P. Blue

Objects

Unit & Squad : 1

Bâtiments

Ressources matériels

Eq.

Camera
+ parameters
+ effects

P. Red

« Front-end » Prog

Map_manager :
+ parameters
+ Teams

Prog_squad :
+ parameters
+ unit

Prog_Base_unit :
+ parameters
+ mobility

Object_Prog_Base_unit_xxx

Object_Prog_Base_unit_xxy

...

Prog_Base_building :
+ parameters

Object_Prog_Base_building_xxx

Object_Prog_Base_building_xxy

...

« Back-end » Prog

Situation

Updated situation with links

Distance Link

No Link

Contact Link

Runtime map manager

1. Ressources list infos

2. Establish link map

Destroy or create link

Distance

Contact

Runtime Function Link object

1. Get link's ressources

2. Affect link's logic

3. Update link's ressources infos

Function base object

1. Get personnal link map

Distance

Contact

2. Update infos

3. Run void on link's object

Private Function squad

1. Get Object's infos

2. Update squad infos

3. Update Object's infos

Runtime map manager

2.1. Draw links

Infos : To reduce memory dump, it's not necessary to « draw » the line but to compute them.

2.2. Sort Links
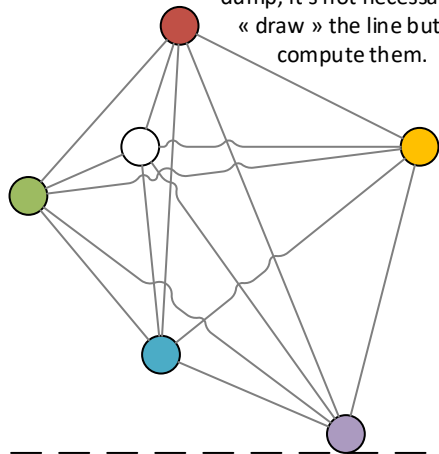
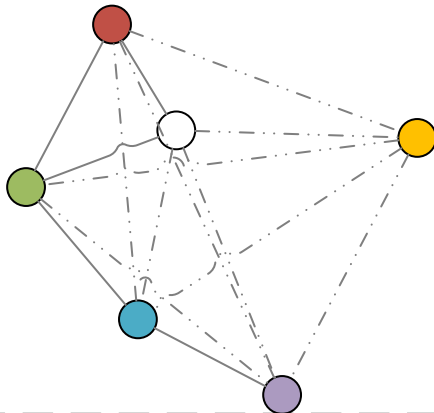## 1. Ressources list infos

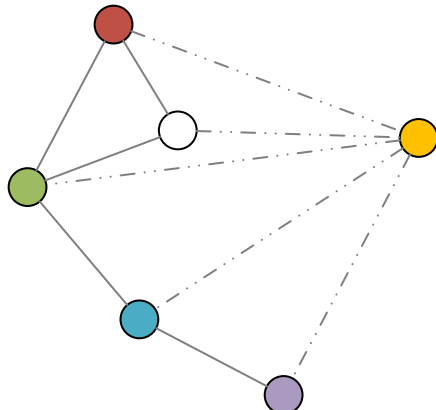## 2. Establish link map

Destroy or create link
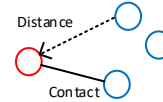
Distance

Contact

2.1. Draw links
2.2. Sort Links
2.3. Destroy un-necessary links

2.3. Destroy un-necessary link

- Un-necessary link => Contact link have higher priority than Distance link. Delete low priority links

- Yellow is link by distance to all other objects.
- The others objects keep only the contact links
- Literal transaltion of this : yellow can fire at all the others objects. The others object can only attack at the object they are linked to.

2.3. Destroy un-necessary link – Variant
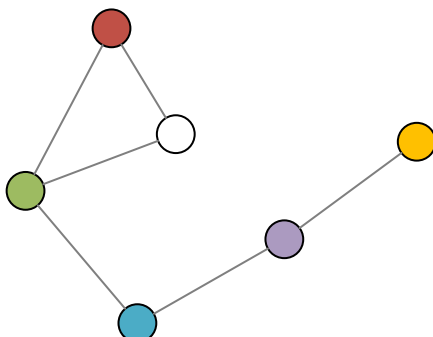
- Yellow is no longer linked to all object by distance because purple approached and a contact link have been created, destroying the distance ones.