

```

Time 2.095: Find-Next-Feature-A Selected
Latency 0.050: Find-Next-Feature-A Action
Time 2.145: Find-Next-Feature-A Fired
Time 2.145: Module :VISION running command FIND-LOCATION
Time 2.145: Attend-Next-Feature-A Selected
Latency 0.050: Attend-Next-Feature-A Action
Time 2.195: Attend-Next-Feature-A Fired
Time 2.195: Module :VISION running command MOVE-ATTENTION
Time 2.195: No Instantiation Found.
Time 2.280: Module :VISION running command ENCODING-COMPLETE
<> MOVE-ATTENTION generated DMO OVAL2
Time 2.280: See-3-State Selected
Latency 0.050: See-3-State Action
Time 2.330: See-3-State Fired
Time 2.330: Stop-Looking-L Selected
Latency 0.050: Stop-Looking-L Action
Merging chunk Oval2 into chunk 3-0
Merging chunk Visual-Object5 into chunk B-0
Merging chunk Visual-Object7 into chunk D-0
Merging chunk Oval1 into chunk 2-0
Merging chunk Oval0 into chunk 1-0
Merging chunk Oval3 into chunk 4-0
Merging chunk Visual-Object6 into chunk C-0
Merging chunk Visual-Object4 into chunk A-0
Time 2.380: Stop-Looking-L Fired
Time 2.380: Merge-Chunks-A Selected
Latency 0.750: Merge-Chunks-A Action
Time 3.130: Merge-Chunks-A Fired
Time 3.130: Merge-Chunks-B Selected
Latency 0.750: Merge-Chunks-B Action
Time 3.880: Merge-Chunks-B Fired
Time 3.880: Merge-Chunks-B Selected
"-----"
New State, VNumber: 1
"-----"
Latency 0.750: Merge-Chunks-B Action
Time 4.630: Merge-Chunks-B Fired
Time 4.630: Wait-For-Free Selected
Latency 0.050: Wait-For-Free Action
Time 4.680: Wait-For-Free Fired
Time 4.680: Wait-For-Free Selected
Time 4.715: Module :VISION running command ENCODING-COMPLETE
<> MOVE-ATTENTION generated DMO OVAL21
Latency 0.050: Wait-For-Free Action

```

These were
commanded,
no problems
there

The visual
environment
changes here

Uncommanded
attention shift and
encoding?

(P wait-for-free

```

=goal>
  isa wm-free
  - state looking
  - state find
=visual-location>
  ISA visual-location
  attended new
=visual-state>
  isa module-state
  modality busy

```

==>

```

=goal>
  state nil-c)

```

(P find-next-feature-a

```

=goal>
  ISA wm-free
  state find
  - count 8
==>
+visual-location>
  isa visual-location
  attended nil
=goal>
  state looking)

```

(P attend-next-feature-a

```

=goal>
  ISA wm-free
  state looking
=visual-location>
  ISA visual-location
  - attended t
=visual-state>
  ISA module-state
  modality free

```

==>

```

=goal>
  state attending
+visual>
  ISA visual-object
  screen-pos =visual-location
-visual-location> )

```