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from swarm_models import OpenAlChat
from swarms.structs.agent import Agent
from swarms.structs.message_pool import MessagePool
# Create agents
agent1 = Agent(Ilm=OpenAlChat(), agent_name="agent1")
agent2 = Agent(Ilm=OpenAlChat(), agent_name="agent2")
agent3 = Agent(Ilm=OpenAlChat(), agent_name="agent3")
# Create moderator agent
moderator = Agent(agent_name="moderator")
# Create a list of agents
agents = [agent1, agent2, agent3]
# Create a message pool with 5 turns
message_pool = MessagePool(
  agents=agents, moderator=moderator, turns=5
)
# Add messages to the message pool
message_pool.add(agent=agent1, content="Hello, agent2!", turn=1)
message_pool.add(agent=agent2, content="Hello, agent1!", turn=1)
message_pool.add(agent=agent3, content="Hello, agent1!", turn=1)
# Get all messages in the message pool
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# Get visible messages for agent1 in turn 1
message_pool.get_visible_messages(agent=agent1, turn=1)
# Get visible messages for agent2 in turn 1
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message_pool.get_visible_messages(agent=agent2, turn=1)

message_pool.get_all_messages()