








Debug process simulation

Cameo Simulation Toolkit allows you to control a model simulation using the debug buttons such as **Suspend**, **Resume**, **Step into**, and **Step over**. The table below explains the functions of all of the debug buttons.

Button	Name	Shortcut key	Function
	Start Simulation	F8	To start simulating an object of the initialized session shown in the Sessions pane.
	Restart	F8	To restart the last simulated element.
	Suspend	F8	To pause a running simulation session in the Sessions .
	Resume	F8	To resume a simulation session.
	Step into	F5	To simulate and animate a currently active element in a selected simulation session in the Sessions pane.
	Step over	F6	To simulate a currently active element in a selected simulation session and run animation in the background.
	Terminate	None	To stop a session in the Sessions pane. If the selected session contains sub-sessions, all of the sub-sessions will also be terminated.

You can examine and edit variables in the **Variables** pane (see [Variables Pane](#)), pause the a model simulation at predefined breakpoints (see [Breakpoints](#)), or simulate one element at a time using the **Step into** or **Step over** button.

The **Debugger** pane includes a player-like control panel for a step-by-step simulation (see the table above), threads or Behaviors with an expandable stack trace (see [Understanding simulation sessions](#)), input/output console for custom commands or expressions evaluation (see [Simulation console](#)), **Variables** pane/runtime structure (see [Runtime Value Monitoring](#)), and **Breakpoints** pane.

Related pages

- [Variables pane](#)
- [Breakpoints](#)
- [Understanding simulation sessions](#)
- [Simulation console](#)
- [Runtime Value Monitoring](#)