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API



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*Stateflow*<sup>®</sup> API

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# Using the API

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## Overview of the Stateflow API

<b>In this section...</b>
“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 1-4
“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.

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.

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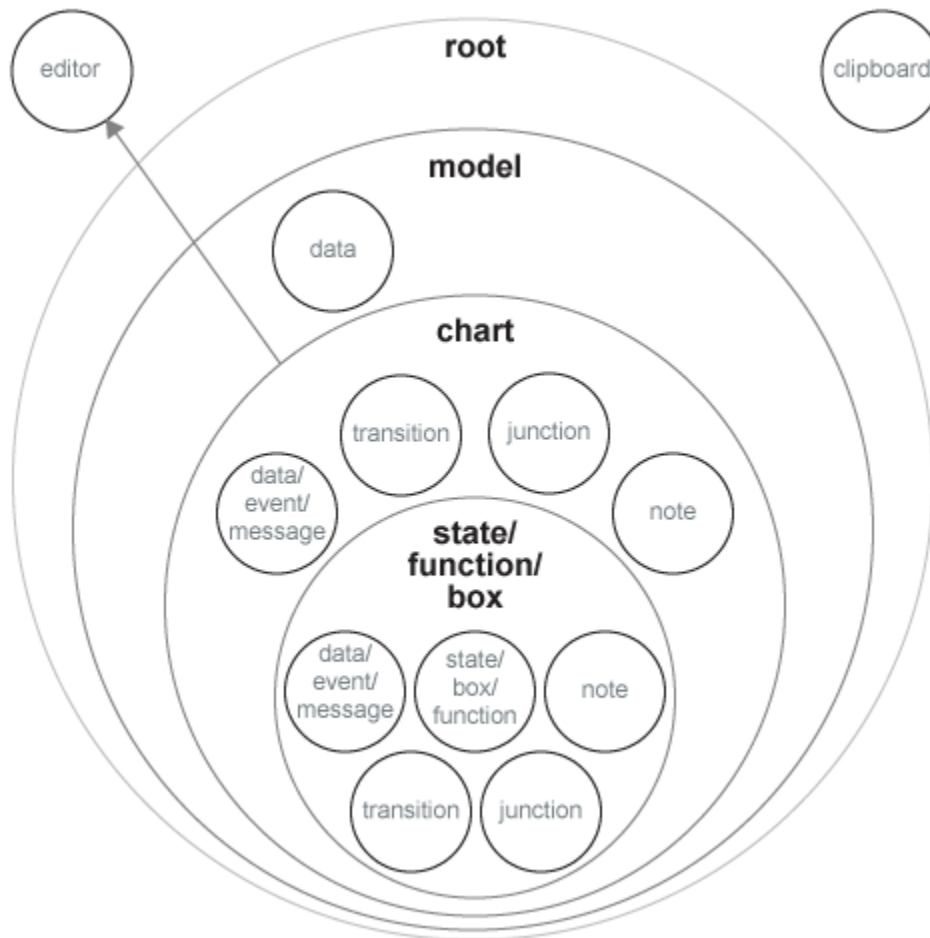
**Note** You cannot undo any operation in the Stateflow Editor that you perform using the Stateflow API. If you perform an editing operation through the API, the undo and redo buttons are disabled from undoing and redoing any prior operations.

---

## 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 “Hierarchy of Stateflow Objects”. 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 `sfnw` 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 Message.
- **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, Message, 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, Event, and Message. 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 `sfroot` returns a handle to the Root object:

```
rt = sfroot
```

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 “Create Charts by Using 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 “Methods That Apply to All API Objects” on page 2-2.

## 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.

## See Also

`delete` | `get` | `set` | `sfroot`

## More About

- “Create Charts by Using the Stateflow API” on page 1-7
- “Properties and Methods Sorted By Stateflow Object” on page 2-2
- “Properties and Methods Sorted By Application” on page 3-2

## Create Charts by Using the Stateflow API

### In this section...

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

“Access the Model Object” on page 1-7

“Access the Chart Object” on page 1-8

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

### Create a New Model and Chart

- 1 Close all models.
- 2 Type the function `sfnew` to create a new, untitled model with a new Stateflow chart in it.

MATLAB is the default action language of a chart you create with `sfnew`. To open a new C chart or to change the default action language, see “Modify the Action Language for a Chart”.

You have only one Simulink model in memory. Do not open the chart. You can now access the API Model object that represents the model itself.

### Access 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.

### Access the Chart Object

In “Access 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.



## Create 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.

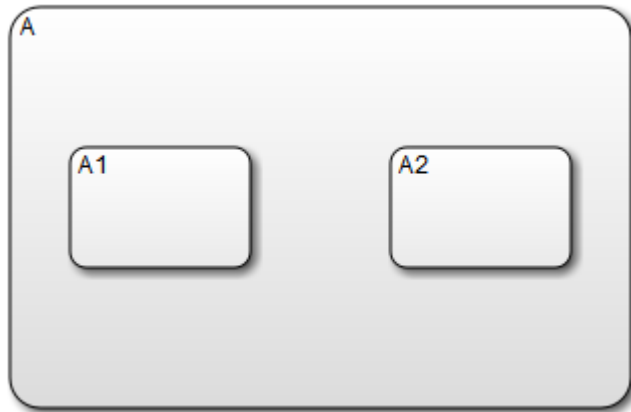
- 2 Use the `ch.view` command to bring the chart to the foreground for viewing.
- 3 Assign a name and position to the new state by assigning values to the properties of the new State object as follows:

```
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];
```

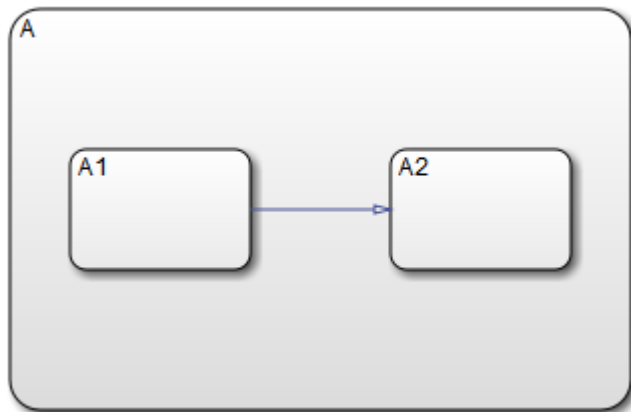
These commands create and use the workspace variables `sA`, `sA1`, and `sA2` as handles to the new states, which now appear as follows.



- 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;
```

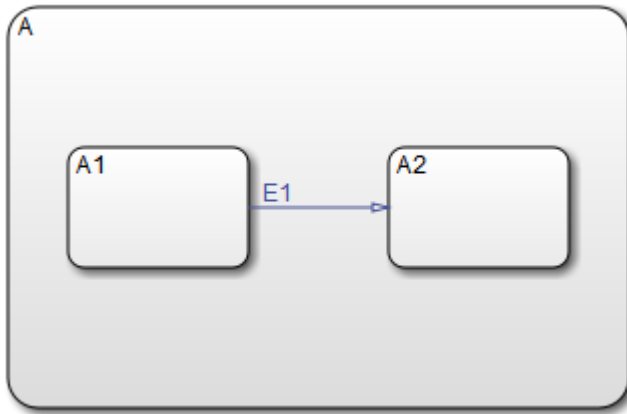
A transition now appears as shown.



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

```
tA1A2.LabelPosition = [180 140 0 0];
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 “Enter Multiline Labels in States and Transitions” on page 1-38. 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:

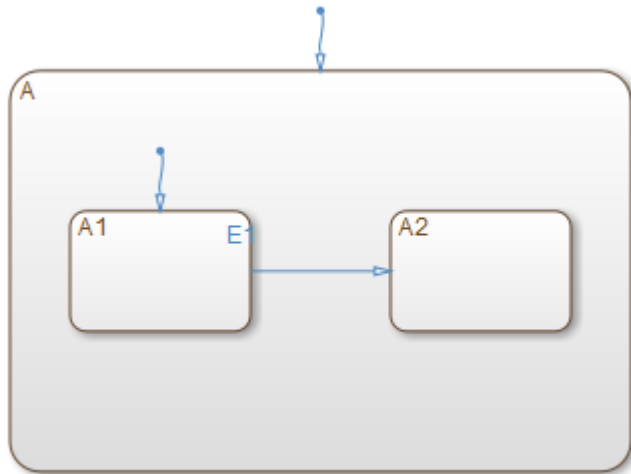
```
pos = tA1A2.LabelPosition;
pos(1) = pos(1)+5;
tA1A2.LabelPosition = pos;
```

- 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;
ysource = sA.Position(2)-30;
dtA.SourceEndPoint = [xsource ysource];
dtA.MidPoint = [xsource ysource+15];
```

```
% 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;
ysource = sA1.Position(2)-30;
dtA1.SourceEndPoint = [xsource ysource];
dtA1.MidPoint = [xsource ysource+15];
```

Your complete chart looks like this:



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

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

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

## See Also

[Stateflow.State](#) | [Stateflow.Transition](#) | [find](#) | [sfroot](#) | [sfsave](#) | [view](#)

## **More About**

- “Overview of the Stateflow API” on page 1-2
- “Access Properties and Methods of Stateflow Objects” on page 1-14
- “Create Charts by Using a MATLAB Script” on page 1-43

## Access Properties and Methods of Stateflow Objects

<b>In this section...</b>
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“Naming Conventions for Properties and Methods” on page 1-14
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“Using Dot Notation with Properties and Methods” on page 1-14
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“Access Methods Using Function Notation” on page 1-15
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### 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 label for state `A1`'s inner transition to a substate `A11`.

```
label = sA1.innerTransitions.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.innerTransitions;  
label1 = innerTransitions(1).LabelString;  
label2 = innerTransitions(2).LabelString;
```

## Access Methods Using Function Notation

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 cell array of character vectors 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');
```

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

## Display Properties and Methods of Stateflow Objects

In this section...
“Display Properties” on page 1-16
“Display Names of Methods” on page 1-16
“Display Property Subproperties” on page 1-17
“Display Enumerated Values for Properties” on page 1-17

### Display 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.

---

### Display 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');
```

## Display 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, these properties are listed by their full names: `StateFont.Name`, `StateFont.Size`, and so on.

## Display Enumerated Values for Properties

Many API object properties can be set only to one of a group of values. You can identify these properties from the API reference pages. When you use the `get` method to access object properties (see “Display Properties” on page 1-16) the values for these properties appear.

You can use the `set` method to display a list of acceptable values for a property. 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')
```

## **See Also**

### **More About**

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

# Create and Destroy Stateflow Objects

## 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.

## Create 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 2-22 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 “Access the Model Object” on page 1-7 and “Access the Chart Object” on page 1-8.

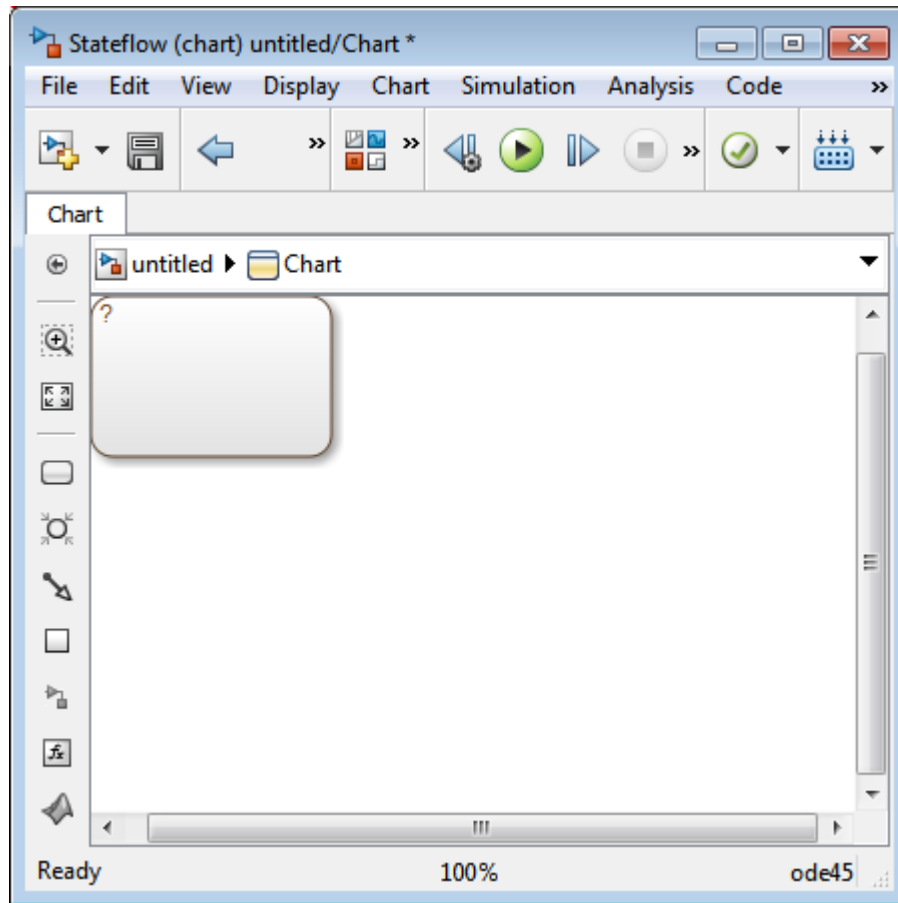
See also “Access Existing Stateflow Objects” on page 1-23 for a more general means of accessing (getting an object handle to) an existing Stateflow object.

- 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 “Create New Objects in the Chart” on page 1-9 for examples.

Use the preceding process to create all Stateflow objects in your chart. “Create 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.

---

## Establish the Parent (Container) of an Object

As discussed in the previous section, “Create Stateflow Objects” on page 1-19, 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, messages), 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 “Use the Model Explorer with Stateflow Objects”.

## Destroy 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, events, and message are completely deleted. The workspace variable `s` still exists but is no longer a handle to the deleted state.

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

# Access Existing Stateflow Objects

## About Stateflow Object Handles

Creating Stateflow objects through the Stateflow API gives you an immediate handle to the newly created objects (see “Create Stateflow Objects” on page 1-19). You can also connect to Stateflow objects that already exist for which you have no current API handle.

## Find 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.

---

## Find 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`.

### Find 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');
```

### Find 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.

## Retrieve 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` model and open the Bang-Bang Controller chart. If you select the `Off` state in the chart, `sfgco` 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]
```

## Get and Set 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.');`

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

## Move Stateflow Graphical Objects

In this section...
“How to Move Objects Programmatically” on page 1-28
“Move a Subcharted State” on page 1-28
“Rules for Moving Objects Programmatically” on page 1-29

### 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.

---

### Move 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

- You cannot change the position of a subchart boundary in the subviewer 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 “Copy and Paste Stateflow Objects” on page 1-30 for directions on copying and pasting objects from one container object to another.

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

## Copy and Paste Stateflow Objects

### Access 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, messages).

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 “Copy by Grouping” on page 1-31.

## Copy Graphical Objects

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

- Copying graphical objects also copies the Data, Event, and Message 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.

## Copy by Grouping

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;
```

## Copy 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 “Create 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, event, and message 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 “Copy by Grouping” on page 1-31.

---

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7



## View Stateflow Graphical Objects

Use the Stateflow API method `fitToView` to zoom in on a graphical object in the chart. (See “Getting a Handle on Stateflow API Objects” on page 1-4 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

### Zoom 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 and highlights the state.

- 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.

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

## Modify the Graphical Properties of Your Chart

<b>In this section...</b>
---------------------------

"About Editor Objects" on page 1-36
-------------------------------------

"Access the Editor Object" on page 1-36
---

"Change the Display in the Stateflow Editor" on page 1-36
---

### 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.

### Access 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;
```

### Change 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;
```

The `ZoomFactor` is based on a Dots Per Inch (DPI) of 72. If your screen DPI is different, for example 96, and you want to change the zoom level of the chart, you must to scale

your `ZoomFactor` accordingly. For example, if you want 100%, you would set the `ZoomFactor` to  $72/96$  (0.75).

You can also use an `Editor` object to change the window position of the Stateflow Editor. For more information, see “`Stateflow.Editor` Properties” on page 2-34 and “`Stateflow.Editor` Methods” on page 2-34.

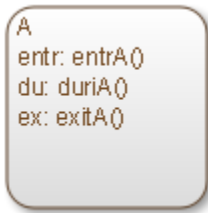
## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

## Enter Multiline Labels in States and Transitions

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\nentr: entrA()\ndu: duriA()\nex: exitA()');  
sA.LabelString = str;
```

In this example, the escape sequence `\n` inserts a new line into an expression.

- Use a concatenated text expression:

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

In this example, the ASCII equivalent of a new line, the integer 10, inserts new lines into a concatenated text expression.

