

Trace v6 Model Manager

Applicable for Sharpen360 Trace v6.0.3+

Revision 3

02-04-2025





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1 Introduction

Thank you for using our Process Assessment Tool, Sharpen360 *Trace*.

This document describes how to use *Trace Model Manager (TMM)*. The target audience is users who need to:

- Upload new Assessment Models or Guidelines
- Create and edit Models
- Upload, create and edit Map Sets
- Manage the availability of Assessment Models, Guidelines, Models, and Map Sets for *Trace* Assessors
- Define rating scales
- Define Attributes and typesets
- Define profiles

We try to use precise naming of concepts in *Trace* and *Trace* documentation, please see chapter [*Trace* Terms and Definitions].

If you have questions, have ideas that you would like to discuss, or just need an introduction to specific parts of *Trace*, please contact us!

Also, we would very much appreciate it if you would report any bug or inconvenience you might find. Please use the email below, and add screenshots and descriptions as needed and we will immediately prioritize this.

Use support@sharpen360.com as much as you like. You are welcome!

The Sharpen360 Team.



2 Model Manager Concepts

2.1 Accessing the Model Manager

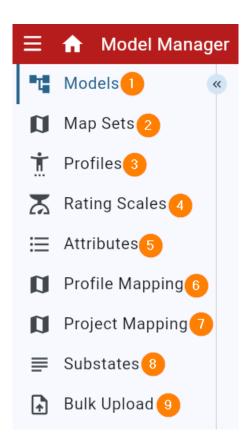
Model manager can be accessed from anywhere by clicking the top-left burger menu (1), then clicking Model Manager (2):



The Model Manager requires permission to access, which is given via Model Manager Administrator role.

The below image shows the Model Manager side menu. The menu has the following pages: Models (1), Map Sets (2), Profiles (3), Rating Scales (4), Attributes (5), Profile Mapping (6), Project Mapping (7), Substates (8) and Bulk Upload (9):





2.2 Model Families, Models (MDL), and Map Sets (MAP)

Model families are the structure definition for models. Model families are not customizable and are given by Sharpen360. Models always have a model family.

Map Sets make it possible to create mappings/notes/relations between models, also across different model families.

2.3 Overview of Model Families

The following Model Families are supported in *Trace* v6.

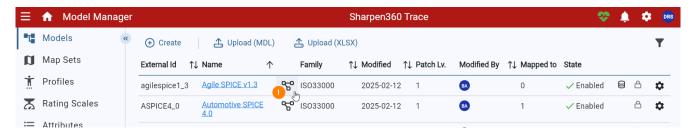


Model Families - Trace v6 baseline

ld	Family name	Create model	Create profile	Characteristics
FsCsSif	Fs/Cs/Sif	No	Yes	Useful when representing e.g., ISO26262 and ISO21434
GAM	Generic Assessment Model	Yes	Yes	Generic structure to represent process models like ISO33000
GA	Generic Audit	Yes	Yes	Hierarchy with Area, Question, Check, and Objective, e.g., for ISO5112 Annex A
GC2	Generic Check L2	Yes	Yes	Two level hierarchy of Elements and Questions, e.g., for WP Checks, ISO27002 controls and CIS Controls
GC3	Generic Check L3	Yes	Yes	Three level hierarchy of Elements, Questions, and Checks
GH	Generic Hierarchy	Yes	Yes	Generic Hierarchy – to represent hierarchies of requirements, e.g., KGAS
HoN	Hierarchy of Nodes	Yes	No	Cross-referencing of various hierarchies, e.g., ISO9001, 27001, or UN155/156
ISO33000	ISO33000	No	Yes	Execution of ISO33000 compliant assessments, e.g., ASPICE models

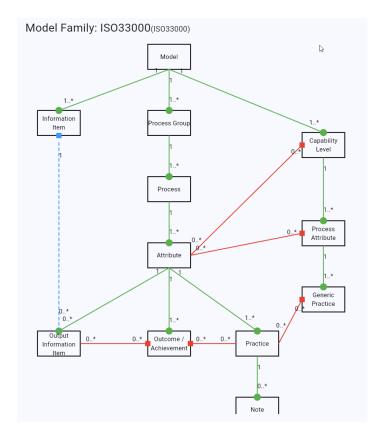
See details in "Trace v6 Model Families" PowerPoint presentation.

It is possible to view model family structures in *Trace* by clicking the following icon (1):



This will give you a dialog with an illustration of the structure:





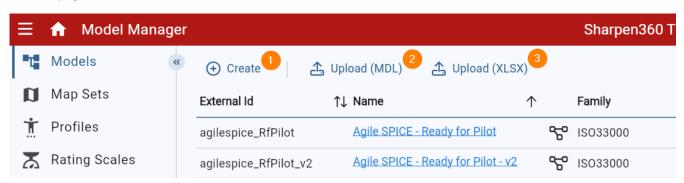
This illustration can also be ground from within the model editor by right clicking the model node and selecting "Show Model Family".

More on the Model Manager and the model editor later in this guide.



3 Models

Models page shows the list of Models in Trace.



The possible actions shown in the above image are as follows:

- **1.** Create creates new model from scratch.
- 2. Upload (MDL) button: upload model file from other *Trace* system.
- 3. Upload (XLSX) button: upload edited Excel file to create new model. If you wish to create a new model from scratch in Excel, then create it through UI first (1) and download it afterwards using the cog wheel menu. See below for details.

The columns relay the following information:

External Id: The external ID of the Model.

Name: The name of the Model. Clicking here opens the MDL Editor for the Model.

Family: The Model Family to which the Model belongs.

