





















Common/General Purpose

-  Save Repository
-  Print
-  Run Script
-  Show/Hide left pane toggle
-  Show/Hide center pane toggle
















Project Explorer

-  Open the Element Extractor
-  Toggle between Element list and Element table view
-  Create a new folder in selected class
-  Show/Hide elements in subfolders toggle
-  Create a new element in the selected class
-  Renummer the selected element and all of its children
-  Delete the selected element or elements
-  Edit targets for selected relationship type
-  Edit user permissions for selected element or elements
-  Open a version browser to view / restore previous versions









Administrative Tools

-  Create a new project
-  Create a new user
-  Create a new user group
-  Delete selected user or user group
-  Edit properties for selected user/group







Views

- | | | | |
|---|-----------------|---|------------------|
|  | Property |  | Requirements |
|  | ER |  | Use Case |
|  | Hierarchy |  | Package |
|  | FFBD / EFFBD |  | Activity |
|  | N2 |  | Sequence |
|  | IDEF0 |  | Block Definition |
|  | Interface Block |  | Internal Block |
|  | Physical Block | | |











Common Diagram Commands

-  Insert a note into the selected part of the diagram
-  Show/Hide elements table toggle
-  Change diagram scale
-  Show / Hide grid lines
-  Align selected nodes horizontally / vertically
-  Make the selected notes equal height / width
-  Change the text / line / fill color of the selected object(s)
-  Edit diagram display options











CORE Simulator

-  Run a simulation of the current functional element
-  Run the next step of the simulation
-  Stop the simulation in process
-  Reset the simulation (required before a new run)
-  Show/Hide simulation transcript toggle
-  Open/Close the timeline elements window to select which elements are displayed in the simulation timeline




Activity, EFFBD, IDEF0, N2, and Sequence Diagrams

-  Cut the selected portion of diagram and add to clipboard
-  Copy the selected portion of diagram to clipboard
-  Paste contents of clipboard at the selected point
-  Edit the Inputs for the selected functional node
-  Edit the Triggers (Controls on IDEF0) for the selected functional node
-  Edit the Outputs for the selected functional node
-  Edit the Mechanisms for the selected functional node
-  Connect two (or more) selected nodes with an output from the first node selected which is an input to the other selected node(s)
-  Connect two (or more) selected nodes with an output from the first node selected which is a trigger (control on IDEF0) to the other selected node(s)
-  Open the simulator for the currently viewed functional element





Activity and EFFBD Manipulation (Toolbar left of window)

-  Insert new node(s) at the selected point
-  Insert a PARALLEL (AND) construct at the selected point
-  Insert a SELECT (OR) construct at the selected point
-  Add branches to the parallel or select construct
-  Insert a LOOP construct at the selected point
-  Insert a LOOP EXIT at the selected point
-  Insert an ITERATE construct at the selected point
-  Insert a REPLICATE construct at the selected point
-  Insert an EXIT node at the selected point of the diagram
-  Create or add exit conditions (creating a MULTIPLE EXIT FUNCTION) to the selected node








Hierarchy Diagrams

-  Change type of hierarchy diagram
-  Expand children of the selected nodes
-  Collapse children of the selected nodes



Requirements Diagrams

-  Edit derived requirements for the selected requirement node
-  Edit elements specified by the selected requirement node
-  Edit elements based on the selected requirement node
-  Edit verification requirements for the selected node






Use Case Diagrams

-  Change subject of this use case diagram
-  Edit actors for the selected use case node
-  Set actor type for the selected actor node
-  Edit included use cases for the selected use case node
-  Edit extension use case for the selected use case node
-  Specify extension point for the selected extension use case
-  Edit specializations for the selected use case node



Block Definition Diagrams

-  Edit blocks related to the selected node
-  Edit role of the selected part

Physical, Interface, and Internal Block Diagrams

-  Edit children of the diagram element
-  Edit connections to the selected node
-  Connect node to another node
-  Connect line to node
-  Connect the selected nodes

Package Diagrams

-  Edit subpackages included in this package
-  Edit elements included in this package