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

## Create Default Transition Objects

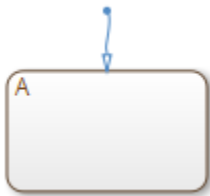
Default transitions differ from normal transitions in not having a source object. You can create a default transition with these steps:

- 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;  
ysource = sA.Position(2)-30;  
dt.SourceEndPoint = [xsource ysource];  
dt.MidPoint = [xsource ysource+15];
```

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

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2

- “Create Charts by Using the Stateflow API” on page 1-7



## Create Supertransition Objects

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 “Move Between Levels of Hierarchy by Using Supertransitions”.

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 supertransition in this example, first use the 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 “Create 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.

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

## Create Charts by Using a MATLAB Script

In “Create Charts by Using 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.LabelPosition = [180 140 0 0];
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;
ysource = sA.Position(2)-30;
dtA.SourceEndPoint = [xsource ysource];
dtA.MidPoint = [xsource ysource+15];

% 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;
ysource = sA1.Position(2)-30;
dtA1.SourceEndPoint = [xsource ysource];
dtA1.MidPoint = [xsource ysource+15];
```

## See Also

### More About

- “Overview of the Stateflow API” on page 1-2
- “Create Charts by Using the Stateflow API” on page 1-7

# API Object Reference

---

## Properties and Methods Sorted By Stateflow Object

### 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.

### Methods That Apply to All API Objects

The following methods apply to all API objects including those of Stateflow charts. Only object-exclusive methods appear when you use the `methods` method 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.

Method	Description
<code>delete</code>	Delete this object. Used with all objects except the <code>Root</code> , <code>Machine</code> , <code>Chart</code> , <code>Clipboard</code> , and <code>Editor</code> 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.

## Stateflow.AtomicBox Properties

Stateflow API objects of type Atomic Box have the properties shown below. See also “Stateflow.AtomicBox Methods” on page 2-4.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this atomic box (default = 8).
BadIntersection	Boolean	RO	If <code>true</code> , this atomic box graphically intersects a box, state, MATLAB function, graphical function, Simulink function, or truth table function.
Chart	Chart	RO	Chart object containing this atomic box.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this atomic box is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this atomic box is implicitly commented out. An atomic box is implicitly commented out when you comment out a superstate in its hierarchy.
Description	Character vector	RW	Description of this atomic box (default = <code>' '</code> ). Equivalent to entering a description in the <b>Description</b> field of the properties dialog box.
Document	Character vector	RW	Document link to this atomic box (default = <code>' '</code> ). Equivalent to entering a link in the <b>Document link</b> field of the properties dialog box.
FontSize	Double	RW	Size of the font (default = 12) for the label text of this atomic box.
Id	Integer	RO	Unique identifier assigned to this atomic box to distinguish it from other objects in the model.
IsLink	Boolean	RO	If <code>true</code> , this atomic box is a library link.

Property	Type	Access	Description
LabelString	Character vector	RW	Label for this atomic box (default = '?'). Equivalent to typing the label for this atomic box in the chart.
Machine	Machine	RO	Machine containing this atomic box.
Name	Character vector	RW	Name of this atomic box (default = ''). Equivalent to entering a value in the <b>Name</b> field of the properties dialog box.
Position	Rect	RW	Position and size of this atomic box 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"> <li>(x,y) coordinates for the atomic box's upper left vertex relative to the upper left vertex of the chart</li> <li>Width and height of the atomic box</li> </ul>
Subviewer	Chart or State	RO	Chart or state in which you can graphically view this atomic box.
Tag	Any Type	RW	Holds data of any type (default = []) for this atomic box.

## Stateflow.AtomicBox Methods

Atomic box objects have the methods in the table below.

See also “Stateflow.AtomicBox Properties” on page 2-3.

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.
find	Find all objects that this atomic box contains that meet the specified criteria.
fitToView	Zoom in on this atomic box and highlight it in the chart.



Method	Description
get	Return the specified property settings for this atomic box.
help	Display a list of properties for this object with short descriptions.
highlight	Highlight this object in the chart.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
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 box.

## Stateflow.AtomicSubchart Properties

Stateflow API objects of type Atomic Subchart have the properties shown below. See also “Stateflow.AtomicSubchart Methods” on page 2-8.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this atomic subchart (default = 8).
BadIntersection	Boolean	RO	If <code>true</code> , 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.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this atomic subchart is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this atomic subchart is implicitly commented out. An atomic subchart is implicitly commented out when you comment out a superstate in its hierarchy.

Property	Type	Access	Description
Debug. Breakpoints. OnDuring	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the during breakpoint for this atomic subchart.
Debug. Breakpoints. OnEntry	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the entry breakpoint for this atomic subchart.
Debug. Breakpoints. OnExit	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the exit breakpoint for this atomic subchart.
Description	Character vector	RW	Description of this atomic subchart (default = <code>'</code> ). Equivalent to entering a description in the <b>Description</b> field of the properties dialog box.
Document	Character vector	RW	Document link to this atomic subchart (default = <code>'</code> ). Equivalent to entering a link in the <b>Document link</b> field of the properties dialog box.
ExecutionOrder	Integer	RW	Specifies the order in which this atomic subchart wakes up for parallel (AND) decomposition. Equivalent to the <b>Execution Order</b> 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.

Property	Type	Access	Description
HasOutputData	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), create a data output port on the Stateflow block for this atomic subchart activity. Equivalent to selecting the <b>Create Output port for monitoring</b> 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 <code>true</code> , this atomic subchart is a library link.
LabelString	Character vector	RW	Label for this atomic subchart (default = <code>' ? '</code> ). Equivalent to typing the label for this atomic subchart in the chart.
Machine	Machine	RO	Machine containing this atomic subchart.
Name	Character vector	RW	Name of this atomic subchart (default = <code>' '</code> ). Equivalent to entering a value in the <b>Name</b> field in the properties dialog box.
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 <code>[0 0 90 60]</code> ): <ul style="list-style-type: none"> <li>• (x,y) coordinates for the atomic subchart's upper left vertex relative to the upper left vertex of the chart</li> <li>• Width and height of the atomic subchart</li> </ul>
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 = <code>[]</code> ) for this atomic subchart.
TestPoint	Integer	RW	If set to <code>1</code> (default = <code>0</code> ), sets this atomic subchart as a Stateflow test point. See "Monitor Test Points in Stateflow Charts".

Property	Type	Access	Description
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 <code>Decomposition</code> property.

## Stateflow.AtomicSubchart Methods

Atomic subchart objects have the methods in the table below.

See also “Stateflow.AtomicSubchart Properties” on page 2-5.

Method	Description
<code>delete</code>	Delete this object from the chart.
<code>dialog</code>	Display the properties dialog box.
<code>disp</code>	Display the property names and their settings for this object.
<code>find</code>	Find all objects that this atomic subchart contains that meet the specified criteria.
<code>fitToView</code>	Zoom in on this atomic subchart and highlight it in the chart.
<code>get</code>	Return the specified property settings for this atomic subchart.
<code>help</code>	Display a list of properties for this object with short descriptions.
<code>highlight</code>	Highlight this object in the chart.
<code>isCommented</code>	Return a Boolean indicating if the object is explicitly or implicitly commented out.
<code>methods</code>	Display all nonglobal methods of this object.
<code>set</code>	Set the specified property of this object with the specified value.
<code>struct</code>	Return and display a MATLAB structure containing the property settings of this object.
<code>view</code>	Display the contents of this atomic subchart.

## Stateflow.Box Properties

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

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this box (default = 8).
BadIntersection	Boolean	RO	If <code>true</code> , this box graphically intersects a state, MATLAB function, graphical function, truth table, or another box.
Chart	Chart	RO	Chart object containing this box.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this box is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this box is implicitly commented out. A box is implicitly commented out when you comment out a superstate in its hierarchy.
Description	Character vector	RW	Description of this box (default = ''). Equivalent to entering a description in the <b>Description</b> field of the Box properties dialog box.
Document	Character vector	RW	Document link to this box (default = ''). Equivalent to entering the <b>Document Link</b> field of the Box properties dialog box.
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.
Id	Integer	RO	Unique identifier assigned to this box to distinguish it from other objects loaded in memory.
IsGrouped	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), group this box.

Property	Type	Access	Description
IsSubchart	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), make this box a subchart.
LabelString	Character vector	RW	Label for this box (default = <code>' ? '</code> ). 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	Character vector	RW	Name of this box (default = <code>' '</code> ). 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 <code>[0 0 90 60]</code> ) consisting of the following: <ul style="list-style-type: none"> <li>• (x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart</li> <li>• Width and height of the box</li> </ul>
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 = <code>[]</code> ) for this box.

## Stateflow.Box Methods

Box objects have the methods in the table below.

See also “Stateflow.Box Properties” on page 2-9.

Method	Description
<code>defaultTransitions</code>	Return the default transitions in this box at the top level of containment.
<code>delete</code>	Delete this box from the Stateflow chart.

Method	Description
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.
highlight	Highlight this object in the chart.
innerTransitions	Return the inner transitions that originate with this box and terminate on a contained object.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
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.
sinkedTransitions	Return all inner and outer transitions whose destination is this box.
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.

## Stateflow.Chart Properties

Stateflow API objects of type Chart have the properties shown below. See also “Stateflow.Chart Methods” on page 2-20.

### Properties for All Charts

Property	Type	Access	Description
ActionLanguage	Enum	RW	Action language for programming the chart. Can be C or MATLAB.

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 <b>Update method</b> field in the Chart properties dialog box, which takes one of these selections: <b>Inherited, Discrete, Continuous.</b>
Debug. Breakpoints. OnEntry	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the chart entry breakpoint for this chart.
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 chart.  Set to 'PARALLEL_AND' to specify parallel (AND) decomposition for these states.  Equivalent to the <b>Decomposition</b> selection in the context menu for a specific level of the chart hierarchy.
Description	Character vector	RW	Description (default = '') of this state. Equivalent to entering a description in the <b>Description</b> field of the Chart properties dialog box.
Dirty	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), this chart has changed since being opened or saved.



Property	Type	Access	Description
Document	Character vector	RW	Document link (default = '') to this chart. Equivalent to entering a link in the <b>Document Link</b> field of the Chart properties dialog box.
Editor	Editor	RO	Editor object for this chart.
EnableBitOps	Boolean	RW	For C charts only. If set to <code>true</code> (default = <code>false</code> ), enables C-like bit operations in generated code for the chart. Equivalent to selecting the <b>Enable C-bit operations</b> check box in the C Chart properties dialog box.
EnableNonTerminalStates	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), enables super step semantics for the chart, as described in "Super Step Semantics".
EnableZeroCrossings	Boolean	RW	If set to <code>true</code> (default = <code>true</code> ), enables zero-crossing detection on state transitions for continuous-time simulation of Stateflow charts. Applies only when the <code>ChartUpdate</code> property for this chart is set to 'CONTINUOUS'. See "Disable Zero-Crossing Detection".
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 <code>true</code> (default = <code>false</code> ), this chart's state configuration is initialized at time zero instead of at the first input event. Equivalent to selecting the <b>Execute (enter) Chart At Initialization</b> check box in the Chart properties dialog box.

Property	Type	Access	Description
ExportChartFunctions	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), graphical functions at the chart level become global. Equivalent to selecting the <b>Export Chart Level Functions (Make Global)</b> check box in the Chart properties dialog box. See “Export Stateflow Functions for Reuse”.
HasOutputData	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), create a data output port on the Stateflow block for this chart’s state activity. Equivalent to selecting the <b>Create Output port for monitoring</b> check box in the properties dialog box.
Iced	Boolean	RO	Equivalent to property Locked (default = <code>false</code> ) 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.
InitializeOutput	Boolean	RW	Applies the initial value of outputs every time a chart wakes up, not only at time 0. See “Stateflow Chart Properties”.
JunctionColor	[R,G,B]	RW	Set the color for junctions in your chart by using a 1-by-3 RGB array (default = <code>[0.6824 0.3294 0]</code> ) with each value normalized on a scale of 0 to 1.
Machine	Machine	RO	Machine that contains this chart.
Name	Character vector	RW	Name of this chart (default = <code>'Chart'</code> ). Equivalent to changing the name of this chart in your model.

Property	Type	Access	Description
NonTerminalMaxCounts	Character vector	RW	Maximum number of transitions a Stateflow chart can take in one super step. Applies only when EnableNonTerminalStates is true. See "Super Step Semantics".
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 "Super Step Semantics".
OutputMonitoringMode	Character vector	RO	If HasOutputData is true, then OutputMonitoringMode indicates the monitoring mode either as 'ChildActivity' or 'LeafStateActivity' .
RegisterExportedFunctionsWithSimulink	Boolean	RW	<p>If set to true (default = false), these functions can be called from Simulink.</p> <ul style="list-style-type: none"> <li>• graphical</li> <li>• truth table</li> <li>• MATLAB</li> </ul> <p>Equivalent to selecting the <b>Allow exported functions to be called by Simulink</b> check box in the Chart properties dialog box. See "Export Stateflow Functions for Reuse".</p>

Property	Type	Access	Description
SampleTime	Character vector	RW	Sample time for activating this chart (default = ''). Applies only when the ChartUpdate property for this chart is set to 'DISCRETE' (= <b>Discrete</b> in the <b>Update method</b> 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 "Handle Integer Overflow for Chart Data".
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.
StateFont. Angle	Enum	RW	Font angle for the labels of State, Box, Function, and Annotation objects. Can be 'ITALIC' or 'NORMAL' (default). Use with property StateFont.Weight to achieve Bold Italic style.  You can individually override this property with the Font.Angle property for Annotation objects.
StateFont. Name	Character vector	RW	Font style (default = 'Helvetica') used for the labels of State, Box, Function, and Annotation objects. Enter a value for the font name (there are no selectable values). Font remains set to previous font for unrecognized font values.

Property	Type	Access	Description
StateFont. Size	Integer	RW	<p>Default font size for the labels of a new State, Box, Function, or Annotation object.</p> <p>You can change the font size for an existing State, Box, or Function object with the <code>FontSize</code> property of that object. You can change the font size for an existing Annotation object with its <code>Font.Size</code> property.</p>
StateFont. Weight	Enum	RW	<p>Font weight for state labels. Can be 'BOLD' or 'NORMAL' (default). Use with the property <code>StateFont.Angle</code> to achieve Bold Italic style.</p> <p>You can individually override this property with the <code>Font.Weight</code> property for Annotation objects.</p>
StateLabelColor	[R,G,B]	RW	<p>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.</p>
StateMachineType	Enum	RW	<p>Type of state machine to create. Default is <i>Classic</i>, which provides the full set of semantics for Stateflow charts. You can also create Mealy and Moore charts, which use a subset of Stateflow chart semantics (see "Create Mealy and Moore Charts").</p>

Property	Type	Access	Description
StatesWhenEnabling	Character vector	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"> <li>held — Maintain most recent values of the states.</li> <li>reset — Revert to the initial conditions of the states.</li> <li>inherit — Inherit this setting from the parent subsystem.</li> </ul> <p>If your chart does not contain function-call input events, this property has no effect. For more information, see “Control States in Charts Enabled by Function-Call Input Events”.</p>
StrongDataTypingWithSimulink	Boolean	RW	<p>If set to <code>true</code> (default), set strong data typing with Simulink I/O. Equivalent to selecting the <b>Use Strong Data Typing with Simulink I/O</b> check box in the Chart properties dialog box.</p>
SupportVariableSizing	Boolean	RW	<p>If set to <code>true</code> (default), support chart input and output data that vary in dimension during simulation. Equivalent to selecting the <b>Support variable-size arrays</b> check box in the Chart properties dialog box.</p>
Tag	Any Type	RW	<p>A field you can use to hold data of any type for this chart (default = []).</p>
TransitionColor	[R,G,B]	RW	<p>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.</p>

Property	Type	Access	Description
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	Character vector	RW	Font style (default = 'Helvetica') used for transition labels. Enter a font name (there are no selectable values). Font remains set to previous font for unrecognized font values.
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.
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 <b>User specified state/transition execution order</b> check box in the Chart properties dialog box.
Visible	Boolean	RW	If set to true (default), display this chart in the editor.

