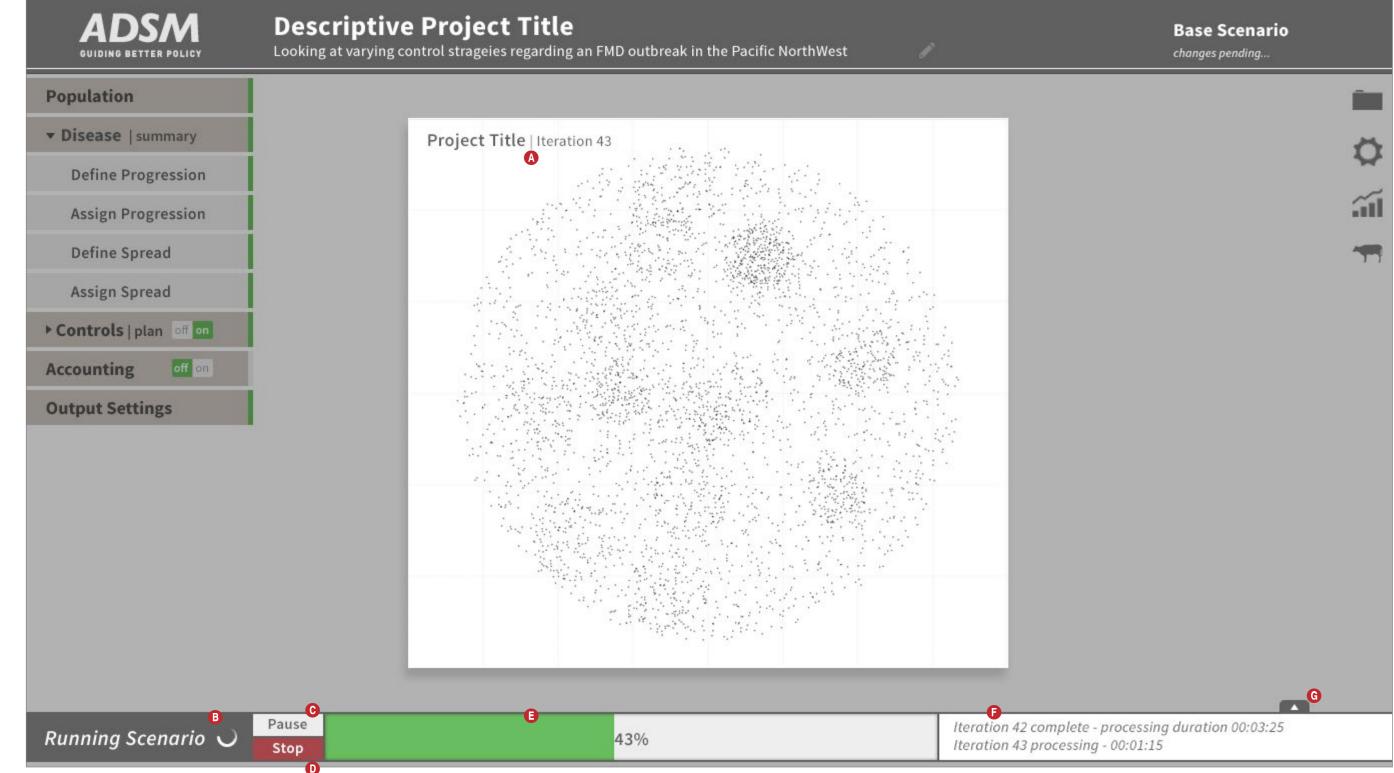
## Simulation Progress Feedback

When allowed, clicking the run button triggers a modal mask, the run button is replaced as shown here, and a status bar is revealed at the bottom of the screen. Positioning the status bar at the bottom of the screen allows the user to continue to work on other tasks outside of ADSM while keeping the status bar visible. This arrangement also has the benefit of positioning the bar directly adjacent to the action that triggers it. When the simulation is complete, "Running Scenario" is replaced with the input/output toggle, and the mask and status bar are removed.

- A The iteration portion of the graph title changes as the simulation runs
- Animated GIF continually indicates that a process is underway
- Pause button clicking pauses the simulation and temporarily removes the modal mask so that the user can access the menu and review parameterization. All data is read only.
- Stop button clicking triggers a verification window from which the user can stop the simulation
- ② Live percent-complete graphic updates as the simulation runs
- Streaming feedback about the state of the simulation. I have only shown here the duration and completeness of each iteration, but more could be shown if desired
- Feedback expander control clicking expands the feedback panel so that more information can be seen.