Modified: The date the Model was last modified.

Modified By: The user who last modified the Model.

Mapped To: Map Sets associated with the Model.

Protected: Whether or not this Model is copyright protected.

State: The state of the Model (Enabled or Disabled).

The cog wheel to the right of each Model can be clicked to display actions on that Model. Options shown below: (options may vary depending on the Model)





- 1. Manage Model properties, including the option to delete the model.
- 2. Manage Languages for this model, add languages and set default language of the model.
- 3. Generate reports regarding the model including downloading it is an excel which can be uploaded
- 4. Copy the model, this will create a new model which is editable
- 5. Download Model (MDL) downloads the model as an xml file
- 6. Model information displays the general information about the model, if the model has a license included it also be displayed.
- 7. Edit Permissions, change who can edit a model which is editable.

3.1 Browsing a Model

3.1.1 Navigating to a Model

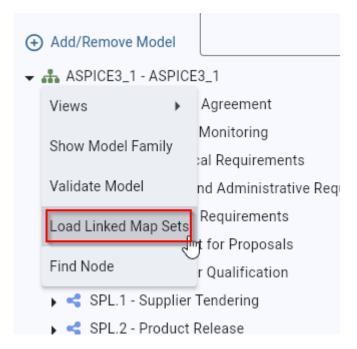
Clicking the Model name will open the MDL Editor for the selected Model.

A permission check is performed here. This is simply a warning to let you know that there are for example Map Sets linked to this Model to which you do not have edit permission. This means that you will not be able to delete Nodes on the Model, as they may be linked in these Map Sets.

3.1.2 Loading Linked Map Sets

You can load all linked Map Sets that you have permissions to into the editor by right clicking the top node on the Model and selecting "Load Linked Map Sets".





This may take a while as all the relevant Map Sets are read and loaded into the editor.

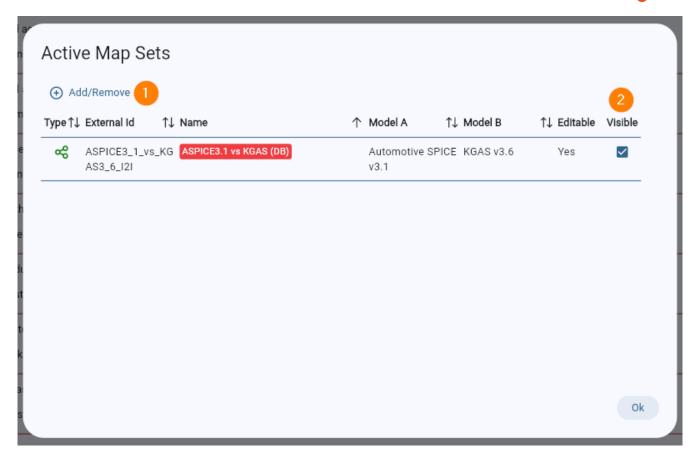
3.1.3 Managing the active Map Sets

You can directly select which Map Sets are loaded into the Editor, as well as toggle their visibility on and off, by clicking the "Manage Map Sets" button above the middle section of the MDL Editor view:



In the resulting dialog, you can see the Map Sets that are currently loaded into the Editor, and you have the following options:





- 1. Toggle visibility of loaded Map Sets.
- 2. Select which Map Sets are loaded into the Editor.

3.2 Create or update Model

There are two ways to create a new model:

- 1. Create model from the UI (1)
- 2. Create model in Excel. This method requires first creating the model from the UI, then downloading it to excel where you can modify it and then uploading it after (2).



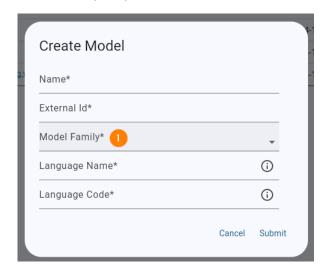
Note: only following model family can be created/edited: GAM, GA, GC2, GC3, GH, HoN



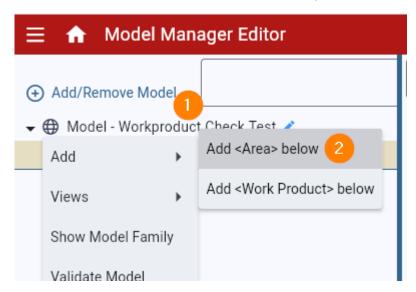
3.2.1 Creating a model from UI

To create a new model from the UI, click on the button (1) in the models page and enter the information about the model in the following window.

Model Family (1) will define the structure and use case of the model; therefore, it is important to select the correct Family for your needs.

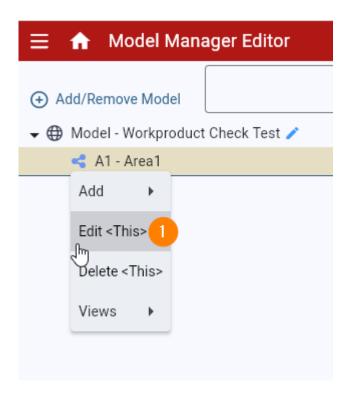


Once the model is created, click on the model to open model editor.



Once inside the editor, the tree on the left side shows the model structure. You can move selected node by using arrow keyboard keys, left/right keys to open child nodes. Right click or press <space> on the node (1) will show different actions, select with <return> or left click. Menu might be different between model families, but there will be an option of "Add ..."(2) to create a new child node of the selected node if model family allows it. The structure of the model family can be seen by selecting Show Model Family.





To edit existing nodes, right click or press <space> on the node and select Edit (1).

To use the model for assessments it must be published, see 3.4 Publishing a Model as an Assessable Model for details.