### Fixed-Point Properties for Charts That Use MATLAB as the Action Language

Property	Type	Access	Description
<code>EmlDefaultFimath</code>	Character vector	RW	Default <code>fimath</code> properties for the chart. If set to <code>Same as MATLAB Default</code> , the chart uses the same <code>fimath</code> properties as the current default <code>fimath</code> . Otherwise, specify the default <code>fimath</code> properties by constructing the <code>fimath</code> object in the MATLAB or model workspace and setting the property equal to the variable name.
<code>InputFimath</code>	<code>embedded.fimath</code> object	RW	The <code>embedded.fimath</code> object associated with inputs to the chart from Simulink blocks.
<code>TreatAsFi</code>	Enum	RW	Determines whether to treat inherited fixed-point and integer signals as Fixed-Point Designer™ <code>fi</code> objects. <ul style="list-style-type: none"> <li>• If set to <code>Fixed-point</code> (default), the chart treats all fixed-point inputs as <code>fi</code> objects.</li> <li>• If set to <code>Fixed-point &amp; Integer</code>, the chart treats all fixed-point and integer inputs as <code>fi</code> objects.</li> </ul>

### Stateflow.Chart Methods

Chart objects have the methods in the table below.

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

Method	Description
<code>defaultTransitions</code>	Return the default transitions in this Stateflow chart at the top level of containment.



Method	Description
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.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
methods	Display all nonglobal methods of this Chart object.
parse	Parse this chart.
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.

## Stateflow.Clipboard Methods

The Clipboard object has the methods in the table below.

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.

Method	Description
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:

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.Annotation	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.Transition	Create a transition for a parent chart, state, box, or function.
Stateflow.TruthTable	Create a truth table for a parent chart or state.

## Stateflow.Data Properties

Stateflow API objects of type Data have the properties shown below. See also “Stateflow.Data Methods” on page 2-33.

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

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Property	Type	Access	Description
CompiledSize	Character vector	RW	Size of data as determined by the compiler.
CompiledType	Character vector	RW	Type of data as determined by the compiler.
Description	Character vector	RW	Description of this data (default = ''). Equivalent to entering a description in the <b>Description</b> field of the Data properties dialog box.
Document	Character vector	RW	Document link to this data (default = ''). Equivalent to entering a link in the <b>Document link</b> 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	Character vector	RW	Method for initializing value of this data, based on scope of data: <ul style="list-style-type: none"> <li>• If scope is <b>Local</b> or <b>Output</b>, you can set InitializeMethod to <b>Expression</b> or <b>Parameter</b>. Equivalent to setting the <b>Initial value</b> field in the Data properties dialog box.</li> <li>• If scope is <b>Parameter</b>, <b>Input</b>, or <b>Data Store Memory</b>, you should set InitializeMethod to <b>Not Needed</b> as a read-only property.</li> <li>• If scope is <b>Constant</b>, you should set InitializeMethod to <b>Expression</b> as a read-only property.</li> </ul>

Property	Type	Access	Description
LoggingInfo. DataLogging	Boolean	RW	Signal logging mode: <ul style="list-style-type: none"> <li>• 1 = log signal</li> <li>• 0 = do not log signal (default)</li> </ul>
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"> <li>• 1 = decimate logged data</li> <li>• 0 = do not decimate logged data (default)</li> </ul>
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"> <li>• 1 = limit number of points</li> <li>• 0 = do not limit number of points (default)</li> </ul>
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.
LoggingInfo. NameMode	Character vector	RW	Source of signal logging name: <ul style="list-style-type: none"> <li>• 'SignalName' = same as signal name (default)</li> <li>• 'Custom' = name specified by user as LoggingInfo. LoggingName.</li> </ul>

Property	Type	Access	Description
LoggingInfo. LoggingName	Character vector	RW	User-specified (custom) signal logging name.
Machine	Machine	RO	Stateflow machine that contains this data.
Name	Character vector	RW	Name of this data. Equivalent to entering the name of this data in the <b>Name</b> field of the Data properties dialog box.
Path	Character vector	RO	Location of this data in the model hierarchy
Port	Integer	RW	Port index number for this data (default = 1).
Props. Array. FirstIndex	Character vector	RW	Index of the first element of this data (default = 0) if it is an array (that is, <code>Props.Array.Size &gt; 1</code> ). Equivalent to entering a value of zero or greater in the <b>First index</b> field in the Data properties dialog box. Valid for C charts.
Props. Array. IsDynamic	Boolean	RW	Allows data size to change at run time. Equivalent to setting <b>Variable Size</b> in the Data properties dialog box. <ul style="list-style-type: none"> <li>• 1 = data size is variable and can change at run time</li> <li>• 0 = data size is locked and cannot change at run time</li> </ul>

Property	Type	Access	Description
Props. Array. Size	Character vector	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 <b>Size</b> column for this data in the Model Explorer or the <b>Size</b> 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 <b>Complexity</b> 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	Character vector	RW	Initial value of this data (default = ''). Equivalent to entering a value in the <b>Initial value</b> column for this data in the Model Explorer or the <b>Initial value</b> field in the Data properties dialog box.
Props. Range. Maximum	Character vector	RW	Maximum value (default = '') that this data can have during execution or simulation of the state machine. Equivalent to entering a value in the <b>Maximum</b> column for this data in the Model Explorer or the <b>Maximum</b> field in the Data properties dialog box.

Property	Type	Access	Description
Props. Range. Minimum	Character vector	RW	Minimum value (default = ' ') that this data can have during execution or simulation of the state machine. Equivalent to entering a value in the <b>Minimum</b> column for this data in the Model Explorer or the <b>Minimum</b> 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 <b>Data must resolve to signal object</b> in the Data properties dialog box.
Props. Type. BusObject	Character vector	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. Equivalent to setting the data type <b>Mode</b> 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	Character vector	RW	If Props.Type.Method is Enumerated, you must set this property to the name of the enumerated type that defines this data. Equivalent to setting the data type <b>Mode</b> to Enumerated, and entering the name of an enumerated type in the Data Type Assistant of the Data properties dialog box.

Property	Type	Access	Description
Props. Type. Expression	Character vector	RW	If Props.Type.Method is Expression, you must set this property to an expression that evaluates to a data type (see “Enter Expressions and Parameters for Data Properties”). Equivalent to setting the data type <b>Mode</b> to Expression, and entering an expression in the Data Type Assistant of the Data properties dialog box.
Props. Type. Fixpt. Bias	Character vector	RW	The bias value for fixed-point data (default = 0.0) when Props.Type.Fixpt.ScalingMode equals <b>Slope and bias</b> ; otherwise this value is ignored. Equivalent to entering a real number in the <b>Bias</b> field of the Data Type Assistant in the Data properties dialog box.
Props. Type. Fixpt. FractionLength	Character vector	RW	The location of the binary point in fixed-point data (default = 0) when Props.Type.Fixpt.ScalingMode equals <b>Binary point</b> ; otherwise this value is ignored. Equivalent to entering a positive or negative integer in the <b>Fraction length</b> 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 <b>Lock data type setting against changes by the fixed-point tools</b> in the Data properties dialog box.



Property	Type	Access	Description
Props. Type. Fixpt. ScalingMode	Character vector	RW	Method for scaling fixed point data to avoid overflow conditions and minimize quantization errors. The settings are: <ul style="list-style-type: none"> <li>• <b>None</b> (the default)</li> <li>• <b>Binary point</b></li> <li>• <b>Slope and bias</b></li> </ul> Equivalent to setting the <b>Scaling</b> field of the Data Type Assistant in the Data properties dialog box.
Props. Type. Fixpt. Slope	Character vector	RW	The slope value for fixed-point data (default = 1.0) when Props.Type.Fixpt.ScalingMode equals <b>Slope and bias</b> ; otherwise this value is ignored. Equivalent to entering a positive real number in the <b>Slope</b> field of the Data Type Assistant in the Data properties dialog box.

Property	Type	Access	Description
Props. Type. Method	Character vector	RW	<p>Method for setting the type of this data, based on scope:</p> <ul style="list-style-type: none"> <li>• If scope is <b>Local</b>, you can set this property to <b>Built in, Fixed point, Enumerated, Expression, or Bus Object</b>.</li> <li>• If scope is <b>Constant</b>, you can set this property to <b>Built in, Fixed point, or Expression</b>.</li> <li>• If scope is <b>Parameter, Input, or Output</b>, you can set this property to <b>Inherit, Built in, Fixed point, Enumerated, Expression, or Bus Object</b>.</li> <li>• If scope is <b>Data Store Memory</b>, you should set Props.Type.Method to <b>Inherit</b> as a read-only property.</li> </ul> <p>Equivalent to setting the <b>Mode</b> field of the Data Type Assistant in the Data properties dialog box.</p>
Props. Type. Signed	Integer	RW	<p>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 <b>Signedness</b> field of the Data Type Assistant in the Data properties dialog box.</p>
Props. Unit. Name	Character vector	RW	<p>Units of measurement for the data value (default = '').</p>

Property	Type	Access	Description
Props. Type. WordLength	Character vector	RW	Size in bits of the word that will hold the quantized integer of fixed-point data. Equivalent to entering an integer in the <b>Word length</b> field of the Data Type Assistant in the Data properties dialog box.
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 <b>SaveToWorkspace</b> column entry for this data in the Model Explorer or selecting the <b>Save final value to base workspace</b> 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"> <li>• <b>Local</b> — Data defined in current Stateflow chart.</li> <li>• <b>Constant</b> — Read-only constant value that is visible to the parent Stateflow object and its children.</li> <li>• <b>Parameter</b> — Constant defined in the MATLAB workspace or derived from a Simulink parameter that is defined and initialized in the parent masked subsystem.</li> <li>• <b>Input</b> — 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.</li> <li>• <b>Output</b> — 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.</li> <li>• <b>Data Store Memory</b> — Data that binds to a Simulink data store.</li> <li>• <b>Temporary</b> — Data that persists only during the execution of a function.</li> <li>• <b>Imported</b> — Data parented by the Simulink model, but defined in external code embedded in the Stateflow machine.</li> </ul>

Property	Type	Access	Description
			<ul style="list-style-type: none"> <li><b>Exported</b> — Data from the Simulink model that you provide to external code. Parent must be a Stateflow machine.</li> </ul> Equivalent to setting the <b>Scope</b> field in the Data properties dialog box. See “Scope”.
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 “Monitor Test Points in Stateflow Charts”.
Tunable	Boolean	RW	If <code>true</code> , the value of the Stateflow data can be modified during simulation.

## Stateflow.Data Methods

Data objects have the methods in the table below.

See also “Stateflow.Data Properties” on page 2-22.

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

Method	Description
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.

## Stateflow.Editor Properties

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

Property	Type	Access	Description
WindowPosition	Rect	RW	Position and size of this Stateflow chart given in the form of a 1-by-4 array consisting of the following: <ul style="list-style-type: none"> <li>(x,y) coordinates for the window's left bottom vertex relative to the upper left corner of the screen</li> <li>Width and height of the box</li> </ul> Default value = [124.3125 182.8125 417 348.75]
ZoomFactor	Double	RW	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.

## Stateflow.Editor Methods

The Editor object has the methods in the table below.

See also “Stateflow.Editor Properties” on page 2-34.

Method	Description
disp	Display the property names and their settings for this Editor object.
get	Return the specified property settings for the Editor object.

Method	Description
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.

## Stateflow.EMFunction Properties

Stateflow API objects for MATLAB functions have the properties shown below. See also “Stateflow.EMFunction Methods” on page 2-37.

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 <code>true</code> , 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.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this function is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this function is implicitly commented out. A function is implicitly commented out when you comment out a superstate in its hierarchy.
Description	Character vector	RW	Description of this MATLAB function (default = <code>''</code> ). Equivalent to entering a description in the <b>Description</b> field of the properties dialog box for this MATLAB function.

Property	Type	Access	Description
Document	Character vector	RW	Document link to this MATLAB function. Equivalent to entering the <b>Document Link</b> 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.
Id	Integer	RO	Unique identifier assigned to this MATLAB function to distinguish it from other objects in the model.
LabelString	Character vector	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	Character vector	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</i> = Name ( <i>arguments</i> ).
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"> <li>(x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart</li> <li>Width and height of the box</li> </ul>



Property	Type	Access	Description
Script	Character vector	RW	Character vector 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.

## Stateflow.EMFunction Methods

MATLAB Function objects have the methods in the table below.

See also “Stateflow.EMFunction Properties” on page 2-35.

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.
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.
highlight	Highlight this object in the chart.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
methods	Display all nonglobal methods of this MATLAB function object.

Method	Description
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.

## Stateflow.Event Properties

Stateflow API objects of type Event have the properties shown below. See also “Stateflow.Event Methods” on page 2-40.

Property	Type	Access	Description
Debug. Breakpoints. StartBroadcast	Boolean	RW	If set to true (default = false), set a debug breakpoint for the start of the broadcast of the selected local or input event. Equivalent to selecting the <b>Start of broadcast</b> check box in the Event properties dialog box.
Debug. Breakpoints. EndBroadcast	Boolean	RW	If set to true (default = false), set a debug breakpoint for the end of the broadcast of the selected local event. Equivalent to selecting the <b>End of broadcast</b> check box in the Event properties dialog box.
Description	Character vector	RW	Description of this event (default = ''). Equivalent to entering a description in the <b>Description</b> field in the Event properties dialog box.
Document	Character vector	RW	Document link to this event (default = ''). Equivalent to entering the <b>Document Link</b> 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.

Property	Type	Access	Description
Machine	Machine	RO	Machine to which this event belongs.
Name	Character vector	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 <b>Name</b> 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"> <li>• 'Local'</li> </ul> <p>The following apply to events for charts only:</p> <ul style="list-style-type: none"> <li>• 'input' (<b>Input from Simulink</b> in properties dialog box)</li> <li>• 'Output' (<b>Output to Simulink</b> in properties dialog box)</li> </ul> <p>The following apply to events for machines only:</p> <ul style="list-style-type: none"> <li>• 'Imported'</li> <li>• 'Exported'</li> </ul>
Tag	Any Type	RW	Holds data of any type (default = []) for this event.

Property	Type	Access	Description
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 <b>Trigger</b> 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"> <li>• 'Either' (<b>Either Edge</b>)</li> <li>• 'Function call' (<b>Function Call</b>)</li> </ul> <p>The following triggers apply only to chart input events:</p> <ul style="list-style-type: none"> <li>• 'Rising' (<b>Rising Edge</b>)</li> <li>• 'Falling' (<b>Falling Edge</b>)</li> </ul>

## Stateflow.Event Methods

Event objects have the methods in the table below.

See also “Stateflow.Event Properties” on page 2-38.

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.

Method	Description
struct	Return and display a MATLAB structure containing the property settings of this Event object.
view	Display this event in its properties dialog box.

## Stateflow.Function Properties

Stateflow API objects of type Function have the properties shown below. See also “Stateflow.Function Methods” on page 2-43.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this graphical function (default = 8).
BadIntersection	Boolean	RO	If <code>true</code> , this function graphically intersects a state, box, MATLAB function, truth table, or another graphical function.
Chart	Chart	RO	Chart object containing this function.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this function is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this function is implicitly commented out. A function is implicitly commented out when you comment out a superstate in its hierarchy.
Debug.Breakpoints.OnDuring	Boolean	RW	If <code>true</code> , sets the during breakpoint for this graphical function.
Description	Character vector	RW	Description of this function (default = ''). Equivalent to entering a description in the <b>Description</b> field of the properties dialog box for this graphical function.
Document	Character vector	RW	Document link to this function. Equivalent to entering a link in the <b>Document Link</b> field of the properties dialog box for this graphical function.

Property	Type	Access	Description
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.
Id	Integer	RO	Unique identifier assigned to this function to distinguish it from other objects in the model.
InlineOption	Character vector	RW	Determine how generated code for this graphical function appears. Possible settings are: <ul style="list-style-type: none"> <li>'Inline' — Call to function is replaced by code.</li> <li>'Function' — Function becomes a C function.</li> <li>'Auto' — Determines if the function is inlined or made a function through an internal calculation.</li> </ul>
IsGrouped	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), group this function.
IsSubchart	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), make this function a subchart.
LabelString	Character vector	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	Character vector	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.

Property	Type	Access	Description
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"> <li>(x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart</li> <li>Width and height of the box</li> </ul>
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.

## Stateflow.Function Methods

Function objects have the methods in the table below.

See also “Stateflow.Function Properties” on page 2-41.

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

Method	Description
highlight	Highlight this object in the chart.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
methods	Display all nonglobal methods of this Function object.
set	Set the specified property of this Function object with the specified value.
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.

## Stateflow.Junction Properties

Stateflow API objects of type Junction have the properties shown below. See also “Stateflow.Junction Methods” on page 2-45.

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.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this junction is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this junction is implicitly commented out. A junction is implicitly commented out when you comment out a superstate in its hierarchy.
Description	Character vector	RW	Description of this junction (default = ''). Equivalent to entering a description in the <b>Description</b> field of the Junction properties dialog box.



Property	Type	Access	Description
Document	Character vector	RW	Document link to this junction (default = ''). Equivalent to entering the <b>Document link</b> 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'

## Stateflow.Junction Methods

Junction objects have the methods in the table below.

