

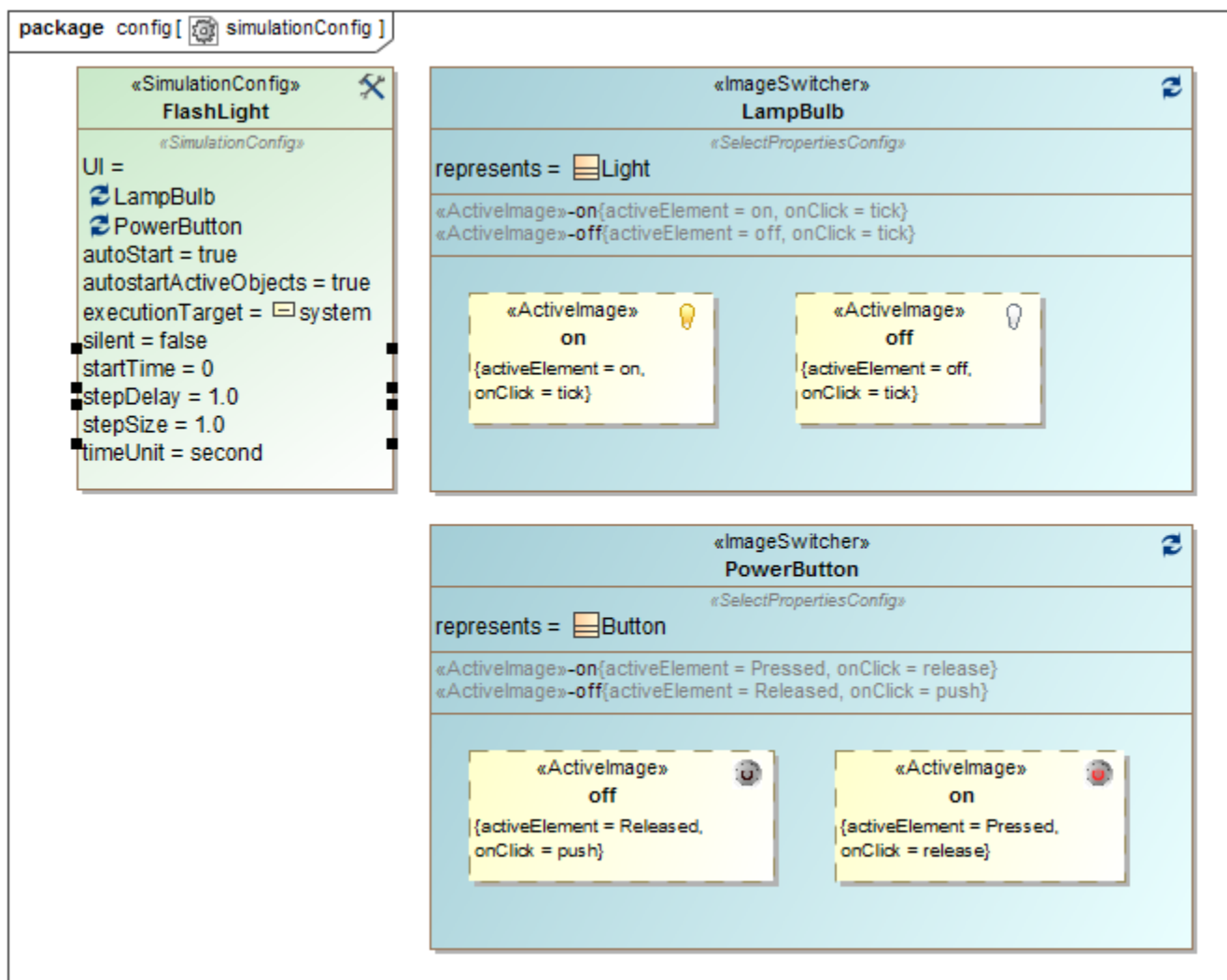
Representing object states

You can use an `ActiveImage` to represent each state of a runtime object whose `Classifier` is represented by the `ImageSwitcher` that owns the `ActiveImage`. The *FlashingLight.mdzip* sample is used throughout this page. You can open the sample by downloading it from the attached link.

