

# Dinamica EGO

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## Overview

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EGO stands for *Environment for Geoprocessing Objects*. Dinamica EGO consists of a sophisticated platform for environmental modeling with outstanding possibilities for the design from the very simple static spatial model to very complex dynamic ones. Its list of features includes:

- Nested iterations,
- Multi-transitions,
- Dynamic feedbacks,
- Multi-region and multi-scale approach,
- Decision processes for bifurcating and joining execution pipelines,
- A series of complex spatial algorithms for the analysis and simulation of space-time phenomena.

The software environment, written in C++ and Java, holds a series of algorithms called functors. Each functor performs an operation. We have implemented the most common spatial analysis algorithms available in commercial GIS (Geographic Information System), plus a series of algorithms especially designed for spatial simulations, including transition functions and calibration and validation methods.

Dinamica EGO functors are sequenced in a graph form to establish a visual data flow. With the help of its graphical interface, one can create models by simply dragging and connecting functors via their ports, each of which represents a connector to a data element, such as a map, a table, a matrix, a mathematical expression, or a constant. Thus, models can be designed as a diagram, whose execution follows a data flow chain. This friendly interface allows for creative design of spatial models that are saved in XML format or EGO programming script language.

In sum, Dinamica-EGO favors simplicity, flexibility, and performance, optimizing speed and computer resources, such as memory and parallel processing.

## Documentation

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- [Frequently Answered Questions](#)
- [Functor List](#)
- [Useful Tips](#)

## Teste do Wiki

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### Tables

DokuWiki supports a simple syntax to create tables.

Heading 1	Heading 2	Heading 3
Row 1 Col 1	Row 1 Col 2	Row 1 Col 3
Row 2 Col 1	some colspan (note the double pipe)	
Row 3 Col 1	Row 3 Col 2	Row 3 Col 3

Table rows have to start and end with a `|` for normal rows or a `^` for headers.

```
^ Heading 1 ^ Heading 2 ^ Heading 3 ^
| Row 1 Col 1 | Row 1 Col 2 | Row 1 Col 3 |
| Row 2 Col 1 | some colspan (note the double pipe) ||
| Row 3 Col 1 | Row 3 Col 2 | Row 3 Col 3 |
```

To connect cells horizontally, just make the next cell completely empty as shown above. Be sure to have always the same amount of cell separators!

Vertical tableheaders are possible, too.

	Heading 1	Heading 2
Heading 3	Row 1 Col 2	Row 1 Col 3
Heading 4	no colspan this time	
Heading 5	Row 2 Col 2	Row 2 Col 3

As you can see, it's the cell separator before a cell which decides about the formatting:

```
| ^ Heading 1 ^ Heading 2 ^
^ Heading 3 | Row 1 Col 2 | Row 1 Col 3 |
^ Heading 4 | no colspan this time | |
^ Heading 5 | Row 2 Col 2 | Row 2 Col 3 |
```

You can have rowspans (vertically connected cells) by adding `:::` into the cells below the one to which they should connect.

Heading 1	Heading 2	Heading 3
Row 1 Col 1	this cell spans vertically	Row 1 Col 3
Row 2 Col 1		Row 2 Col 3
Row 3 Col 1		Row 2 Col 3

Apart from the rowspan syntax those cells should not contain anything else.

```
^ Heading 1 ^ Heading 2 ^ Heading 3 ^
| Row 1 Col 1 | this cell spans vertically | Row 1 Col 3 |
| Row 2 Col 1 | ::: | Row 2 Col 3 |
| Row 3 Col 1 | ::: | Row 2 Col 3 |
```

You can align the table contents, too. Just add at least two whitespaces at the opposite end of your text: Add two spaces on the left to align right, two spaces on the right to align left and two spaces at least at both ends for centered text.

