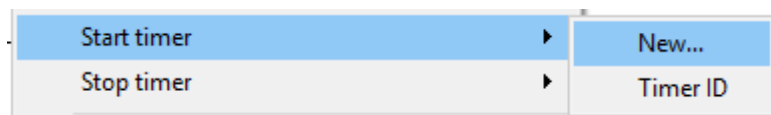




## MSC 3.5 release notes

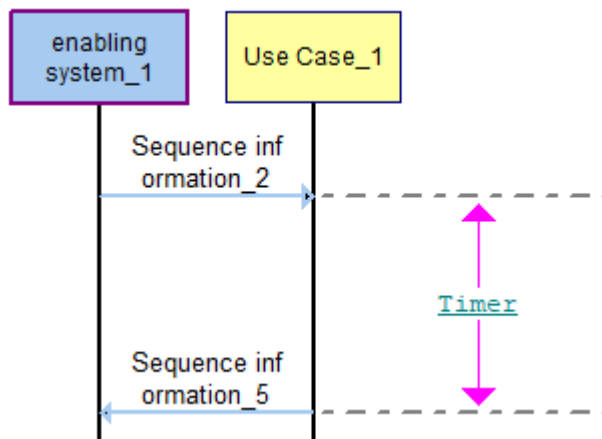
### New features:

#### Timer objects can be created between messages



When right clicking on a message, it is possible to select a timer (either new timer or existing one) and specify whether the message corresponds to the start or stop of the timer.

It is then possible to define a timer as below:



There is no specified semantics below this timer syntax. The timer object is like a comment object and has no counterpart object in arKIect. It's intended to help understanding the sequence diagram.

It is thus necessary for users to define requirements on actors in order to clarify requirements related to the timer: whether the start and stop time correspond to emission or reception of messages, what is the meaning and underlying requirements under the timer itself.

#### Max length for actors and messages names can be modified uniformly on diagram

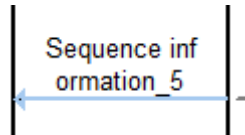
From a practical point of view, sequence diagram can become very difficult to read in case of long messages or long actors names. Modifying the name with carrier return was not supported as names are also objects identifiers which limits allowed characters. There is now an optional parameter in menu "Settings/options..." allowing specifying names max length. Default value is 40 chars.



The max line length can be thus modified in the options list:

Options/GrObjMaxChars	12
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This will result in actors and messages displayed on as many lines as necessary, see example below:



Optional settings are stored on you laptop and apply to all sequence diagrams.

## Miscellaneous

- Zoom by pinch in on the screen if it is a touch screen (works also on certain touchpad but not all)
- Drag and drop objects beyond the scene by automatically scrolling when object is dragged near the border of the scene
- Warning at msc opening if the arKItect view has variants
- Double quotes are admissible in scripts, provided that they are escaped. It is useful for objects that are not directly connected with arKItect names (which does not permit to have special chars in them). Therefore a note, a timer or a requirement may contain double quotes in their text without generating a syntax error

## Bug fixing

- Corrected display problem when changing name of an actor directly from the scene when the object is "Marked"
- Improve text placement from messages of type A->\* or \*->A (text is not stuck on the very limit of the object)