

## Things to remember

- 1) Save your work before testing a model containing events. There are a lots of ways you can mess things up.
- 2) Make sure that all the events you want to include in a simulation, must belong to at least one path ending at a node who is selected to be stored on file. In particular, make sure that every event has at least one successor.
- 3) Include all “dummy edges” needed to ensure that the events send their messages in the correct order.
- 4) Keep things as simple as you can.
- 5) Avoid events that trigger other events unless you are absolutely certain that you do it right.
- 6) Avoid events that (directly or indirectly) trigger more than one simulation on the same model.
- 7) Avoid loops in your event structure.
- 8) If you end up in a deadlock situation, i.e., two or more events waiting for each other to finish, you can usually terminate this by typing a ‘.’ while pressing the command key. If this does not help, there is still a tiny hope: You can wait for the events to time-out which usually happens after 1-2 minutes.