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API

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Stateflow[®] API

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API Object Properties and Methods

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Overview of the Stateflow API

In this section...
“What Is the Stateflow API?” on page 1-2
“Stateflow API Object Hierarchy” on page 1-3
“Getting a Handle on Stateflow API Objects” on page 1-5
“What Are API Object Properties and Methods?” on page 1-5

What Is the Stateflow API?

The Stateflow® Application Programming Interface (API) is a tool you use to create or change Stateflow charts with MATLAB® commands. By placing Stateflow API commands in a MATLAB script, you can automate chart editing processes in a single command.

Applications for the Stateflow API include:

- Creating a script that performs common graphical edits and simplifies editing of Stateflow charts
- Creating a script that creates a repetitive "base" Stateflow chart
- Creating a script that produces a specialized report of your model

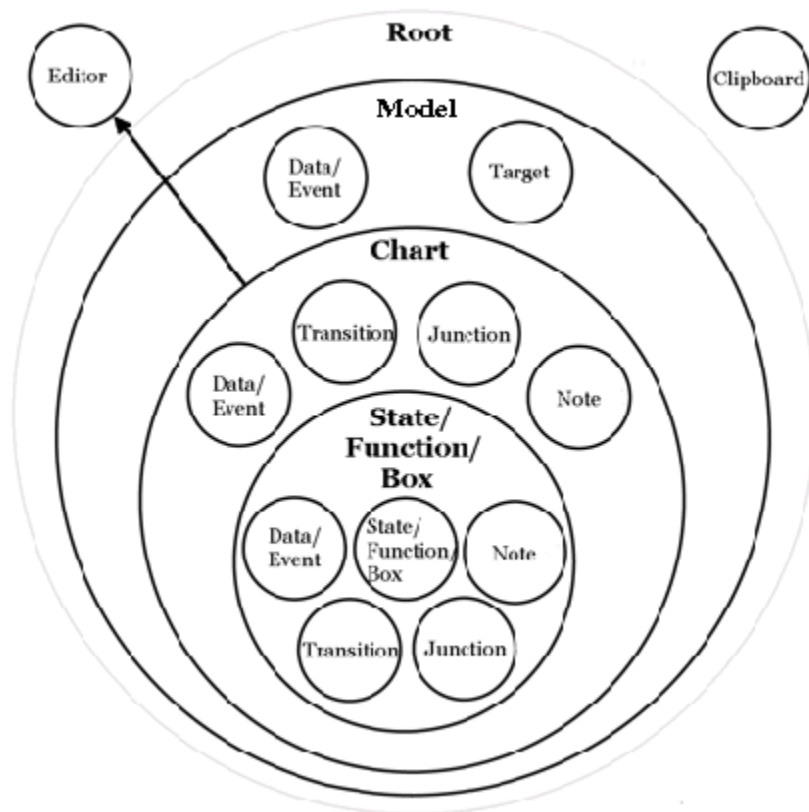
The Stateflow API consists of objects that represent actual Stateflow objects. For example, an API object of type State represents a Stateflow state, an API object of type Junction represents a Stateflow junction, and so on.

Each API object has properties and methods you use to perform editing operations on it. The correspondence between API object and Stateflow object is so close that what you do to a Stateflow API object affects the object it represents in the Stateflow Editor, and what you do to a graphical object in the Stateflow Editor affects the Stateflow API object that represents it.

Note You cannot undo any operation in the Stateflow Editor that you perform using the Stateflow API. If you perform an editing operation through the API, the undo and redo buttons are disabled from undoing and redoing any prior operations.

Stateflow API Object Hierarchy

Stateflow API objects represent actual Stateflow objects in a Stateflow chart. Like Stateflow objects, API objects contain or are contained by other Stateflow objects. For example, if state A contains state B in the Stateflow Editor, then the API object for state A contains the API object for state B. This diagram shows the Stateflow API hierarchy of objects:



Rules of containment define the Stateflow hierarchy and the Stateflow API object hierarchy. For example, charts can contain states but states cannot contain charts. The hierarchy of Stateflow objects appears in the section “Stateflow Hierarchy of Objects” in the Stateflow documentation. The Stateflow API hierarchy consists of these layers of containment:

- **Root** — The Root object (only one exists) is the parent of all Stateflow API objects. It is a placeholder at the top of the Stateflow API hierarchy to distinguish Stateflow objects from other objects, such as Simulink® model objects. You automatically create the Root object when you load a model containing a Stateflow chart or call the function `sfnew` to create a new model with a Stateflow chart.
- **Model** — Objects of type Model are available through the Stateflow Root object. Model objects are equivalent to Simulink models from a Stateflow chart perspective. Model objects can hold objects of type Chart, Data, Event, and Target.
- **Chart** — Within any Model object (model) there can be any number of chart objects. Within each object of type Chart, there can be objects of type State, Function, Box, Note, Data, Event, Transition, and Junction. These objects represent the components of a Stateflow chart.
- **State/Function/Box** — Nested within objects of type State, Function, and Box, there can be other objects of type State, Function, Box, Note, Junction, Transition, Data, and Event. Levels of nesting can continue indefinitely.

The preceding figure also shows two object types that exist outside the Stateflow containment hierarchy:

- **Editor** — Though not a part of the Stateflow containment hierarchy, an object of type Editor provides access to the purely graphical aspects of objects of type Chart. For each Chart object, there is an Editor object that provides API access to the Stateflow Editor.
- **Clipboard** — The Clipboard object has two methods, `copy` and `pasteTo`, that use the clipboard as a staging area to implement copy and paste functionality in the Stateflow API.

Getting a Handle on Stateflow API Objects

You manipulate Stateflow objects by manipulating the Stateflow API objects that represent them. You manipulate Stateflow API objects through a MATLAB variable called a *handle*.

The first handle you need in the Stateflow API is a handle to the Root object, which is the parent of all objects in the Stateflow API. In this command, the function `sroot` returns a handle to the Root object:

```
rt = sroot
```

Once you have a Root object handle, you can find a handle to the Model object for the Simulink model with which you want to work. Once you have a handle to a Model object, you can find a handle to a Chart object for the chart you want to edit. Later, when you create objects or find existing objects in a Stateflow chart, you receive a handle to the object that you can use to manipulate the actual object in the Stateflow Editor.

To learn how to use API object handles to create and edit Stateflow charts, see “Quick Start for the Stateflow API” on page 1-7.

What Are API Object Properties and Methods?

Once you obtain handles to Stateflow API objects, you can manipulate the Stateflow objects that they represent through the properties and methods that each Stateflow API object possesses. You access the properties and methods of an object through a handle to the object.

API Object Properties

API properties correspond to values that you normally set for an object through the user interface of the Stateflow Editor. For example, you can change the position of a transition by changing the Position property of the Transition object that represents the transition. In the Stateflow Editor, you can click-drag the source, end, or midpoint of a transition to change its position.

API Object Methods

API methods are similar to functions for creating, finding, changing, or deleting the objects they belong to. They provide services that are normally provided by the Stateflow Editor. For example, you can delete a transition in the Stateflow Editor by calling the `delete` method of the Transition object that represents the transition. Deleting a transition in the Stateflow Editor is normally done by selecting a transition and pressing the **Delete** key.

Common API Properties and Methods

Stateflow API objects have some common properties and methods. For example, all API objects have an `Id` and a `Description` property. All API objects have a `get` and a `set` method for viewing or changing the properties of an object, respectively. Most API objects also have a `delete` method. Methods held in common among all Stateflow objects are listed in the reference section “All Object Methods” on page 2-4.

Unique API Properties and Methods

Each API object also has properties and methods unique to its type. For example, a State object has a `Position` property containing the spatial coordinates for the state it represents in the Stateflow Editor. A Data object, however, has no `Position` property.

Quick Start for the Stateflow API

In this section...

“Creating a New Model and Chart” on page 1-7

“Accessing the Model Object” on page 1-7

“Accessing the Chart Object” on page 1-8

“Creating New Objects in the Chart” on page 1-9

Creating a New Model and Chart

Create a new model by following these steps:

- 1 Close all models.
- 2 Use the function `sfnew` to create a new chart.

The `sfnew` function creates a new untitled model with a new Stateflow chart in it. Do not open the chart.

You now have only one Simulink model in memory. You are now ready to access the API Model object that represents the model itself.

Accessing the Model Object

In the Stateflow API, each model you create or load into memory is represented by an object of type `Model`. Before accessing the Stateflow chart you created in the previous section, you must first connect to its `Model` object. However, in the Stateflow API, all `Model` objects are contained by the Stateflow API Root object, so you must use the Root object returned by the function `sfroot` to access a `Model` object:

- 1 Use this command to obtain a handle to the Root object:

```
rt = sfroot;
```

- 2 Use the handle to the Root object, `rt`, to find the `Model` object representing your new untitled Simulink model and assign it a handle `m` in this command:

```
m = rt.find('-isa','Simulink.BlockDiagram');
```

If, instead of one model, there are several models open, this command returns an array of different Model objects that you can access through indexing (`m(1)`, `m(2)`, etc.) You can identify a specific Model object using the properties of each model, particularly the `Name` property, which is the name of the model. For example, you can use the `Name` property to find a Model object named **myModel** with this command:

```
m = rt.find('-isa', 'Simulink.BlockDiagram', '-and', ...  
  'Name', 'myModel');
```

However, since you now have only one model loaded, the object handle `m` in the command for step 2 returns the Model object for the model that you just created. You are now ready to use `m` to access the empty chart so that you can start filling it with Stateflow objects.

Accessing the Chart Object

In “Accessing the Model Object” on page 1-7, you accessed the Model object containing your new chart to return a handle to the Model object for your new model, `m`. Perform these steps to access the new chart:

- 1** Access the new Chart object and assign it to the workspace variable `ch` as follows:

```
ch = m.find('-isa','Stateflow.Chart');
```

In the preceding command, the `find` method of the Model object `m` returns an array of all charts belonging to that model. Because you created only one chart, the result of this command is the chart you created. If you created several charts, the `find` method returns an array of charts that you could access through indexing (for example, `ch(1)`, `ch(2)`, and so on).

You can also use standard function notation instead of dot notation for the preceding command. In this case, the first argument is the Model object handle, `m`.

```
ch = find(m, '-isa','Stateflow.Chart');
```

- 2** Open the Stateflow chart with this API command:


```
ch.view;
```

The preceding command calls the `view` method of the Chart object whose handle is `ch`. The specified chart appears. Other Stateflow API objects have `view` methods as well.

Creating New Objects in the Chart

In the previous section, you created a handle to the new Chart object, `ch`. Continue by creating new objects for your chart using these steps:

- 1 Create a new state in the Chart object `ch` with this command:

```
sA = Stateflow.State(ch);
```

This command is a Stateflow API constructor for a new state in which `Stateflow.State` is the object type for a state, `ch` is a workspace variable containing a handle to the parent chart of the new state, and `sA` is a workspace variable to receive the returned handle to the new state.

An empty state now appears in the upper left-hand corner of the chart.

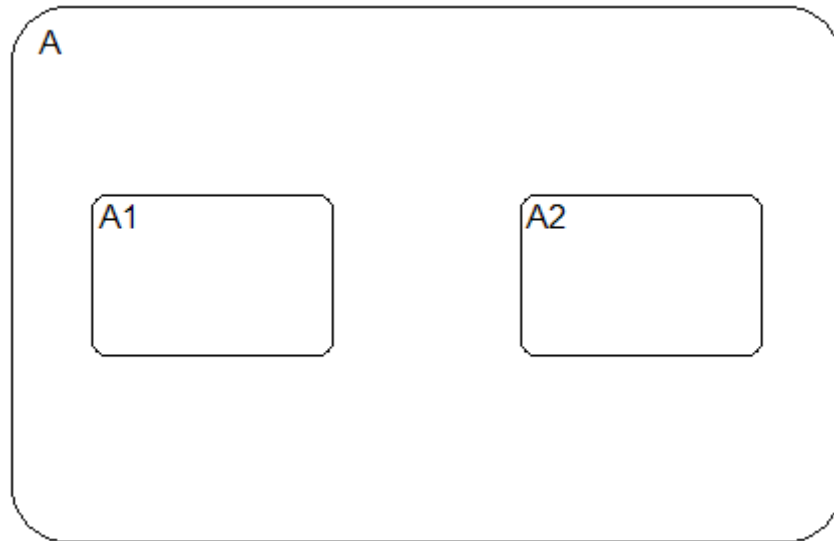
- 2 Use the `ch.view` command to bring the chart to the foreground for viewing.
- 3 Assign a name and position to the new state by assigning values to the properties of the new State object as follows:

```
sA.Name = 'A';  
sA.Position = [50 50 310 200];
```

- 4 Create new states `A1` and `A2` inside state `A` and assign them properties with these commands:

```
sA1 = Stateflow.State(ch);  
sA1.Name = 'A1';  
sA1.Position = [80 120 90 60];  
sA2 = Stateflow.State(ch);  
sA2.Name = 'A2';  
sA2.Position = [240 120 90 60];
```

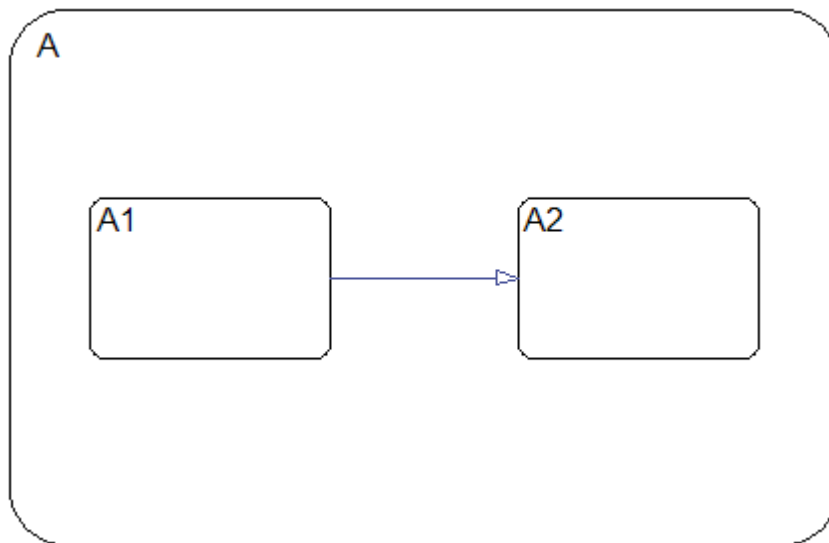
These commands create and use the workspace variables `sA`, `sA1`, and `sA2` as handles to the new states, which now appear as follows.



- 5** Create a transition from the 3 o'clock position (right side) of state A1 to the 9 o'clock position (left side) of state A2 with these commands:

```
tA1A2 = Stateflow.Transition(ch);  
tA1A2.Source = sA1;  
tA1A2.Destination = sA2;  
tA1A2.SourceOClock = 3;  
tA1A2.DestinationOClock = 9;
```

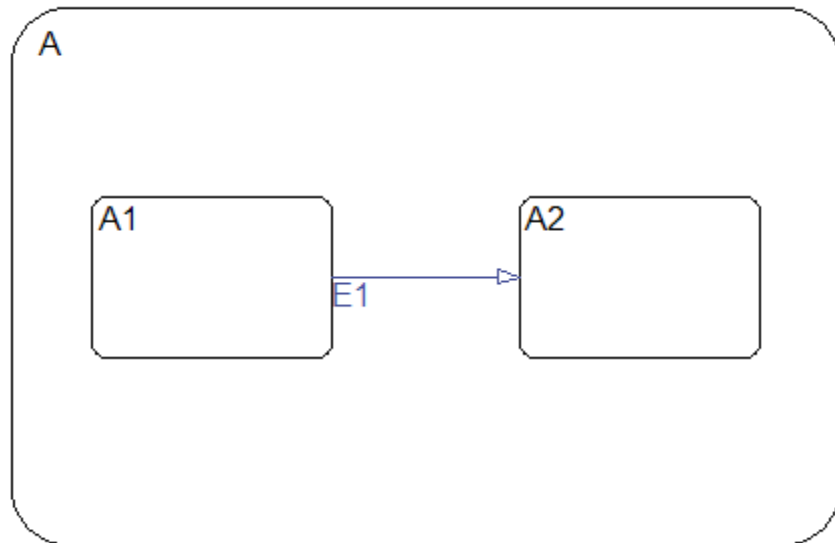
A transition now appears as shown.



- 6 Add the label E1 to the transition from state A1 to state A2 with this command:

```
tA1A2.LabelString = 'E1';
```

The chart now looks like this:



The state and transition labels in this chart are simple one-line labels. To enter more complex multiline labels, see “Entering Multiline Labels” on page 1-43. Labels for transitions also have a `LabelPosition` property you can use to move the labels to better locations.

- 7** Use these commands to move the label for the transition from A1 to A2 to the right by 5 pixels:

```
pos = tA1A2.LabelPosition;  
pos(1) = pos(1)+5;  
tA1A2.LabelPosition = pos;
```

- 8** Finish your new chart by adding default transitions to states A and A1 with source points 20 pixels above and 10 pixels to the left of the top midpoint of each state:

```
% Add a default transition to state A  
dtA = Stateflow.Transition(ch);  
dtA.Destination = sA;
```

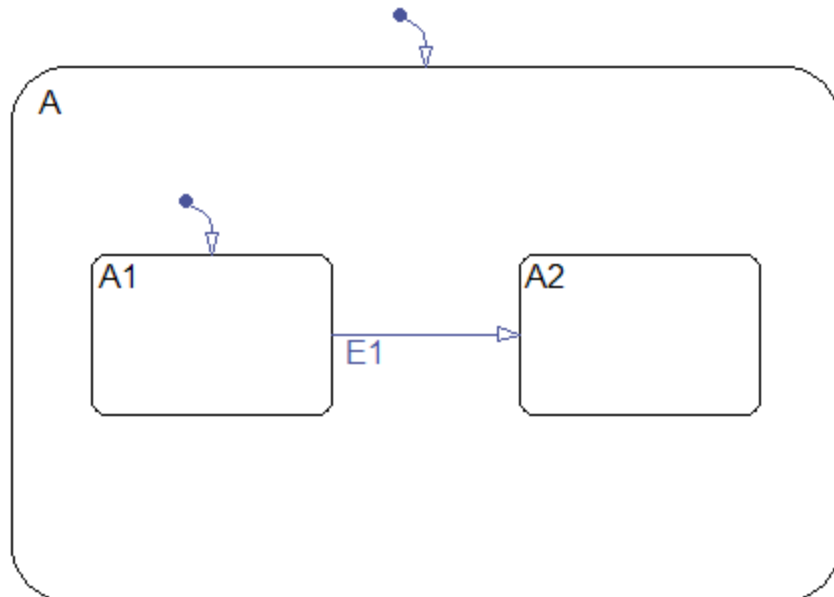
```

dtA.DestinationOClock = 0;
xsource = sA.Position(1)+sA.Position(3)/2-10;
ysource = sA.Position(2)-20;
dtA.SourceEndPoint = [xsource ysource];

% Add a default transition to state A1
dtA1 = Stateflow.Transition(ch);
dtA1.Destination = sA1;
dtA1.DestinationOClock = 0;
xsource = sA1.Position(1)+sA1.Position(3)/2-10;
ysource = sA1.Position(2)-20;
dtA1.SourceEndPoint = [xsource ysource];

```

Your complete chart looks like this:



- 9 Save the model with the new chart to the current folder as myModel.mdl:

```
sfsave(m.Name, 'myModel');
```

This command uses the `Name` property of the Model object `m` for saving the model under a new name.

You are now finished with “Quick Start for the Stateflow API” on page 1-7. You can continue with “Accessing the Properties and Methods of Objects” on page 1-15, or you can go to “Creating a MATLAB Script of API Commands” on page 1-47 to see how to create a script of the API commands you used in this Quick Start section.

Accessing the Properties and Methods of Objects

In this section...

“Naming Conventions for Properties and Methods” on page 1-15

“Using Dot Notation with Properties and Methods” on page 1-15

“Using Function Notation with Methods” on page 1-16

Naming Conventions for Properties and Methods

By convention, all properties begin with a capital letter, for example, the property `Name`. However, if a property consists of concatenated words, the words following the first word are capitalized, for example, the property `LabelString`. The same naming convention applies to methods, with the exception that a method name must begin with a letter in lowercase; for example, the method `find`.

Using Dot Notation with Properties and Methods

You can access the properties and methods of an object by adding a period (`.`) and the name of the property or method to the end of an object's handle variable. For example, this command returns the `Type` property for a `State` object represented by the handle `s`:

```
stype = s.Type;
```

This command calls the `dialog` method of the `State` object `s` to open a properties dialog box for that state:

```
s.dialog;
```

Nesting Dot Notation

You can nest smaller dot expressions in larger dot expressions of properties. For example, the `Chart` property of a `State` object returns the `Chart` object of the containing chart. Therefore, the expression `s.Chart.Name` returns the name of the chart containing the `State` whose object is `s`.

Methods can also be nested in dot expressions. For example, if the State object `sA1` represents state A1 in a chart, this command returns the string label for state A1's inner transition to a substate A11.

```
label = sA1.innerTransitionsOf.LabelString;
```

The preceding command uses the `LabelString` property of a `Transition` object and the `innerTransitions` method for a `State` object. The command works as shown only when state A1 has one inner transition. If state A1 has more than one transition, you must first find all the inner transitions and then use an array index to access each one:

```
innerTransitions = sA1.innerTransitionsOf;  
label1 = innerTransitions(1).LabelString;  
label2 = innerTransitions(2).LabelString;  
and so on...
```

Using Function Notation with Methods

As an alternative to dot notation, you can access object methods with standard function call notation. For example, you can use the `get` method to access the `Name` property of a `Chart` object, `ch`, through one of these commands:

```
name = ch.get('Name');  
name = get(ch, 'Name');
```

If you have array arguments to methods you call, use function notation. This example returns a vector of strings with the names of each chart in the array of `Chart` objects `chartArray`:

```
names = get(chartArray, 'Name');
```

If, instead, you attempt to use the `get` command with this dot notation, an error results:

```
names = chartArray.get('Name');
```


Displaying Properties and Methods

In this section...

“Displaying Properties” on page 1-17

“Displaying the Names of Methods” on page 1-17

“Displaying Property Subproperties” on page 1-18

“Displaying Enumerated Values for Properties” on page 1-18

Displaying Properties

To access the names of all properties for any particular object, use the `get` method. For example, if the object `s` is a `State` object, enter this command to list the properties and current values for any `State` object:

```
get(s);
```

To get a quick description for each property, use the `help` method. For example, if `s` is a `State` object, this command returns a list of `State` object properties, each with a small accompanying description:

```
s.help;
```

Note Some properties do not have a description, because their names are considered descriptive enough.

Displaying the Names of Methods

Use the `methods` method to list the methods for any object. For example, if the object `t` is a handle to a `Transition` object, use this command to list the methods for any `Transition` object:

```
t.methods;
```

Note These internal methods may be displayed by the `methods` method for an object, but you cannot use them and they are not documented: `areChildrenOrdered`, `getChildren`, `getDialogInterface`, `getDialogSchema`, `getDisplayClass`, `getDisplayIcon`, `getDisplayLabel`, `getFullName`, `getHierarchicalChildren`, `getPreferredProperties`, `isHierarchical`, `isLibrary`, `isLinked`, `isMasked`.

Use a combination of the `get` method and the `classhandle` method to list only the names of the methods for an object. For example, list the names of the methods for the `Transition` object `t` with this command:

```
get(t.classhandle.Methods, 'Name');
```

Displaying Property Subproperties

Some properties are objects that have properties referred to as subproperties. For example, when you invoke the command `get(ch)` on a chart object, `ch`, the output displays the following for the `StateFont` property:

```
StateFont: [1x1 Stateflow.StateFont]
```

This value indicates that the `StateFont` property of a state has subproperties. To view the subproperties of `StateFont`, enter the command `get(ch.StateFont)` to see something like this:

```
Name: 'Helvetica'  
Size: 12  
Weight: 'NORMAL'  
Angle: 'NORMAL'
```

This list shows that `Name`, `Size`, `Weight`, and `Angle` are subproperties of the property `StateFont`. In the API reference pages for this guide (see Chapter 2, “API Object Reference”), these properties are listed by their full names: `StateFont.Name`, `StateFont.Size`, and so on.

Displaying Enumerated Values for Properties

Many API object properties can be set only to one of a group of enumerated strings. You can identify these properties from the API reference pages (see

Chapter 2, “API Object Reference”). When you use the `get` method to access object properties (see “Displaying Properties” on page 1-17) the values for these properties appear as strings of capital letters.

You can use the `set` method to display a list of acceptable strings for a property requiring enumerated values. For example, if `ch` is a handle to a `Chart` object, you can display the allowed enumerated values for the `Decomposition` property of that chart with this command:

```
set(ch, 'Decomposition')
```

Creating and Destroying API Objects

In this section...
“About Creating and Destroying API Objects” on page 1-20
“Creating Stateflow Objects” on page 1-20
“Establishing the Parent (Container) of an Object” on page 1-23
“Destroying Stateflow Objects” on page 1-24

About Creating and Destroying API Objects

You create (construct), parent (contain), and delete (destroy) objects in Stateflow charts through constructor methods in the Stateflow API. For all but the Editor and Clipboard objects, creating objects establishes a handle to them that you can use for accessing their properties and methods to make modifications to Stateflow charts.

Stateflow objects are contained (parented) by other objects as defined in the Stateflow hierarchy of objects (see “Stateflow API Object Hierarchy” on page 1-3). You control containment of nongraphical objects in the Model Explorer.

Creating Stateflow Objects

You create a Stateflow object as the child of a parent object through API constructor methods. Each Stateflow object type has its own constructor method. See “Constructor Methods” on page 2-20 for a list of the valid constructor methods.

Use this process to create Stateflow objects with the Stateflow API:

- 1** Access the parent object to obtain a handle to it.

