Console pane

Magic Model Analyst provides the **Simulation Console** pane in the **Simulation** window. The **Console** pane displays simulation information during a model simulation including the date and time the simulation engine starts and the date and time the simulation runs and stops.

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00:00:00,000 : **** Activit	ty <u>Sample Activity</u> is initialized. **** ty <u>Sample Activity</u> is started! **** ty <u>Sample Activity</u> execution is terminated. ****	
>>	(default)	~

Runtime information of Magic Model Analyst.

The **Console** pane may contain a hyperlink to a model element in a MagicDraw project. During a model simulation, scripts evaluation failures may happen and thus expression evaluation errors occur. If Magic Model Analyst cannot evaluate some scripts in an element, it will create a hyperlink in the **Console** pa ne to that element in the Containment tree. When you click the link, Magic Model Analyst will highlight the element in the Containment tree.

The following figure shows a hyperlink resulting from errors in evaluating scripts in the **Console** pane. The link points to the corresponding element in the Containment tree.

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00:00:01,844 ERROR: Cannot evaluat Opaque Action sum: ReferenceError: "a" is not defined in <eval> at time number 2 expression body: println(""); println(a+b); println(""); </eval>	Clicking the hyperlink in the console tab will take you to the element whose scripts cannot be evaluated in the containment tree				
00:00:01,848 : **** Activity <u>Test</u> execution is terminated. ****	11.6.10				
>>	(default) 🗸				

A hyperlink to the Element whose scripts cannot be simulated.

The table below shows the function of each button in the $\ensuremath{\textbf{Console}}$ pane

Button	Name	Function
a	Clear Console	To remove all simulation information displayed in the Console pane.
٩	Show Runtime Information	To display the runtime information of the Magic Model Analyst in the Console pane. The runtime information consists of the Magic Model Analyst version, registered simulation engines, and available scripting engines.
Q -	Options	To filter outputs in the Console pane. There are four filter options: Debug, Info, Warn, and Error (See Console Log's Filter Options for more details.).

The following figure shows the simulation Console

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The Simulation console.

Related page

Console log's filter options