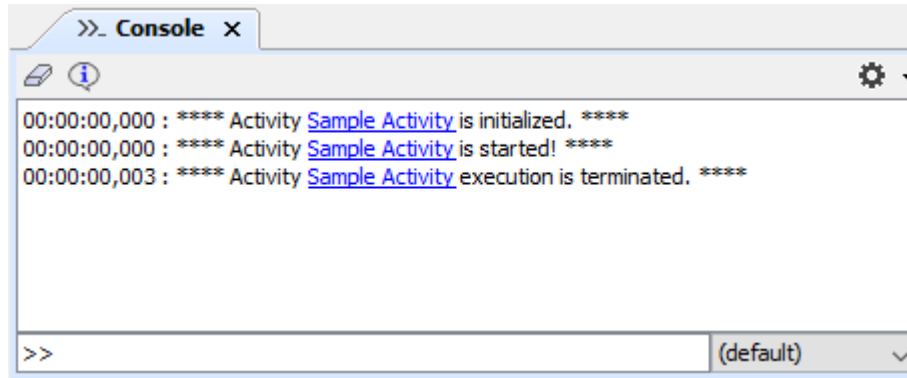# Console pane

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
	Clear Console	To remove all simulation information displayed in the **Console** pane.
	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.
	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
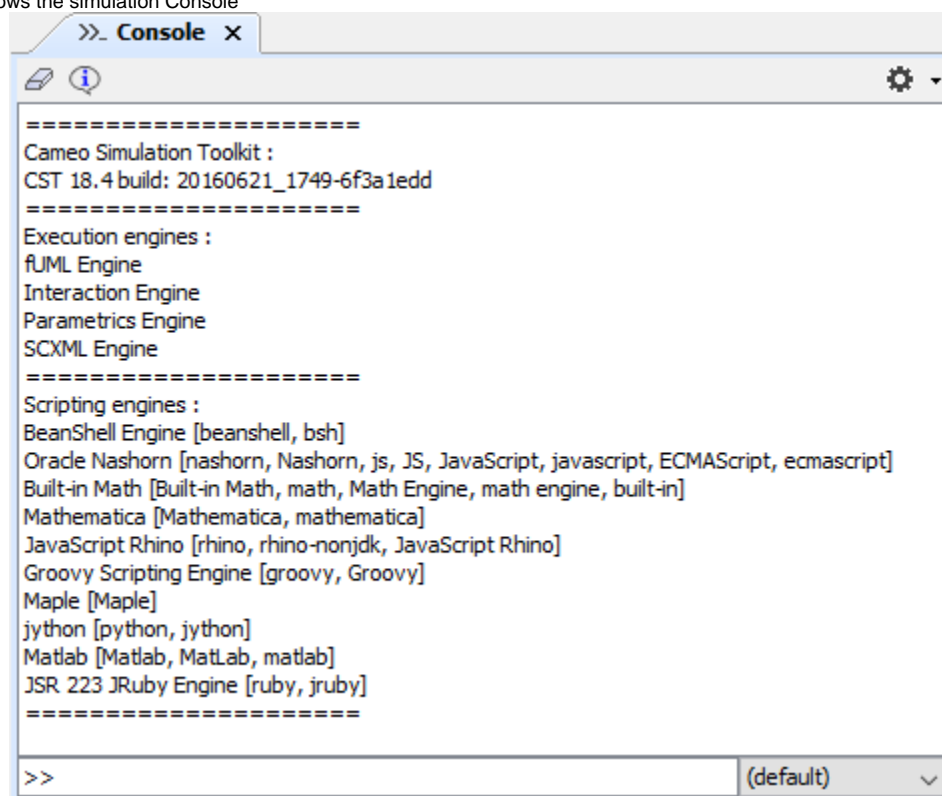
The Simulation console.

Related page

- Console log's filter options