



## Supported SysML Concepts in Ansys medini® analyze™ version 2025 R2.02

IBM Rhapsody	Cameo (MagicDraw)	Enterprise Architect	SCADE Architect	Ansys SAM	Ansys medini analyze
<ul style="list-style-type: none"> <li>Package</li> <li>UseCase</li> </ul>	<ul style="list-style-type: none"> <li>Package</li> <li>UseCase</li> </ul>	Package	Package	<ul style="list-style-type: none"> <li>Package</li> <li>Import</li> </ul>	SysMLPackage
<ul style="list-style-type: none"> <li>Activity_D</li> <li>Block</li> </ul>	Block	<ul style="list-style-type: none"> <li>Class</li> <li>Block</li> <li>Component</li> </ul>	Block (Definition)	Part Definition	SysMLBlock
Project	Project	Model	Project	Project	SysMLModel
InterfaceBlock <sup>1</sup>	InterfaceBlock <sup>1</sup>	InterfaceBlock <sup>1</sup>	--	PortDefinition	SysMLPortDefinition
Part	Part	Part	<ul style="list-style-type: none"> <li>Block (unique)</li> <li>Block (replica)</li> </ul>	Part	SysMLPart
ValueType <sup>2</sup>	ValueType <sup>2</sup>	ValueType <sup>2</sup>	--	AttributeDefinition	SysMLValueType
Block <sup>15</sup>	<ul style="list-style-type: none"> <li>Block<sup>15</sup></li> <li>Signal<sup>16</sup></li> </ul>	Block <sup>15</sup>	--	ItemDefinition	SysMLItemDefinition
FlowProperty, FlowProperties <sup>3</sup>	FlowProperty, FlowProperties <sup>3</sup>	FlowProperty <sup>3</sup>	--	Item	SysMLItemUsage or SysMLValueProperty
Enum <sup>4</sup>	Enum <sup>4</sup>	Enum <sup>4</sup>	--	EnumerationDefinition	SysMLEnumerationDefinition
Enum Literal <sup>5</sup>	Enum Literal <sup>5</sup>	Enum Literal <sup>5</sup>	--	Enumeration	SysMLEnumerationUsage
ValueProperty <sup>6</sup>	ValueProperty <sup>6</sup>	ValueProperty <sup>6</sup>	--	Attribute	SysMLValueProperty
<ul style="list-style-type: none"> <li>FlowPort<sup>7</sup></li> <li>ProxyPort<sup>7</sup></li> <li>Standard Port<sup>7,9</sup></li> </ul>	<ul style="list-style-type: none"> <li>FlowPort<sup>7</sup></li> <li>ProxyPort<sup>7</sup></li> <li>Standard Port<sup>7,9</sup></li> </ul>	Port/FlowPort <sup>7,8</sup>	FlowPort	Port	SysMLPortUsage
<ul style="list-style-type: none"> <li>Connector</li> <li>Flow</li> </ul>	<ul style="list-style-type: none"> <li>Connector</li> <li>Flow</li> </ul>	<ul style="list-style-type: none"> <li>Connector</li> <li>Information Flow</li> </ul>	Connector	<ul style="list-style-type: none"> <li>Connector</li> <li>Interface</li> </ul>	SysMLConnector
ActivityDiagram	ActivityDiagram	Activity (Top-Level)	Activity (Diagram)		SysMLActivity
Action	Action	Action (kind: Atomic)	--		SysMLAction
SendAction	SendAction	Action (kind: SendSignal)	--		SysMLAction (Stereotype "SendAction")
AcceptEventAction	AcceptEventAction	Action (kind: AcceptEvent)	--		SysMLAction (Stereotype "AcceptEventAction")
CallBehavior	CallBehavior	Action (kind: CallBehavior)	--		SysMLAction (Stereotype "CallBehavior")
CallOperation	CallOperation	Action (kind: CallOperation)	--		SysMLAction (Stereotype "CallOperation")
ObjectNode	ObjectNode	Object, CentralBufferNode	--		SysMLObjectNode
Transition	Transition	ObjectFlow, ControlFlow	--		SysMLActivityEdge
DefaultTransition	DefaultTransition	--	--		SysMLInitialNode + SysMLActivityEdge
--	--	ActivityInitial	--		SysMLInitialNode
--	--	<ul style="list-style-type: none"> <li>ActionPin (input)</li> <li>ActionPin (output)</li> </ul>	--		<ul style="list-style-type: none"> <li>SysMLPin with direction "in"</li> <li>SysMLPin with direction "out"</li> </ul>
--	--	ActionPin	--		SysMLPin
--	--	ObjectNode	--		SysMLObjectNode