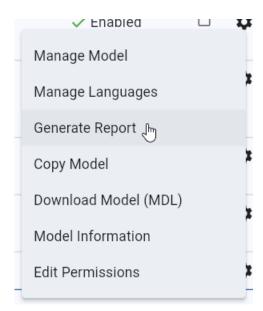
Tips and Tricks

- You can expand/hide all descendants of an node with +/-
- There is box showing model text of either the currently focused node, or the node you browsed to through it, by clicking on the id boxes
 - o It also shows nodes it has references to
 - o If you click the top id box, it will jump to that node in the tree and select it

3.2.2 Editing a model in Excel

To create/edit a model in Excel, first select "Generate Report" from the cog wheel menu.





Then generate the excel report seen below by pressing the excel file icon:



The excel opens on the model sheet and you can start creating nodes

Each row represents a node in the model.

To create a child node, you put the parents externalld into the parentld column of the node.

To create a reference to a node, you put the externalld into the reference column, if there are multiple references they are separated by a new line.

Text in the Description column should be written in markdown, and then it will be made into html in *Trace*, below this is a little help to create markdown.



Example of list with bold and italics in	html rendering of same markdown in <i>Trace</i>
markdown	
* Non -disclosure **agreement** templates are available and checked for legal applicability. * Non -disclosure agreements include the following information: * the *persons/organizations* involved,	Non -disclosure agreement templates are available and checked for legal applicability. Non -disclosure agreements include the following information: the <i>persons/organizations</i> involved,

After completing the model, you should go to the Model Info sheet.

Here you can see the information abut the model.

Before you can upload the model, you must either delete the old model that you created to download the excel file or choose a new name and externalld for the new model.

We recommend deleting the old model, because there is no reason to keep it when you have the filled-out version uploaded in *Trace*.

If you would like to keep the old model, you just need to fill out the externalld and name with something new and delete the information in the modelld, and then you can upload the model.

Upload the model using the upload button (1):

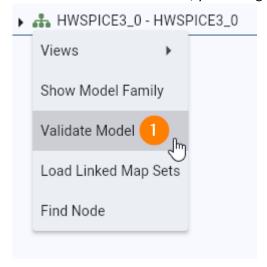


To use the model for assessments it must be published, see 3.4 Publishing a Model as an Assessable Model for details.



3.3 Validate a model

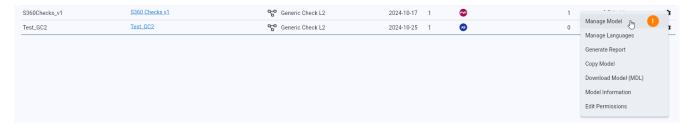
When inside the model editor, you can right click the model node (topmost node) to validate the model.



Validating a model will either tell you it was a success or fail and give you a list of things that are wrong. A model must pass validation before it can be published. Validation is done automatically as part of the model publishing process.

3.4 Publishing a Model as an Assessable Model

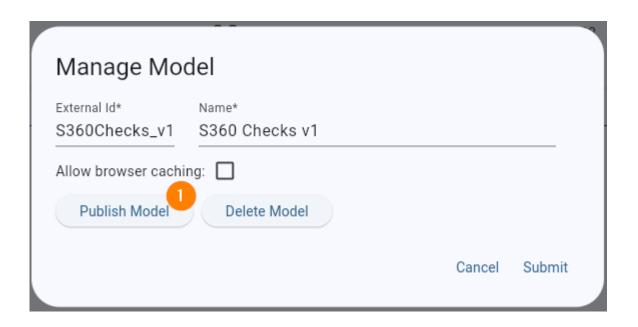
Before using a model in assessments, the model must be published.



To publish a model, click on the cog button on the model you wish to publish, and select Manage Model(1).

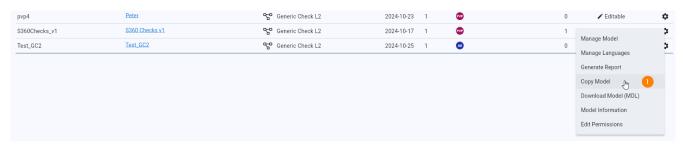
Then click on the Publish Model button in the window. Note: model cannot be edited once the model is published, therefore make a copy of the model when needing to modify the model.





3.5 Copying a Model

You can copy a model by using the cogwheel and pressing "Copy Model" (1)



This will open a dialog where you will be prompted to give the model copy a new name and id. When this is done, the model is created.

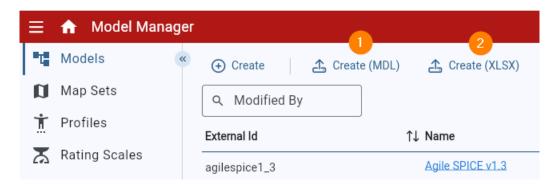
3.6 Exporting and Importing a Model

Models can be imported and exported as a file given that there is no model in the system already with the same external id.

3.6.1 Importing a Model

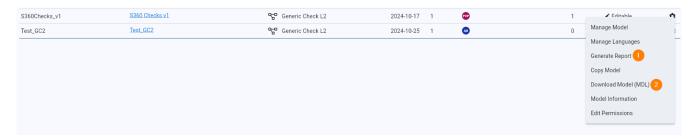
To import a model, use Create (MDL)(1) for xml file containing model or Create (XLSX)(2) for model defined in Excel file.





