int number\_of\_threads = g\_AssignThreadsBasedonOriginNodes();// the number of threads could be a large number if there are many origins

for (int ProcessID = 0; ProcessID < number\_of\_threads; ProcessID++)// could the computer have that many processors?

{

…

}

int number\_of\_threads = omp\_get\_max\_threads();// the number of threads is redifined.

Find where the sorted agents are used, and where the original agents are used.

On the drop-off link:

p\_pax->m\_Veh\_LinkDepartureTime[p\_pax->m\_current\_link\_seq\_no + 1] = p\_agent->m\_Veh\_LinkDepartureTime[p\_agent->m\_current\_link\_seq\_no + 1]; // copy value of TD on next link from vehicle. It seems that it add the free-flow travel time of next moving link of passgers rather than the vehilce's