

# Stalled Persistent State Objects

If the state machine stops in a state that can be left only by receiving a completion signal, the state machine stalls. Stalled objects can happen, if e.g.

- the xUML Runtime aborts the persistent state transition due to a license violation and the objects are stuck in a state.
- an error occurs that leads to a completion transition being rolled back and you have no error handler defined
- the error handler himself throws an error.

Stalled objects are displayed on the object list of a persistent state class.

The screenshot shows the 'Persistent State Classes' view for 'Class FileChecker (1 of 1)'. It includes a search bar with '100' entered, a state dropdown set to 'All state objects', and filters for creation and last update times. Below the filters, a message states 'Found objects which are stalled in a state.' with a 'Retry all Objects' button. A table titled 'State Start' shows one entry with key 'check1', creation time '2017-06-13 15:42:00', and last update time '2017-06-13 15:42:00'. The table has columns for 'Key', 'Creation', and 'Last Update'. At the bottom, there are buttons for 'Delete Selected', 'Select all', and 'Deselect all'.

Select a **State** from the drop-down list. The number in brackets indicates the count of objects that are stalled in that state.

You can treat stalled persistent state objects in two ways:

- delete them
- trigger a retry

## Deleting Stalled Persistent State Objects

Stalled persistent state objects can be deleted just as any other persistent state objects. Refer to [Persistent State Classes and Objects of xUML Services](#) for more information on how to do this.

You must take into account that deletion of the objects affects the processing of the service and not all processing may have been performed. You will have to check manually, if everything has been processed correctly.

## Triggering a Retry

You can retry stalled persistent state objects:

- retry all stalled objects in a state
- retry a single object

Retrying will trigger a completion signal being send to the selected objects.

## Retrying All Stalled Objects in a State

To retry all stalled objects of a specific state, click **Retry all objects** from the **Persistent State Classes** view (see picture above).

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### Related Pages:

- [Persistent State Classes and Objects of xUML Services](#)

## Retrying a Single Stalled Object

Select an object from the list by clicking its key.

### State Start

Show  entries Filter:

Key <span>▲</span>	Creation	Last Update <span>◆</span>
<span style="border: 1px solid orange; padding: 2px;">check1</span>	2017-06-13 15:42:00	2017-06-13 15:42:00

Showing 1 to 1 of 1 entries Previous  Next

Delete Selected Select all Deselect all

On the **Object Details** view, you can trigger the retry of this object by clicking **Retry**.

# PSCompletionFails

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## Object

Primary Key	check1
Creation	2017-06-13 15:42:00
Last Update	2017-06-13 15:42:00
Owner ID	1

## States

State	Creation	Do Activity	Retry Failed Transition
Start	2017-06-13 15:42:00	-	

[Retry](#)

## Events

No events.

## Data

```
<Data fileName="check1"/>
```

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