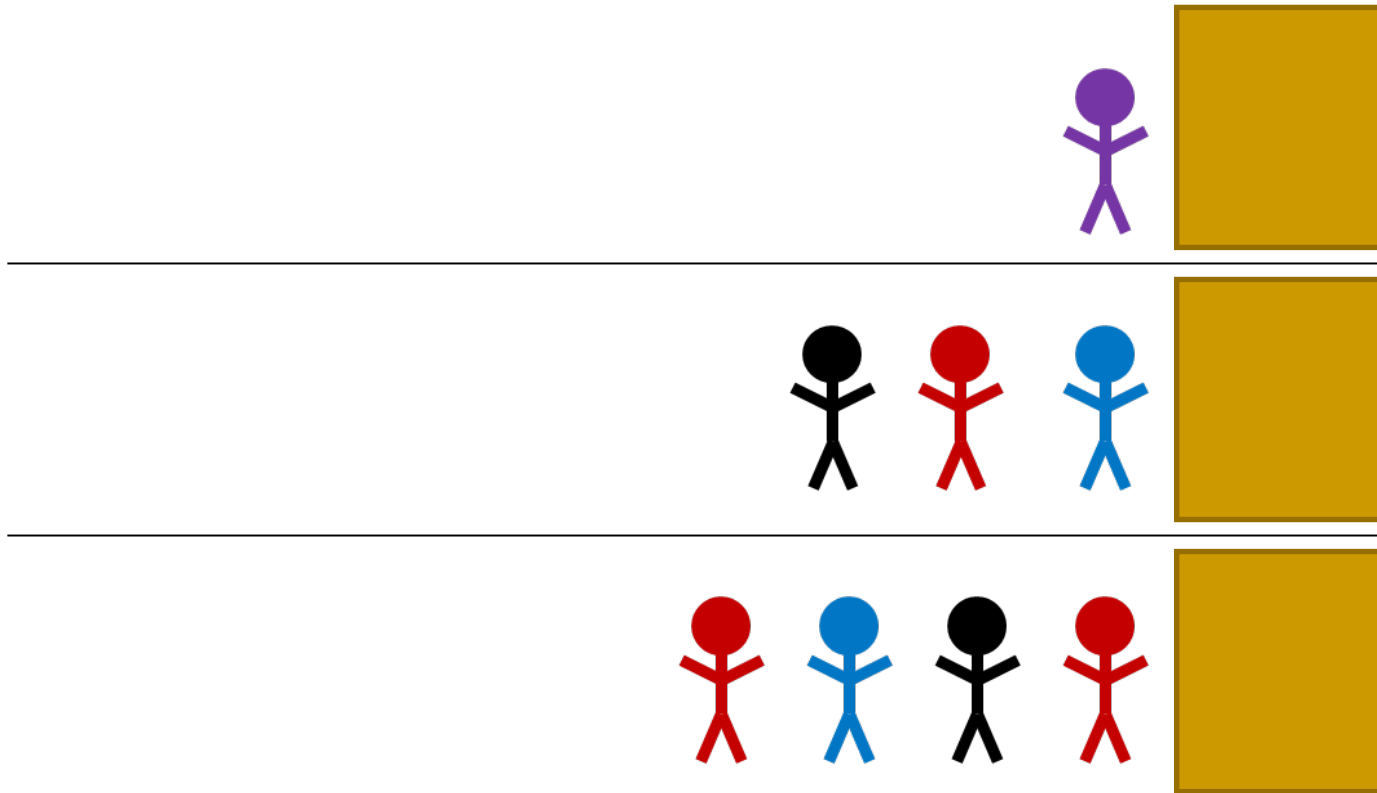


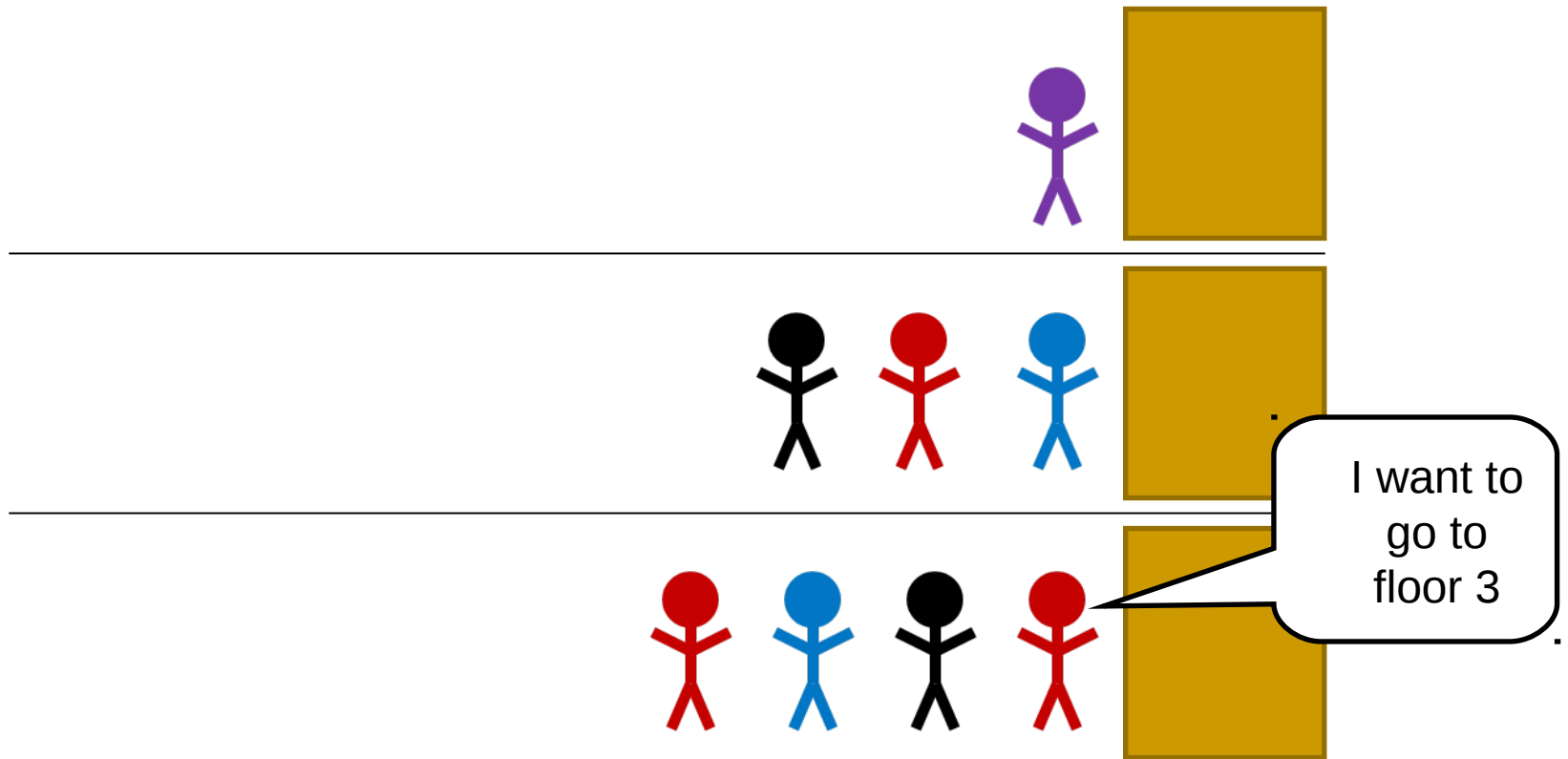
Elevator Illustration

Passengers will line up (FIFO)



