# Control flow of user interactions

## Size of fields in main grid window (zoom)

Sources of action:

* „Fit“ in grid window context menue
* „Fit“ button in status bar
* „+“ and „-“ buttons
* „Zoom in“, „Zoom out“ in menue
* Mouse wheel in GridWindow

Model:

* PixelCoordinates.m\_sFieldSize

Views:

* Main grid window

Controller (source of action + view)

* Trackbar in status bar

## Simulation speed (delay between generations)

Sources of action:

* MaxSpeed button in status bar

Model:

* PerformanceWindow.m\_dwGeneraitionDelay

Views:

* PerformanceWindow

Controller (source of action + view)

* Trackbar in status bar

## Brush size

Sources of action:

* History replay
* Script

Model:

* Editorstate.m\_brushSize

Views:

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Controller (source of action + view)

* Trackbar in editor window

## Brush intensity

Sources of action:

* History replay
* Script

Model:

* Editorstate.m\_usBrushIntensity

Views:

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Controller (source of action + view)

* Trackbar in editor window

## Brush mode

Sources of action:

* History replay
* Script

Model:

* Editorstate.m\_brushMode

Views:

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Controller (source of action + view)

* Radio button group in editor window

## General strategy

Channel action events from all sources to central class which knows views and controllers and routes events to views, not to controllers.

## Affected classes

* History Replay ???? (Source)
* Scripting ??? (Source)
* GridWindow (Source + View)
* StatusBar (Source + View)
* EvoController (Source)
* PixelCoordinates (Model)
* PerformanceWindow (Model + View)
* EditorWindow (Controller)