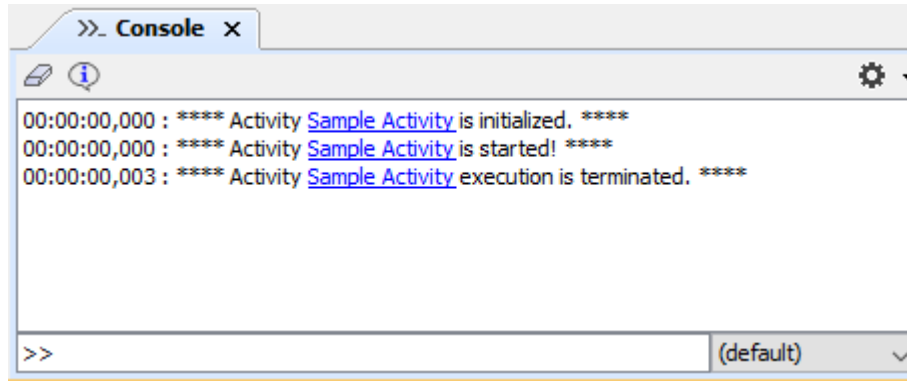


# Console pane

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 shows the Cameo Simulation Toolkit interface. The top-left pane displays the 'Containment' tree with a list of elements: `:print`, `c = a-b`, `result = x + y;`, and `sum`. The `sum` element is highlighted with a red circle. A red arrow points from this circle to a red box in the console log. The console log shows the following text:

```
00:00:00,000 : **** Activity Test is initialized. ****
00:00:00,000 : **** Activity Test is started. ****
00:00:01,844 ERROR: Cannot evaluate <eval> at line number 2
expression body: println(<----->);
println(a+b);
println(<----->);
00:00:01,848 : **** Activity Test execution is terminated. ****
```

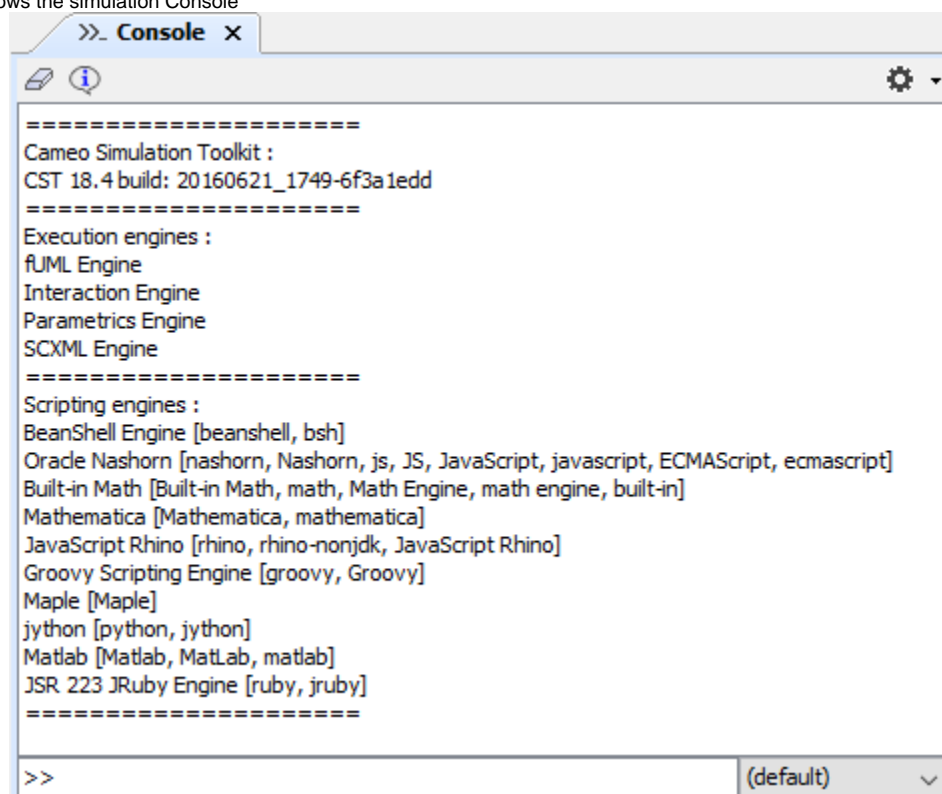
A red box highlights the text 'Opaque Action sum:' in the console log. A red box with text explains that clicking the hyperlink in the console tab will take you to the element whose scripts cannot be evaluated in the containment tree.

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 <b>Console</b> pane.
	Show Runtime Information	To display the runtime information of the Cameo Simulation Toolkit in the <b>Console</b> pane.  The runtime information consists of the Cameo Simulation Toolkit version, registered simulation engines, and available scripting engines.
	Options	To filter outputs in the <b>Console</b> pane. There are four filter options: Debug, Info, Warn, and Error (See <a href="#">Console Log's Filter Options</a> for more details.).

The following figure shows the simulation Console



The Simulation console.

#### Related page

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