See also “Stateflow.Junction Properties” on page 2-44.

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

Method	Description
help	Display a list of properties for this Junction object with short descriptions.
highlight	Highlight this object in the chart.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
methods	Display all nonglobal methods of this Junction object.
set	Set the specified property of this Junction object with the specified value.
sinkedTransitions	Return all transitions whose destination is this junction.
sourcedTransitions	Return all 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.

## Stateflow.Machine Properties

Stateflow API objects of type Machine have the properties shown below. See also “Stateflow.Machine Methods” on page 2-48.

Property	Type	Access	Description
Created	Character vector	RO	Date of creation of this machine.
Creator	Character vector	RW	Creator (default = 'Unknown') of this machine.
Debug. Animation. Enabled	Boolean	RW	If set to <code>true</code> (default), animation is enabled. If <code>false</code> , disabled. Equivalent to <b>Simulation &gt; Stateflow Animation &gt; None</b> .
Debug. Animation. Delay	Double	RW	Specify a value to delay (slow down) animation (default value = 0).

Property	Type	Access	Description
Debug. BreakOn. ChartEntry	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the chart entry breakpoint for all charts in this machine.
Debug. BreakOn. EventBroadcast	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the event broadcast breakpoint for all charts in this machine.
Debug. BreakOn. StateEntry	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the state entry breakpoint for all charts in this machine.
Debug. DisableAllBreakpoints	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), disable the use of all breakpoints in this machine.
Debug. RunTimeCheck. CycleDetection	Boolean	RW	If set to <code>true</code> , check for cyclical behavior errors during a debug session. Equivalent to selecting <b>Simulation &gt; Debug &gt; MATLAB &amp; Stateflow Error Checking Options &gt; Detect Cycles</b> .
Description	Character vector	RW	Description of this state (default = <code>'</code> ). Equivalent to entering a description in the <b>Description</b> field of the properties dialog box for this machine.
Dirty	Boolean	RW	If <code>true</code> (default), this model has changed since it was opened or saved.
Document	Character vector	RW	Document link to this machine (default = <code>'</code> ). Equivalent to entering the <b>Document link</b> field of the properties dialog box for this machine.
FullFileName	Character vector	RO	Full path name of file (default value = <code>'</code> ) under which this machine (model) is stored.

Property	Type	Access	Description
Iced	Boolean	RO	Equivalent to property Locked (default = <code>false</code> ) 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 <code>true</code> (default = <code>false</code> ), specifies that the current model builds a library and not an application.
Locked	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), 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	Character vector	RW	Comment area (default = <code>' '</code> ) for entering date and name of modification to this model.
Name	Character vector	RO	Name of this model (default = <code>'untitled'</code> ) set when saved to disk.
Tag	Any Type	RW	A field you can use to hold data of any type for this machine (default = <code>[]</code> ).
Version	Character vector	RW	Comment text (default = <code>'none'</code> ) for recording the version of this model.

## Stateflow.Machine Methods

Machine objects have the methods in the table below.

See also “Stateflow.Machine Properties” on page 2-46.

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.  <b>Note</b> 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.

## Stateflow.Message Properties

Stateflow API objects of type Message have the properties shown below. For more information, see “Communicate with Stateflow Charts by Sending Messages”.

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**Tip** All properties of the Props field apply to the message data and must be set individually.

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

Property	Type	Access	Description
Description	Character vector	RW	Description of this message (default = ''). Equivalent to entering a description in the <b>Description</b> field of the Message properties dialog box.
Document	Character vector	RW	Document link to this message (default = ''). Equivalent to entering a link in the <b>Document link</b> field of the Message properties dialog box.
Id	Integer	RO	Unique identifier assigned to this message to distinguish it from other objects in the model.
Machine	Machine	RO	Stateflow machine that contains this message.
MessagePriorityOrder	Enum	RW	For messages with QueueType set to Priority.  Choose the type of priority: <ul style="list-style-type: none"> <li>• <b>Ascending</b> — Order of message received is based on an ascending order of the message data value.</li> <li>• <b>Descending</b> — Order of message received is based on a descending order of the message data value.</li> </ul>
Name	Character vector	RW	Name of this message. Equivalent to entering the name of this message in the <b>Name</b> field of the Message properties dialog box.
Path	Character vector	RO	Location of this message in the model hierarchy
Port	Integer	RW	Port number for this message.

Property	Type	Access	Description
Props. Array. Size	Character vector	RW	Size of this message 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 <b>Size</b> column for this message in the Model Explorer or the <b>Size</b> field in the Message properties dialog box.
Props. Complexity	Enum	RW	If set to 'On', the message data can take complex values. The default value is 'Off', which indicates that the data cannot take complex values. Equivalent to setting <b>Complexity</b> in the Message properties dialog box.
Props. Frame	Enum	RW	If set to 'Frame based', the message data supports frame-based signals. The default value is 'Sample based', which indicates that the data supports sample-based signals.
Props. Initial Value	Character vector	RW	Initial value of this message data (default = ''). Equivalent to entering a value in the <b>Initial value</b> column for this data in the Model Explorer or the <b>Initial value</b> field in the Message properties dialog box.
Props. Type. BusObject	Character vector	RW	If Props.Type.Method is Bus Object, you must set this property to the name of the Simulink.Bus object that defines this message data. Equivalent to setting the data type <b>Mode</b> to Bus Object, and entering the name of a Simulink.Bus object in the Data Type Assistant of the Message properties dialog box.

Property	Type	Access	Description
Props. Type. EnumType	Character vector	RW	If Props.Type.Method is Enumerated, you must set this property to the name of the enumerated type that defines this message data. Equivalent to setting the data type <b>Mode</b> to Enumerated, and entering the name of an enumerated type in the Data Type Assistant of the Message properties dialog box.
Props. Type. Expression	Character vector	RW	If Props.Type.Method is Expression, you must set this property to an expression that evaluates to a data type (see “Enter Expressions and Parameters for Data Properties”). Equivalent to setting the data type <b>Mode</b> to Expression, and entering an expression in the Data Type Assistant of the Message properties dialog box.
Props. Type. Fixpt. Bias	Character vector	RW	The bias value for fixed-point data (default = 0.0) when Props.Type.Fixpt.ScalingMode equals <b>Slope and bias</b> ; otherwise this value is ignored. Equivalent to entering a real number in the <b>Bias</b> field of the Data Type Assistant in the Message properties dialog box.
Props. Type. Fixpt. FractionLength	Character vector	RW	The location of the binary point in fixed-point data (default = 0) when Props.Type.Fixpt.ScalingMode equals <b>Binary point</b> ; otherwise this value is ignored. Equivalent to entering a positive or negative integer in the <b>Fraction length</b> field of the Data Type Assistant in the Message properties dialog box.



Property	Type	Access	Description
Props. Type. Fixpt. ScalingMode	Character vector	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"> <li>• <b>None</b> (the default)</li> <li>• <b>Binary point</b></li> <li>• <b>Slope and bias</b></li> </ul> <p>Equivalent to setting the <b>Scaling</b> field of the Data Type Assistant in the Message properties dialog box.</p>
Props. Type. Fixpt. Slope	Character vector	RW	<p>The slope value for fixed-point data (default = 1.0) when Props.Type.Fixpt.ScalingMode equals <b>Slope and bias</b>; otherwise this value is ignored. Equivalent to entering a positive real number in the <b>Slope</b> field of the Data Type Assistant in the Message properties dialog box.</p>
Props. Type. Method	Character vector	RW	<p>Method for setting the type of this data, based on scope. You can set this property to <b>InheritBuilt in, Fixed point, Enumerated, Expression, or Bus Object</b>.</p> <p>Equivalent to setting the <b>Mode</b> field of the Data Type Assistant in the Message properties dialog box.</p>
Props. Type. Signed	Integer	RW	<p>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 <b>Signedness</b> field of the Data Type Assistant in the Message properties dialog box.</p>

Property	Type	Access	Description
Props. Type. WordLength	Character vector	RW	Size in bits of the word that will hold the quantized integer of fixed-point data. Equivalent to entering an integer in the <b>Word length</b> field of the Data Type Assistant in the Message properties dialog box.
QueueCapacity	Integer	RW	For messages of scope Input and Local. Set the length of the queue high enough so that incoming messages do not overflow the queue.
QueueOverflowDiagnostic	Enum	RW	<p>For messages of scope Output and Local.</p> <p>You can specify the diagnostic action when the number of incoming messages exceeds the queue capacity. The default option is <b>Error</b>.</p> <ul style="list-style-type: none"> <li>• <b>Error</b> — When the queue overflows, simulation stops with an error.</li> <li>• <b>Warning</b> — When the queue overflows, it drops the last message and simulation continues with a warning.</li> <li>• <b>None</b> — When the queue overflows, it drops the last message and simulation continues without issuing a warning.</li> </ul>

Property	Type	Access	Description
QueueType	Enum	RW	<p>For messages of scope Input and Local.</p> <p>Choose the type of queue. The order of messages received is:</p> <ul style="list-style-type: none"> <li>• <b>FIFO</b> — First in, first out.</li> <li>• <b>LIFO</b> — Last in, first out.</li> <li>• <b>Priority</b> — This queue type enables the <b>Priority order</b> property parameter.</li> </ul>
Scope	Enum	RW	<p>Scope of this message:</p> <ul style="list-style-type: none"> <li>• <b>Local</b>—Message is defined in the current chart only.</li> <li>• <b>Input</b>— Message is defined as an input port on the chart. You can send a message from another chart through this input port.</li> <li>• <b>Output</b>—Message is defined as an output port on the chart. You can send a message from this chart through this output port.</li> </ul> <p>Equivalent to setting the <b>Scope</b> field in the Message properties dialog box.</p>

## Stateflow.Message Methods

Message objects have the methods in the table below.

Method	Description
delete	Delete this message.
dialog	Display the Message properties dialog box.

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

## Stateflow.Annotation Properties

Stateflow API objects of type Annotation have the properties shown below. See also “Stateflow.Annotation Methods” on page 2-59.

Property	Type	Access	Description
Alignment	Enum	RW	Alignment of text in note box. Can be 'LEFT' (default), 'CENTER', or 'RIGHT'.
AutoBackground Color	Character vector	RW	Use automatic background color. Options are '0' (off) or '1' (on, the default).
AutoForeground Color	Character vector	RW	Use automatic foreground (text) color. Options are '0' (off) or '1' (on, the default).
Background Color	Character vector	RW	Background color of this note. RGB value array   [r,g,b,a] where r, g, b, and a are the red, green, blue, and alpha values of the color normalized to the range 0.0 to 1.0, delineated with commas. The alpha value is optional and ignored.  Annotation background color can also be 'black', 'white', 'red', 'green', 'blue', 'cyan', 'magenta', 'yellow', 'gray', 'lightBlue', 'orange', 'darkGreen'.

Property	Type	Access	Description
Chart	Chart	RO	Chart object containing this note.
ClickFcn	Character vector	RW	MATLAB code to be executed when a user single-clicks this note. Stateflow stores the code entered in this field with the chart. See “Associate a Click Function with an Annotation” (Simulink) for more information.
DeleteFcn	Character vector	RW	MATLAB code to be executed before deleting this note. See “Annotation Callback Functions” (Simulink).
Description	Character vector	RW	Description of this note (default = ' '). Equivalent to entering a description in the <b>Description</b> field of the Annotation properties dialog box.
Document	Character vector	RW	Document link to this note (default = ' '). Equivalent to entering a link in the <b>Document link</b> field of the Annotation properties dialog box.
DropShadow	Character vector	RW	Display a drop shadow. Options are '1' or '0'.
FixedHeight	Numeric	RW	Resize the bottom border of the note as you add content. Options are '0' or '1', where '0' means that the bottom border resizes as you add content.
FixedWidth	Numeric	RW	Wrap text at fixed note box border. Choices are '0' or '1', where '0' means not to use word wrap.
Font.Name	Character vector	RO	Name of the font (default = 'Helvetica') for the text in this note. This property is set by the StateFont.Name property of the Chart object containing this note.
Font.Angle	Character vector	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 StateFont.Angle property of the Chart object containing this note.

Property	Type	Access	Description
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 <b>Font Size &gt; &lt;font size&gt;</b> in the context menu for this note.
Font. Weight	Character vector	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.
ForegroundColor	Character vector	RW	Foreground (text) color of this note. RGB value array   [r,g,b,a] where r, g, b, and a are the red, green, blue, and alpha values of the color normalized to the range 0.0 to 1.0, delineated with commas. The alpha value is optional and ignored.  Annotation foreground color can also be 'black', 'white', 'red', 'green', 'blue', 'cyan', 'magenta', 'yellow', 'gray', 'lightBlue', 'orange', 'darkGreen'.
Id	Integer	RO	Unique identifier assigned to this note to distinguish it from other objects in the model.
InternalMargins	Array	RW	The space from the bounding box of text to the borders of the note.  Use a 1x4 array [left top right bottom]. The default is [1 1 1 1] .  The maximum value for a coordinate is 32767.
Interpretation	Enum	RW	How the text in this note is interpreted for text processing. Can be 'OFF' (default), 'RICH', or 'TEX'.

Property	Type	Access	Description
LoadFcn	Character vector	RW	MATLAB code to be executed when the model containing this note is loaded. See “Annotation Callback Functions” (Simulink).
Machine	Machine	RO	Machine that contains this note.
Path	Character vector	RO	Path to the note.
PlainText	Vector	RO	Display of the text in the note, without formatting.
Position	Rect	RW	Position and size of the note box in the chart, given in the form of a 1-by-4 array [left top right bottom].  The maximum value for a coordinate is 32767.
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	Character vector	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 <b>Label</b> field of the Annotation properties dialog box.
UseDisplayText - AsClickCallback	Character vector	RW	Use the contents of the Text property as the click function for this note. Options are 'on' or 'off'.  If set to 'on', the text of the note is interpreted as a valid MATLAB expression and run. If set to 'off', clicking the note runs the click function, if there is one. If there is no click function, clicking the note has no effect.  See “Associate a Click Function with an Annotation” (Simulink) for more information.

## Stateflow.Annotation Methods

Annotation objects have the methods in the table below.

See also “Stateflow.Annotation Properties” on page 2-56.

Method	Description
delete	Delete this note from the Stateflow chart.
dialog	Display the Annotation properties dialog box.
disp	Display the property names and their settings for this Annotation object.
fitToView	Zoom in on this note and highlight it in the chart.
get	Return the specified property settings for this note.
help	Display a list of properties for this Annotation object with short descriptions.
methods	Display all nonglobal methods of this Annotation object.
set	Set the specified property of this Annotation object with the specified value.
setImage	Insert image from clipboard or image file into a note, or change an image annotation to a text annotation.
struct	Return and display a MATLAB structure containing the property settings of this Annotation 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.

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.

## Stateflow.SimulinkBasedState Properties

Stateflow API objects of type Simulink based state have the properties shown below. See also “Stateflow.SimulinkBasedState Methods” on page 2-64.



Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this Simulink based state (default = 8).
BadIntersection	Boolean	RO	If <code>true</code> , this Simulink based state graphically intersects a box, state, MATLAB function, graphical function, Simulink function, or truth table function.
Chart	Chart	RO	Chart object containing this Simulink based state.
ContentPreviewEnabled	Boolean	RW	If set to <code>true</code> , the contents of this Simulink based state displays it's contents at the Stateflow level.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this Simulink based state is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this Simulink based state is implicitly commented out. A Simulink based state is implicitly commented out when you comment out a superstate in its hierarchy.
Debug. Breakpoints. OnDuring	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the during breakpoint for this Simulink based state.
Debug. Breakpoints. OnEntry	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the entry breakpoint for this Simulink based state.
Debug. Breakpoints. OnExit	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the exit breakpoint for this Simulink based state.
Description	Character vector	RW	Description of this Simulink based state (default = ''). Equivalent to entering a description in the <b>Description</b> field of the properties dialog box.

Property	Type	Access	Description
Document	Character vector	RW	Document link to this Simulink based state (default = ''). Equivalent to entering a link in the <b>Document link</b> field of the properties dialog box.
ExecutionOrder	Integer	RW	Specifies the order in which this Simulink based state wakes up for parallel (AND) decomposition. Equivalent to the <b>Execution Order</b> selection in the context menu for the Simulink based state.  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 Simulink based state.
HasOutputData	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), create a data output port on the Stateflow block for this Simulink based state activity. Equivalent to selecting the <b>Create Output port for monitoring</b> check box in the properties dialog box.
Id	Integer	RO	Unique identifier assigned to this Simulink based state to distinguish it from other objects in the model.
IsLink	Boolean	RO	If <code>true</code> , this Simulink based state is a library link.
LabelString	Character vector	RW	Label for this Simulink based state (default = '?'). Equivalent to typing the label for this Simulink based state in the chart.

