In MPS, you create new languages and then use them to write code in solutions. An MPS language describes the syntax, editor, generator and other aspects of the new language.

**More Settings**

Language name:

NewLanguage

Language file location:

\/~mikbar/MPSProjects/Project1/languages/NewLanguage

- Create Runtime Solution
- Create Sandbox Solution

Project format: .mps (directory based)
Logical View

- models2020-full
  - NewLanguage.sandbox (generation required)
    - NewLanguage
      - sandbox (generation required)
      - NewLanguage (generation required)
    - structure (generation required)
      - editor (generation required)
      - constraints (generation required)

New

Make Model 'NewLanguage.structure'

- Concept
  - Constrained Data Type
  - Enumeration
concept Entity extends BaseConcept

implements <none>

instance can be root: true
alias: <no alias>
short description: <no short description>

properties:
name : string

children:
<< ... >>

references:
<< ... >>
entity <no name>
concept Entity extends BaseConcept

implements INamedConcept

instance can be root: true
alias: <no alias>
short description: <no short description>

properties:

children:

references: