

The screenshot displays the Building Design Explorer (BDE) interface, which is divided into three main sections:

- Library Navigator:** Located on the left, it contains three expandable categories: "Chilled Water Plants" (with 3 items), "Air Handling Units" (with 4 items), and "Terminal Units" (with 2 items).
- Model1:** The central workspace showing a schematic diagram of a mechanical system. The diagram includes:
 - A "Plant" (grey rectangle) connected to an "AHU_1" (blue rectangle) via a dashed line.
 - The "AHU_1" is labeled "AHU_01_02" and has a yellow fan icon on top.
 - The "AHU_1" is connected to a "Terminal Unit" (grey rectangle) via a solid line.
 - The "Terminal Unit" has a yellow fan icon on top.
 - Various pipes and connections are shown, including a dashed line from the "Terminal Unit" back to the "Plant".
- Configuration:** Located on the right, it shows the configuration settings for the selected "AHU_1" component.
 - Library name:** Buildings
 - Configure new:** AHU
 - Project name:** Project1
 - Model name:** AHU_1
 - Equipment settings:**
 - Type: VAV
 - Economizer: Dedicated OA
 - Supply fan: Draw through
 - Preheating coil: None
 - Cooling coil: Water 2WV
 - Heating coil: Water 2WV
 - Return/Relief fan: Return
 - Controls:** (Section header, currently empty)
 - Buttons:** "Update model", "Instantiate model", "Reset configuration", and "Delete model".

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.