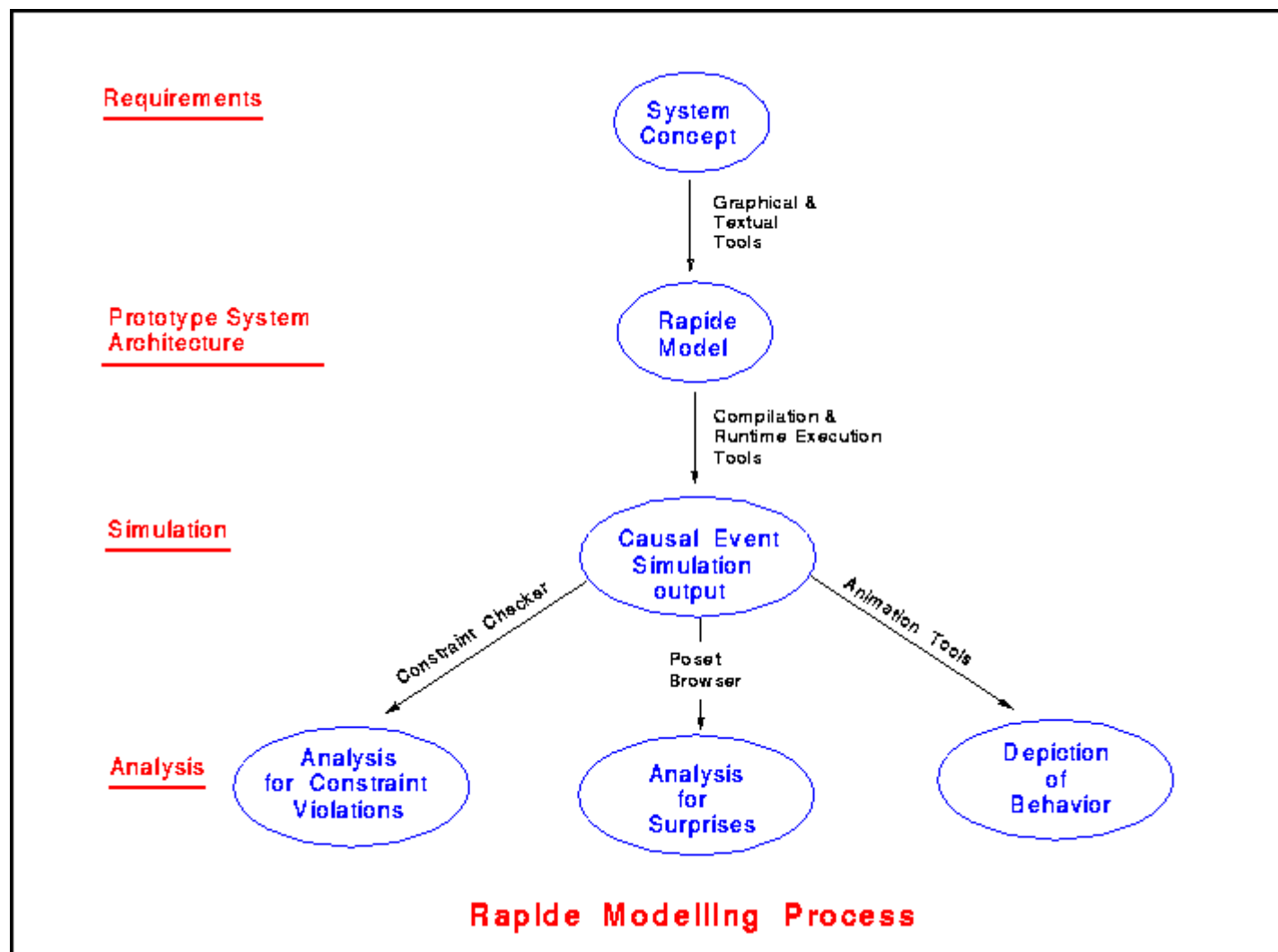# The Stanford Rapide Project

Toolset Information

The process of modelling in Rapide begins with a concept of a system architecture. Using *Graphical Architecture Building Tools* or simple text editing, an initial Rapide model is built.

The Rapide *Simulator* (compiler, linker, and run-time library) is called on the Rapide source, producing an executable simulation.

Executing a Rapide program produces a causal event simulation output. Several tools may be used to analyze this output:

- A *Poset Browser* represents graphically the events generated by the simulation, and allows complex manipulation and filtering of the events.
- *Animation Tools* depict the execution in a graphical, real-time animation environment.
- A *Constraint Checker* analyzes the conformance of the simulation to the formal constraints defined by the program.

Toolset Availability

The Rapide Toolset is available for Solaris 2.5, SunOS 4.1.3. and Linux.

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