To use the `ImageSwitcher` and `ActiveImage` to represent a state

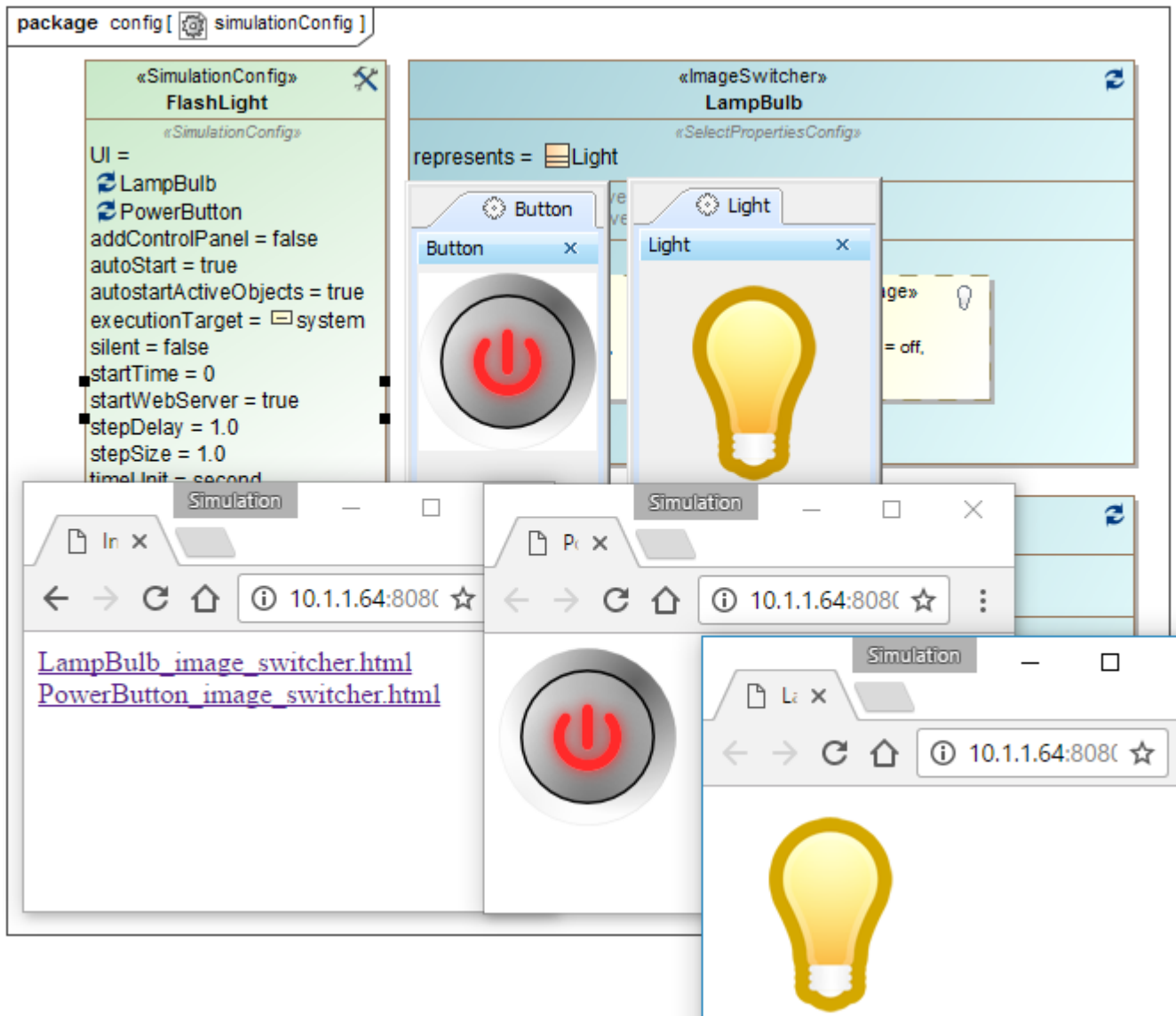
1. Create an `ImageSwitcher` element, and set its **represent** tag definition with a `Classifier` whose state will be represented by an active image owned by the `ImageSwitcher`.
2. Create an `ActiveImage` in the `ImageSwitcher` for each State of the `Classifier` represented by the `ImageSwitcher`.
3. Specify the image that will be the **image** attribute of each created `ActiveImage` and set the State, which will be represented by the `ActiveImage`, as the tagged value of the **activeElement** tag definition.

The following figure illustrates an example of how to use `ImageSwitcher` and `ActiveImage` to represent the States of a runtime object (see the *Flashing Light.mdzip* sample)



Using `ImageSwitcher` in the *FlashingLight.mdzip* sample with internal simulation clock.

The image that appears on the web UI through `ImageSwitcher` is the same image that represents the current State of simulation UI. If the image on the simulation UI is changed, the image on the Web UI will change accordingly and vice versa. Either image is able to accept a signal by clicking the mouse.



Setting `startWebServer` to `true` in the Simulation Config to show the web UI.

Sample model

The model used in the figures of this page is the `FlashingLight.mdzip` sample model that comes with MagicDraw. To open this sample, do either of the following

- Download [FlashingLight.mdzip](#).
- Find it in the modeling tool `<install_root>\samples\simulation\FlashingLight.mdzip`.

Related pages

- [ImageSwitcher and ActiveImage](#)
- [Representing enumeration values](#)