Jefferson Technical Design
Chapter 6: Simulator

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1. Overview

The description of the "simulator" is presented in a few different places. For the most part, see Chapter 4, *People* for the main description of how the simulation consists of a C++ module, the *motive simulation*, and an interpreter (and editor, and run-time debugging and tracing tools) for a *behavior tree* simulation "language."

In this section, we provide a block diagram of the behavior tree run-time classes, HTML documentation for the high-level view of the behavior tree execution environment, and HTML documentation for the "primitives" which are the atoms of the behavior tree language.