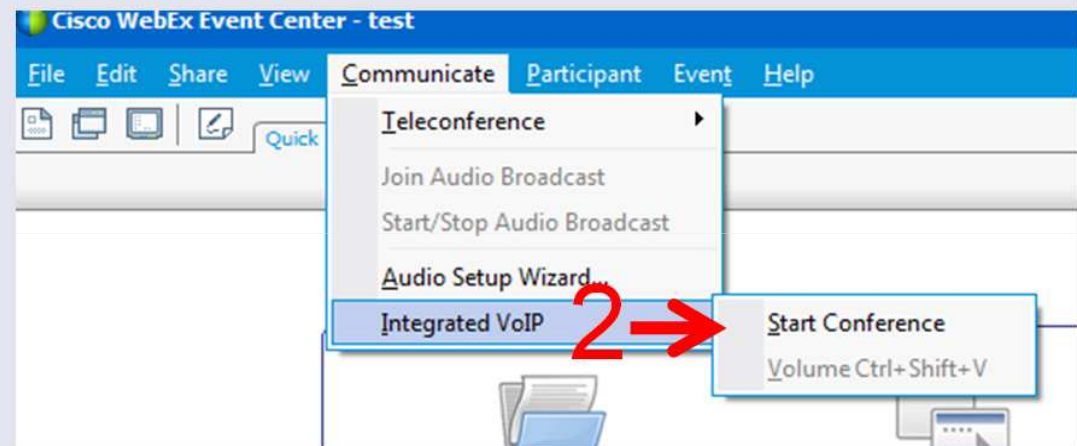


# Audio set-up:

## During logon



## During session



Modeling techniques in AnyBody

The web cast will start in a few minutes....

# Modeling Techniques in AnyBody

## Why a modeling webcast?

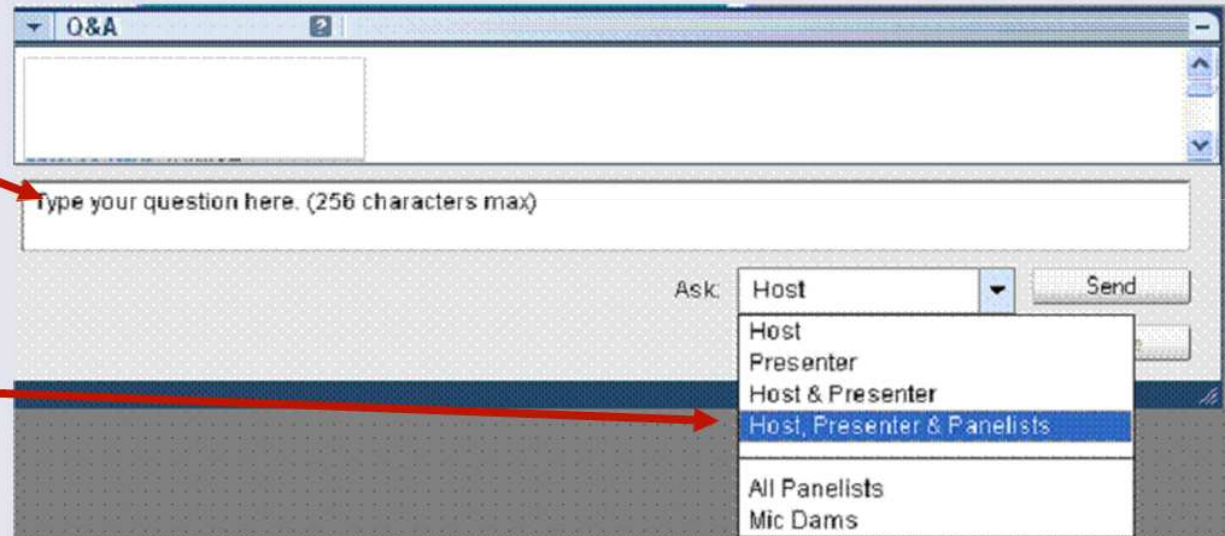
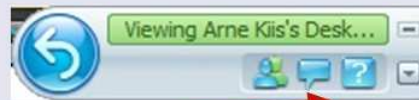
- AnyBody is a modeling system – modeling is essential.
- Much focus on the text-based AnyScript programming interface.
  - Logical
  - Easy to make changes
- But...
  - Lots can be done in a GUI way
  - Many new GUI facilities that are not well known.
  - New Model View window with interactive facilities.