Property	Type	Access	Description
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"> <li>• 1 = decimate logged data</li> <li>• 0 = do not decimate logged data (default)</li> </ul>
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"> <li>• 1 = limit number of points</li> <li>• 0 = do not limit number of points (default)</li> </ul>
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.
LoggingInfo. NameMode	Character vector	RW	Source of signal logging name: <ul style="list-style-type: none"> <li>• 'SignalName' = same as signal name (default)</li> <li>• 'Custom' = name specified by user as LoggingInfo. LoggingName.</li> </ul>
LoggingInfo. DataLogging	Boolean	RW	Signal logging mode: <ul style="list-style-type: none"> <li>• 1 = log signal</li> <li>• 0 = do not log signal (default)</li> </ul>
Machine	Machine	RO	Machine containing this Simulink based state.

Property	Type	Access	Description
Name	Character vector	RW	Name of this Simulink based state (default = ' '). Equivalent to entering a value in the <b>Name</b> field in the properties dialog box.
OutputMonitoringMode	Character vector	RO	If HasOutputData is true, then OutputMonitoringMode indicates the monitoring mode either as 'ChildActivity' or 'LeafStateActivity' .
Path	Character vector	RW	Path to the Simulink based state.
Position	Rect	RW	Position and size of this Simulink based state 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"> <li>• (x,y) coordinates for the Simulink based state's upper left vertex relative to the upper left vertex of the chart</li> <li>• Width and height of the Simulink based state</li> </ul>
Subviewer	Chart or State	RO	Chart or state in which you can graphically view this Simulink based state.
Tag	Any Type	RW	Holds data of any type (default = []) for this Simulink based state.
TestPoint	Integer	RW	If set to 1 (default = 0), sets this Simulink based state as a Stateflow test point. See "Monitor Test Points in Stateflow Charts".
Type	Enum	RO	Type of decomposition for this Simulink based state (default = 'OR'). Can be 'OR' (exclusive) or 'AND' (parallel). The type of this Simulink based state derives from the parent's Decomposition property.

## Stateflow.SimulinkBasedState Methods

Simulink based state objects have the methods in the table below.

See also “Stateflow.SimulinkBasedState Properties” on page 2-60.

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.
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.
highlight	Highlight this object in the chart.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
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 Simulink based state.

## Stateflow.SLFunction Properties

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

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.

Property	Type	Access	Description
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this function is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this function is implicitly commented out. A function is implicitly commented out when you comment out a superstate in its hierarchy.
Description	Character vector	RW	Description of this function (default = <code>' '</code> ).
Document	Character vector	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.
Id	Integer	RO	Unique identifier assigned to this function to distinguish it from other objects in the model.
LabelString	Character vector	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	Character vector	RW	Name of this function (default = <code>'simfcn'</code> ). 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"> <li>(x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart</li> <li>Width and height of the box</li> </ul>
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.

## Stateflow.SLFunction Methods

Simulink Function objects have the methods in the table below.

See also “Stateflow.SLFunction Properties” on page 2-65.

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.
highlight	Highlight this object in the chart.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.

Method	Description
methods	Display all nonglobal methods of this Simulink Function object.
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.

## Stateflow.State Properties

Stateflow API objects of type State have the properties shown below. See also “Stateflow.State Methods” on page 2-73.

Property	Type	Access	Description
ArrowSize	Double	RW	Size of transition arrows coming into this state (default = 8).
BadIntersection	Boolean	RO	If <code>true</code> , this state graphically intersects a box, MATLAB function, graphical function, truth table, or another state.
Chart	Chart	RO	Chart object containing this state.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this state is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this state is implicitly commented out. A state is implicitly commented out when you comment out a superstate in its hierarchy.
Debug. Breakpoints. OnDuring	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the state during breakpoint for this state.



Property	Type	Access	Description
Debug. Breakpoints. OnEntry	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the state entry breakpoint for this state.
Debug. Breakpoints. OnExit	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set the state exit breakpoint for this state.
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 <b>Decomposition</b> selection in the context menu for the state.
Description	Character vector	RW	Description of this state (default = ' '). Equivalent to entering a description in the <b>Description</b> field of the State properties dialog box.
Document	Character vector	RW	Document link to this state (default = ' '). Equivalent to entering a link in the <b>Document link</b> field of the State properties dialog box.
ExecutionOrder	Integer	RW	Specifies the order in which this state wakes up for parallel (AND) decomposition. Equivalent to the <b>Execution Order</b> selection in the context menu for the state.  The <code>UserSpecifiedStateTransitionExecutionOrder</code> property of the parent chart must be true. Otherwise, this property does not apply.

Property	Type	Access	Description
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 <code>StateFont.Size</code> property of the containing Chart's object.
HasOutputData	Boolean	RW	If set to true (default = false), create a data output port on the Stateflow block for this state in either self or child activity mode. <code>OutputMonitoringMode</code> will indicate the mode. Equivalent to selecting the <b>Create Output port for monitoring</b> check box in the properties dialog box.
Id	Integer	RO	Unique identifier assigned to this state to distinguish it from other objects in the model.
InlineOption	Character vector	RW	Determine how generated code for this state appears. Possible settings are: <ul style="list-style-type: none"> <li>'Inline' — Call to function is replaced by code.</li> <li>'Function' — Function becomes a C function.</li> <li>'Auto' — Determines if the function is inlined or made a function through an internal calculation.</li> </ul> <p>For guidelines on controlling inlining of state functions, see "Inline State Functions in Generated Code" (Simulink Coder).</p>

Property	Type	Access	Description
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 “Copy by Grouping” on page 1-31.</p>
IsSubchart	Boolean	RW	<p>If set to <code>true</code> (default = <code>false</code>), make this state a subchart.</p>
LabelString	Character vector	RW	<p>Label for this state (default = <code>'?'</code>). Equivalent to typing the label for this state in its label text field in the chart.</p>
LoggingInfo. DataLogging	Boolean	RW	<p>Signal logging mode:</p> <ul style="list-style-type: none"> <li>• 1 = log signal</li> <li>• 0 = do not log signal (default)</li> </ul>
LoggingInfo. DecimateData	Boolean	RW	<p>Limit the amount of data logged by skipping samples. Uses the interval specified by <code>LoggingInfo.Decimation</code>.</p> <ul style="list-style-type: none"> <li>• 1 = decimate logged data</li> <li>• 0 = do not decimate logged data (default)</li> </ul>
LoggingInfo. Decimation	Integer	RW	<p>Decimation interval. Default value is 2, which means the chart logs every other sample.</p>

Property	Type	Access	Description
LoggingInfo. LimitDataPoints	Boolean	RW	Limit number of data points to log. Uses the value specified by LoggingInfo. MaxPoints. <ul style="list-style-type: none"> <li>• 1 = limit number of points</li> <li>• 0 = do not limit number of points (default)</li> </ul>
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.
LoggingInfo. NameMode	Character vector	RW	Source of signal logging name: <ul style="list-style-type: none"> <li>• 'SignalName' = same as signal name (default)</li> <li>• 'Custom' = name specified by user as LoggingInfo. LoggingName.</li> </ul>
LoggingInfo. LoggingName	Character vector	RW	User-specified (custom) signal logging name.
Machine	Machine	RO	Machine containing this state.
Name	Character vector	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.
OutputMonitoringMode	Character vector	RO	If HasOutputData is true, then OutputMonitoringMode indicates the monitoring mode either as 'ChildActivity', 'LeafStateActivity', or 'SelfActivity'.

Property	Type	Access	Description
Path	Character vector	RO	Path to the state.
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"> <li>(x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart</li> <li>Width and height of the box</li> </ul>
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.
TestPoint	Integer	RW	If set to 1 (default = 0), sets this state as a Stateflow test point. See "Monitor Test Points in Stateflow Charts".
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.

## Stateflow.State Methods

State objects have the methods in the table below.

See also "Stateflow.State Properties" on page 2-68.

Method	Description
defaultTransitions	Return the default transitions in this state at the top level of containment.
delete	Delete this state.

<b>Method</b>	<b>Description</b>
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.
highlight	Highlight this object in the chart.
innerTransitions	Return the inner transitions that originate with this state and terminate on a contained object.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
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.
sinkedTransitions	Return all inner and outer transitions whose destination is this state.
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.

## **Stateflow.Transition Properties**

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

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.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this transition is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this transition is implicitly commented out. A transition is implicitly commented out when you comment out a superstate in its hierarchy or if you comment out a state or junction to which the transition is attached.
Debug. Breakpoints. WhenTested	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set a debugging breakpoint to occur when this transition is tested to see whether it is a valid transition or not.
Debug. Breakpoints. WhenValid	Boolean	RW	If set to <code>true</code> (default = <code>false</code> ), set a debugging breakpoint to occur when this transition has tested as valid.
Description	Character vector	RW	Description of this transition (default = <code>''</code> ). Equivalent to entering a description in the <b>Description</b> field of the properties dialog box for this transition.
Destination	State, Box, or Junction	RW	Destination state, box, or junction of this transition.  You can also use the property <code>Destination</code> to detach the destination endpoint of a transition, with the command <code>t.Destination = []</code> , where <code>t</code> is the Transition object.

Property	Type	Access	Description
DestinationEndPoint	Double	RW	<p>Provides [x y] coordinates for the transition endpoint at its destination. The coordinates are relative to the upper left corner of the chart, which is [0 0].</p> <p>If you enter non-integer values, only the integer part of the value is used.</p> <p>If you enter negative values for the coordinates, [0 0] is used instead.</p>
DestinationOClock	Double	RW	Location of transition destination connection on state. Varies from 0 to 12 for full clock cycle location. Its value is taken as modulus 12 of its assigned value.
Document	Character vector	RW	Document link to this transition (default = ' '). Equivalent to entering the <b>Document link</b> field of the properties dialog box for this transition.
ExecutionOrder	Integer	RW	Specifies the number for this transition in the execution order for its source (see "Transition Evaluation Order"). The <b>UserSpecifiedStateTransitionExecutionOrder</b> property of the parent chart has to be set to <code>true</code> , otherwise, this transition property will be ignored. <b>ExecutionOrder</b> has to be an integer between 1 and $m$ , where $m$ is the total number of transitions originating from the source.
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 <b>TransitionFont.Size</b> property of the Chart object containing this box.
Id	Integer	RO	Unique identifier assigned to this transition to distinguish it from other objects in the model.



Property	Type	Access	Description
LabelPosition	Double	RW	Position and size of this transition label in the chart, given in the form of a 1-by-4 array (default = [0 0 8 14]) that includes: <ul style="list-style-type: none"> <li>(x,y) coordinates for the label's upper left corner relative to the upper left corner of the chart, which is [0 0]</li> <li>Width and height of the label</li> </ul>
LabelString	Character vector	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	Double	RW	Provides [x y] coordinates of the transition midpoint relative to the upper left corner of the chart, which is [0 0].
Source	State, Box, or Junction	RW	Source state, box, or junction of this transition.  You can also use the property <code>Source</code> to detach the source endpoint of a transition, with the command <code>t.Source = []</code> , where <code>t</code> is the Transition object.
SourceEndPoint	Double	RW	Provides [x y] coordinates for the transition endpoint at its source. The coordinates are relative to the upper left corner of the chart, which is [0 0].  If you enter non-integer values, only the integer part of the value is used.  If you enter negative values for the coordinates, [0 0] is used instead.
SourceOClock	Double	RW	Location of transition source connection on state. Varies from 0 to 12 for full clock cycle location. The value taken for this property is the modulus 12 of the entered value.

Property	Type	Access	Description
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.

## Stateflow.Transition Methods

Transition objects have the methods in the table below.

See also “Stateflow.Transition Properties” on page 2-74.

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.
highlight	Highlight this object in the chart.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
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.

## Stateflow.TruthTable Properties

Stateflow API objects of type Truth Table have the properties shown below. See also “Stateflow.TruthTable Methods” on page 2-81.

Property	Type	Access	Description
ActionTable	Cell Array	RW	A cell array of character vectors 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 <code>true</code> , 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.
IsExplicitlyCommented	Boolean	RW	If set to <code>true</code> , this truth table is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .
IsImplicitlyCommented	Boolean	RO	If <code>true</code> , this truth table is implicitly commented out. A truth table is implicitly commented out when you comment out a superstate in its hierarchy.
ConditionTable	Cell Array	RW	A cell array of character vectors containing the contents of the Condition Table for this truth table, including the <b>Actions</b> row.
Debug. Breakpoints. OnDuring	Boolean	RW	If <code>true</code> , sets the during breakpoint for this truth table.
Description	Character vector	RW	Description of this truth table (default = <code>' '</code> ). Equivalent to entering a description in the <b>Description</b> field of the Truth Table properties dialog box.
Document	Character vector	RW	Document link to this truth table. Equivalent to entering a link in the <b>Document link</b> 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.
Id	Integer	RO	Unique identifier assigned to this truth table to distinguish it from other objects in the model.
LabelString	Character vector	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	Character vector	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	Character vector	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 <b>Overspecified</b> from the <b>Settings</b> menu item and then selecting one of the three values.
Position	Rect	RW	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: <ul style="list-style-type: none"> <li>(x,y) coordinates for the box's upper left vertex relative to the upper left vertex of the chart</li> <li>Width and height of the box</li> </ul>

Property	Type	Access	Description
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	Character vector	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 <b>Underspecified</b> from the <b>Settings</b> menu item and then selecting one of the three values.

## Stateflow.TruthTable Methods

Truth table objects have the methods in the table below.

See also “Stateflow.TruthTable Properties” on page 2-78.

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.
highlight	Highlight this object in the chart.
isCommented	Return a Boolean indicating if the object is explicitly or implicitly commented out.
methods	Display all nonglobal methods of this truth table object.
set	Set the specified property of this truth table object with the specified value.

Method	Description
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.

## Stateflow.TruthTableChart Properties

Stateflow API objects of type Truth Table Chart have the properties shown below. See also "Stateflow.TruthTableChart Methods" on page 2-84.

Property	Type	Access	Description
ActionTable	Cell Array	RW	A cell array of character vectors 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'.
ConditionTable	Cell Array	RW	A cell array of character vectors containing the contents of the Condition Table for this truth table block, including the <b>Actions</b> row.
Description	Character vector	RW	Description of this truth table block (default = ' '). Equivalent to entering a description in the <b>Description</b> 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	Character vector	RW	Document link to this truth table block.

Property	Type	Access	Description
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	Character vector	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.
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	Character vector	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	Character vector	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 <b>Overspecified</b> from the <b>Settings</b> menu item and then selecting one of the three values.

Property	Type	Access	Description
Path	Character vector	RW	Path to the block.
SampleTime	Character vector	RW	Sample time for activating this chart (default = ' ').
Tag	Any Type	RW	Holds data of any type (default = [ ]) for this truth table block.
TreatInheritedIntegersAs	Character vector	RW	<p>Determines how inherited integer signals are treated in MATLAB functions.</p> <p>The two choices are <b>Integers</b> and <b>Fixed-point</b>. 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: Integers (uint8, int16, etc...) and embedded.fi.</p> <p>You can specify the type for any given input signal to be either <b>Integer</b> or <b>fixed-point</b> and override this default.</p>
UnderSpecDiagnostic	Character vector	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 <b>Underspecified</b> from the <b>Settings</b> menu item and then selecting one of the three values.

## Stateflow.TruthTableChart Methods

Truth Table Chart objects have the methods in the table below.



See also “Stateflow.TruthTableChart Properties” on page 2-82.

