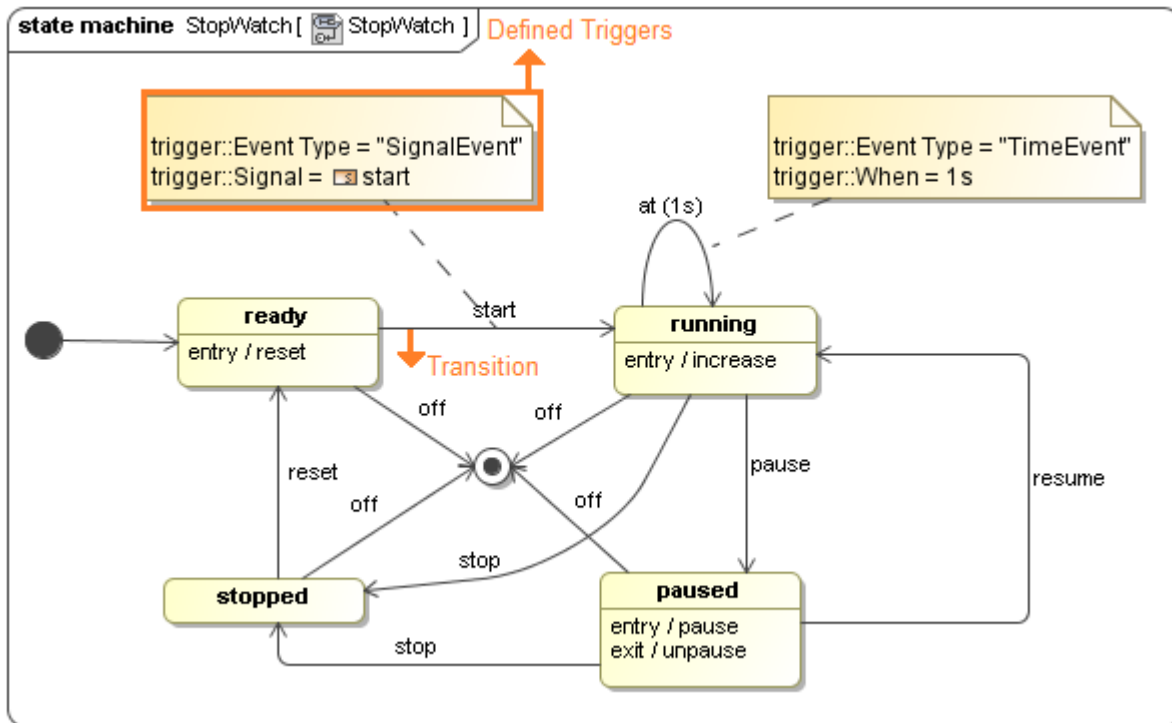


Defining Triggers on Transitions

If you want a [runtime object](#) to change its [State](#) on a [Transition](#), you need to define a [Trigger](#) on the Transition by [assigning an Event Type to a Transition](#). A runtime object will change its State when it receives a Trigger on the Transition. A Trigger can be a [Signal Event](#), a [Time Event](#), or a [Change Event](#).



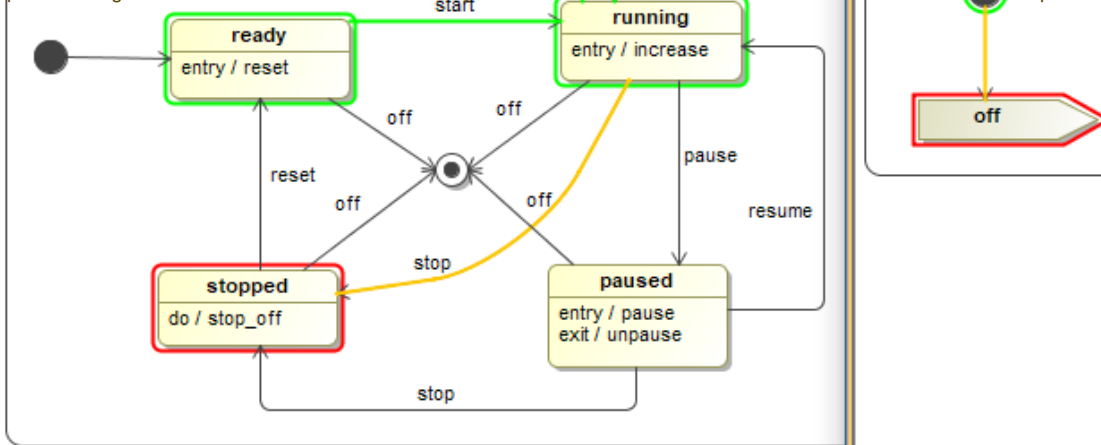
The StopWatch's State Machine diagram with defined Triggers on the Transitions.

Tip

Optionally, you can also use a [Send Signal Action](#) of an [Activity](#) as a Signal Event of Transition. As shown in the following figure, the *stopped* State can wait for the *off* Send Signal Action of the *do* Activity to proceed to the final State.

Note

According to UML Version 2.5.1, the initial Transition must not have Triggers or Guards. However, Simulation provides the validation rule to prevent the model error by displaying a warning in the [Validation Results panel](#). You can select the **Check Model Before Execution** option in the Simulation Project Options through [validation and verification](#) or manually select **Pre-execution constraints** from the [Validation Suite](#) drop-down list in the [Validation dialog](#).



The off Send Signal Action of the do Activity as a Signal Event of Transition.