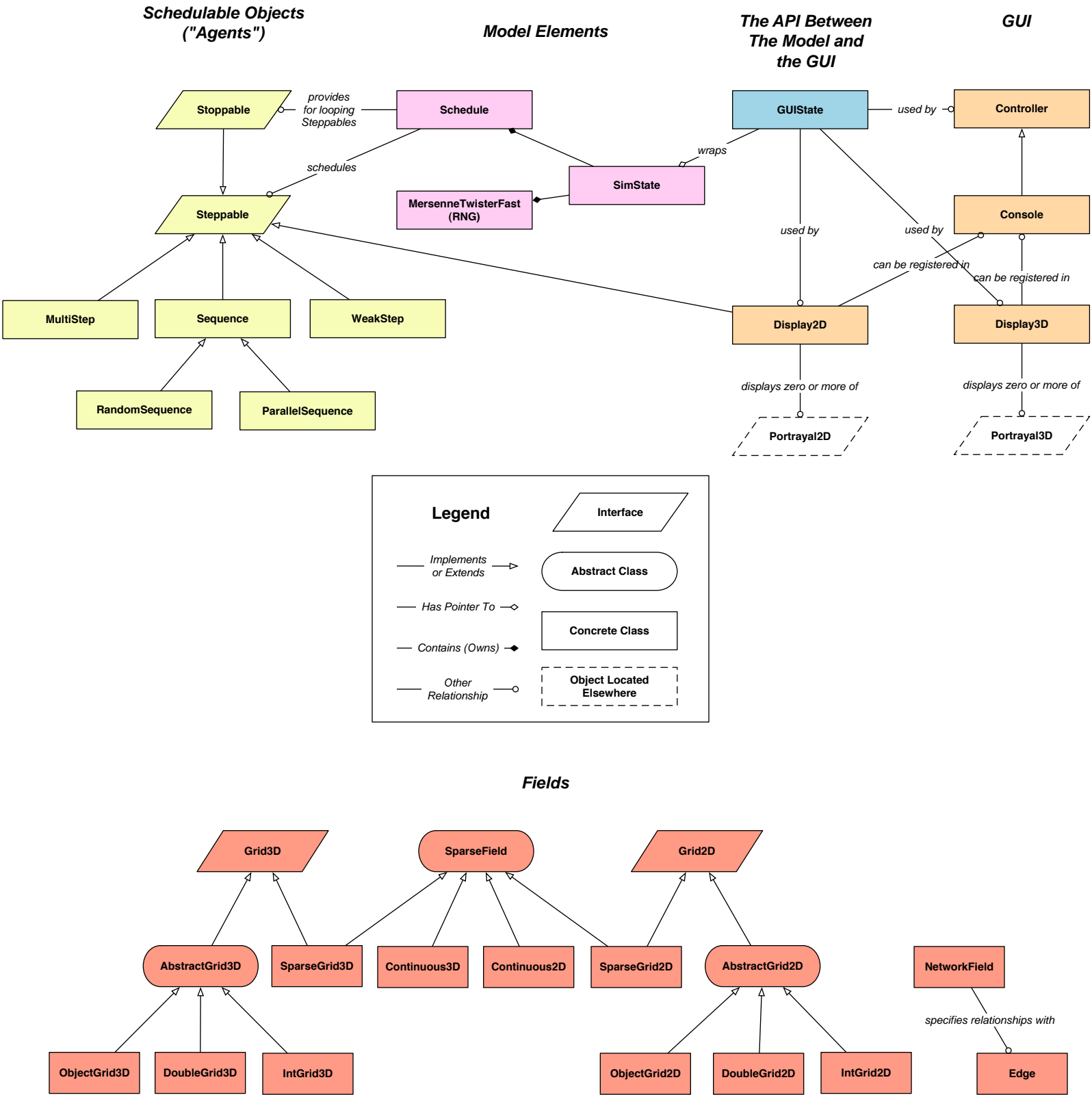


Basic MASON Model

and its Relationship to GUI Controllers

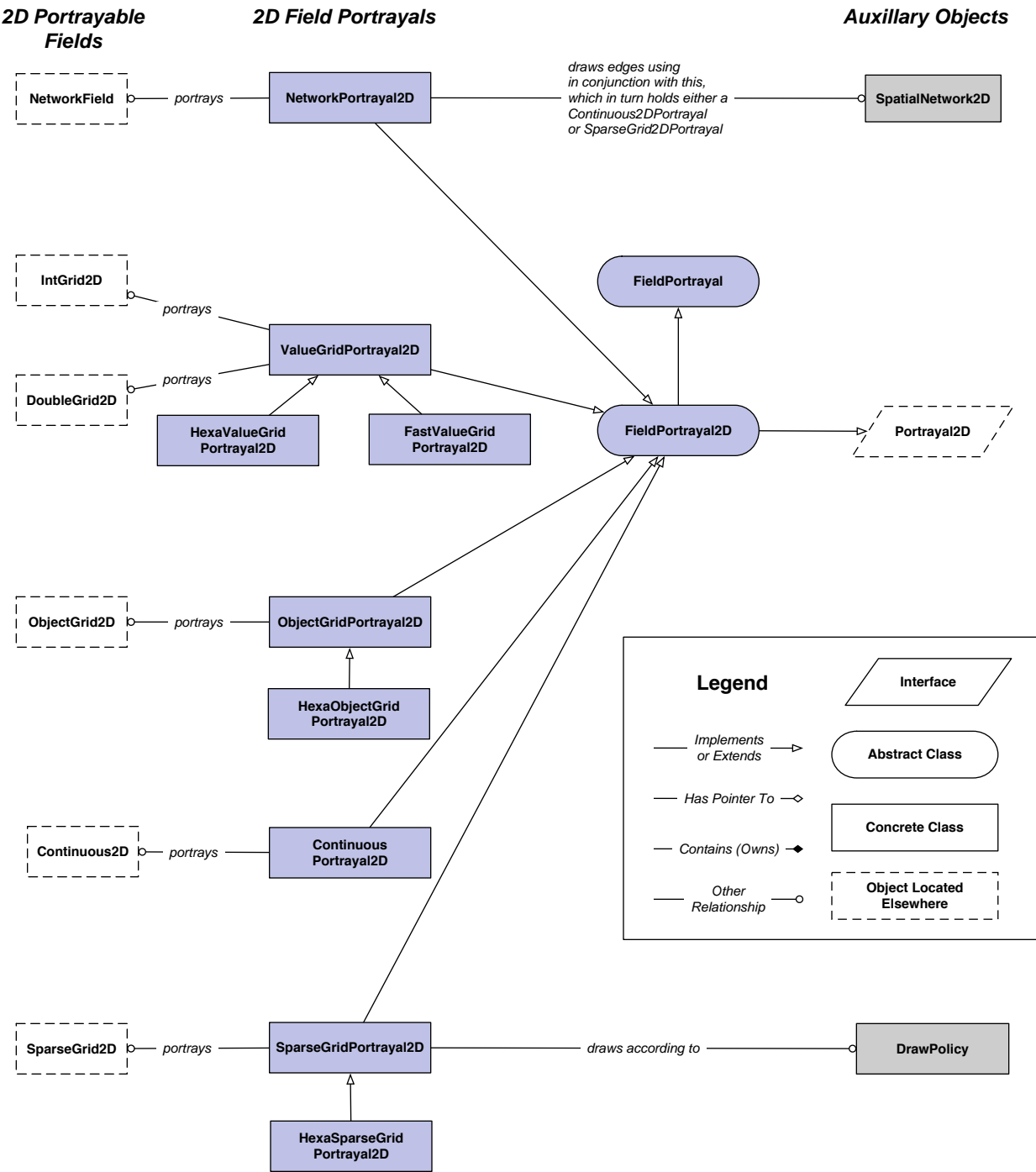
A model consists of a **Schedule**, **SimState**, and **MersenneTwisterFast**, plus various agents scheduled in the schedule, plus various **Fields** containing objects the agents are free to manipulate.

The user can manipulate the schedule through the **Console**, and view and manipulate fields and objects through **Display2D** and **Display3D**



