

Simulator's guide

- The machine name section contain the machine name (which must be the same as the filename that contains the machine (a machine called x would be stored in a file called x.fsm)).
- The mfsm file starts with the keyword **MFSM** following it the machine's name.
- The common variable section which starts with the keyword **COMVAR** followed by a list of machine variable separated by a space and a semicolon ';'. Variable names can composed of characters and digits. If variable was given a variable name that corresponds to an integer, the variable would be regarded as a constant not a variable name;
- The transitions section starts with the keyword **machines:** (on a separate line) followed with transition descriptions each on a separate line.
- To add a new action you have to create a class for it, and take into consideration the actions factory, so you only have to add the new action added in the function *"createAction"* in the *ActionFactory* class.