

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.

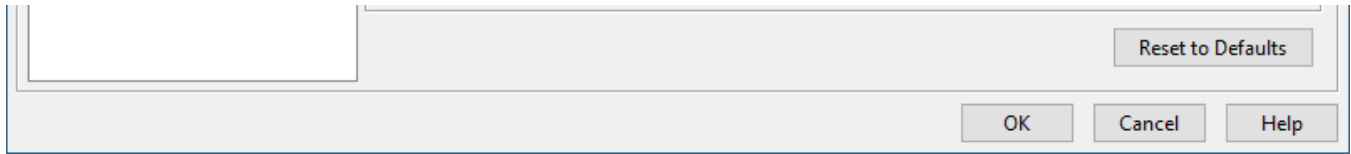


Type here to filter options

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Simulation

Property	Value
Animation	
Active Color	RGB [153, 0, 0]
Visited Color	RGB [0, 102, 0]
Breakpoint Color	RGB [153, 153, 0]
Last Visited Color	RGB [204, 153, 0]
Runtime Value Text Color on Part Shapes	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 on Part Shapes	<input checked="" type="checkbox"/> true
Show Held Tokens in Activity Diagrams	<input type="checkbox"/> false
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
Auto Start 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
Terminate Streaming Behaviors by Output Parameter Multiplicity	<input type="checkbox"/> false
Allow Concurrent Allocated Activities	<input checked="" type="checkbox"/> true
Parametric Evaluator	
Solve After Initialization	<input checked="" type="checkbox"/> true
Default Parametric Evaluator	Built-in Math
External Solver Timeout	120
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	
External Libraries	



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.