When you first begin populating a model or chart, this means that you must get a handle to the Stateflow Model object or a particular Chart object. See “Accessing the Model Object” on page 1-7 and “Accessing the Chart Object” on page 1-8.

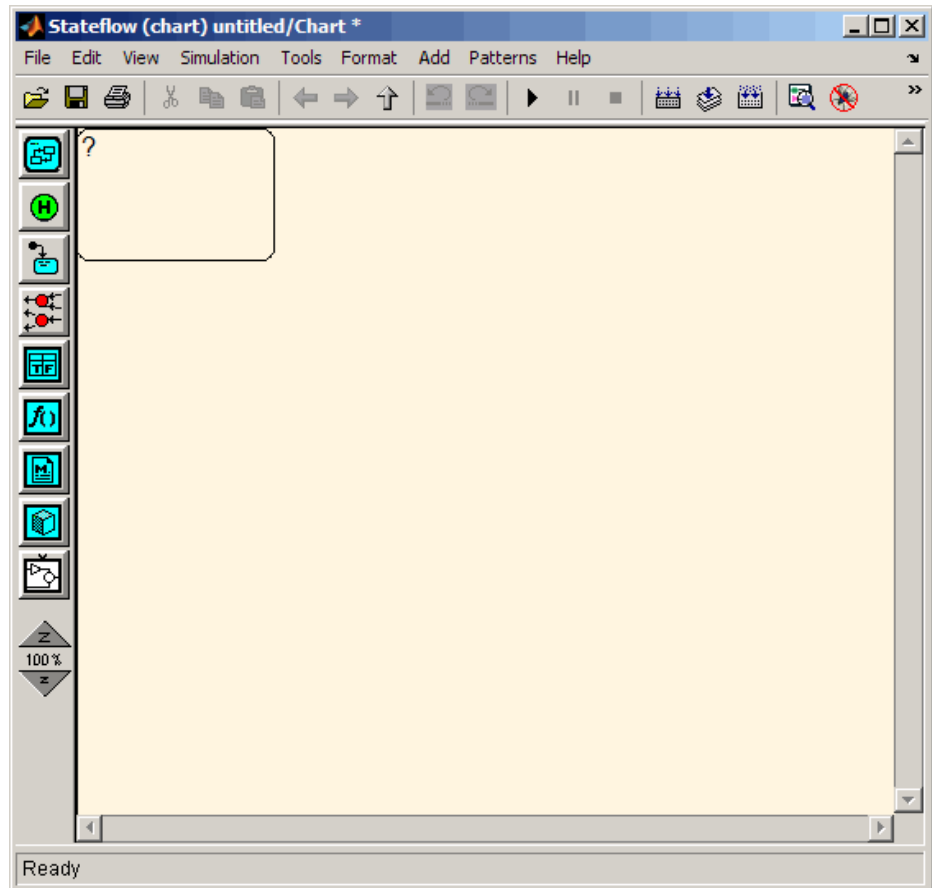
See also “Accessing Existing Stateflow Objects” on page 1-25 for a more general means of accessing (getting an object handle to) an existing Stateflow object.

- 2** Call the appropriate constructor method for the creation of the object using the parent (containing) object as an argument.

For example, this command creates and returns a handle `s` to a new state object in the chart object with the handle `ch`:

```
s = Stateflow.State(ch);
```

By default, the newly created state from the preceding command appears in the upper left corner of the chart:



The constructor returns a handle to an API object for the newly created Stateflow object. Use this handle to display or change the object through its properties and methods.

- 3 Use the object handle returned by the constructor to make changes to the object in the chart.

For example, you can now use the handle `s` to set its name (`Name` property) and position (`Position` property). You can also connect it to other states or junctions by creating a `Transition` object and setting its `Source` or `Destination` property to `s`. See “Creating New Objects in the Chart” on page 1-9 for examples.

Use the preceding process to create all `Stateflow` objects in your chart. “Creating New Objects in the Chart” on page 1-9 gives examples for creating states and transitions. You can also create objects of other types. For example, this command creates and returns a handle (`d1`) for a new `Data` object belonging to the state `A` (handle `sA`):

```
d1 = Stateflow.Data(sA)
```

Note Currently, there is no constructor for a `Stateflow` chart. To create a chart with the `Stateflow` API you must use the `sfnew` function.

Establishing the Parent (Container) of an Object

As discussed in the previous section, “Creating `Stateflow` Objects” on page 1-20, the `Stateflow` API constructor establishes the parent for a newly created object by taking a handle for the parent object as an argument to the constructor.

Graphical Object Parentage

When you create graphical objects (states, boxes, notes, functions, transitions, junctions), they appear completely inside their containing parent object. In the chart, graphical containment is a necessary and sufficient condition for establishing the containing parent.

Repositioning a graphical object through its `Position` property can change an object’s parent or cause an undefined parent error condition. Parsing a chart in which the edges of one object overlap with another produces an undefined parent error condition that the `Stateflow` parser cannot resolve. You can check for this condition by examining the value of the `BadIntersection` property of a `Chart` object, which equals 1 if the edges of a graphical object overlap with other objects. You must set the size and position of objects so that they are separate from other objects.

Nongraphical Object Parentage

When you create nongraphical objects (data, events, and targets), they appear in the Model Explorer at the hierarchical level of their owning object. Containment for nongraphical objects is established through the Model Explorer only. See “Using the Model Explorer with Stateflow Objects” in the Stateflow documentation.

Destroying Stateflow Objects

Most Stateflow objects have a destructor method named `delete`. In this example, a State object, `s`, is deleted:

```
s.delete;
```

The preceding command is equivalent to performing a mouse select and keyboard delete operation in the chart. Upon deletion, graphical Stateflow objects are sent to the clipboard; nongraphical objects, such as data and events, are completely deleted. The workspace variable `s` still exists but is no longer a handle to the deleted state.

Accessing Existing Stateflow Objects

In this section...

“About Stateflow Object Handles” on page 1-25

“Finding Objects and Properties” on page 1-25

“Finding Objects at Different Levels of Containment” on page 1-27

“Retrieving Recently Selected Objects” on page 1-28

“Getting and Setting the Properties of Objects” on page 1-29

About Stateflow Object Handles

Creating Stateflow objects through the Stateflow API gives you an immediate handle to the newly created objects (see “Creating Stateflow Objects” on page 1-20). You can also connect to Stateflow objects that already exist for which you have no current API handle.

Finding Objects and Properties

There are several object methods that you use to traverse the Stateflow hierarchy to locate existing objects. For example, you can use the `find` method.

With the `find` method, you specify what to search for by specifying combinations of these types of information:

- The type of object to find
- A property name for the object to find and its value

This example searches through Model object `m` to return every State object with the name `'On'`.

```
onState = m.find('-isa','Stateflow.State','-and','Name','On');
```

If a `find` command finds more than one object that meets its specifications, it returns an array of qualifying objects. This example returns an array of all charts in your model:

```
chartArray = m.find('-isa','Stateflow.Chart');
```

Use array indexing to access individual properties and methods for a chart. For example, if the preceding command returns three charts, this command returns the Name property of the second chart found:

```
name2 = chartArray(2).Name;
```

Tip To access the property of a Stateflow object in a linked library chart, do one of the following:

- Open the library model explicitly.
- View a linked subsystem or block in the main model.
- Compile or simulate the model.

Doing one of those steps loads a library model into the Simulink workspace. Just opening a main model that refers to a linked Stateflow chart does not guarantee that the Stateflow API can find a linked chart.

By default, the `find` command finds objects at all depths of containment within an object. This includes the zeroth level of containment, which is the searched object itself. For example, suppose that state A, which corresponds to State object `sA`, contains two states, A1 and A2. Use a `find` command that finds all the states in A:

```
states= sA.find('-isa','Stateflow.State');
```

The preceding command finds three states: A, A1, and A2.

Note Be careful when specifying the objects you want to find with the `find` method for a Root or Model object. Using the `find` method for these objects can return Simulink objects matching the arguments you specify. For example, if `rt` is a handle to the Root object, the command `find('Name', 'ABC')` might return a Simulink subsystem or block named ABC. See the reference for the `find` method for a full description of the method and its parameters.

Finding Objects at Different Levels of Containment

Once you find a particular object in a Stateflow chart by its name or another property, you might want to find the objects that it contains (children), or the object that contains it (parent). To find child objects, use the `find` method. To find a parent object, use the `method up`.

Finding Child Objects

The `find` method finds objects at the depth of containment within an object that you specify. If you want to limit the containment search depth with the `find` command, use the `depth` switch. For example, to find all the objects in State object `sA` at the first level of containment, use this command:

```
objArray = sA.find('-depth', 1);
```

Don't forget, however, that the `find` command always includes the zeroth level of containment, which is the object itself. So, the preceding command also includes state `A` in the list of objects found. However, you can exclude state `A` from the vector of objects in `objArray` with the MATLAB function `setdiff` as follows:

```
objArray = setdiff(objArray, sA);
```

This command returns a collection of all junctions at the first level of containment inside the state `A` that is represented by State object `sA`:

```
juncArray = sA.find('-isa','Stateflow.Junction','-depth',1);
```

This command returns an array of all transitions inside state `A` at all levels of containment:

```
transArray = sA.find('-isa','Stateflow.Transition');
```

Finding a Parent Object

The `up` method finds the parent container object of any given object. Suppose that you have a chart where state `A` contains states `A1` and `A2`. Also, state `A1` contains state `A11`. In the example, `sA11` is a handle to the state `A11`. This means that

```
>> pA11 = sA11.up;
>> pA11.Name
```

```
ans =
```

```
A1
```

returns a handle pA11 to the state A1, the parent of state A11, and

```
>> ppA11 = pA11.up;
>> ppA11.Name
```

```
ans =
```

```
A
```

returns a handle ppA11 to the state A, the parent of state A1.

Retrieving Recently Selected Objects

You can retrieve the most recently selected objects in a chart by using the `sfgco` function. This function returns object handles or a vector of handles depending on these conditions:

If...	Then <code>sfgco</code> returns...
There are no open charts	An empty matrix
There is no selection list	Handle of the chart most recently clicked
You select one object in a chart	Handle to the selected object
You select multiple objects in a chart	Vector of handles for the selected objects
You select objects in multiple charts	Handles of the most recently selected objects in the most recently selected chart

For example, suppose that you run the `sf_boiler` demo and open the Bang-Bang Controller chart. If you select the Off state in the chart, `sfgeo` returns:

```
ans =

    Path: 'sf_boiler/Bang-Bang Controller/Heater'
    Id: 20
    Machine: [1x1 Stateflow.Machine]
    Name: 'Off'
    Description: ''
    LabelString: [1x27 char]
    FontSize: 12
    ArrowSize: 8
    TestPoint: 0
    Chart: [1x1 Stateflow.Chart]
    BadIntersection: 0
    Subviewer: [1x1 Stateflow.Chart]
    Document: ''
    Tag: []
    RequirementInfo: ''
    ExecutionOrder: 0
    HasOutputData: 0
    Position: [31.7440 40.9730 214.1807 88.1000]
    Decomposition: 'EXCLUSIVE_OR'
    Type: 'OR'
    IsSubchart: 0
    IsGrouped: 1
    Debug: [1x1 Stateflow.StateDebug]
```

Getting and Setting the Properties of Objects

Once you obtain a particular object, you can access its properties directly or through the `get` method. For example, you obtain the description for a State object `s` with one of these commands:

- `od = s.Description;`
- `od = s.get('Description');`
- `od = get(s, 'Description');`

You change the properties of an object directly or through the `set` method. For example, you change the description of the State object `s` with one of these commands:

- `s.Description = 'This is the On state.';`
- `s.set('Description', 'This is the On state.');`
- `set(s, 'Description', 'This is the On state.');`

Moving Graphical Objects

In this section...

“How to Move Objects Programmatically” on page 1-31

“Example of Moving a Subcharted State” on page 1-31

“Rules for Moving Objects Programmatically” on page 1-32

How to Move Objects Programmatically

To move a graphical object programmatically, choose one of these techniques:

Technique	Example
Change the <code>Position</code> property of the object directly.	<code>object.Position = [40 40 100 60];</code>
Use the <code>set</code> method to change the <code>Position</code> property of the object.	<code>object.set('Position', [40 40 100 60]);</code> <code>set(object, 'Position', [40 40 100 60]);</code>

In each 1-by-4 array, the first two values are the (x,y) coordinates of the upper left corner of the object. The last two values are the width and height, respectively.

Note These programmatic techniques work only for objects that have the `Position` property.

Example of Moving a Subcharted State

You can adjust the location of a subcharted state as follows:

- 1 Open the `sf_elevator` model.
- 2 Get a handle to the root object.

```
rt = slroot;
```

- 3 Get a handle to the subcharted state `Elevator_Manager` in the Elevator System chart.

```
em = rt.find('-isa', 'Stateflow.State', 'Name', 'Elevator_Manager');
```

- 4 Change the chart position of `Elevator_Manager`.

```
em.set('Position', [20 250 200 60]);
```

The following changes occur:

- The `Elevator_Manager` subchart moves to the location (20,250) from the upper left corner of the chart.
- The subchart now has a width of 200 and a height of 60.

Rules for Moving Objects Programmatically

- The object you move must be visible in the Stateflow Editor.

To...	You must be viewing...
Change the position or size of the subchart icon	The parent or container of the subchart
Change the size of the subchart boundary in the subviewer	The contents of the subchart

- To switch to a chart-level view programmatically, use these commands:

```
rt = sfroot;
ch = rt.find('-isa', 'Stateflow.Chart', 'Name', 'name');
ch.view;
```

- To view the contents of a subcharted state programmatically, use these commands:

```
rt = sfroot;
sub = rt.find('-isa', 'Stateflow.State', 'Name', 'name');
sub.view;
```


- When you view the contents of a subcharted state, box, or graphical function in the subviewer, you cannot change the position of the subchart boundary programmatically.
- For objects in a subcharted state, box, or graphical function, you cannot use the `set` method to move these objects between different levels of the chart hierarchy. See “Copying Objects” on page 1-34 for directions on copying and pasting objects from one container object to another.

Copying Objects

In this section...

“Accessing the Clipboard Object” on page 1-34

“copy Method Limitations” on page 1-34

“Copying by Grouping (Recommended)” on page 1-35

“Copying Objects Individually” on page 1-36

Accessing the Clipboard Object

The Clipboard object (only one exists) provides an interface to the clipboard used in copying Stateflow objects. You cannot directly create or destroy the Clipboard object as you do other Stateflow API objects. However, you can attach a handle to it to use its properties and methods to copy Stateflow objects.

You create a handle to the Clipboard object by using the `sfclipboard` function as follows:

```
cb = sfclipboard;
```

Clipboard objects have two methods, `copy` and `pasteTo`, that together provide the functionality to copy objects from one object to another. The `copy` method copies the specified objects to the Clipboard object, and the `pasteTo` method pastes the contents of the clipboard to a new container.

copy Method Limitations

The `copy` method is subject to these limitations for all objects:

- The objects you copy must be *all* graphical (states, boxes, functions, transitions, junctions) or *all* nongraphical (data, events, targets).

You cannot copy a mixture of graphical and nongraphical objects to the clipboard in the same copy operation.

- To maintain the transition connections and containment relationships between copied objects, you must copy the entire array of related objects.

All related objects must be part of the array of objects copied to the clipboard. For example, if you try to copy two states connected by a transition to another container, you can only accomplish this by copying both the states and the transition at the same time. That is, you must do a single copy of a single array containing both the states and the transition that connects them.

If you copy a grouped state to the clipboard, you copy all the objects contained in the state, as well as all the relations among the objects in the grouped state. See “Copying by Grouping (Recommended)” on page 1-35.

Copying Graphical Objects

The copy method is subject to these limitations for all graphical objects:

- Copying graphical objects also copies the Data, Event, and Target objects that the graphical objects contain.
- If all copied objects are graphical, they must all be visible in the same subviewer.

In other words, all graphical objects copied in a single copy command must reside in the same chart or subchart.

Copying by Grouping (Recommended)

Copying a grouped state in a Stateflow chart copies not only the state but all of its contents. By grouping a state before you copy it, you can copy it and all of its contained objects at all levels of containment with the Stateflow API. This method is the simplest way of copying objects. Use it whenever possible.

You use the Boolean `IsGrouped` property for a state to group that state. If you set the `IsGrouped` property for a state to a value of true (=1), it is grouped. If you set `IsGrouped` to a value of false (=0), the state is not grouped.

This example procedure copies state A to the chart X through grouping. In this example, assume that you already have a handle to state A and chart X through the MATLAB variables `sA` and `chX`, respectively:

- 1 If the state to copy is not already grouped, group it along with its contents by setting the `IsGrouped` property for that state to true (=1).

```
prevGrouping = sA.IsGrouped;  
if (prevGrouping == 0)  
    sA.IsGrouped = 1;  
end
```

2 Get a handle to the Clipboard object.

```
cb = sfclipboard;
```

3 Copy the grouped state to the clipboard using the Clipboard object.

```
cb.copy(sA);
```

4 Paste the grouped object to its new container.

```
cb.pasteTo(chX);
```

5 Set the copied state and its source state to its previous IsGrouped property value.

```
sA.IsGrouped=prevGrouping;  
sNew=chX.find('-isa','Stateflow.State','Name',sA.Name);  
sNew.IsGrouped=prevGrouping;
```

Copying Objects Individually

You can copy specific objects from one object to another. However, in order to preserve transition connections and containment relations between objects, you must copy all the connected objects at once. To accomplish this, use the general technique of appending objects from successive finds in the MATLAB workspace to a growing array of objects before copying the finished object array to the clipboard.

Using the example of the Stateflow chart at the end of “Creating New Objects in the Chart” on page 1-9, you can copy states A1, A2, and the transition connecting them to another state, B, with these API commands, where *sA* and *sB* are object handles to states A and B, respectively.

```
objArrayS = sA.find('-isa','Stateflow.State','-depth',1);  
objArrayT = sA.find('-isa','Stateflow.Transition','-depth',1);  
sourceObjs = {objArrayS ; objArrayT};
```

```
cb = sfclipboard;  
cb.copy(sourceObjs);  
cb.pasteTo(sB);
```

You can also copy nongraphical data, events, and target objects individually. However, since there is no way for these objects to find their new owners, you must ensure that you copy each of these objects separately to its appropriate owner object.

Note Copying objects individually is harder than copying grouped objects. See “Copying by Grouping (Recommended)” on page 1-35.

Zooming a Chart Object with the API

In this section...
“How to Zoom a Chart Object” on page 1-38
“Objects You Can Zoom” on page 1-38
“Example of Zooming States in a Chart” on page 1-38

How to Zoom a Chart Object

Use the Stateflow API method `fitToView` to zoom in on a graphical object in the chart. (See Chapter 1, “Using the API” in the Stateflow API documentation for information about obtaining object handles.)

Objects You Can Zoom

You can zoom the following chart objects:

- Charts
- Subcharts
- States
- Transitions
- Graphical functions
- Truth table functions
- MATLAB functions
- Simulink functions
- Connective junctions
- History junctions
- Boxes
- Notes

Example of Zooming States in a Chart

Follow these steps to zoom in on different states:

- 1 At the MATLAB command prompt, type:

```
old_sf_car;
```

The chart `shift_logic` appears.

- 2 To define an object handle for the chart `shift_logic`, type:

```
myChart = find(sfroot, '-isa', 'Stateflow.Chart', 'Name', ...  
'shift_logic');
```

- 3 To define an object handle for the state `upshifting`, type:

```
myState = find(sfroot, '-isa', 'Stateflow.State', 'Name', ...  
'upshifting');
```

- 4 To zoom in on the state `upshifting`, type:

```
myState.fitToView;
```

The chart zooms in on the state and highlights it.

- 5 To define an object handle for the state `downshifting`, type:

```
myState = find(sfroot, '-isa', 'Stateflow.State', 'Name', ...  
'downshifting');
```

- 6 To zoom in on the state `downshifting`, type:

```
myState.fitToView;
```

The chart zooms in on the state and highlights it.

- 7 To zoom out to the chart-level view, type:

```
myChart.fitToView;
```

The chart `shift_logic` reappears.

- 8 You can also zoom in on a state using the `sfgco` function. Follow these steps:

- a Click any state in the chart.

- b** At the MATLAB command prompt, type:

```
myState = sfgco;
```

This command assigns the selected state to the object handle `myState`.

- c** To zoom in on the selected state, type:

```
myState.fitToView;
```

The chart zooms in on the state and highlights it.

Using the Editor Object

In this section...
“About Editor Objects” on page 1-41
“Accessing the Editor Object” on page 1-41
“Changing the Display in the Stateflow Editor” on page 1-41

About Editor Objects

The Editor object provides access to the purely graphical properties and methods of Chart objects. Each Chart object has its own Editor object.

Accessing the Editor Object

You cannot directly create or destroy the Editor and Clipboard objects as you do other Stateflow API objects. However, you can attach a handle to them to use their properties and methods for modifications to Stateflow charts.

When you create a chart, an Editor object is automatically created for it. If `ch` is a workspace handle to a chart, you create a handle to the Editor object for that chart with this command:

```
ed = ch.Editor;
```

Changing the Display in the Stateflow Editor

Use the handle `ed` from the preceding example to access the Editor object properties and methods. For example, this command calls the `zoomIn` method to zoom in the chart by a factor of 20%:

```
ed.zoomIn;
```

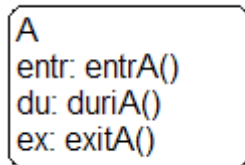
Or, you can simply set the `ZoomFactor` property to an absolute zoom factor of 150%:

```
ed.ZoomFactor = 1.5;
```

You can also use an `Editor` object to change the window position of the Stateflow Editor. For a reference to all the `Editor` object's properties and methods, see "Editor Properties" on page 2-33 and "Editor Methods" on page 2-34.

Entering Multiline Labels

The following state uses a multiline label:



There are two ways to enter multiline labels for states and transitions. In the following examples, `sA` is a handle to the State object in the chart for state A:

- Use the MATLAB function `sprintf`:

```
str = sprintf('A\nen: entrA()\ndu: durIA()\nex: exitA()');
sA.LabelString = str;
```

In this example, the escape sequence `\n` inserts carriage returns into a string expression.

- Use a concatenated string expression:

```
str = ['A',10,'entr: entrA() ',10,'du: durIA() ',...
      10,'ex: exitA()'];
sA.LabelString = str;
```

In this example, the ASCII equivalent of a carriage return, the integer 10, inserts carriage returns into a concatenated string expression.

Creating Default Transitions

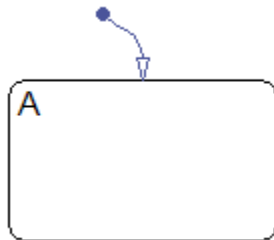
Default transitions differ from normal transitions in not having a source object. You can create a default transition with these steps:

- 1 Create a transition.
- 2 Attach the destination end of the transition to an object.
- 3 Position the source endpoint for the transition.

If you assume that the variable `sA` is a handle to state A, these commands create a default transition and position the source 25 pixels above and 15 pixels to the left of the top midpoint of state A:

```
dt = Stateflow.Transition(sA);  
dt.Destination = sA;  
dt.DestinationOClock = 0;  
xsource = sA.Position(1)+sA.Position(3)/2-15;  
ysource = sA.Position(2)-25;  
dt.SourceEndPoint = [xsource ysource];
```

The created default transition looks like this:

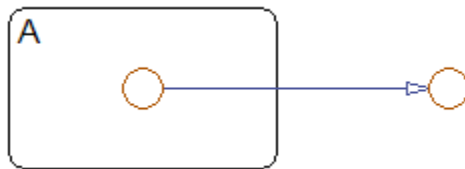


This method is also used for adding the default transitions toward the end of the example chart constructed in “Creating New Objects in the Chart” on page 1-9.

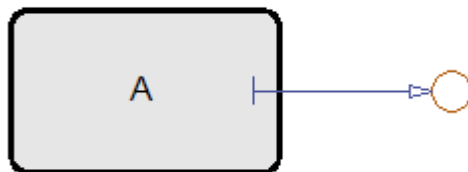
Making Supertransitions

The Stateflow API does not currently support the direct creation of supertransitions. Supertransitions are transitions between a state or junction in a top-level chart and a state or junction in one of its subcharts, or between states residing in different subcharts at the same or different levels in a chart. For a better understanding of supertransitions, see “What Is a Supertransition?” in the Stateflow documentation.

You can use a workaround for indirectly creating supertransitions. In this example, a supertransition is desired from a junction inside a subchart to a junction outside the subchart. In order to use the Stateflow API to create the superstate as an ordinary state with a transition between its contained junction and a junction outside it.



Now set the `IsSubchart` property of the state A to true (=1).



This step makes state A a subchart, and the transition between the junctions is now a supertransition.

You can also connect supertransitions to and from objects in an existing subchart (state A, for example) with these steps:

- 1** Save the original position of subchart A to a temporary workspace variable.

For example, if the subchart A has the API handle `sA`, store its position with this command:

```
sA_pos = sA.Position;
```

- 2** Convert subchart A to a state by setting the `IsSubchart` property to false (=0).

```
sA.IsSubchart = 0;
```

- 3** Ungroup state A by setting the `IsGrouped` property to false (=0).

```
sA.IsGrouped = 0;
```

When you convert a subchart to a normal state, it stays grouped to hide the contents of the subchart. When you ungroup the subchart, it might resize to display its contents.

- 4** Make the necessary transition connections.

See “Creating New Objects in the Chart” on page 1-9 for an example of creating a transition.

- 5** Set the `IsSubchart` property of state A back to true (=1).

For example, `sA.IsSubchart = 1;`

- 6** Assign subchart A its original position.

```
sA.Position = sA_pos;
```

When you convert a subchart to a normal state and ungroup it, it might resize to accommodate the size of its contents. The first step of this procedure stores the original position of the subchart so that this position can be restored after the transition connection is made.

