Send Signal Action

The Send Signal Action creates a signal instance from its inputs and transmits it to the target object, where it can cause the start of a State Machine transition or the execution of an Activity. The argument values are available to the execution of associated Behaviors. The requester continues the execution immediately. Any reply Message is ignored and is not transmitted to the requester. If the input is already a Signal instance, use the Send Signal Action.

Notation	Description
Send Signal Action	This example describes an order process.
	1. First, an order is created (the *Create order* Call Behavior Action).
	2. Next, a Signal to fill the order request is sent to the warehouse (the *Fill order request* Send Signal Action).
	3. Finally, an invoice is created (the *Create invoice* Call Behavior Action). The relationships are represented with Control Flow paths.

Assigning signals
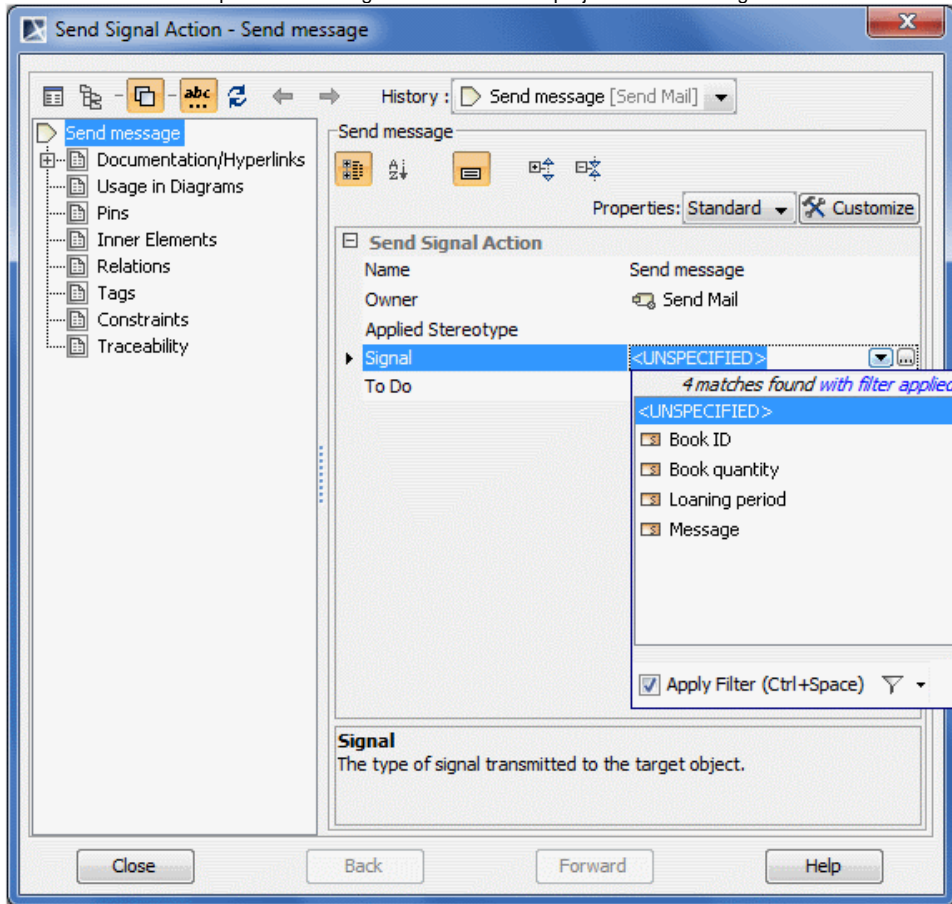
To assign a Signal to a Send Signal Action, you can use any of the following:

- the Send Signal Action's Specification window
- the drag-and-drop operation
- the Send Signal Action's shortcut menu
- type the Send Signal Action name

To assign a Signal via the Send Signal Action's Specification window

1. Open the Specification window for the Send Signal Action.
2. In the **Signal** property value cell, do any of the following

   - Click the ⬚ button. The **Select Signal** dialog opens. Select the Signal from the list, or create a new one.
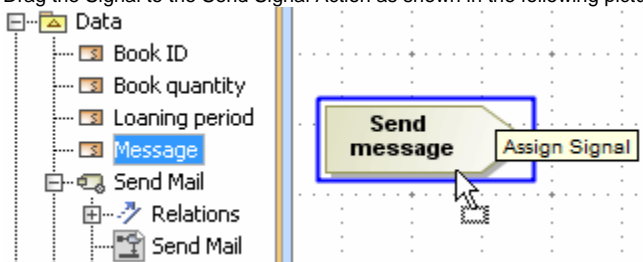
○ Click the button ▼ to open the list of Signals available in the project. Select the Signal from the list.

○ Click **Close** once the Signal is selected.

To assign a signal using a drag-and-drop operation

1. Select the Signal in the Containment tree.
2. Drag the Signal to the Send Signal Action as shown in the following picture.

To assign a signal using the send signal action shortcut menu

1. Right-click the Send Signal Action to open the shortcut menu.
2. Click **Signal**. The list of Signals available in the project opens.
3. Select the Signal from the list, or click **New Signal** and create a new one.

To assign a signal by typing the Send Signal Action name

1. Select the Send Signal Action shape, click on it to activate the name edit mode.
2. Do one of the following:
   - if you want to use an existing Signal from the model, start typing an appropriate Signal name, and select it from the opened list.
   - if you want to create a new Signal in the model, type its name and press Enter.

Related pages

- Action
- State Machine diagram
- Activity diagram
- Model Elements