3.6.2 Exporting a Model

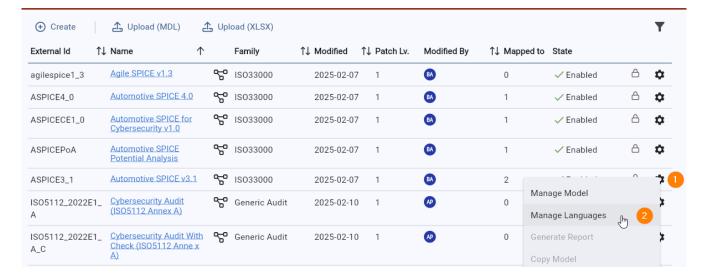
To download a Model, click on cog button on the model you wish to download and select Generate Report(1) for the possibility to download a model as an excel file, and Download Model (MDL) (2) for downloading a XML file.



3.7 Languages

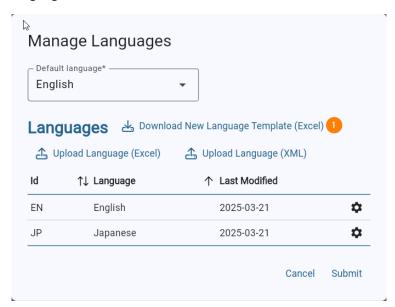
It is possible for models to have multiple languages this is a feature available for models that are published. Every model has a default language, this is the language shown to users and in reports.

Currently the only option to add a language is to upload the entire language either via excel or an xml file.





To upload a Model language excel file, open the Manage Language dialog through the Model's right-click menu. Then click "Download New Language Template (Excel)" (1) to get a template Excel file for the new language:



Open the file in Excel and go to the "Model_Info tab" (1). Here you can change the defaultLanguage (2) and defaultLanguageCode (3) to the new language and language code. These must be different from any languages currently uploaded to the Model.

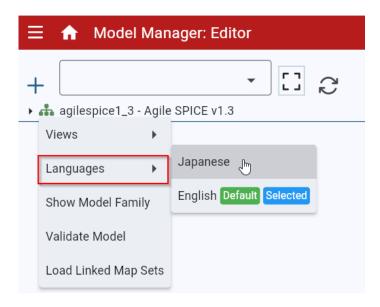


Next go to the model tab and translate the names and the descriptions for nodes. Now it is possible to upload the language inside the Manage Languages dialog. After the language has been uploaded, it is possible to change the default language to the uploaded language.

Alternatively, you can select the new language as your locally preferred language, while leaving the default language as-is. This will configure your instance of Trace to remember your selected language for the Model in question and use it everywhere in the application.

To set your preferred language for a Model, open it by clicking its name in the Model list. Once you have the Model open, right-click the Model node in the left-hand side and choose the "Languages" option:





The available languages will be displayed here, as well as which language is set as the default and the selected language, respectively.

3.8 Retiring a Model

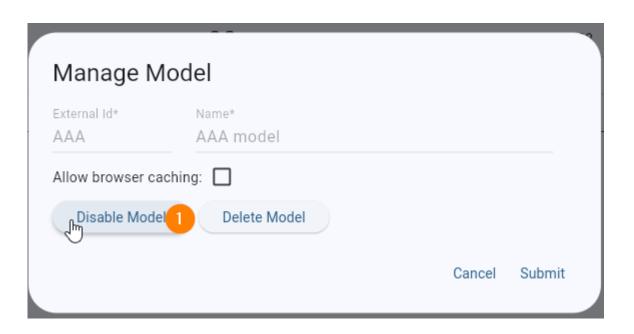
Disabling a model will prevent new assessments from using the model. Since models cannot be deleted once an assessment uses the model, this is the way to retire old models that are no longer needed.



To retire a model, click on the cog button on the model you wish to disable, then select Manage Model(1).

Select Disable Model to disable the model. Note: This is only possible after the model has been published.



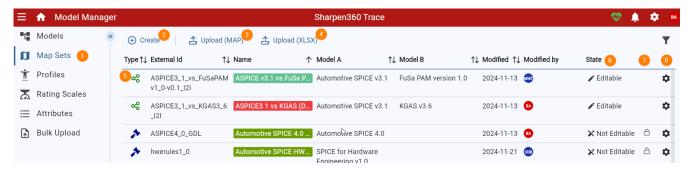




4 Map Sets

4.1 Map Set tab and Map Set menu

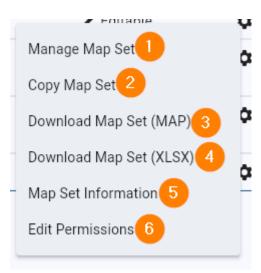
Map Sets can be seen in the Model Manager by selecting Map Sets tab in the left panel(1):



- 2. Create Map Set: button to create new Map Set
- 3. Upload Map Set (MAP): upload Map Set file from other *Trace* system, see below for downloading Map Set file
- 4. Upload Map Set(XLSX): upload Excel file to create a Map Set
- 5. Map Set type column: shows the type of Map Sets, hover the icon to see name of the type.
- 6. Editable state column: shows whether Map Set is editable or not editable
- 7. Properties of the Map Set: (Published, copyrighted, editable etc.)
- 8. Cog wheel button: shows additional actions on Map Set

Inside of the cog wheel there are the following actions

- Manage Map Set: open window to change meta data of the Map Set (e.g. name, external Id, color and visible)
- 2. Copy the Map Set
- 3. Download Map Set as an XML file.
- 4. Download Map Set as an excel file.
- 5. General Map Set information
- 6. Edit permissions on Map Set to allow users to edit Map Set and status of the Map Set.

