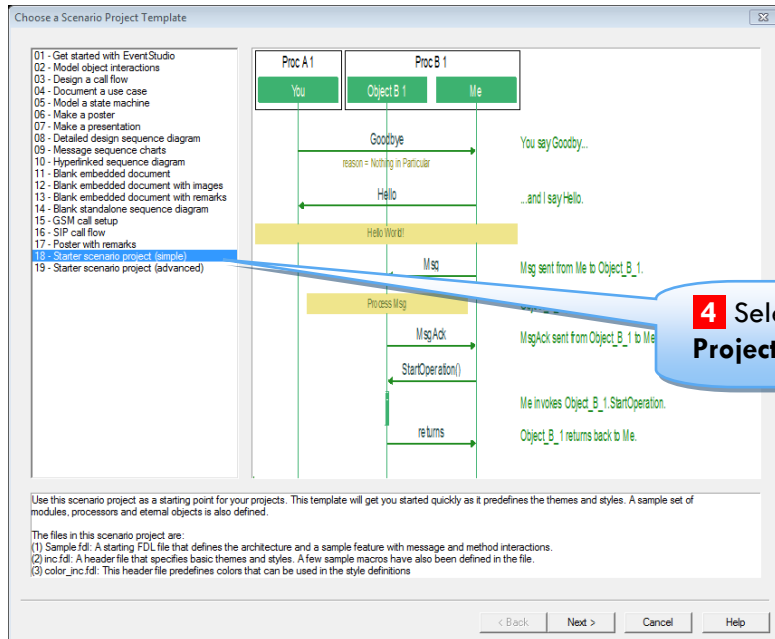
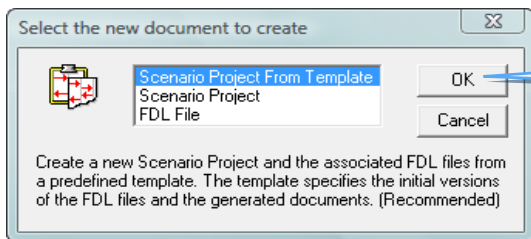


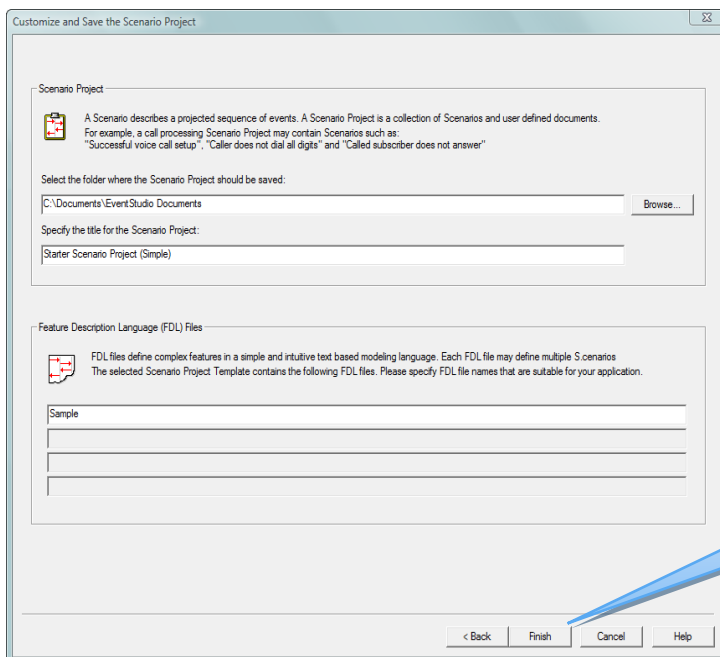
# GETTING STARTED

## Your First Scenario Project

Follow the steps below to get started with your first scenario project.

