## Console pane

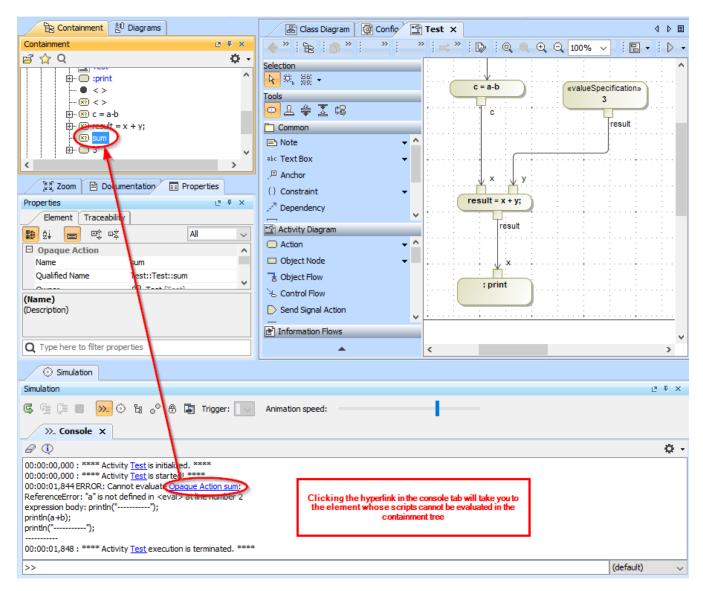
Magic Model Analyst provides the **Simulation Console** pane in the **Simulation** window. The **Console** pane displays simulation information during a model simulation including the date and time the simulation engine starts and the date and time the simulation runs and stops.



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.

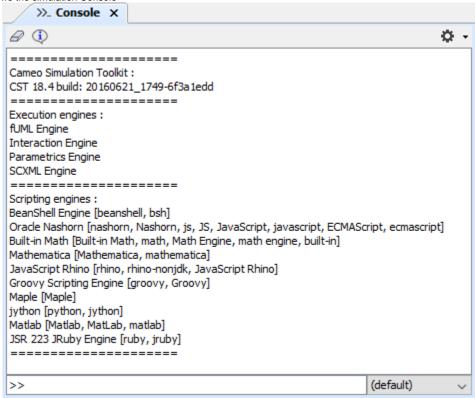


A hyperlink to the Element whose scripts cannot be simulated.

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

| Button     | Name                        | Function  |
|------------|-----------------------------|---|
| 9          | Clear Console               | To remove all simulation information displayed in the <b>Console</b> pane.  |
| <b>(1)</b> | Show Runtime<br>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. |
| <b>O</b> • | Options                     | To filter outputs in the <b>Console</b> 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



The Simulation console.

## Related page

• Console log's filter options