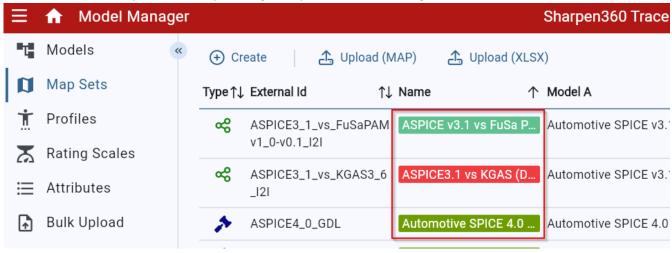




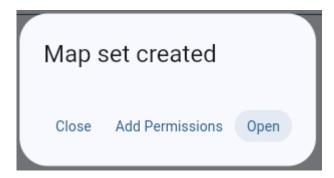
4.2 Create or update Map Sets

4.2.1 Creating/Editing a Map Set in UI

You can enter the Map Set editor by clicking a Map Set's name in the grid.



If you want to create a new Map Set, you do this with the "Create" Button. After doing this you have the option to open the editor or set up permissions. Pressing open here will open the Map Set editor.

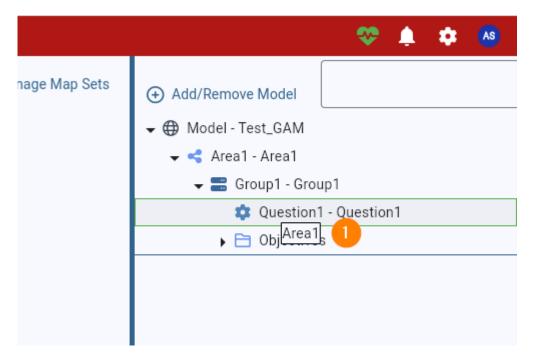


The editor is the same as the model editor and a lot of the stuff works the same way. The difference is this is a Map Set, so you can have two models. One on the left side and one on the right side. In the middle the node mappings are shown. See screenshot of the editor below.



To create a node mapping drag a node from one side to a node on the other side (1).





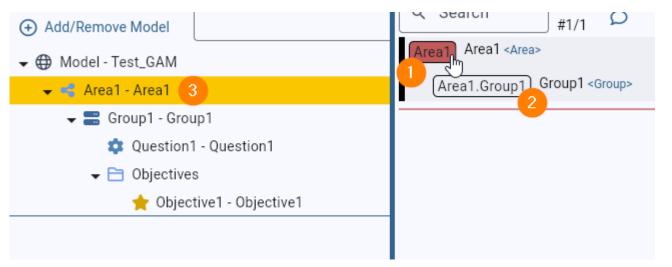
This will open a pop-up dialog giving you the option to add description, label and comment to the node mapping. If the target node area is red when dragging, then the mapping is illegal and can't be created.

After creating node mappings, they will appear in the middle. You can edit them by pressing the node mapping. See below.

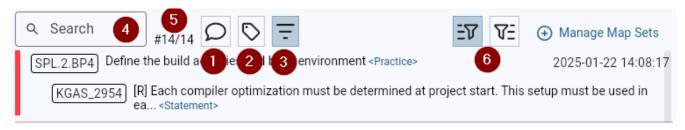


You can also jump to the mapped nodes by pressing the node external ids (1 or 2). This will unfold (if needed) the model structure and highlight the clicked node (3), but not select it.





The node mapping view has as a toolbar with the following options:



- 1. Toggle show descriptions
- 2. Toggle show labels
- 3. Toggle show descendants of focused node
- 4. Search in node mappings
- 5. Shows the number of node mappings found for the search against how many there are total
- 6. Whether to filter mappings based on the focused node of the models to the left or right

4.2.2 Creating/Editing a Map Set in Excel

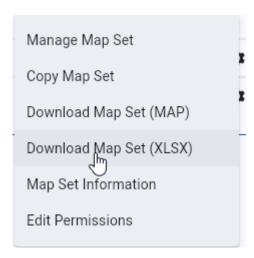
It is not possible to see the node ids of the models selected in the Map Set if you choose to create/edit a Map Set in Excel.

Because of that we recommend creating and editing Map Sets in the UI.

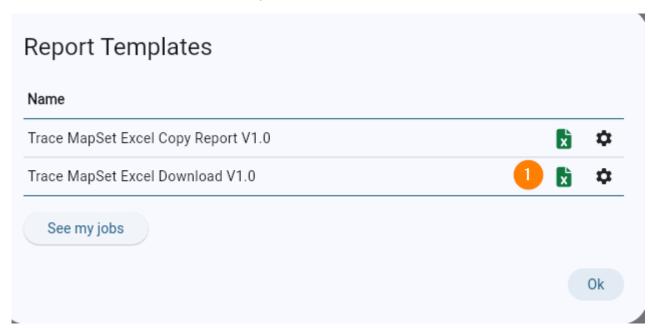
If you want to create/edit a Map Set in Excel, you must first have an existing Map Set, or create one through the UI.

Select "Download Map Set (XLSX)" from the Map Set's cog wheel menu.





Then click the Excel icon in the "Trace MapSet Excel Download V1.0" row (1).



Excel opens on the mappings sheet where you can create mappings between the 2 models chosen.

This is done by writing the id of the A model in the "From" column and the B model in the "To" column

The A and B model are found on the Map Set Info sheet. In the "AmodelExternalId" and BmodelExternalId" rows respectively.

Text in the Node Map Text column should be written in markdown, and then it will be made into html in *Trace*, below this is a little help to create markdown.