**ANYBODY**  
TECHNOLOGY

# Q&A Panel

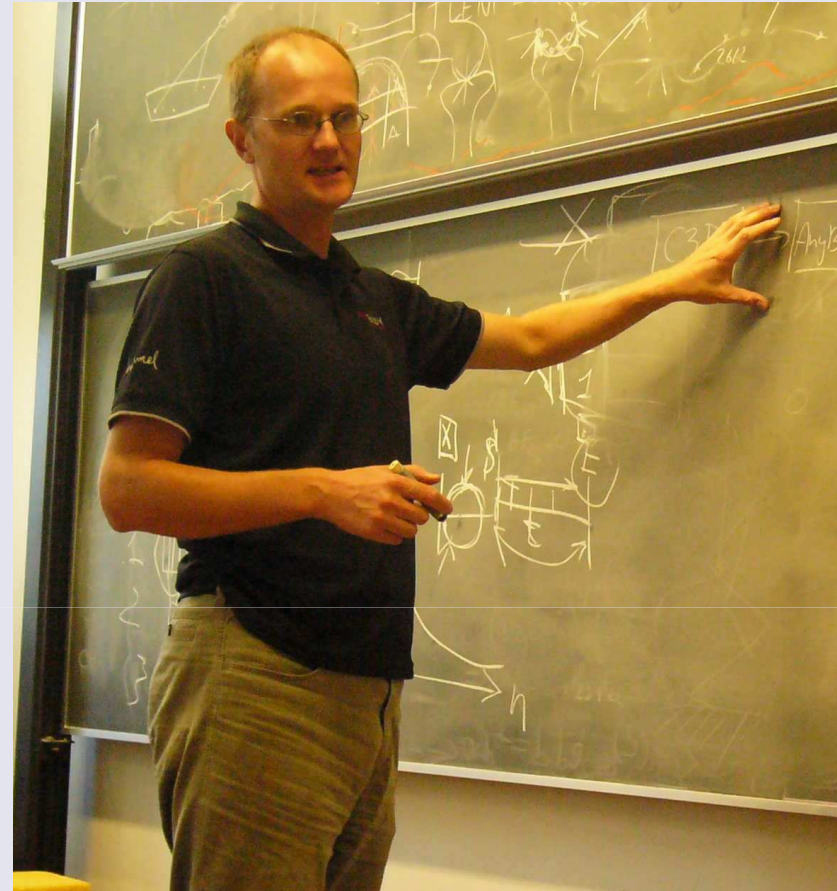
- Launch the Q&A panel from the menu bar.
- Type in your question.
- Send your question to "Host, Presenter & Panelists"



Notice the answer displays next to the question in the Q&A box. You may have to scroll up to see it.



