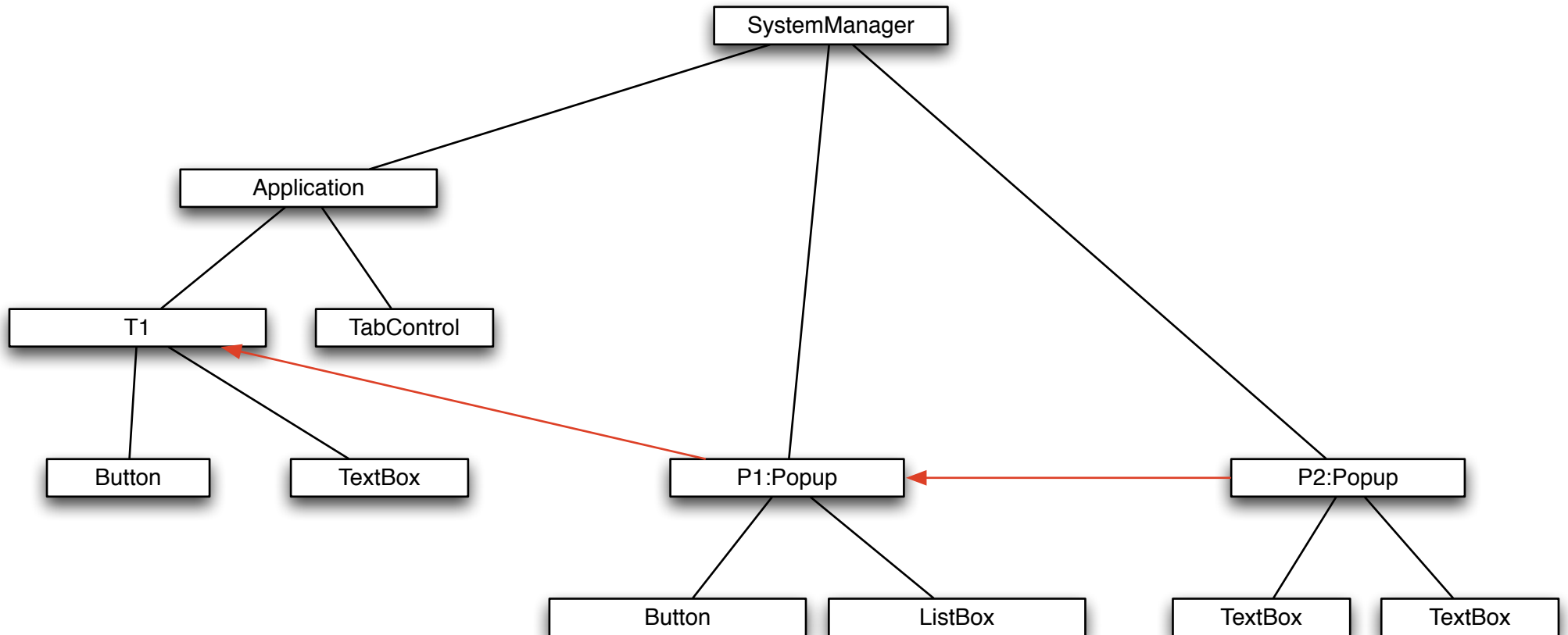


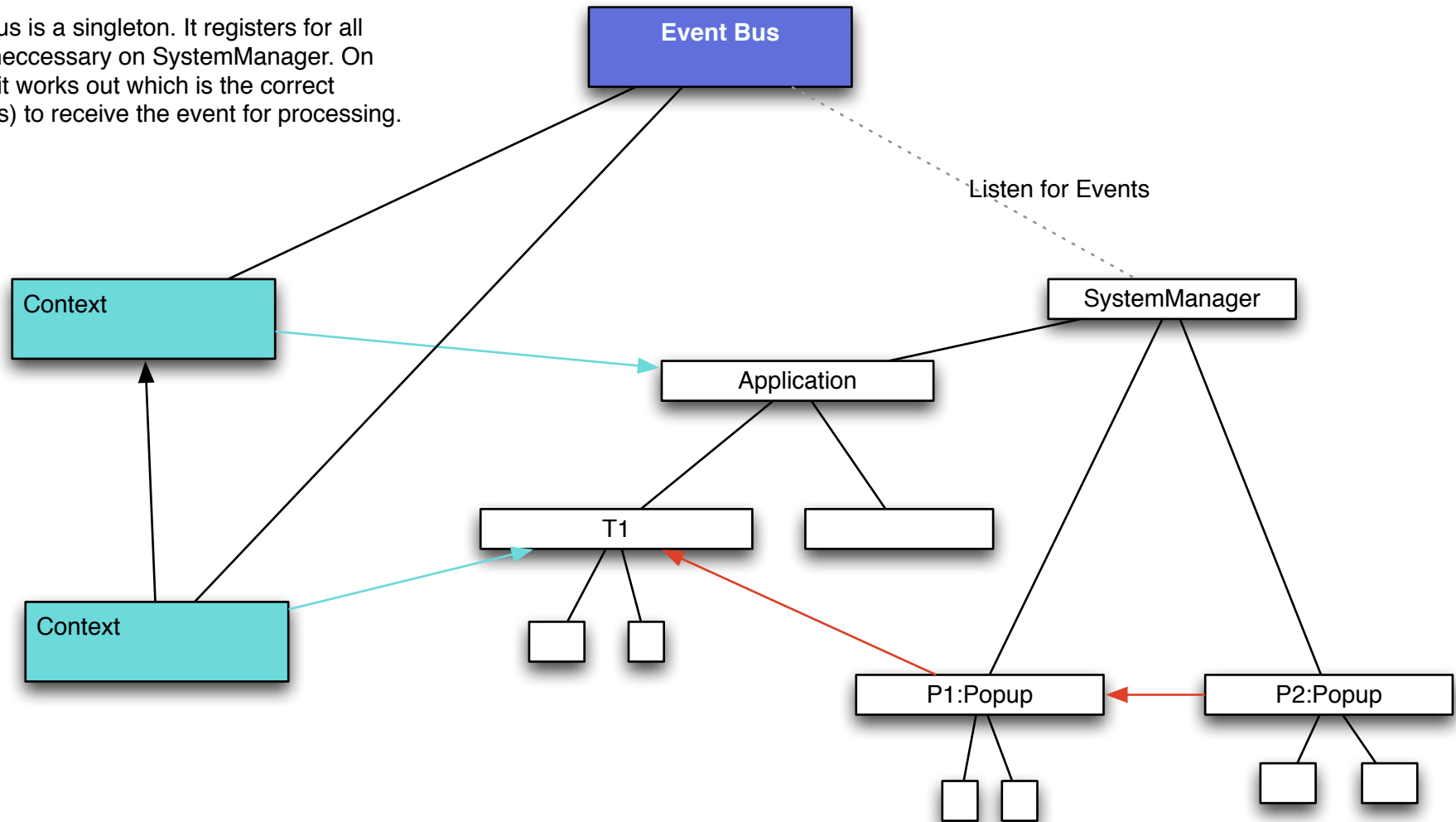
Order of Processing:
that we actually want.

