

# Effects Table

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An Effects Table allows you to define and manage system and vehicle level effects that can result in harm. To identify Effects, you can use two predefined Effect groups: System level effects and Vehicle level effects. If you want to define an additional group, extend the group list by [extending the ISO 26262 library](#).

The screenshot shows a software window titled "Effects" with a toolbar and a table. The table has columns for "#", "Name", "Severity", "Justification Of Severity", and "Relevant Element". The data is as follows:

#	Name	Severity	Justification Of Severity	Relevant Element
1	SystemLevelEffect			
2	System tilts vehide body in wrong direction.			
3	The steering system provides torque actuation unexpectedly when there is no driver request			
4	System tilts vehicle body after it is required			
5	VehicleLevelEffect			
6	High speed collision with another vehicle or object(s)	S3	High speed vehicle collision or collision with object	
7	Vehicle body does not tilt (at first). Vehicle center of gravity does not move towards the center of the curve.	S3	Vehicle may hit obstacles at high speed	Steering Assist
8	Vehicle body tilts in wrong direction. Vehicle center of gravity is shifted towards the outside of the curve.	S3	Vehicle may hit obstacles at high speed	

Filter is not applied. 8 rows are displayed in the table.

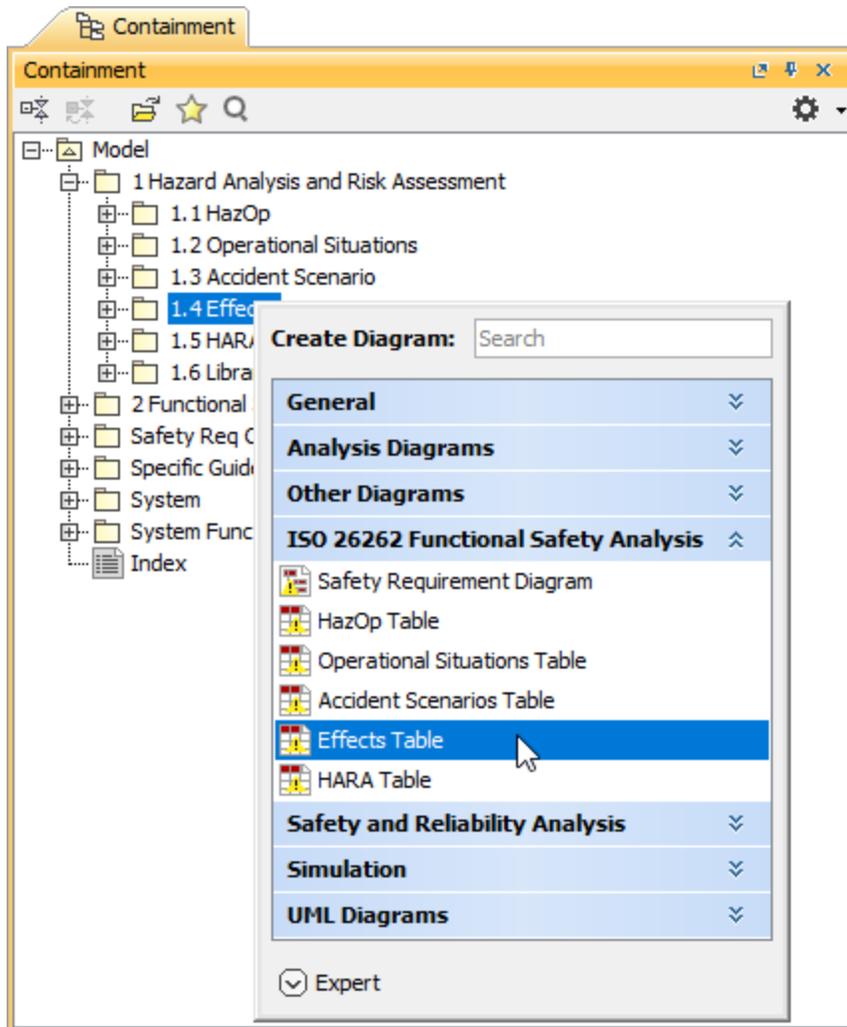
The example of an Effects Table.

