Project options

You can customize a simulation project, e.g., animation, simulation framework, and simulation engines through project options. When you save the project, those project options will also be saved. In addition, you can restore those options to default values with the **Reset to Defaults** button.

To customize project options

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1. Open a simulation project.
2. On the main menu, click **Options** and select **Project**. The **Project Options** dialog opens.
3. On the left pane, click **General** > **Simulation**.

> **Note**
>
> The **Options** > **Project** command will be available only if one or more projects are open.

Project Options

Specify general project properties

Specify the validation, project dependency checker options and other general project-specific options.

Type here to filter options

- General
  - Browser
  - Concept Modeling
  - Corba IDL
  - DDL
  - Dependency Checker
  - Diagrams
  - Element References
  - General
  - Legends
  - Numbering
  - ReqIF
  - Requirements
  - Simulation
  - Styling
  - Suspect Links
  - SysML
  - UAF
  - Validation
- Indexing
- Diagram Info
- Symbol styles
- Default model properties
- Code Engineering

Simulation

Animation	
Active Color	RGB [153, 0, 0]
Visited Color	RGB [0, 102, 0]
Breakpoint Color	RGB [153, 153, 0]
Last Visited Color	RGB [204, 153, 0]
Runtime Value Text Color on Part Shapes	RGB [0, 0, 255]
Auto Open Diagrams	☐ false
Silent	☐ false
Show Active States on Part Shapes	☑ true
Show Runtime Values on Part Shapes	☑ true
Show Flowing Information	☑ true
Show Active State Images on Part Shapes	☑ true
Show Held Tokens in Activity Diagrams	☐ false
Simulation Framework	
Check Model Before Execution	☐ false
Default Language	JavaScript Rhino
Engines Priority	[on] fUML Engine [on] Interaction Engine [on] SCXML Engine
Auto Start	☐ false
Auto Start Active Objects	☑ true
Treat All Classifiers As Active	☑ true
Terminate Behavior on Exception Thrown	☑ true
Initialize Empty Values to 0	☐ false
Auto Convert Units	☑ true
Simulation Script Engine	
External Libraries	
Sequence Diagram Generator	
Record State Change	☑ true
Record Value Change	☑ true
Record Timestamp	☐ false
fUML Engine	
Use fUML Decision semantics	☐ false
Auto Create fUML Object of Output Pin	☑ true
Pass Caller Context	☑ true
Terminate Nested Behaviors	☑ true
Terminate Streaming Behaviors by Output Parameter ...	☐ false
Allow Concurrent Allocated Activities	☑ true
Parametric Evaluator	
Solve After Initialization	☑ true
Default Parametric Evaluator	Built-in Math
External Solver Timeout	120
SCXML Engine	
Use Fully Qualified Names in SCXML Export	☑ true
State Activation Semantics	Before entry
Completion Events and Transitions	☑ true

Reset to Defaults

OK Cancel Help

The Simulation Project Options dialog.

Groups of the project options are as follows:

- **Animation**
  Customize animations of the simulation: colors of annotated elements, auto open diagrams, and silent options. See also customizing animation.
- **Simulation Framework**
  Customize general Behaviors of the simulation. See also validation and verification and integration with external Evaluators.
- **Sequence Diagram Generator**
  Record the Sequence diagram generator. See also recording simulation as a Sequence diagram.
- **fUML Engine**
  Customize Behaviors of Activity simulation. See also Activity simulation engine.
- **Parametric Evaluator**
  Customize Behaviors of Parametric simulation. See also integration with external Evaluators and specifying the language for the expression.
- **SCXML Engine**
  Customize Behaviors of State Machine simulation. See also completion Events and Transitions and State activation semantics.
- **Simulation Script Engine**
  Select JAR file(s) and load them to the script engine.