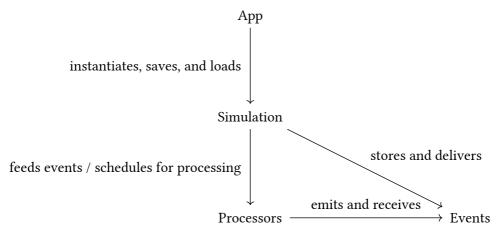
Dyson Swarm Builder Internal Logic

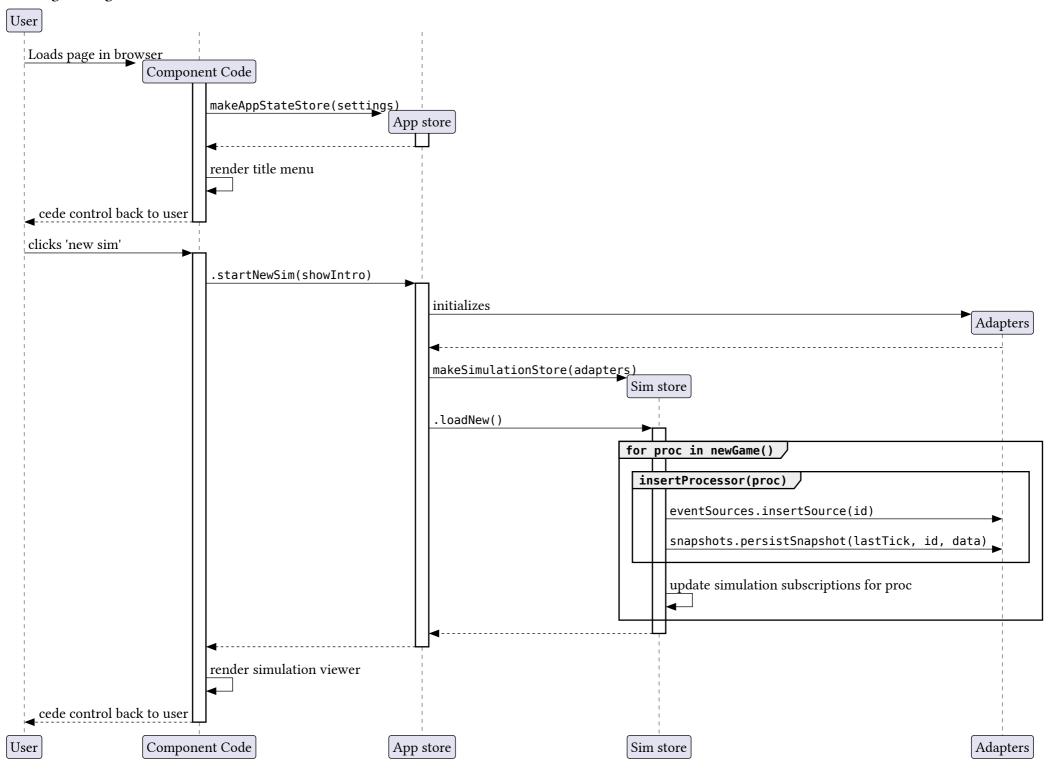
Structure



Sequences

- Starting a new game/sim
- Loading an Existing Game from the title
- Opening the settings
- Saving a running Game

Starting a new game/sim



Loading an Existing Game from the title User save utils Loads page in browser Component code makeAppStateStore(settings) App store render title menu cede control back to user clicks 'load sim' .openSave() render save slots cede control back to user selects a save slot containing an existing game and clicks 'load' readsaveStateFromStorage(name) success .loadExistingSim(saveState) initializes Adapters makeSimulationStore(adapte<u>rs</u>) Sim store .loadSave(saveState) for id, tag in saveState.sources / update simulation subscriptions for proc eventSources.insertSource(id) snapshots.persistSnapshot(lastTick, id, data) for event in saveState.events / events.write.persistEvent(event) for sourceId, events in saveState.inboxes for event in events events.write.deliverEvent(event, sourceId) render confirmation dialogue cede control back to user clicks 'confirm' render Simulation view

App store

Sim store

save utils

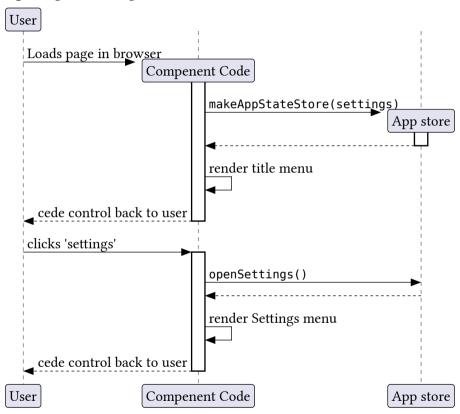
Adapters

cede control back to user

Component code

User

Opening the settings



Saving a running Game