2D Field Portrayals

2D Field Portrayals draw Fields inside a Display2D

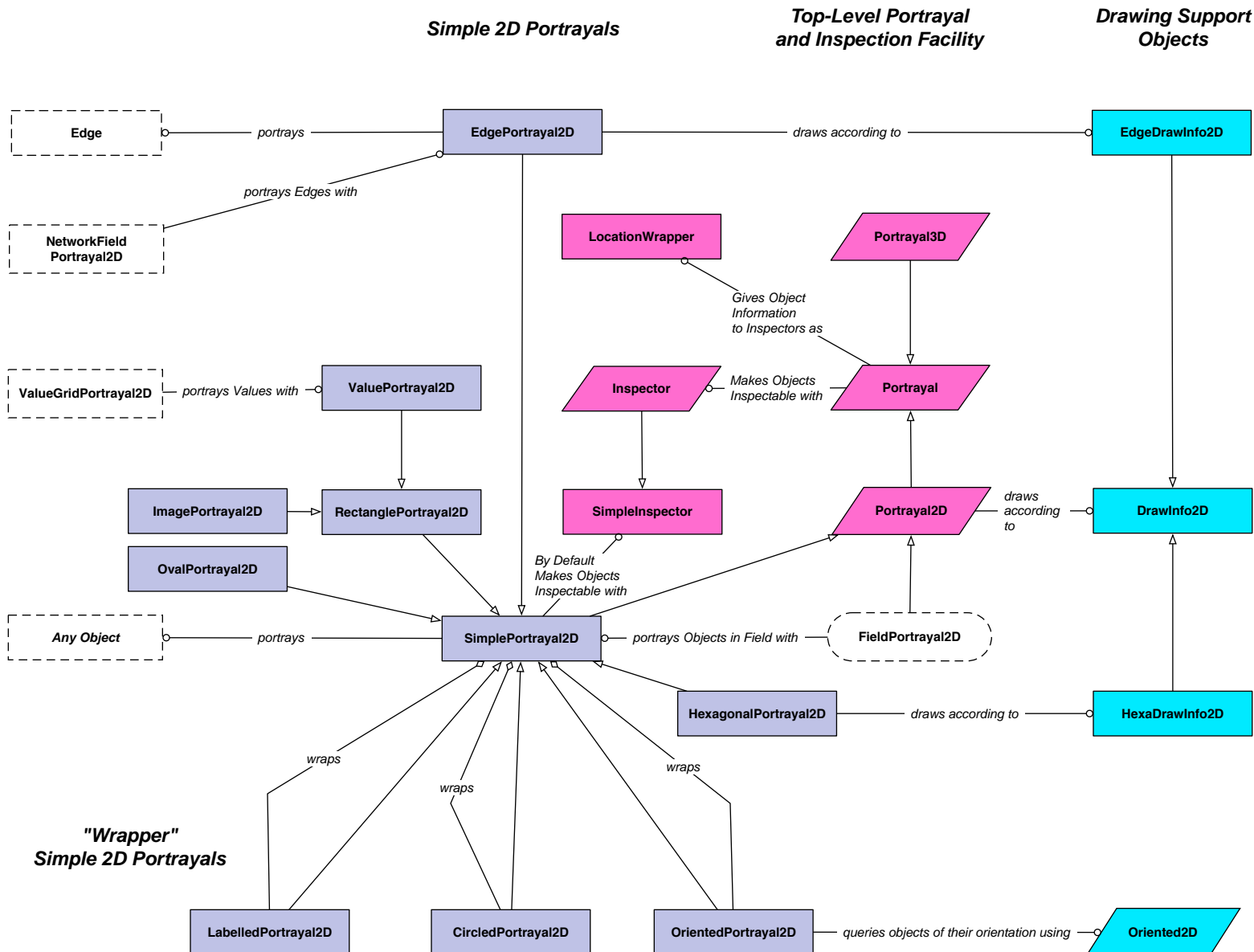


Top-Level Portrayal Facility and 2D Simple Portrayals

Portrayals draw and allow the user to inspect and/or manipulate objects.