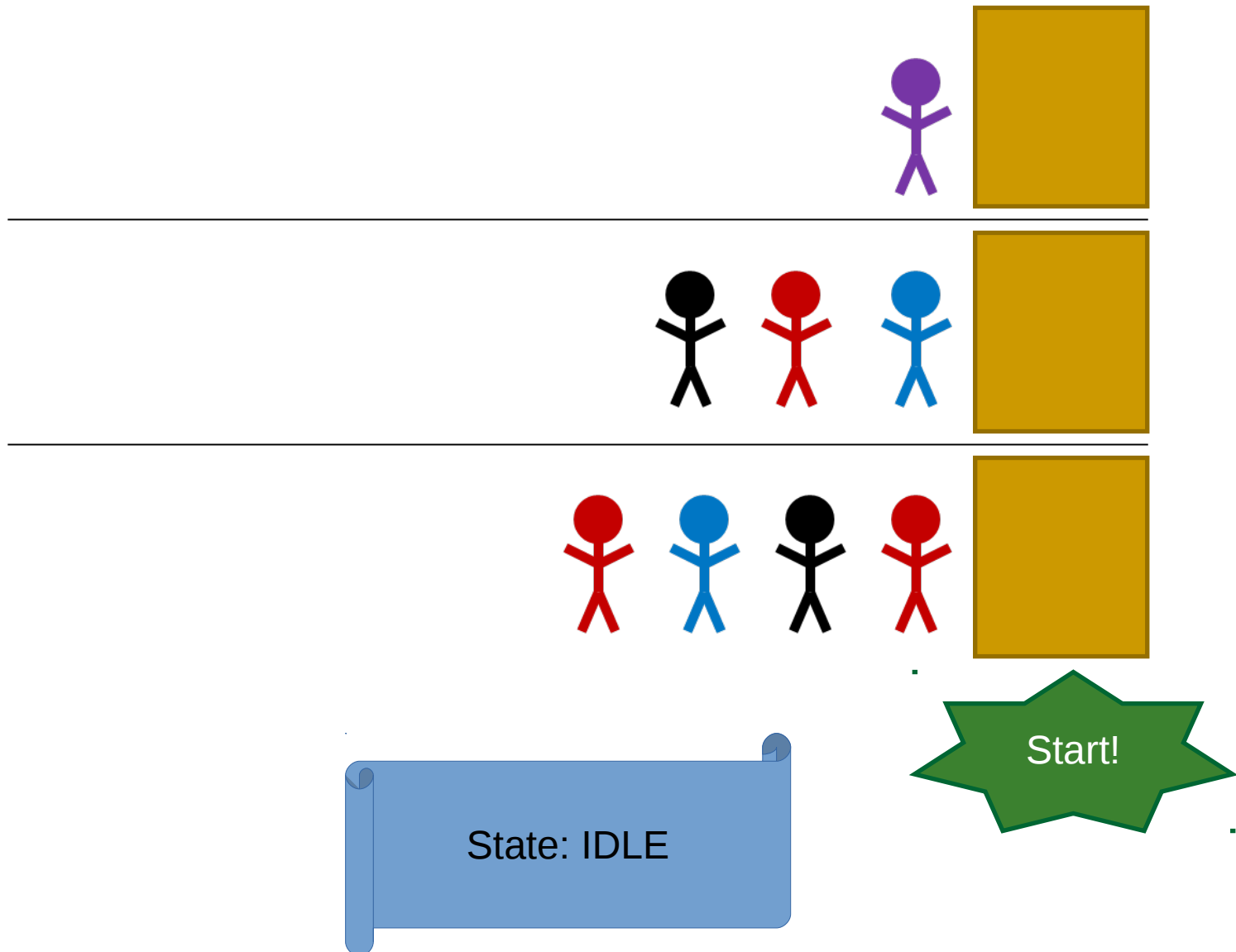
State: OFFLINE

Each passenger has a destination floor in mind...

