

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.

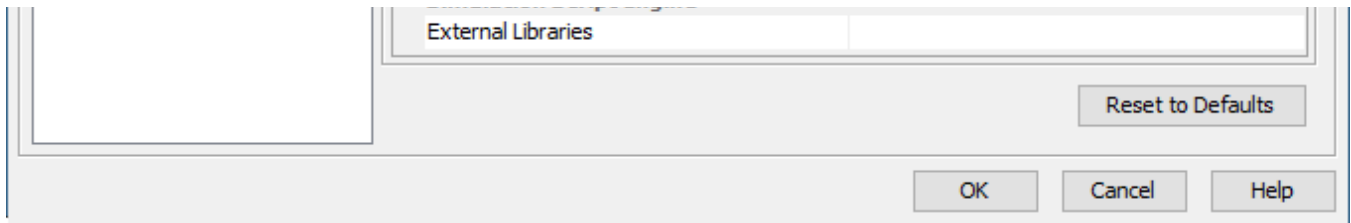


Q Type here to filter options

- ☒ General
 - ☒ Browser
 - ☒ Dependency Checker
 - ☒ Diagrams
 - ☒ Element References
 - ☒ General
 - ☒ Legend Adorning
 - ☒ Numbering
 - ☒ ReqIF
 - ☒ Requirements
 - ☒ **Simulation**
 - ☒ Suspect Links
 - ☒ SysML
 - ☒ Validation
- ☐ Diagram Info
- ☐ Symbol styles
 - ☐ Default (Default)
 - ☐ Shapes
 - ☐ Paths
 - ☐ Diagram
 - ☐ Stereotypes
- ☐ Default model properties

Simulation

Category	Option	Value	
Animation	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	<input type="checkbox"/> false	
	Silent	<input type="checkbox"/> false	
	Show Active States on Part Shapes	<input checked="" type="checkbox"/> true	
	Show Runtime Values on Part Shapes	<input checked="" type="checkbox"/> true	
	Show Flowing Information	<input checked="" type="checkbox"/> true	
	Show Active State Images	both	
Simulation Framework	Check Model Before Execution	<input type="checkbox"/> false	
	Default Language	JavaScript Rhino	
	Engines Priority	[on] fUML Engine [on] Interaction Engine [on] Parametrics Engine [on] SCXML Engine	
	Auto Start	<input type="checkbox"/> false	
	Autostart Active Objects	<input checked="" type="checkbox"/> true	
	Treat All Objects as Active	<input checked="" type="checkbox"/> true	
	Terminate Behavior on Exception Thrown	<input checked="" type="checkbox"/> true	
	Initialize Empty Values to 0	<input type="checkbox"/> false	
	Sequence Diagram Generator	Record State Change	<input checked="" type="checkbox"/> true
		Record Value Change	<input checked="" type="checkbox"/> true
Record Timestamp		<input type="checkbox"/> false	
fUML Engine	Use fUML Decision semantics	<input type="checkbox"/> false	
	Auto Create fUML Object of Output Pin	<input checked="" type="checkbox"/> true	
	Pass Caller Context	<input checked="" type="checkbox"/> true	
	Terminate Nested Behaviors	<input checked="" type="checkbox"/> true	
Parametric Evaluator	Solve After Initialization	<input checked="" type="checkbox"/> true	
	Default Parametric Evaluator	Built-in Math	
	External Solver Timeout	15	
SCXML Engine	Use Fully Qualified Names in SCXML Export	<input checked="" type="checkbox"/> true	
	State Activation Semantics	Before entry	
	Completion Events and Transitions	<input checked="" type="checkbox"/> true	
Simulation Script Engine			



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.