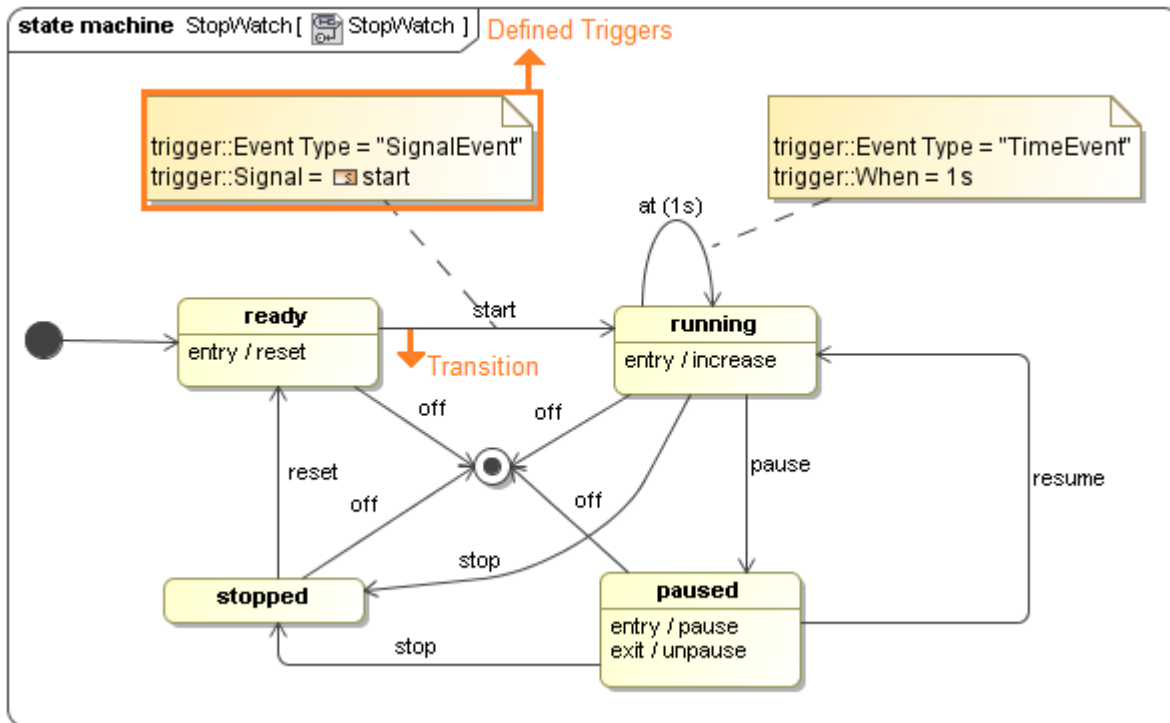


Defining Triggers on Transitions

If you want a **runtime object** to change its **State** on a **Transition**, you need to define a **Trigger** on the Transition by **assigning an Event Type to a Transition**. A runtime object will change its State when it receives a Trigger on the Transition. A Trigger can be a **Signal Event**, a **Time Event**, or a **Change Event**.

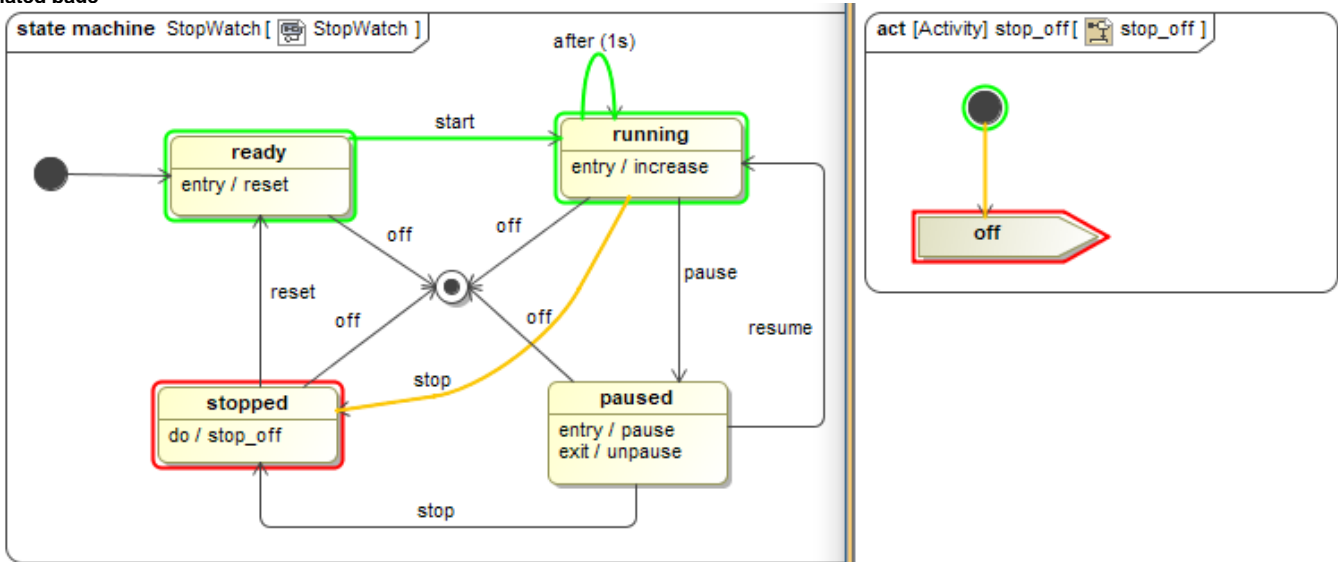


The StopWatch's State Machine diagram with defined Triggers on the Transitions.

 Tip
Optionally

 Tip, you can also use a [Send Signal Action](#) of an [Activity](#) as a Signal Event of Transition. As shown in the following figure, the *stopped* State can wait for the *off* Send Signal Action of the *do* Activity to proceed to the final State.

Related page



The off Send Signal Action of the do Activity as a Signal Event of Transition.