Table with alignment		
right	center	left
left	right	center
xxxxxxxxxxxxx	xxxxxxxxxxxxx	xxxxxxxxxxxxx

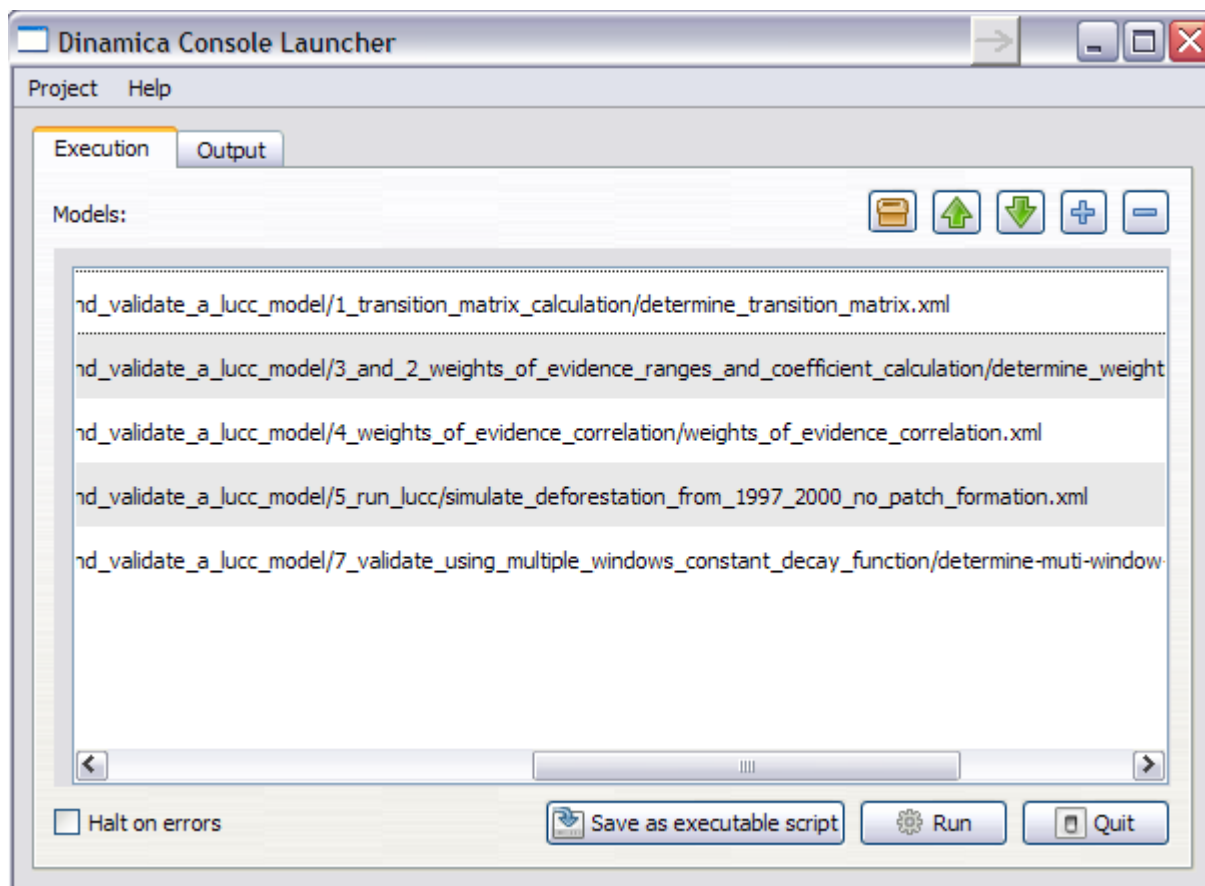
This is how it looks in the source:

```
^ Table with alignment ^^^
| right| center |left |
|left | right| center |
| xxxxxxxxxxxxx | xxxxxxxxxxxxx | xxxxxxxxxxxxx |
```

Note: Vertical alignment is not supported.

