## **Simulator** Controller **Core Simulator** Plugin newType newValue newCreatedContainer destroyedContainer **Trace** \_ setState pushState \_ popState \_\_ startLink \_ endLink newCompleteLink 6 0.00000000 p1 0 P "p1" updateVar setVar Paje**TraceEvent** newEvent **Time** 0.000 Alias P1 Paje Container Container Alias P1 Type P Type Name "P1"

**StartTime** 

Name

0.00

"P1"