Arne Kiis  
Host

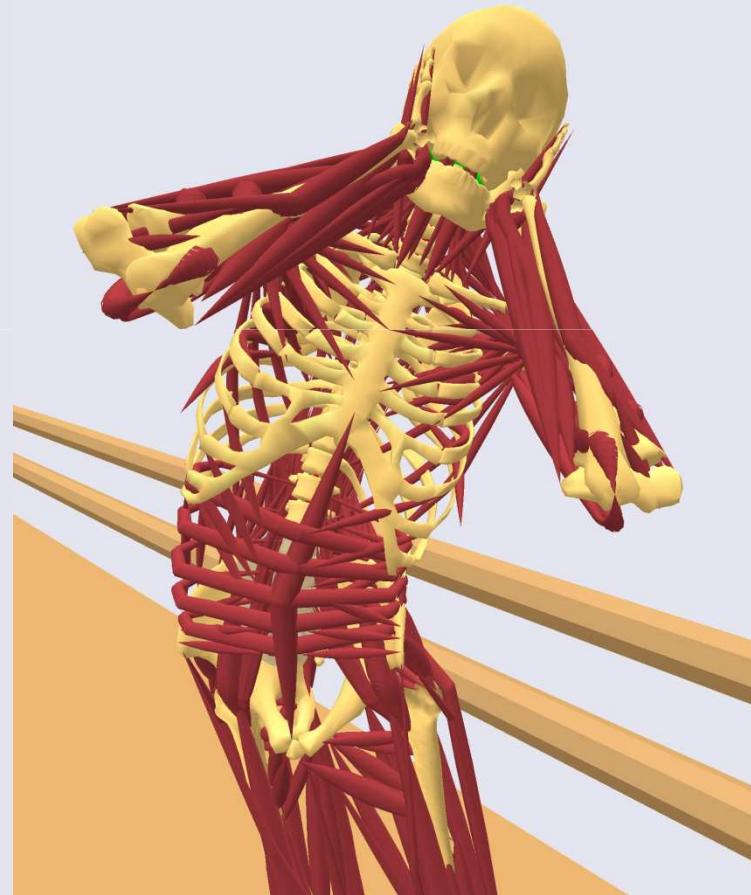


John Rasmussen  
Presenter

# AnyBody is a Modeling System

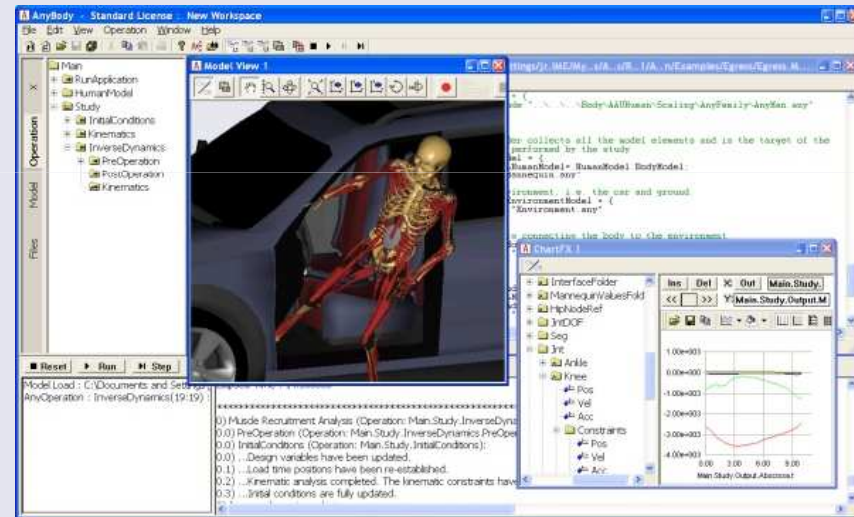
- You can make any model you want.
- Therefore
  - The system must be very general
  - Modeling must be easy