Creating a MATLAB Script of API Commands

In “Quick Start for the Stateflow API” on page 1-7, you created and saved a new model through a series of Stateflow API commands. You can include the same API commands in the following MATLAB script. This script lets you quickly recreate the same model with the single command `makeMyModel`.

```
function makeMyModel

% Get all previous models loaded
rt = sfroot;
prev_models = rt.find('-isa','Simulink.BlockDiagram');

% Create new model, and get current models
sfnew;
curr_models = rt.find('-isa','Simulink.BlockDiagram');

% New model is current models - previous models
m = setdiff(curr_models, prev_models);

% Get chart in new model
ch = m.find('-isa', 'Stateflow.Chart');

% Create state A in chart
sA = Stateflow.State(ch);
sA.Name = 'A';
sA.Position = [50 50 310 200];

% Create state A1 inside of state A
sA1 = Stateflow.State(ch);
sA1.Name = 'A1';
sA1.Position = [80 120 90 60];

% Create state A2 inside of state A
sA2 = Stateflow.State(ch);
sA2.Name = 'A2';
sA2.Position = [240 120 90 60];

% Create a transition from A1 to A2
tA1A2 = Stateflow.Transition(ch);
```

```
tA1A2.Source = sA1;
tA1A2.Destination = sA2;
tA1A2.SourceOClock = 3;
tA1A2.DestinationOClock = 9;

% Label transition from state A1 to state A2
tA1A2.LabelString = 'E1';

% Create the Event E1
E1 = Stateflow.Event(ch);
E1.Name = 'E1';

% Move label for transition A1-A2 to the right a bit
pos = tA1A2.LabelPosition;
pos(1) = pos(1)+5;
tA1A2.LabelPosition = pos;

% Add a default transition to state A
dtA = Stateflow.Transition(ch);
dtA.Destination = sA;
dtA.DestinationOClock = 0;
xsource = sA.Position(1)+sA.Position(3)/2-10;
ysource = sA.Position(2)-20;
dtA.SourceEndPoint = [xsource ysource];

% Add a default transition to state A1
dtA1 = Stateflow.Transition(ch);
dtA1.Destination = sA1;
dtA1.DestinationOClock = 0;
xsource = sA1.Position(1)+sA1.Position(3)/2-10;
ysource = sA1.Position(2)-20;
dtA1.SourceEndPoint = [xsource ysource];
```


API Object Reference

Properties and Methods Sorted By Chart Object

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Reference Table Column Descriptions

Reference tables for Stateflow API properties and methods have these columns:

- **Name** — The name for the property or method. Each property or method has a name that you use in dot notation along with a Stateflow object to set or obtain the property’s value or call the method.
- **Type** — A data type for the property. Some types are other Stateflow API objects, such as the `Machine` property, which is the `Machine` object that contains this object.
- **Access** — An access type for the property. Properties that are listed as RW (read/write) can be read and changed. For example, the `Name` and `Description` properties of particular objects are RW. However, some properties are RO (read-only) because they are set by the MATLAB workspace itself.

- **Description** — A description for the property or method. For some properties, the equivalent GUI operations for setting it are also given.

All Object Methods

The following methods apply to all API objects including those of Stateflow charts. Only object-exclusive methods appear when you use the `method` methods to display methods for an object. However, the tables of methods for each API object that follow do list these methods as if they were their own.

For details on each method, see Chapter 4, “API Method Reference”.

Method	Description
<code>delete</code>	Delete this object. Used with all objects except the Root, Machine, Chart, Clipboard, and Editor objects.
<code>disp</code>	Display the property names and their settings for this object.
<code>find</code>	Find all objects of this object that meet the specified criteria.
<code>get</code>	Return the specified property settings for this object.
<code>methods</code>	Display all nonglobal methods of this object.
<code>set</code>	Set the specified property of this object with a specified value.
<code>struct</code>	Return and display a MATLAB structure containing the property settings of this object.
<code>up</code>	Return the parent (container) object of this object.

Atomic Subchart Properties

Stateflow API objects of type Atomic Subchart have the properties shown below. See also “Atomic Subchart Methods” on page 2-7.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this atomic subchart (default = 8). Equivalent to selecting Arrowhead Size from the context menu for this atomic subchart.
BadIntersection	Boolean	RO	If true, this atomic subchart graphically intersects a box, state, MATLAB function, graphical function, Simulink function, or truth table function.
Chart	Chart	RO	Chart object containing this atomic subchart.
Debug. Breakpoints. OnDuring	Boolean	RW	If set to true (default = false), set the during breakpoint for this atomic subchart. Equivalent to selecting the State During check box in the properties dialog box.
Debug. Breakpoints. OnEntry	Boolean	RW	If set to true (default = false), set the entry breakpoint for this atomic subchart. Equivalent to selecting the State Entry check box in the properties dialog box.
Debug. Breakpoints. OnExit	Boolean	RW	If set to true (default = false), set the exit breakpoint for this atomic subchart. Equivalent to selecting the State Exit check box in the properties dialog box.
Description	String	RW	Description of this atomic subchart (default = ''). Equivalent to entering a description in the Description field of the properties dialog box.
Document	String	RW	Document link to this atomic subchart (default = ''). Equivalent to entering a link in the Document link field of the properties dialog box.

Property	Type	Access	Description
ExecutionOrder	Integer	RW	Specifies the order in which this atomic subchart wakes up for parallel (AND) decomposition. Equivalent to the Execution Order selection in the context menu for the atomic subchart. The <code>UserSpecifiedStateTransitionExecutionOrder</code> property of the parent chart must be true. Otherwise, this property does not apply.
FontSize	Double	RW	Size of the font (default = 12) for the label text of this atomic subchart. Equivalent to selecting Font Size > in the context menu for this atomic subchart.
HasOutputData	Boolean	RW	If set to true (default = false), create a data output port on the Stateflow block for this atomic subchart with its activity status. If active, the output value is 1. If inactive, the output is 0. Equivalent to selecting the Output State Activity check box in the properties dialog box.
Id	Integer	RO	Unique identifier assigned to this atomic subchart to distinguish it from other objects in the model.
IsLink	Boolean	RO	If true, this atomic subchart is a library link.
LabelString	String	RW	Label for this atomic subchart (default = '?'). Equivalent to typing the label for this atomic subchart in the chart.
Machine	Machine	RO	Machine containing this atomic subchart.
Name	String	RW	Name of this atomic subchart (default = ''). Equivalent to entering a string in the Name field in the properties dialog box.

Property	Type	Access	Description
Position	Rect	RW	Position and size of this atomic subchart in the chart, given in the form of a 1-by-4 array (default is [0 0 90 60]): <ul style="list-style-type: none"> • (x,y) coordinates for the atomic subchart's upper left vertex relative to the upper left vertex of the chart • Width and height of the atomic subchart
Subviewer	Chart or State	RO	Chart or state in which you can graphically view this atomic subchart.
Tag	Any Type	RW	Holds data of any type (default = []) for this atomic subchart.
TestPoint	Integer	RW	If set to 1 (default = 0), sets this atomic subchart as a Stateflow test point. See "Monitoring Test Points in Stateflow Charts" in the Stateflow documentation.
Type	Enum	RO	Type of decomposition for this atomic subchart (default = 'OR'). Can be 'OR' (exclusive) or 'AND' (parallel). The type of this atomic subchart derives from the parent's Decomposition property.

Atomic Subchart Methods

Atomic subchart objects have the methods in the table below. For details on each method, see Chapter 4, "API Method Reference".

See also "Atomic Subchart Properties" on page 2-4.

Method	Description
delete	Delete this object from the chart.
dialog	Display the properties dialog box.
disp	Display the property names and their settings for this object.

Method	Description
find	Find all objects that this atomic subchart contains that meet the specified criteria.
fitToView	Zoom in on this atomic subchart and highlight it in the chart.
get	Return the specified property settings for this atomic subchart.
help	Display a list of properties for this object with short descriptions.
methods	Display all nonglobal methods of this object.
set	Set the specified property of this object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this object.
view	Display the contents of this atomic subchart.

Box Properties

Stateflow API objects of type Box have the properties shown below. See also “Box Methods” on page 2-10.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this box (default = 8). Equivalent to selecting Arrowhead Size from the context menu for this box.
BadIntersection	Boolean	RO	If true, this box graphically intersects a state, MATLAB function, graphical function, truth table, or another box.
Chart	Chart	RO	Chart object containing this box.
Description	String	RW	Description of this box (default = ''). Equivalent to entering a description in the Description field of the Box properties dialog box.
Document	String	RW	Document link to this box (default = ''). Equivalent to entering the Document Link field of the Box properties dialog box.

Property	Type	Access	Description
FontSize	Double	RW	Size of the font (default = 12) for the label text of this box. This property overrides the font size set for this box at creation by the <code>StateFont.Size</code> property of the containing Chart's object. Equivalent to selecting Font Size > in the context menu for this box.
Id	Integer	RO	Unique identifier assigned to this box to distinguish it from other objects loaded in memory.
IsGrouped	Boolean	RW	If set to true (default = false), group this box.
IsSubchart	Boolean	RW	If set to true (default = false), make this box a subchart.
LabelString	String	RW	Label for this box (default = '?'). Equivalent to typing the label for this box in its label text field in the chart.
Machine	Machine	RO	Machine that contains this box.
Name	String	RW	Name of this box (default = ''). Equivalent to typing this box's name into the beginning of the label text field for this box in the chart.
Position	Rect	RW	Position and size of this box in the chart, given in the form of a 1-by-4 array (default is [0 0 90 60]) consisting of the following: <ul style="list-style-type: none"> • (x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart • Width and height of the box

Property	Type	Access	Description
Subviewer	Chart or State	RO	State or chart in which this box can be graphically viewed.
Tag	Any Type	RW	Holds data of any type (default = []) for this box.

Box Methods

Box objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Box Properties” on page 2-8.

Method	Description
defaultTransitions	Return the default transitions in this box at the top level of containment.
delete	Delete this box from the Stateflow chart.
dialog	Display the Box properties dialog box.
disp	Display the property names and their settings for this Box object.
find	Find all objects that this box contains that meet the specified criteria.
fitToView	Zoom in on this box and highlight it in the chart.
get	Return the specified property settings for this box.
help	Display a list of properties for this Box object with short descriptions.
innerTransitions	Return the inner transitions that originate with this box and terminate on a contained object.
methods	Display all nonglobal methods of this Box object.
outerTransitions	Return an array of transitions that exit the outer edge of this box and terminate on an object outside the containment of this box.
set	Set the specified property of this Box object with the specified value.

Method	Description
sourcedTransitions	Return all inner and outer transitions whose source is this box.
struct	Return and display a MATLAB structure containing the property settings of this Box object.
view	Display this box's chart in the editor with this box highlighted.

Chart Properties

Stateflow API objects of type Chart have the properties shown below. See also "Chart Methods" on page 2-19.

Property	Type	Access	Description
ChartColor	[R,G,B]	RW	Set the background color of your chart by using a 1-by-3 RGB array (default = [1 0.9608 0.8824]) with each value normalized on a scale of 0 to 1.
ChartUpdate	Enum	RW	Activation method of this chart. Can be 'INHERITED' (default), 'DISCRETE', or 'CONTINUOUS'. Equivalent to the Update method field in the Chart properties dialog box, which takes one of these selections: Inherited , Discrete , Continuous .
Debug. Breakpoints. OnEntry	Boolean	RW	If set to true (default = false), set the chart entry breakpoint for this chart. Equivalent to selecting the Chart Entry check box in the Chart properties dialog box.

Property	Type	Access	Description
Decomposition	Enum	RW	<p>Set this property to 'EXCLUSIVE_OR' (default) to specify exclusive (OR) decomposition for the states at the first level of containment in this chart.</p> <p>Set to 'PARALLEL_AND' to specify parallel (AND) decomposition for these states.</p> <p>Equivalent to the Decomposition selection in the context menu for a specific level of the chart hierarchy.</p>
Description	String	RW	<p>Description (default = '') of this state. Equivalent to entering a description in the Description field of the Chart properties dialog box.</p>
Dirty	Boolean	RW	<p>If set to true (default = false), this chart has changed since being opened or saved.</p>
Document	String	RW	<p>Document link (default = '') to this chart. Equivalent to entering a link in the Document Link field of the Chart properties dialog box.</p>
Editor	Editor	RO	<p>Editor object for this chart.</p>
EnableBitOps	Boolean	RW	<p>If set to true (default = false), enables C-like bit operations in generated code for this chart. Equivalent to selecting the Enable C-bit operations check box in the Chart properties dialog box.</p>
EnableNonTerminalStates	Boolean	RW	<p>If set to true (default = false), enables super step semantics for the chart, as described in “Execution of a Chart with Super Step Semantics” in the Stateflow documentation.</p>

Property	Type	Access	Description
EnableZeroCrossings	Boolean	RW	If set to true (default = true), enables zero-crossing detection on state transitions for continuous-time simulation of Stateflow charts. Applies only when the ChartUpdate property for this chart is set to 'CONTINUOUS'. See “When to Enable Zero-Crossing Detection” in the Stateflow documentation.
ErrorColor	[R,G,B]	RW	Set the color for errors in your chart by using a 1-by-3 RGB array (default = [1 0 0]) with each value normalized on a scale of 0 to 1.
ExecuteAtInitialization	Boolean	RW	If set to true (default = false), this chart’s state configuration is initialized at time zero instead of at the first input event. Equivalent to selecting the Execute (enter) Chart At Initialization check box in the Chart properties dialog box.
ExportChartFunctions	Boolean	RW	If set to true (default = false), graphical functions at chart level are made global. Equivalent to selecting the Export Chart Level Graphical Functions (Make Global) check box in the Chart properties dialog box.
Iced	Boolean	RO	Equivalent to property Locked (default = false) except that this property is used internally to lock this chart from change during activities such as simulation.
Id	Integer	RO	Unique identifier assigned to this chart to distinguish it from other objects loaded in memory.

Property	Type	Access	Description
InitializeOutput	Boolean	RW	Applies the initial value of outputs every time a chart wakes up, not only at time 0. See “Setting Properties for a Single Chart”.
JunctionColor	[R,G,B]	RW	Set the color for junctions in your chart by using a 1-by-3 RGB array (default = [0.6824 0.3294 0]) with each value normalized on a scale of 0 to 1.
Locked	Boolean	RW	If set to true (default = false), mark this chart as read-only and prohibit any write operations on it. Equivalent to selecting the Lock Editor check box in the Chart properties dialog box.
Machine	Machine	RO	Machine that contains this chart.
Name	String	RW	Name of this chart (default = 'Chart'). Equivalent to changing the name of this chart in your model.
NonTerminalMaxCounts	String	RW	Maximum number of transitions a Stateflow chart can take in one super step. Applies only when EnableNonTerminalStates is true. See “Execution of a Chart with Super Step Semantics” in the Stateflow documentation.

Property	Type	Access	Description
NonTerminalUnstableBehavior	Enum	RW	Behavior of a Stateflow chart during simulation if it exceeds the maximum number of transitions specified in the NonTerminalMaxCounts property in a super step before reaching a stable state. Set this property to 'PROCEED' (default) if you want the chart to go back to sleep with the last active state configuration. Set this property to 'THROW ERROR' if you want the chart to generate an error. Applies only when EnableNonTerminalStates is true. See “Execution of a Chart with Super Step Semantics” in the Stateflow documentation.
SampleTime	String	RW	Sample time for activating this chart (default = ''). Applies only when the ChartUpdate property for this chart is set to 'DISCRETE' (= Discrete in the Update method field in the Chart properties dialog box).
SaturateOnIntegerOverflow	Boolean	RW	Specify whether or not integer overflows saturate in the generated code. For more information, see “Handling Integer Overflow for Chart Data” in the Stateflow documentation.
SelectionColor	[R,G,B]	RW	Color of selected items for this chart in a 1-by-3 RGB array (default value [1 0 0.5176]) with each value normalized on a scale of 0 to 1.
StateColor	[R,G,B]	RW	Color of the state box in a 1-by-3 RGB array (default value [0 0 0]) with each value normalized on a scale of 0 to 1.

Property	Type	Access	Description
StateFont. Angle	Enum	RW	<p>Font angle for the labels of State, Box, Function, and Note objects. Can be 'ITALIC' or 'NORMAL' (default). Use with property StateFont.Weight to achieve Bold Italic style.</p> <p>You can individually override this property with the Font.Angle property for Note objects.</p>
StateFont. Name	String	RW	<p>Font style (default = 'Helvetica') used for the labels of State, Box, Function, and Note objects. Enter a string for the font name (there are no selectable values). Font remains set to previous font for unrecognized font strings.</p>
StateFont. Size	Integer	RW	<p>Default font size for the labels of a new State, Box, Function, or Note object.</p> <p>You can change the font size for an existing State, Box, or Function object with the FontSize property of that object. You can change the font size for an existing Note object with its Font.Size property.</p>
StateFont. Weight	Enum	RW	<p>Font weight for state labels. Can be 'BOLD' or 'NORMAL' (default). Use with the property StateFont.Angle to achieve Bold Italic style.</p> <p>You can individually override this property with the Font.Weight property for Note objects.</p>

Property	Type	Access	Description
StateLabelColor	[R,G,B]	RW	Color of the state labels for this chart in a 1-by-3 RGB array (default = [0 0 0]) with each value normalized on a scale of 0 to 1.
StateMachineType	Enum	RW	Type of state chart to create. Default is <i>Classic</i> , which provides the full set of Stateflow chart semantics. You can also create Mealy and Moore charts, which use a subset of Stateflow chart semantics (see “Building Mealy and Moore Charts”).
StatesWhenEnabling	String	RW	<p>If your chart contains function-call input events, specify how states behave when the event reenables the chart. Possible values include:</p> <ul style="list-style-type: none"> • held — Maintain most recent values of the states. • reset — Revert to the initial conditions of the states. • inherit — Inherit this setting from the parent subsystem. <p>If your chart does not contain function-call input events, this property has no effect. For more information, see “Controlling States When Function-Call Inputs Reenable Charts”.</p>
StrongDataTyping WithSimulink	Boolean	RW	If set to true (default), set strong data typing with Simulink I/O. Equivalent to selecting the Use Strong Data Typing with Simulink I/O check box in the Chart properties dialog box.

Property	Type	Access	Description
SupportVariableSizing	Boolean	RW	If set to true (default), support chart input and output data that vary in dimension during simulation. Equivalent to selecting the Support variable-size arrays check box in the Chart properties dialog box.
Tag	Any Type	RW	A field you can use to hold data of any type for this chart (default = []).
TransitionColor	[R,G,B]	RW	Set the color for transitions in your chart by using a 1-by-3 RGB array (default = [0.2902 0.3294 0.6039]) with each value normalized on a scale of 0 to 1.
TransitionFont. Angle	Enum	RW	Font angle for state labels. Can be 'ITALIC' or 'NORMAL' (default). Use with property StateFont.Weight to achieve Bold Italic style.
TransitionFont. Name	String	RW	Font style (default = 'Helvetica') used for transition labels. Enter a string for font name (there are no selectable values). Font remains set to previous font for unrecognized font strings.
TransitionFont. Size	Integer	RW	Default font size (default = 12) for transition labels. Truncated to closest whole number less than or equal to entered value.
TransitionFont. Weight	Enum	RW	Font weight for transition labels. Can be 'BOLD' or 'NORMAL' (default). Use with property StateFont.Angle to achieve Bold Italic style.
TransitionLabel Color	[R,G,B]	RW	Color of the transition labels for this chart in a 1-by-3 RGB array (default = [0.2902 0.3294 0.6039]) with each value normalized on a scale of 0 to 1.

Property	Type	Access	Description
UserSpecifiedState TransitionExecutionOrder	Boolean	RW	If set to true (default = false), you have complete control of the order in which transitions originating from a source are tested for execution. Equivalent to selecting the User specified state/transition execution order check box in the Chart properties dialog box.
Visible	Boolean	RW	If set to true (default), display this chart in the editor.

Chart Methods

Chart objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Chart Properties” on page 2-11.

Method	Description
defaultTransitions	Return the default transitions in this Stateflow chart at the top level of containment.
dialog	Display the Chart properties dialog box.
disp	Display the property names and their settings for this Chart object.
find	Find all objects that this chart contains that meet the specified criteria.
fitToView	Zoom in on this chart in the editor.
get	Return the specified property settings for this chart.
help	Display a list of properties for this Chart object with short descriptions.
methods	Display all nonglobal methods of this Chart object.
parse	Parse this chart.

Method	Description
set	Set the specified property of this Chart object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Chart object.
view	Display this chart in the editor.

Clipboard Methods

The Clipboard object has the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

Method	Description
copy	Copy the objects specified to this Clipboard object.
get	Return the specified property settings for this Clipboard object.
help	Display a list of properties for this Clipboard object with short descriptions.
methods	Display all nonglobal methods of this Clipboard object.
pasteTo	Paste the contents of this clipboard to the specified container object.
set	Set the specified property of this Clipboard object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Clipboard object.

Constructor Methods

The following methods create a new Stateflow object for a parent object specified as an argument in the general expression `o = Stateflow.Object(p)`, where `o` is a handle to an API object for the new Stateflow object, `p` is a handle to the parent object, and *Object* is the type of the object:

For details on each method, see Chapter 4, “API Method Reference”.

Method	Description
Stateflow.AtomicSubchart	Create an atomic subchart for a parent chart or state.
Stateflow.Box	Create a box for a parent chart, state, box, or function.
Stateflow.Data	Create a data for a parent machine, chart, state, box, or function.
Stateflow.EMFunction	Create a MATLAB function for a parent chart or state.
Stateflow.Event	Create an event for a parent chart or state.
Stateflow.Function	Create a graphical function for a parent chart, state, box, or function.
Stateflow.Junction	Create a junction for a parent chart, state, box, or function.
Stateflow.Note	Create a note for a parent chart, state, box, or function.
Stateflow.SLFunction	Create a Simulink function for a parent chart or state.
Stateflow.State	Create a state for a parent chart, state, box, or function.
Stateflow.Target	Create a target for a parent machine.
Stateflow.Transition	Create a transition for a parent chart, state, box, or function.
Stateflow.TruthTable	Create a truth table for a parent chart or state.

Data Properties

Stateflow API objects of type Data have the properties shown below. See also “Data Methods” on page 2-32.

Tip All properties of the Props field must be set individually.

Property	Type	Access	Description
CompiledSize	String	RW	Size of data as determined by the compiler.
CompiledType	String	RW	Type of data as determined by the compiler.

Property	Type	Access	Description
Debug. Watch	Integer	RW	If set to 1 (default = 0), causes the Debugger window to halt execution if this data is modified. Setting this property to 1 is equivalent to selecting the Watch in debugger check box in the Data properties dialog box.
Description	String	RW	Description of this data (default = ''). Equivalent to entering a description in the Description field of the Data properties dialog box.
Document	String	RW	Document link to this data (default = ''). Equivalent to entering a link in the Document link field of the Data properties dialog box.
Id	Integer	RO	Unique identifier assigned to this data to distinguish it from other objects in the model.
InitializeMethod	String	RW	Method for initializing value of this data, based on scope of data: <ul style="list-style-type: none"> • If scope is Local or Output, you can set InitializeMethod to Expression or Parameter. Equivalent to setting the Initial value field in the Data properties dialog box. • If scope is Parameter, Input, or Data Store Memory, you should set InitializeMethod to Not Needed as a read-only property. • If scope is Constant, you should set InitializeMethod

Property	Type	Access	Description
			to Expression as a read-only property.
LoggingInfo. DataLogging	Boolean	RW	Signal logging mode: <ul style="list-style-type: none"> • 1 = log signal • 0 = do not log signal (default)
LoggingInfo. DecimateData	Boolean	RW	Limit the amount of data logged by skipping samples. Uses the interval specified by LoggingInfo. Decimation. <ul style="list-style-type: none"> • 1 = decimate logged data • 0 = do not decimate logged data (default)
LoggingInfo. Decimation	Integer	RW	Decimation interval. Default value is 2, which means the chart logs every other sample.
LoggingInfo. LimitDataPoints	Boolean	RW	Limit number of data points to log. Uses the value specified by LoggingInfo. MaxPoints. <ul style="list-style-type: none"> • 1 = limit number of points • 0 = do not limit number of points (default)
LoggingInfo. MaxPoints	Integer	RW	Maximum number of data points to log. Default value is 5000, which means the chart logs the last 5000 data points generated by the simulation.

Property	Type	Access	Description
LoggingInfo. NameMode	String	RW	Source of signal logging name: <ul style="list-style-type: none"> • `SignalName` = same as signal name (default) • `Custom` = name specified by user as LoggingInfo. UserSpecifiedLogName.
LoggingInfo. UserSpecifiedLogName	String	RW	User-specified (custom) signal logging name.
Machine	Machine	RO	Stateflow machine that contains this data.
Name	String	RW	Name of this data. Equivalent to entering the name of this data in the Name field of the Data properties dialog box.
OutputState	Integer	RO	If set to 1 (default = 0), this data represents the activity of the state in which it is defined as an output to a Simulink model. See “Outputting State Activity to a Simulink Model” in the Stateflow documentation. Create this data for a state by using the State method <code>outputData</code> . Equivalent to selecting the Output State Activity check box for the state.
Path	String	RO	Location of this data in the model hierarchy
Port	Integer	RW	Port index number for this data (default = 1).

Property	Type	Access	Description
Props. Array. FirstIndex	String	RW	Index of the first element of this data (default = 0) if it is an array (that is, Props.Array.Size > 1). Equivalent to entering a value of zero or greater in the First index field in the Data properties dialog box.
Props. Array. Size	String	RW	Size of this data. Assigning a positive value indicates that the data is an array of the specified size (default = 0). Equivalent to entering a positive value in the Size column for this data in the Model Explorer or the Size field in the Data properties dialog box.
Props. Complexity	Enum	RW	If set to 'On', the data can take complex values. The default value is 'Off', which indicates that the data cannot take complex values. Equivalent to setting Complexity in the Data properties dialog box.
Props. Frame	Enum	RW	If set to 'Frame based', the data supports frame-based signals. The default value is 'Sample based', which indicates that the data supports sample-based signals.
Props. Initial Value	String	RW	Initial value of this data (default = ''). Equivalent to entering a value in the Initial value column for this data in the Model Explorer or the Initial value field in the Data properties dialog box.

