

Contexts

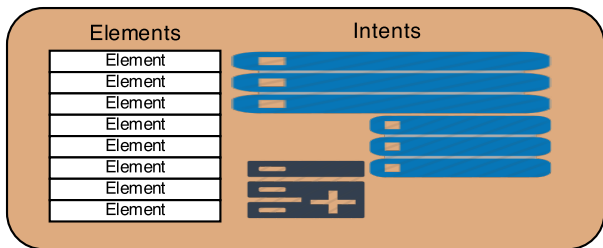
Elements

Patching / Filtering

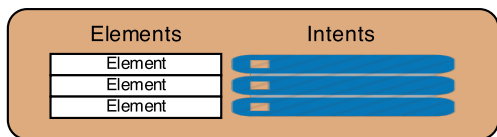
Controllers

Sequence Context

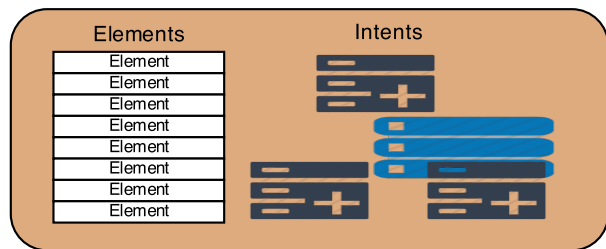
Effect



Effect



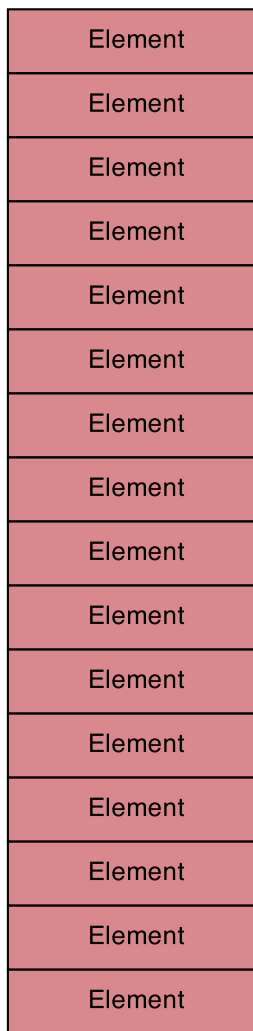
Effect



Sequence Context

⋮

Elements



Filter

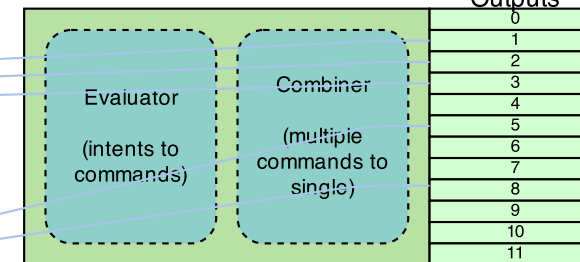
Filter

Filter

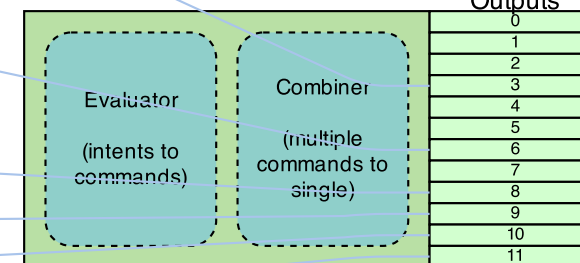
Filter

Filter

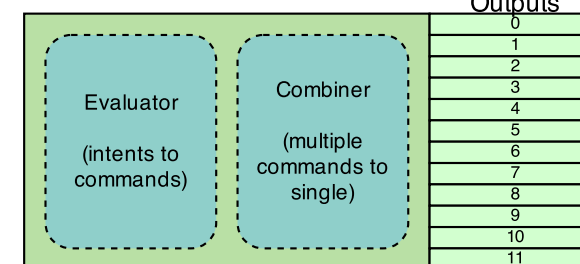
Controller



Controller



Controller



Contexts provide IntentStates to the engine.

There may be multiple concurrent contexts.

May provide multiple IntentStates per element.

Elements are collation points for IntentStates.

Each element may have multiple IntentStates.
(eg. one context with multiple,
or many contexts with one, etc.)

Filters allow IntentStates to be modified
(in any way; discarded, multiplied, combined).

Patching (blue lines) defines data linkages.

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.