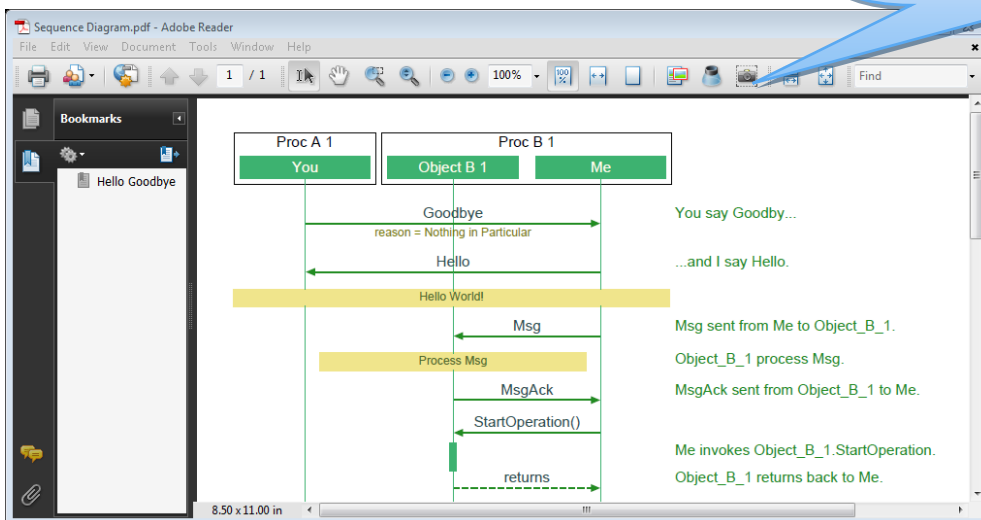
- 1 Download and install **EventStudio System Designer** (45 day free trial).  
(Download link: <http://www.eventhelix.com/EventStudio/Download.htm>)





**5** Change the Project and FDL names and click **Finish**.

**6** After you click Finish, EventStudio generates a PDF sequence diagram from the initial contents.



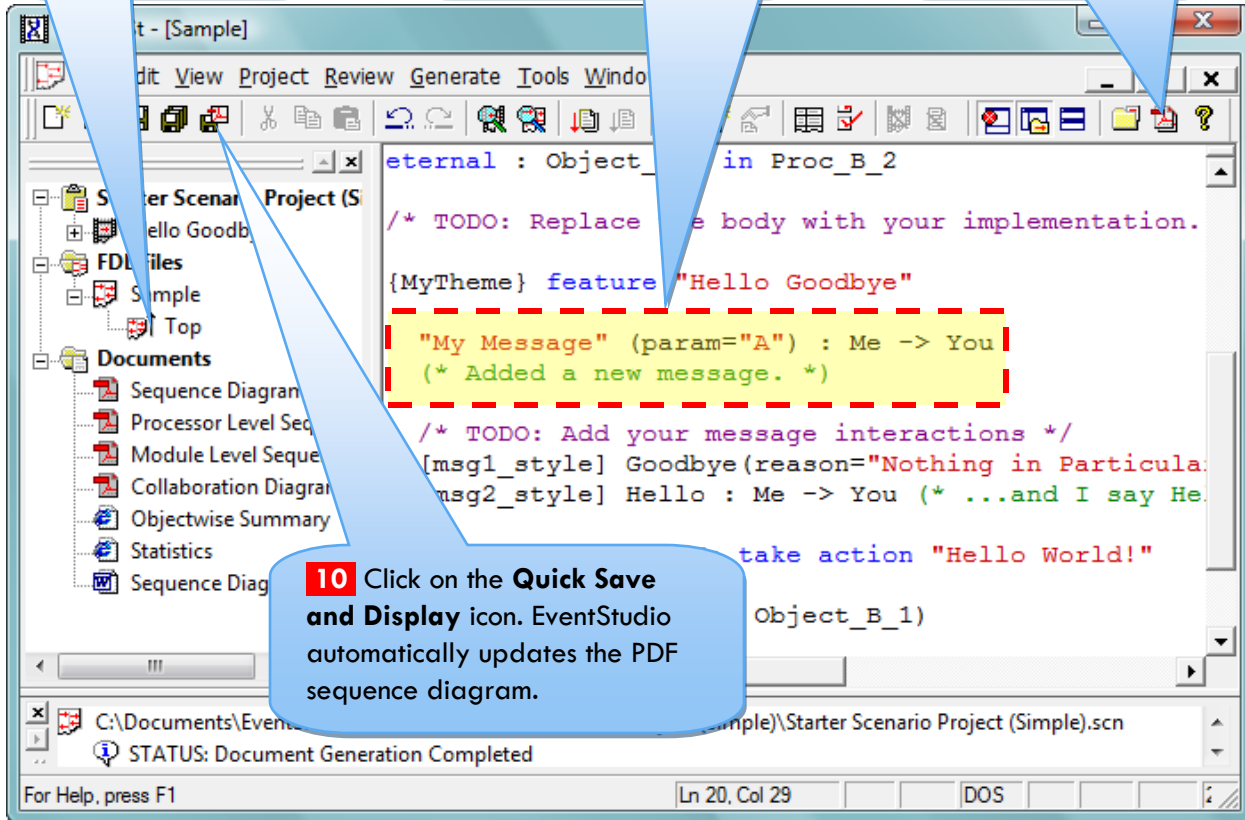
## Modify the FDL File and Regenerate Document

