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) clears the current diagram

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 ▭ 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 ➴ 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 `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 `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.