

Library Navigator

Model1

Configuration

Library name

-

Configure new

-

Project name

-

Model name

-

Configuration form (scrollable div)

This form is generated by the configuration widget based on the #data corresponding to the system model selected in Configure new.

Update model

Instantiate model

Reset configuration

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 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).

When no object is selected in the diagram view this is the default view for the Configuration panel.

The Library name is the last value selected (further referenced as #library). The drop down menu allows selecting between loaded libraries. The Library name is used to 1) load the configuration data stored in #library/Configuration directory, 2) define the root path of the directory where the built models will be saved i.e. #library/User/*/.

The Configure new drop down menu allows selecting the type of system model to configure. The menu is populated by #data/#system.value for all configuration data files in #library/Configuration.

The Project name is the last value entered (further referenced as #project). A real-time form test is required to validate the user input against syntax requirements and avoid duplicate in #library/User. The path of the directory where the built models will be saved is #library/User/#project.

The Model name is by default #data/#name.value (further referred to as #model). It can be modified by the user (call a rename_class function if the model has already been saved). A real-time form test is required to validate the user input against syntax requirements and avoid duplicate in #library/User/#project.