

# 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.

PSCompletionFails

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Persistent State Classes / Class FileChecker (Search)

Class FileChecker (1 of 1)

Show objects: 100

State: All state objects

Creation between: and

Last Update between: and

Search Key Attributes: n/a

Filter Reset Filter

Found objects which are stalled in a state.

State: Start (1) Retry all Objects

State Start

Show 10 entries Filter:

Key	Creation	Last Update
check1	2017-06-13 15:42:00	2017-06-13 15:42:00

Showing 1 to 1 of 1 entries

Previous 1 Next

Delete Selected Select all 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 10 entries

Filter:

Key ▲	Creation	Last Update
<div>check1</div>	2017-06-13 15:42:00	2017-06-13 15:42:00

Showing 1 to 1 of 1 entries

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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"/>
```

[View](#)[Raw Data for Support](#)[Delete](#)