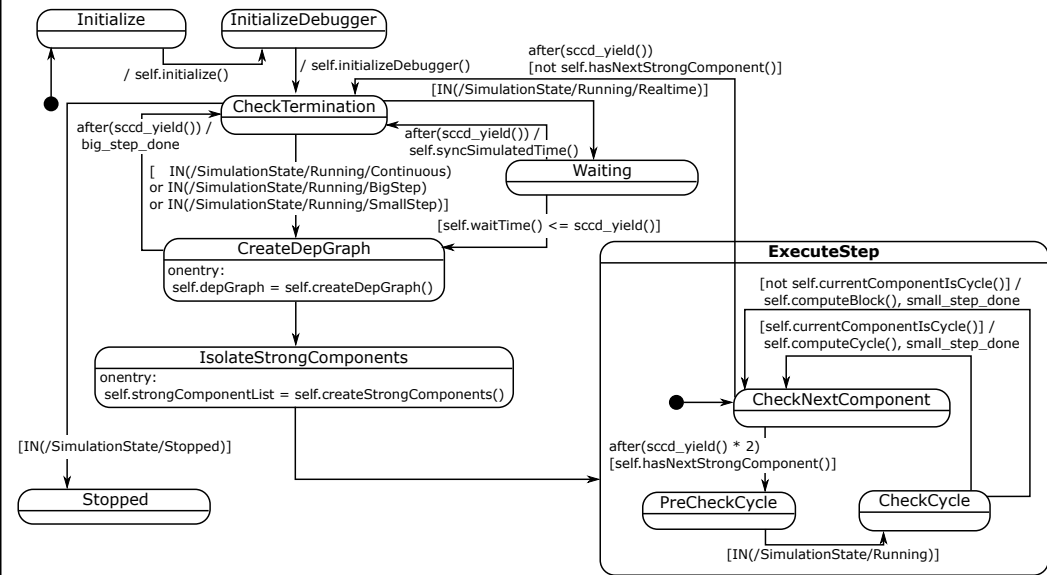
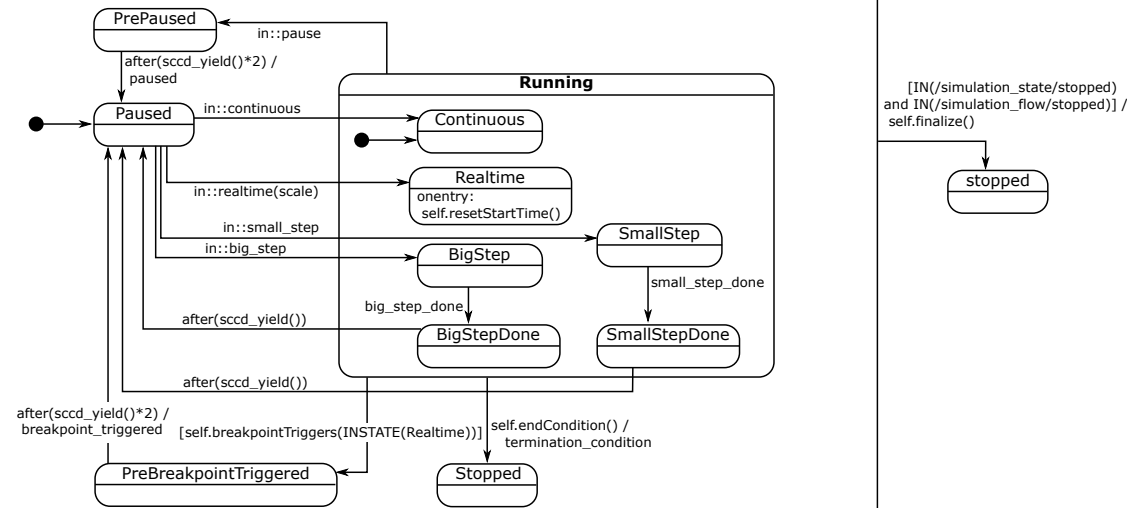


statechart {inports: in; outports: out, semantics: {internal_event_lifetime=next_combo_step}}

SimulationFlow



SimulationState



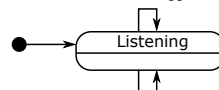
GodEventManager

in::god_event(state_var, new_val) [IN(/simulation_state/paused)] /
result = self.godEvent(state_var, new_val),
god_event_result(result)



BreakpointManager

in::toggle_breakpoint(name) /
result = self.toggleBreakpoint(name),
out::toggle_breakpoint_result(result)



in::add_breakpoint(name, function, enabled, disable_on_trigger) /
result = self.addBreakpoint(name, function, enabled, disable_on_trigger),
out::add_breakpoint_result(result)

UserOutput

