FSM Editor Menu

File

    -New

        Creates a new FSM.

    -Save

        Saves an FSM, prompting for a name if no file currently exists.

    -Save As

        Saves an FSM, prompting for a name no matter what.

    -Load

        Loads an existing FSM from a file.

Edit

    -Select All

        Selects every state and transition in the current FSM.

    -Cut

        Remove currently selected states and transitions from FSM, saving their reference information in the clipboard.

    -Copy

        Place reference information for currently selected states and transitions in the clipboard.

    -Paste

        Creates new states and transitions in the FSM using reference information in clipboard

    -Transition Begin/Endpoint

        Allows user to change states from and to which a transition allows travel. Option only available when current selection consists of a single transition.

    -Set Selected State to Initial State

        Allows user to specify a state at which the FSM will begin a traversal. Option only available when current selection consists of a single state.

    -Set Selected State(s) to End State(s)

        Allows user to specify any number of states as acceptable end states. Option only available when current selection consists only of states.

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Logic

    -Edit State Logic

        Allows user to make changes to the logic executed at when a walkthrough enters a state. Option only available when current selection consists of a single state.

    -Edit Guard Condition

        Allows user to make changes to the conditions necessary to allow traversal of a specific transition. Option only available when current selection consists of a single transition.

    -Global Variables

        Allows user to setup variables that will be passed from state to state and used to evaluate outcome of guard testing.

Test

    -Check FSM Validity

        Initiates a check of some aspects overall FSM validity, such as unreachable states.

    -Begin FSM Walkthrough

        Initiates a traversal of the FSM. Asks user for values of any variables necessary, and for time to delay each further step of the walkthrough.

Tool

    -Select/Move Tool

        Changes current interaction method to selecting or moving FSM elements.

    -Place State Tool

        Changes current interaction method to placing new states.

    -Place Transition Tool

        Changes current interaction method to creating transitions between two states.

    -Rename Tool

        Changes current interaction method to renaming FSM elements.

    -Delete Tool

        Changes current interaction method to removing FSM elements.

Help

    -Help Topics

        Contains a tutorial for using the FSM editor, as well as expanded information on accomplishing particular goals using the editor.

In order to give the user a sense of familiarity with our program, we are modeling our basic menus on the style commonly used in Windows and OS X applications. Items are listed either where they are commonly found in those menus, or are grouped in appropriately labeled sections. Items are ordered by the standard ordering system where applicable; otherwise, they are ordered by likely frequency of use.