

Actor Oriented Modeling (KAOM)



Legacy Project

KAOM is not maintained anymore and hence not part of any KIELER release.

Project Overview

Responsible:

- [Miro Spönemann](#)
- [Christian Motika](#)

This subproject deals with bringing and adapting the ideas of KIELER to actor oriented modeling languages like [Ptolemy](#). As Ptolemy is our primary example for KAOM, rendering and simulation are currently tailored to Ptolemy. But in general KAOM is meant to meet other requirements as well, and building upon Eclipse it provides far more opportunities for extensions (e.g., re-usability) than building upon a plain Java application such as the Vergil GUI.

Overview

- [KAOM poster](#)
- [KAOM Metamodel](#)