Changing state to composite/submachine/orthogonal state

You can change your current State to a simple State, composite State, orthogonal State, and submachine State.

To change a State to a composite State

- Drag a vertex on a simple State symbol. A region is created and the simple State is converted to a composite State.

To change a State to a orthogonal State

- Add two regions to the State. Read more about creating regions.

To change a State to a submachine State

1. On the diagram, right-click the State, then on the shortcut menu, click **Submachine**.
2. In the dialog, click to select a submachine that you wish to apply on the State or click the **Create** button, to create the submachine.

⚠ To change a State to a submachine State, the State must contain no regions.

Related Pages

- Model Elements
- Stereotype
- State Machine diagram

Related pages

- Assigning behavior to state
- Managing regions
- Changing state to composite/submachine/orthogonal state
- Connection Point Reference
- State Invariant