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



# **API Object Properties and Methods**

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## Properties and Methods Sorted By Application

### 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 Box (AB), 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), Message (MSG), 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 on page 2-11 S on page 2-68 B on page 2-9 F on page 2-41

<b>Method</b>	<b>Description</b>	<b>Objects</b>
disp	Display the property names and their settings for this object.	C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 D on page 2-22 E on page 2-38 MSG on page 2-49 TT on page 2-78 EM on page 2-35 SLF on page 2-65
find	Find all objects that this object contains that meet the criteria specified by the arguments.	All on page 2-2
get	Return the specified property settings for this object.	All on page 2-2
help	Display a list of properties for this object with short descriptions. Used with all objects except the Root and Machine object.	All on page 2-2
innerTransitions	Return the inner transitions that originate with this object and terminate on a contained object.	S on page 2-68 B on page 2-9
methods	Return the methods of this object.	All on page 2-2
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 on page 2-68 B on page 2-9
set	Set the specified property of this object with a specified value. Used with all objects except the Root object.	All on page 2-2
sinkedTransitions	Return all inner and outer transitions whose destination is this object.	S on page 2-68 B on page 2-9 J on page 2-44

<b>Method</b>	<b>Description</b>	<b>Objects</b>
sourcedTransitions	Return all inner and outer transitions whose source is this object.	S on page 2-68 B on page 2-9 J on page 2-44
struct	Return a MATLAB structure containing the property settings of this object.	C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 D on page 2-22 E on page 2-38 MSG on page 2-49 TT on page 2-78 EM on page 2-35 SLF on page 2-65

## **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 on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 TT on page 2-78 EM on page 2-35 SLF on page 2-65
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 on page 2-11 S on page 2-68
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 "Copy by Grouping" on page 1-31.</p>	S on page 2-68 B on page 2-9 F on page 2-41

Property	Type	Access	Description	Objects
IsSubchart	Boolean	RW	If set to true, makes this state, box, or graphical function a subchart.	S on page 2-68 B on page 2-9 F on page 2-41
Machine	Machine	RO	Machine that contains this object. A machine object contains all of the Chart objects in a Model.	C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 D on page 2-22 E on page 2-38 MSG on page 2-49 TT on page 2-78 EM on page 2-35 SLF on page 2-65

## 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 <code>pasteTo</code> method.	CB



<b>Method</b>	<b>Description</b>	<b>Objects</b>
delete	Delete this object.	All on page 2-2 but R M C CB ED
pasteTo	Paste the objects in the Clipboard to the specified container object. See also copy method.	CB
setImage	Insert image from clipboard or image file into a note.	N on page 2-56
Stateflow.AtomicBox	Create an atomic box for a parent chart or state.	NA
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
Stateflow.Annotation	Create a note for a parent chart or state.	NA
Stateflow.SimulinkBasedState	Create a Simulink based state 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.Transition	Create a transition for a parent chart, state, box, or function.	NA

Method	Description	Objects
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. The properties also apply to message data.

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

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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 <b>Type</b> column for this data in the Model Explorer or the <b>Type</b> field in the Data properties dialog box.	D on page 2-22 MSG on page 2-49
FixptType.Bias	Double	RW	The Bias value for this fixed-point type.	D on page 2-22 MSG on page 2-49
FixptType.FractionalSlope	Double	RW	The Fractional Slope value for this fixed-point type.	D on page 2-22 MSG on page 2-49
FixptType.RadixPoint	Integer	RW	The power of two specifying the binary point location for this fixed-point type.	D on page 2-22 MSG on page 2-49

Property	Type	Access	Description	Objects
FixptType. BaseType	Enum	RW	The size and sign of the base for the quantized integer, Q, of this fixed-point type.	D on page 2-22 MSG on page 2-49
ParsedInfo. Array. FirstIndex	Integer	RO	Numeric equivalent of Data property Props.Range.FirstIndex.	D on page 2-22 MSG on page 2-49
ParsedInfo. Array. Size	Integer	RO	Numeric equivalent of Data property Props.Array.Size.	D on page 2-22 MSG on page 2-49
ParsedInfo. InitialValue	Double	RO	Numeric equivalent of Data property Props.InitialValue.	D on page 2-22 MSG on page 2-49
ParsedInfo. Range. Maximum	Double	RO	Numeric equivalent of Data property Props.Range.Maximum.	D on page 2-22
ParsedInfo. Range. Minimum	Double	RO	Numeric equivalent of Data property Props.Range.Minimum.	D on page 2-22
Port	Integer	RW	Port index number for this input or output data or event (default = 1).	D on page 2-22 E on page 2-38 MSG on page 2-49
Props. Array. FirstIndex	Character vector	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 <b>First index</b> field of the Data properties dialog box.	D on page 2-22 MSG on page 2-49

Property	Type	Access	Description	Objects
Props. Array. Size	Character vector	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 <b>Size</b> column for this data in the Model Explorer or in the <b>Size</b> field of the Data properties dialog box.	D on page 2-22 MSG on page 2-49
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 <b>Complexity</b> in the Data properties dialog box.	D on page 2-22 MSG on page 2-49
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 on page 2-22 MSG on page 2-49
Props. InitialValue	Character vector	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 <b>InitVal</b> column for this data in the Model Explorer or similar field in the Data properties dialog box.	D on page 2-22 MSG on page 2-49
Props. Range. Maximum	Character vector	RW	Maximum value that this data can have during execution or simulation of the state machine. Equivalent to entering value in <b>Max</b> column for this data in the Model Explorer or the <b>Maximum</b> field in the Data properties dialog box.	D on page 2-22 MSG on page 2-49
Props. Range. Minimum	Character vector	RW	Minimum value that this data can have during execution or simulation of the state machine. Equivalent to entering value in the <b>Min</b> column for this data in the Model Explorer or in the <b>Minimum</b> field in the Data properties dialog box.	D on page 2-22 MSG on page 2-49

Property	Type	Access	Description	Objects
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 <b>Data must resolve to signal object</b> in the Data properties dialog box.	D on page 2-22
Props . Type . BusObject	Character vector	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. Equivalent to setting the data type <b>Mode</b> to Bus Object, and entering the name of a Simulink . Bus object in the Data Type Assistant of the Data properties dialog box.	D on page 2-22 MSG on page 2-49
Props . Type . EnumType	Character vector	RW	If Props . Type . Method is Enumerated, you must set this property to the name of the enumerated type that defines this data. Equivalent to setting the data type <b>Mode</b> to Enumerated, and entering the name of an enumerated type in the Data Type Assistant of the Data properties dialog box.	D on page 2-22 MSG on page 2-49
Props . Type . Expression	Character vector	RW	If Props . Type . Method is Expression, you must set this property to an expression that evaluates to a data type (see “Enter Expressions and Parameters for Data Properties”). Equivalent to setting the data type <b>Mode</b> to Expression, and entering an expression in the Data Type Assistant of the Data properties dialog box.	D on page 2-22 MSG on page 2-49

Property	Type	Access	Description	Objects
Props. Type. Fixpt. Bias	Character vector	RW	The bias value for fixed-point data (default = 0.0) when Props.Type.Fixpt.ScalingMode equals <b>Slope and bias</b> ; otherwise this value is ignored. Equivalent to entering a real number in the <b>Bias</b> field of the Data Type Assistant in the Data properties dialog box.	D on page 2-22 MSG on page 2-49
Props. Type. Fixpt. FractionLength	Character vector	RW	The location of the binary point in fixed-point data (default = 0) when Props.Type.Fixpt.ScalingMode equals <b>Binary point</b> ; otherwise this value is ignored. Equivalent to entering a positive or negative integer in the <b>Fraction length</b> field of the Data Type Assistant in the Data properties dialog box.	D on page 2-22 MSG on page 2-49
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 <b>Lock data type setting against changes by the fixed-point tools</b> in the Data properties dialog box.	D on page 2-22 MSG on page 2-49
Props. Type. Fixpt. ScalingMode	Character vector	RW	Method for scaling fixed point data to avoid overflow conditions and minimize quantization errors. The settings are: <ul style="list-style-type: none"> <li>• <b>None</b> (the default)</li> <li>• <b>Binary point</b></li> <li>• <b>Slope and bias</b></li> </ul> Equivalent to setting the <b>Scaling</b> field of the Data Type Assistant in the Data properties dialog box.	D on page 2-22 MSG on page 2-49

Property	Type	Access	Description	Objects
Props. Type. Fixpt. Slope	Character vector	RW	The slope value for fixed-point data (default = 1.0) when Props.Type.Fixpt.ScalingMode equals <b>Slope and bias</b> ; otherwise this value is ignored. Equivalent to entering a positive real number in the <b>Slope</b> field of the Data Type Assistant in the Data properties dialog box.	D on page 2-22 MSG on page 2-49
Props. Type. Method	Character vector	RW	Method for setting the type of this data, based on scope: <ul style="list-style-type: none"> <li>• If scope is <b>Local</b>, you can set this property to <b>Built in, Fixed point, Enumerated, Expression, or Bus Object</b>.</li> <li>• If scope is <b>Constant</b>, you can set this property to <b>Built in, Fixed point, or Expression</b>.</li> <li>• If scope is <b>Parameter, Input, or Output</b>, you can set this property to <b>Inherit, Built in, Fixed point, Enumerated, Expression, or Bus Object</b>.</li> <li>• If scope is <b>Data Store Memory</b>, you should set Props.Type.Method to <b>Inherit</b> as a read-only property.</li> </ul> <p>Equivalent to setting the <b>Mode</b> field of the Data Type Assistant in the Data properties dialog box.</p>	D on page 2-22 MSG on page 2-49
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 <b>Signedness</b> field of the Data Type Assistant in the Data properties dialog box.	D on page 2-22 MSG on page 2-49

Property	Type	Access	Description	Objects
Props. Type. Units	Character vector	RW	Units of measurement for the data value (default = '').	D on page 2-22
Props. Type. WordLength	Character vector	RW	Size in bits of the word that will hold the quantized integer of fixed-point data. Equivalent to entering an integer in the <b>Word length</b> field of the Data Type Assistant in the Data properties dialog box.	D on page 2-22 MSG on page 2-49
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 <b>SaveToWorkspace</b> column entry for this data in the Model Explorer or selecting the <b>Save final value to base workspace</b> field in the Data properties dialog box.	D on page 2-22 MSG on page 2-49



Property	Type	Access	Description	Objects
Scope	Enum	RW	<p>Scope of this data:</p> <ul style="list-style-type: none"> <li>• <b>Local</b> — Data defined in current Stateflow chart.</li> <li>• <b>Constant</b> — Read-only constant value that is visible to the parent Stateflow object and its children.</li> <li>• <b>Parameter</b> — Constant defined in the MATLAB workspace or derived from a Simulink parameter that is defined and initialized in the parent masked subsystem.</li> <li>• <b>Input</b> — 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.</li> <li>• <b>Output</b> — 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.</li> <li>• <b>Data Store Memory</b> — Data that binds to a Simulink data store.</li> <li>• <b>Temporary</b> — Data that persists only during the execution of a function.</li> <li>• <b>Imported</b> — Data parented by the Simulink model, but defined in external code embedded in the Stateflow machine.</li> <li>• <b>Exported</b> — Data from the Simulink model that you provide to external code. Parent must be a Stateflow machine.</li> </ul>	D on page 2-22 MSG on page 2-49

Property	Type	Access	Description	Objects
			Equivalent to setting the <b>Scope</b> field in the Data properties dialog box. See "Scope".	
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 "Monitor Test Points in Stateflow Charts".	D on page 2-22
Tunable	Boolean	RW	If <code>true</code> , the value of the Stateflow data can be modified during simulation.	D on page 2-22

## Debugging

### Debugging Properties

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

Property	Type	Access	Description	Objects
Debug.Animation.Delay	Double	RW	Specify a value to delay (slow down) animation (default value = 0).	M on page 2-46
Debug.Animation.Enabled	Boolean	RW	If set to <code>true</code> (default), animation is enabled. If <code>false</code> , disabled. Equivalent to <b>Simulation &gt; Stateflow Animation &gt; None</b> .	M on page 2-46
Debug.BreakOn.ChartEntry	Boolean	RW	If true, sets the chart entry breakpoint for all charts in this machine.	M on page 2-46
Debug.BreakOn.EventBroadcast	Boolean	RW	If true, sets the event broadcast breakpoint for all charts in this machine.	M on page 2-46

Property	Type	Access	Description	Objects
Debug. BreakOn. StateEntry	Boolean	RW	If true, sets the state entry breakpoint for all states in this machine.	M on page 2-46
Debug. Breakpoints. EndBroadcast	Boolean	RW	If true, sets a debug breakpoint for the end of the broadcast of the selected local event. Equivalent to selecting the <b>End of broadcast</b> check box in the Event properties dialog box.	E on page 2-38
Debug. Breakpoints. StartBroadcast	Boolean	RW	If true, sets a debug breakpoint for the start of the broadcast of the selected local or input event. Equivalent to selecting the <b>Start of broadcast</b> check box in the Event properties dialog box.	E on page 2-38
Debug. Breakpoints. OnDuring	Boolean	RW	If true, sets the during breakpoint for this object.	F on page 2-41 S on page 2-68 AS on page 2-5 TT on page 2-78
Debug. Breakpoints. OnEntry	Boolean	RW	If true, sets the entry breakpoint for this object.	C on page 2-11 S on page 2-68 AS on page 2-5
Debug. Breakpoints. OnExit	Boolean	RW	If true, sets the exit breakpoint for this object.	S on page 2-68 AS on page 2-5
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.	T on page 2-74
Debug. Breakpoints. WhenValid	Boolean	RW	If true, sets a debugging breakpoint to occur when this transition has tested as valid.	T on page 2-74
Debug. DisableAll Breakpoints	Boolean	RW	If true, disables the use of all breakpoints in this machine.	M on page 2-46

Property	Type	Access	Description	Objects
Debug. RunTimeCheck. CycleDetection	Boolean	RW	If set to <code>true</code> , check for cyclical behavior errors during a debug session. Equivalent to selecting <b>Simulation &gt; Debug &gt; MATLAB &amp; Stateflow Error Checking Options &gt; Detect Cycles</b> .	M on page 2-46
TestPoint	Boolean	RW	If <code>true</code> (default = <code>false</code> ), 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 “Monitor Test Points in Stateflow Charts”.	D on page 2-22 S on page 2-68 AS on page 2-5
IsExplicitlyCommented	Boolean	RW	If <code>true</code> , this object is explicitly commented out. Equivalent to right-clicking the object and selecting <b>Comment Out</b> .	S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 T on page 2-74 J on page 2-44 TT on page 2-78 EM on page 2-35

Property	Type	Access	Description	Objects
IsImplicitlyCommented	Boolean	RO	<p>If true, this object is implicitly commented out.</p> <p>An object is implicitly commented out when you comment out a superstate in its hierarchy.</p>	<p>S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 T on page 2-74 J on page 2-44 TT on page 2-78 EM on page 2-35</p>

### Debugging Methods

Use the method `isCommented` to query if an object is explicitly or implicitly commented out. This method returns a Boolean.

### Display Control

- “Display Methods” on page 3-19
- “Display Properties” on page 3-21

### Display Methods

The following methods control the current display.

<b>Method</b>	<b>Description</b>	<b>Objects</b>
dialog	Display the properties dialog box of this object.	M on page 2-46 C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 D on page 2-22 MSG on page 2-49 E on page 2-38 TT on page 2-78 EM on page 2-35
fitToView	Zoom in on this object and highlight it in the editor.	C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 TT on page 2-78 EM on page 2-35 SLF on page 2-65
highlight	Highlight this graphical object in the editor.	S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 T on page 2-74 J on page 2-44 TT on page 2-78 EM on page 2-35 SLF on page 2-65

Method	Description	Objects
view	Make this object visible for editing.	C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 D on page 2-22 E on page 2-38 TT on page 2-78 EM on page 2-35 SLF on page 2-65
zoomIn and zoomOut	Causes the editor to zoom in or zoom out on this chart.	ED on page 2-34

### 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 on page 2-11

Property	Type	Access	Description	Objects
Subviewer	Chart or State	RO	Chart or state in which you can view this object graphically.	S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 TT on page 2-78 EM on page 2-35 SLF on page 2-65
ZoomFactor	Double	RW	View magnification level (zoom factor) of this chart in the editor.	ED on page 2-34

## Graphical Appearance

- “Color Properties” on page 3-22
- “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
AutoBackground Color	Character vector	RW	Use automatic background color. Options are '0' (off) or '1' (on, the default).	N on page 2-56



Property	Type	Access	Description	Objects
AutoForegroundColor	Character vector	RW	Use automatic foreground (text) color. Options are '0' (off) or '1' (on, the default).	N on page 2-56
BackgroundColor	Character vector	RW	Background color of this note. RGB value array character vector   [r,g,b,a] where r, g, b, and a are the red, green, blue, and alpha values of the color normalized to the range 0.0 to 1.0, delineated with commas. The alpha value is optional and ignored.  Background color can also be 'black', 'white', 'red', 'green', 'blue', 'cyan', 'magenta', 'yellow', 'gray', 'lightBlue', 'orange', 'darkGreen'.	N on page 2-56
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 on page 2-11
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 on page 2-11
ForegroundColor	Character vector	RW	Foreground (text) color of this note. RGB value array   [r,g,b,a] where r, g, b, and a are the red, green, blue, and alpha values of the color normalized to the range 0.0 to 1.0, delineated with commas. The alpha value is optional and ignored.  Foreground color can also be 'black', 'white', 'red', 'green', 'blue', 'cyan', 'magenta', 'yellow', 'gray', 'lightBlue', 'orange', 'darkGreen'.	N on page 2-56
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 on page 2-11

Property	Type	Access	Description	Objects
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 on page 2-11
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 on page 2-11
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 on page 2-11
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 on page 2-11
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 on page 2-11