InterruptibleRegion	InterruptibleRegion	--	--		SysMLStructuredActivity (Stereotype "InterruptibleRegion")
--	--	<ul style="list-style-type: none"> <li>• Activity (Nested)</li> <li>• InterruptibleActivityRegion</li> <li>• ExpansionRegion</li> <li>• ExceptionHandler</li> <li>• ActivityPartition</li> </ul>			SysMLStructuredActivity
SwimLane	SwimLane	--	--		SysMLStructuredActivity (Stereotype "SwimLane")
<ul style="list-style-type: none"> <li>• ActivityFinal</li> <li>• FlowFinal</li> </ul>	<ul style="list-style-type: none"> <li>• ActivityFinal</li> <li>• FlowFinal</li> </ul>	<ul style="list-style-type: none"> <li>• ActivityFinal</li> <li>• FlowFinal</li> </ul>	--		SysMLFinalNode
<ul style="list-style-type: none"> <li>• DecisionNode</li> <li>• MergeNode</li> </ul>	<ul style="list-style-type: none"> <li>• DecisionNode</li> <li>• MergeNode</li> </ul>	<ul style="list-style-type: none"> <li>• DecisionNode</li> <li>• MergeNode</li> </ul>	--		SysMLDecisionMerge
<ul style="list-style-type: none"> <li>• JoinConnector</li> <li>• Fork</li> </ul>	<ul style="list-style-type: none"> <li>• JoinConnector</li> <li>• Fork</li> </ul>	Synchronization	--		SysMLForkJoin
<ul style="list-style-type: none"> <li>• Allocation <sup>10</sup></li> <li>• Dependency</li> </ul>	Allocation <sup>10</sup>	--	--	AllocationUsage	SysMLAbstraction (Stereotype "allocate")
--	<ul style="list-style-type: none"> <li>• Dependency</li> <li>• Usage <sup>14</sup></li> </ul>	Dependency	--	Dependency	SysMLDependency
Operation <sup>11</sup>	--	--	--		SysMLActivity (Stereotype "function")
Requirement <sup>11</sup>	--	--	--		SysMLAbstraction (Stereotype "requirement")
Satisfaction <sup>11</sup>	--	--	--		SysMLAbstraction (Stereotype "allocate")
Imported as screenshots <sup>11</sup>	BDD, IBD, and Activity diagrams are imported <sup>12</sup>	Imported as screenshots <sup>13</sup>	IBD diagrams, imported as read-only <sup>12</sup>	Imported as screenshots <sup>13</sup>	DIAGRAMS

#### FOOTNOTES

1. Import only to SysMLv2 concept
2. SysMLv2 concept, corresponds to ValueType in SysML 1.x
3. Import only to SysMLv2 concepts, when using SysML Profile
4. SysMLv2 concept, corresponds to Enum in SysML 1.x
5. SysMLv2 concept, corresponds to Literals in SysML 1.x
6. SysMLv2 concept, corresponds to ValueProperty in SysML 1.x
7. SysMLv2 concept, corresponds to Port in SysML 1.x
8. Import can be customized
9. Import can be disabled
10. Allocations to other Dependencies are not imported
11. Experimental feature
12. The imported diagrams are read-only and show only elements that are imported
13. Import is optional. See also Importing Diagrams from Enterprise Architect. (KC - LINK?)
14. A Usage is translated into a SysMLDependency with stereotype "uses"
15. A Block that is used to type a Flow Property is translated into a SysMLItemDefinition
16. A Signal that is used to type a Port is translated into a SysMLPortDefinition containing one instance of the SysMLItemDefinition