1. Agent List Box

1.1 File Operations

Click on "*File*" on the menu-bar at the top of the window to show the following list of options.

Menu-Bar:	***Description:***
New	Create a new "*.mui*" file (remove any current data).
Open	Open a saved "*.mui*" file. A dialog will appear for you to enter a filename or choose an existing file by double-clicking a filename.
Save	Save the current data into a "*.mui*" file. A similar dialog will also appear here.
Print	Output the current data to a makefile.
Exit	Exit the program.

Table 1a.

1.2 Entering and Deleting An Entry

The *Agent List Box* consists of a text entry box and 13 list boxes. Each list box is for a particular type of agent or file and it has its own Add and Delete buttons. To enter a name for a particular type, type it into text entry box and click on the Add button for that particular list box. To delete an entry for a particular type, select the entry and click on the Delete button for that particular list box.

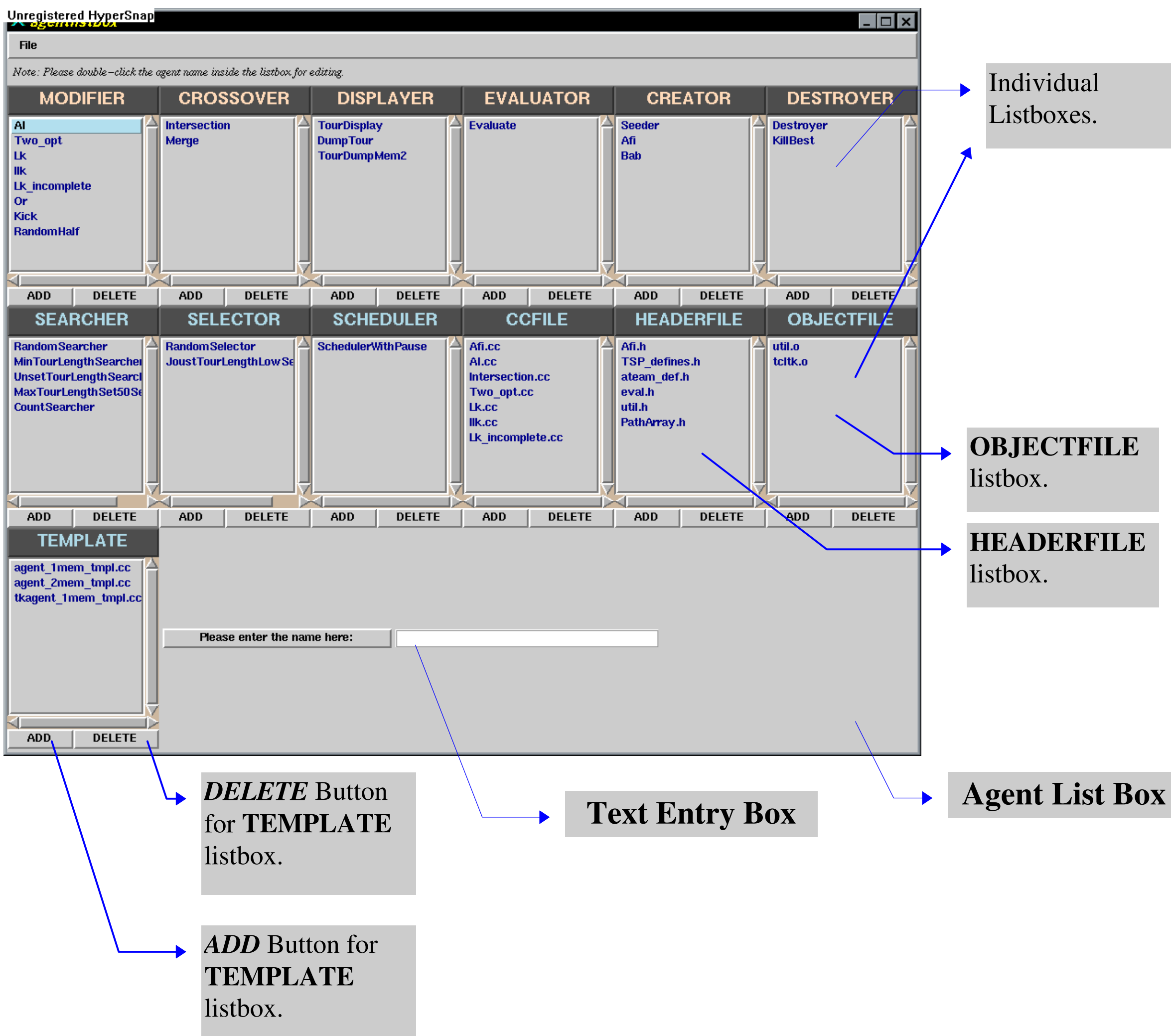

Figure 1b.

