Project options

You can customize a simulation project, e.g., animation, simulation framework, and simulation engines through project options. When you save the project, those project options will also be saved. In addition, you can restore those options to default values with the **Reset to Defaults** button.

To customize project options

- 1. Open a simulation project.
- 2. On the main menu, click Options and select Project. The Project Options dialog opens.
- 3. On the left pane, click **General** > **Simulation**.



Note

The **Options** > **Project** command will be available only if one or more projects are open.

Specify general project properties

Specify the validation, project dependency checker options and other general project-specific options.



Q Type here to filter options	Si	mulation	
⊡ ☑ General			
🗹 Browser	E	Animation	
☑ Dependency Checker ☑ Diagrams ☑ Element References ☑ General ☑ Legend Adorning ☑ Numbering ☑ ReqIF ☑ Requirements ☑ Simulation		Active Color	RGB [255, 0, 0]
		Visited Color	RGB [0, 255, 0]
		Breakpoint Color	RGB [255, 255, 0]
		Last Visited Color	RGB [255, 200, 0]
		Runtime Value Text Color on Part	RGB [0, 0, 255]
		Auto Open Diagrams	☐ false
		Silent	☐ false
		Show Active States on Part Shapes	☑ true
···· 🗹 Suspect Links		Show Runtime Values on Part Shapes	☑ true
☑ SysML ☑ Validation ☐ Diagram Info ☐ Symbol styles ☐ Default (Default)		Show Flowing Information	✓ true
		Show Active State Images	both
	_	Simulation Framework	5001
	-	Check Model Before Execution	☐ false
由一智 Shapes		Default Language	JavaScript Rhino
Paths Diagram Diagram Diagram Diagram Default model properties		Engines Priority	[on] fUML Engine [on] Interaction Engine [on] Parametrics Engine [on] SCXML Engine
		Auto Start	false
		Autostart Active Objects	✓ true
		Treat All Objects as Active	✓ true
		Terminate Behavior on Exception Thrown	✓ true
		Initialize Empty Values to 0	false
	E	Sequence Diagram Generator	
		Record State Change	✓ true
		Record Value Change	✓ true
		Record Timestamp	false
	E	fUML Engine	
		Use fUML Decision semantics	false
		Auto Create fUML Object of Output Pin	✓ true
		Pass Caller Context	✓ true
		Terminate Nested Behaviors	✓ true
	E	Parametric Evaluator	
		Solve After Initialization	✓ true
		Default Parametric Evaluator	Built-in Math
		External Solver Timeout	15
	E	SCXML Engine	
		Use Fully Qualified Names in SCXML Export	✓ true
		State Activation Semantics	Before entry
		Completion Events and Transitions	✓ true
	III E	Simulation Script Engine	

External Libraries				
		Reset to Defaults		
	OK	Cancel Help		

The Simulation Project Options dialog.

Groups of the project options are as follows:

Animation

Customize animations of the simulation: colors of annotated elements, auto open diagrams, and silent options. See also customizing animation.

Simulation Framework

Customize general Behaviors of the simulation. See also validation and verification and integration with external Evaluators.

Sequence Diagram Generator

Record the Sequence diagram generator. See also recording simulation as a Sequence diagram.

• fUML Engine

Customize Behaviors of Activity simulation. See also Activity simulation engine.

• Parametric Evaluator

Customize Behaviors of Parametric simulation. See also integration with external Evaluators and specifying the language for the expression.

SCXML Engine

Customize Behaviors of State Machine simulation. See also completion Events and Transitions and State activation semantics.

Simulation Script Engine

Select JAR file(s) and load them to the script engine.