

Assigning Behavior diagrams automatically

When assigning a behavior of an Activity, Interaction, Protocol State machine, or State Machine type for a state or transition, the corresponding behavior diagram is created automatically:

- an [Activity diagram](#) for an Activity behavior
- a [Sequence diagram](#) for Interaction behavior
- a [Protocol State Machine diagram](#) for Protocol State Machine behavior
- a [State Machine diagram](#) for State Machine behavior

Double-click the assigned behavior on a state shape to open the diagram. You can also open the behavior diagram from the [Model Browser](#).

To disable an automatic diagram creating

1. On the **Options** menu, click **Environment**. The Environment Options dialog opens.
2. In **General** options, **Editing** category, set the **Create behavior diagram when the behavior type is selected for transition effect or state activities** value to *false* (the default value is *true*).

You can specify behavior properties in the Specification window. In the same window, you can find the description of each property. Descriptions are presented in the description area of the Specification window.



More information

For more information about the Specification window usage, see [Specification window](#).

Related pages

- [Specification Window](#)
- [Behavior](#)
- [Assigning Behaviors](#)
- [Editing property values](#)
- [Model Elements](#)

Related diagrams

- [Activity](#)
- [Sequence](#)
- [State Machine](#)
- [Protocol State Machine](#)