This provides a template for starting a new doc, and individual elements can be cut-and-paste -- rendered version appears below:

The PublishedProject box should be auto-generated by uploading project to CCN wiki.

```
{{PublishedProject
   | page_name=CCNBook/Sims/Chapter/Model
   | obj_name=model
   | filename=model.proj
   | author=Randal C. O'Reilly
   | email=emergent-users@grey.colorado.edu
   | first_pub=Oct 12 2016
   | tags=Basal Ganglia, Dopamine, D1, D2, Reward Learning, Instrumental Conditioning, Thorndike Law of Effect
   | desc=basal ganglia model showing how dopamine trains Go (direct) vs. NoGo (indirect) pathways
   | pub_cite=OReillyMunakataFrankEtAl12}}
```

Back to [[CCNBook/Sims/All]] or [[CCNBook/Chapter|Relevant Chapter]].

= Introduction =

This simulation illustrates ...

```
{{DocEditDialog}}
```

= Use 1-level sub-heads within doc =

== commands and questions ==

```
{{cmd|Command -- this is any action you want the user to perform..}}
```

```
{{hwq|Question Ch.Num|Homework question - no sub-questions please!}}
```

= emerlink for live actions =

```
{{emerlink|.edits.ControlPanel|ControlPanel}}
```

```
{{emerlink|.T3Tab.Network|Network}}
```

```
{{emerlink|.programs.LeabraTrain.Init()|Init}}
```

```
{{emerlink|.programs.LeabraTrain.Run()|Run}}
```

```
{{emerlink|.Wiki.Edit_dialog|Edit dialog}}
```

= variables (any kind of parameter in sim that is relevant to action etc) and functions (when you don't use emerlinks) =
Introduction

This simulation illustrates ...

⇒ It is recommended that you click here to undock this document from the main project window. Use the Window menu to find this window if you lose it, and you can always return to this document by browsing to this document from the docs section in the left browser panel of the project's main window.

Use 1-level sub-heads within doc =

commands and questions

⇒ Command -- this is any action you want the user to perform..

Question Ch.Num: Homework question - no sub-questions please!

emerlink for live actions

ControlPanel
Network
Init
Run
Edit dialog

variables (any kind of parameter in sim that is relevant to action etc) and functions (when you don't use emerlinks)

variable -- this is any variable or parameter in the simulation

Function -- this is any button or menu function to click on

All done

⇒ You may now close the project (use the window manager close button on the project window or File/Close Project menu item) and then open a new one, or just quit emergent entirely by doing Quit emergent menu option or clicking the close button on the root window.