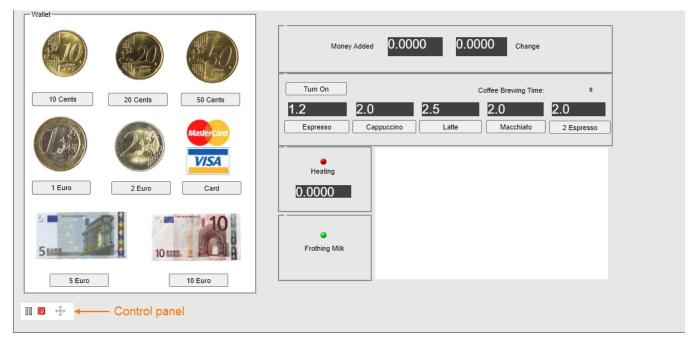
Simulation with UI

On this page

Live Time Series Charts

When simulating a model with a UI mockup or Time Series chart, you can open a UI window during model execution. The UI window has a control panel allowing you to start, pause, resume, or terminate the simulation, as displayed below.



A UI window with a control panel.

Supported UI types

Supported UI types

Frame, embedded Widgets, ImageSwitcher, and Table. All of these elements must be displayed

in a User Interface Modeling Diagram so you could generate and attach an HTML required for server-side simulation with UI.

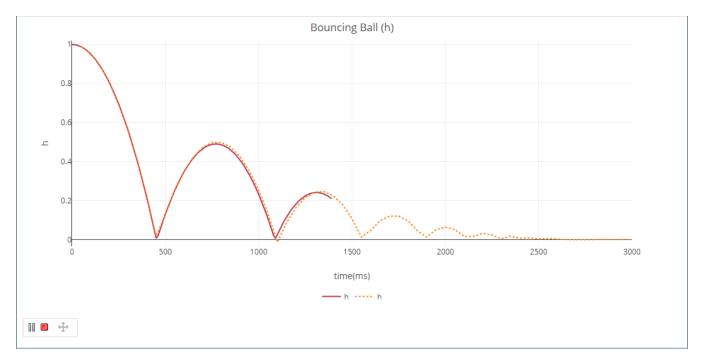
To run the server-side simulation with UI

- 1. In your modeling tool, open the User Interface Modeling Diagram where the relevant UI elements are displayed.
- 2. In the diagram toolbar, click and select **Generate and Attach HTML**. For more information see Auto-generating HTML files.
- 3. Commit the changes to Teamwork Cloud.
- 4. Run simulation on the server.
- 5. Check the simulation status.
- 6. Go to the URL in the response of the status request (see the below figure) to open the first UI specified in the Simulation Configuration.

topen a specific UI, add a frame name with an HTML extension at the end of the URL, e.g. /CoffeeMachine.html.

Live Time Series Charts

Server-side simulation supports live Time Series Charts. Once you start the simulation and the UI window opens, you can view the Time Series plot being updated in real-time as shown below.



Live Time Series Chart.

Saving Time Series and Time Line Chart data Series and Time Line Chart data is exported to HTML/CSV and stored in the **Documentation** property of the result Instance Specification when all of these conditions are met:

- Simulation Configuration has an assigned Time Series or Timeline Chart, in which the recordPlotDataAs tag is set to HTML/CSV, and the resultFile tag is empty.
- Simulation Configuration has a specified resultLocation tag.
- Server-side simulation is run with the ?commitResults parameter set to True.