

Main NegMAS Visualizer View

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☰

Run New ↵

Run From Checkpoint ↵

Tournament

Settings

Run New

Component Type

▼

SAOMechanism

SCMLWorld

etc

Configuration File Path

Load ↵

Main NegMAS Visualizer View

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Run New

Run From Checkpoint

Tournament

Settings

Run New

SAOMechanism

Configuration File Path

Load

Parameter Name	Value
Checkpoint Every	3
Checkpoint Path	~/negmas/checkpoints/3402jiosjdfsf
Agents	ABC; ZXY
....

Run

These fields can be editable

Run From Checkpoint

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Run New ↵

Run From Checkpoint ↵

Tournament

Settings

Group Name

Source

- Filesystem

- Redis

- etc

Checkpoint Path

Component ID/Name

☐ Watch For New Checkpoints

Run ↵

Run New →

Run From Checkpoint →

Tournament

Settings

Indicator: Running New/From Checkpoints

Basic Information

Type

Name

ID

Children

Agents

Agent ABC

Agent XYZ

Active Negotiations

All Negotiations

Contracts

Factory Managers

Miners

Consumers

New Checkpoint

Checkpoint Path

Checkpoint Name

Save Checkpoint

Simulation Progress

Simulation Control. Allows for forward, backward, pause, run, step, first, last and goto step (also a slider)

Current Step

Forks a new component at this point

Fork Path

Checkpoint every 1

Copy Checkpoints

Fork

n. Widgets

4

Child Type (Default None)

Child Name (Default None)

Widget Name

Parameters

Widget Content

Child Type (Default None)

Child Name (Default None)

Widget Name

Parameters

Widget Content

Child Type (Default None)

Child Name (Default None)

Widget Name

Parameters

Name (job title)	Age	Nickname	Employee
Giacomo Guizzoni Founder & CEO	40	Peldi	☉
Marco Botton Tuttofare	38		☑
Mariah MacLachlan Better Half	41	Patata	☐
Valerie Liberty Head Chef	:)	Val	☑
Data Grid Docs →			☐

Child Type (Default None)

Child Name (Default None)

Widget Name

Parameters

Widget Content

Main NegMAS Visualizer View

Simulation Progress

Simulation Control. Allows for forward, backward, pause, run, step, first, last and goto step (also a slider)

Forks a new component at this point

View control. How many widgets to show. Automatic wrapping

Run New Run From Checkpoint Tournament Settings

Back to Parent

Child Type (Default None) Child Name (Default None)

Widget Name Parameters

Only available if loaded from a Runnable component (e.g. a world). Used to control the parent runnable component

Widget Content

Child Type (Default None) Child Name (Default None)

Widget Name Parameters

Widget Content

Child Type (Default None) Child Name (Default None)

Widget Name Parameters

Widget Content

Basic Information

Type

Name

ID

Children

My Active Negotiations

My Negotiations

[Negotiation with Agent XYZ](#)

[Negotiation with Agent 3434](#)

My Contracts

My Negotiators

My Controllers

New Checkpoint

Checkpoint Path

Checkpoint Name

☐ Save Parent

Save Checkpoint

Fork Path Checkpoint every 1 ☐ Copy Checkpoints Fork

n. Widgets 3

The interface is titled 'Main NegMAS Visualizer View'. It features a top navigation bar with buttons for 'Run New', 'Run From Checkpoint', 'Tournament', and 'Settings'. Below this is a 'Simulation Progress' section with a slider and buttons for 'First', 'Previous', 'Next', 'Last', 'Step', 'Pause', 'Run', and 'Goto Step'. A 'Simulation Control' tooltip explains these functions. To the right is a 'Fork' section with a 'Fork Path' input, a 'Checkpoint every' dropdown set to '1', a 'Copy Checkpoints' checkbox, and a 'Fork' button. A 'View control' tooltip indicates that the 'n. Widgets' dropdown (set to '3') controls how many widgets are shown with automatic wrapping. The main area is divided into three panels, each with a 'Child Type (Default None)', 'Child Name (Default None)', 'Widget Name', and 'Parameters' section. The top-left panel (green border) has a 'Widget Content' area with a yellow tooltip stating: 'Only available if loaded from a Runnable component (e.g. a world). Used to control the parent runnable component'. The top-right panel (purple border) displays a bar chart with four bars of increasing height. The bottom panel (yellow border) displays a horizontal bar chart with four bars of decreasing length. A 'Back to Parent' button is located on the left side of the main area. On the far left, a sidebar contains 'Basic Information' (Type, Name, ID), 'Children' (My Active Negotiations, My Negotiations with links to 'Negotiation with Agent XYZ' and 'Negotiation with Agent 3434', My Contracts, My Negotiators, My Controllers), and a 'New Checkpoint' section with 'Checkpoint Path', 'Checkpoint Name', a 'Save Parent' checkbox, and a 'Save Checkpoint' button.