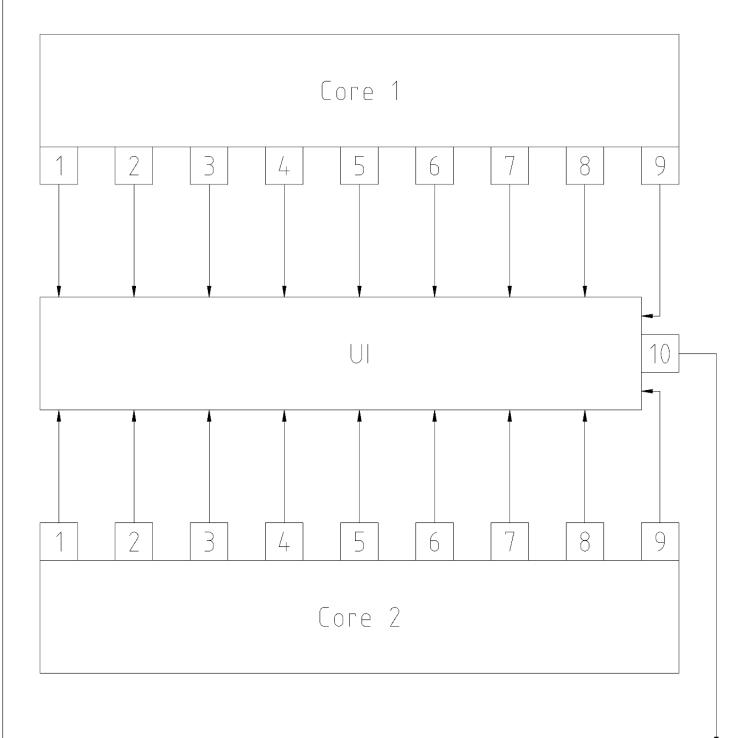
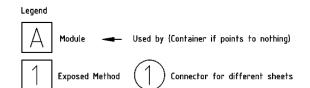
Sheet: 1





Exposed Methods :

- #01 Returns whether Core uses GPU
- #02 Returns progress of the threads
- #03 Returns number of threads
- #04 Returns active state of the threads
- #05 Returns start time of execution
- #06 Returns end time of execution
- #07 Returns canvas
- #08 Updates with latest data
- #09 Starts execution
- #10 Starts module

Legend

|A|

Module

Used by (Container if points to nothing)



Exposed Method



Connector for different sheets