

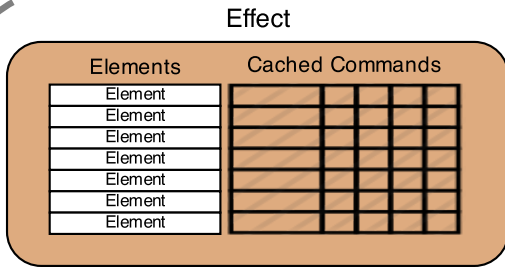
# Contexts

# Elements

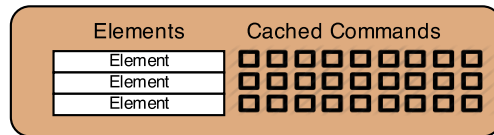
# Patching / Filtering

# Controllers

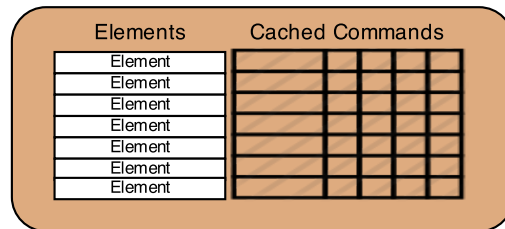
Sequence Context



Effect



Effect



Sequence Context

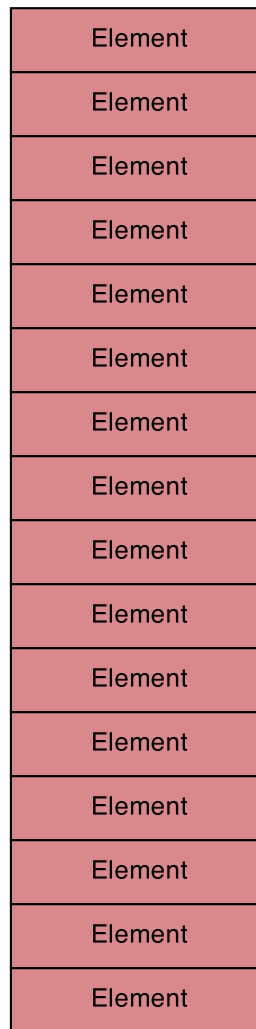
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Contexts would provide Command arrays to the engine via a new interface.

Each Command array would contain zero or one command per time slice per relevant element.

There may be multiple concurrent contexts.

Elements



Filter

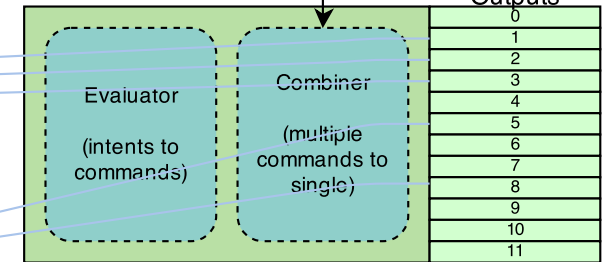
Filter

Filter

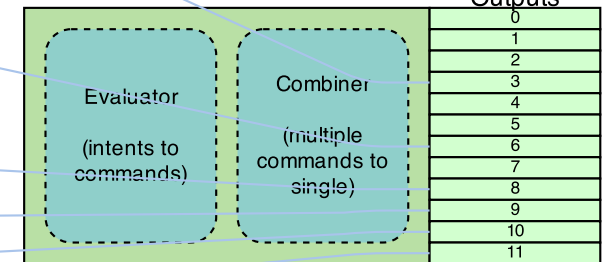
Filter

Filter

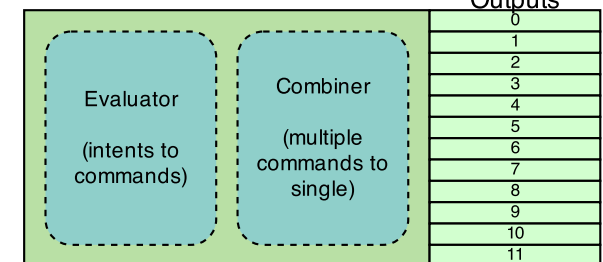
Controller



Controller



Controller



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.