

# ProMo Graphic Object Editor

## Purpose:

The ProMo model composer uses graphics, and the expert user has to define a graphic object for each defined entity.

## Description:

The editor allows for the definition of the colours for

- tokens
- networks
- editor state (blocked | open | selected)
- interface
- intraface

The shape and appearance editing is enabled by the <components> radio button.

- networks
- intraface
- interface

Each of these classes of objects has a set of pre-programmed components. Currently, we use only rectangles and ellipses and text. The interface allows changing size and colour, and relative position to the origin of the object. Also, the association to a layer is defined.

The component editor has a second section in which the allowed actions for each object are defined. They are consequently used to construct the automata controlling the graphical model composer.

– end –

