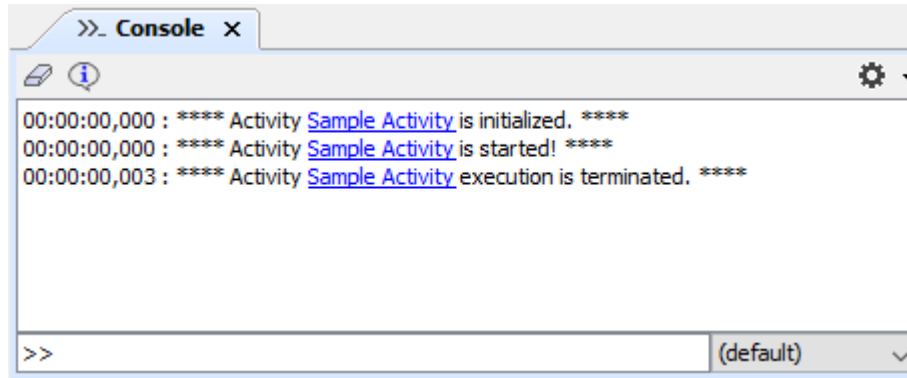


# Console pane

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.



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** pane 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.

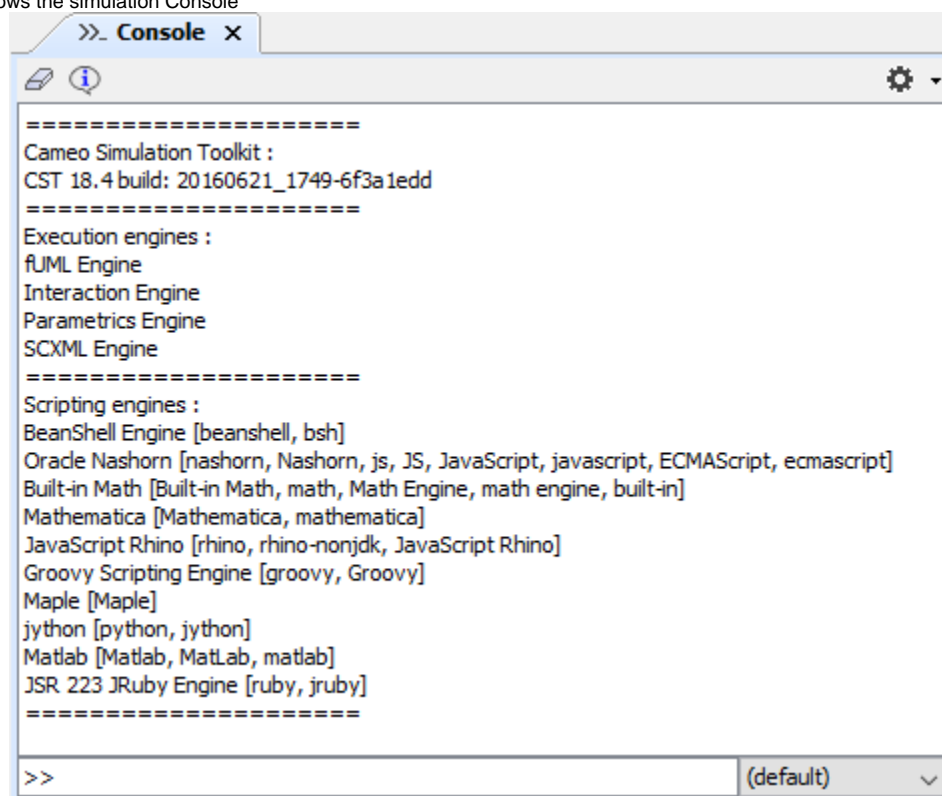
The screenshot displays the Magic Model Analyst interface. The top section shows the 'Containment' tree on the left, the 'Properties' pane in the middle, and the 'Test' diagram on the right. The 'Test' diagram is an activity diagram with nodes for 'c = a-b', 'result = x + y;', and ': print'. The 'Properties' pane shows the 'sum' element selected. The bottom section shows the 'Simulation' pane with a console window displaying an error message. A red circle highlights the 'sum' element in the containment tree, and a red arrow points from it to the error message in the console. A red box highlights the error message with the text: 'Clicking the hyperlink in the console tab will take you to the element whose scripts cannot be evaluated in the containment tree'.

A hyperlink to the Element whose scripts cannot be simulated.

The table below shows the function of each button in the **Console** pane

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

The following figure shows the simulation Console



The Simulation console.

#### Related page

- [Console log's filter options](#)