## Creating Effects Table

You can create an Effects Table as described below.

To create an Effects Table

1. In the Containment tree, select the element that you want to be the owner of the table.
2. Do one of the following:
  - In the main menu, go to **Diagrams > Create Diagram**, then select **Effects Table** in the open dialog.
  - In the Containment tree, right-click the owner of the table, select **Create Diagram**, and select **Effects Table** in an open dialog.



3. When the table is created, type the name of the table and press Enter.

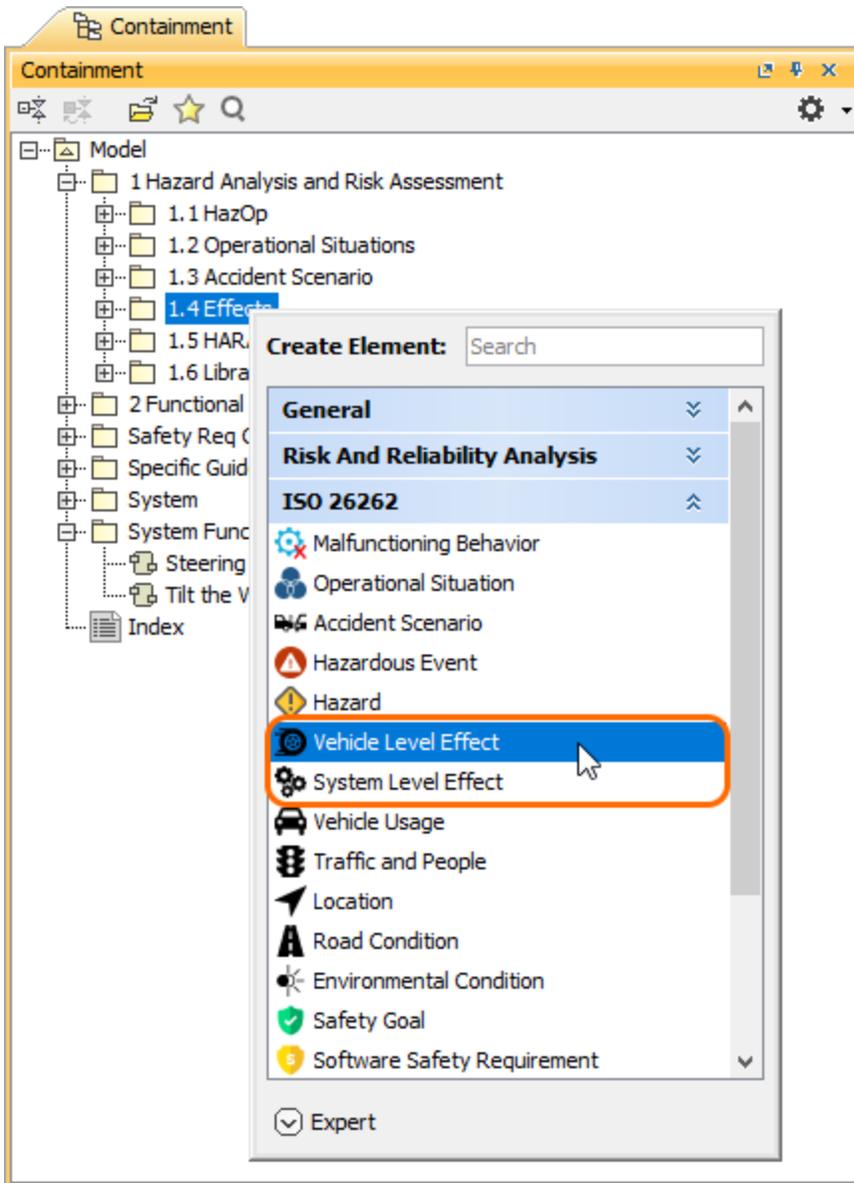
After completing the above steps, an Effects Table with two predefined Effect groups is created. The scope and element type of the table are already specified for you.