Example of list with bold and italics in	html rendering of same markdown in <i>Trace</i>
markdown	



- * Non -disclosure **agreement** templates are available and checked for legal applicability.
- * Non -disclosure agreements include the following information:
 - * the *persons/organizations* involved,
- Non-disclosure agreement templates are available and checked for legal applicability.
- Non -disclosure agreements include the following information:
 - · the persons/organizations involved,

Before you can upload the Map Set, you will either have to delete the old Map Set that you created to download the excel file or choose a new name and externalld for the new Map Set.

We recommend deleting the old Map Set, because there is no reason to keep it when you have the filled-out version uploaded in *Trace*.

If you would like to keep the old Map Set, you just need to fill out the externalld and name with something new, and then you can upload the model.

Upload the Map Set using the upload button (1):



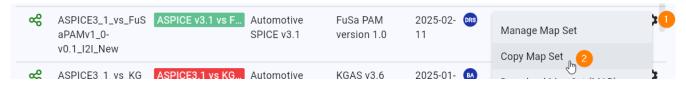
4.3 Publishing, Exporting, Importing and Retiring Map Sets

Publishing, Exporting, Importing and retiring of Map Sets works the same way as it does for models.

AQ (Assessor Questions) and RT (Record Template) mapsets do not need to be published to be used.

4.4 Copying a Map Set

You can copy mapsets by using the cogwheel menu (1) and selecting copy (2).



This will open a dialog where you can give the new mapset a name and so on. This is prefilled with the name of the copied mapset plus "_new", but you can change this to whatever you want. In this dialog you also have the option to change models, if you want to upgrade a model to a newer version. The UI will tell you if there are any issues during the copying process.



4.5 Creating and editing Map sets inside the Evaluations

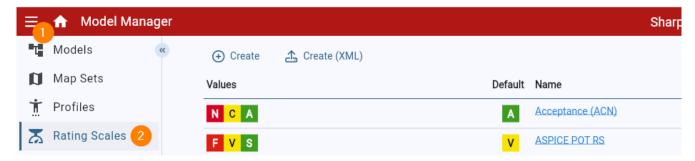
It is possible to create and edit AQ and RT mapset types inside an evaluation. For further information about this see the *Trace* Assessor Guide.



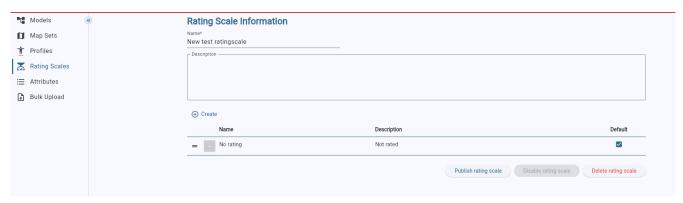
5 Rating Scales

You access the configuration of rating scales from the Model Manager menu from the top left burger menu (1).

Select Rating Scales in the left panel. Create button is used to create a new Rating Scale. Existing rating scales' name can be clicked to view and/or modify it.



The following view appears when entering a rating scale:



Existing rating scale values can be seen and modified in bottom grid. New rating scale values can be added by clicking the Create button.

Rating scale values can be set as Default using the checkbox in the right most column, which enables *Trace* to use the value as default selected when opening the rating window inside of an assessment. Once the rating scale is configured, it must be published using the publish button before it can be used.

After publishing a rating scale, it can't be edited again. You can disable it to stop it from being used.



6 Assessment Attributes and Type Sets

You access the configuration of assessment attributes and type sets from the Model Manager menu.

6.1 Recommended Assessment Attributes

Sharpen360 has compiled and maintains an overview of recommended assessment attributes.

We encourage our customers to report any additional assessment attributes that they would like to see in *Trace*.

There are several benefits of using and reporting back assessment attributes to Sharpen360, including:

- The attributes and their selection can be extracted into generated *Trace* Reports and Presentations
- The *Trace* Assessment Analysis Report will include these attributes as "dimensions" in the report and you will be able to easily use the attributes when analyzing your assessment data.

Current recommended assessment attributes are (**bold** names indicate that the attributes are part of a *Trace* standard setup. * indicates default selected values):

Display Id	XML Name	Туре	Predefined values	Purpose of field
ASIL	asil	Typeset Single Select	ASIL A ASIL B ASIL C ASIL D ASIL QM	ASIL Level of the assessed project.
Assessment Class	aclass	Typeset Single Select	1 2 3*	Select the class of the assessment (as defined in ISO/IEC 33002).
Purpose	purpose	Text Area	<free field="" text=""></free>	Whether the assessment focus is process improvement or process related product risk (As defined in VDA Automotive SPICE Guidelines)
Category of Independence	acat	Typeset Single Select	A B C	Select category of independence (as defined in ISO/IEC 33002).
Process Context Category	pccat	Typeset Single Select	A: Parts of Product/Delivery B: Entire Product/Delivery	Process Context Category (As defined in VDA Automotive SPICE Guidelines)



Sponsor	sponsor	Text area	<free field="" text=""></free>	Sponsor of the assessment.
Business Context	context	Text area	<free field="" text=""></free>	Business Context of the assessment.
Full-time Equivalent	fte	Text	<free field="" text=""></free>	
Assessment Purpose	atype	Typeset Single Select	Process Improvement Process Related Product Risk	

