

Action scripts APIs

Magic Model Analyst uses Java Scripting API to evaluate scripting languages. It is a scripting language-independent framework that uses script engines from Java code.

Magic Model Analyst supports the following scripting languages

- ECMLScript/JavaScript Nashorn (deprecated)
- Beanshell
- Groovy
- Python

Predefined variables in an Action script represent a set of variables defined by the script engine before a script evaluation is executed. You can refer to these predefined variables from any action script API.

Variable	Description
<code>\$context\$</code> or <code>_context_</code>	A context or runtime object of current script evaluation. For a Constraint Block, it is the runtime object of the owner of the Block and not of the Constraint Block itself.
<code>\$element\$</code> or <code>_element_</code>	An owner element of the script.
<code>\$performs\$</code> or <code>_performs_</code>	Checking an active Activity of the context being executed.
<code>\$signal\$</code> or <code>_signal_</code>	The last signal Instance in an Event pool of a specified object.
<code>\$state\$</code> or <code>_state_</code>	An active State of a context or a runtime object of a current script evaluation.
<code>\$token\$</code> or <code>_token_</code>	A token value of an active model element.
<code>self</code>	Equivalent to <code>\$context\$</code> or <code>_context_</code> . For a Constraint Block, it is the runtime object of the Constraint Block itself.
<code>sig_ + "property name"</code>	The specified property value of the last signal.