P2 is a logical child of P1 which is a logical child of T1

RibbonsPopupManager Stores
Parent->Child links for popups



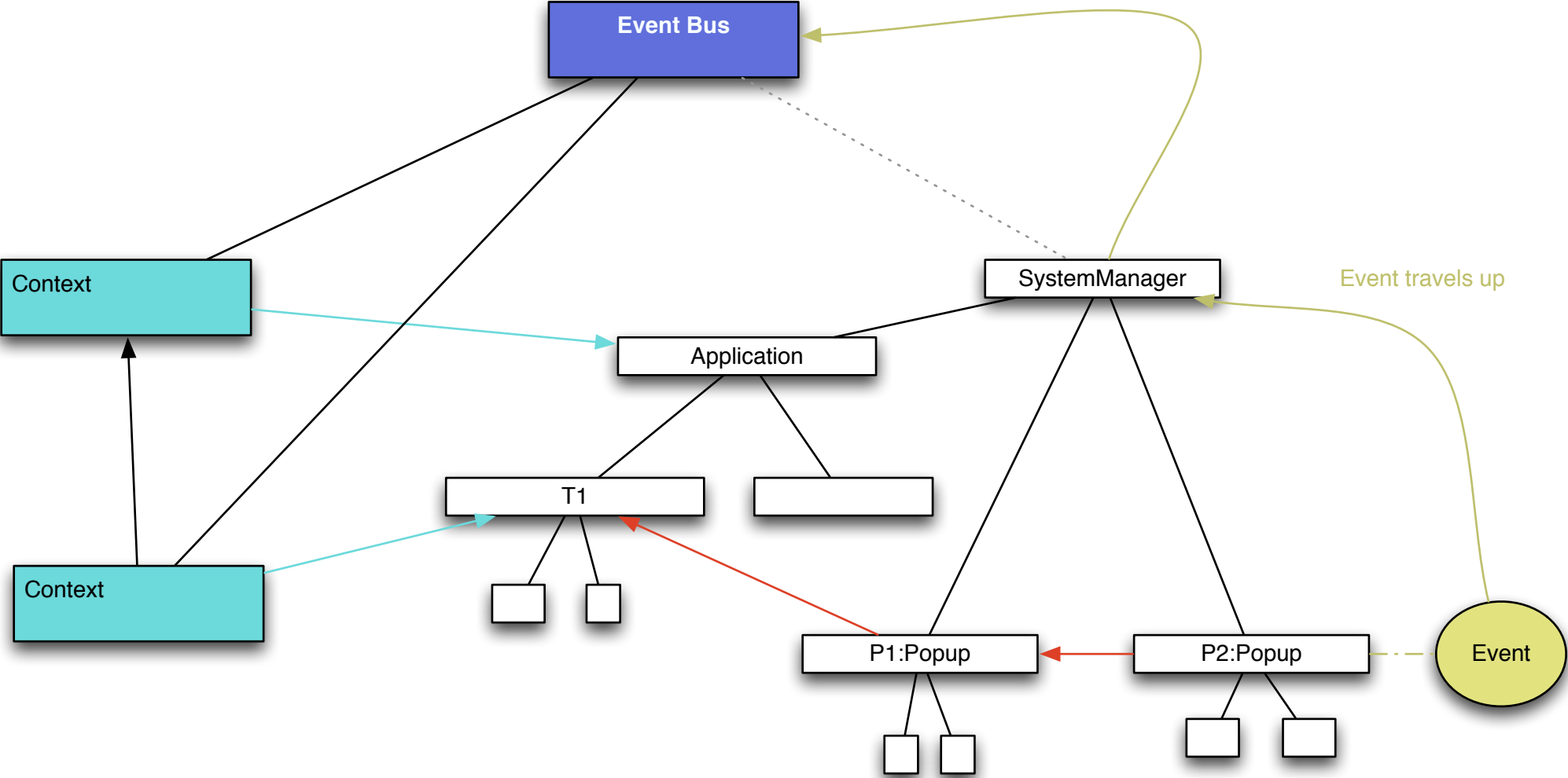
Event Bus is a singleton. It registers for all events necessary on SystemManager. On receipt, it works out which is the correct context(s) to receive the event for processing.




Contexts define the processing rules (akin to Maps in Mate). Of the form

- * When get event X, do Y
- * When injecting into class A, fill these values

Who should process the event?
Source = P2



Popup P2 generates an event



Event
from: P2