You have just created a scenario project from a standard template. We will now edit the generated FDL and regenerate the sequence diagram.

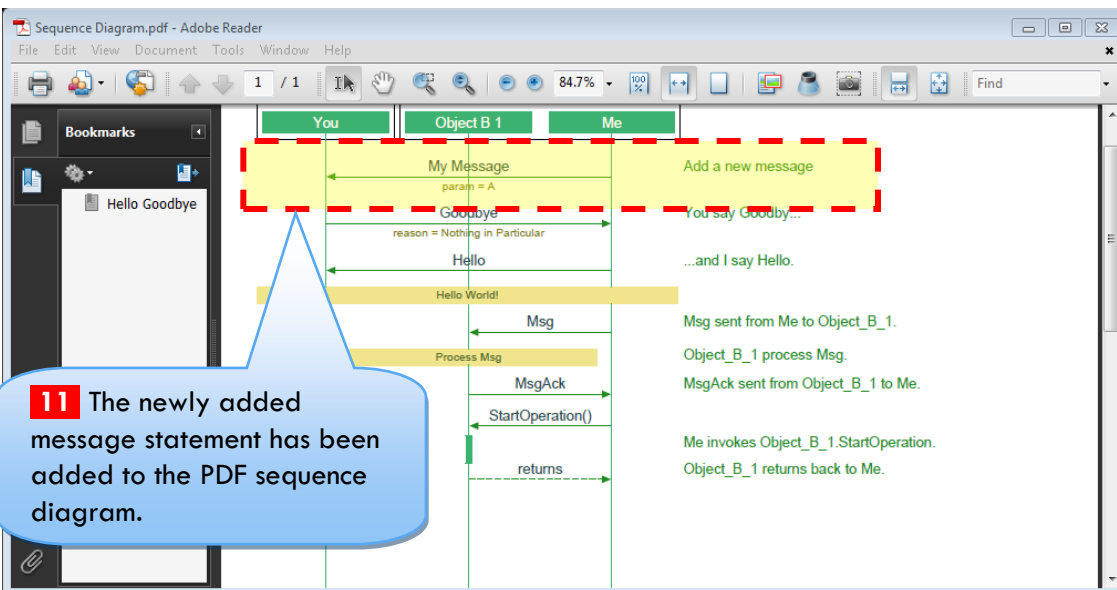
**7** Double click on the **Top** entry to open the corresponding FDL file.