Property	Type	Access	Description
Props. Range. Maximum	String	RW	Maximum value (default = '') that this data can have during execution or simulation of the state machine. Equivalent to entering a value in the Maximum column for this data in the Model Explorer or the Maximum field in the Data properties dialog box.
Props. Range. Minimum	String	RW	Minimum value (default = '') that this data can have during execution or simulation of the state machine. Equivalent to entering a value in the Minimum column for this data in the Model Explorer or the Minimum field in the Data properties dialog box.
Props. Resolve To Signal Object	Integer	RW	If set to 1, the data must resolve to a Simulink.Signal object that you define in the model workspace or base workspace. The default value is 0, indicating that the data does not have to resolve to a signal object. Equivalent to setting Data must resolve to Simulink signal object in the Data properties dialog box.

Property	Type	Access	Description
Props. Type. BusObject	String	RW	If Props.Type.Method is Bus Object, you must set this property to the name of the Simulink.Bus object that defines this data (see “Working with Structures and Bus Signals in Stateflow Charts” in the Stateflow documentation). Equivalent to setting the data type Mode to Bus Object, and entering the name of a Simulink.Bus object in the Data Type Assistant of the Data properties dialog box.
Props. Type. EnumType	String	RW	If Props.Type.Method is Enumerated, you must set this property to the name of the enumerated type that defines this data (see “Using Enumerated Data in Stateflow Charts” in the Stateflow documentation). Equivalent to setting the data type Mode to Enumerated, and entering the name of an enumerated type in the Data Type Assistant of the Data properties dialog box.
Props. Type. Expression	String	RW	If Props.Type.Method is Expression, you must set this property to an expression that evaluates to a data type (see “Entering Expressions and Parameters for Data Properties” in the Stateflow documentation). Equivalent to setting the data type Mode to Expression, and entering an expression in the Data Type Assistant of the Data properties dialog box.

Property	Type	Access	Description
Props. Type. Fixpt. Bias	String	RW	The bias value for fixed-point data (default = 0.0) when Props.Type.Fixpt.ScalingMode equals Slope and bias ; otherwise this value is ignored. Equivalent to entering a real number in the Bias field of the Data Type Assistant in the Data properties dialog box.
Props. Type. Fixpt. FractionLength	String	RW	The location of the binary point in fixed-point data (default = 0) when Props.Type.Fixpt.ScalingMode equals Binary point ; otherwise this value is ignored. Equivalent to entering a positive or negative integer in the Fraction length field of the Data Type Assistant in the Data properties dialog box.
Props. Type. Fixpt. Lock	Integer	RW	If set to 1 (default = 0), prevents Simulink software from replacing the current fixed-point type with a type that the Fixed-Point Tool or Fixed-Point Advisor chooses. Equivalent to setting Lock data type setting against changes by the fixed-point tools in the Data properties dialog box.

Property	Type	Access	Description
Props. Type. Fixpt. ScalingMode	String	RW	<p>Method for scaling fixed point data to avoid overflow conditions and minimize quantization errors. The settings are:</p> <ul style="list-style-type: none"> • None (the default) • Binary point • Slope and bias <p>Equivalent to setting the Scaling field of the Data Type Assistant in the Data properties dialog box.</p>
Props. Type. Fixpt. Slope	String	RW	<p>The slope value for fixed-point data (default = 1.0) when Props.Type.Fixpt.ScalingMode equals Slope and bias; otherwise this value is ignored. Equivalent to entering a positive real number in the Slope field of the Data Type Assistant in the Data properties dialog box.</p>
Props. Type. Method	String	RW	<p>Method for setting the type of this data, based on scope:</p> <ul style="list-style-type: none"> • If scope is Local , you can set this property to Built in, Fixed point, Enumerated, Expression, or Bus Object. • If scope is Constant, you can set this property to Built in, Fixed point, or Expression. • If scope is Parameter, Input, or Output, you can set this property to Inherit, Built in,

Property	Type	Access	Description
			<p>Fixed point, Enumerated, Expression, or Bus Object.</p> <ul style="list-style-type: none"> If scope is Data Store Memory, you should set <code>Props.Type.Method</code> to Inherit as a read-only property. <p>Equivalent to setting the Mode field of the Data Type Assistant in the Data properties dialog box.</p>
<code>Props.Type.Signed</code>	Integer	RW	If set to 1, indicates that fixed-point data should be signed. The default value is 0, indicating that the data is unsigned. Equivalent to setting the Signedness field of the Data Type Assistant in the Data properties dialog box.
<code>Props.Type.Units</code>	String	RW	Units of measurement for the data value (default = '').
<code>Props.Type.WordLength</code>	String	RW	Size in bits of the word that will hold the quantized integer of fixed-point data. Equivalent to entering an integer in the Word length field of the Data Type Assistant in the Data properties dialog box.
<code>SaveToWorkspace</code>	Integer	RW	If set to 1 (default = 0), this data is saved to the MATLAB workspace. Setting this property to 1 is equivalent to selecting the SaveToWorkspace column entry for this data in the Model Explorer or selecting the Save final value to base workspace field in the Data properties dialog box.

Property	Type	Access	Description
Scope	Enum	RW	<p>Scope of this data:</p> <ul style="list-style-type: none"> • Local — Data defined in current Stateflow chart. • Constant — Read-only constant value that is visible to the parent Stateflow object and its children. • Parameter — Constant defined in the MATLAB workspace or derived from a Simulink parameter that is defined and initialized in the parent masked subsystem. • Input — If the parent is a graphical, truth table, or MATLAB function, the data is an input argument. Otherwise, it is provided by the Simulink model to the Stateflow chart via an input port. • Output — If the parent is a graphical, truth table, or MATLAB function, the data is a return value. Otherwise, it is provided by the Stateflow chart to the Simulink model via an output port. • Data Store Memory — Data that binds to a Simulink data store. • Temporary — Data that persists only during the execution of a function.

Property	Type	Access	Description
			<ul style="list-style-type: none"> • Imported — Data parented by the Simulink model, but defined in external code embedded in the Stateflow machine. • Exported — Data from the Simulink model that you provide to external code. Parent must be a Stateflow machine. <p>Equivalent to setting the Scope field in the Data properties dialog box. See “Scope” in the Stateflow documentation.</p>
TestPoint	Integer	RW	If set to 1 (default = 0), sets this data as a Stateflow test point. You can monitor individual Stateflow test points with a floating scope during model simulation. You can also log test point values into MATLAB workspace objects. See “Monitoring Test Points in Stateflow Charts” in the Stateflow documentation.

Data Methods

Data objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Data Properties” on page 2-21.

Method	Description
delete	Delete this data.
dialog	Display the Data properties dialog box.

Method	Description
disp	Display the property names and their settings for this Data object.
get	Return the specified property settings for this data.
help	Display a list of properties for this Data object with short descriptions.
methods	Display all nonglobal methods of this Data object.
set	Set the specified property of this Data object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Data object.
view	Display this data in the Data properties dialog box.

Editor Properties

The Editor object has the properties shown below. See also “Editor Methods” on page 2-34.

Property	Type	Access	Description
WindowPosition	Rect	RW	<p>Position and size of this Stateflow chart given in the form of a 1-by-4 array consisting of the following:</p> <ul style="list-style-type: none"> • (x,y) coordinates for the window’s left bottom vertex relative to the lower left corner of the screen • Width and height of the box <p>Default value = [124.3125 182.8125 417 348.75]</p>
ZoomFactor	Double	RW	<p>View magnification level (zoom factor) of this chart in the editor. A value of 1 corresponds to a zoom factor of 100%, 2 to a value of 200%, and so on. Default value = 1.</p>

Editor Methods

The Editor object has the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Editor Properties” on page 2-33.

Method	Description
disp	Display the property names and their settings for this Editor object.
get	Return the specified property settings for the Editor object.
help	Display a list of properties for this Editor object with short descriptions.
methods	Display all nonglobal methods of this Editor object.
set	Set the specified property of this Editor object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Editor object.
zoomIn and zoomOut	Cause the chart to zoom in or zoom out in the editor.

MATLAB Function Properties

Stateflow API objects for MATLAB functions have the properties shown below. See also “MATLAB Function Methods” on page 2-36.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into the MATLAB function in the Stateflow chart (default = 8).
BadIntersection	Boolean	RO	If true, this MATLAB function graphically intersects a state, box, graphical function, truth table, or another MATLAB function.
Chart	Chart	RO	Chart object containing this MATLAB function.

Property	Type	Access	Description
Description	String	RW	Description of this MATLAB function (default = ''). Equivalent to entering a description in the Description field of the properties dialog box for this MATLAB function.
Document	String	RW	Document link to this MATLAB function. Equivalent to entering the Document Link field of the properties dialog box for this MATLAB function.
FontSize	Double	RW	Size of the (default = 12) font of the label text for this MATLAB function. This property overrides the font size set for this MATLAB function at creation by the <code>StateFont.Size</code> property of the containing Chart object. Equivalent to selecting Font Size > font size in the context menu for this MATLAB function.
Id	Integer	RO	Unique identifier assigned to this MATLAB function to distinguish it from other objects in the model.
LabelString	String	RW	Full label for this MATLAB function (default = ' () ') including its return, name, and arguments. Equivalent to typing the label for this MATLAB function in its label text field in the chart.
Machine	Machine	RO	Machine that contains this MATLAB function.
Name	String	RW	Name of this MATLAB function (default = ''). Equivalent to typing a name for this MATLAB function into the label text field in the chart. Label syntax is <i>return = Name (arguments)</i> .

Property	Type	Access	Description
Position	Rect	RW	Position and size of this MATLAB function in the chart, given in the form of a 1-by-4 array (default is [0 0 90 60]) consisting of the following: <ul style="list-style-type: none"> (x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart Width and height of the box
Script	String	RW	String that holds the lines of code in the MATLAB function. For example, you can use the property to define code in this way: <pre>fcn = Stateflow.EMFunction(c); str = sprintf('y=proc(x)\n y=x;'); fcn.script = str;</pre>
Subviewer	Chart or State	RO	State or chart in which you can graphically view this MATLAB function.
Tag	Any Type	RW	Holds data of any type (default = []) for this MATLAB function.

MATLAB Function Methods

MATLAB Function objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “MATLAB Function Properties” on page 2-34.

Method	Description
delete	Delete this MATLAB function from the Stateflow chart.
dialog	Display the properties dialog box of this MATLAB function.
disp	Display the property names and their settings for this MATLAB function object.

Method	Description
find	Find all objects that this MATLAB function contains that meet the specified criteria.
fitToView	Zoom in on this MATLAB function and highlight it in the chart.
get	Return the specified property settings for this MATLAB function.
help	Display a list of properties for this MATLAB function with short descriptions.
methods	Display all nonglobal methods of this MATLAB function object.
set	Set the specified property of this MATLAB function object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this MATLAB function object.
view	Opens this MATLAB function in its editor.

Event Properties

Stateflow API objects of type Event have the properties shown below. See also “Event Methods” on page 2-39.

Property	Type	Access	Description
Debug. Breakpoints. StartBroadcast	Boolean	RW	If set to true (default = false), set a debugger breakpoint for the start of the broadcast of this event. Equivalent to selecting the Start of broadcast check box in the Event properties dialog box.
Debug. Breakpoints. EndBroadcast	Boolean	RW	If set to true (default = false), set a debugger breakpoint for the end of the broadcast of this event. Equivalent to selecting the End of broadcast check box in the Event properties dialog box.

Property	Type	Access	Description
Description	String	RW	Description of this event (default = ''). Equivalent to entering a description in the Description field in the Event properties dialog box.
Document	String	RW	Document link to this event (default = ''). Equivalent to entering the Document Link field in the Event properties dialog box.
Id	Integer	RO	Unique identifier assigned to this event to distinguish it from other objects in the model.
Machine	Machine	RO	Machine to which this event belongs.
Name	String	RW	Name of this event (default = event n , where n is a counter of events with the name root event). Equivalent to entering the name in the Name field of the Event properties dialog box.
Port	Integer	RO	Port index number for this event (default = 1).
Scope	Enum	RW	<p>Scope of this event. Allowed values vary with the object containing this data.</p> <p>The following applies to any event:</p> <ul style="list-style-type: none"> • 'Local' <p>The following apply to events for charts only:</p> <ul style="list-style-type: none"> • 'input' (Input from Simulink in properties dialog box) • 'Output' (Output to Simulink in properties dialog box)

Property	Type	Access	Description
			<p>The following apply to events for machines only:</p> <ul style="list-style-type: none"> • 'Imported' • 'Exported'
Tag	Any Type	RW	Holds data of any type (default = []) for this event.
Trigger	Enum	RW	<p>Type of signal that triggers this chart input event. Also the type of trigger associated with this chart output event. Equivalent to the entries for the Trigger field in the Event properties dialog box.</p> <p>The following triggers apply to both chart input and output events:</p> <ul style="list-style-type: none"> • 'Either' (Either Edge) • 'Function call' (Function Call) <p>The following triggers apply only to chart input events:</p> <ul style="list-style-type: none"> • 'Rising' (Rising Edge) • 'Falling' (Falling Edge)

Event Methods

Event objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Event Properties” on page 2-37.

Method	Description
delete	Delete this event.
dialog	Display the Event properties dialog box.
disp	Display the property names and their settings for this Event object.
get	Return the specified property settings for this event.
help	Display a list of properties for this Event object with short descriptions.
methods	Display all nonglobal methods of this Event object.
set	Set the specified property of this Event object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Event object.
view	Display this event in its properties dialog box.

Graphical Function Properties

Stateflow API objects of type Function have the properties shown below. See also “Graphical Function Methods” on page 2-42.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this graphical function (default = 8).
BadIntersection	Boolean	RO	If true, this function graphically intersects a state, box, MATLAB function, truth table, or another graphical function.
Chart	Chart	RO	Chart object containing this function.
Debug. Breakpoints. OnDuring	Boolean	RW	If true, sets the during breakpoint for this graphical function. Equivalent to selecting the Function Call check box in the properties dialog box for this graphical function.

Property	Type	Access	Description
Description	String	RW	Description of this function (default = ''). Equivalent to entering a description in the Description field of the properties dialog box for this graphical function.
Document	String	RW	Document link to this function. Equivalent to entering a link in the Document Link field of the properties dialog box for this graphical function.
FontSize	Double	RW	Size of the (default = 12) font of the label text for this function. This property overrides the font size set for this function at creation by the <code>StateFont.Size</code> property of the containing Chart's object. Equivalent to selecting Font Size > in the context menu for this graphical function.
Id	Integer	RO	Unique identifier assigned to this function to distinguish it from other objects in the model.
InlineOption	String	RW	Determine how generated code for this graphical function appears. Possible settings are: <ul style="list-style-type: none"> • 'Inline' — Call to function is replaced by code. • 'Function' — Function becomes a C function. • 'Auto' — Determines if the function is inlined or made a function through an internal calculation.
IsGrouped	Boolean	RW	If set to true (default = false), group this function.
IsSubchart	Boolean	RW	If set to true (default = false), make this function a subchart.

Property	Type	Access	Description
LabelString	String	RW	Label for this function (default = ' () '). Equivalent to typing the label for this function in its label text field in the chart.
Machine	Machine	RO	Machine that contains this function.
Name	String	RW	Name of this function (default = ' '). Equivalent to typing this function's name into the beginning of the label text field after the word 'function' in the chart.
Position	Rect	RW	Position and size of this function's box in the chart, given in the form of a 1-by-4 array (default is [0 0 90 60]) consisting of the following: <ul style="list-style-type: none"> • (x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart • Width and height of the box
Subviewer	Chart or State	RO	State or chart in which this function can be graphically viewed.
Tag	Any Type	RW	Holds data of any type (default = []) for this function.

Graphical Function Methods

Function objects have the methods in the table below. For details on each method, see Chapter 4, "API Method Reference".

See also "Graphical Function Properties" on page 2-40.

Method	Description
defaultTransitions	Return the default transitions in this function at the top level of containment.
delete	Delete this function from the Stateflow chart.

Method	Description
dialog	Display the properties dialog box of this graphical function.
disp	Display the property names and their settings for this Function object.
find	Find all objects that this graphical function contains that meet the specified criteria.
fitToView	Zoom in on this graphical function and highlight it in the chart.
get	Return the specified property settings for this function.
help	Display a list of properties for this Function object with short descriptions.
methods	Display all nonglobal methods of this Function object.
set	Set the specified property of this Function object with the specified value.
sourcedTransitions	Return all inner and outer transitions whose source is this function.
struct	Return and display a MATLAB structure containing the property settings of this Function object.
view	Display this function's chart in the editor with this state highlighted.

Junction Properties

Stateflow API objects of type Junction have the properties shown below. See also “Junction Methods” on page 2-44.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows (default = 8) coming into this junction.
Chart	Chart	RO	Chart that this junction resides in.

Property	Type	Access	Description
Description	String	RW	Description of this junction (default = ''). Equivalent to entering a description in the Description field of the Junction properties dialog box.
Document	String	RW	Document link to this junction (default = ''). Equivalent to entering the Document link field of the Junction properties dialog box.
Id	Integer	RO	Unique identifier assigned to this junction to distinguish it from other objects in the model.
Machine	Machine	RO	Machine containing this junction.
Position.Center	Rect	RW	Position of the center of this junction (default = [10 10]) relative to the upper left corner of the parent chart or state as an [x,y] point array.
Position.Radius	Rect	RO	Radius of this junction (default = 10).
Subviewer	Chart or State	RO	State or chart in which this junction can be graphically viewed.
Tag	Any Type	RW	Holds data of any type (default = []) for this junction.
Type	Enum	RO	Type of this junction. For junctions, can be 'CONNECTIVE' (default) or 'HISTORY'

Junction Methods

Junction objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Junction Properties” on page 2-43.

Method	Description
delete	Delete this junction from the Stateflow chart.
dialog	Display the Junction properties dialog box.

Method	Description
disp	Display the property names and their settings for this Junction object.
fitToView	Zoom in on this junction and highlight it in the chart.
get	Return the specified property settings for this junction.
help	Display a list of properties for this Junction object with short descriptions.
methods	Display all nonglobal methods of this Junction object.
set	Set the specified property of this Junction object with the specified value.
sourcedTransitions	Return all inner and outer transitions whose source is this junction.
struct	Return and display a MATLAB structure containing the property settings of this Junction object.
view	Display this junction's chart in the editor with this junction highlighted.

Machine Properties

Stateflow API objects of type Machine have the properties shown below. See also "Machine Methods" on page 2-49.

Property	Type	Access	Description
Created	String	RO	Date of creation of this machine.
Creator	String	RW	Creator (default = 'Unknown') of this machine.
Debug. Animation. Enabled	Boolean	RW	If set to true (default), animation (simulation) is enabled. If false, disabled. Equivalent to the Enabled or Disabled radio button in the Debugger window.

Property	Type	Access	Description
Debug. Animation. Delay	Double	RW	Specify a value to delay (slow down) animation (default value = 0). Equivalent to the Delay (sec) field in the Debugger window.
Debug. BreakOn. ChartEntry	Boolean	RW	If set to true (default = false), set the chart entry breakpoint for all charts in this machine. Equivalent to the Chart Entry check box in the Debugger window.
Debug. BreakOn. EventBroadcast	Boolean	RW	If set to true (default = false), set the event broadcast breakpoint for all charts in this machine. Equivalent to the Event Broadcast check box in the Debugger window.
Debug. BreakOn. StateEntry	Boolean	RW	If set to true (default = false), set the state entry breakpoint for all charts in this machine. Equivalent to the State Entry check box in the Debugger window.
Debug. DisableAllBreakpoints	Boolean	RW	If set to true (default = false), disable the use of all breakpoints in this machine. Equivalent to the Disable all check box in the Debugger window.
Debug. RunTimeCheck. CycleDetection	Boolean	RW	If set to true, check for cyclical behavior errors during a debug session. Equivalent to the Detect Cycles check box in the Debugger window.
Debug. RunTimeCheck. DataRangeChecks	Boolean	RW	If set to true (default), check for data range violations during a debug session. Equivalent to the Data Range check box in the Debugger window.

Property	Type	Access	Description
Debug. RunTimeCheck. StateInconsistencies	Boolean	RW	If set to true (default), check for state inconsistencies during a debug session. Equivalent to the State Inconsistency check box in the Debugger window.
Debug. RunTimeCheck. TransitionConflicts	Boolean	RW	If set to true (default), check for transition conflicts during a debug session. Equivalent to the Transition Conflict check box in the Debugger window.
Description	String	RW	Description of this state (default = ''). Equivalent to entering a description in the Description field of the properties dialog box for this machine.
Dirty	Boolean	RW	If true (default), this model has changed since it was opened or saved.
Document	String	RW	Document link to this machine (default = ''). Equivalent to entering the Document link field of the properties dialog box for this machine.
EnableBitOps	Boolean	RW	If true, recognize C bitwise operators (~, &, , ^, >>, and so on) in action language statements for all Stateflow charts in the model and encode them as C bitwise operations.
FullFileName	String	RO	Full path name of file (default value = '') under which this machine (model) is stored.

Property	Type	Access	Description
Iced	Boolean	RO	Equivalent to property Locked (default = false) except that this property is used internally to lock this model from being changed during activities such as simulation.
Id	Integer	RO	Unique identifier assigned to this machine to distinguish it from other objects loaded in memory.
isLibrary	Boolean	RO	If true (default = false), specifies that the current model builds a library and not an application.
Locked	Boolean	RW	If set to true (default = false), prevents user from changing any Stateflow chart in this model.
Machine	Machine	RO	A handle to the Machine object for this Machine object, that is, this Machine object.
Modified	String	RW	Comment area (default = '') for entering date and name of modification to this model.
Name	String	RO	Name of this model (default = 'untitled') set when saved to disk.
SfVersion	Double	RO	Full version number for current Stateflow software. For example, the string '41112101' appears for Stateflow software version 4.1.1 and MATLAB software version 12.1. The remaining '01' is for internal use.

Property	Type	Access	Description
Tag	Any Type	RW	A field you can use to hold data of any type for this machine (default = []).
Version	String	RW	Comment string (default = 'none') for recording the version of this model.

Machine Methods

Machine objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Machine Properties” on page 2-45.

Method	Description
dialog	Display the properties dialog box of this machine.
disp	Display the property names and their settings for this Machine object.
find	Find all objects that this machine contains that meet the specified criteria. Note Do not use the <code>-depth</code> switch with the <code>find</code> method for a machine object.
get	Return the specified property settings for this machine.
help	Display a list of properties for this Machine object with short descriptions.
methods	Display all nonglobal methods of this Machine object.
parse	Parse all the charts in this machine.
set	Set the specified property of this Machine object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Machine object.

Note Properties

Stateflow API objects of type Note have the properties shown below. See also “Note Methods” on page 2-51.

Property	Type	Access	Description
Alignment	Enum	RW	Alignment of text in note box. Can be 'LEFT' (default), 'CENTER', or 'RIGHT'.
Chart	Chart	RO	Chart object containing this note.
Description	String	RW	Description of this note (default = ''). Equivalent to entering a description in the Description field of the Note properties dialog box.
Document	String	RW	Document link to this note (default = ''). Equivalent to entering a link in the Document link field of the Note properties dialog box.
Font. Name	String	RO	Name of the font (default = 'Helvetica') for the text in this note. This property is read-only (RO) and set by the <code>StateFont.Name</code> property of the Chart object containing this note.
Font. Angle	String	RW	Style of the font for the text in this note. Can be 'ITALIC' or 'NORMAL' (default). This property overrides the default style for this note, which is set by the <code>StateFont.Angle</code> property of the Chart object containing this note.
Font. Size	Double	RW	Size of the font (default = 12) for the label text for this note. This property overrides the font size set for this note at creation by the <code>StateFont.Size</code> property of the containing Chart's object. Equivalent to selecting Font Size > in the context menu for this note.
Font. Weight	String	RW	Weight of the font for the label text for this note. Can be 'BOLD' or 'NORMAL' (default). This property overrides the default weight for the text in this note, which is set by the <code>StateFont.Weight</code> property of the Chart object containing this note.

Property	Type	Access	Description
Id	Integer	RO	Unique identifier assigned to this note to distinguish it from other objects in the model.
Interpretation	Enum	RW	How the text in this note is interpreted for text processing. Can be 'NORMAL' (default) or 'TEX'.
Machine	Machine	RO	Machine that contains this note.
Position	Rect	RW	Position and size of this note's box in the chart, given in the form of a 1-by-4 array (default is [0 0 25 25]) consisting of the following: <ul style="list-style-type: none"> • (x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart • Width and height of the box
Subviewer	Chart or State	RO	State or chart in which this note can be graphically viewed.
Tag	Any Type	RW	Holds data of any type (default = []) for this note.
Text	String	RW	Label for this note (default = '?'). The text content for this note that you enter directly into the note in the chart or in the Label field of the Note properties dialog box.

Note Methods

Note objects have the methods in the table below. For details on each method, see Chapter 4, "API Method Reference".

See also "Note Properties" on page 2-50.

Method	Description
delete	Delete this note from the Stateflow chart.
dialog	Display the Note properties dialog box.
disp	Display the property names and their settings for this Note object.
fitToView	Zoom in on this note and highlight it in the chart.

Method	Description
get	Return the specified property settings for this note.
help	Display a list of properties for this Note object with short descriptions.
methods	Display all nonglobal methods of this Note object.
set	Set the specified property of this Note object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Note object.
view	Display this note's chart in the editor with this note highlighted.

Root Methods

The Root object has the methods in the table below. For details on each method, see Chapter 4, "API Method Reference".

