Annotations and Pragmas

Annotations

The textual SCCharts language supports several annotations to influence the visual representation of the model.

Annotation are processed in sequential order.

Pattern	Usage		Description		Example	
@diagra m [<key>] <value></value></key>	Location: <key></key>	scchart The name of the synthesis option. The given name is evaluated case-insensitive and whitespace-ignoring. The options are searched for the first matching prefix . The value type depends on the option type: CheckBox: <i>true</i> or <i>false</i> Choice: Name of choice item	Sets The the s	s the synthesis op available synthesisidebar of the dia	sidebar will be ignored if a corresponding	@diagram [paper] true scchart Testing { initial state A > B; final state B; }
		Slider: Float value				

@layout
[<key>]</key>
<value></value>

Location:	scchart, state, region, transition
<key></key>	The ID of the layout option. The options are searched for the first matching postfix .
<value></value>	The value type depends on the option type. The value is parsed case-sensitive.

Sets the layout property identified by <key> to the given value on the annotated element.

The available layout options are documented here.

Layout options will only affect the annotated element and no underlying hierarchy levels.

If a layout direction is specified with this annotation it overrides the layout direction set by HV-/VH-Layout in any parent element for this element.

Special case: If the direction is set on the scchart element (top level) it overrides the default alternating layout.

The layout option is identified by matching a postfix. Hence the key direction matches both org.eclipse.elk. direction and org.eclipse.elk.layered.priority. direction.

If none or multiple options match a warning is displayed.

elk.direction	Layout direction
elk.priority	Influences the order of regions

```
scchart
Testing {
    @layout
[algorithm]
org.eclipse.
elk.graphviz.
circo
   region:
   initial
final state A
   --> B;
   state B
    --> C;
    state C
    --> A;
}
```

```
scchart
Testing {
   @layout
[elk.
direction] UP
   region
"up":
    initial
state A
    --> B;
   final
state B;
   @layout
[elk.
direction] LEFT
   region
"left":
    initial
state A
    --> B;
    final
state B;
```

```
@HVLayo
ut
@VHLayo
```

```
Location: scchart, state, region
```

Defines the order of the alternating layout directions.

The annotation can be mixed and nested in the SCChart and will only affect succeeding hierarchy levels.

The default is an implicit HVLayout starting at the top level state.

```
@VHLayout
scchart
Testing {
  initial
state A
    go to B;
  final state
B;
}
```

@collap se @expand	Location: region	The annotated region will be initially collapse or expanded.	<pre>scchart Testing { @collapse region { initial state A</pre>
@hide	Location: scchart, state, region, transition	The annotated element will be excluded from the diagram. Transitions with a hidden source or target state will be hidden as well.	scchart Testing { initial state A go to B; @hide final state B; }

Pragmas

Pragmas are annotations that are valid for the whole file in contrast to annotations that are valid for semantic model elements. They are placed in front of an .sctx.

```
#pragma
scchart Testing {
    ...
}
```

Pragma	Effect	
#KiCoEnv { <json>}</json>	Configures the compiler environment.	
#hostcode <code></code>	Allows hostcode additions that are placed at the beginning of the generated code file. The exact handling may depend on the used code generator.	
#hostcode-[c c- header java] <code></code>	NEW IN 1.1 There are also language specific variants that will only affect the specific code generation, e.g. #hostcode-java.	
#code.naming Configures the code generation to use different names for generated functions. #code.naming <tick_function_name>, <reset_function_name>, <logic_function_name>, <tickdata_struct_name> Sets the name for the four functions. All four parameters must be present. #code.naming suffix #code.naming prefix Code generation will use default function names but will prefix/suffix these names with the model name.</tickdata_struct_name></logic_function_name></reset_function_name></tick_function_name>		

#resource <file | directory>

NEW IN 1.1

The given resources (single files or directories) will be copied to the generated code folder (usually *kieler-gen*). Since this is the working directory for the compilation KIELER these files can be included via hostcode integration.

If the compilation contains any down-stream compiler invocation (e.g. gcc) all given files and all files in given directories that match the usual source code file extension (e.g. *.c) will be included in the compilation and compile into an executable with the generated code.

All non-absolute paths will be resolved relative to the model file.

```
#resource "myheader.h"
#resource "mycode.c"
#hostcode "#include \"myheader.h\""
scchart Testing {
    ...
}
```

#HideImportedS CCharts

NEW IN 1.1

This will hide all SCCharts that are imported from other files in the diagram, if the 'All SCCharts' synthesis option is activated.