

desmoj.extensions.visualization2d.animation.core.advanced
ModellingFeatures.BinAnimation.retrieve

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graph LR; A["desmoj.extensions.visualization2d.animation.core.advanced  
ModellingFeatures.BinAnimation.retrieve"] --> B["desmoj.core.simulator.Model  
Component.presentTime"]; A --> C["desmoj.core.simulator.Entity.get  
Priority"]
```

The diagram illustrates a call to the `retrieve` method of the `BinAnimation` class within the `desmoj.extensions.visualization2d.animation.core.advanced` package. This method is shown to interact with two attributes of the simulation model: the `presentTime` of the `Model` component and the `Priority` of an `Entity`.

desmoj.core.simulator.Model
Component.presentTime

desmoj.core.simulator.Entity.get
Priority