Method	Description
find	Find all objects that this Root object contains that meet the specified criteria.
get	Return the specified property settings for the Root object.
help	Display a list of properties for the Root object with short descriptions.
methods	Display all nonglobal methods of this Root object.
set	Set the specified property of this Root object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Root object.

Simulink Function Properties

Stateflow API objects of type Simulink Function have the properties shown below. See also "Simulink Function Methods" on page 2-54.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this Simulink function (default = 8).
BadIntersection	Boolean	RO	If true, this function graphically intersects a state, box, MATLAB function, graphical function, truth table, or another Simulink function.
Chart	Chart	RO	Chart object containing this function.
Description	String	RW	Description of this function (default = '').
Document	String	RW	Document link to this note.
FontSize	Double	RW	Size of the font (default = 12) of the label text for this function. This property overrides the font size set for this function at creation by the <code>StateFont.Size</code> property of the containing Chart's object. Equivalent to selecting Font Size > in the context menu for this Simulink function.
Id	Integer	RO	Unique identifier assigned to this function to distinguish it from other objects in the model.
LabelString	String	RW	Label for this function. Equivalent to typing the label for this function in its label text field in the chart.
Machine	Machine	RO	Machine that contains this function.
Name	String	RW	Name of this function (default = 'simfcn'). Equivalent to typing the name of this function in its label text field in the chart.

Property	Type	Access	Description
Position	Rect	RW	Position and size of this function box in the chart, given in the form of a 1-by-4 array (default is [0 0 90 60]) that consists of the following: <ul style="list-style-type: none"> • (x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart • Width and height of the box
Subviewer	Chart	RO	Chart in which this function can be graphically viewed.
Tag	Any Type	RW	A field you can use to hold data of any type for this function.

Simulink Function Methods

Simulink Function objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Simulink Function Properties” on page 2-52.

Method	Description
delete	Delete this function from the Stateflow chart.
disp	Display the property names and their settings for this Simulink Function object.
find	Find all objects that this Simulink function contains that meet the specified criteria.
fitToView	Zoom in on this Simulink function and highlight it in the chart.
get	Return the specified property settings for this function.
help	Display a list of properties for this Simulink Function object with short descriptions.
methods	Display all nonglobal methods of this Simulink Function object.

Method	Description
set	Set the specified property of this Simulink Function object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Simulink Function object.
view	Display the contents of the subsystem inside this Simulink function.

State Properties

Stateflow API objects of type State have the properties shown below. See also “State Methods” on page 2-61.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this state (default = 8). Equivalent to selecting Arrowhead Size from the context menu for this state.
BadIntersection	Boolean	RO	If true, this state graphically intersects a box, MATLAB function, graphical function, truth table, or another state.
Chart	Chart	RO	Chart object containing this state.
Debug. Breakpoints. OnDuring	Boolean	RW	If set to true (default = false), set the state during breakpoint for this chart. Equivalent to selecting the State During check box in the State properties dialog box.
Debug. Breakpoints. OnEntry	Boolean	RW	If set to true (default = false), set the state entry breakpoint for this chart. Equivalent to selecting the State Entry check box in the State properties dialog box.

Property	Type	Access	Description
Debug. Breakpoints. OnExit	Boolean	RW	If set to true (default = false), set the state exit breakpoint for this chart. Equivalent to selecting the State Exit check box in the State properties dialog box.
Decomposition	Enum	RW	Set this property to 'EXCLUSIVE_OR' (default) to specify exclusive (OR) decomposition for the states at the first level of containment in this state. Set to 'PARALLEL_AND' to specify parallel (AND) decomposition for these states. Equivalent to the Decomposition selection in the context menu for the state.
Description	String	RW	Description of this state (default = ''). Equivalent to entering a description in the Description field of the State properties dialog box.
Document	String	RW	Document link to this state (default = ''). Equivalent to entering a link in the Document link field of the State properties dialog box.

Property	Type	Access	Description
ExecutionOrder	Integer	RW	Specifies the order in which this state wakes up for parallel (AND) decomposition. Equivalent to the Execution Order selection in the context menu for the state. The UserSpecifiedState TransitionExecutionOrder property of the parent chart must be true. Otherwise, this property does not apply.
FontSize	Double	RW	Size of the font (default = 12) for the label text for this state. This property overrides the font size set for this state at creation by the StateFont.Size property of the containing Chart's object. Equivalent to selecting Font Size > in the context menu for this state.
HasOutputData	Boolean	RW	If set to true (default = false), create a data output port on the Stateflow block for this state with its activity status. If the state is active, the output value is 1. If the state is inactive, the output is 0. Equivalent to selecting the Output State Activity check box in the State properties dialog box.
Id	Integer	RO	Unique identifier assigned to this state to distinguish it from other objects in the model.

Property	Type	Access	Description
InlineOption	String	RW	<p>Determine how generated code for this state appears. Possible settings are:</p> <ul style="list-style-type: none"> • 'Inline' — Call to function is replaced by code. • 'Function' — Function becomes a C function. • 'Auto' — Determines if the function is inlined or made a function through an internal calculation. <p>For guidelines on controlling inlining of state functions, see “Controlling Inlining of State Functions in Generated Code” in the Stateflow documentation.</p>
IsGrouped	Boolean	RW	<p>If set to <code>true</code> (default = <code>false</code>), group this state.</p> <p>Nothing can change inside a grouped state.</p> <p>This property is also useful for copying states to a new location. See “Copying by Grouping (Recommended)” on page 1-35.</p>
IsSubchart	Boolean	RW	<p>If set to <code>true</code> (default = <code>false</code>), make this state a subchart.</p>
LabelString	String	RW	<p>Label for this state (default = '?'). Equivalent to typing the label for this state in its label text field in the chart.</p>

Property	Type	Access	Description
LoggingInfo. DataLogging	Boolean	RW	Signal logging mode: <ul style="list-style-type: none"> • 1 = log signal • 0 = do not log signal (default)
LoggingInfo. DecimateData	Boolean	RW	Limit the amount of data logged by skipping samples. Uses the interval specified by LoggingInfo. Decimation. <ul style="list-style-type: none"> • 1 = decimate logged data • 0 = do not decimate logged data (default)
LoggingInfo. Decimation	Integer	RW	Decimation interval. Default value is 2, which means the chart logs every other sample.
LoggingInfo. LimitDataPoints	Boolean	RW	Limit number of data points to log. Uses the value specified by LoggingInfo. MaxPoints. <ul style="list-style-type: none"> • 1 = limit number of points • 0 = do not limit number of points (default)
LoggingInfo. MaxPoints	Integer	RW	Maximum number of data points to log. Default value is 5000, which means the chart logs the last 5000 data points generated by the simulation.

Property	Type	Access	Description
LoggingInfo. NameMode	String	RW	Source of signal logging name: <ul style="list-style-type: none"> • `SignalName` = same as signal name (default) • `Custom` = name specified by user as LoggingInfo. UserSpecifiedLogName.
LoggingInfo. UserSpecifiedLogName	String	RW	User-specified (custom) signal logging name.
Machine	Machine	RO	Machine containing this state.
Name	String	RW	Name of this state (default = ''). Equivalent to typing this state's name into the beginning of the label text field for this state in the chart. Name is separated from the rest of the state label by a forward slash (/) character.
Position	Rect	RW	Position and size of this state's box in the chart, given in the form of a 1-by-4 array (default is [0 0 90 60]) consisting of the following: <ul style="list-style-type: none"> • (x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart • Width and height of the box
Subviewer	Chart or State	RO	Chart or state in which you can graphically view this state.
Tag	Any Type	RW	Holds data of any type (default = []) for this state.

Property	Type	Access	Description
TestPoint	Integer	RW	If set to 1 (default = 0), sets this state as a Stateflow test point. See “Monitoring Test Points in Stateflow Charts” in the Stateflow documentation.
Type	Enum	RO	Type of this state (default = 'OR'). Can be 'OR' (exclusive) or 'AND' (parallel). The type of this state is determined by the parent’s Decomposition property.

State Methods

State objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “State Properties” on page 2-55.

Method	Description
defaultTransitions	Return the default transitions in this state at the top level of containment.
delete	Delete this state.
dialog	Display the State properties dialog box.
disp	Display the property names and their settings for this State object.
find	Find all objects that this state contains that meet the specified criteria.
fitToView	Zoom in on this state and highlight it in the chart.
get	Return the specified property settings for this state.
help	Display a list of properties for this State object with short descriptions.
innerTransitions	Return the inner transitions that originate with this state and terminate on a contained object.

Method	Description
methods	Display all nonglobal methods of this State object.
outerTransitions	Return an array of transitions that exit the outer edge of this state and terminate on an object outside the containment of this state.
outputData	Output the activity status of this state to the Simulink base workspace via a data output port on the Stateflow block of this state.
set	Set the specified property of this State object with the specified value.
sourcedTransitions	Return all inner and outer transitions whose source is this state.
struct	Return and display a MATLAB structure containing the property settings of this State object.
view	Display this state's chart in the editor with this state highlighted.

Target Properties

Stateflow API objects of type Target have the properties shown below. See also “Target Methods” on page 2-67.

Property	Type	Access	Description
ApplyToAllLibs	Boolean	RW	If set to true (default), use settings in this custom target for all libraries. Equivalent to selecting the Use these custom code settings for all libraries check box in the Custom Target dialog box.
CodeFlagsInfo	Array	RO	A MATLAB vector of structures containing information on the code flag settings for this custom target. See “CodeFlagsInfo Property of Targets” on page 2-65 for more information.

Property	Type	Access	Description
CodegenDirectory	String	RW	Folder to store generated code for a custom target (default = ''). Equivalent to the entry in the Generated Code Directory field of the Custom Target dialog box.
CustomCode	String	RW	Custom code included at the top of the generated header file for a custom target (default = ''). Equivalent to the entry in the Include Code field of the Custom Target dialog box.
Description	String	RW	Description of this custom target (default = ''). Equivalent to entering a description in the Description field of the Custom Target dialog box.
Document	String	RW	Document link to this custom target (default = ''). Equivalent to entering the Document link field of the Custom Target dialog box.
Id	Integer	RO	Unique identifier assigned to this Target object to distinguish it from other objects loaded in memory.
Machine	Machine	RO	Stateflow machine containing this custom target.
Name	String	RW	Name of this custom target (default = 'untitled'). Equivalent to naming or renaming this target in the Model Explorer.

Property	Type	Access	Description
ReservedNames	String	RW	<p>Comma- or space-separated list of names to not use in Stateflow generated code for a custom target. Equivalent to the entry in the Reserved Names field of the Custom Target dialog box.</p> <hr/> <p>Note This property applies only to nonlibrary models. You cannot specify this property for library models.</p>
Tag	Any Type	RW	<p>Holds data of any type (default = []) for this target.</p>
UserIncludeDirs	String	RW	<p>Space-separated list of custom include folder paths for a custom target (default = ''). Equivalent to the entry in the Include Paths field of the Custom Target dialog box.</p> <hr/> <p>Note If your list includes any Windows® path strings that contain spaces, each instance must be enclosed in double quotes within the argument string, for example,</p> <pre>'C:\Project "C:\Custom Files"'</pre>

Property	Type	Access	Description
UserLibraries	String	RW	Space-separated list of custom libraries for a custom target (default = ''). Equivalent to the entry in the Libraries field of the Custom Target dialog box.
UserSources	String	RW	Space-separated list of custom source files for a custom target (default = ''). Equivalent to the entry in the Source Files field of the Custom Target dialog box.

CodeFlagsInfo Property of Targets

The CodeFlagsInfo property of a Target object is a read-only MATLAB vector of structures containing information on the code flag settings for a custom target. Each element in the vector has the following MATLAB structure of information about a particular code flag:

Element	Type	Description
name	String	Short name for this flag
type	String	The type of the code flag
description	String	A description of this code flag
defaultValue	Boolean	The default value of this code flag upon creation of its target
visible	Boolean	Whether or not this flag is visible
enable	Boolean	Whether or not to enable this flag
value	Boolean	The value of the flag

The first element of each structure is a shorthand name for the individual flag that you set in the Custom Target dialog box. For example, the name 'comments' actually refers to the dialog box setting **User Comments in generated code**. While the CodeFlagsInfo property is informational only, you can use these shorthand flag names in the methods getCodeFlag and

setCodeFlag to access and change the values of a flag. (See Chapter 4, “API Method Reference” for more information.)

The names of possible code flags in the CodeFlagsInfo property and the name of the flag as it appears in the **General** pane of the Custom Target dialog box are as follows:

Name in CodeFlagsInfo	Name in Custom Target Dialog Box	Default Value
comments	User Comments in generated code	Enabled
autocomments	Auto-generated Comments in generated code	Disabled
emitdescriptions	State/Transition Descriptions in generated code	Enabled
statebitsets	Use bitsets for storing state configuration	Enabled
databitsets	Use bitsets for storing boolean data	Enabled
emitlogicalops	Compact nested if-else using logical AND/OR operators	Enabled
elseifdetection	Recognize if-elseif-else in nested if-else statements	Enabled
constantfolding	Replace constant expressions by a single constant	Enabled
redundantloadelimination	Minimize array reads using temporary variables	Disabled
exportcharts	Use chart names with no mangling	Disabled
ioformat	I/O data format: Can be one of these values: <ul style="list-style-type: none"> • 0 = Use global input/output data • 1 = Pack input/output data into structures 	0

Name in CodeFlagsInfo	Name in Custom Target Dialog Box	Default Value
initializer	Generate chart initializer function	Disabled
multiinstanced	Multi-instance capable code	Disabled

Target Methods

Target objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Target Properties” on page 2-62.

Method	Description
build	Build this custom target incrementally only for those portions of the target’s charts that have changed since the last build.
delete	Delete this custom target.
dialog	Display the Custom Target dialog box.
disp	Display the property names and their settings for this Target object.
get	Return the specified property settings for this custom target.
getCodeFlag	Return the value of the specified code flag for this custom target.
help	Display a list of properties for this Target object with short descriptions.
make	Compile this custom target incrementally only for those portions of generated code that have changed since the last compilation.
methods	Display all nonglobal methods of this Target object.
rebuildAll	Completely rebuild this custom target.
regenerateAll	Completely regenerate code for this custom target.

Method	Description
set	Set the specified property of this Target object with the specified value.
setCodeFlag	Set the specified code flag for this custom target with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Target object.
view	Display this custom target in the Model Explorer.

Transition Properties

Stateflow API objects of type Transition have the properties shown below. See also “Transition Methods” on page 2-71.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of the arrow (default = 10) for this transition.
Chart	Chart	RO	Stateflow chart object containing this transition.
Debug. Breakpoints. WhenTested	Boolean	RW	If set to true (default = false), set a debugging breakpoint to occur when this transition is tested to see whether it is a valid transition or not. Equivalent to selecting the When Tested check box in the properties dialog box of this transition.
Debug. Breakpoints. WhenValid	Boolean	RW	If set to true (default = false), set a debugging breakpoint to occur when this transition has tested as valid. Equivalent to selecting the When Valid check box in the properties dialog box of this transition.
Description	String	RW	Description of this transition (default = ''). Equivalent to entering a description in the Description field of the properties dialog box for this transition.

Property	Type	Access	Description
Destination	State or Junction	RW	<p>Destination state or junction (default = []) of this transition. Assign Destination the destination object for this transition.</p> <p>You can also use the property Destination to detach the destination end of a transition, through the command <code>t.Destination = []</code> where <code>t</code> is the Transition object.</p>
DestinationOClock	Double	RW	<p>Location of transition destination connection on state (default = 0). Varies from 0 to 12 for full clock cycle location. Its value is taken as modulus 12 of its assigned value.</p>
Document	String	RW	<p>Document link to this transition (default = ''). Equivalent to entering the Document link field of the properties dialog box for this transition.</p>
DrawStyle	Enum	RW	<p>Drawing style for this transition. Set to 'SMART' (default) for smart transitions or 'STATIC' for static transitions. Equivalent to selecting Smart from the context menu for this transition to toggle between settings.</p> <hr/> <p>Note Transition must be connected to effect a change in the DrawStyle property. Otherwise, an error occurs.</p> <hr/>
ExecutionOrder	Integer	RW	<p>Specifies the number for this transition in the execution order for its source (see “Evaluation Order for Outgoing Transitions” in the Stateflow documentation). The <code>UserSpecifiedStateTransitionExecutionOrder</code> property of the parent chart has to be set to true, otherwise, this transition property will be ignored. <code>ExecutionOrder</code> has to be an integer between 1 and m, where m is the total number of transitions originating from the source.</p>

Property	Type	Access	Description
FontSize	Double	RW	Size of the font (default = 12) for the label text for this box. This property overrides the default size for this box, which is set by the <code>TransitionFont.Size</code> property of the Chart object containing this box. Equivalent to selecting Font Size > in the context menu for this box.
Id	Integer	RO	Unique identifier assigned to this transition to distinguish it from other objects in the model.
LabelPosition	Rect	RW	Position and size of this note's box in the chart, given in the form of a 1-by-4 array (default is [0 0 8 14]) consisting of the following: <ul style="list-style-type: none"> • (x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart • Width and height of the box
LabelString	String	RW	Label for this transition (default = '?'). Equivalent to typing the label for this transition in its label text field in the chart.
Machine	Machine	RO	Machine containing this transition.
MidPoint	Rect	RW	Position of the midpoint of this transition relative to the upper left corner of the chart in an [x y] point array (default = [0 0]).
Source	State or Junction	RW	Source state or junction of this transition (default = []). Assign <code>Source</code> the source object for this transition. You can also use the property <code>Source</code> to detach the source end of a transition, through the command <code>t.Source = []</code> where <code>t</code> is the Transition object.
SourceEndPoint	Rect	RO*	[x y] spatial coordinates for the endpoint of a transition (default = [2 2]). This property is RW (read/write) only for default transitions. For all other transitions it is RO (read-only).

Property	Type	Access	Description
SourceClock	Double	RW	Location of transition source connection on state (default = 0). Varies from 0 to 12 for full clock cycle location. The value taken for this property is the modulus 12 of the entered value.
Subviewer	Chart or State	RO	State or chart in which this transition can be graphically viewed.
Tag	Any Type	RW	Holds data of any type (default = []) for this transition.

Transition Methods

Transition objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Transition Properties” on page 2-68.

Method	Description
delete	Delete this transition from the Stateflow chart.
dialog	Display the properties dialog box of this transition.
disp	Display the property names and their settings for this Transition object.
fitToView	Zoom in on this transition and highlight it in the chart.
get	Return the specified property settings for this transition.
help	Display a list of properties for this Transition object with short descriptions.
methods	Display all nonglobal methods of this Transition object.
set	Set the specified property of this Transition object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this Transition object.
view	Display this transition’s chart in the editor with this transition highlighted.

Truth Table Properties

Stateflow API objects of type TruthTable have the properties shown below. See also “Truth Table Methods” on page 2-75.

Property	Type	Access	Description
ActionTable	Cell Array	RW	A cell array of strings containing the contents of the Action Table for this truth table.
ArrowSize	Double	RW	Size of transition arrows coming into the truth table function in the chart (default = 8).
BadIntersection	Boolean	RO	If true, this truth table graphically intersects a state, box, MATLAB function, graphical function, or another truth table.
Chart	Chart	RO	Chart object containing this truth table.
ConditionTable	Cell Array	RW	A cell array of strings containing the contents of the Condition Table for this truth table, including the Actions row.
Debug. Breakpoints. OnDuring	Boolean	RW	If true, sets the during breakpoint for this truth table. Equivalent to selecting the Function Call check box in the Truth Table properties dialog box.
Description	String	RW	Description of this truth table (default = ' '). Equivalent to entering a description in the Description field of the Truth Table properties dialog box.
Document	String	RW	Document link to this truth table. Equivalent to entering a link in the Document link field of the Truth Table properties dialog box.

Property	Type	Access	Description
FontSize	Double	RW	Size of the (default = 12) font of the label text for this truth table. This property overrides the font size set for this truth table at creation by the <code>StateFont.Size</code> property of the containing Chart's object. Equivalent to selecting Font Size > <i>font size</i> in the context menu for this truth table.
Id	Integer	RO	Unique identifier assigned to this truth table to distinguish it from other objects in the model.
LabelString	String	RW	Full label for this truth table (default = '()') including its return, name, and arguments. Equivalent to typing the label for this truth table in its label text field in the chart.
Machine	Machine	RO	Machine that contains this truth table.
Name	String	RW	Name of this truth table (default = ''). Equivalent to typing a name for this truth table into the label text field of the truth table box in the chart. Label syntax is <i>return = Name (arguments)</i> .
OverSpecDiagnostic	String	RW	Interprets the error diagnosis of this truth table as overspecified according to the possible values 'Error', 'Warning', or 'None'. In the Truth Table Editor, the value of this property is assigned by selecting Overspecified from the Settings menu item and then selecting one of the three values.

Property	Type	Access	Description
Position	Rect	RW	<p>Position and size of this truth table's box in the chart, given in the form of a 1-by-4 array (default is [0 0 90 60]) consisting of the following:</p> <ul style="list-style-type: none"> • (x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart • Width and height of the box
Subviewer	Chart or State	RO	State or chart in which this truth table can be graphically viewed.
Tag	Any Type	RW	Holds data of any type (default = []) for this truth table.
UnderSpecDiagnostic	String	RW	Interprets the error diagnosis of this truth table as underspecified according to the possible values 'Error', 'Warning', or 'None'. In the Truth Table Editor, the value of this property is assigned by selecting Underspecified from the Settings menu item and then selecting one of the three values.

Truth Table Methods

Truth table objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Truth Table Properties” on page 2-72.

Method	Description
delete	Delete this truth table from the Stateflow chart.
dialog	Display the Truth Table properties dialog box.
disp	Display the property names and their settings for this truth table object.
find	Find all objects that this graphical truth table contains that meet the specified criteria.
fitToView	Zoom in on this truth table and highlight it in the chart.
get	Return the specified property settings for this truth table.
help	Display a list of properties for this truth table object with short descriptions.
methods	Display all nonglobal methods of this truth table object.
set	Set the specified property of this truth table object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this truth table object.
view	Display this truth table’s chart in the editor with this truth table highlighted.

Truth Table Chart Properties

Stateflow API objects of type TruthTableChart have the properties shown below. See also “Truth Table Chart Methods” on page 2-78.

Property	Type	Access	Description
ActionTable	Cell Array	RW	A cell array of strings containing the contents of the Action Table for this truth table block.
ChartUpdate	Enum	RW	Activation method of this chart. Can be 'INHERITED' (default), 'DISCRETE', or 'CONTINUOUS'.

Property	Type	Access	Description
ConditionTable	Cell Array	RW	A cell array of strings containing the contents of the Condition Table for this truth table block, including the Actions row.
Description	String	RW	Description of this truth table block (default = ''). Equivalent to entering a description in the Description field of the properties dialog box for this truth table block.
Dirty	Boolean	RW	If set to true (default = false), this chart has changed since being opened or saved.
Document	String	RW	Document link to this truth table block.
Iced	Boolean	RO	Equivalent to property Locked (default = false) except that this property is used internally to lock this block from change during activities such as simulation.
Id	Integer	RO	Unique identifier assigned to this truth table block to distinguish it from other objects in the model.
InputFimath	embedded.fimath object	RW	The embedded.fimath object that will be associated with inputs from Simulink blocks.
LabelString	String	RW	Full label for this truth table (default = '()') including its return, name, and arguments. Equivalent to typing the label for this truth table in its label text field.

Property	Type	Access	Description
Locked	Boolean	RW	If set to true (default = false), mark this block as read-only and prohibit any write operations on it.
Machine	Machine	RO	Machine that contains this truth table block.
Name	String	RW	Name of this truth table block. (default = ''). Equivalent to typing a name for this truth table into the label text field of the truth table box.
OverSpecDiagnostic	String	RW	Interprets the error diagnosis of this truth table as overspecified according to the possible values 'Error', 'Warning', or 'None'. In the Truth Table Editor, the value of this property is assigned by selecting Overspecified from the Settings menu item and then selecting one of the three values.
Path	String	RW	Path to the block.
SampleTime	String	RW	Sample time for activating this chart (default = ' ').
Tag	Any Type	RW	Holds data of any type (default = []) for this truth table block.

Property	Type	Access	Description
TreatInheritedIntegersAs	String	RW	Determines how inherited integer signals are treated in MATLAB functions. The two choices are Integers and Fixed-point . A Simulink model does not distinguish between a fixed-point signal with zero fraction length and an integer signal. However, the MATLAB workspace has two different classes for these two kinds of data: <code>uint8</code> , <code>int16</code> , etc...) and <code>embedded.fi</code> . You can specify the type for any given input signal to be either Integer or fixed-point and override this default.
UnderSpecDiagnostic	String	RW	Interprets the error diagnosis of this truth table as underspecified according to the possible values 'Error', 'Warning', or 'None'. In the Truth Table Editor, the value of this property is assigned by selecting Underspecified from the Settings menu item and then selecting one of the three values.

Truth Table Chart Methods

Truth Table Chart objects have the methods in the table below. For details on each method, see Chapter 4, “API Method Reference”.

See also “Truth Table Chart Properties” on page 2-75.

Method	Description
<code>delete</code>	Delete this truth table block from the model.
<code>dialog</code>	Display the properties dialog box of this truth table.

Method	Description
disp	Display the property names and their settings for this truth table object.
find	Find all objects that this graphical truth table contains that meet the specified criteria.
get	Return the specified property settings for this truth table.
help	Display a list of properties for this truth table object with short descriptions.
methods	Display all nonglobal methods of this truth table object.
set	Set the specified property of this truth table object with the specified value.
struct	Return and display a MATLAB structure containing the property settings of this truth table object.
view	Display this truth table block in the model.