**8** Modify the **FDL** file contents in the editor window. For this tutorial, add the lines shown in the shaded box.

**9** FDL syntax is intuitive. You may also refer to the **user's manual**.



**10** Click on the **Quick Save and Display** icon. EventStudio automatically updates the PDF sequence diagram.



**11** The newly added message statement has been added to the PDF sequence diagram.

## Learn More About FDL

**12** Now let's learn more about the Feature Description Language (FDL) and the FDL development in EventStudio.

```
#include "inc.fdl"

/* TODO: Replace Module_A architecture with your declarations. */
module : Module_A
component : Proc_A_1 in Module_A, Proc_A_2 in Module_A
eternal : Object_A_1 in Proc_A_1, You in Proc_A_1
eternal : Object_A_2 in Proc_A_2

/* TODO: Replace Module_B architecture with your declarations. */
module : Module_B
component : Proc_B_1 in Module_B, Proc_B_2 in Module_B
eternal : Object_B_1 in Proc_B_1, Me in Proc_B_1
eternal : Object_B_2 in Proc_B_2

/* TODO: Replace the body with your implementation. */
{MyTheme} feature "Hello Goodbye"
  "My Message" (param="A") : Me -> You
  (* Added a new message. *)

  /* TODO: Add your message interactions */

  [msg1_style] Goodbye(reason="Nothing in Particular") : You -> Me
  (* You say Goodbye... *)

  [msg2_style] Hello : Me -> You (* ...and I say Hello *)

  [act_style] You, Me take action "Hello World!"

  MSG_AND_ACK(Msg, Me, Object_B_1)
  METHOD_AND_RETURN(StartOperation, Me, Object_B_1)
endfeature
```

Include file to share common definitions and macros.

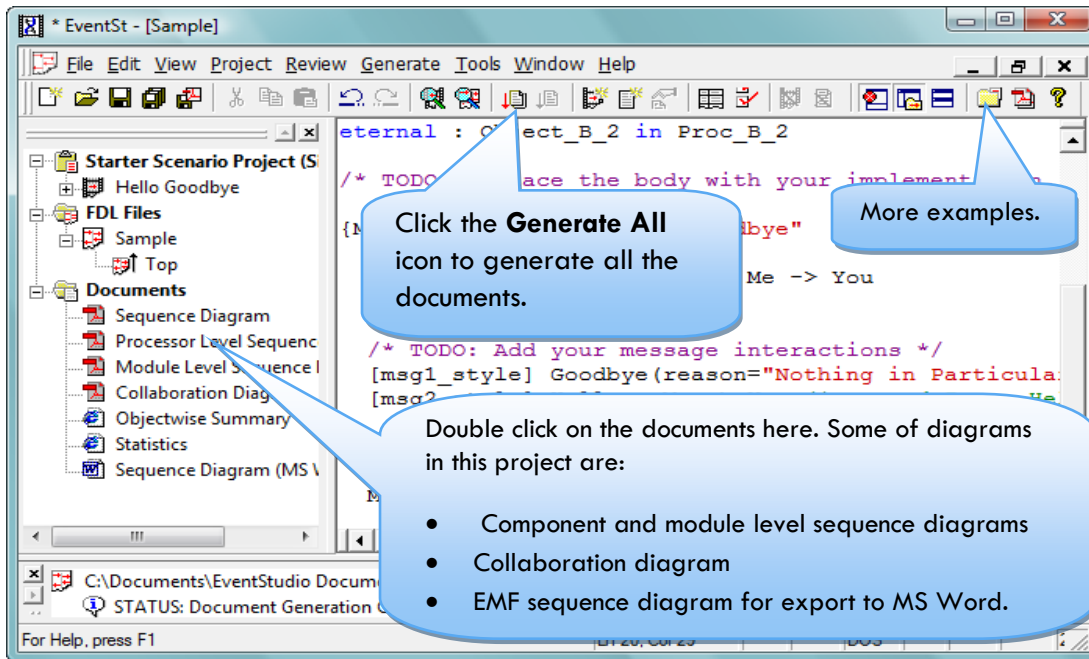
System architecture is specified with modules that contain components.

Components in turn contain eternal and dynamic objects.

Message statements can be prefixed with a style specification.

An action statement.

A macro definition that expands to multiple interactions in the diagram.



## Explore More

**13** We have just scratched the surface of what you can do with EventStudio. Please refer to the following tutorials to learn more:

- [FDL visual quick reference](#)