

ALH APIs

This section contains all available ALH (Action Language Helper) APIs that you can use in Cameo Simulation Toolkit to get and specify a Structural Feature value. You can also call a specific Behavior and operation by using ALH APIs. Creating a runtime object and getting its current State or creating Signal instance are also possible. With ALH APIs, a Signal instance can even be sent to a specific target object. Additionally, you are able to get a token value, retrieve the last signal instance from a runtime object, evaluate an expression, create an Array list in Java, check the State of an object, add a value to an object or remove it, get a context or runtime object of a current script evaluation, access current simulation time and simulation time unit, and add a value to, get a value from, check an existing, or remove a global variable. You can also check a specified State to see if it was visited and trace the caller of a script to access it.

Related pages

- [Getting a structural feature value](#)
- [Specifying a structural feature value](#)
- [Calling a specific Behavior](#)
- [Calling a specific operation](#)
- [Creating a run-time object](#)
- [Creating a signal instance](#)
- [Sending a signal instance to a specific target object](#)
- [Getting a token value](#)
- [Getting the current state of a run-time object](#)
- [Getting the last signal instance from a run-time object](#)
- [Evaluating an expression](#)
- [Creating an ArrayList in Java](#)
- [Checking the State of an object](#)
- [Adding a value to an object](#)
- [Removing a value of an object](#)
- [Getting a context](#)
- [Accessing current simulation time](#)
- [Accessing the simulation time unit](#)
- [Adding a value to a global variable](#)
- [Getting a value from a global variable](#)
- [Removing a defined global variable](#)
- [Checking an existing global variable](#)
- [Checking a visited State](#)
- [Getting the caller of a script](#)
- [Getting a tag value](#)