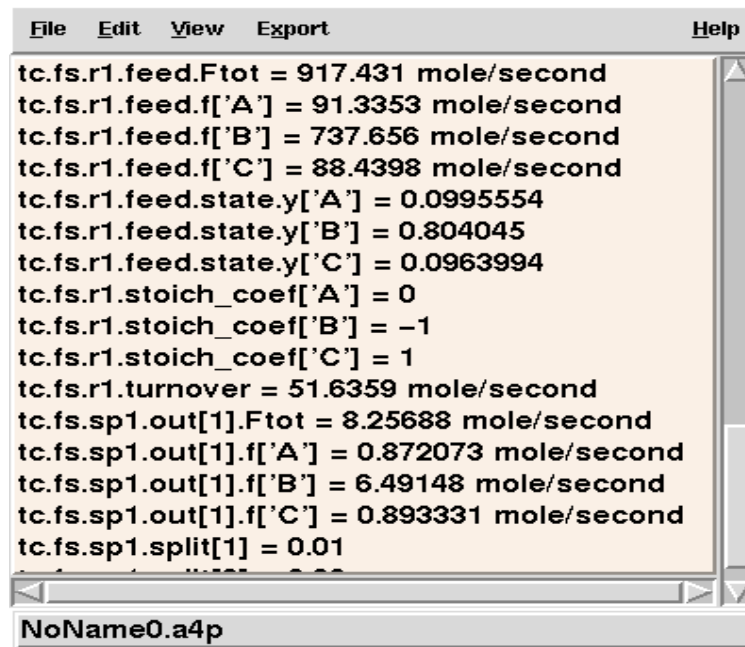


CHAPTER 7 THE DATA PROBE WINDOW

7.1 OVERVIEW

The [data probe shown in Figure 7-1](#) is a window which manages collections of names from the ASCEND simulation universe. Each collection is kept in a buffer, and the user can switch among as many buffers as are needed for convenience. For example, the first buffer may be used as a set of bookmarks to store the names of interesting submodels within a large simulation, a second buffer can be used to monitor a set of key variables, and a third can be used to monitor specifications. The browser provides a two-level view of information - the probe provides a random access view. (A new GIF is required for this window -- the Help button is in the wrong place)

Figure 7-1 Probe window



Names are imported to any collection buffer from the other parts of the user interface or from a previously saved file of names. Once collected, a name remains in the buffer until the user removes it, even if the type library and simulations are deleted. This way the set of names is preserved when the user makes a small modification to a MODEL and rebuilds it.

Names in probe buffers are displayed with their corresponding values or other attributes as appropriate. When a name is not well defined (perhaps because the simulation it came from has been deleted temporarily) the attribute displayed is “UNCERTAIN.” As soon as the name becomes well-defined again by having a corresponding simulation object built, the correct attribute will appear. Names of atomic objects (reals, integers, sets, symbols, booleans) which have not yet been assigned a value will be shown as “UNDEFINED” until some operation assigns them a value.

7.2 THE FILE MENU

New buffer

This starts another collection of names, which is initially empty. Each buffer receives a standard name when it is created, NoNameX.a4p, where X is the number of the buffer. These buffer names appear at the bottom of the File menu.

Read file	This appends a file full of names into the current buffer and will automatically attempt to associate them with the simulations in the system. This way the name list can be reloaded from a prior work session. The file name is not associated with the buffer.
Save	This will save the names in the current buffer to a file with the buffer's menu name. If you wish to save with a more meaningful name, use "Save as." Values are not saved with these names. To save the values, use the Print command.
Save as	This allows you to specify the directory and file name in which to save the names in the current buffer.
Print	This lets you print the current buffer to a printer or a file. This prints what you see in the buffer window, including the values. The printer setup dialog will pop up for you to set the destination.
Close window	Close this window. To reopen use the Data Probe tool under the Tools menu in the Script or select the PROBE button in the Toolbox.
Exit ASCEND	Exit the ASCEND system. You will be asked to verify that you really want to exit.
Buffer list	You can create several different Probe buffers. A list of the buffers appears at the bottom of the File menu.

7.3 THE EDIT MENU

Highlight all	Select all items in the displayed buffer.
Remove selected names	This option removes all highlighted lines in the window. The selection in the probe can be set in a disjointed fashion using Ctrl while selecting. One can select contiguous items by dragging or by holding down the Shift key when selecting the first and last item to be highlighted.
Remove all names	This option removes all names in the current buffer window.
Remove UNCERTAIN names	This removes all names that are not well defined. These are the names displayed as "name = UNCERTAIN."
Copy	This copies all the selected items in the current buffer to the computer clipboard. The items may then be pasted into any application that supports the clipboard -- for example, another ASCEND window, a Frame document and Excel.

7.4 THE VIEW MENU

Font	Opens the window that lets you reset the fonts for this window. You can select the type of font, the style (bold, etc.) and the size for the font.
Open automatically	Toggles a switch which, if set, will cause the Browser window to open whenever anything is placed into it by an export command.
Save window appearance	Saves the current settings for this window for font settings and window size and placement on your computer screen. These become the default settings for opening this window in the future. These settings are saved in a <i>.a4o</i> text file for this window which the system stores in the subdirectory <i>ascdata</i> in your “home” directory.

7.5 THE EXPORT MENU

to Browser	This option sends the first selected name in the probe to the browser.
to Display	This options sends some form of the selected names in the probe to the Display slave window, replacing whatever used to be in the display.

7.6 THE PROBE FILTER

A class or classes of object can be imported to the probe en masse. The [import filter shown in Figure 7-2](#) lets you select which collection of names (probe buffer) is to receive the imported names which are of the types checked. Currently the probe filter window is accessible only from the Browser Export button.

The filtering import can also be executed from the Script using the PROBE command. The list of ones and zeros required for the PROBE command is ordered in the same way as the list of types in the import filter window. The easiest way to set the list of ones and zeros is to use the Script recording feature and the Browser Export Many to probe button.

7.6.1 THE HELP MENU

Brings up a text description of where to look for help on this window (i.e., it points to the pdf version of this document on the WWW.) You may, of course, look into the section mentioned in any local (but perhaps outdated) copy of the documentation.

Figure 7-2 Probe import filter

Exporting from: tvlf.Feed

Probe buffer: current

- Collect relations
- Collect logical relations
- Collect booleans
- Collect integers
- Collect reals
- Collect symbols
- Collect sets
- Collect subatomic booleans
- Collect subatomic integers
- Collect subatomic reals
- Collect subatomic symbols
- Collect subatomic sets
- Collect boolean constants
- Collect integer constants
- Collect real constants
- Collect symbol constants

OK Help Cancel

