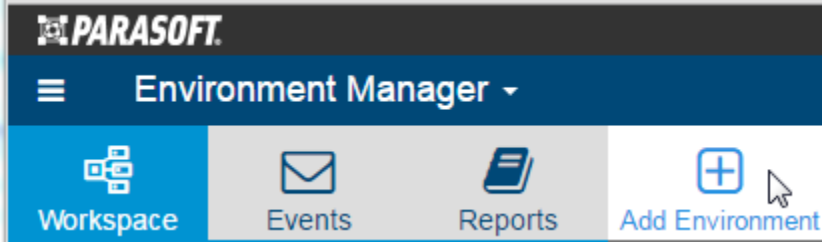


# Defining Environments

An environment is a template for creating the different environment instances that you can provision. It includes only the subset of system components that are needed in a given test environment. You can define any number of environments from a single system.

To define an environment:

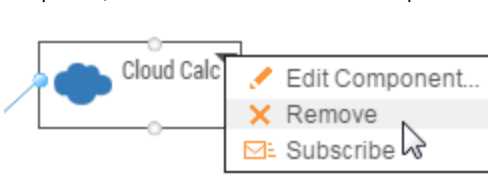
1. Open the associated system from Environment Manager's system tree. Do not edit the system diagram.
2. Click the **Add Environment** toolbar button.



3. (Optional) Rename the environment by clicking in the name field and entering a new name.
4. (Optional) Open the environment information panel, then modify the environment name, description, tags, and variables as desired. To quickly add multiple tags, specify multiple tag names separated by a comma.



5. "Prune" the diagram to eliminate any components that are not relevant to your particular environment. To prune an element, hover over the component, then select **Remove** from the drop-down menu.



**i** Once an element is "pruned," it is moved to the System Components tray. By default, pruned components will be removed from the diagram. If you prefer to have them grayed out on the diagram, check the **Show on diagram** button above the System Components tray. If you later want to re-connect a pruned component, drag it anywhere in the main editor panel. CTP will then add the component in its original position and re-establish the connections originally associated with that component.

6. Click **Save** to save this environment.

**i** **Tip—Creating a new version of an existing environment**

If you want to create an environment that is similar to an existing one, you can create and modify a new version of that existing system. For details, see [Creating System Sets and Environment Sets](#).