



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).

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.