

# Introduction to Cameo Simulation Toolkit

The purpose of simulation is to understand the function or performance of a system without manipulating it directly because the real system may have not been completely defined or available, or it cannot be experimented due to costs, time, resources, or any other constraints. A simulation is typically performed on a model of a system.

With Cameo Simulation Toolkit, you can simulate a model and validate the functionality or performance of a system in the context of a realistic mockup of the intended user interface. Cameo Simulation Toolkit provides the solutions that enable you to predict how the system responds to user interactions, predefined test data, and simulation scenarios.

Cameo Simulation Toolkit contains the Simulation Framework plugin that provides the basic GUI to manage the runtime of any kind of executable models and integrations with any simulation engines.

The main functionalities of Cameo Simulation Toolkit are as follows

- Simulation Window
  - Toolbars and Debugger pane: to control simulation or a model simulation.
  - Simulation Console: to simulate log outputs and command lines for active engines.
  - Sessions pane: to select particular sessions of simulation.
  - Variables pane: to monitor the runtime values of each simulation session.
  - Breakpoints pane
  - Trigger options
- Pluggable Simulation Engines
- Animation simulation
- Model debugger
- Pluggable Events and Data Sources
- Pluggable Mockup Panels
- Model-driven Simulation Configurations
- Pluggable Parametric Evaluator and Action Languages

## Related pages

- [Simulation console](#)
- [Animation](#)
- [Parametric evaluator](#)
- [Action languages](#)