



**Graph-Editor** - The form 'Graph-Editor' appears with tools to change the look of the graph. To apply a tool to an element, state or transition, you have to specify the element first by a mouse-click. If no element is specified a tool will work on the complete graph.

### Move Elements

**move** - moves an element, state or transition, to a new place. You will be asked for a mouse-click to specify the new position.

**straight line** - if straight line is checked, all new transitions will be drawn as straight lines.

**U** - moves the selected element up for a distance.

**D** - moves the selected element down for a distance.

**R** - moves the selected element to the right for a distance.

**L** - moves the selected element to the left for a distance.

### Transfer Coordinates

To put an element exactly above a second one, transfer the x-coordinate from the second to the first element.

to put an element exactly beside a second one, transfer the y-coordinate from the second to the first element.

**x** - transfers / sets x-coordinate

**y** - transfers / sets y-coordinate.

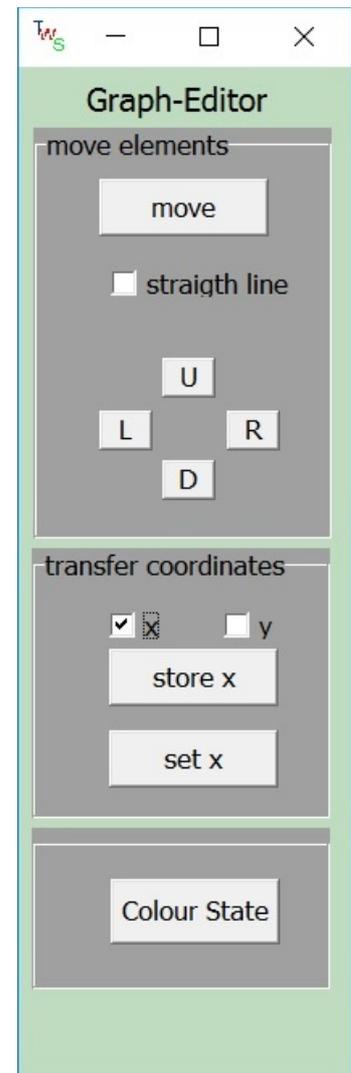
**Store x** - stores x-coordinate of the selected element

**Store y** - stores y-coordinate of the selected element

**Set x** - the selected element gets the stored value as x-coordinate

**Set y** - the selected element gets the stored value as y-coordinate

**Colour State** - the selected state gets another color. Up to four different colors are available.



### Some Hints :

- 1) You can delay or speed up the simulation while the machine is running by typing '0'..'9'.
- 2) On the upper left corner of the canvas you can find a quadratic shape with rounded corners. The color of this shape will change from white to red and back during an instruction is executed. Switch on/out the flickering color by clicking the shape.