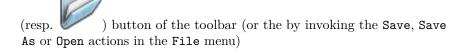
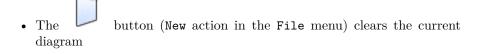
Saving and loading



• FSM diagrams can be saved to (resp. read from) files with the





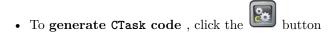
Editing

- To add an input, output or local variable, click the Add button in the I/Os and variables panel. This will add a row in which you'll be able to specify
 - its name
 - its kind (input, output or variable)
 - its type and, for inputs, the stimuli attached to it (selecting an item in the stim selector will bring out a dedicated dialog)
- To add a state, select the \Box button in the toolbar and click on the canvas
- To add a transition, select the ⇒ button, click on the start state and, keeping the mouse button pressed, go the end state and release mouse button.
- To add a self transition (from a state to itself) , select the = button and click on start state (the location of the click will decide on that of the transition).
- To add an initial transition, select the ${\color{red} \nwarrow}$ button and click on initial state
- To delete a state or a transition, select the button and click on the state or transition (deleting a state will also delete all incoming and outcoming transitions)
- To move a state, select the button and drag the state.

• To edit a state or a transition, select the button, click on the corresponding item and update the property panel on the right.

Compiling

• To generate a DOT representation of the diagram, click the button (or invoke the corresponding action in the Build menu)



- To generate SystemC code, click the button
- To generate VHDL code , click the button

The generated graphs and code will appear as separate tabs in the right part of the window.

Simulating

To simulate the diagram (provided that stimuli have been attached to inputs

using the IOs and variables in the left part of the window), click the button (or invoke the corresponding action in the Build menu)

If a valid VCD viewer (such as gtkwave) has been specified, simulation results will be displayed in a separate window.