# plantUML DSL - Bug #1972

# Composite state transitions are displayed erronous

09/01/2014 04:24 PM - N. Köster

Status: New Start date: 09/01/2014

Priority: High Due date:

Language Refactoring

Assignee: P. Holthaus % Done: 0%

Category: Estimated time: 0.00 hour

# Description

Target version:

The state which is transitioned to **after** a composite state is always included within the composite state itself (see image)

```
@startuml
title example
[*] --> s1
state s1
s1 --> composite_s1
state composite_s1 {
state sub_s1
sub_s1 --> external_s2
}
state external_s2
@enduml
```

### Leads to:

# example composite\_s1 sub\_s1 external\_s2

however, a different plantuml syntax (moving the following state **before** the composite state) created the correct image:

@startuml title example

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```
[*] --> s1
state s1
s1 --> composite_s1
state external_s2
state composite_s1 {
state sub_s1
sub_s1 --> external_s2
}
@enduml
```

## Leads to:

# example composite\_s1 sub\_s1 external\_s2

So, should we adjust the DSL to work with this?

# **Associated revisions**

# Revision f5d294da - 05/19/2015 08:56 PM - Arne Nordmann

Migration to 3.2 and fixes

- Composite states now can have compartments
- Introduced external transition with explicit source and target

refs #1972 refs #2054

## History

# #1 - 09/01/2014 06:40 PM - S. Wrede

This seems to be a bug in the plantUML renderer. Rendering all top-level states at the top of the file and all transitions at the end of the file should help. This can be enforced in the generator implementation.

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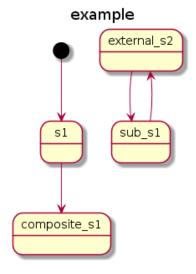
# #2 - 09/01/2014 06:45 PM - S. Wrede

- File rendering-error-2.png added
- File rendering-error-2.png added

### Even worse the following

```
@startuml
title example
[*] --> s1
state s1
s1 --> composite_s1
state external_s2
external_s2 --> sub_s1
state composite_s1 {
state sub_s1
sub_s1 --> external_s2
}
@enduml
```

leads to the following diagram:



# #3 - 10/10/2014 12:03 PM - N. Köster

- Priority changed from Normal to High

The Isp-csra kitchen scenario plantuml is also affected by this. Moving transitions at the bottom solves this issue. Its quite important, as all rendered images which include composite states have those errors and need to be modified by hand.

### #4 - 07/04/2016 10:27 PM - S. Wrede

- Assignee changed from S. Wrede to P. Holthaus
- Target version set to Language Refactoring

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# #5 - 07/04/2016 10:31 PM - S. Wrede

This seems to be fixed in master. See solution Test, Model Issue1972.

# Files

comp1.png	8.51 KB	09/01/2014	N. Köster
comp0.png	8.73 KB	09/01/2014	N. Köster
rendering-error-2.png	8.86 KB	09/01/2014	S. Wrede
rendering-error-2.png	8.86 KB	09/01/2014	S. Wrede

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