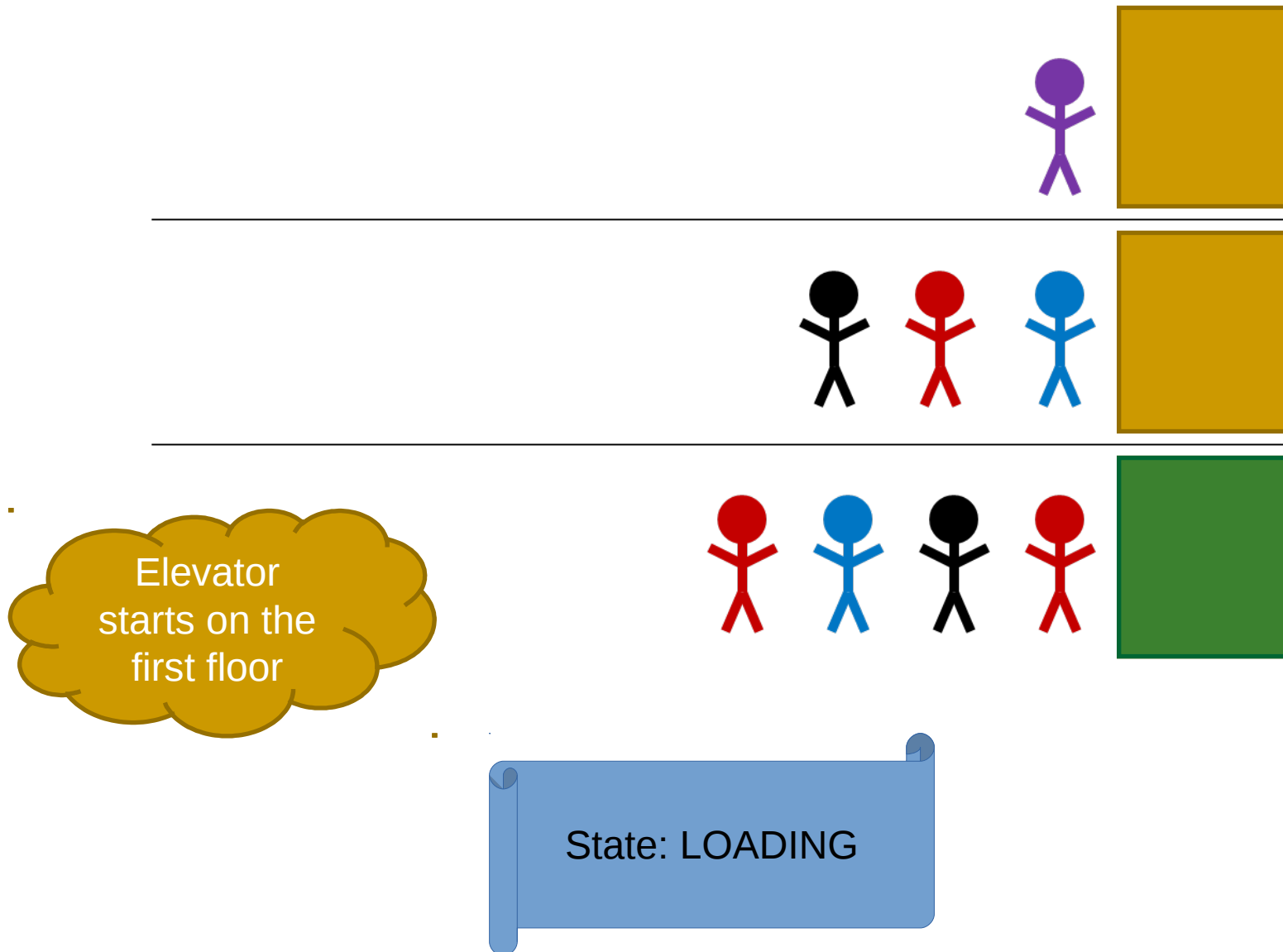


State: OFFLINE

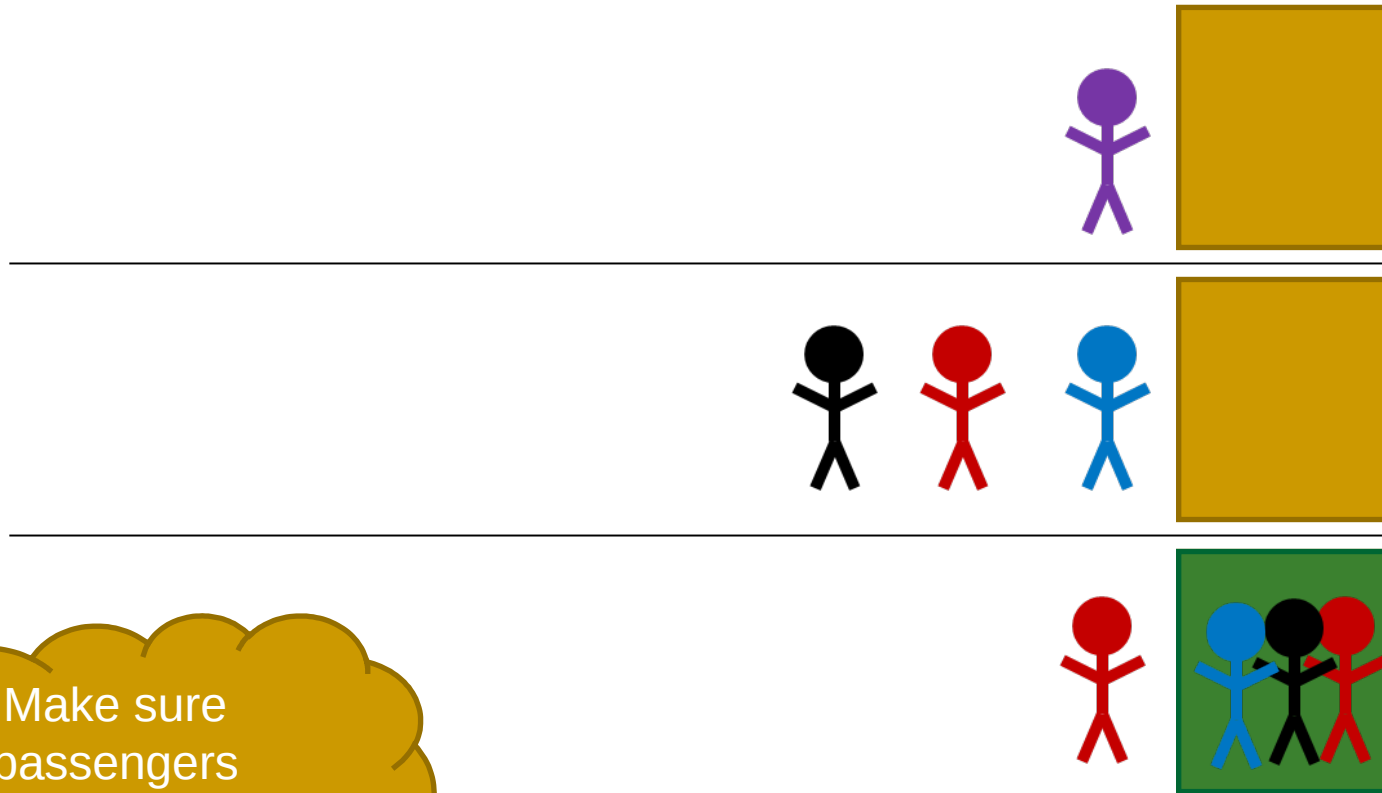
The elevator must be started to service passengers...



The elevator must be started to service passengers...



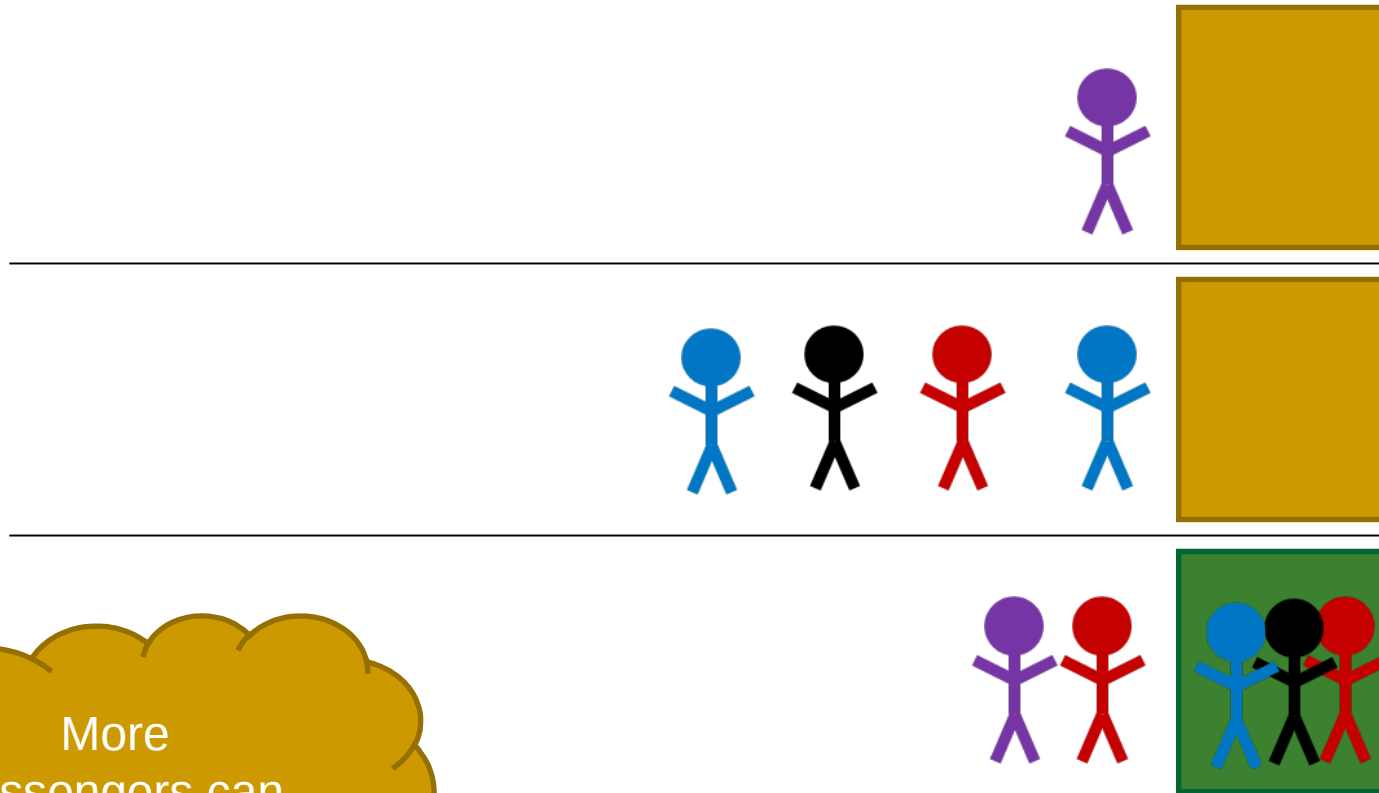
Passengers enter in FIFO order



Make sure
passengers
don't exceed
weight limit!