## Creating Effects

There are two ways to create an Effect: you can do it right in an Effects Table or in the Containment tree.

To create an Effect in the Containment tree

1. In the Containment tree, right-click the owner of a new element and select **Create Element**.
2. In the open window, select the Effect group (**Vehicle Level Effect** or **System Level Effect**) for which you want to create an Effect.

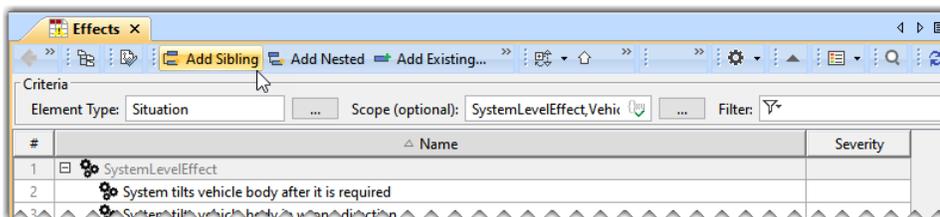


3. When an Effect is created, type the name of the element and press Enter.

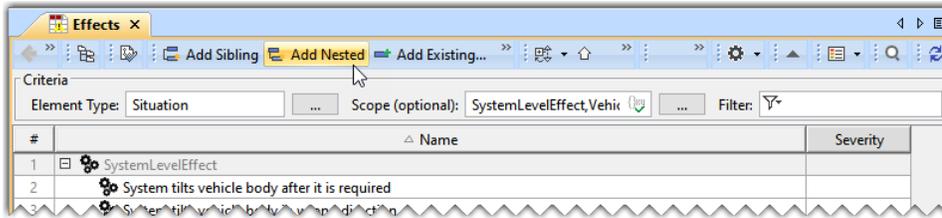
When you create an Effect in the model browser, it is automatically added to an Effects Table if it exists.

To create an Effect in an Effects Table

1. In an Effects Table, select the Effects group (**Vehicle Level Effect** or **System Level Effect**) for which you want to create an Operational Condition or select an existing element in that group.
2. Do one of the following:
  - In the table toolbar, click **Add Sibling** to create an element of the same level as the one you have selected.



- In the table toolbar, click **Add Nested** to create an element nested under the selected element.



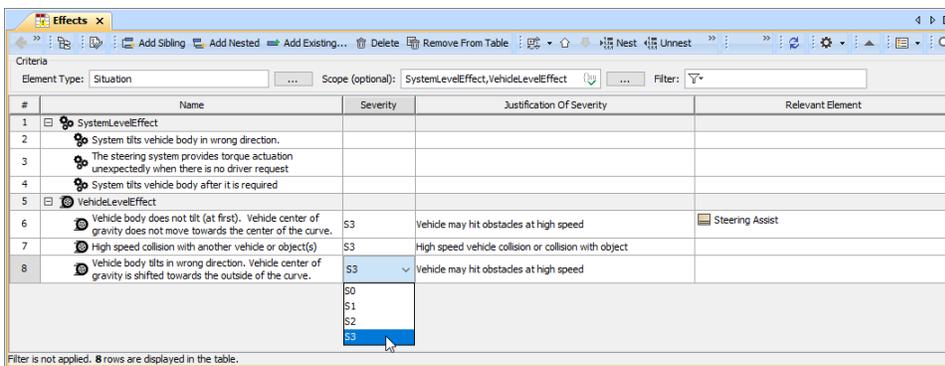
3. Type the name of the new element and press Enter.

## Defining Effects

After creating an Effect, you need to specify its Severity level and the relevant elements associated with the Effect.

To define a Severity level

1. In an Effects Table, double-click the cell of the **Severity** column and select the desired Severity level from the list.



2. Double-click the **Justification Of Severity** cell and write the justification explaining the selected Severity level.

To specify relevant elements

1. In an Effects Table, double-click the cell of the **Relevant Element** column and click **...**.
2. In the element tree on the left side of the **Select Elements** dialog, double-click the elements you want to specify. The elements should be added to the selected elements area on the right side of the dialog.
3. Click **OK**.