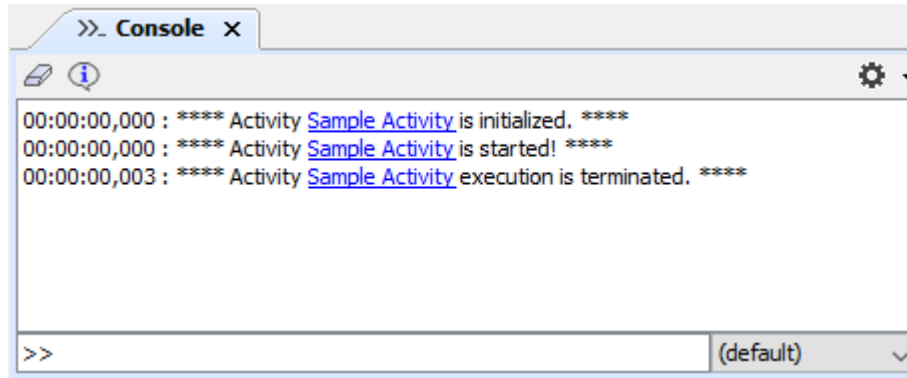


Console pane

Cameo Simulation Toolkit provides the **Simulation Console** pane in the **Simulation** window. The **Console** pane displays simulation information during a model simulation including the date and time the simulation engine starts and the date and time the simulation runs and stops.



Runtime information of Cameo Simulation Toolkit.

The **Console** pane may contain a hyperlink to a model element in a MagicDraw project. During a model simulation, scripts evaluation failures may happen and thus expression evaluation errors occur. If Cameo Simulation Toolkit cannot evaluate some scripts in an element, it will create a hyperlink in the **Console** pane to that element in the Containment tree. When you click the link, Cameo Simulation Toolkit will highlight the element in the Containment tree.




The following figure shows a hyperlink resulting from errors in evaluating scripts in the **Console** pane. The link points to the corresponding element in the Containment tree.

The screenshot displays the Cameo Simulation Toolkit interface. The top-left pane shows the **Containment** tree with a tree view containing elements like `:print`, `c = a-b`, `result = x + y;`, and `sum`. The `sum` element is circled in red. The bottom-left pane shows the **Properties** pane for the selected `sum` element, displaying its name and qualified name. The top-right pane shows the **Activity Diagram** with nodes like `c = a-b`, `result = x + y;`, and `:print`. The bottom-right pane shows the **Console** pane with a log of simulation events. A red arrow points from the `sum` element in the Containment tree to the `Opaque Action sum:` error message in the Console pane. A red box highlights the error message with a red text box explaining the hyperlink functionality.

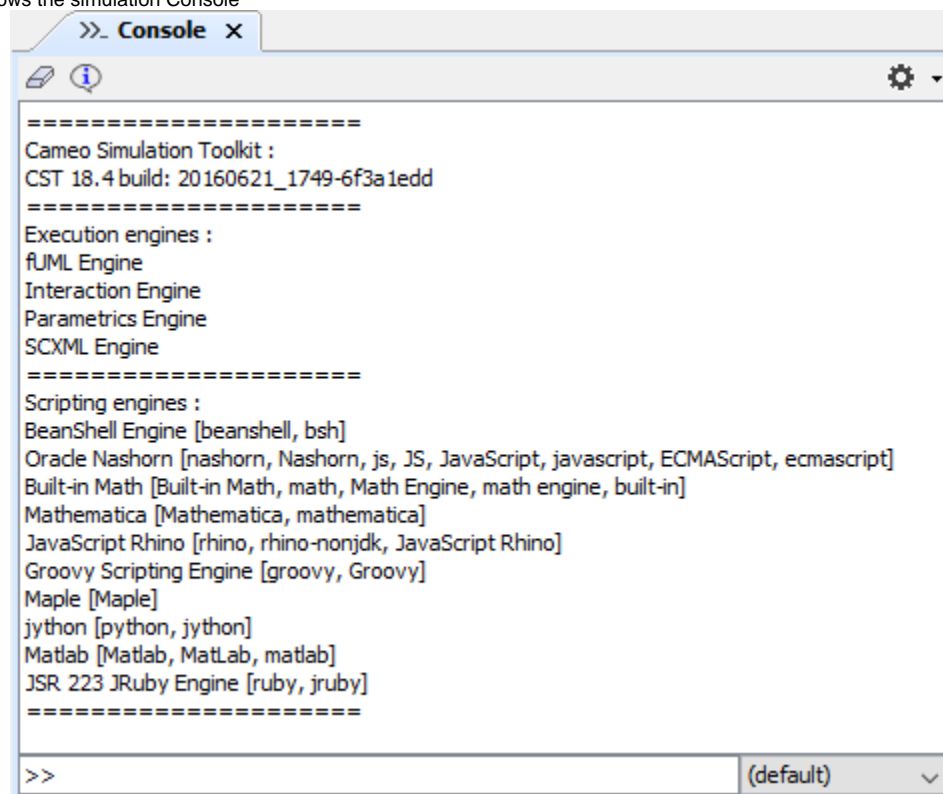
Clicking the hyperlink in the console tab will take you to the element whose scripts cannot be evaluated in the containment tree

A hyperlink to the Element whose scripts cannot be simulated.

The table below shows the function of each button in the **Console** pane

Button	Name	Function
	Clear Console	To remove all simulation information displayed in the Console pane.
	Show Runtime Information	To display the runtime information of the Cameo Simulation Toolkit in the Console pane. The runtime information consists of the Cameo Simulation Toolkit version, registered simulation engines, and available scripting engines.
	Options	To filter outputs in the Console pane. There are four filter options: Debug, Info, Warn, and Error (See Console Log's Filter Options for more details.).

The following figure shows the simulation Console



The Simulation console.

Related page

- [Console log's filter options](#)