2011/03/08 16:08

This is the Dinamica EGO Console Launcher



Janela do **console lancer do Dinamica**. Para maiores informares consulte <http://www.csr.ufmg.br>



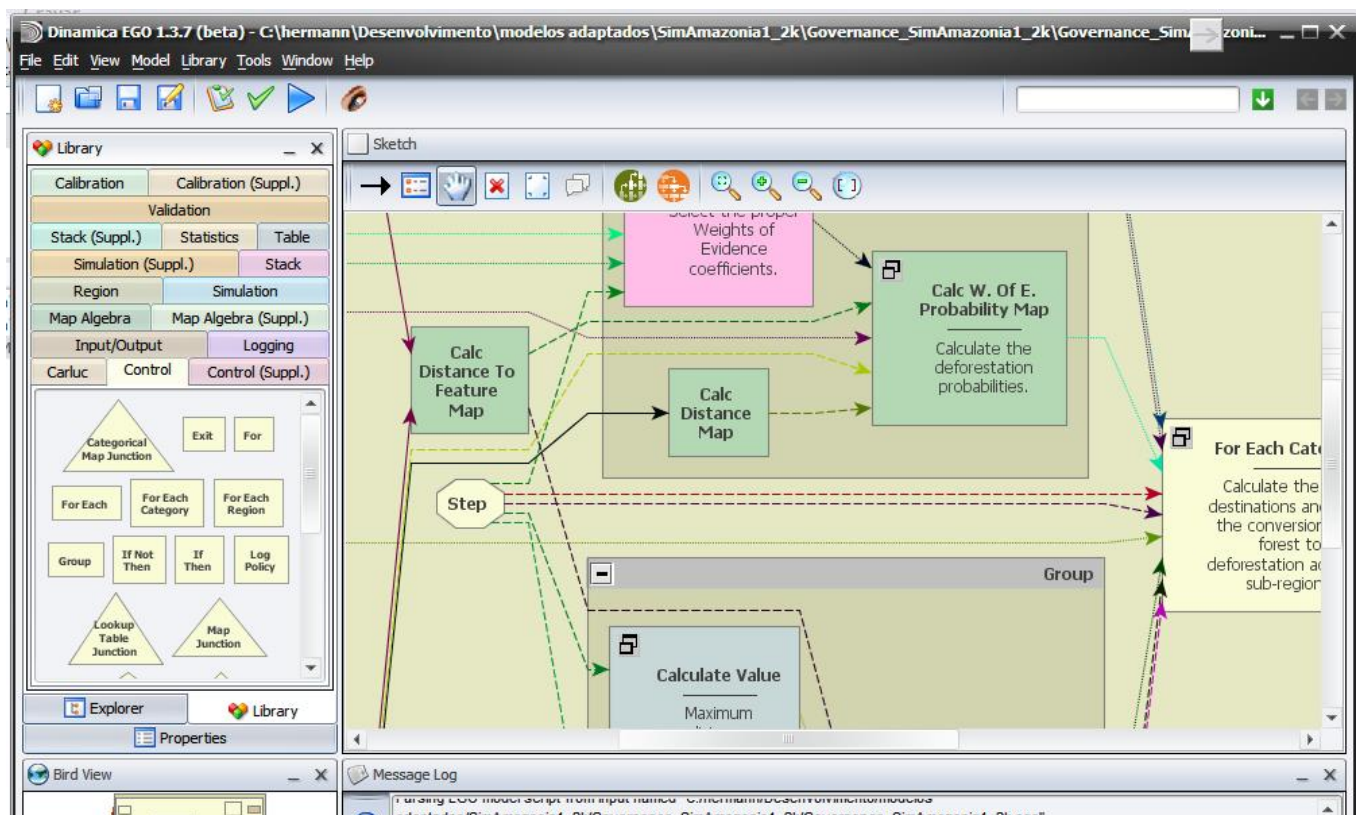
Um avatar qualquer

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Outro avatar qualquer

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Obtenção do Código Fonte



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## Discussion

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Administrator, 2011/03/10 19:23

Testando o módulo de discussão dessa página. Tem uns recursos bem legais.

Hermann Rodrigues, 2011/03/10 19:27



Mais um outro gráfico