#### 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.	S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 T on page 2-74 J on page 2-44 TT on page 2-78 EM on page 2-35 SLF on page 2-65

Property	Type	Access	Description	Objects
DropShadow	Character vector	RW	Display a drop shadow. Options are '1' or '0'.	N on page 2-56
Editor	Editor	RO	Editor object for this chart.	C on page 2-11

### 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 <code>StateFont.Angle</code> property of the Chart object containing this note.	N on page 2-56
Font.Name	Character vector	RO	Name of the font 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.	N on page 2-56
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 on page 2-56

Property	Type	Access	Description	Objects
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.	S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 T on page 2-74 TT on page 2-78 EM on page 2-35 SLF on page 2-65
PlainText	Vector	RO	Display of the text in the note, without formatting.	N on page 2-56
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 on page 2-11
StateFont.Name	Character vector	RW	Font style used for the labels of State, Box, Function, and Note objects. Enter the font name -- no selectable values. Font remains set to previous font for unrecognized font values.	C on page 2-11

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 FontSize property for State, Box, and Function objects and with the Font . Size property for Note objects.	C on page 2-11
StateFont. Weight	Enum	RW	Font weight for state labels. Can be 'BOLD' or 'NORMAL'. Use with the property StateFont . Angle to achieve Bold Italic style.  You can individually override this property with the Font . Weight property for Note objects.	C on page 2-11
TransitionFont . Angle	Enum	RW	Font angle for state labels. Can be 'ITALIC' or 'NORMAL'. Use with property StateFont . Weight to achieve Bold Italic style.	C on page 2-11
TransitionFont . Name	Character vector	RW	Font used for transition labels. Enter font name (no selectable values). Font remains set to previous font for unrecognized values.	C on page 2-11
TransitionFont . Size	Integer	RW	Default font size for transition labels. Truncated to closest whole number less than or equal to entered value.	C on page 2-11
TransitionFont . Weight	Enum	RW	Font weight for transition labels. Can be 'BOLD' or 'NORMAL'. Use with property StateFont . Angle to achieve Bold Italic style.	C on page 2-11

### 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 on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 TT on page 2-78 EM on page 2-35 SLF on page 2-65
Destination	State, Box, or Junction	RW	<p>Destination state, box, or junction of this transition.</p> <p>You can also use the property <b>Destination</b> to detach the destination endpoint of a transition, with the command <code>t.Destination = []</code>, where <code>t</code> is the Transition object.</p>	T on page 2-74
DestinationEndPoint	Double	RW	<p>Provides [x y] coordinates for the transition endpoint at its destination. The coordinates are relative to the upper left corner of the chart, which is [0 0].</p> <p>If you enter non-integer values, only the integer part of the value is used.</p> <p>If you enter negative values for the coordinates, [0 0] is used instead.</p>	T on page 2-74
DestinationOClock	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 on page 2-74

Property	Type	Access	Description	Objects
LabelPosition	Rect	RW	Position and size of this transition label in the chart, given in the form of a 1-by-4 array that includes: <ul style="list-style-type: none"> <li>(x,y) coordinates for the label's upper left corner relative to the upper left corner of the chart, which is [0 0]</li> <li>Width and height of the label</li> </ul>	T on page 2-74
MidPoint	Rect	RW	Provides [x y] coordinates of the transition midpoint relative to the upper left corner of the chart, which is [0 0].	T on page 2-74
Position	Rect	RW	Position and size of box-like objects in the chart, given in the form of a 1-by-4 array that includes: <ul style="list-style-type: none"> <li>(x,y) coordinates for the object's upper left vertex relative to the upper left vertex of the chart</li> <li>Width and height of the object</li> </ul>	S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 TT on page 2-78 EM on page 2-35 SLF on page 2-65 N on page 2-56
Position.Center	Rect	RW	(x,y) position of junction relative to the upper left vertex of the parent chart or state.	J on page 2-44
Position.Radius	Double	RW	Radius of this junction.	J on page 2-44

Property	Type	Access	Description	Objects
Source	State, Box, or Junction	RW	Source state, box, or junction of this transition.  You can also use the property <code>Source</code> to detach the source endpoint of a transition, with the command <code>t.Source = []</code> , where <code>t</code> is the Transition object.	T on page 2-74
SourceEndPoint	Double	RW	Provides [x y] coordinates for the transition endpoint at its source. The coordinates are relative to the upper left corner of the chart, which is [0 0].  If you enter non-integer values, only the integer part of the value is used.  If you enter negative values for the coordinates, [0 0] is used instead.	T on page 2-74
Source0Clock	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 on page 2-74
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"> <li>(x,y) coordinates for the window's left bottom vertex relative to the upper left corner of the screen</li> <li>Width and height of the box</li> </ul>	ED on page 2-34

#### 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 on page 2-56
FixedHeight	Numeric	RW	Resize the bottom border of the note as you add content. Options are '0' or '1', where '0' means that the bottom border resizes as you add content.	N on page 2-56
FixedWidth	Numeric	RW	Wrap text at fixed note box border. Choices are '0' or '1', where '0' means not to use word wrap.	N on page 2-56
InternalMargins	Array	RW	The space from the bounding box of text to the borders of the note.  Use a 1x4 array [left top right bottom]. The default is [1 1 1 1].  The maximum value for a coordinate is 32767.	N on page 2-56
Interpretation	Enum	RW	How the text in this note is interpreted for text processing. Can be 'OFF', 'RICH' or 'TEX'.	N on page 2-56
LabelCharacter vector	Character vector	RW	Label for this object. Equivalent to typing the label for this object in its label text field in the chart.	S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 T on page 2-74 TT on page 2-78 EM on page 2-35 SLF on page 2-65

Property	Type	Access	Description	Objects
Text	Character vector	RW	Label for this note. The text content for this note that you enter directly into the note in the chart or in the <b>Label</b> field of the Note properties dialog box.	N on page 2-56

## Identifiers

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

Property	Type	Access	Description	Objects
Description	Character vector	RW	Description of this object. Equivalent to entering a description in the <b>Description</b> field of the properties dialog box for this object (except for Simulink functions).	M on page 2-46 C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 D on page 2-22 MSG on page 2-49 E on page 2-38 TT on page 2-78 EM on page 2-35 SLF on page 2-65

Property	Type	Access	Description	Objects
Document	Character vector	RW	Document link for this object. Equivalent to entering a link in the <b>Document link</b> field of the properties dialog box for this object (except for Simulink functions).	M on page 2-46 C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 D on page 2-22 MSG on page 2-49 E on page 2-38 TT on page 2-78 EM on page 2-35 SLF on page 2-65

<b>Property</b>	<b>Type</b>	<b>Access</b>	<b>Description</b>	<b>Objects</b>
Id	Integer	RO	Unique identifier assigned to this object to distinguish it from other objects loaded in memory.	M on page 2-46 C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 N on page 2-56 T on page 2-74 J on page 2-44 D on page 2-22 MSG on page 2-49 E on page 2-38 TT on page 2-78 EM on page 2-35 SLF on page 2-65

Property	Type	Access	Description	Objects
Name	Character vector	RW	Name of this object.  This property is RW except for the name of a Machine object, which is RO.	M on page 2-46 C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 D on page 2-22 MSG on page 2-49 E on page 2-38 TT on page 2-78 EM on page 2-35 SLF on page 2-65
Tag	Any Type	RW	A field you can use to hold data of any type for this object.	M on page 2-46 C on page 2-11 S on page 2-68 AB on page 2-4 AS on page 2-5 B on page 2-9 F on page 2-41 T on page 2-74 J on page 2-44 D on page 2-22 E on page 2-38 TT on page 2-78 EM on page 2-35 SLF on page 2-65

Property	Type	Access	Description	Objects
Type	Enum	RO	<p>Type of this state or junction.</p> <p>For states, can be one of the following:</p> <ul style="list-style-type: none"> <li>• 'OR' (inclusive)</li> <li>• 'AND' (parallel)</li> </ul> <p>The type of a state is determined by the parent's <b>Decomposition</b> property.</p> <p>For junctions, can be one of the following:</p> <ul style="list-style-type: none"> <li>• 'CONNECTIVE'</li> <li>• 'HISTORY'</li> </ul>	S on page 2-68 J on page 2-44

## 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"> <li>• 'INHERITED' (Inherited)</li> <li>• 'DISCRETE' (Discrete)</li> <li>• 'CONTINUOUS' (Continuous)</li> </ul> <p>These preceding entries are equivalent to the parenthetical entries for the <b>Update method</b> field in the Chart properties dialog box.</p>	C on page 2-11

Property (Method)	Type	Access	Description	Objects
ClickFcn	Character vector	RW	MATLAB code to be executed when a user single-clicks this note. Stateflow stores the code entered in this field with the chart. See "Associate a Click Function with an Annotation" (Simulink) for more information.	N on page 2-56
DeleteFcn	Character vector	RW	MATLAB code to be executed before deleting this note. See "Annotation Callback Functions" (Simulink).	N on page 2-56
ExecuteAtInitialization	Boolean	RW	If set to true, initialize this chart's state configuration at time zero instead of at first input event. Equivalent to selecting the <b>Execute (enter) Chart At Initialization</b> check box in the Chart properties dialog box.	C on page 2-11
ExportChartFunctions	Boolean	RW	If set to true (default = false), graphical functions at the chart level become global. Equivalent to selecting the <b>Export Chart Level Functions (Make Global)</b> check box in the Chart properties dialog box.	C on page 2-11

Property (Method)	Type	Access	Description	Objects
HasOutputData	Boolean	RW	Output state activity through an output port to Simulink	C on page 2-11 S on page 2-68 AS on page 2-5
InitializeOutput	Boolean	RW	Applies the initial value of outputs every time a chart wakes up, not only at time 0. See "Stateflow Chart Properties".	C on page 2-11
LoadFcn	Character vector	RW	MATLAB code to be executed when the model containing this note is loaded. See "Annotation Callback Functions" (Simulink).	N on page 2-56
OutputMonitoringMode	Character vector	RO	<p>If HasOutputData is true for a chart, then OutputMonitoringMode indicates the monitoring mode either as 'ChildActivity' or 'LeafStateActivity'.</p> <p>If HasOutputData is true for a state, then OutputMonitoringMode indicates the monitoring mode either as 'ChildActivity', 'LeafStateActivity', or 'SelfActivity'.</p>	C on page 2-11 S on page 2-68



Property (Method)	Type	Access	Description	Object s
Port	Integer	RW	Port index number for this input or output data, message or event (default = 1).	D on page 2-22 E on page 2-38 MSG on page 2-49
SampleTime	Character vector	RW	Sample time for activating this chart. Applies only when the ChartUpdate property for this chart is set to 'DISCRETE'  ( = <b>Discrete</b> in the <b>Update method</b> field in the Chart properties dialog box).	C on page 2-11
SaveToWorkspace	Boolean	RW	If set to true, this data is saved to the MATLAB workspace. Equivalent to selecting the <b>SaveToWorkspace</b> column entry for this data in the Model Explorer or selecting the <b>Save final value to base workspace</b> field in the Data properties dialog box.	D on page 2-22

Property (Method)	Type	Access	Description	Objects
Scope	Enum	RW	<p>Scope of this data or message. Allowed values vary with the object containing this data or message, which are as follows:</p> <ul style="list-style-type: none"> <li>• 'Local'</li> <li>• 'Constant'</li> <li>• 'Imported' (machine objects only)</li> <li>• 'Exported' (machine objects only)</li> <li>• 'Input' (chart objects only)</li> <li>• 'Output' (chart objects only)</li> <li>• 'Temporary' (function objects only)</li> <li>• 'Function input' (function objects only)</li> <li>• 'Function output' (function objects only)</li> </ul> <p>Above values correspond to entries in the <b>Scope</b> field of the Data or Event properties dialog box.</p>	D on page 2-22 E on page 2-38 MSG on page 2-49

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 <b>Use Strong Data Typing with Simulink I/O</b> check box in the Chart properties dialog box.	C on page 2-11
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"> <li>• 'Either' (<b>Either Edge</b>)</li> <li>• 'Function call' (<b>Function Call</b>)</li> </ul> <p>The following triggers apply only to chart input events:</p> <ul style="list-style-type: none"> <li>• 'Rising' (<b>Rising Edge</b>)</li> <li>• 'Falling' (<b>Falling Edge</b>)</li> </ul> <p>The preceding entries are equivalent to the entries in parentheses for the <b>Trigger</b> field in the Event properties dialog box.</p>	E on page 2-38

Property (Method)	Type	Access	Description	Object s
UseDisplayTextAsClickCallback	Character vector	RW	<p>Use the contents of the Text property as the click function for this note. Options are 'on' or 'off'.</p> <p>If set to 'on', the text of the note is interpreted as a valid MATLAB expression and run. If set to 'off', clicking the note runs the click function, if there is one. If there is no click function, clicking the note has no effect.</p> <p>See “Associate a Click Function with an Annotation” (Simulink) for more information.</p>	N on page 2-56

## Logging Properties

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

Property	Type	Access	Description	Object s
LoggingInfo.DataLogging	Boolean	RW	<p>Signal logging mode:</p> <ul style="list-style-type: none"> <li>• 1 = log signal</li> <li>• 0 = do not log signal (default)</li> </ul>	S on page 2-68 D on page 2-22

Property	Type	Access	Description	Objects
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"> <li>• 1 = decimate logged data</li> <li>• 0 = do not decimate logged data (default)</li> </ul>	S on page 2-68 D on page 2-22
LoggingInfo. Decimation	Integer	RW	Decimation interval. Default value is 2, which means the chart logs every other sample.	S on page 2-68 D on page 2-22
LoggingInfo. LimitDataPoints	Boolean	RW	Limit number of data points to log. Uses the value specified by LoggingInfo. MaxPoints.  <ul style="list-style-type: none"> <li>• 1 = limit number of points</li> <li>• 0 = do not limit number of points (default)</li> </ul>	S on page 2-68 D on page 2-22
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 on page 2-68 D on page 2-22

Property	Type	Access	Description	Objects
LoggingInfo. NameMode	Character vector	RW	Source of signal logging name: <ul style="list-style-type: none"> <li>'SignalName' = same as signal name (default)</li> <li>'Custom' = name specified by user as LoggingInfo. LoggingName.</li> </ul>	S on page 2- 68 D on page 2- 22
LoggingInfo. LoggingName	Character vector	RW	User-specified (custom) signal logging name.	S on page 2- 68 D on page 2- 22

## Machine (Model) Identifier Properties

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

Property	Type	Access	Description	Objects
Created	Character vector	RO	Date of creation of this machine.	M on page 2- 46
Creator	Character vector	RW	Creator of this machine.	M on page 2- 46
Dirty	Boolean	RW	If true, this object has changed since it was opened or saved.	M on page 2- 46 C on page 2-11
FullFileName	Character vector	RO	Full path name of file under which this machine (model) is stored.	M on page 2- 46
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 on page 2- 46 C on page 2-11

Property	Type	Access	Description	Objects
IsLibrary	Boolean	RO	If true, specifies that the current model builds a library and not an application.	M on page 2-46
Locked	Boolean	RW	If set to true, prevents user from changing any Stateflow chart in this machine or chart.	M on page 2-46 C on page 2-11
Modified	Character vector	RW	Comment area for entering date and name of modification to this machine (model).	M on page 2-46
Version	Character vector	RW	Comment for recording version of this model.	M on page 2-46

## 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 character vectors containing the contents of the Action Table for this truth table.	TT on page 2-78
ConditionTable	Cell Array	RW	A cell array of character vectors containing the contents of the Action Table for this truth table.	TT on page 2-78
OverSpec Diagnostic	Character vector	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 <b>Overspecified</b> from the <b>Settings</b> menu item and then selecting one of the three values.	TT on page 2-78

Property	Type	Access	Description	Objects
UnderSpec Diagnostic	Character vector	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 <b>Underspecified</b> from the <b>Settings</b> menu item and then selecting one of the three values.	TT on page 2-78



# API Method Reference

---

## classhandle

Provide handle to schema class of object type

### Syntax

```
handle = thisObject.classhandle
```

### Description

The `classhandle` method returns a read-only handle to the schema class of this object's type. You can use the `classhandle` method to provide information about the structure of each object type.

### Arguments

<code>thisObject</code>	The object for which to return a handle. Can be any Stateflow object.
-------------------------	---

### Returns

<code>handle</code>	Handle to schema class of this object.
---------------------	--

### Examples

If `j` is a Junction object, the class handle of a Junction object is `j.classhandle`. You can see the class schema for a Junction object by using the following `get` command:

```
j.classhandle.get
```

Two member arrays of the displayed class schema are `Properties` and `Methods`. These two members are members of the schema class for every object.