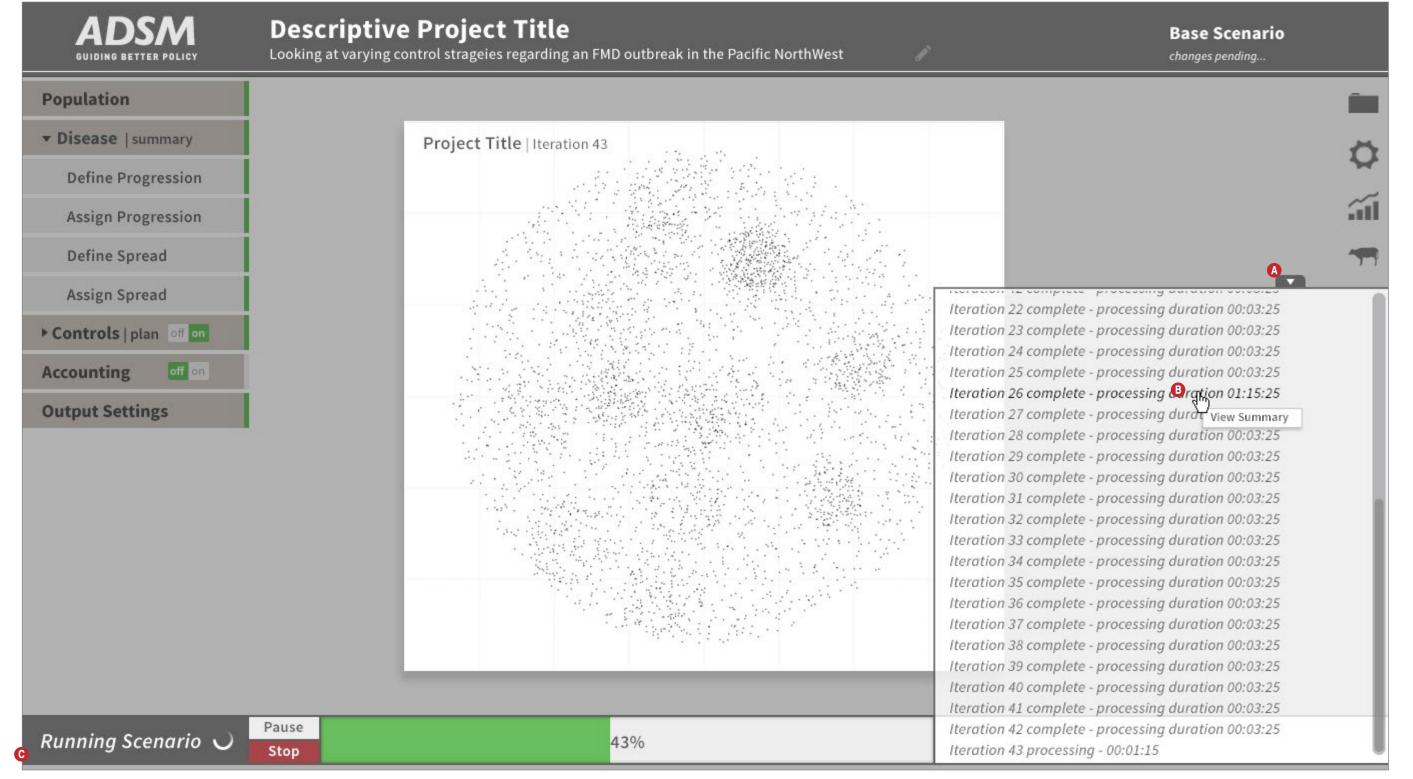


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## Simulation Progress Feedback

Here the user has expanded the streaming feedback panel to view more information about the simulation progress and perhaps access summary information about a specific run.

- The feedback expander control toggles to a downward arrow.
- O Hovering over a iteration list item and pausing produces the tooltop, "view summary." Clicking on a list item triggers a separate pop-up window with summary information about that iteration. The user can open as many windows as she chooses.
- note: I have been considering the benefit of allowing the user to set the number of iterations right at the run button with a text entry field. Once the simulation has begun, the space occupied by that field could function as a counter during processing... this feature is not represented here.



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