State: LOADING

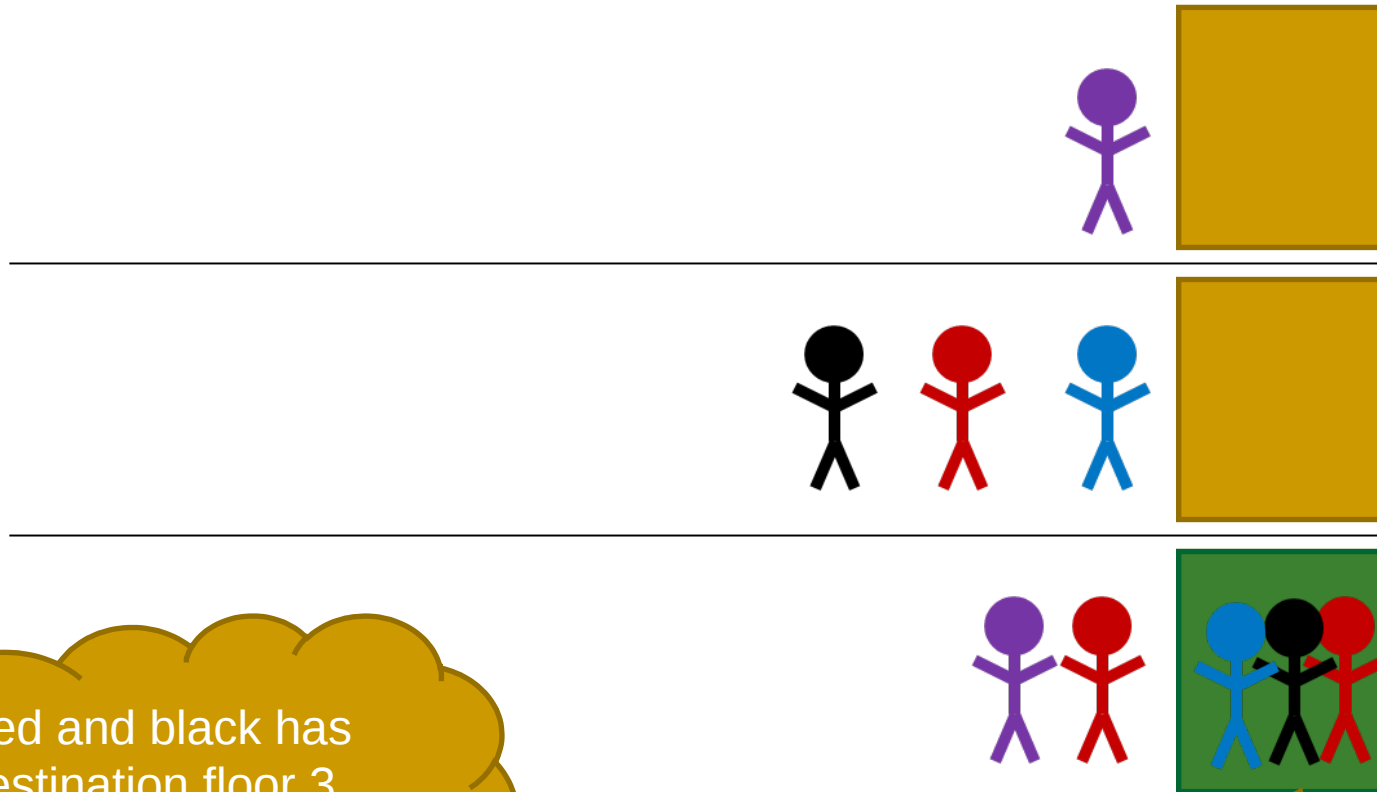
Passengers enter in FIFO order



More
passengers can
be queuing up!

State: LOADING

Elevator can move to any floor

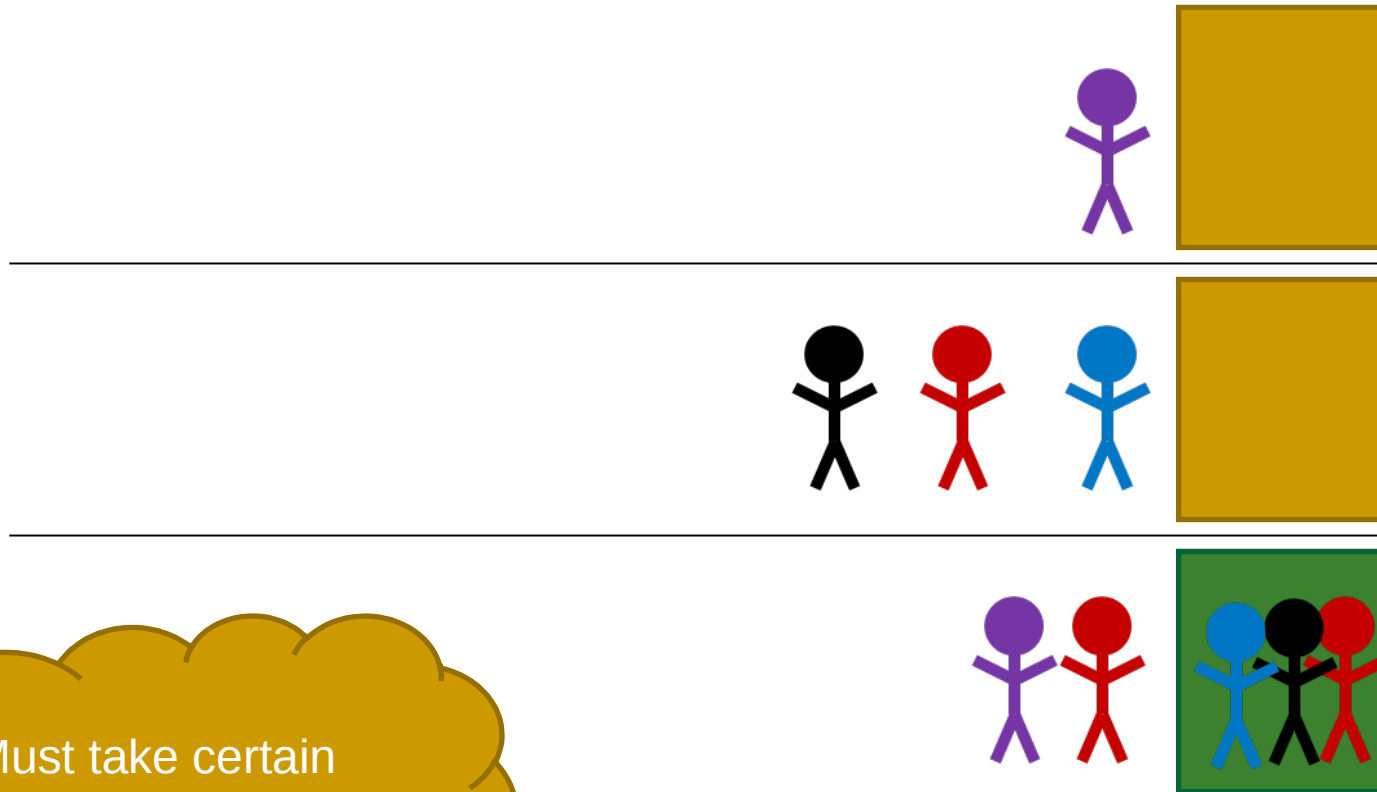


Red and black has
destination floor 3,
blue has
destination floor 2

State: UP (floor 3)

Going to floor 3!

