

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

Instantiate model
Update and instantiate the class
#library/User/#project/#model in
the model loaded in the active tab of
the main panel (here Model11).

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 Model11).

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.