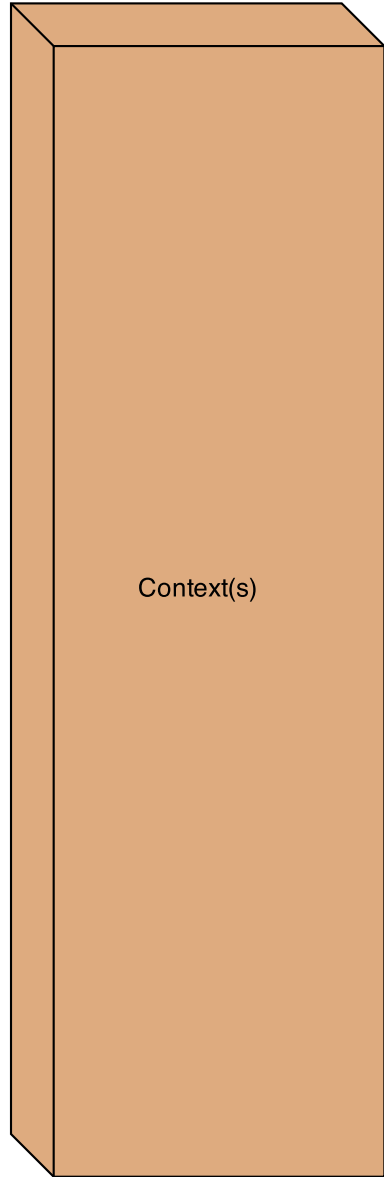


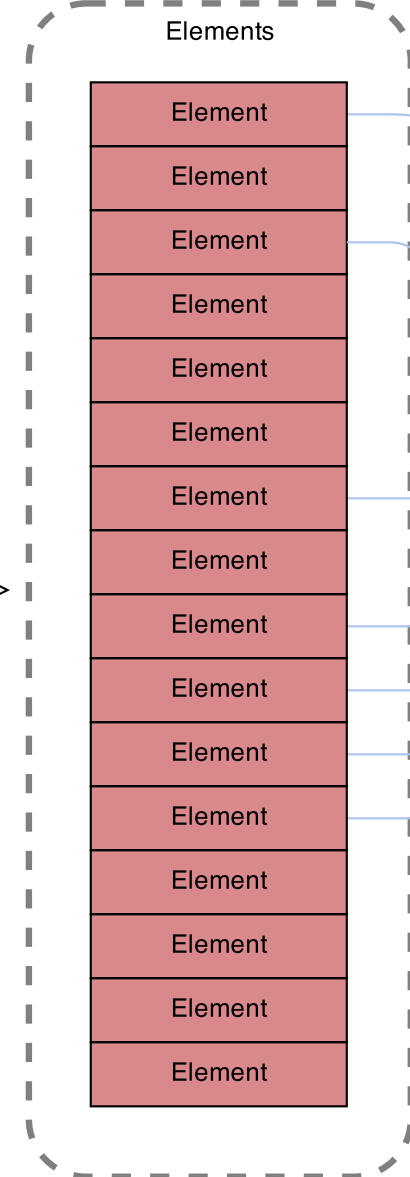
Contexts



Context(s)

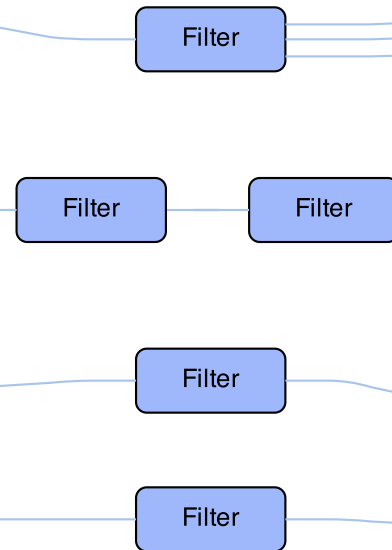
Contexts provide IntentStates to the engine.
 There may be multiple concurrent contexts.
 May provide multiple IntentStates per element.

Elements



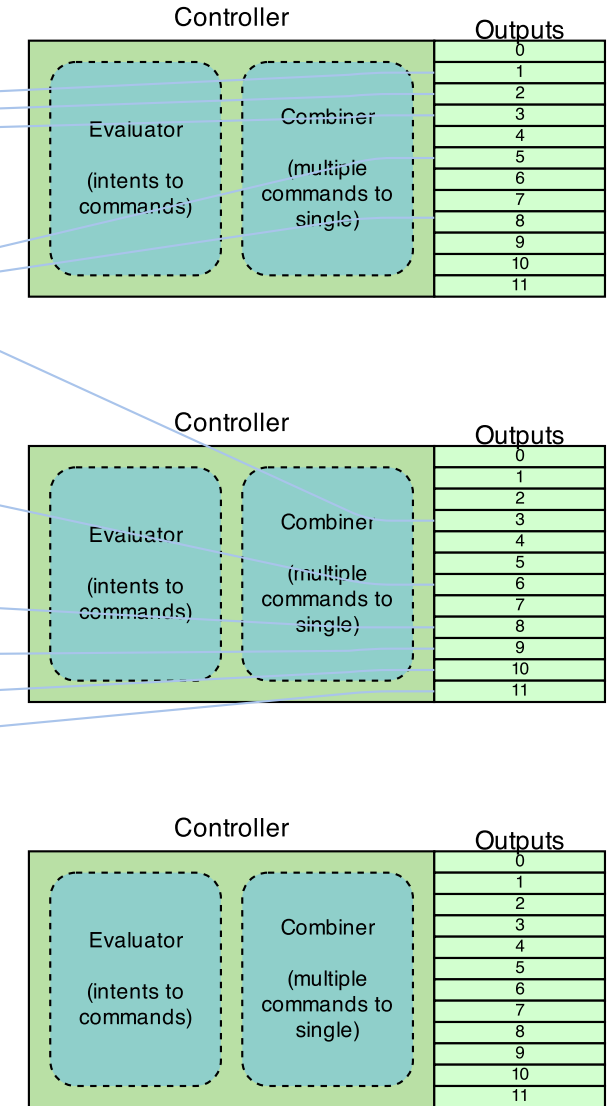
Elements are collation points for IntentStates.
 Each element may have multiple IntentStates.
 (eg. one context with multiple,
 or many contexts with one, etc.)

Patching / Filtering



Filters allow IntentStates to be modified
 (in any way; discarded, multiplied, combined).
 Patching (blue lines) defines data linkages.

Controllers



Controllers output data to intended devices/targets.
 Evaluators are used to convert an IntentState to a Command.
 Combiners are used to combine multiple Commands into one.