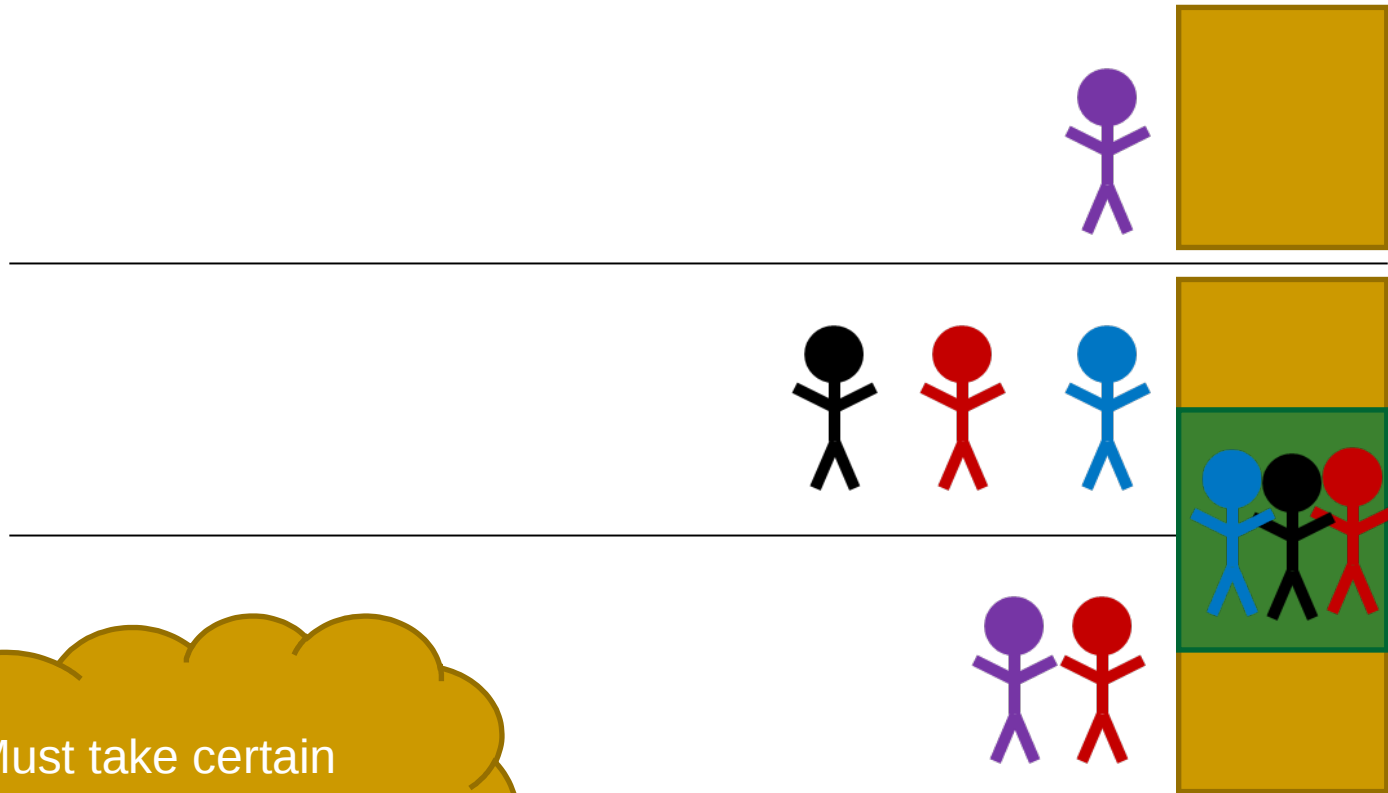
Elevator can move to any floor



Must take certain
amount of time
between floors...

State: UP (floor 3)

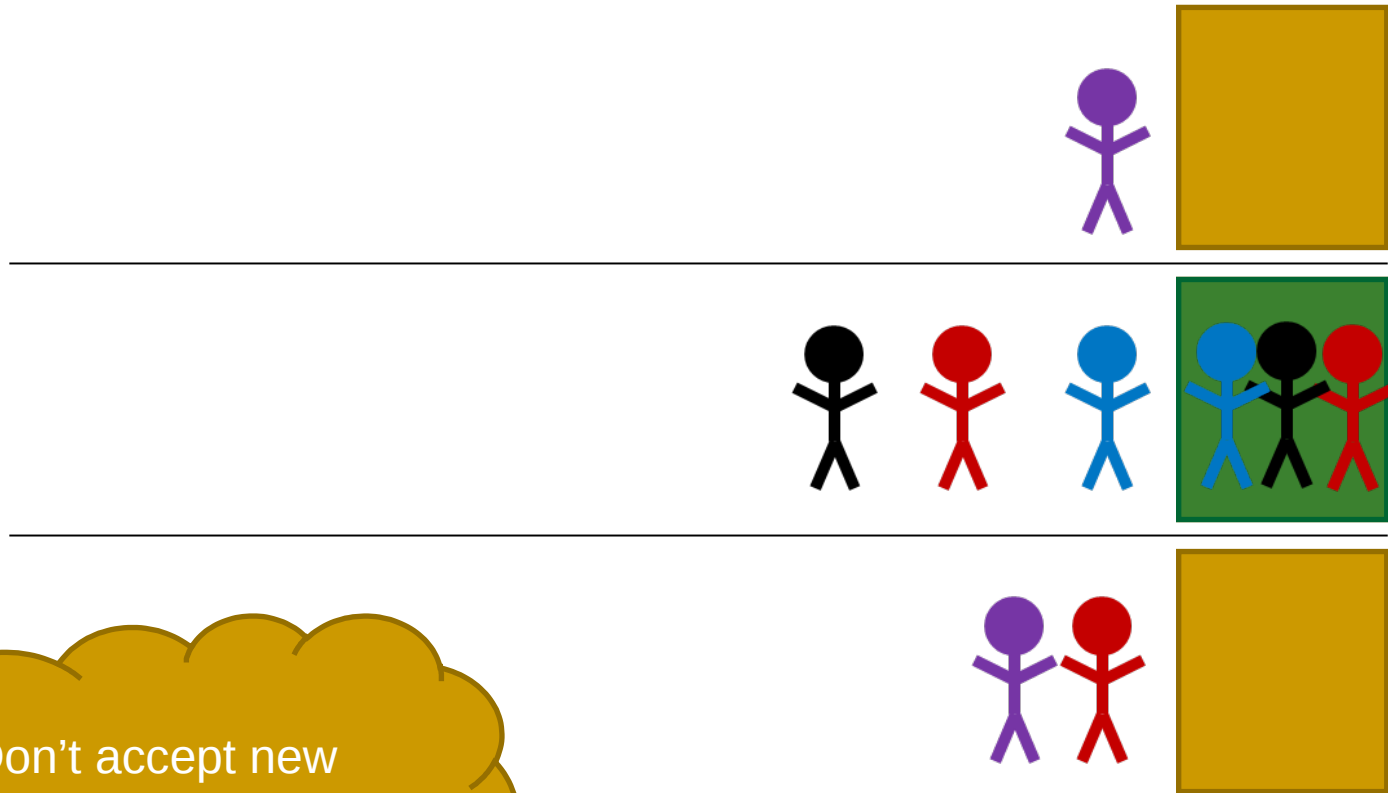
Elevator can move to any floor



Must take certain
amount of time
between floors...