**...It is hard to meet those two objectives!**



# Model-view paradigm

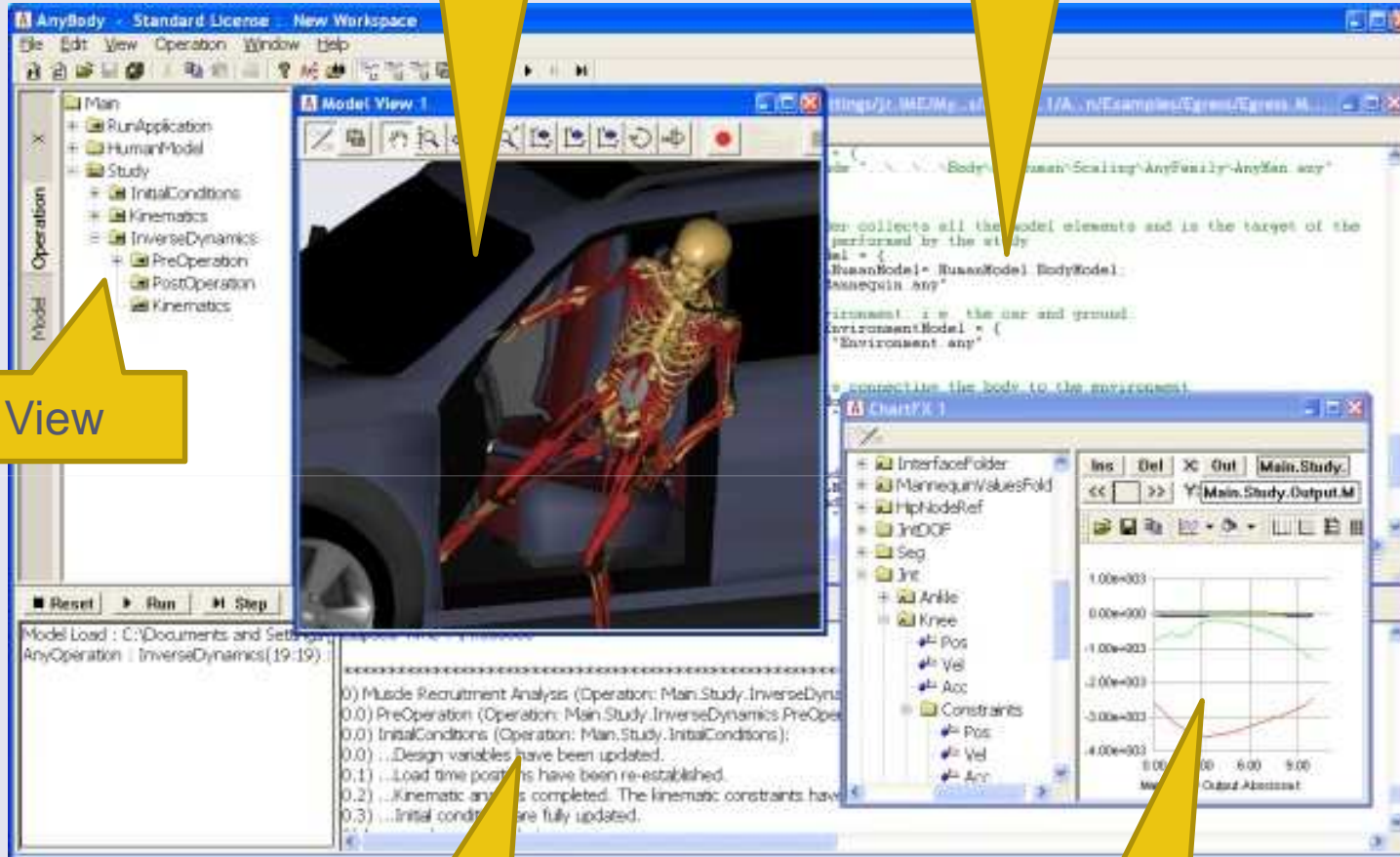
- The model-view paradigm is how most of your software works.
- There is one single model.
- Different windows offer different ways of viewing the single model.



