Adapting models for State Machine simulation

Currently, Cameo Simulation Toolkit can simulate only those elements whose types are specified in the supported elements table in Supported elements. Thus, you must modify your model so that only the supported (executable) elements are included in your State Machine diagram.

State Machine simulation can be adapted in several different ways, as outlined below:

- Defining Triggers on Transitions
  Changing the States of runtime objects on Transitions by defining Triggers on Transitions.
- Using Guards on Transitions
  Specifying Guard conditions on Transitions by using any action languages.
- Behaviors on Entry, Exit, and Do Activities of a State
  Defining Behaviors that can be an Activity, a State Machine, an Interaction, or an OpaqueBehavior of States for Activities.
- Internal Transition
  Creating an Internal Transition to change the behavior without changing the overall state.
- Signal properties mapping to Behavior parameters
  Mapping Signal properties to Behavior parameters by sending Signals to target objects to carry values to input parameters.
- State activation semantics
  Specifying State Activation semantics regarding when Cameo Simulation Toolkit activates Entry Behaviors on activating entries of States.
- Completion Events and Transitions
  Enabling or disabling completion of Events and Transitions during State Machine simulation.
- Deferred Events
  Utilizing deferrable Triggers to save deferred Events for future processing until States are entered.