API Object Properties and Methods

Properties and Methods Sorted Alphabetically By Application

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Reference Table Column Descriptions

Reference tables for Stateflow API properties and methods have these columns:

- **Name** — The name for the property or method. Each property or method has a name that you use in dot notation along with a Stateflow object to set or obtain the property’s value or call the method.
- **Type** — A data type for the property. Some types are other Stateflow API objects, such as the Machine property, which is the Machine object that contains this object.

- **Access** — An access type for the property. Properties that are listed as RW (read/write) can be read and changed. For example, the Name and Description properties of particular objects are RW. However, some properties are RO (read-only) because they are set by the MATLAB workspace itself.
- **Description** — A description for the property or method. For some properties, the equivalent GUI operations for setting it are also given.
- **Objects** — The types of objects that have this property or method. The object types are listed as follows: Root (R), Machine (M), Chart (C), State (S), Atomic Subchart (AS), Box (B), Graphical Function (F), Truth Table (TT), MATLAB Function (EM), Simulink Function (SLF), Note (N), Transition (T), Junction (J), Event (E), Data (D), Target (X), Editor (ED), and Clipboard (CB).

Access Methods

The following methods find, get, and set objects and their properties.

Method	Description	Objects
defaultTransitions	Return the default transitions in this chart at the top level of containment.	C S B F
disp	Display the property names and their settings for this object.	C S AS B F N T J D E X TT EM SLF
find	Find all objects that this object contains that meet the criteria specified by the arguments.	All
get	Return the specified property settings for this object.	All
help	Display a list of properties for this object with short descriptions. Used with all objects except the Root and Machine object.	All
innerTransitions	Return the inner transitions that originate with this object and terminate on a contained object.	S B
methods	Return the methods of this object.	All

Method	Description	Objects
outerTransitions	Return an array of transitions that exit the outer edge of this object and terminate on an object outside the containment of this object.	S B
set	Set the specified property of this object with a specified value. Used with all objects except the Root object.	All
sourcedTransitions	Return all inner and outer transitions whose source is this object.	S B F J
struct	Return a MATLAB structure containing the property settings of this object.	C S AS B F N T J D E X TT EM SLF

Code Generation and Target Building

- “Code Generation and Build Methods” on page 3-4
- “Code Generation Properties” on page 3-5
- “Custom Code Properties” on page 3-7

Code Generation and Build Methods

The following methods control parsing, code generation, and building of custom targets.

Method	Description	Objects
build	Build this custom target only for those portions of the target’s charts that have changed since the last build (i.e., incrementally). See also the methods <code>rebuildAll</code> , <code>generate</code> , <code>rebuildAll</code> , and <code>make</code> .	X
generate	Generate code for this custom target only for those portions of this target’s charts that have changed since the last code generation (i.e., incrementally).	X

Method	Description	Objects
	See also the methods <code>build</code> , <code>rebuildAll</code> , <code>regenerateAll</code> , and <code>make</code> .	
<code>getCodeFlag</code>	Return the value of the specified code flag for this custom target.	X
<code>make</code>	Compile this custom target incrementally, only for those portions of this target's charts that have changed since the last compilation. See also the methods <code>build</code> , <code>rebuildAll</code> , <code>generate</code> , and <code>regenerateAll</code> .	X
<code>parse</code>	Parses all the charts in this machine (model) or just this chart.	M C
<code>rebuildAll</code>	Completely rebuild this custom target. See also the methods <code>build</code> , <code>generate</code> , <code>regenerateAll</code> , and <code>make</code> .	X
<code>regenerateAll</code>	Completely regenerate code for this custom target. See also the methods <code>build</code> , <code>rebuildAll</code> , <code>generate</code> , and <code>make</code> .	X
<code>setCodeFlag</code>	Set the value of the specified code flag for this custom target.	X

Code Generation Properties

The following properties control the code generated from the Stateflow charts in a model.

Property	Type	Access	Description	Objects
ApplyToAllLibs	Boolean	RW	If set to true, use settings in this custom target for all libraries. Equivalent to selecting the Use these custom code settings for all libraries check box in the Custom Target dialog box.	X
CodeFlagsInfo	Array	RO	<p>A MATLAB vector of structures containing information on code flag settings for this custom target. Each element in the vector is a MATLAB structure with information about a specific code flag. Each flag corresponds to a selection in the properties dialog box for this target.</p> <p>If you want to see information about the first flag for a Target object x, use these commands:</p> <pre>cfi = x.CodeFlagsInfo disp(cfi(1))</pre> <p>If you want to see the names of all the flags, use this command:</p> <pre>cfi.name</pre> <p>The Name member of the CodeFlagsInfo structure is shorthand for a longer expression in the properties dialog box. For example, the name 'comments' refers to the dialog box setting User Comments in generated code.</p> <p>You use the name of a code flag to get and set the code flag value with the methods <code>getCodeFlag</code> and <code>setCodeFlag</code>. Changing the vector</p>	X

Property	Type	Access	Description	Objects
			returned by CodeFlagsInfo does not change an actual flag.	
EnableBitOps	Boolean	RW	If set to true, enable C-like bit operations in generated code for this chart. Equivalent to selecting the Enable C-bit operations check box in the Chart properties dialog box.	C

Custom Code Properties

The following properties control the custom code that you include with a Stateflow chart.

Property	Type	Access	Description	Objects
CodegenDirectory	String	RW	Folder to store generated code for a custom target (default = ''). Equivalent to the entry in the Generated Code Directory field of the custom code settings in the Custom Target dialog box.	X
CustomCode	String	RW	Custom code included at the top of the generated header file for a custom target (default = ''). Equivalent to the entry in the Include Code field of the custom code settings in the Custom Target dialog box.	X

Property	Type	Access	Description	Objects
UserIncludeDirs	String	RW	<p>Space-separated list of custom include folder paths for a custom target (default = ''). Equivalent to the entry in the Include Paths field of the custom code settings in the Custom Target dialog box.</p> <hr/> <p>Note If your list includes any Windows path strings that contain spaces, each instance must be enclosed in double quotes within the argument string, for example,</p> <pre>'C:\Project "C:\Custom Files"'</pre> <hr/>	X
UserLibraries	String	RW	<p>Space-separated list of custom libraries for a custom target (default = ''). Equivalent to the entry in the Libraries field of the custom code settings in the Custom Target dialog box.</p>	X
UserSources	String	RW	<p>Space-separated list of custom source files for a custom target (default = ''). Equivalent to the entry in the Source Files field of the custom code settings in the Custom Target dialog box.</p>	X
ReservedNames	String	RW	<p>Comma- or space-separated list of names to not use in Stateflow generated code for a custom target. Equivalent to the entry in the Reserved Names field of the custom code settings in the Custom Target dialog box.</p>	X

Property	Type	Access	Description	Objects
			<hr/> <p>Note This property applies only to nonlibrary models. You cannot specify this property for library models.</p> <hr/>	

Containment

The following properties control how one Stateflow object contains another Stateflow object.

Property	Type	Access	Description	Objects
Chart	Chart	RO	Chart object containing this object.	S A S B F N T J T T E M S L F
Decomposition	Enum	RW	Set this property to 'EXCLUSIVE_OR' to specify exclusive (OR) decomposition for the states at the first level of containment in this chart or state. Set to 'PARALLEL_AND' to specify parallel (AND) decomposition for these states.	C S
IsGrouped	Boolean	RW	<p>If set to true, group this object.</p> <p>Nothing is allowed to change inside a grouped object. You must first ungroup the object before you can change its contents.</p> <p>This property is also useful for copying states and their contents to a new location. See “Copying by Grouping (Recommended)” on page 1-35.</p>	S B F

Property	Type	Access	Description	Objects
IsSubchart	Boolean	RW	If set to true, makes this state, box, or graphical function a subchart.	S B F
Machine	Machine	RO	Machine that contains this object. A machine object contains all of the Chart objects in a Model.	C S A S B F N T J D E X T T E M S L F

Creating and Deleting Objects

Use the following methods to create and delete Stateflow objects.

Method	Description	Objects
copy	Copy the specified array of objects to the clipboard for pasting. See also the pasteTo method.	CB
delete	Delete this object.	All but R M C CB ED
pasteTo	Paste the objects in the Clipboard to the specified container object. See also copy method.	CB
Stateflow.AtomicSubchart	Create an atomic subchart for a parent chart or state.	NA
Stateflow.Box	Create a box for a parent chart, state, box, or function.	NA
Stateflow.Data	Create a data for a parent machine, chart, state, box, or function.	NA
Stateflow.EMFunction	Create a MATLAB function for a parent chart or state.	NA
Stateflow.Event	Create an event for a parent chart or state.	NA
Stateflow.Function	Create a graphical function for a parent chart, state, box, or function.	NA
Stateflow.Junction	Create a junction for a parent chart, state, box, or function.	NA

Method	Description	Objects
Stateflow.Note	Create a note for a parent chart or state.	NA
Stateflow.SLFunction	Create a Simulink function for a parent chart or state.	NA
Stateflow.State	Create a state for a parent chart, state, box, or function.	NA
Stateflow.Target	Create a custom target for a parent machine.	NA
Stateflow.Transition	Create a transition for a parent chart, state, box, or function.	NA
Stateflow.TruthTable	Create a truth table function for a parent chart or state.	NA

Data Definition Properties

The following properties control the type, size, and value of data in Stateflow charts.

Tip All properties of the Props field must be set individually.

Property	Type	Access	Description	Objects
DataType	Enum	RW	Data type of this data. Can have one of the following possible values: 'boolean', 'uint8', 'int8', 'uint16', 'int16', 'uint32', 'int32', 'single', 'double' and 'fixpt'. Equivalent to an entry in the Type column for this data in the Model Explorer or the Type field in the Data properties dialog box.	D
FixptType.Bias	Double	RW	The Bias value for this fixed-point type.	D
FixptType.FractionalSlope	Double	RW	The Fractional Slope value for this fixed-point type.	D

Property	Type	Access	Description	Objects
FixptType. RadixPoint	Integer	RW	The power of two specifying the binary point location for this fixed-point type.	D
FixptType. BaseType	Enum	RW	The size and sign of the base for the quantized integer, Q , of this fixed-point type.	D
ParsedInfo. Array. FirstIndex	Integer	RO	Numeric equivalent of string Data property Props.Range.FirstIndex.	D
ParsedInfo. Array. Size	Integer	RO	Numeric equivalent of string Data property Props.Array.Size.	D
ParsedInfo. InitialValue	Double	RO	Numeric equivalent of string Data property Props.InitialValue.	D
ParsedInfo. Range. Maximum	Double	RO	Numeric equivalent of string Data property Props.Range.Maximum.	D
ParsedInfo. Range. Minimum	Double	RO	Numeric equivalent of string Data property Props.Range.Minimum.	D
Port	Integer	RW	Port index number for this input or output data or event (default = 1).	D E
Props. Array. FirstIndex	String	RW	Index of the first element of this data if it is an array (Props.Array.Size >= 1). Equivalent to entering a value of zero or greater in the First index field of the Data properties dialog box.	D
Props. Array. Size	String	RW	Specifying a positive value for this property specifies that this data is an array of specified size. Equivalent to entering a positive value in the Size column for this data in the Model Explorer or in the Size field of the Data properties dialog box.	D

Property	Type	Access	Description	Objects
Props. Complexity	Enum	RW	If set to 'On', the data can take complex values. The default value is 'Off', which indicates that the data cannot take complex values. Equivalent to setting Complexity in the Data properties dialog box.	D
Props. Frame	Enum	RW	If set to 'Frame based', the data supports frame-based signals. The default value is 'Sample based', which indicates that the data supports sample-based signals.	D
Props. InitialValue	String	RW	If the source of the initial value for this data is the Stateflow hierarchy, this is the value used. Equivalent to entering this value in the InitVal column for this data in the Model Explorer or similar field in the Data properties dialog box.	D
Props. Range. Maximum	String	RW	Maximum value that this data can have during execution or simulation of the state machine. Equivalent to entering value in Max column for this data in the Model Explorer or the Maximum field in the Data properties dialog box.	D
Props. Range. Minimum	String	RW	Minimum value that this data can have during execution or simulation of the state machine. Equivalent to entering value in the Min column for this data in the Model Explorer or in the Minimum field in the Data properties dialog box.	D

Property	Type	Access	Description	Objects
Props. Resolve To Signal Object	Integer	RW	If set to 1, the data must resolve to a <code>Simulink.Signal</code> object that you define in the model workspace or base workspace. The default value is 0, indicating that the data does not have to resolve to a signal object. Equivalent to setting Data must resolve to Simulink signal object in the Data properties dialog box.	D
Props. Type. BusObject	String	RW	If <code>Props.Type.Method</code> is <code>Bus Object</code> , you must set this property to the name of the <code>Simulink.Bus</code> object that defines this data (see “Working with Structures and Bus Signals in Stateflow Charts” in the Stateflow documentation). Equivalent to setting the data type Mode to <code>Bus Object</code> , and entering the name of a <code>Simulink.Bus</code> object in the Data Type Assistant of the Data properties dialog box.	D
Props. Type. EnumType	String	RW	If <code>Props.Type.Method</code> is <code>Enumerated</code> , you must set this property to the name of the enumerated type that defines this data (see “Using Enumerated Data in Stateflow Charts” in the Stateflow documentation). Equivalent to setting the data type Mode to <code>Enumerated</code> , and entering the name of an enumerated type in the Data Type Assistant of the Data properties dialog box.	D

Property	Type	Access	Description	Objects
Props. Type. Expression	String	RW	If Props.Type.Method is Expression, you must set this property to an expression that evaluates to a data type (see “Entering Expressions and Parameters for Data Properties” in the Stateflow documentation). Equivalent to setting the data type Mode to Expression, and entering an expression in the Data Type Assistant of the Data properties dialog box.	D
Props. Type. Fixpt. Bias	String	RW	The bias value for fixed-point data (default = 0.0) when Props.Type.Fixpt.ScalingMode equals Slope and bias ; otherwise this value is ignored. Equivalent to entering a real number in the Bias field of the Data Type Assistant in the Data properties dialog box.	D
Props. Type. Fixpt. FractionLength	String	RW	The location of the binary point in fixed-point data (default = 0) when Props.Type.Fixpt.ScalingMode equals Binary point ; otherwise this value is ignored. Equivalent to entering a positive or negative integer in the Fraction length field of the Data Type Assistant in the Data properties dialog box.	D
Props. Type. Fixpt. Lock	Integer	RW	If set to 1 (default = 0), prevents Simulink software from replacing the current fixed-point type with a type that the Fixed-Point Tool or Fixed-Point Advisor chooses. Equivalent to selecting Lock data type setting against changes by the fixed-point tools in the Data properties dialog box.	D

Property	Type	Access	Description	Objects
Props. Type. Fixpt. ScalingMode	String	RW	<p>Method for scaling fixed point data to avoid overflow conditions and minimize quantization errors. The settings are:</p> <ul style="list-style-type: none"> • None (the default) • Binary point • Slope and bias <p>Equivalent to setting the Scaling field of the Data Type Assistant in the Data properties dialog box.</p>	D
Props. Type. Fixpt. Slope	String	RW	<p>The slope value for fixed-point data (default = 1.0) when Props.Type.Fixpt.ScalingMode equals Slope and bias; otherwise this value is ignored. Equivalent to entering a positive real number in the Slope field of the Data Type Assistant in the Data properties dialog box.</p>	D
Props. Type. Method	String	RW	<p>Method for setting the type of this data, based on scope:</p> <ul style="list-style-type: none"> • If scope is Local, you can set this property to Built in, Fixed point, Enumerated, Expression, or Bus Object. • If scope is Constant, you can set this property to Built in, Fixed point, or Expression. • If scope is Parameter, Input, or Output, you can set this property to Inherit, Built in, Fixed point, Enumerated, Expression, or Bus Object. 	D

Property	Type	Access	Description	Objects
			<ul style="list-style-type: none"> If scope is Data Store Memory, you should set <code>Props.Type.Method</code> to Inherit as a read-only property. <p>Equivalent to setting the Mode field of the Data Type Assistant in the Data properties dialog box.</p>	
Props. Type. Signed	Integer	RW	If set to 1, indicates that fixed-point data should be signed. The default value is 0, indicating that the data is unsigned. Equivalent to setting the Signedness field of the Data Type Assistant in the Data properties dialog box.	D
Props. Type. Units	String	RW	Units of measurement for the data value (default = '').	D
Props. Type. WordLength	String	RW	Size in bits of the word that will hold the quantized integer of fixed-point data. Equivalent to entering an integer in the Word length field of the Data Type Assistant in the Data properties dialog box.	D
SaveTo Workspace	Integer	RW	If set to 1 (default = 0), this data is saved to the MATLAB workspace. Setting this property to 1 is equivalent to selecting the SaveToWorkspace column entry for this data in the Model Explorer or selecting the Save final value to base workspace field in the Data properties dialog box.	D

Property	Type	Access	Description	Objects
Scope	Enum	RW	<p>Scope of this data:</p> <ul style="list-style-type: none"> • Local — Data defined in current Stateflow chart. • Constant — Read-only constant value that is visible to the parent Stateflow object and its children. • Parameter — Constant defined in the MATLAB workspace or derived from a Simulink parameter that is defined and initialized in the parent masked subsystem. • Input — If the parent is a graphical, truth table, or MATLAB function, the data is an input argument. Otherwise, it is provided by the Simulink model to the Stateflow chart via an input port. • Output — If the parent is a graphical, truth table, or MATLAB function, the data is a return value. Otherwise, it is provided by the Stateflow chart to the Simulink model via an output port. • Data Store Memory — Data that binds to a Simulink data store. • Temporary — Data that persists only during the execution of a function. • Imported — Data parented by the Simulink model, but defined in external code embedded in the Stateflow machine. 	D

Property	Type	Access	Description	Objects
			<ul style="list-style-type: none"> • Exported — Data from the Simulink model that you provide to external code. Parent must be a Stateflow machine. <p>Equivalent to setting the Scope field in the Data properties dialog box. See “Scope” in the Stateflow documentation.</p>	
TestPoint	Integer	RW	If set to 1 (default = 0), sets this data as a Stateflow test point. You can monitor individual Stateflow test points with a floating scope during model simulation. You can also log test point values into MATLAB workspace objects. See “Monitoring Test Points in Stateflow Charts” in the Stateflow documentation.	D

Debugging Properties

The following properties control values used in debugging Stateflow chart applications with the Stateflow Debugger.

Property	Type	Access	Description	Objects
Debug. Animation. Delay	Double	RW	Specify a delay (slow down) value for animation. Equivalent to setting the Delay (sec) field in the Debugger window.	M
Debug. Animation. Enabled	Boolean	RW	If true, animation (simulation) is enabled. If false (=0), disabled. Equivalent to selecting the Enabled or Disabled radio button in the Debugger window.	M

Property	Type	Access	Description	Objects
Debug. BreakOn. ChartEntry	Boolean	RW	If true, sets the chart entry breakpoint for all charts in this machine. Equivalent to selecting the Chart Entry check box in the Debugger window.	M
Debug. BreakOn. EventBroadcast	Boolean	RW	If true, sets the event broadcast breakpoint for all charts in this machine. Equivalent to selecting the Event Broadcast check box in the Debugger window.	M
Debug. BreakOn. StateEntry	Boolean	RW	If true, sets the state entry breakpoint for all states in this machine. Equivalent to selecting the State Entry check box in the Debugger window.	M
Debug. Breakpoints. EndBroadcast	Boolean	RW	If true, sets a debugger breakpoint for the end of the broadcast of this event. Equivalent to selecting the End of broadcast check box in the Event properties dialog box.	E
Debug. Breakpoints. StartBroadcast	Boolean	RW	If true, sets a debugger breakpoint for the start of the broadcast of this event. Equivalent to selecting the Start of broadcast check box in the Event properties dialog box.	E
Debug. Breakpoints. OnDuring	Boolean	RW	If true, sets the during breakpoint for this object. Equivalent to selecting the State During check box in the properties dialog box for this state or atomic subchart, or selecting the Function Call check box in the properties dialog box for this graphical function or truth table.	F S AS TT

Property	Type	Access	Description	Objects
Debug. Breakpoints. OnEntry	Boolean	RW	If true, sets the entry breakpoint for this object. Equivalent to selecting the Chart Entry check box in the properties dialog box for this chart, or selecting the State Entry check box in the properties dialog box for this state or atomic subchart.	C S AS
Debug. Breakpoints. OnExit	Boolean	RW	If true, sets the exit breakpoint for this object. Equivalent to selecting the State Exit check box in the properties dialog box for this state or atomic subchart.	S AS
Debug. Breakpoints. WhenTested	Boolean	RW	If true, sets a debugging breakpoint to occur when this transition is tested to see if it is a valid transition. Equivalent to selecting the When Tested check box in the properties dialog box of this transition.	T
Debug. Breakpoints. WhenValid	Boolean	RW	If true, sets a debugging breakpoint to occur when this transition has tested as valid. Equivalent to selecting the When Valid check box in the properties dialog box of this transition.	T
Debug. DisableAll Breakpoints	Boolean	RW	If true, disables the use of all breakpoints in this machine. Equivalent to selecting the Disable all check box in the Debugger window.	M
Debug. State RunTimeCheck. Inconsistencies	Boolean	RW	If true, checks for state inconsistencies during a debug session. Equivalent to selecting the State Inconsistency check box in the Debugger window.	M
Debug. RunTimeCheck. TransitionConflicts	Boolean	RW	If true, checks for transition conflicts during a debug session. Equivalent to selecting the Transition Conflict check box in the Debugger window.	M

Property	Type	Access	Description	Objects
Debug. RunTimeCheck. CycleDetection	Boolean	RW	If true, checks for cyclical behavior errors during a debug session. Equivalent to selecting the Detect Cycles check box in the Debugger window.	M
Debug. RunTimeCheck. DataRangeChecks	Boolean	RW	If true, checks for data range violations during a debug session. Equivalent to selecting the Data Range check box in the Debugger window.	M
Debug. Watch	Boolean	RW	If true, causes the Debugger window to halt execution if this data is modified. Equivalent to selecting the Watch column entry for this data in the Model Explorer or selecting the Watch in debugger check box in the Data properties dialog box.	D
TestPoint	Boolean	RW	If true (default = false), sets this data, state, or atomic subchart as a Stateflow test point. You can monitor Stateflow test points with a floating scope during simulation. You can also log test point values into MATLAB workspace objects. See “Monitoring Test Points in Stateflow Charts” in the Stateflow documentation.	D S AS

Display Control

- “Display Methods” on page 3-22
- “Display Properties” on page 3-23

Display Methods

The following methods control the current display.

Method	Description	Objects
dialog	Display the properties dialog box of this object.	M C S AS B F N T J D E X TT EM
fitToView	Zoom in on this object and highlight it in the editor.	C S AS B F N T J TT EM SLF
view	Make this object visible for editing.	C S AS B F N T J D E X TT EM SLF
zoomIn and zoomOut	Causes the editor to zoom in or zoom out on this chart.	ED

Display Properties

The following properties affect the display of the current Stateflow chart.

Property	Type	Access	Description	Objects
Visible	Boolean	RO	If true, indicates that this object is currently visible in the chart.	C
Subviewer	Chart or State	RO	Chart or state in which you can view this object graphically.	S AS B F N T J TT EM SLF
ZoomFactor	Double	RW	View magnification level (zoom factor) of this chart in the editor.	ED

Graphical Appearance

- “Color Properties” on page 3-24
- “Drawing Properties” on page 3-24
- “Font Properties” on page 3-25
- “Position Properties” on page 3-27
- “Text Properties” on page 3-30

Color Properties

The following properties set colors for the graphical objects in Stateflow charts.

Property	Type	Access	Description	Objects
ChartColor	[R,G,B]	RW	Background color of this chart in a 1-by-3 RGB array with each value normalized on a scale of 0 to 1.	C
ErrorColor	[R,G,B]	RW	Set the RGB color for errors in the chart using a 1-by-3 RGB array with each value normalized on a scale of 0 to 1.	C
JunctionColor	[R,G,B]	RW	Set the RGB color for junctions in the chart using a 1-by-3 RGB array with each value normalized on a scale of 0 to 1.	C
SelectionColor	[R,G,B]	RW	Color of selected items for this chart in a 1-by-3 RGB array with each value normalized on a scale of 0 to 1.	C
StateColor	[R,G,B]	RW	Color of the state box in a 1-by-3 RGB array with each value normalized on a scale of 0 to 1.	C
StateLabelColor	[R,G,B]	RW	Color of the state labels for this chart in a 1-by-3 RGB array with each value normalized on a scale of 0 to 1.	C
TransitionColor	[R,G,B]	RW	Set the RGB color for transitions in the chart using a 1-by-3 RGB array with each value normalized on a scale of 0 to 1.	C
TransitionLabelColor	[R,G,B]	RW	Color of the transition labels for this chart in a 1-by-3 RGB array with each value normalized on a scale of 0 to 1.	C

Drawing Properties

The following properties control how Stateflow objects are drawn in their charts.

Property	Type	Access	Description	Objects
ArrowSize	Double	RW	Size of transition arrows coming into this object. Equivalent to selecting Arrowhead Size from the context menu for this object.	S AS B F T J TT EM SLF
DrawStyle	String	RW	Drawing style for this transition. Set to 'SMART' (default) for smart transitions or 'STATIC' for static transitions. Equivalent to selecting Smart from the context menu for this transition to toggle between settings. <hr/> Note Transition must be connected to effect a change in the DrawStyle property. Otherwise, an error occurs. <hr/>	T
Editor	Editor	RO	Editor object for this chart.	C

Font Properties

The following properties change the font used for text in a Stateflow chart.