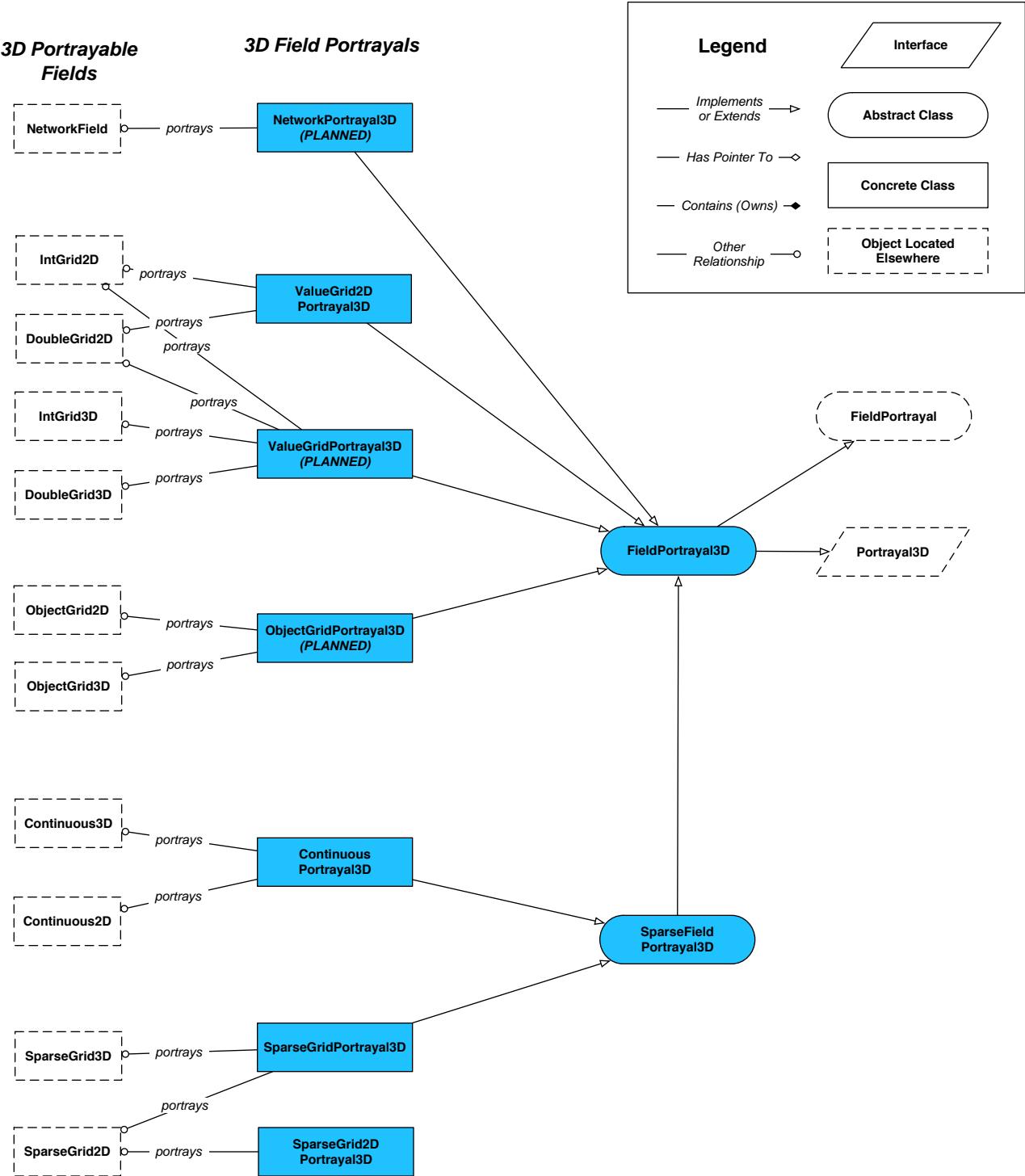
FieldPortrayals draw/inspect/manipulate Fields, calling upon

SimplePortrayals to draw/inspect/manipulate the objects within those fields.



