Project options

You can customize a simulation project, e.g., animation, simulation framework, and simulation engines through project options. When you save the project, those project options will also be saved. In addition, you can restore those options to default values with the **Reset to Defaults** button.

To customize project options

- 1. Open a simulation project.
- 2. On the main menu, click Options and select Project. The Project Options dialog opens.
- 3. On the left pane, click General > Simulation.



The Options > Project command will be available only if one or more projects are open.

Specify general project properties Specify the validation, project dependency checker options and other general project-specific options.						
Q Type here to filter options	Sim	nulation				
	1					
····· ☑ Browser ····· ☑ Dependency Checker ····· ☑ Diagrams ····· ☑ Element References ···· ☑ General ····· ☑ Legend Adorning		Animation				
		Active Color	RGB [255, 0, 0]			
		Visited Color	RGB [0, 255, 0]			
		Breakpoint Color	RGB [255, 255, 0]			
		Last Visited Color	RGB [255, 200, 0]			
W Legend Adoming W Numbering		Runtime Value Text Color on Part	RGB [0, 0, 255]			
ReqIF		Auto Open Diagrams	☐ false			
🗹 Requirements		Silent	☐ false			
···· 🗹 Simulation		Show Active States on Part Shapes	↓ true			
····· 🗹 Suspect Links		Show Runtime Values on Part Shapes	√ true			
🗹 SysML		Show Flowing Information	√ true			
····· 🗹 Validation		Show Active State Images	both			
····· ⊟ Diagram Info ⊡… □ Symbol styles		Simulation Framework				
		Check Model Before Execution	☐ false			
	1	Default Language	JavaScript Rhino			
		Engines Priority	[on] fUML Engine [on] Interaction Engine [on] Parametrics Engine [on] SCXML Engine			
		Auto Start	🗌 false			
		Autostart Active Objects	🗸 true			
	-	Treat All Objects as Active	✓ true			
	- 1	Terminate Behavior on Exception Thrown	🗸 true			
	1	Initialize Empty Values to 0	alse			
		Sequence Diagram Generator				
		Record State Change	🗹 true			
		Record Value Change	🗸 true			
		Record Timestamp	alse			
		fUML Engine				
		Use fUML Decision semantics	🗌 false			
		Auto Create fUML Object of Output Pin	🗹 true			
		Pass Caller Context	🗸 true			
	-	Terminate Nested Behaviors	🗸 true			
		Parametric Evaluator				
		Solve After Initialization	🗹 true			
	1	Default Parametric Evaluator	Built-in Math			
	I	External Solver Timeout	15			
		SCXML Engine				
	1	Use Fully Qualified Names in SCXML Export	🗹 true			
		State Activation Semantics	Before entry			
	(Completion Events and Transitions	🗹 true			
		Simulation Script Engine				

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External Libraries			
		Reset to Defaults	
	ОК	Cancel Help	

The Simulation Project Options dialog.

Groups of the project options are as follows:

- Animation
- Customize animations of the simulation: colors of annotated elements, auto open diagrams, and silent options. See also customizing animation.

 Simulation Framework
- Customize general Behaviors of the simulation. See also validation and verification and integration with external Evaluators.
- Sequence Diagram Generator Record the Sequence diagram generator. See also recording simulation as a Sequence diagram.
 fUML Engine
- Customize Behaviors of Activity simulation. See also Activity simulation engine.
- Parametric Evaluator
 Customize Behaviors of Parametric simi
- Customize Behaviors of Parametric simulation. See also integration with external Evaluators and specifying the language for the expression. • SCXML Engine
- Customize Behaviors of State Machine simulation. See also completion Events and Transitions and State activation semantics.
- Simulation Script Engine Select JAR file(s) and load them to the script engine.