Assigning Behavior Type

A behavior type is a behavior that is performed when the transition fires.

To assign a behavior type, do one of the following

- In the Containment tree, select a behavior type element and drag it to the selected transition on the diagram.
- In the transition's Specification window > **Effect** category, click the **Behavior Type** property value cell and select the behavior from the list.

> ⚠️ According to the selected behavior, additional corresponding properties will appear in the **Effect** category. Specify desired properties.

> ℹ️
> - To quickly trace the effect of the transition, from the transition shortcut menu, select **Go To** and then the effect element.
> - If a behavior of an activity, interaction, protocol state machine, or state machine type is assigned to a transition, a diagram for that behavior is created automatically.