Other examples that can be considered

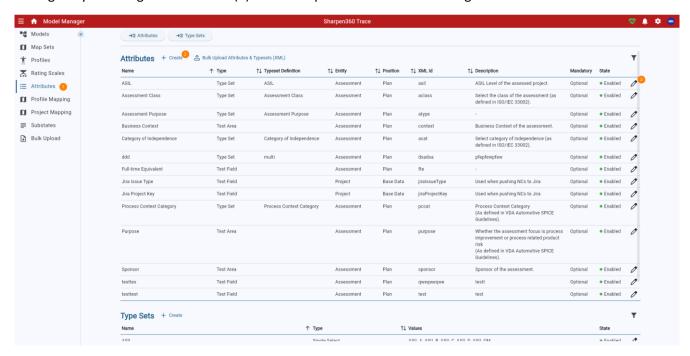
Display Id	XML Name	Selector	Example of values	Purpose of field
Application Area	appl_area	Single	Body Electronics Integrated Systems/Services Multimedia / Applications Powertrain and Chassis Control	Document the application area of the project being assessed.
Distributed Development	dist_dev	Single	Yes No	Document if the project includes distributed development.
Disciplines	disciplines	Typeset Multi	Software Hardware Mechanics Mechatronics System Level	Engineering disciplines being part the assessed project.
Agile Project	-	/	'es No	Document if the assessed project is an agile or non-agile project.
Product Group	productgroup	Single		
OEM	oem	Single	<pre><list ;-)="" car="" forgotten="" manufactures="" mentioned,="" no="" of="" one="" –=""></list></pre>	Document the end manufacturer of the product of which the assessed project is part.
Standards	standards	Multiple	ISO9001:2015 ISO21434:DIS ISO26262:2018 ISO27001:2013	What standards apply for the assessed project.



Tier 3	Supply Chain Position	s_c_pos	Single	OEM Tier 1 Tier 2 Tier 3	Indication of which position the project has in the supply train.
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6.2 Defining Assessment Attributes

Attributes are custom fields/dropdowns which can be allocated to specific locations in *Trace*. Attributes can be managed by selecting the Attributes (1) in the left panel in the Model Manager menu.

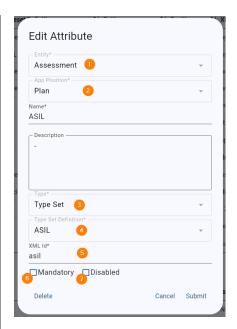


New attributes can be created using the "Create" button (2). Editing existing attributes can be done by clicking the edit icon (3).



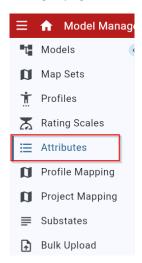
The Following Attribute window will open when modifying Attributes:

Name	Description
Entity (1)	Part of <i>Trace</i> the Attribute will be used in. E.g. Assessment, Cluster
App Position (2)	The position within the selected entity the Attribute will be used. E.g. Plan (inside Plan tab), Finalize (Finalize tab)
Type (3)	 Select one type of following: Text Field (Small free text field) Text Area (Large free text field) Type Set (See next chapter 6.3)
Type Set Definition (4)	Selecting which Type Set to be used. Only used when Type Set is selected as type.
XML Id (5)	XML Id used when exporting to Report Bo which can be used in Report Templates.
Mandatory (6)	Setting this attribute as a mandatory field.
Deactivated (7)	Deactivating an attribute will make it impossible to map it to profiles



6.3 Defining Type Sets

To create a new Type Set, which is a dropdown menu, select Attributes from the left panel in the Model Manager page.

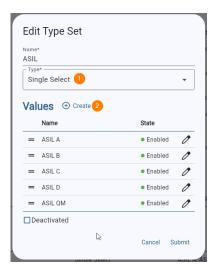


Click on Create button in the bottom Type Set grid to create new Type Set . Type Sets and values defined in the Type Set can be modified by clicking the edit button.



Note: Type Sets must be assigned to Attributes and Profile before used in *Trace*. Follow steps in Defining Attributes and Defining Profiles before using them in Assessments.

Please use values (especially the XML Name) from the table in section 6.1, if possible / feasible. Example here defining "ASIL":



Select between Single Select (only allows single value to be selected) or Multi Select (allows multiple value to be selected) (1).

Then add possible values to be selected (2).

Click "Submit" and select the Type Set in the dropdown when creating an attribute to use it.

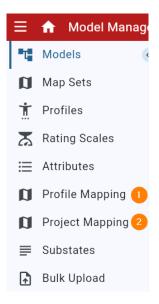
Please note that for each value, clicking the button on the right-hand side of the table will allow you to disable the value, if it's no longer relevant.



6.4 Mapping Attributes to Profiles & Projects

Before attributes can be used, they need to be mapped to a profile. This is done by selecting Profile Mapping (1) from the left panel in the Model Manager page.

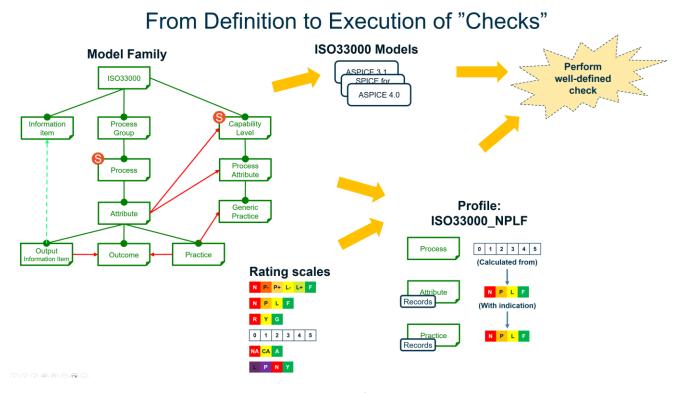
Attributes can likewise be mapped to Projects. This is done by selecting Project Mapping (2).





7 Profiles

Profiles combine Assessment Models with Rating Scales setting up how specific Node Types combine with Rating Scales and whether Records (findings) can be added to the Node Type. The concept is illustrated below:



Furthermore, Assessment Attributes can be mapped to Profiles.