State: UP (floor 3)

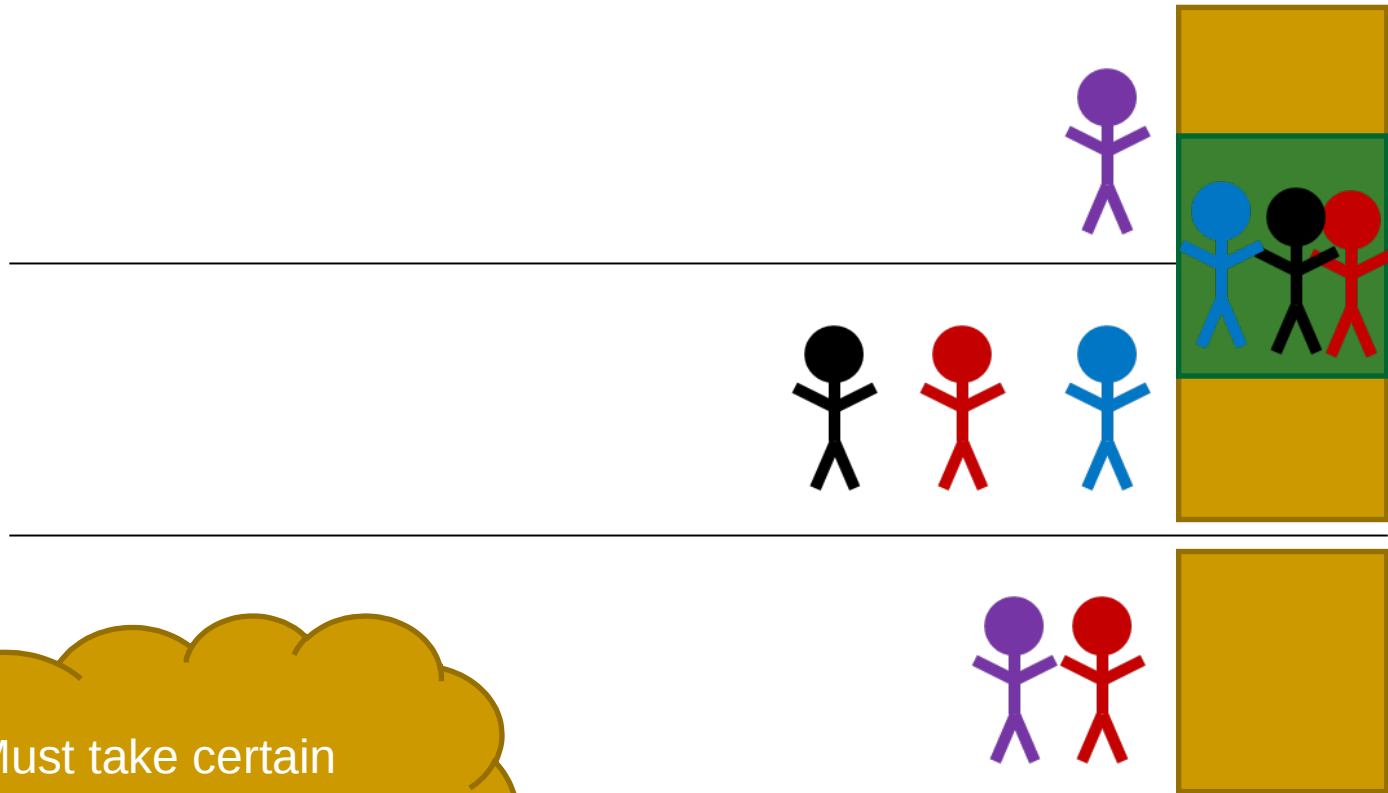
Elevator can move to any floor



Don't accept new
passengers if they
can't fit

State: UP (floor 3)

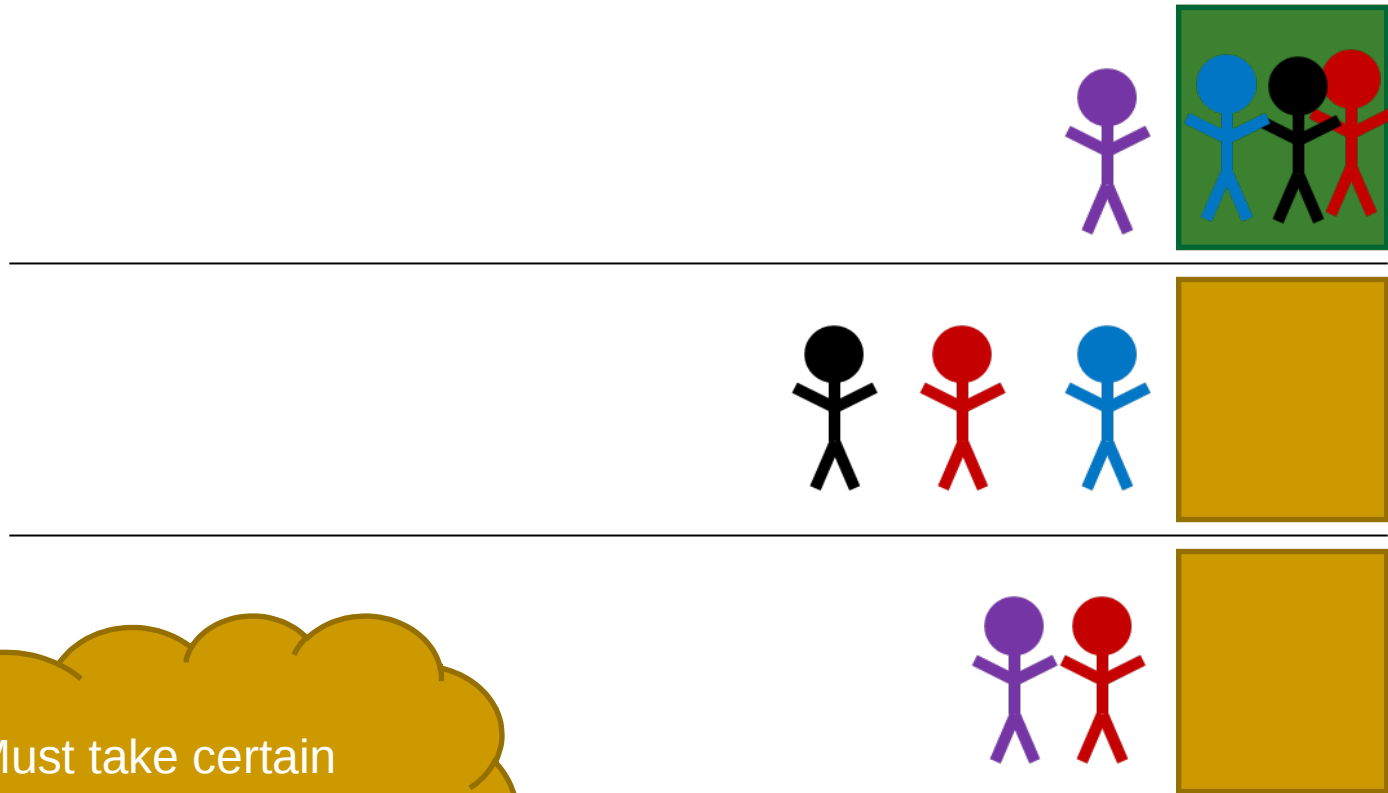
Elevator can move to any floor



Must take certain
amount of time
between floors...

