

An important DynRisk feature is the way it lets you structure models hierarchically. The way this is done, is very similar to how the MacOS Finder works: You divide your models into smaller submodels which you put inside different folders (or directories).

Just as in the Finder, a folder can contain other folders, and so on. Thus, there is virtually no limit to depth of your folder structure, except restrictions imposed by the amount of RAM in your Macintosh.

You open a folder by double-clicking its icon. As a result, you get a new window containing the objects stored inside the folder.