

Update model
Implement the configuration options
specified by the user in the
Configuration form by instantiating
and connecting objects in the file
saved as
#library/User/#project/#model.m

Instantiate model
Instantiate the class
#library/User/#project/#model in
the model loaded in the active tab of
the main panel (here Model1).

Reset configuration Reset the configuration options to the default values.

Delete model
Delete the class
#library/User/#project/#model
and all its instances in the model
loaded in the active tab of the main
panel (here Model1).

This is the view for the Configuration panel if:

- one object is selected in the main panel,
- and the corresponding class contains a model annotation \_\_Linkage\_data(...) providing the configuration data in a JSON-serialized format (further referred to as #data).

The Configuration panel is populated with the values from #data.

The Library name and Configure new fields are locked.

The Project name can be modified: when clicking Update model this will call a move\_class function.

The Model name can be modified: when clicking Update model this will call a rename\_class function.

All configuration options can be modified: when clicking Update model this will update the class #library/User/#project/#model.mo.