

# 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.

## Video Tutorial

To define an environment:

- Open the associated system from Environment Manager's system tree. Do not edit the system diagram.
- Click the **Add Environment** toolbar button.
- (Optional) Rename the environment by clicking in the name field and entering a new name.
- (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.

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.

Click **Save** to save this environment.

**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](/display/SOAVIRT9104CTP311/Creating+System+Sets+and+Environment+Sets).