Model View

Script editor

Tree View

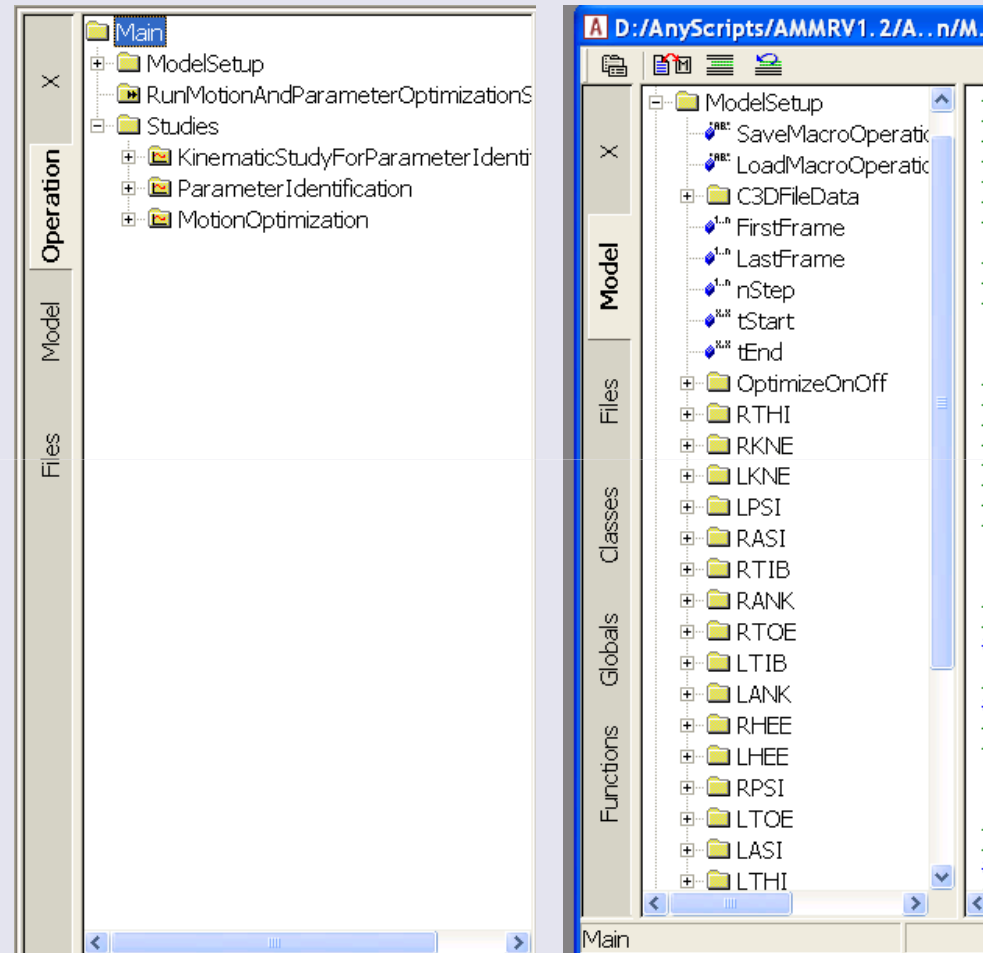


Messages

Result graphs

# The role of the trees

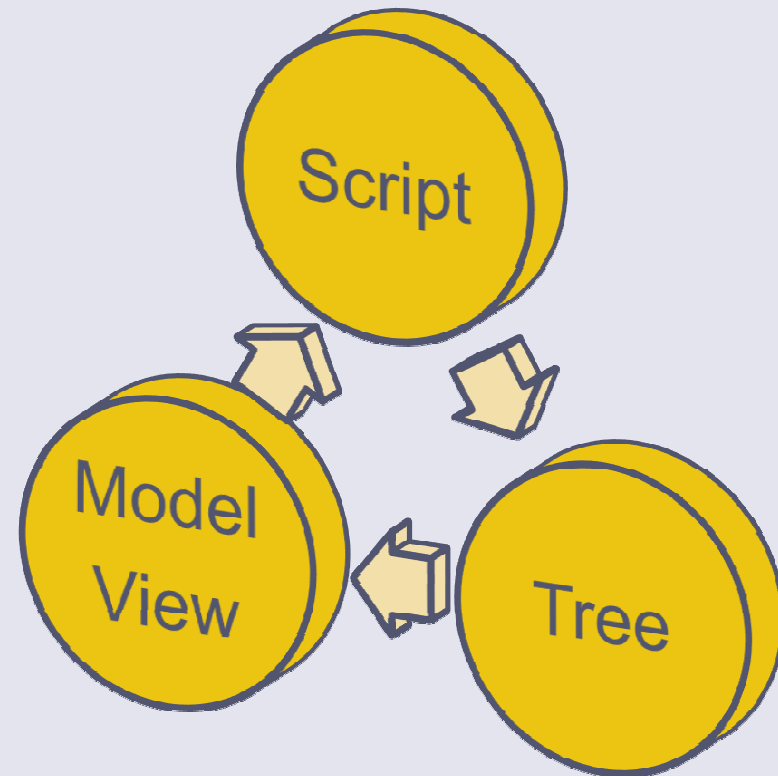
- The model tree expresses the object hierarchy of the model.
- The classes tree expresses the class hierarchy of the system.
- The files tree shows the connection of main and include files.
- The operations tree expresses operations you can do to the model.





