# Creating values and objects in the variables pane

You can create a new value or object through the shortcut menu **Add Value** of a property typed by a primitive type, a Class, or a block in the **Variables** pane. The shortcut menu will be available only when the number of existing values or objects of the selected property is less than the upper multiplicity of the property.
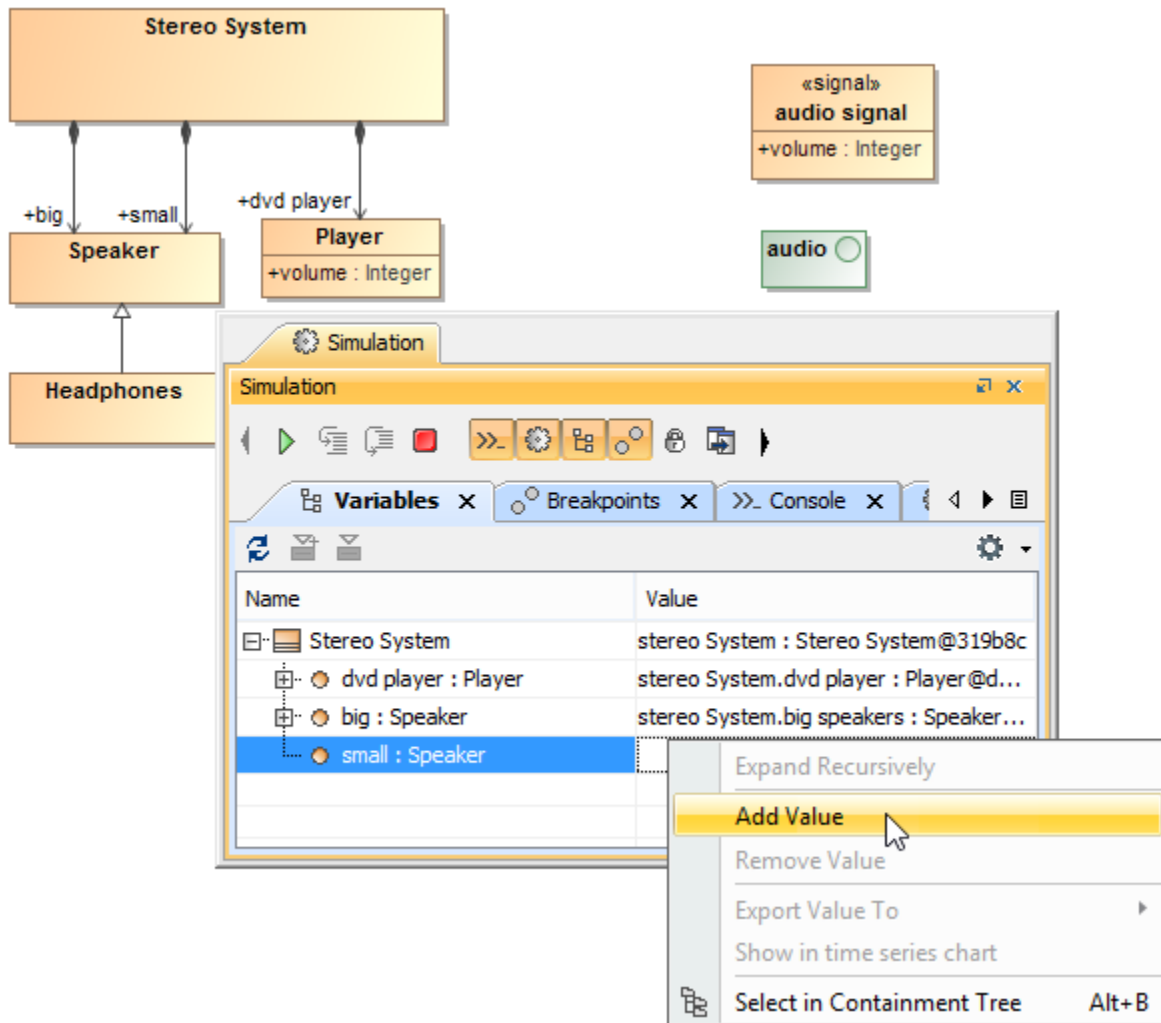
Using the Add Value shortcut menu to add a new value.

