












## Saving and loading





- FSM diagrams can be saved to (resp. read from) files with the  (resp. ) button of the toolbar (or the by invoking the **Save**, **Save As** or **Open** actions in the **File** menu)
- The  button (**New** action in the **File** menu) starts the edition of new diagram (clearing the current one)

## Editing

- To give a **name** to a new diagram, use the text field at the top of the left panel
- To **add an input, output or local variable**, click the **Add** button in the relevant box of the left panel. This will add a row in which you'll be able to specify its name, type, and, for inputs, the stimuli attached to it (selecting an item in the **stim** selector will bring out a dedicated dialog)  
  
Added inputs, outputs or variables can be deleted by clicking the  at the end of the row.
- To **add a state**, select the  button in the toolbar and click on the canvas. A pop-up dialog gives the opportunity to set the name of the added state and, possibly, to attach output valuations. Click **Done** when finished.
- 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. A popo-up dialog gives the opportunity to document the transition, by specifying the triggering event and the associated guards and actions. Note that adding a transition requires that at least one input with type **event** has been attached to the model. As for states, click **Done** when finished.
- 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  button, click near the initial state and, keeping the mouse button pressed, go the initial state and release mouse button. A pop-up dialog gives the opportunity to add actions to the initial transition. Click **Done** when finished.


- 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 outgoing transitions)
- To **move a state**, select the  button and drag the state.
- To **edit a state or a transition**, select the  button, and right-click (or Ctl-Click on a Mac) on the corresponding item

### Compiling

- To **generate a DOT representation of the diagram**, click the  button (or invoke the corresponding action in the Build menu)
- To **generate CTask code**, click the  button
- 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 **I/Os** 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.