

Figure 12. Resources and Interfaces

The resource list shown in Figure 12 is the standard list that comes with WinCrew. The four interfaces shown were entered by the modeler.

Next, the resource/interface channel combinations need to be defined. These define the resources that are required for interacting with each interface. Figure 13 presents this interface for this model.

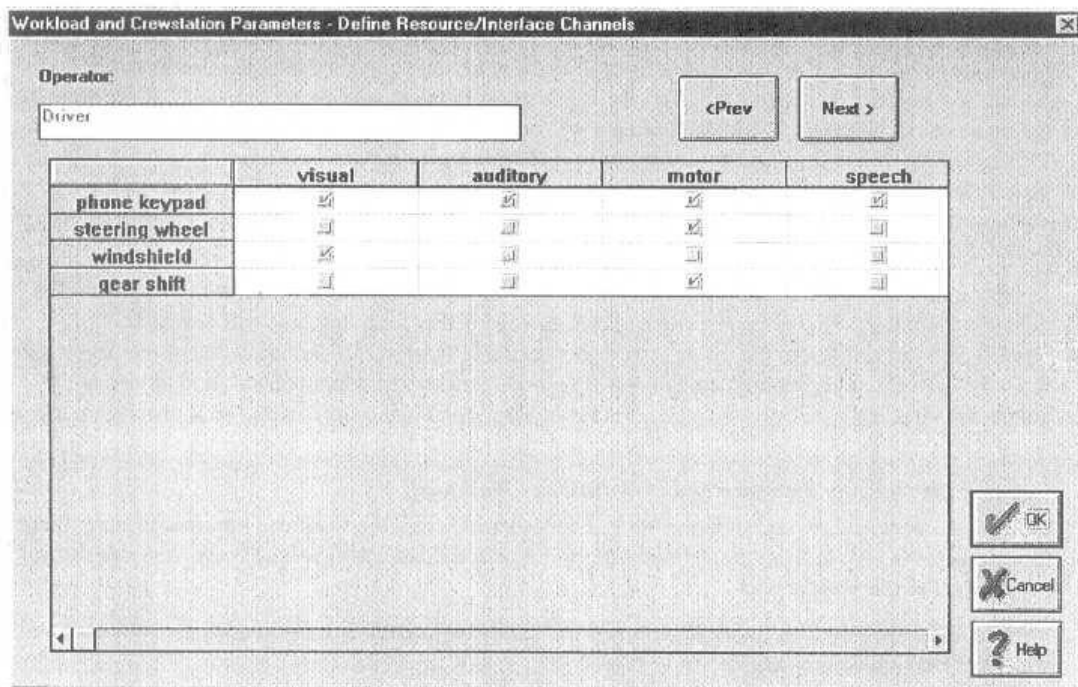


Figure 13. Defining Resource/Interface Channels

For example, from this interface you can see that the windshield requires only visual resources, the gear shift and steering wheel require only motor resources, but the phone keypad requires visual, auditory, motor, and speech resources. Actually, all defined interfaces require cognitive resources as well as would be seen by sliding the viewing bar at the bottom of the screen to the right. The