State: UP (floor 3)

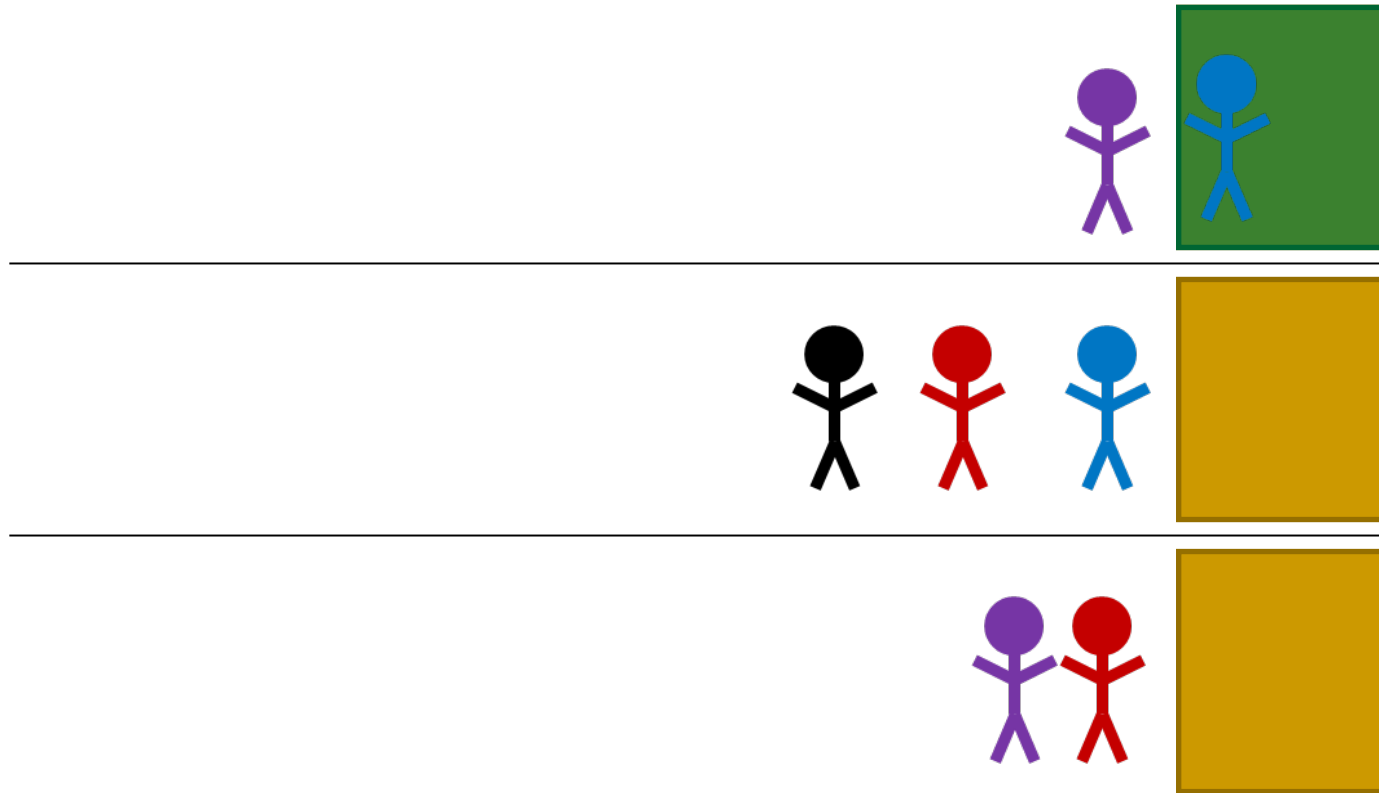
Elevator can move to any floor



Must take certain
amount of time
between floors...

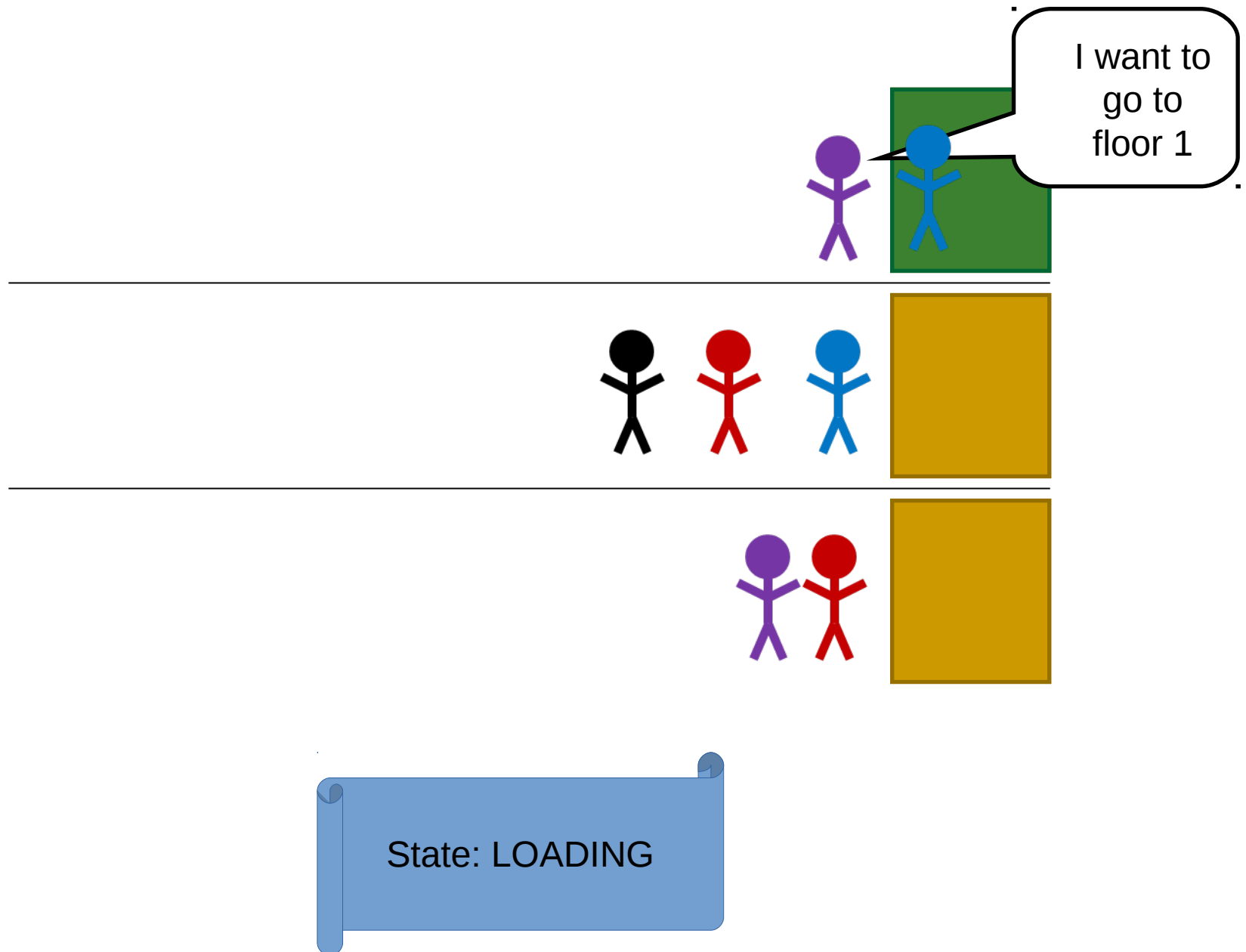
State: UP (floor 3)

Passengers disappear when they exit...

