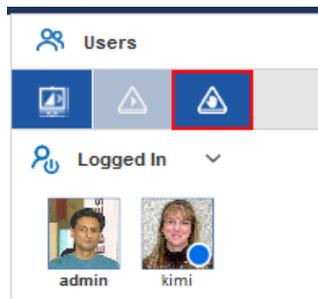


- Other Users (Viewers) will get a notification asking them if they want to follow your presentation:



Presentation Mode

- If they choose Yes, then their active Whiteboard will switch automatically to the Presenter's Whiteboard
- As the Presenter, switches Whiteboards, or pans/zooms, the Viewers Whiteboards will also switch/pan/zoom
- Anyone can still make changes on the active Whiteboard, regardless of being the Presenter/Viewer
- Any Viewer, can choose to pause the Presentation using the "Pause" button
 - ▶ Doing so allows the Viewer to switch Whiteboards on his own, i.e. be on his own
 - ▶ He can later use the "Play" button to resume following the Presenter



Sharing Shape/Whiteboard Links via email

- Sharing a shape:
 - ▶ Select the shape and press Ctrl+C to copy the shape to the clipboard.
 - ▶ Paste using Ctrl+V and share it via email.
 - ▶ When a user clicks on a shared link, it will open the application in a browser, prompt for login if required, and highlight that shape.
- Sharing link to a Whiteboard
 - ▶ Open the Whiteboard and press Ctrl+C to copy the whiteboard to the clipboard.
 - ▶ Paste the link to share the whiteboard, for example, in another whiteboard.

Copying Images from other Applications

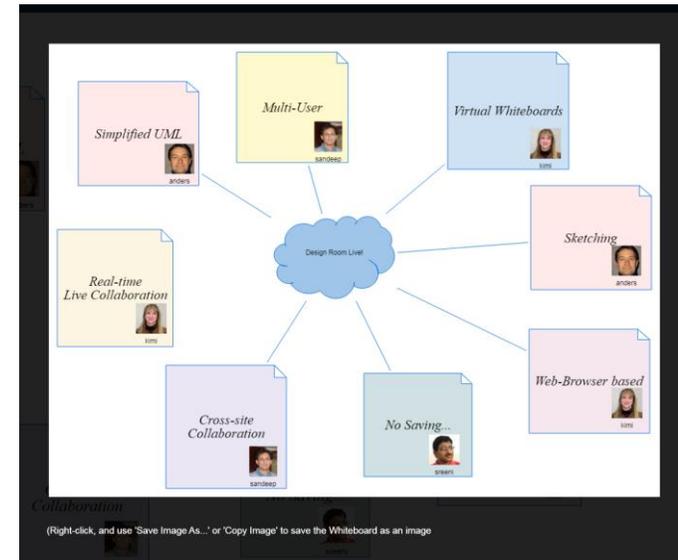
- You can copy images as Image shape directly into whiteboards from other Application which support image copying, e.g. RSAD, Microsoft Word/Power Point/Visio etc.
- Open the other Application and copy an image to the clipboard
 - ▶ E.g. in RSAD, open a diagram, select the element in the diagram to be copied, press Ctrl-C
- Open a Whiteboard and press Ctrl-V.
- This will copy the image into the Whiteboard.

Copying Images to other Applications

- You can copy images of shapes or entire whiteboard to other applications as images
- Open a Whiteboard and click on the 'Camera' icon in the toolbar

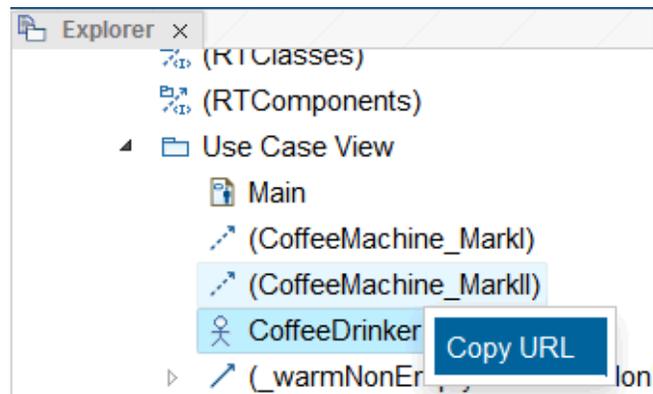


- This will open the image of the whiteboard in a pop-up, which can then right-click save as an image and import into other Application
- You can also select an individual shape to copy just its image



