

Simulation

Editing

Parameter

Editing

Extensibility: easy integration of user-written C++ libraries Interactivity: GUI widgets for all simulation/visualization

Dataflow:

Command:

Persistence:

stages are automatically constructed simulations are visually specified as a module network driven by an extended OO dataflow manager. Loops can be created to naturally describe iterative processes.

the system interprets C++ code interactively networks are saved as pure C++ source code so inter-system simulation transport is easy.





simulation phase as well as the processing, exploration and analysis phase Steering systems aim ultimately to

be general-purpose environments for specification and

Simulation Libraries provide computational

parameter control for both the simulation and the vis-

tools for various application domains. A generic CS

environment should easily integrate such libraries and

provide inter-library data communication transparently.

ualization stages.

User Interface Inten 1.08





3DModelling

Radiosit

