# Defining Systems

The system editor is used to create and modify system diagrams: graphical representations of how all dependent components are connected to the application under test (AUT). These system definitions serve as templates for the environments that are created by developers, QA, and performance test engineers—who can then define the subset of components that are necessary for their testing/development tasks.

To define a system:

1. With Environment Manager's **Workspace** tab open and nothing selected in the System tree, click the **Add System** toolbar button.
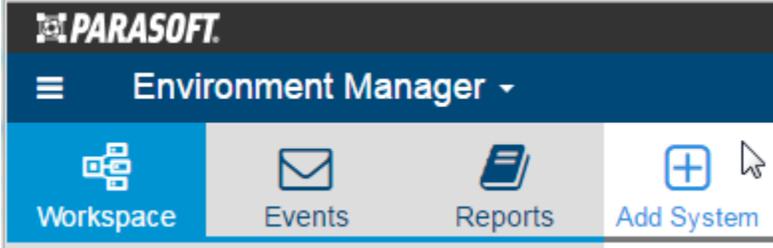

2. In the dialog that opens, leave **Create an empty system** selected, then click **Create**.
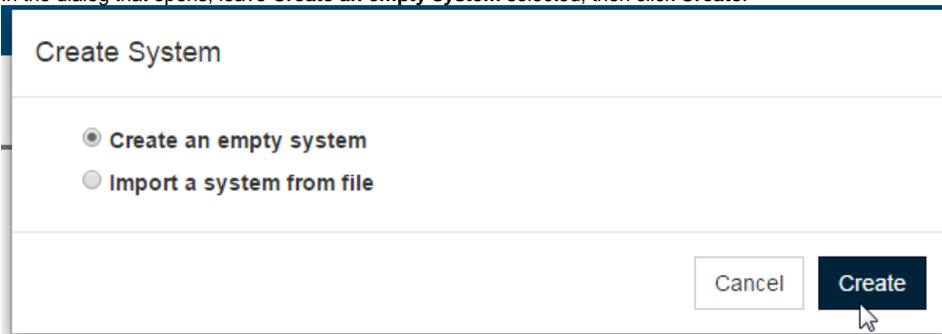
3. (Optional) Rename the system by clicking in the name field and entering a new name.
4. (Optional) Open the system information panel, then modify the system description, tags, and variables as desired.
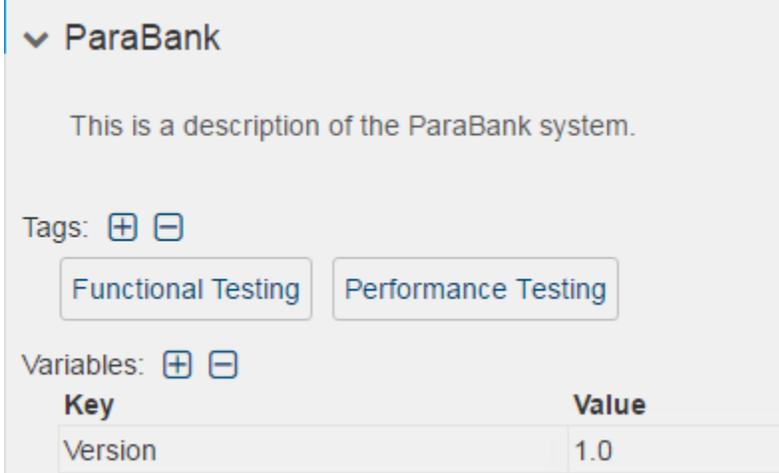
5. Drag components from the Component Types (palette) tray to the main editor area. If needed, you can add custom components as described in Adding Components to the Palette.
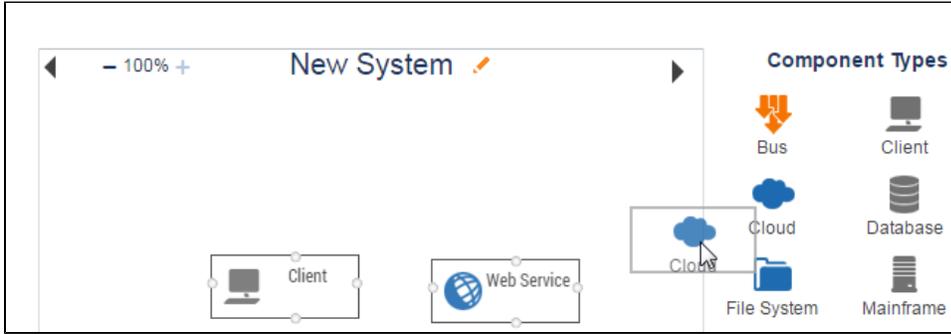
> ⓘ **SOAtest Test Executor Note**
>
> Note that only one SOAtest Test Executor can be added per system; once you add it, it will be removed from the Component Types (palette) tray. It does not need to be connected to other components. For more details, see Integrating Testing with Environment Provisioning.

6. Specify the connections between components by dragging the points surrounding each component.

7. Save the diagram by clicking **Save** (at the top left of the page).

> ⓘ **Tip—Creating a new version of an existing system**
>
> If you want to create a system 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.

> ⓘ **Tip— Editing an existing system**
>
> If you later want to edit this system or another existing system, select it from the system tree, then click the **Edit Diagram** toolbar button to reach "Edit mode."