If a property is typed by a primitive type (and SysML primitive value types), Magic Model Analyst will add a new value, which is a default value of the primitive type, as the value of that property.

If a property is typed by a class or a Block, Magic Model Analyst will show a list of Classes or Blocks containing the Class or the Block that types the property and all of its subtypes, which are not abstract Classes or abstract Blocks. When you select a Class or a Block from the list, Magic Model Analyst will initialize an object from that Class or Block and set the object as the value of the property.
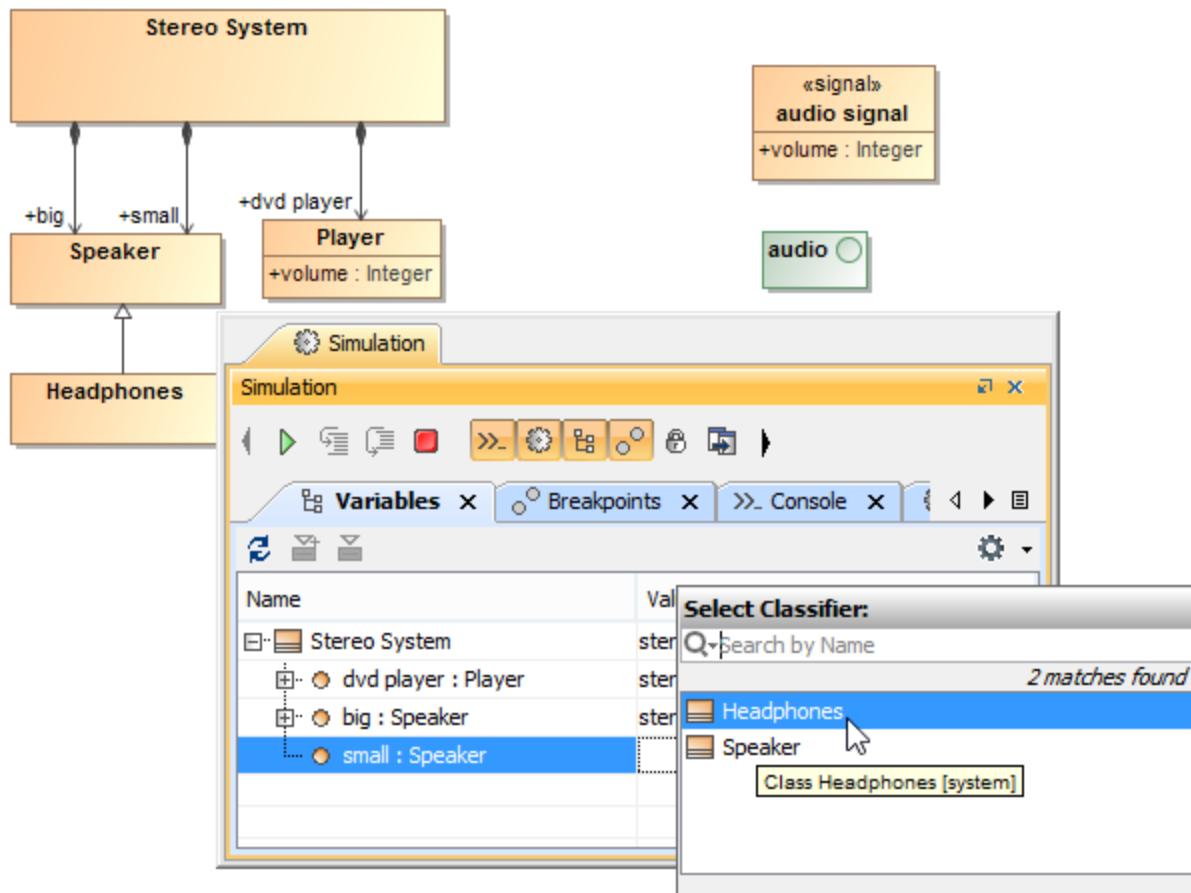
Selecting a Class or a Block to initialize an object.

Related page

- Variables pane