# Browsing the model

- You can browse the model using any and all of the views.
- You can insert objects and references from the trees into the script.
- You can go from the script to the Model Tree.
- You can go from the trees to the reference manual.



# Demo!

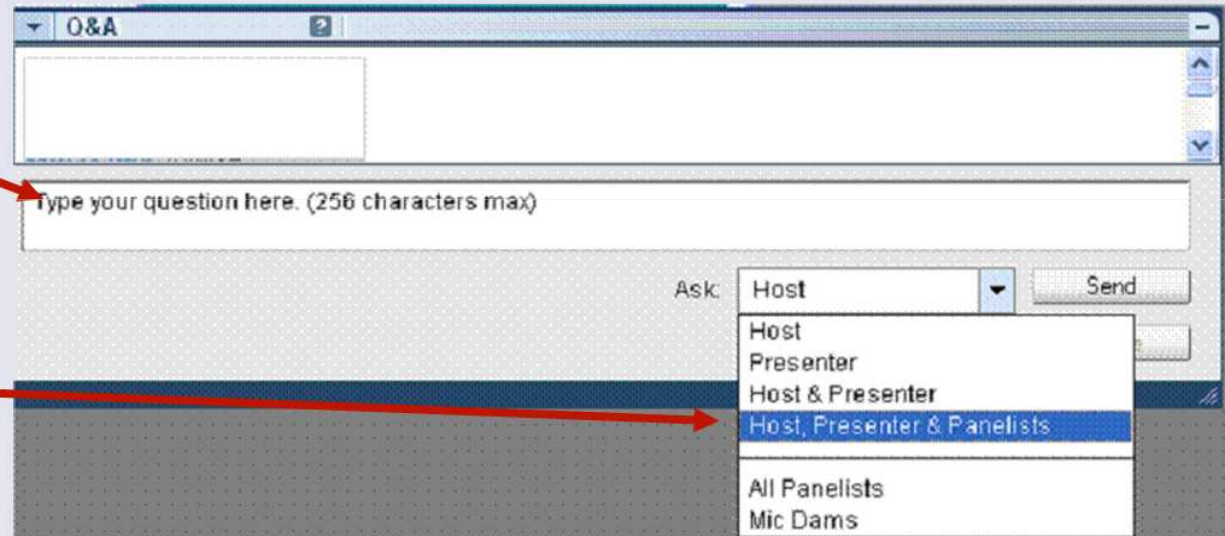
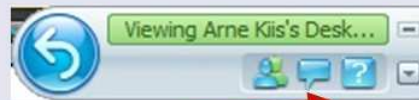
1. Insertion of objects.
2. Browsing the tree and model view
3. Locating and inserting references to objects

# Conclusions

- AnyBody is script-based
- But there are many GUI features to assist with modeling.
- If you are not familiar with them, take a little time to check them out.

# Q&A Panel

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