Property	Type	Access	Description	Objects
Font. Angle	Enum	RW	Style of the font for the text in this note. Can be 'ITALIC' or 'NORMAL'. This property overrides the default style for this note, which is set by the StateFont.Angle property of the Chart object containing this note.	N
Font. Name	String	RO	Name of the font for the text in this note. This property is read-only (RO) and set by the StateFont.Name property of the Chart object containing this note.	N

Property	Type	Access	Description	Objects
Font. Size	Double	RW	Size of the font for the label text for this note. This property overrides the default size for this note, which is set by the <code>StateFont.Size</code> property of the Chart object containing this note. Equivalent to selecting Font Size > in the context menu for this note.	N
Font. Weight	Enum	RW	Weight of the font for the label text for this note. Can be 'BOLD' or 'NORMAL'. This property overrides the default weight for the text in this note, which is set by the <code>StateFont.Weight</code> property of the Chart object containing this note.	N
FontSize	Double	RW	Size of the font for the label text for this object. This property overrides the default size for this object, which is set by the <code>StateFont.Size</code> property (<code>TransitionFont.Size</code> for transitions) of the Chart object containing this object. Equivalent to selecting Font Size > in the context menu for this object.	S AS B F T TT EM SLF
StateFont. Angle	Enum	RW	Font angle for the labels of State, Box, Function, and Note objects. Can be 'ITALIC' or 'NORMAL'. Use with property <code>StateFont.Weight</code> to achieve Bold Italic style. You can individually override this property with the <code>Font.Angle</code> property for Note objects.	C
StateFont. Name	String	RW	Font style used for the labels of State, Box, Function, and Note objects. Enter a string for the font name -- no selectable values. Font remains set to previous font for unrecognized font strings.	C

Property	Type	Access	Description	Objects
StateFont. Size	Integer	RW	Font size for the labels of State, Box, Function, and Note objects. You can individually override this property with the <code>FontSize</code> property for State, Box, and Function objects and with the <code>Font.Size</code> property for Note objects.	C
StateFont. Weight	Enum	RW	Font weight for state labels. Can be 'BOLD' or 'NORMAL'. Use with the property <code>StateFont.Angle</code> to achieve Bold Italic style. You can individually override this property with the <code>Font.Weight</code> property for Note objects.	C
TransitionFont. Angle	Enum	RW	Font angle for state labels. Can be 'ITALIC' or 'NORMAL'. Use with property <code>StateFont.Weight</code> to achieve Bold Italic style.	C
TransitionFont. Name	String	RW	Font used for transition labels. Enter string for font name (no selectable values). Font remains set to previous font for unrecognized font strings.	C
TransitionFont. Size	Integer	RW	Default font size for transition labels. Truncated to closest whole number less than or equal to entered value.	C
TransitionFont. Weight	Enum	RW	Font weight for transition labels. Can be 'BOLD' or 'NORMAL'. Use with property <code>StateFont.Angle</code> to achieve Bold Italic style.	C

Position Properties

The following properties control the position of Stateflow objects in a Stateflow chart.

Property	Type	Access	Description	Objects
BadIntersection	Boolean	RO	If true, this object graphically intersects another state, box, or function in an invalid way.	S AS B F TT EM SLF
Destination	State or Junction	RW	Destination state or junction of this transition. Assign <code>Destination</code> the destination object for this transition. You can also use the property <code>Destination</code> to detach the destination end of a transition through the command <code>t.Destination = []</code> where <code>t</code> is the Transition object.	T
Destination OClock	Double	RW	Location of transition destination connection on state. Varies from 0 to 12 for full clock cycle location. Value taken as modulus 12 of entered value.	T
LabelPosition	Rect	RW	Position and size of this transition's label in the chart, given in the form of a 1-by-4 array consisting of the following: <ul style="list-style-type: none"> (x,y) coordinates for the label's upper left vertex relative to the upper left vertex of the chart Width and height of the label 	T
MidPoint	Rect	RW	Position of the midpoint of this transition relative to the upper left corner of the chart, in a 1-by-2 (x,y) point array.	T

Property	Type	Access	Description	Objects
Position	Rect	RW	<p>Position and size of box-like objects in the chart, given in the form of a 1-by-4 array consisting of the following:</p> <ul style="list-style-type: none"> • (x,y) coordinates for the object's upper left vertex relative to the upper left vertex of the chart • Width and height of the object 	S AS B F TT EM SLF N
Position.Center	Rect	RW	(x,y) position of junction relative to the upper left vertex of the parent chart or state.	J
Position.Radius	Double	RW	Radius of this junction.	J
Source	State or Junction	RW	<p>Source state or junction of this transition. Assign Source the source object for this transition.</p> <p>You can also use the property Source to detach the source end of a transition with the command t.Source = [] where t is the Transition object.</p>	T
SourceEndPoint	Rect	RO*	<p>x,y spatial coordinates for the endpoint of a transition.</p> <p>*This property can be changed only for default transitions. For all other transitions it is RO (read only).</p>	T

Property	Type	Access	Description	Objects
SourceOClock	Double	RW	Location of transition source connection on state. Varies from 0 to 12 for full clock cycle location. Value taken as modulus 12 of entered value.	T
WindowPosition	Rect	RW	Position and size of this chart given in the form of a 1-by-4 array consisting of the following: <ul style="list-style-type: none"> (x,y) coordinates for the window's left bottom vertex relative to the lower left corner of the screen Width and height of the box 	ED

Text Properties

The following properties control the text and text appearance apart from font and color in Stateflow charts.

Property	Type	Access	Description	Objects
Alignment	Enum	RW	Alignment of text in note box. Can be 'LEFT', 'CENTER', or 'RIGHT'.	N
Interpretation	Enum	RW	How the text in this note is interpreted for text processing. Can be 'NORMAL' or 'TEX'.	N
LabelString	String	RW	Label for this object. Equivalent to typing the label for this object in its label text field in the chart.	S AS B F T TT EM SLF
Text	String	RW	Label for this note. The text content for this note that you enter directly into the note in the chart or in the Label field of the Note properties dialog box.	N

Identifiers

The following properties identify objects for the version of Stateflow software.

Property	Type	Access	Description	Objects
Description	String	RW	Description of this object. Equivalent to entering a description in the Description field of the properties dialog box for this object (except for Simulink functions).	M C S AS B F N T J D E X TT EM SLF
Document	String	RW	Document link for this object. Equivalent to entering a link in the Document link field of the properties dialog box for this object (except for Simulink functions).	M C S AS B F N T J D E X TT EM SLF
Id	Integer	RO	Unique identifier assigned to this object to distinguish it from other objects loaded in memory.	M C S AS B F N T J D E X TT EM SLF
Name	String	RW	Name of this object. This property is RW except for the name of a Machine object, which is RO.	M C S AS B F D E X TT EM SLF
SfVersion	Double	RO	Full version number for current Stateflow software. For example, the string '41112101' appears for Stateflow software version 4.1.1 and MATLAB software version 12.1. The remaining '01' is for internal use.	M
Tag	Any Type	RW	A field you can use to hold data of any type for this object.	M C S AS B F T J D E X TT EM SLF
Type	Enum	RO	Type of this state or junction. For states, can be one of the following: <ul style="list-style-type: none"> • 'OR' (inclusive) • 'AND' (parallel) The type of a state is determined by the parent's Decomposition property. For junctions, can be one of the following:	S J

Property	Type	Access	Description	Objects
			<ul style="list-style-type: none"> • 'CONNECTIVE' • 'HISTORY' 	

Interface to Simulink Model

The following properties (and methods) control how data and events are input from and output to the Simulink model for a Stateflow chart.

Property (Method)	Type	Access	Description	Objects
ChartUpdate	Enum	RW	<p>Activation method of this chart. Can be one of the following:</p> <ul style="list-style-type: none"> • 'INHERITED' (Inherited) • 'DISCRETE' (Discrete) • 'CONTINUOUS' (Continuous) <p>These preceding entries are equivalent to the parenthetical entries for the Update method field in the Chart properties dialog box.</p>	C
ExecuteAtInitialization	Boolean	RW	<p>If set to true, initialize this chart's state configuration at time zero instead of at first input event. Equivalent to selecting the Execute (enter) Chart At Initialization check box in the Chart properties dialog box.</p>	C

Property (Method)	Type	Access	Description	Objects
ExportChartFunctions	Boolean	RW	If set to true (default = false), graphical functions at chart level are made global. Equivalent to selecting the Export Chart Level Graphical Functions (Make Global) check box in the Chart properties dialog box.	C
InitializeOutput	Boolean	RW	Applies the initial value of outputs every time a chart wakes up, not only at time 0. See “Setting Properties for a Single Chart”.	C
(outputData)	No Return	NA	Output the activity status of this state to the Simulink base workspace via a data output port on the Chart block of this state.	S
Port	Integer	RW	Port index number for this input or output data or event (default = 1).	D E
SampleTime	String	RW	Sample time for activating this chart. Applies only when the ChartUpdate property for this chart is set to 'DISCRETE' (= Discrete in the Update method field in the Chart properties dialog box).	C

Property (Method)	Type	Access	Description	Objects
SaveToWorkspace	Boolean	RW	If set to true, this data is saved to the MATLAB workspace. Equivalent to selecting the SaveToWorkspace column entry for this data in the Model Explorer or selecting the Save final value to base workspace field in the Data properties dialog box.	D
Scope	Enum	RW	<p>Scope of this data. Allowed values vary with the object containing this data, which are as follows:</p> <ul style="list-style-type: none"> • 'Local' • 'Constant' • 'Imported' (machine objects only) • 'Exported' (machine objects only) • 'Input' (chart objects only) • 'Output' (chart objects only) • 'Temporary' (function objects only) • 'Function input' (function objects only) • 'Function output' (function objects only) <p>Above values correspond to entries in the Scope field of the Data or Event properties dialog box.</p>	D E

Property (Method)	Type	Access	Description	Objects
StrongDataTyping WithSimulink	Boolean	RW	If set to true, set strong data typing with Simulink I/O. Equivalent to selecting the Use Strong Data Typing with Simulink I/O check box in the Chart properties dialog box.	C
Trigger	Enum	RW	<p>Type of signal that triggers this chart input event. Also the type of trigger associated with this chart output event.</p> <p>The following triggers apply to both chart input and output events:</p> <ul style="list-style-type: none"> • 'Either' (Either Edge) • 'Function call' (Function Call) <p>The following triggers apply only to chart input events:</p> <ul style="list-style-type: none"> • 'Rising' (Rising Edge) • 'Falling' (Falling Edge) <p>The preceding entries are equivalent to the entries in parentheses for the Trigger field in the Event properties dialog box.</p>	E

Logging Properties

The following properties allow you to manage logging for local data and state activity.

Property	Type	Access	Description	Objects
LoggingInfo. DataLogging	Boolean	RW	Signal logging mode: <ul style="list-style-type: none"> • 1 = log signal • 0 = do not log signal (default) 	S D
LoggingInfo. DecimateData	Boolean	RW	Limit the amount of data logged by skipping samples. Uses the interval specified by LoggingInfo. Decimation. <ul style="list-style-type: none"> • 1 = decimate logged data • 0 = do not decimate logged data (default) 	S D
LoggingInfo. Decimation	Integer	RW	Decimation interval. Default value is 2, which means the chart logs every other sample.	S D
LoggingInfo. LimitDataPoints	Boolean	RW	Limit number of data points to log. Uses the value specified by LoggingInfo. MaxPoints. <ul style="list-style-type: none"> • 1 = limit number of points • 0 = do not limit number of points (default) 	S D

Property	Type	Access	Description	Objects
LoggingInfo. MaxPoints	Integer	RW	Maximum number of data points to log. Default value is 5000, which means the chart logs the last 5000 data points generated by the simulation.	S D
LoggingInfo. NameMode	String	RW	Source of signal logging name: <ul style="list-style-type: none"> • `SignalName` = same as signal name (default) • `Custom` = name specified by user as LoggingInfo. UserSpecifiedLogName. 	S D
LooggingInfo. UserSpecifiedLogName	String	RW	User-specified (custom) signal logging name.	S D

Machine (Model) Identifier Properties

The following properties identify parts of the Simulink model containing a Stateflow chart.

Property	Type	Access	Description	Objects
Created	String	RO	Date of creation of this machine.	M
Creator	String	RW	Creator of this machine.	M
Dirty	Boolean	RW	If true, this object has changed since it was opened or saved.	M C
FullFileName	String	RO	Full path name of file under which this machine (model) is stored.	M

Property	Type	Access	Description	Objects
Iced	Boolean	RO	Equivalent to property Locked except that this property is used internally to lock this object from being changed during activities such as simulation.	M C
IsLibrary	Boolean	RO	If true, specifies that the current model builds a library and not an application.	M
Locked	Boolean	RW	If set to true, prevents user from changing any Stateflow chart in this machine or chart.	M C
Modified	String	RW	Comment area for entering date and name of modification to this machine (model).	M
Version	String	RW	Comment string for recording version of this model.	M

Truth Table Construction Properties

The following properties control the definition of a truth table.

Property	Type	Access	Description	Objects
ActionTable	Cell Array	RW	A cell array of strings containing the contents of the Action Table for this truth table.	TT
ConditionTable	Cell Array	RW	A cell array of strings containing the contents of the Action Table for this truth table.	TT

Property	Type	Access	Description	Objects
OverSpec Diagnostic	String	RW	Interprets the error diagnosis of this truth table as overspecified according to the possible values 'Error', 'Warning', or 'None'. In the Truth Table Editor, the value of this property is assigned by selecting Overspecified from the Settings menu item and then selecting one of the three values.	TT
UnderSpec Diagnostic	String	RW	Interprets the error diagnosis of this truth table as underspecified according to the possible values 'Error', 'Warning', or 'None'. In the Truth Table Editor, the value of this property is assigned by selecting Underspecified from the Settings menu item and then selecting one of the three values.	TT

API Method Reference

build

Purpose Build custom target incrementally

Syntax `thisCustomTarget.build`

Description The `build` method incrementally builds this custom target and performs these actions:

- Parses all charts completely.
- Generates code for charts incrementally.

If a complete build has already taken place, this method builds only those portions of the target corresponding to charts that have changed since the last build.

Arguments `thisCustomTarget` The custom Target object to build.

Returns None

Examples If `t` is a custom Target object, the command `t.build` builds the target for the Stateflow charts that have changed in the target's model since the last build or code generation.

See Also `rebuildAll` | `generate` | `regenerateAll` | `make`

Purpose	Provide handle to schema class of object type		
Syntax	<code>handle = thisObject.classhandle</code>		
Description	The <code>classhandle</code> method returns a read-only handle to the schema class of this object's type. You can use the <code>classhandle</code> method to provide information about the structure of each object type.		
Arguments	<table><tr><td><code>thisObject</code></td><td>The object for which to return a handle. Can be any Stateflow object.</td></tr></table>	<code>thisObject</code>	The object for which to return a handle. Can be any Stateflow object.
<code>thisObject</code>	The object for which to return a handle. Can be any Stateflow object.		
Returns	<table><tr><td><code>handle</code></td><td>Handle to schema class of this object.</td></tr></table>	<code>handle</code>	Handle to schema class of this object.
<code>handle</code>	Handle to schema class of this object.		
Examples	<p>If <code>j</code> is a Junction object, the class handle of a Junction object is <code>j.classhandle</code>. You can see the class schema for a Junction object by using the following get command:</p> <pre>j.classhandle.get</pre> <p>Two member arrays of the displayed class schema are <code>Properties</code> and <code>Methods</code>. These two members are members of the schema class for every object.</p> <p>List the class schema for <code>Properties</code> with the following command:</p> <pre>j.classhandle.Properties.get</pre> <p>Two displayed members of the <code>Properties</code> schema are <code>Name</code> and <code>DataType</code>. Finally, using the class handle for a junction, you can display the properties of a Junction object along with their data types with the following command:</p> <pre>get(j.classhandle.Properties,{'Name','DataType'})</pre>		

copy

Purpose	Copy specified array of objects to clipboard						
Syntax	<code>cbObj.copy(objArray)</code>						
Description	<p>The copy method copies the specified objects to the clipboard. Objects to copy are specified through a single argument array of objects.</p> <p>Later, complete the copy operation by invoking the <code>pasteTo</code> method.</p>						
Arguments	<table><tr><td><code>cbObj</code></td><td>The Clipboard object to copy to.</td></tr><tr><td><code>objArray</code></td><td>Array of Stateflow objects to copy. These objects must conform to the following:</td></tr><tr><td></td><td><ul style="list-style-type: none">• The objects copied must be all graphical (states, boxes, functions, transitions, junctions) or all nongraphical (data, events, targets).• If all objects are graphical, they must all be seen in the same subviewer.</td></tr></table>	<code>cbObj</code>	The Clipboard object to copy to.	<code>objArray</code>	Array of Stateflow objects to copy. These objects must conform to the following:		<ul style="list-style-type: none">• The objects copied must be all graphical (states, boxes, functions, transitions, junctions) or all nongraphical (data, events, targets).• If all objects are graphical, they must all be seen in the same subviewer.
<code>cbObj</code>	The Clipboard object to copy to.						
<code>objArray</code>	Array of Stateflow objects to copy. These objects must conform to the following:						
	<ul style="list-style-type: none">• The objects copied must be all graphical (states, boxes, functions, transitions, junctions) or all nongraphical (data, events, targets).• If all objects are graphical, they must all be seen in the same subviewer.						
Returns	None						
Examples	See “Copying Objects” on page 1-34.						

Purpose	Return default transitions in object at top level of containment		
Syntax	<code>defaultTransitions = thisObject.defaultTransitions</code>		
Description	The <code>defaultTransitions</code> method returns the default transitions in this object at the top level of containment.		
Arguments	<table><tr><td><code>thisObject</code></td><td>The object for which to return default transitions. Can be an object of type <code>Chart</code>, <code>State</code>, <code>Box</code>, or <code>Function</code>.</td></tr></table>	<code>thisObject</code>	The object for which to return default transitions. Can be an object of type <code>Chart</code> , <code>State</code> , <code>Box</code> , or <code>Function</code> .
<code>thisObject</code>	The object for which to return default transitions. Can be an object of type <code>Chart</code> , <code>State</code> , <code>Box</code> , or <code>Function</code> .		
Returns	<table><tr><td><code>defaultTransitions</code></td><td>Array of default transitions in this object at the top level of containment.</td></tr></table>	<code>defaultTransitions</code>	Array of default transitions in this object at the top level of containment.
<code>defaultTransitions</code>	Array of default transitions in this object at the top level of containment.		
Examples	If state A contains state A1, and state A1 contains state A11, and states A1 and A11 have default transitions attached to them, the <code>defaultTransitions</code> method of state A returns the default transition attached to state A1.		

delete

Purpose Delete object

Syntax `thisObject.delete`

Description The `delete` method deletes this object from the model. This is true for all but objects of type `Root`, `Chart`, `Clipboard`, and `Editor`.

Arguments `thisObject` The object to delete. Can be an object of type `Machine`, `State`, `Box`, `Function`, `Truth Table`, `Note`, `Transition`, `Junction`, `Data`, `Event`, or `Target`.

Returns None

Examples If a state A is represented by the `State` object `sA`, the command `sA.delete` deletes state A.

Purpose Open properties dialog box of object

Syntax `thisObject.dialog`

Description The `dialog` method opens the Properties dialog box of its object.

Arguments `thisObject` The object for which to open the Properties dialog box.

Returns None

Examples If state A is represented by State object `sA`, the MATLAB command statement `sA.dialog` opens the Properties dialog box for state A.

disp

Purpose	Display properties and settings for object
Syntax	<code>thisObject.disp</code>
Description	The <code>disp</code> method displays the properties and settings for this object. This is true for all but objects of type <code>Root</code> and <code>Clipboard</code> .
Arguments	<code>thisObject</code> The object for which to display properties and settings.
Returns	None
Examples	If a state <code>A</code> is represented by the <code>State</code> object <code>sA</code> , the command <code>sA.disp</code> displays the property names and their settings for state <code>A</code> .

Purpose Return specified objects

Syntax `objArray = thisObject.find(Specifier, Value, ...)`

Note You can also nest specifications using braces (`{}`).

Description Using combinations of specifier-value argument pairs, the `find` method returns objects in this object that match the specified criteria. The specifier-value pairs can be property based or based on other attributes of the object such as its depth of containment. Specifiers can also be logical operators (`-and`, `-or`, etc.) that combine other specifier-value pairs.

By default, the `find` command finds objects at all depths of containment within an object. You can specify the maximum depth of search with the `-depth` specifier. However, the zeroth level of containment, i.e., the searched object itself, is always included if it happens to satisfy the search criteria.

If no arguments are specified, the `find` command returns all objects of this object at all levels of containment.

Arguments

<code>thisObject</code>	The object for which to find contained objects. Can be an object of type <code>Root</code> , <code>Machine</code> , <code>State</code> , <code>Box</code> , <code>Function</code> , or <code>Truth Table</code> .
<code>'-and'</code>	No value is paired to this specifier. Instead, this specifier relates a previous specifier-value pair to a following specifier-value pair in an AND relation.

find

- '-class' String class name of the class to search for. Use this option to find all objects whose class exactly matches a given class. To allow matches for subclasses of a given class, use the `-isa` specifier. Classes are specified as the string name (e.g., `'Stateflow.State'`, `'Stateflow.Transition'`, etc.) or as a handle to the class (see the method `classhandle`).
- '-depth' Integer depth to search, which can be 0, 1, 2,..., infinite. The default search depth is infinite.

Note For a machine object, using the `'-depth'` switch with the `find` method is not supported.

- '-function' Handle to a function that evaluates each object visited in the search. The function must always return a logical scalar value that indicates whether or not the value is a match. If no property is specified, the function is passed the handle of the current object in the search. If a property is specified, the function is passed the value of that property.

In the following example, a function with handle `f` (defined in first line) is used to filter a `find` to return only those objects of type `'andState'`:

```
f = @(h) (strcmp(get(h,'type'), 'andState'));  
objArray = thisObject.find('-function', f);
```

- '-isa' Name of the type of objects to search for. Object types are specified as a string name (e.g., `'Stateflow.State'`, `'Stateflow.Transition'`, etc.) or as a handle to the object type (see method `classhandle`).

- '-method' String that specifies the name of a method belonging to the objects to search for.
- '-not' No value is paired to this specifier. Instead, this specifier searches for the negative of the following specifier-value pair.
- '-or' No value is paired to this specifier. Instead, this specifier relates the previous specifier-value pair to the following specifier-value pair in an OR relation.

Note If no logical operator is specified, `-or` is assumed.

- '*property*' The specifier takes on the name of the property. Value is the string value of the specified property for the objects you want to find.
- '-property' String name of the property that belongs to the objects you want to find.
- '-xor' No value is paired to this specifier. Instead, this specifier relates the previous specifier-value pair to the following specifier-value pair in an XOR relation.
- '-regex' No value follows this specifier. Instead, this specifier indicates that the value of the following specifier-value pair contains a regular expression.

Returns

`objArray` Array of objects found matching the criteria specified.

Examples

If a `Chart` object `c` represents a Stateflow chart, the command `states=c.find('-isa','Stateflow.State')` returns an array, `states`, of all the states in the chart, and the command `states=c.find('Name','A')` returns an array of all objects whose `Name` property is `'A'`.

find

If state A, which is represented by State object `sA`, contains two states, A1 and A2, and you specify a `find` command that finds all the states in A as follows:

```
states= sA.find('-isa','Stateflow.State')
```

then the above command finds three states: A, A1, and A2.

Purpose	Zoom in on graphical Stateflow object
Syntax	<code>thisObject.fitToView</code>
Description	The <code>fitToView</code> method zooms in on this Stateflow object and highlights it in the editor.
Arguments	<code>thisObject</code> The object on which to zoom.
Returns	None
Examples	If <code>myState</code> is a State object, the command <code>myState.fitToView</code> zooms in on that state and highlights it in the editor.
See Also	<code>view</code> <code>zoomIn</code> and <code>zoomOut</code>

generate

Purpose Generate code incrementally for custom target

Syntax `thisCustomTarget.generate`

Description The generate method generates code incrementally for this custom target. If a complete code generation has already taken place, it performs an incremental generation only for those portions of the target corresponding to charts that have changed since the last code generation.

Arguments

<code>thisCustomTarget</code>	The custom Target object for which to generate code.
-------------------------------	--

Returns None

Examples If `t` is a custom Target object, the command `t.generate` generates code for the Stateflow charts that have changed in the target's model since the last code generation.

See Also `build` | `rebuildAll` | `regenerateAll` | `make`

Purpose	Return MATLAB structure containing property settings of object or array of objects				
Syntax	<code>propList = thisObject.get(prop)</code>				
Description	<p>The <code>get</code> method returns and displays a MATLAB structure containing the settings for the specified property of this object. If no property is specified, the settings for all properties are returned.</p> <p>The <code>get</code> method is also vectorized so that it returns an <i>m</i>-by-<i>n</i> cell array of values for an array of <i>m</i> objects and an array of <i>n</i> properties.</p>				
Arguments	<table><tr><td><code>thisObject</code></td><td>The object for which to get specified property.</td></tr><tr><td><code>prop</code></td><td>String name of property (e.g., 'FontSize') to get value for. Can also be an array of properties (see return <code>propList</code> below). If no property is specified, a list of all properties is returned.</td></tr></table>	<code>thisObject</code>	The object for which to get specified property.	<code>prop</code>	String name of property (e.g., 'FontSize') to get value for. Can also be an array of properties (see return <code>propList</code> below). If no property is specified, a list of all properties is returned.
<code>thisObject</code>	The object for which to get specified property.				
<code>prop</code>	String name of property (e.g., 'FontSize') to get value for. Can also be an array of properties (see return <code>propList</code> below). If no property is specified, a list of all properties is returned.				
Returns	<table><tr><td><code>propList</code></td><td>MATLAB structure listing the properties of this object. Can also be an <i>m</i> by <i>n</i> cell array of values if <code>thisObject</code> is an array of <i>m</i> objects and <code>prop</code> is an array of <i>n</i> properties.</td></tr></table>	<code>propList</code>	MATLAB structure listing the properties of this object. Can also be an <i>m</i> by <i>n</i> cell array of values if <code>thisObject</code> is an array of <i>m</i> objects and <code>prop</code> is an array of <i>n</i> properties.		
<code>propList</code>	MATLAB structure listing the properties of this object. Can also be an <i>m</i> by <i>n</i> cell array of values if <code>thisObject</code> is an array of <i>m</i> objects and <code>prop</code> is an array of <i>n</i> properties.				
Examples	<p>State A is represented by the State object <code>sA</code>.</p> <p>The following command lists the properties of state A:</p> <pre>sA.get</pre> <p>The following command returns a handle to a MATLAB structure of the properties of state A to the workspace variable <code>Aprops</code>:</p> <pre>Aprops = sA.get</pre>				

getCodeFlag

Purpose Return specified code flag for custom target

Syntax `thisCustomTarget.getCodeFlag(name)`

Description The `getCodeFlag` method returns the value of a code flag whose name you specify.

