Using Alf in State Machine models

The following kinds of elements in a State Machine model can have Alf bodies:

- The entry, do activity and exit Behaviors of a State.
- The guard Expression and effect Behavior of a Transition.

In general, to edit the Alf body of such an element in the Alf editor window, you select it either in the Model Browser or directly on its symbol if it appears on a State Machine diagram.

Related pages

- The Alf editor
- Using Alf for State Behaviors
- Using Alf for Transition effect Behaviors
- Using Alf for Transition guard Expressions
- Accessing Event data