List the class schema for `Properties` with the following command:

```
j.classhandle.Properties.get
```

Two displayed members of the Properties schema are `Name` and `DataType`. 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:

```
get(j.classhandle.Properties,{'Name','DataType'})
```

**Introduced before R2006a**

## copy

Copy specified array of objects to clipboard

## Syntax

```
cbObj.copy(objArray)
```

## Description

The `copy` method copies the specified objects to the clipboard. Objects to copy are specified through a single argument array of objects.

Later, complete the copy operation by invoking the `pasteTo` method.

## Arguments

<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"><li>• The objects copied must be all graphical (states, boxes, functions, transitions, junctions) or all nongraphical (data, events).</li><li>• If all objects are graphical, they must all be seen in the same subviewer.</li></ul>

## Returns

None

## **Examples**

See “Copy and Paste Stateflow Objects” on page 1-30.

**Introduced before R2006a**

## defaultTransitions

Return default transitions in object at top level of containment

### Syntax

```
defaultTransitions = thisObject.defaultTransitions
```

### Description

The `defaultTransitions` method returns the default transitions in this object at the top level of containment.

### Arguments

<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

<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 `defaultTransitions` method of state `A` returns the default transition attached to state `A1`.

**Introduced before R2006a**

# delete

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

<code>thisObject</code>	The object to delete. Can be an object of type <code>Machine</code> , <code>State</code> , <code>Box</code> , <code>Function</code> , <code>Truth Table</code> , <code>Annotation</code> , <code>Transition</code> , <code>Junction</code> , <code>Data</code> , <code>Event</code> .
-------------------------	---

## Returns

None

## Examples

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

**Introduced before R2006a**

## dialog

Open properties dialog box of object

### Syntax

```
thisObject.dialog
```

### Description

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

### Arguments

<code>thisObject</code>	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.

**Introduced before R2006a**



# disp

Display properties and settings for object

## Syntax

```
thisObject.disp
```

## Description

The `disp` method displays the properties and settings for this object. This is true for all but objects of type `Root` and `Clipboard`.

## Arguments

<code>thisObject</code>	The object for which to display properties and settings.
-------------------------	--

## Returns

None

## Examples

If a state `A` is represented by the State object `sA`, the command `sA.disp` displays the property names and their settings for state `A`.

**Introduced before R2006a**

## find

Return specified objects

### Syntax

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

### 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`, and `so on`) 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 by using the `-depth` specifier. However, the zeroth level of containment, that is, the searched object itself, is always included if it satisfies 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.  <b>Note</b> If no logical operator is specified, <code>-and</code> is assumed.

'-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 <code>-isa</code> specifier. Classes are specified as the name (e.g., <code>'Stateflow.State'</code> , <code>'Stateflow.Transition'</code> , etc.) or as a handle to the class. For more information, see <code>classhandle</code> .
'-depth'	Integer depth to search, which can be 0, 1, 2,..., infinite. The default search depth is infinite.
'-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 <code>f</code> (defined in first line) is used to return only those objects of type <code>'andState'</code> :  <pre>f = @(h) (strcmp(get(h,'type'), 'andState')); objArray = thisObject.find('-function', f);</pre>
'-isa'	Name of the type of objects to search for. Object types are specified as a name (e.g., <code>'Stateflow.State'</code> , <code>'Stateflow.Transition'</code> , etc.) or as a handle to the object type. For more information, see <code>classhandle</code> .
'-method'	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.
' <i>property</i> '	The specifier takes on the name of the property. Value of the specified property for the objects you want to find.
'-property'	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.

' - regexp'	No value follows this specifier. Instead, this specifier indicates that the value of the following specifier-value pair contains a regular expression. For more information, see <code>regexp</code> .
-------------	--

## Returns

<code>objArray</code>	Array of objects found matching the criteria specified.
-----------------------	---

## Examples

If a `Chart` object `c` represents a Stateflow chart, to produce an array of all the states in the chart, use this command :

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

To produce an array of all objects whose `Name` property is 'A', use this command:

```
objects = c.find('Name', 'A')
```

To produce an array of all states whose `Name` property starts with the letter A, use this command:

```
states = c.find('-isa', 'Stateflow.State', '-and', '-regexp', 'Name', '^A')
```

## See Also

`classhandle` | `regexp`

**Introduced before R2006a**

## fitToView

Zoom in on graphical Stateflow object

### Syntax

```
thisObject.fitToView
```

### Description

The `fitToView` 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 `myState` is a State object, the command `myState.fitToView` zooms in on that state and highlights it in the editor.

### See Also

`view|zoomIn` and `zoomOut`

**Introduced in R2008a**

## get

Return MATLAB structure containing property settings of object or array of objects

### Syntax

```
propList = thisObject.get(prop)
```

### Description

The `get` 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.

The `get` method is also vectorized so that it returns 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 to get specified property.
<code>prop</code>	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

<code>propList</code>	MATLAB structure listing the properties of this object. Can also be an $m$ by $n$ cell array of values if <code>thisObject</code> is an array of $m$ objects and <code>prop</code> is an array of $n$ properties.
-----------------------	---

## Examples

State A is represented by the State object `sA`.

The following command lists the properties of state A:

```
sA.get
```

The following command returns a handle to a MATLAB structure of the properties of state A to the workspace variable `Aprops`:

```
Aprops = sA.get
```

**Introduced before R2006a**

# help

Display list of properties for object with accompanying descriptions

## Syntax

```
thisObject.help
```

## Description

The `help` 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 `j` is an API handle to a Stateflow junction, the command `j.help` returns a list of the property names and descriptions for a Stateflow API object of type Junction.

**Introduced before R2006a**



# highlight

Highlight graphical object in chart

## Syntax

```
thisObject.highlight
```

## Description

This method highlights one of the following objects in a chart:

- Box
- State
- Transition
- Junction
- Atomic box
- Atomic subchart
- Graphical function
- MATLAB function
- Simulink function
- Truth table function

## Arguments

<code>thisObject</code>	The object you want to highlight.
-------------------------	-----------------------------------

## Returns

None

### Examples

The following example shows how to highlight a state in a chart.

```
sf_car;  
rt = sfroot;  
ss_state = rt.find('-isa', 'Stateflow.State', 'Name', 'steady_state');  
ss_state.highlight;
```

### See Also

[view|zoomIn](#) and [zoomOut](#)

**Introduced in R2012a**

# innerTransitions

Return inner transitions that originate with chart or state and terminate on contained object

## Syntax

```
transitions = thisObject.innerTransitions
```

## Description

The `innerTransitions` 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 State or Box.
<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 `innerTransitions` method of state A returns both of these transitions.

**Introduced before R2006a**

# isCommented

Determine if object is commented out

## Syntax

```
isCommented(thisObject)
```

## Description

Returns a Boolean indicating if `thisObject` is explicitly or implicitly commented out.

## Arguments

<code>thisObject</code>	The object which you determine if it is commented out.
-------------------------	--

## Returns

If the object is explicitly or implicitly commented out, returns the Boolean value `true`. Otherwise, returns `false`.

**Introduced in R2016a**

## methods

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.

**Introduced before R2006a**

## outerTransitions

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

<code>thisObject</code>	The object for which to find outer transitions. Can be of object type State or Box.
-------------------------	---

### Returns

<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.



**Introduced before R2006a**

## outputData

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 value can be one of the following: <ul style="list-style-type: none"><li>• <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 <code>Stateflow</code> block.</li><li>• <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 <code>Stateflow</code> block.</li><li>• <code>'delete'</code> — Deletes this state's data object of type <code>State</code> and the state activity output port on its <code>Stateflow</code> block to which it is attached.</li></ul>

## Returns

StateData	The data object of type State 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')
```

**Introduced before R2006a**

## parse

Parse single chart or all charts in model

## Syntax

```
thisChart.parse  
thisMachine.parse
```

## 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 `ch` is a handle to an API object representing a chart, then the command `ch.parse` parses the chart.

**Introduced before R2006a**

## pasteTo

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 “Copy and Paste Stateflow Objects” on page 1-30.

**Introduced before R2006a**

## set

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

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

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

**Introduced before R2006a**

## setImage

Insert image from clipboard or image file into an annotation

### Syntax

```
thisNote.setImage(path)
```

```
thisNote.setImage('clipboard')
```

```
thisNote.setImage('')
```

### Description

`thisNote.setImage(path)` inserts a image from the file specified with the *path* argument.

`thisNote.setImage('clipboard')` inserts an image from the clipboard.

`thisNote.setImage('')` sets the annotation to be a text annotation.

### Arguments

<code>path</code>	Specifies the full path to the image file.
<code>'clipboard'</code>	Specify inserting an image from the clipboard.
<code>''</code>	An empty value that sets the annotation to be a text annotation.

### Returns

None



## Examples

If note A is represented by Note object `sA`, the MATLAB command statement `sA.setImage('myfolder/annotation_images/converter.png')` inserts the `converter.png` image in annotation A.

## See Also

`Stateflow.Annotation`

**Introduced in R2014a**

## sinkedTransitions

Return transitions that have object as destination

### Syntax

```
transitions = thisObject.sinkedTransitions
```

### Description

The `sinkedTransitions` method returns all inner and outer transitions that have this object as their destination.

### Arguments

<code>thisObject</code>	Destination object of the returned transitions. Can be of type <code>State</code> , <code>Box</code> , or <code>Junction</code> .
-------------------------	---

### Returns

<code>transitions</code>	Array of all transitions whose destination is this object.
--------------------------	--

### Examples

The following example shows how to find all transitions whose destination is the state named `steady_state`.

```
sf_car;  
rt = sfroot;  
ss_state = rt.find('-isa', 'Stateflow.State', 'Name', 'steady_state');  
sinked_trans = ss_state.sinkedTransitions;
```

**Introduced in R2012a**

# sourcedTransitions

Return transitions that have object as source

## Syntax

```
transitions = thisObject.sourcedTransitions
```

## Description

The `sourcedTransitions` method returns all inner and outer transitions that have this object as their source.

## Arguments

<code>thisObject</code>	Source object of the returned transitions. Can be of type <code>State</code> , <code>Box</code> , or <code>Junction</code> .
-------------------------	--

## Returns

<code>transitions</code>	Array of all transitions whose source is this object
--------------------------	--

## Examples

The following example shows how to find all transitions whose source is the state named `steady_state`.

```
sf_car;
rt = sfroot;
ss_state = rt.find('-isa', 'Stateflow.State', 'Name', 'steady_state');
sourced_trans = ss_state.sourcedTransitions;
```

**Introduced before R2006a**

## Stateflow.AtomicBox

Constructor for creating atomic box

### Syntax

```
atomic_box_new = Stateflow.AtomicBox(parent)
```

### Description

The `Stateflow.AtomicBox` method is a constructor method for creating an atomic box for a parent chart or state. This method returns a handle to the new Atomic Box object.

### Arguments

parent	Handle to the object for the parent chart or state that contains the new atomic box
--------	---

### Returns

atomic_box_new	Handle to Atomic Box object for newly created atomic box
----------------	--

### Examples

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

```
atomic_box_new = Stateflow.AtomicBox(sA)
```

The new atomic box appears in the upper left corner of state `A` in the chart. `atomic_box_new` is a handle to the new Atomic Box object that you can use to rename the atomic box, set its properties, and execute its methods.

**Introduced in R2012b**

## Stateflow.AtomicSubchart

Constructor for creating atomic subchart

### Syntax

```
atomic_subchart_new = Stateflow.AtomicSubchart(parent)
```

### Description

The `Stateflow.AtomicSubchart` 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. For more information on atomic subcharts, see “Create Reusable Subcomponents by Using Atomic Subcharts”.

### Arguments

parent	Handle to the object for the parent chart or state that contains the new atomic subchart
--------	--

### Returns

atomic_subchart_new	Handle to Atomic Subchart object for newly created atomic subchart
---------------------	--

### Examples

If `sA` 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:

```
atomic_subchart_new = Stateflow.AtomicSubchart(sA)
```

The new atomic subchart appears in the upper left corner of state A in the chart. `atomic_subchart_new` 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.

**Introduced in R2010b**

## Stateflow.SimulinkBasedState

Constructor for creating a Simulink based state

### Syntax

```
Simulink_based_state_new = Stateflow.SimulinkBasedState(parent)
```

### Description

The `Stateflow.SimulinkBasedState` method is a constructor method for creating a Simulink based state for a parent chart or state. This method returns a handle to the new Simulink based state object. For more information on Simulink based state, see “Simulink Subsystems as States”.

### Arguments

parent	Handle to the object for the parent chart or state that contains the new atomic subchart
--------	--

### Returns

Simulink_based_state_new	Handle to Simulink based state object for newly created Simulink based state
--------------------------	--

### Examples

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

```
Simulink_based_state_new = Stateflow.SimulinkBasedState(sA)
```



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

**Introduced in R2017b**

## Stateflow.Box

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

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

### Returns

box_new	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.

**Introduced before R2006a**

## Stateflow.Data

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.

**Introduced before R2006a**

## Stateflow.EMFunction

Constructor for creating MATLAB function

### Syntax

```
efunction_new = Stateflow.EMFunction(parent)
```

### Description

The `Stateflow.EMFunction` 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 `EMFunction` object for the new MATLAB function.

### Arguments

parent	Handle to parent chart or state of the new MATLAB function
--------	--

### Returns

efunction_new	Handle to a Function object for the new MATLAB function
---------------	---

### Examples

If `sA` 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`:

```
efunction_new = Stateflow.EMFunction(sA)
```

The new MATLAB function is unnamed and appears in the upper left corner inside state `A` in the chart. `efunction_new` is a handle to the `EMFunction` object, which you use to rename the function, set its properties, and execute its methods.

**Introduced before R2006a**

## Stateflow.Event

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.



**Introduced before R2006a**

## Stateflow.Message

Constructor for creating message

### Syntax

```
message_new = Stateflow.Message(parent)
```

### Description

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

### Arguments

parent	Handle to parent chart or state of new message
--------	--

### Returns

message_new	Handle to the <code>Message</code> object for the new message
-------------	---

### Examples

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

```
message_new = Stateflow.Message(sA)
```

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

**Introduced in R2015b**

## Stateflow.Function

Constructor for creating graphical function

### Syntax

```
function_new = Stateflow.Function(parent)
```

### Description

The `Stateflow.Function` 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

parent	Handle to parent chart or state of the new graphical function
--------	---

### Returns

function_new	Handle to a <code>Function</code> object for the new graphical function
--------------	---

### Examples

If `sA` 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`:

```
function_new = Stateflow.Function(sA)
```

The new graphical function is unnamed and appears in the upper left corner inside state `A` in the chart. `function_new` 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.

# Stateflow.Junction

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

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

## Returns

junc_new	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.

**Introduced before R2006a**

# Stateflow.Annotation

Constructor for creating note

## Syntax

```
annotation_new = Stateflow.Annotation(parent)
```

## Description

The `Stateflow.Annotation` method is a constructor method for creating notes for a parent chart, state, box, or function, that returns a handle to the Annotation object for the new note.

## Arguments

parent	Handle to the object for the parent chart, state, box, or function for the new note
--------	---

## Returns

annotation_new	Handle to the Annotation object for the newly created note
----------------	--

## Examples

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

```
annotation_new = Stateflow.Annotation(sA)
```

The new note appears in the upper left corner of state A in the chart, but is invisible because it has no text content. `annotation_new` is a handle to the Annotation object for the new note, that you use to set its text content with a command like the following:

```
annotation_new.Text = 'This is a note'
```

**Introduced before R2006a**



# Stateflow.SLFunction

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.

**Introduced in R2008b**

# Stateflow.State

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

parent	Handle to the object for the parent chart, state, or box for the new state
--------	--

## Returns

state_new	Handle to State 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.

**Introduced before R2006a**

# Stateflow.Transition

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

parent	Handle to parent chart, state, box, or function of new transition
--------	---

## Returns

transition_new	Handle to Transition 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.

**Introduced before R2006a**

# Stateflow.TruthTable

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.

**Introduced before R2006a**



## struct

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.

**Introduced before R2006a**

## up

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.

**Introduced before R2006a**

## view

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, Annotation, Junction, and Transition objects, the `view` method does the following:
  - a** Opens the chart containing the object if it is not already open.
  - b** Highlights the object.
  - c** Zooms the object's editor window to the level of full expanse of the object's containing state or chart.
  - d** Brings the editor window for this object to the foreground.
- For Atomic Subchart and Atomic Box objects, the `view` method shows the contents of the object.
- 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 and Data objects, the `view` method opens the Model Explorer.

## Arguments

<code>thisObject</code>	Object for which to display editing environment.
-------------------------	--

## Returns

None

**Introduced before R2006a**

## zoomIn and zoomOut

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

<code>thisEditor</code>	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%.

**Introduced before R2006a**