3D Field Portrayals

3D Field Portrayals draw Fields inside a Display3D

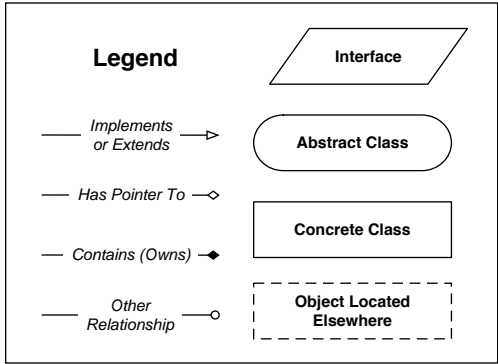
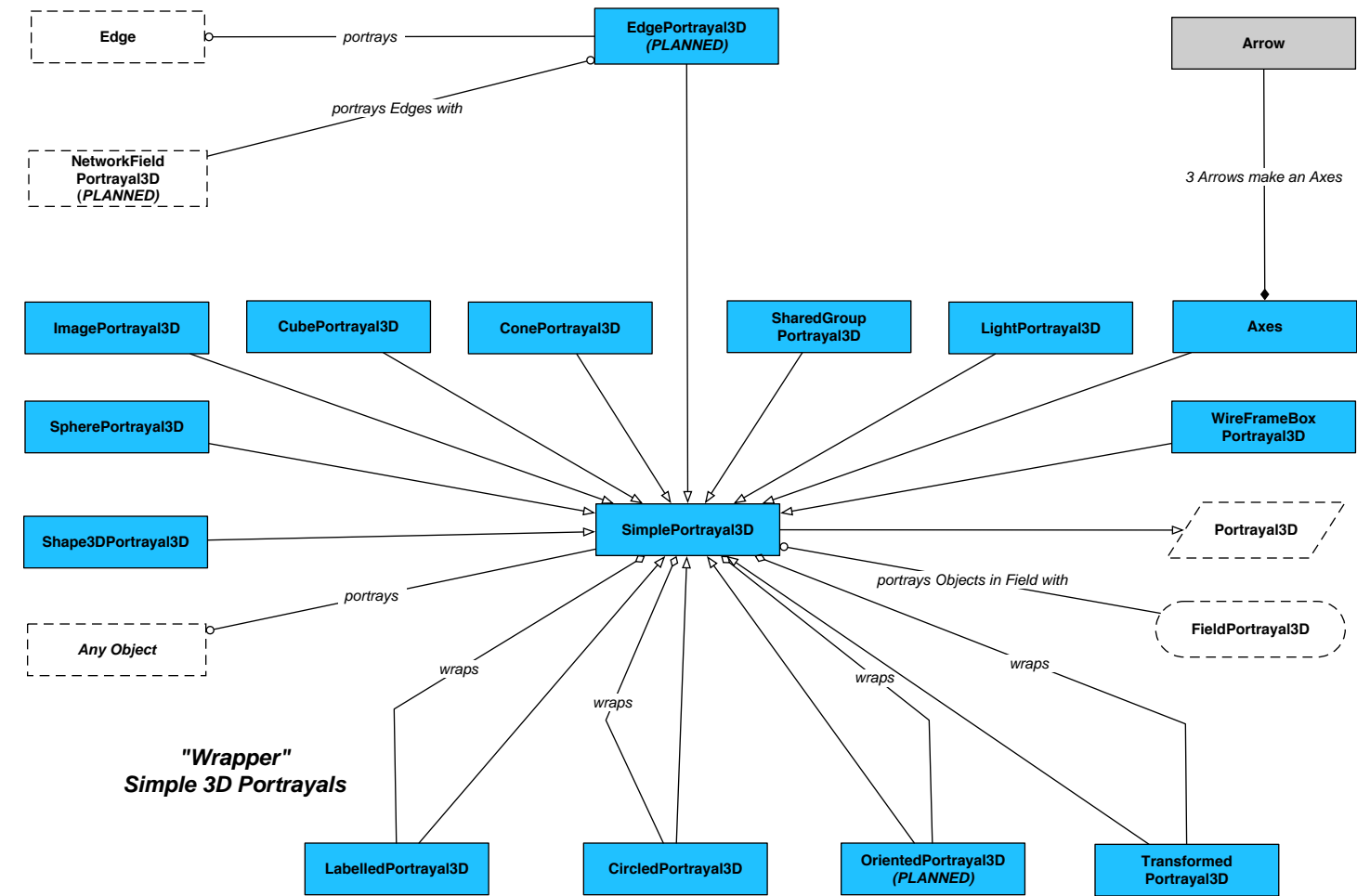


3D Simple Portrayals and QuadPortrayals

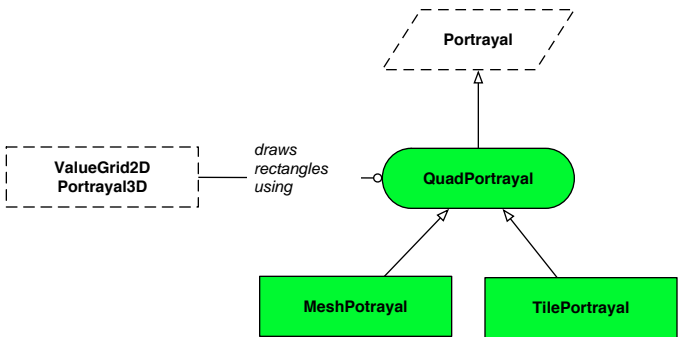
3D SimplePortrayals portray the objects within Fields, when called upon to do so by 3D FieldPortrayals. QuadPortrayals draw 2D values in 3D for the ValueGrid2DPortrayal3D FieldPortrayal.

Simple 3D Portrayals

Auxillary Objects



QuadPortrayals



The Big Picture

The GUIState wraps the Simulation Model and separates it from the visualization and user manipulation facilities. The model can be completely broken off and run on its own (without GUIState or Visualization stuff), and can be serialized to/from disk.

