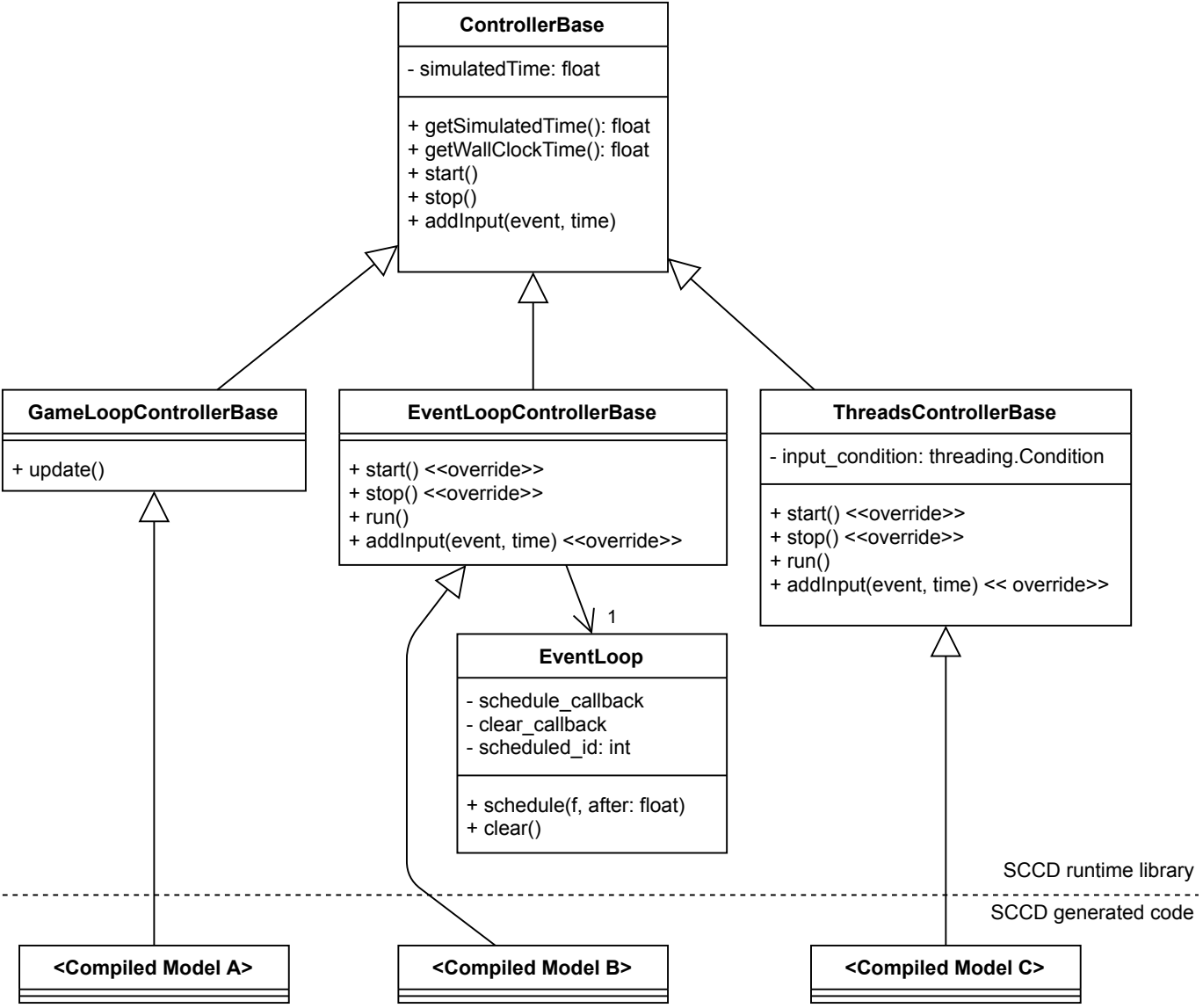
ControllerBase
- simulatedTime: float
+ getSimulatedTime(): float
+ getWallClockTime(): float
+ start()
+ stop()
+ addInput(event, time)
GameLoopControllerBase
+ update()
EventLoopControllerBase
+ start() <<override>>
+ stop() <<override>>
+ run()
+ addInput(event, time) <<override>>
1
EventLoop
- schedule_callback
- clear_callback
- scheduled_id: int
+ schedule(f, after: float)
+ clear()
ThreadsControllerBase
- input_condition: threading.Condition
+ start() <<override>>
+ stop() <<override>>
+ run()
+ addInput(event, time) << override>>
SCCD runtime library
SCCD generated code
<Compiled Model A>
<Compiled Model B>
<Compiled Model C>