# Internal simulation clock

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The internal simulation clock in Cameo Simulation Toolkit allows you to use a new simulation clock that can increase its simulation time based on time Events and duration in a model. The following properties in the **Timing** group in the Simulation Configuration Specification window enable you to specify necessary options in the internal simulation clock

- Start Time
  An integer value applies for starting the simulation clock.
- Step Size
  A decimal value applies for increasing the simulation time. This value, as 1.0 by default unless specified, is used together with **Start Time**.
- Step Delay
  A decimal value applies for delaying each time step in the simulation clock.
- End Time
  An integer value applies for stopping the simulation clock.
- Number Of Steps
  An integer value together with **Start Time** and **End Time**, to calculate **Step Size** (if not specified) for the simulation clock.

> **Note**
> To enable the internal simulation clock, **startTime** must be specified as the Trigger, along with **stepSize**, which is 1.0 by default unless specified. The FlashingLight.mdzip, StopWatch.mdzip, CruiseControl.mdzip, and CoffeeMachine.mdzip built-in sample projects apply the internal simulation clock.

## Simulation time in the console log

Cameo Simulation Toolkit's clock display in the console log ... , the simulation console will display the simulation time instead of the current date and time. The simulation clock a ... format of "HH:MM:SS,Milisecond". The simulation time will be used for all simulations. The current date and time w ... on console log.

From the following State Machine diagram, **s1** (State 1) tak ... d **s2** takes three seconds to go to **s1** again. You can see the simulation time in the following **Console** log.
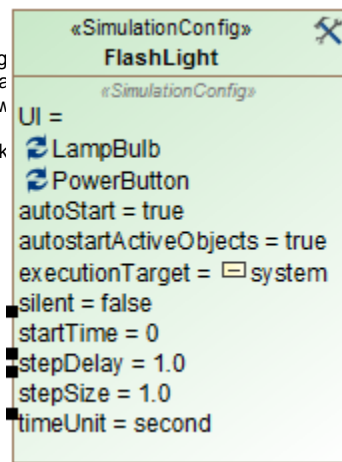


FlashLight SimulationConfig.
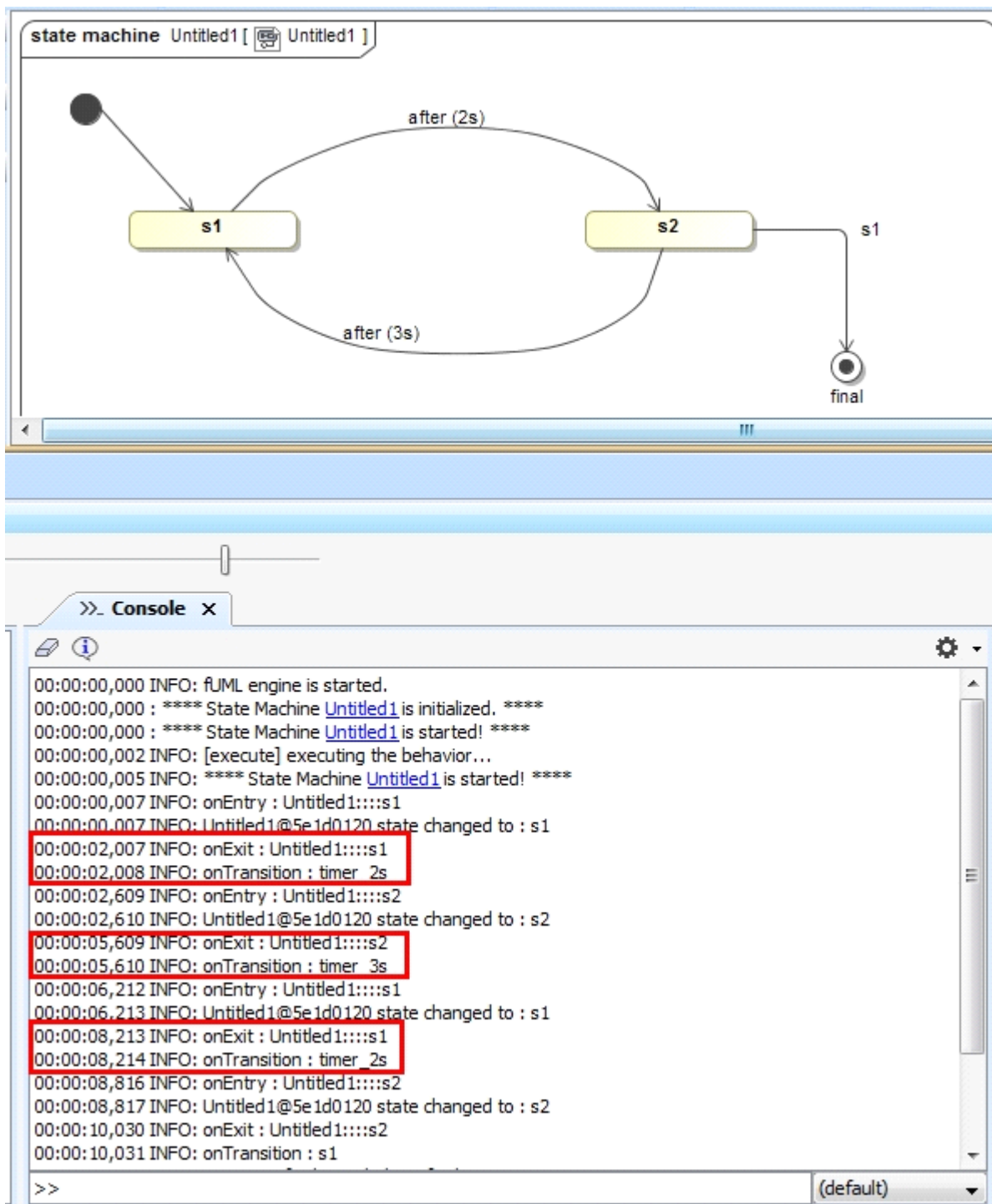
The simulation Console log showing the simulation time.

**Related page**

- [Model-based clock](#)