|  |
| --- |
| Circle Language Spec: Commands |

## Start & Stop Implementation

Do realize, that there is a difference in difficulty of implementation of the execution commands and execution states. Do not try to implement all the execution states and commands in one blow. There are 5 categories of difficulty of implementation of execution commands and execution states. Here they are going from easy to hard:

- Play, stop, next, previous, not runnable, finished

- Foreward at arbitrary speeds

- Waiting commands

- Record command

- Commands going in reverse

The states Play, Stop, Next, Previous, Not Running and Finished are implemented first. They are the easiest. Going foreward at arbitrary speeds includes Slower, Faster and Go To End. They are nice for slowly running the steps, so you can follow better. Then there are the waiting commands, which are not that hard either. In fact it is quite important to be able to pause, so that one will be implemented sooner. The Record command is easier, than commands going in reverse, but it is much less important than the commands going in reverse. And commands going in reverse are the worst. They are rollback and undo functionality, that is much harder to implement. They include Reverse, Slower, Backwards, Faster Backwards and Rollback. Do not implement them all in one blow.