

# Using Plugins

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## The Serialization Plugin

Often times it may be the case, while in the process of tuning or training (etc.) a simulation, that you might wish to “suspend” the running of your task and then “resume” it at a later date while still maintaining all of the configurations, settings, and/or learning that has taken place within your simulating environment. To address these sorts of needs, the “built-in” objects (including both descriptive and functional objects) within the CLARION Library have been designed to be [serializable](#). This has been done in order to provide you with a means for loading and unloading both descriptive objects (i.e., those objects contained within the [World](#)) as well as functional objects (i.e., all of the agents’ internals).

Furthermore, the library also contains a useful tool, the [SerializationPlugin](#)<sup>1</sup>, whose purpose is to aid you in the process of serializing and de-serializing your simulating environment. In this section we will demonstrate how you can use of the [SerializationPlugin](#) to preserve the configuration of your simulations.

### Serializing (or Saving) Various Aspects of a Simulating Environment

This feature has been developed, however the documentation, guides, and tutorials for it are currently incomplete. If you would like to use this feature and have any questions on how to make use of it, feel free to contact us at [clarion.support@gmail.com](mailto:clarion.support@gmail.com). In future releases, this section will contain additional information describing how to use this feature.

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<sup>1</sup> Located in the *Clarion.Plugins* namespace

## De-serializing (or Loading) Various Aspects of a Simulating Environment

This feature has been developed, however the documentation, guides, and tutorials for it are currently incomplete. If you would like to use this feature and have any questions on how to make use of it, feel free to contact us at [clarion.support@gmail.com](mailto:clarion.support@gmail.com). In future releases, this section will contain additional information describing how to use this feature.

## Interacting with Front-Ends

### The Remote Communication Plugin

This feature is currently under development and, therefore, is not available in the current release of the CLARION Library.

In future releases, this section will contain information about how to use this feature (when it becomes available).

### Communicating via XML

This feature is currently under development and, therefore, is not available in the current release of the CLARION Library.

In future releases, this section will contain information about how to use this feature (when it becomes available).

### Communicating via JSON

This feature is currently under development and, therefore, is not available in the current release of the CLARION Library.

In future releases, this section will contain information about how to use this feature (when it becomes available).



### The Keyboard and Mouse Plugins

This feature is currently under development and, therefore, is not available in the current release of the CLARION Library.

In future releases, this section will contain information about how to use this feature (when it becomes available).



### Using the “Built-In” Plugin Actions

This feature is currently under development and, therefore, is not available in the current release of the CLARION Library.

In future releases, this section will contain information about how to use this feature (when it becomes available).



Remember, as always, if you run into any problems, have additional questions, or want to report a bug, you can contact us at [clarion.support@gmail.com](mailto:clarion.support@gmail.com).