



This PDF is generated from authoritative online content, and is provided for convenience only. This PDF cannot be used for legal purposes. For authoritative understanding of what is and is not supported, always use the online content. To copy code samples, always use the online content.

Composer Help

Using the SCXML Editor

Using the SCXML Editor

Contents

- **1 Using the SCXML Editor**
 - **1.1 Creating a New Project**
 - **1.2 Open an Existing or Imported File**

The Composer SCXML editor is embedded/integrated within the user interface and are made available to you whenever an .scxml file is created or accessed within Composer.

Creating a New Project

Follow the steps below after you have created a **Project**.

1. Switch to Composer **perspective**.
2. Click the File menu and select **New > SCXML File**. The Create New SCXML File dialog box opens.
3. Select the Project.
4. Name the file. You now have two choices:
 - If you do not wish to use a template, click **Finish**.
 - To use a template, click Next, Use SCXML Template, select the template, and click Finish.

The Workflows folder in the Project Explorer shows the name of the file under your Project. Composer displays the SCXML Editor.

5. Create the code.

Open an Existing or Imported File

The SCXML editor also opens whenever you open an existing .scxml file, whether previously created as described above, or previously **imported** into Composer. Open an existing file as follows:

- Select **File > Open File** and navigate to the file to open, OR

Open a Project's src or src-gen folder in the Project Explorer, then double-click the file to open it in the editor.