


Send Signal Action

The Send Signal Action creates a signal instance from its inputs and transmits it to the target object, where it can cause the start of a [State Machine](#) transition or the execution of an Activity. The argument values are available to the execution of associated [Behaviors](#). The requester continues the execution immediately. Any reply [Message](#) is ignored and is not transmitted to the requester. If the input is already a Signal instance, use the Send Signal Action.


Notation	Description
<p>Send Signal Action</p>  <pre>graph LR; A[Create order] --> B[/Fill order request/]; B --> C[Create invoice];</pre>	<p>This example describes an order process.</p> <ol style="list-style-type: none">1. First, an order is created (the <i>Create order</i> Call Behavior Action).2. Next, a Signal to fill the order request is sent to the warehouse (the <i>Fill order request</i> Send Signal Action).3. Finally, an invoice is created (the <i>Create invoice</i> Call Behavior Action). The relationships are represented with Control Flow paths.

Assigning signals

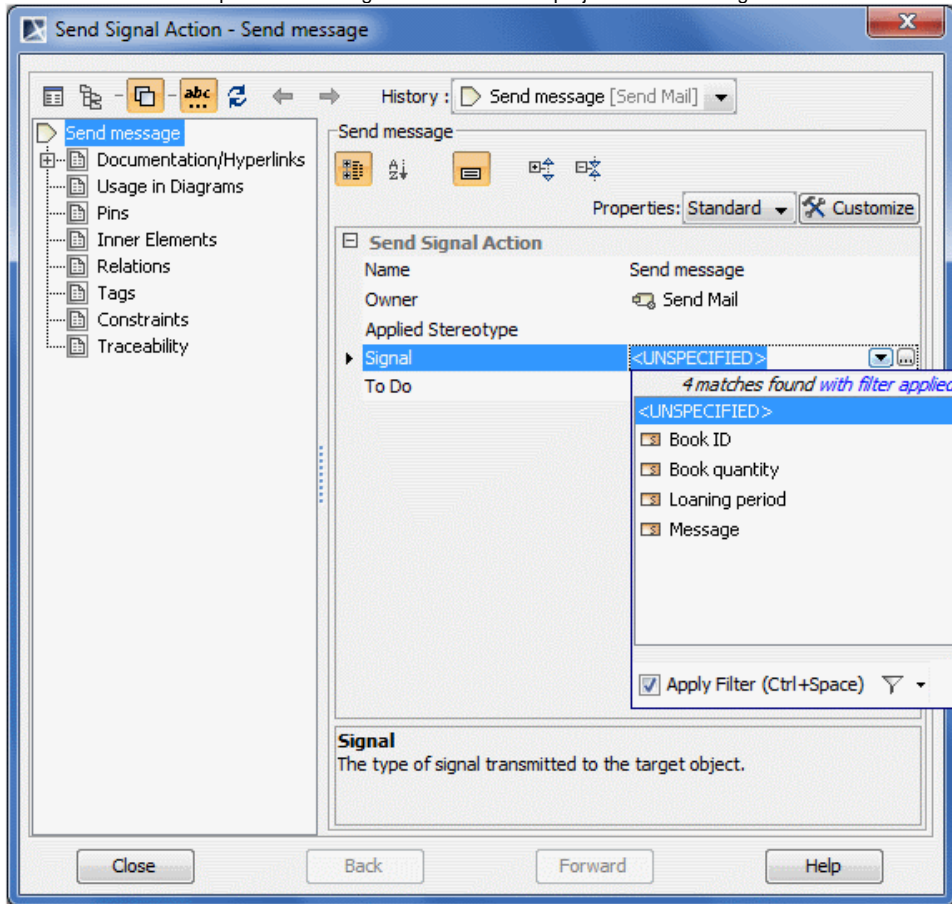
To assign a Signal to a Send Signal Action, you can use any of the following:

- the Send Signal Action's [Specification window](#)
- the drag-and-drop operation
- the Send Signal Action's [shortcut menu](#)
- type the Send Signal Action name

To assign a Signal via the Send Signal Action's Specification window

1. Open the [Specification window](#) for the Send Signal Action.
2. In the **Signal** property value cell, do any of the following
 - Click the  button. The **Select Signal** dialog opens. Select the Signal from the list, or [create a new one](#).

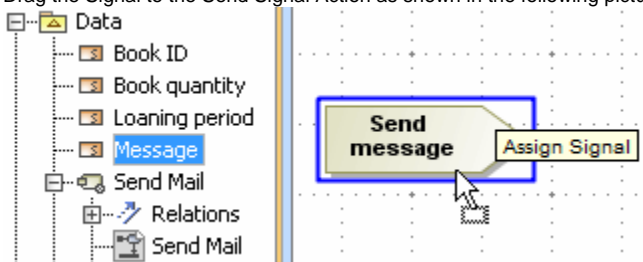
- Click the button  to open the list of Signals available in the project. Select the Signal from the list.



- Click **Close** once the Signal is selected.

To assign a signal using a drag-and-drop operation

- Select the Signal in the [Containment tree](#).
- Drag the Signal to the Send Signal Action as shown in the following picture.



To assign a signal using the Send Signal Action shortcut menu

- Right-click the Send Signal Action to open the [shortcut menu](#).
- Click **Signal**. The list of Signals available in the project opens.
- Select the Signal from the list, or click **New Signal** and [create a new one](#).

To assign a signal by typing the Send Signal Action name

- Select the Send Signal Action shape, click on it to activate the name edit mode.
- Do one of the following:
 - if you want to use an existing Signal from the model, start typing an appropriate Signal name, and select it from the opened list.
 - if you want to create a new Signal in the model, type its name and press Enter.

Related pages

- [Action](#)
- [State Machine diagram](#)
- [Activity diagram](#)
- [Model Elements](#)