7.1.1 Defining and Managing Profiles

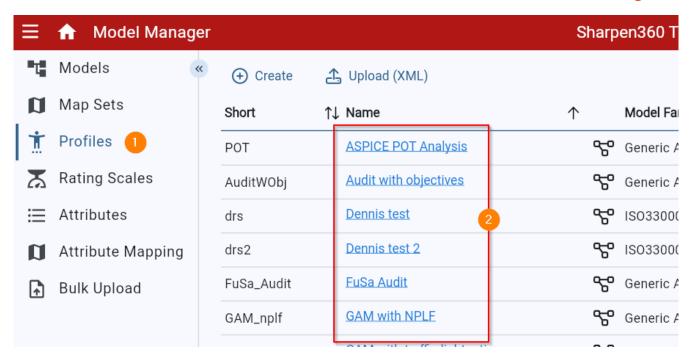
Profiles are accessed and managed via the Model Manager in the profiles tab.

7.1.2 Mapping Attributes to Profiles

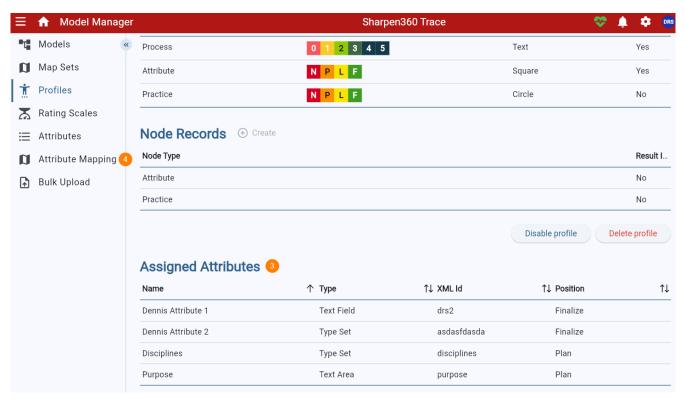
Attributes must be allocated to profiles that match with profiles of assigned models in assessments to be used in assessments.

To view the currently assigned attributes for a profile, select Profiles in the left panel to open the profile menu (1). Then press the name of the profile you are interested in (2).





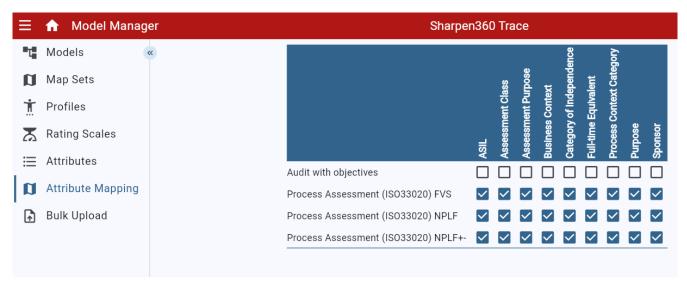
This brings you to the profile page, where you can see assigned attributes (3) for the selected profile:



Editing of assigned attributes happens in a different view. First go to attribute mapping tab (4). This view is a matrix (see below) where rows are profiles and columns are attributes, meaning you have a complete overview of all attribute assignments here. When assigning Attributes to a profile, find the profile's row and



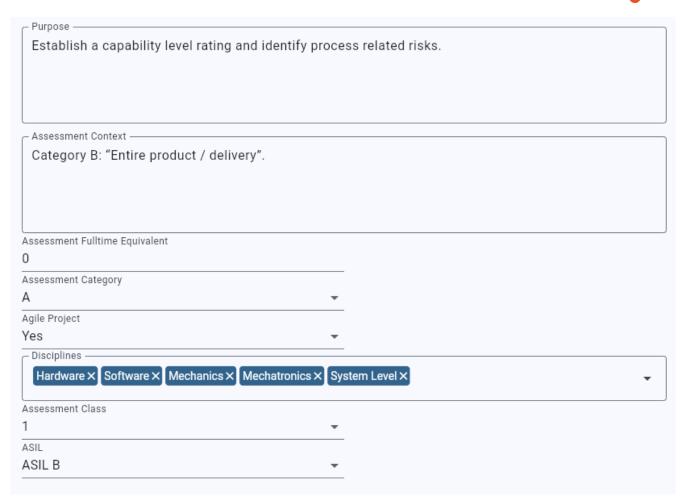
assign/unassign the attributes you want by clicking the relevant checkboxes. In this example, you can see that for example Process Assessment (ISO33020) NPLF has all attributes assigned.



7.1.3 Verifying that the Attribute Mapping works

Create a new assessment or open an existing assessment to display the assessment attributes in the planning/finalize (depending on selection for attribute) tab of *Trace*. Make sure that the assessment has an assigned model with the same profile as the one defined in Defining Profiles.

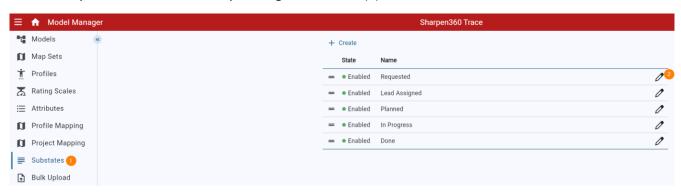






8 Substates

Substates can be edited through the Model Manager as well. Access the Substates (1) view in the left panel. From here, you can edit a Substate by clicking the edit icon (2).





9 Document information

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Rev.	Date	Changed by	Description of changes
3	2/4 2025	MNM	 Screenshots and descriptions updated to match Trace v6.0.3
2	14/2 2025	DRS	First complete version
1	1/7 2025	PVP	Initial version