Integration – Integrating with Design Room ONE

- Modeling elements from the other modeling applications can be integrated with IBM Architecture Room LIVE!
- You can copy a modeling element that is referenced in the form of a URL from IBM Design Room ONE and paste it in the whiteboard of IBM Architecture Room LIVE!
- Log in to Design Room ONE application and copy the element that you want to use in IBM Architecture Room LIVE! The element is placed in the clipboard.



- Go to the whiteboard in IBM Architecture Room LIVE! and click Ctrl+V to paste the element. The image of the element is created in the whiteboard.

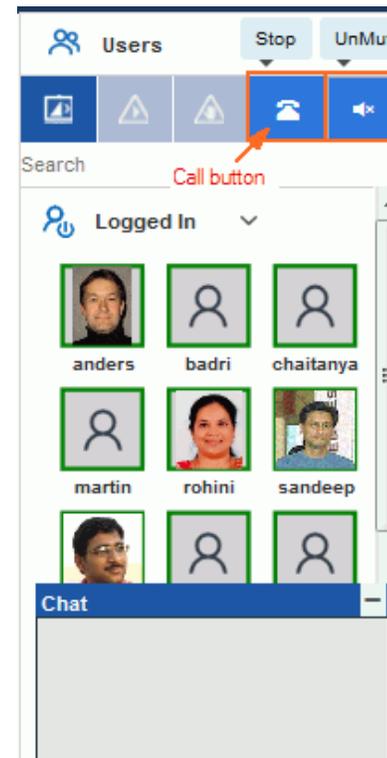
Experimental features

- These are new and evolving features that are not completely tested or finalized yet, but are delivered to users for use, aiming at studying, observing, and analyzing the reception, value, and expectations from the users.
- **Warning:** There is no support offered for these features and can be removed at any time without prior notice.
- **Important:** Only users with administrative authority can enable or disable the experimental features.

Note that these features might not be complete including aspects in development such as development, testing, documentation, accessibility, etc. In the process of trying the feature, you might encounter unexplained errors, application failing or restarting, usability constraints, loss of data, or other limitations.

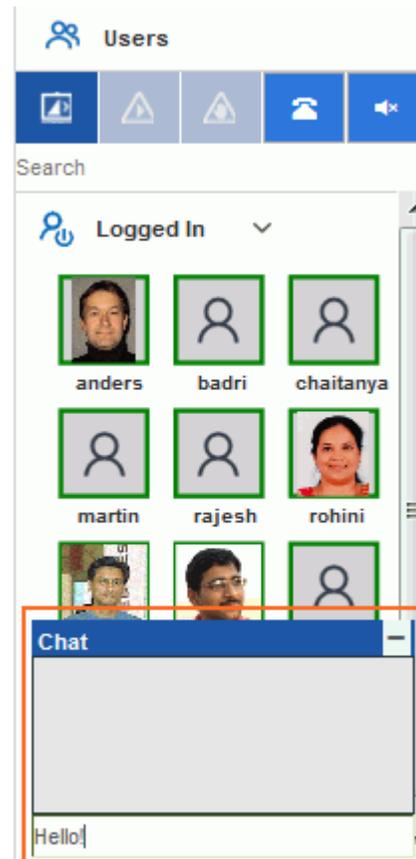
Experimental features – Audio conference

- Live! introduces the audio conferencing feature to enhance its real-time collaboration experience. Users that are logged into Live! can start or join an audio conference. You can join the conference by simply clicking the Call icon. All users that are participating in the conference are audible at real-time. There is a Mute button to mute yourself, if you are not speaking. Call is a toggle button that is used to both call or stop the call. There is also an indicator on the user icons to show whether the users are speaking or on mute.



Experimental features – Chat

- This is a group chat feature that connects with all the users that are logged in through text messages. This is very useful to send instant text messages to users and is useful to share any text messages when there is a live audio conference.



Thank you!