

UISubsystem(extends JPanel)
<div><div>- SIMULATION_REFRESH: int=250</div><div>- MAP_SCALE: int=3</div><div>- BASE: int=60</div><div>- droneSubsystem: DroneSubsystem</div><div>- schedulerSubsystem: SchedulerSubsystem</div><div>- fireIncidentSubsystem: FireIncidentSubsystem</div><div>- droneSubsystemThread: Thread</div></div>

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+sceneviewerSupersystem.m:read: Thread
+fireIncident(SupersystemThread: Thread
+configFrame: JFrame
+dronesField: JTextField
+agentCapacityField: JTextField
+maxSpeedField: JTextField
+startButton: JButton
+zoneFieldPathLabel: JLabel
+eventsFieldPathLabel: JLabel
+simulationFrame: JFrame
+zonesPanels: HashMap<Integer, JPanel>
+dronesPanels: HashMap<Integer, JPanel>
+statsPanel: JPanel
+currentTimeLabel: JLabel
+elapsedTimeLabel: JLabel
+simulationStartMillis: long
+droneTable: JTable
+droneTableData: Object[]
+fireTable: JTable
+fireTableModel: DefaultTableModel
+fireRows: ArrayList<FireRow>
+blackline: Border

```