Arguments

<code>thisCustomTarget</code>	The custom Target object for which to get the code flag value.
<code>name</code>	The short string name of the code flag for which to get the value. See “CodeFlagsInfo Property of Targets” on page 2-65 for a list of these names.

Returns None

Examples Assume that the Target object `x` represents the custom target for the loaded model. If `m` is the Stateflow machine object for this model, you can obtain `x` with this command:

```
x = m.find('-isa', 'Stateflow.Target', 'Name', 'ctarg')
```

A custom target has thirteen code flags. You can verify this by looking at the `CodeFlagsInfo` property of `x` with this command:

```
x.CodeFlagsInfo.name
```

You enable or disable the `comments` code flag using the **User Comments in generated code** check box in the properties dialog box for this target. By default, this flag is turned on (`== 1`) for the custom target. You can verify this setting with the following command:

```
x.getCodeFlag('comments')
```


Similarly, you can get the values of the `statebitsets` and `databitsets` code flags, which you enable or disable using check boxes in the same dialog box. You can verify the settings with these commands:

```
x.getCodeFlag('statebitsets')
x.getCodeFlag('databitsets')
```

See Also

`setCodeFlag`

help

Purpose	Display list of properties for object with accompanying descriptions
Syntax	<code>thisObject.help</code>
Description	The <code>help</code> method returns a list of properties for any object. To the right of this list appear simple descriptions for each property. Some properties do not have descriptions because their names are descriptive in themselves.
Arguments	None
Returns	None
Examples	If <code>j</code> is an API handle to a Stateflow junction, the command <code>j.help</code> returns a list of the property names and descriptions for a Stateflow API object of type <code>Junction</code> .

Purpose	Return inner transitions that originate with chart or state and terminate on contained object
Syntax	<code>transitions = thisObject.innerTransitions</code>
Description	The <code>innerTransitions</code> method returns the inner transitions that originate with this object and terminate on a contained object.
Arguments	None
Returns	<code>thisObject</code> Object for which to get inner transitions. Can be of type <code>State</code> or <code>Box</code> . <code>transitions</code> Array of inner transitions originating with this object and terminating on a contained state or junction.
Examples	State A contains state A1, and state A1 contains state A11. State A has two transitions, each originating from its inside edge and terminating inside it. These are inner transitions. One transition terminates with state A1 and the other terminates with state A11. The <code>innerTransitions</code> method of state A returns both of these transitions.

make

Purpose	Incrementally compile custom target with no code generation
Syntax	<code>thisCustomTarget.make</code>
Description	This method incrementally compiles a custom target, but does not generate code. It compiles only those portions of generated code that have changed since the last compilation.
Arguments	<code>thisCustomTarget</code> The custom Target object for which to do make.
Returns	None
Examples	Suppose you define <code>t</code> as a custom Target object for the Simulink model <code>mytest</code> , which contains a Stateflow chart. The command <code>t.make</code> incrementally compiles generated code for that target.
See Also	<code>build</code> <code>rebuildAll</code> <code>regenerateAll</code> <code>generate</code>

Purpose List methods belonging to object

Syntax `thisObject.methods`

Description The methods method lists the names of the methods belonging to this object.

Note The methods method for this object displays some internal methods that do not apply to chart use, and are not documented. Unsupported methods include: `areChildrenOrdered`, `evalDialogParams`, `getChildren`, `getCurrentDialogPrompts`, `getDialogInterface`, `getDialogProxy`, `getDialogSchema`, `getDisplayClass`, `getDisplayIcon`, `getDisplayLabel`, `getFullName`, `getHierarchicalChildren`, `getInstanceProperties`, `getParent`, `getPreferredProperties`, `isHierarchical`, `isLibrary`, `isLinked`, `isMasked`, `isModelReference`, `isTunableProperty`, `isValidProperty`.

Arguments

<code>thisObject</code>	Object for which to list methods. Can be of any Stateflow object type.
-------------------------	--

Returns None

Examples If state A is represented by State object `sA`, the command `sA.methods` lists the methods of state A.

outerTransitions

Purpose Return array of outer transitions for object

Syntax `transitions = thisObject.outerTransitions`

Description The `outerTransitions` method returns an array of transitions that exit the outer edge of this object and terminate on objects outside the containment of this object.

Arguments None

Returns

<code>thisObject</code>	The object for which to find outer transitions. Can be of object type <code>State</code> or <code>Box</code> .
<code>transitions</code>	An array of transitions exiting the outer edge of this state.

Examples A chart contains three states, A, B, and C. State A is connected to state B through a transition from state A to state B. State B is connected to state C through a transition from state B to state C. And state C is connected to state A through a transition from state C to state A. If state A is represented by `State` object handle `sA`, the command `sA.outerTransitions` returns the transition from state A to state B.

Purpose Create, retrieve, or delete data output to Simulink base workspace of state activity status

Syntax `StateData = thisState.outputData(action)`

Description The `outputData` method of this state creates, retrieves, or deletes a special data object of type `State`. This data is attached internally to an output port on this state's Stateflow block in a Simulink model to output the activity status of this state to the Simulink base workspace during run-time.

Note You cannot use the Model Explorer to create Data objects of type `State`.

Arguments

<code>thisState</code>	The state object for which to add a special port.
<code>action</code>	This string value can be one of the following: <ul style="list-style-type: none">• <code>'create'</code> — Returns a new data object of type <code>State</code> and attaches it internally to a new state activity output port on this state's Stateflow block.• <code>'get'</code> — Returns this state's existing data object of type <code>State</code> attached internally to an existing state activity output port on this state's Stateflow block.• <code>'delete'</code> — Deletes this state's data object of type <code>State</code> and the state activity output port on its Stateflow block to which it is attached.

Returns

<code>StateData</code>	The data object of type <code>State</code> for this state
------------------------	---

Examples

If state A is represented by State object `sA`, the following command creates a new data object of type `State`, which is output to the Simulink base workspace and contains state A's activity:

```
s.outputData('create')
```

The Chart block in the Simulink model that contains state A now has an output port labeled A, the name of state A. In the Model Explorer, state A now contains a data object of type `State` whose scope is `Output to Simulink`.

The following command returns a `Data` object, `d`, for the data output to the Simulink base workspace containing state A's activity:

```
s.outputData('get')
```

The following command deletes the data output to the Simulink base workspace containing state A's activity:

```
s.outputData('delete')
```


Purpose	Parse single chart or all charts in model
Syntax	<code>thisChart.parse</code> <code>thisMachine.parse</code>
Description	For Chart objects, the parse method parses this chart. For Machine objects, the parse method parses all the charts in this machine.
Arguments	<code>thisChart</code> The chart to parse. <code>thisMachine</code> The machine containing charts to parse.
Returns	None
Examples	If <code>ch</code> is a handle to an API object representing a chart, then the command <code>ch.parse</code> parses the chart.

pasteTo

Purpose Paste objects in clipboard to specified container object

Syntax `clipboard.pasteTo(newContainer)`

Description The paste method pastes the contents of the Clipboard to the specified container object. The receiving container is specified through a single argument. Use of this method assumes that you placed objects in the Clipboard with the copy method.

Arguments

<code>newContainer</code>	The Stateflow object to receive a copy of the contents of the Clipboard object. If the objects in the Clipboard are all graphical (states, boxes, functions, notes, transitions, junctions), this object must be a chart or subchart.
---------------------------	---

Returns None

Examples See the section “Copying Objects” on page 1-34.

Purpose	Completely rebuild custom target
Syntax	<code>thisCustomTarget.rebuildAll</code>
Description	<p>The <code>rebuildAll</code> method completely rebuilds this custom target with the following actions:</p> <ul style="list-style-type: none">• Parses all charts completely.• Regenerates code for all charts completely.
Arguments	<code>thisCustomTarget</code> The custom Target object to rebuild.
Returns	None
Examples	If <code>t</code> is a custom Target object, the command <code>t.rebuildAll</code> completely rebuilds that target.
See Also	<code>build</code> <code>generate</code> <code>regenerateAll</code> <code>make</code>

regenerateAll

Purpose Completely regenerate code for custom target

Syntax `thisCustomTarget.regenerateAll`

Description The `regenerateAll` method regenerates this custom target. Regardless of previous code generations, it regenerates code for all charts in this target's model.

Arguments

<code>thisCustomTarget</code>	The custom Target object for which to regenerate code.
-------------------------------	--

Returns None

Examples If `t` is a custom Target object, the command `t.regenerateAll` completely regenerates code for the Stateflow charts in that target's model.

See Also `build` | `rebuildAll` | `generate` | `make`

Purpose Set properties with specified values

Syntax `thisObject.set(propName,value,...)`

Note Arguments can consist of an indefinite number of property (name, value) pairs.

Description The set method sets the value of a specified property or sets the values of a set of specified properties for this object. You specify properties and values through pairs of property (name, value) arguments.

The get method is also vectorized so that it sets an m-by-n cell array of values for an array of m objects and an array of n properties.

Arguments

<code>thisObject</code>	The object for which the specified property is set. Can be any Stateflow object.
<code>propName</code>	String name of the property to set (e.g., 'FontSize'). Can also be a cell array of m property names.
<code>value</code>	New value for the specified property. Can be a cell array of m-by-n values if <code>thisObject</code> is an array of m objects and <code>propName</code> is an array of n property names.

Returns None

Examples The following command sets the Name and Description properties of the State object s:

```
s.set('Name', 'Kentucky', 'Description', 'Bluegrass State')
```

set

The following command sets the `Position` property of the State object `s`:

```
s.set('Position', [200, 119, 90, 60])
```

Purpose Set code flag for custom target to value you specify

Syntax `thisCustomTarget.setCodeFlag(name,value)`

Description The `setCodeFlag` method sets the value of a code flag whose name you specify.

Arguments

<code>thisCustomTarget</code>	The custom Target object for which to set the code flag.
<code>name</code>	Short string name of the code flag. See “CodeFlagsInfo Property of Targets” on page 2-65 for a list of these names.
<code>value</code>	Value of code flag. Can be of any type.

Flag values can vary in type. Use the property `CodeFlagsInfo` to obtain the type for a specific flag.

Returns None

Examples Assume that the Target object `x` represents the custom target for the loaded model. If `m` is the Stateflow machine object for this model, you can obtain `x` with the following command:

```
x = m.find('-isa','Stateflow.Target','Name','ctarg')
```

A custom target has thirteen code flags. You can verify this by looking at the `CodeFlagsInfo` property of `x` with this command:

```
x.CodeFlagsInfo.name
```

You enable or disable the `comments` code flag using the **User Comments in generated code** check box in the properties dialog box

setCodeFlag

for this target. By default, this flag is turned on (`== 1`) for the custom target. You can verify this setting with the following command:

```
x.getCodeFlag('comments')
```

If you want to disable user comments, enter this command:

```
x.setCodeFlag('comments',0)
```

See Also

`getCodeFlag`

Purpose	Return transitions that have object as source
Syntax	<code>transitions = thisObject.sourcedTransitions</code>
Description	The <code>sourcedTransitions</code> method returns all inner and outer transitions that have their source in this object.
Arguments	<code>transitions</code> Source object of the returned transitions. Can be of type <code>State</code> , <code>Box</code> , <code>Function</code> , or <code>Junction</code> .
Returns	<code>transitions</code> Array of all transitions whose source is this object
Examples	Suppose that a chart contains three states, A, B, and state A1, which is contained by state A. The chart also has three transitions: one from A to B labeled AtoB, one from B to A labeled BtoA, and one from the inner edge of A to its state A1 (inner transition) labeled AtoA1. If State object <code>sA</code> represents state A, the command <code>sA.sourcedTransitions</code> returns two transitions: the outer transition labeled AtoB and the inner transition labeled AtoA1.

Stateflow.AtomicSubchart

Purpose	Constructor for creating atomic subchart
Syntax	<code>atomic_subchart_new = Stateflow.AtomicSubchart(parent)</code>
Description	The <code>Stateflow.AtomicSubchart</code> method is a constructor method for creating an atomic subchart for a parent chart or state. This method returns a handle to the new Atomic Subchart object.
Arguments	<code>parent</code> Handle to the object for the parent chart or state that contains the new atomic subchart
Returns	<code>atomic_subchart_new</code> Handle to Atomic Subchart object for newly created atomic subchart
Examples	<p>If <code>sA</code> is a handle to a State object for the existing state A, the following command creates a new atomic subchart parented (contained) by state A:</p> <pre>atomic_subchart_new = Stateflow.AtomicSubchart(sA)</pre> <p>The new atomic subchart appears in the upper left corner of state A in the chart. <code>atomic_subchart_new</code> is a handle to the new Atomic Subchart object that you can use to rename the atomic subchart, set its properties, and execute its methods.</p>

Purpose Constructor for creating box

Syntax `box_new = Stateflow.Box(parent)`

Description The `Stateflow.Box` method is a constructor method for creating boxes in a parent chart, state, box, or function, that returns a handle to an Event object for the new function.

Arguments

<code>parent</code>	Handle to an object for the parent chart, state, box, or function of the new box
---------------------	--

Returns

<code>box_new</code>	Handle to the Box object for the new box
----------------------	--

Examples If `sA` is a handle to a State object for an existing state A, the following command creates a new box parented (contained by) state A:

```
box_new = Stateflow.Box(sA)
```

The new box is unnamed and appears in the upper left corner inside state A. `box_new` is a handle to a Box object for the new box.

Stateflow.Data

Purpose Constructor for creating data

Syntax `data_new = Stateflow.Data(parent)`

Description The `Stateflow.Data` method is a constructor method for creating data for a parent machine, chart, state, box, or function, that returns a handle to the Data object for the new data.

Arguments `parent` Handle to an object for the parent machine, chart, state, box, or function of the new data

Returns `data_new` Handle to the Data object for the new data

Examples If `sA` is a handle to a State object for an existing state A, the following command creates a new data parented (contained by) state A:

```
data_new = Stateflow.Data(sA)
```

The new data is named 'data' with an incremented integer suffix to distinguish additional creations. `data_new` is a handle to the Data object for the new data.

Purpose	Constructor for creating MATLAB function		
Syntax	<code>efunction_new = Stateflow.EMFunction(parent)</code>		
Description	The <code>Stateflow.EMFunction</code> method is a constructor method for creating a MATLAB function in a parent chart, state, box, or graphical function. It returns a handle to the <code>EMFunction</code> object for the new MATLAB function.		
Arguments	<table><tr><td><code>parent</code></td><td>Handle to parent chart or state of the new MATLAB function</td></tr></table>	<code>parent</code>	Handle to parent chart or state of the new MATLAB function
<code>parent</code>	Handle to parent chart or state of the new MATLAB function		
Returns	<code>efunction_new</code> Handle to a Function object for the new MATLAB function		
Examples	<p>If <code>sA</code> is a handle to a State object for the existing state A, the following command creates a new MATLAB function parented (contained by) state A:</p> <pre>efunction_new = Stateflow.EMFunction(sA)</pre> <p>The new MATLAB function is unnamed and appears in the upper left corner inside state A in the chart. <code>efunction_new</code> is a handle to the <code>EMFunction</code> object, which you use to rename the function, set its properties, and execute its methods.</p>		

Stateflow.Event

Purpose Constructor for creating event

Syntax `event_new = Stateflow.Event(parent)`

Description The `Stateflow.Event` method is a constructor method for creating an event for a parent chart or state, that returns a handle to an `Event` object for the new event.

Arguments `parent` Handle to parent chart or state of new event

Returns `event_new` Handle to the `Event` object for the new event

Examples If `sA` is a handle to a `State` object for an existing state A, the following command creates a new event parented (contained by) state A:

```
event_new = Stateflow.Event(sA)
```

The new event is named 'event' with an incremented suffix to distinguish additional creations. `event_new` is a handle to an `Event` object for the new event that you use to rename the event, set its properties, and execute `Event` methods for the event.

Purpose	Constructor for creating graphical function		
Syntax	<code>function_new = Stateflow.Function(parent)</code>		
Description	The <code>Stateflow.Function</code> method is a constructor method for creating graphical functions in a parent chart or state that returns a handle to a Function object for the new graphical function.		
Arguments	<table><tr><td><code>parent</code></td><td>Handle to parent chart or state of the new graphical function</td></tr></table>	<code>parent</code>	Handle to parent chart or state of the new graphical function
<code>parent</code>	Handle to parent chart or state of the new graphical function		
Returns	<table><tr><td><code>function_new</code></td><td>Handle to a Function object for the new graphical function</td></tr></table>	<code>function_new</code>	Handle to a Function object for the new graphical function
<code>function_new</code>	Handle to a Function object for the new graphical function		
Examples	<p>If <code>sA</code> is a handle to a State object for the existing state A, the following command creates a new graphical function parented (or contained) by state A:</p> <pre>function_new = Stateflow.Function(sA)</pre> <p>The new graphical function is unnamed and appears in the upper left corner inside state A in the chart. <code>function_new</code> is a handle to the Function object for the new graphical function that you use to rename the function, set its properties, and execute its methods.</p>		

Stateflow.Junction

Purpose Constructor for creating junction

Syntax `junc_new = Stateflow.Junction(parent)`

Description The `Stateflow.Junction` method is a constructor method for creating a junction in a parent chart, state, box, or function, that returns a handle to the Junction object for the new junction.

Arguments

<code>parent</code>	Handle to the object for the parent chart, state, box, or function of the new junction
---------------------	--

Returns

<code>junc_new</code>	Handle to the Junction object for new junction
-----------------------	--

Examples If `sA` is a handle to a State object for the existing state A, the following command creates a new junction parented (contained by) state A:

```
junc_new = Stateflow.Junction(sA)
```

The new junction appears in the middle of state A in the chart. `junc_new` is a handle to the Junction object for the new junction that you use to set its properties, and execute its methods.

Purpose	Constructor for creating note
Syntax	<code>note_new = Stateflow.Note(parent)</code>
Description	The <code>Stateflow.Note</code> method is a constructor method for creating notes for a parent chart, state, box, or function, that returns a handle to the Note object for the new note.
Arguments	<code>parent</code> Handle to the object for the parent chart, state, box, or function for the new note
Returns	<code>note_new</code> Handle to the Note object for the newly created note
Examples	<p>If <code>sA</code> is a handle to a State object for the existing state A, the following command creates a new note parented (contained by) state A:</p> <pre>note_new = Stateflow.Note(sA)</pre> <p>The new note appears in the upper left corner of state A in the chart, but is invisible because it has no text content. <code>note_new</code> is a handle to the Note object for the new note, that you use to set its text content with a command like the following:</p> <pre>note_new.Text = 'This is a note'</pre>

Stateflow.SLFunction

Purpose Constructor for creating Simulink function

Syntax `sl_function = Stateflow.SLFunction(parent)`

Description The `Stateflow.SLFunction` method is a constructor method for creating a Simulink function for a parent chart or state that returns a handle to the new Simulink Function object.

Arguments `parent` Handle to the object for the parent chart or state for the new Simulink Function object

Returns `sl_function` Handle to the newly created Simulink Function object

Examples If `sA` is a handle to a State object for the existing state A, the following command creates a new Simulink function parented (contained) by state A:

```
sl_function = Stateflow.SLFunction(sA)
```

The new Simulink function appears in the upper left corner of state A in the chart. `sl_function` is a handle to the new Simulink function that you can use to rename the function, set its properties, and execute its methods.

Purpose Constructor for creating state

Syntax `state_new = Stateflow.State(parent)`

Description The `Stateflow.State` method is a constructor method for creating a state for a parent chart, state, or box, that returns a handle to the `State` object for the new state.

Arguments

<code>parent</code>	Handle to the object for the parent chart, state, or box for the new state
---------------------	--

Returns

<code>state_new</code>	Handle to <code>State</code> object for newly created state
------------------------	---

Examples If `sA` is a handle to a `State` object for the existing state A, the following command creates a new state parented (contained) by state A:

```
state_new = Stateflow.State(sA)
```

The new state appears in the upper left corner of state A in the chart. `state_new` is a handle to the `State` object for the new state that you use to rename the state, set its properties, and execute its methods.

Stateflow.Target

Purpose Constructor for creating custom target

Syntax `target_new = Stateflow.Target(parent_m)`

Description The `Stateflow.Target` method is a constructor method for creating a custom target for a parent machine, that returns a handle to the `Target` object for the new target.

Arguments

<code>parent_m</code>	Handle to object for the parent machine of the new custom target
-----------------------	--

Returns

<code>target_new</code>	Handle to the <code>Target</code> object for the newly created custom target
-------------------------	--

Examples The following command creates a new custom target for the machine with the `Machine` object whose handle is `pm`:

```
target_new = Stateflow.Target(pm)
```

The preceding command creates a custom target with the name `untitled`. `target_new` is a handle to the `Target` object, which you can use to rename and set properties for the custom target. This command renames the new target to `ctarg`:

```
target_new.Name = 'ctarg'
```

Purpose

Constructor for creating transition

Syntax

```
transition_new = Stateflow.Transition(parent)
```

Description

The `Stateflow.Transition` method is a constructor method for creating transitions in a parent chart, state, box, or function that returns a handle to a `Transition` object for the new transition.

Arguments

<code>parent</code>	Handle to parent chart, state, box, or function of new transition
---------------------	---

Returns

<code>transition_new</code>	Handle to <code>Transition</code> object for the new transition
-----------------------------	---

Examples

If `sA` is a handle to a `State` object for the existing state A, the following command creates a new transition parented by state A:

```
transition_new = Stateflow.Transition(sA)
```

The new transition is unlabeled and appears in the upper left corner of the chart. `transition_new` is a handle to the `Transition` object for the new transition that you use to rename the transition, set its properties, and execute its methods.

Stateflow.TruthTable

Purpose Constructor for creating truth table

Syntax `truth_table_new = Stateflow.TruthTable(parent)`

Description The `Stateflow.TruthTable` method is a constructor method for creating truth tables in a parent chart, state, box, or function, that returns a handle to a Truth Table object for the new truth table.

Arguments `parent` Handle to parent chart or state of new truth table

Returns `truth_table_new` Handle to Truth Table object for new truth table

Examples If `sA` is a handle to a State object for the existing state A, the following command creates a new truth table parented (contained by) state A:

```
truth_table_new = Stateflow.TruthTable(sA)
```

The new truth table is unnamed and appears in the upper left corner inside of state A in the chart. `truth_table_new` is a handle to the Truth Table object for the new truth table that you use to rename the truth table, set its properties, and execute its methods.

Purpose Return MATLAB structure containing property settings of object

Syntax `propList = thisObject.struct`

Description The `struct` method returns and displays a MATLAB structure containing the property settings of this object.

Note You can change the values of the properties in this structure just as you would a property of the object. However, the MATLAB structure is not a Stateflow object and changing it does not affect the model.

Arguments `transitions` The object for which to display property settings. Can be any Stateflow object type.

Returns `propList` MATLAB structure listing the properties of this object

Examples If State object `sA` represents a state A, the command `x = sA.struct` returns a MATLAB structure `x`. You can use dot notation on `x` to report properties or set the values of other variables. For example, the command `y=x.Name` sets the MATLAB variable `y` to the value of the `Name` property of state A, which is `'A'`. The command `x.Name = 'Kansas'` sets the `Name` property of `x` to `'Kansas'` but does not change the `Name` property of state A.

up

Purpose Return parent of object

Syntax `parentObject = thisObject.up`

Description The up method returns a handle to the parent of this object.

Arguments

<code>thisObject</code>	Object for which to return parent (containing) object
-------------------------	---

Returns

<code>parentObject</code>	Object containing <code>thisObject</code>
---------------------------	---

Examples Assume that a chart has two states, A and B, and state A contains state B. If the object `sB` represents the state B, then the command

```
p = sB.up
```

returns a handle `p` to the parent of B, which is state A.

Purpose Make object visible for editing

Syntax `thisObject.view`

Description The view method opens the Stateflow object in its appropriate editing environment as follows:

- For Chart objects, the view method opens the chart, if it is not already open, and brings it to the foreground.
- For State, Box, Function, Note, Junction, and Transition objects, the view method does the following:
 - 1 Opens the chart containing the object if it is not already open.
 - 2 Highlights the object.
 - 3 Zooms the object's editor window to the level of full expanse of the object's containing state or chart.
 - 4 Brings the editor window for this object to the foreground.
- For Atomic Subchart objects, the view method shows the contents of the atomic subchart in a separate window.
- For Truth Table objects, the view method opens the Truth Table Editor for this truth table.
- For MATLAB Function objects, the view method opens the editor for this function.
- For Simulink Function objects, the view method shows the contents of the function-call subsystem.
- For Event, Data, and Target objects, the view method opens the Model Explorer.

Arguments `thisObject` Object for which to display editing environment.

view

Returns

None

Purpose Zoom in or out on Stateflow chart

Syntax `thisEditor.zoomIn`
`thisEditor.zoomOut`

Description The methods `zoomIn` and `zoomOut` cause the editor for a chart to zoom in or zoom out, respectively, by 20 percentage points.

Note The `zoomIn` and `zoomOut` methods do not open or give focus to the editor for the chart.

Arguments `thisEditor` Editor object on which to zoom in or out.

Returns None

Examples If the Editor object `ed` represents the editor for a chart with the zoom level at 100%, the command `ed.zoomIn` raises the zoom level to 120%.

zoomIn and zoomOut

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