2. *Select Box*

2.1 Editing An Agent

Only *Modifier*, *Crossover*, *Displayer*, *Evaluator*, *Creator* and *Destroyer* can be edited. Double-click any entry in the list boxes of the above 6 types to open a *Select Box*. If you have already opened a Select Box for any entry, you need to close it first before you open another one.

note: The agent name and agent type are shown at the top of the Select Box.

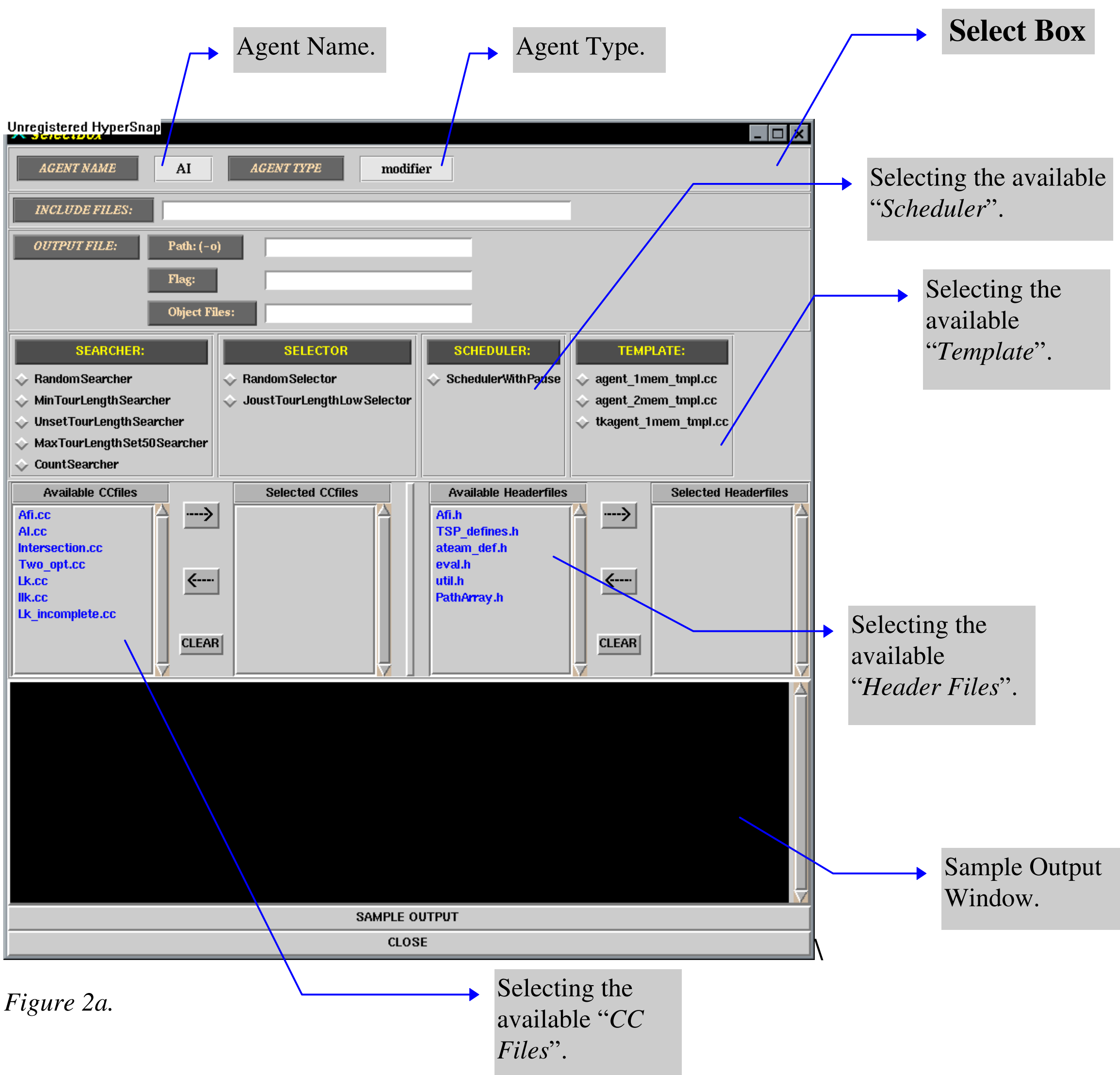

Figure 2a.

2.2 Include Files and Output Files

Enter data in the given text boxes.

2.3 Searcher, Selector, Scheduler and Template Selection

For each of the above 4 types, there is a list of available options. Click on an entry to select it.

2.4 CCfiles and Headerfiles Selection

On the left are the two list boxes for selecting the *CCfiles*. Click on any entry in the available *CCfiles* list box and then click on the arrow pointing to the right to select it. The Clear button empties the Selected *CCfiles*.

Similarly, on the right are the boxes for selecting *Headerfiles*.

2.5 Sample Output

Click on the *Sample Output Button* to show the code for this agent in the **Makefile**. The exact same code will be output to the **Makefile** at a later time.