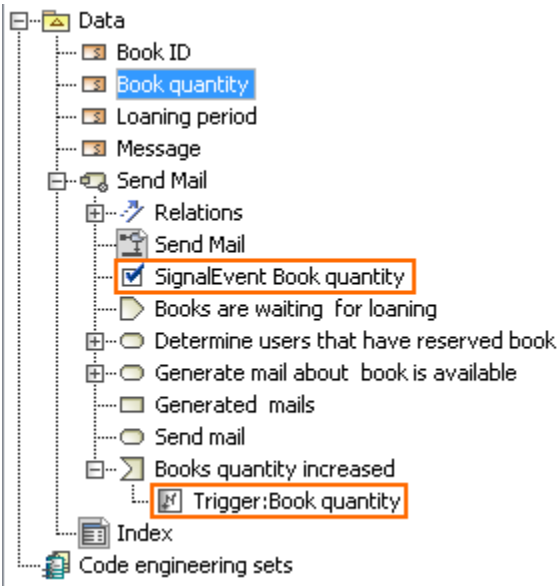


# Trigger

A Trigger used in a [State Machine](#) is an extension of the basic definition found within the behavioral and structural portions of the specification. A Trigger defines the types of events that can initiate a transition between states. An event is anything that can happen in a system, such as a signal sent by a [Behavior](#), a call to a specific operation, reaching a point in time, or a change in values within the system.



To create the Trigger

- For a [State](#) element, in the State dialog box, click Add. The Trigger dialog box opens.
- For a Transition relationship, in the Transition dialog box, select the Trigger box, and click Add (note that the Trigger property is hidden by default). The Trigger dialog box opens.

Trigger

Event Type	<UNSPECIFIED>
Trigger	Trigger: [for transition:::]
Event Element	

Trigger

Event Type	SignalEvent
Trigger	Trigger: [for transition:::]
Event Element	SignalEvent [for transition]
Name	
Signal	

Assigned event

Appeared corresponding properties

Specify the Trigger element in the Trigger [Specification](#) window.

In the Trigger dialog box, near the Event box, click the ... button and select existing or create new [Event](#).