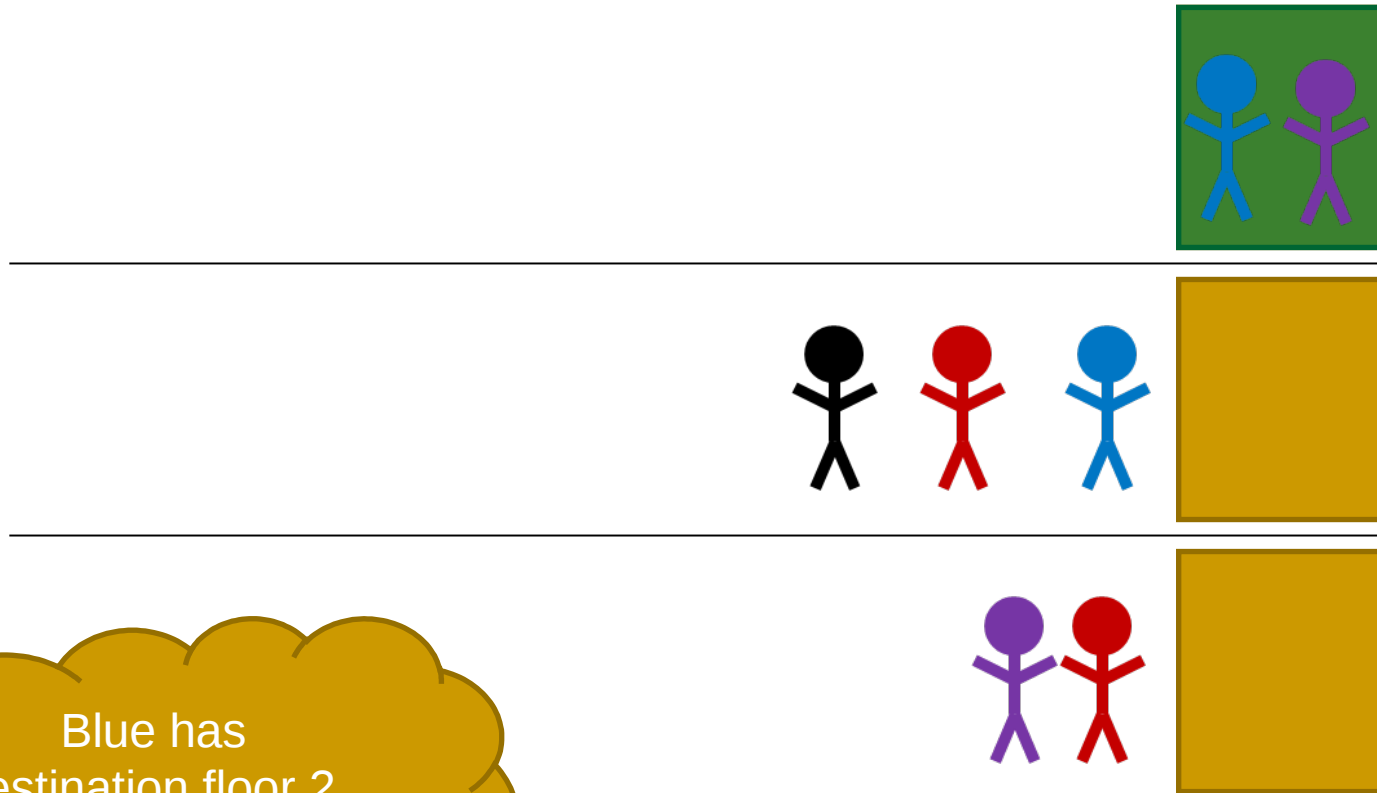


State: LOADING

Can unload and load on the same tick



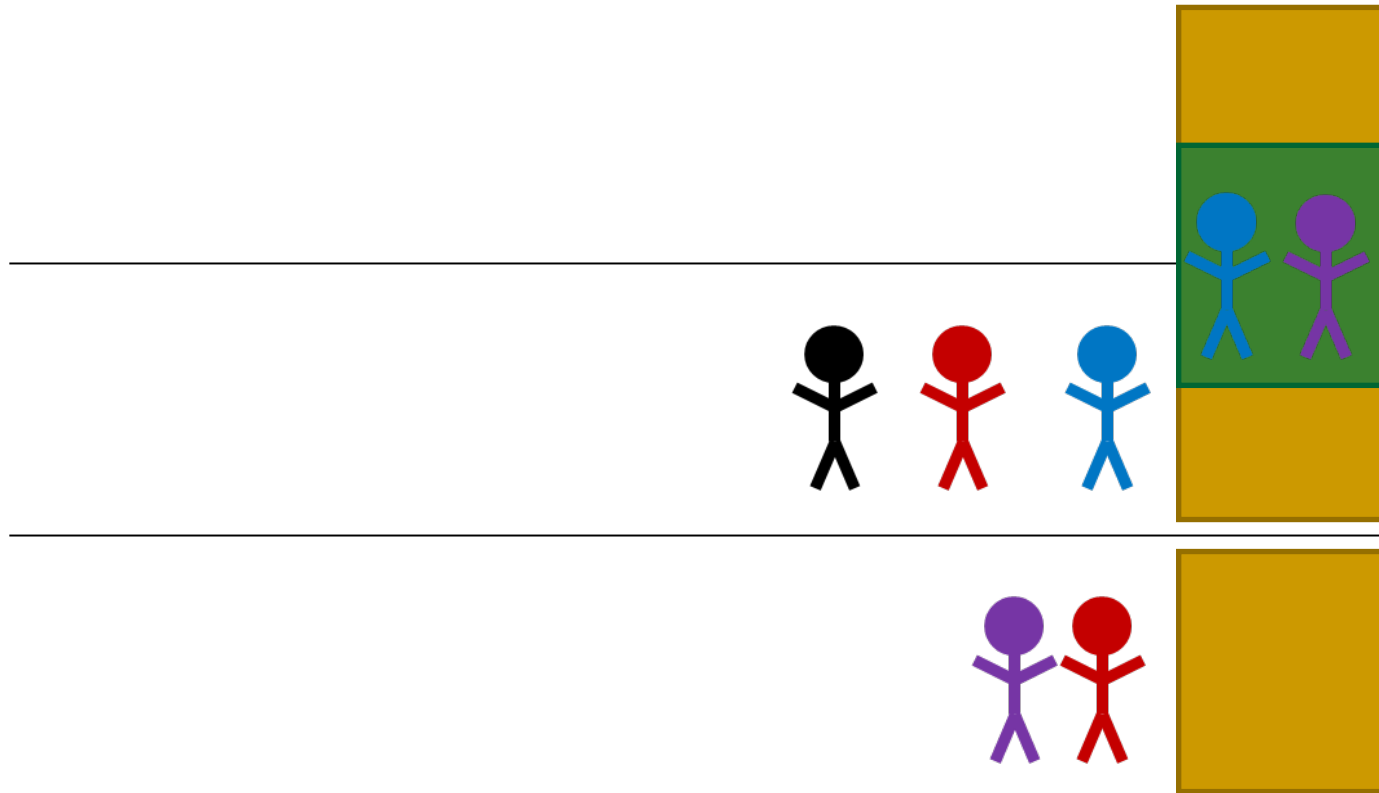
Can unload and load on the same tick



Blue has
destination floor 2,
Purple has
destination floor 1

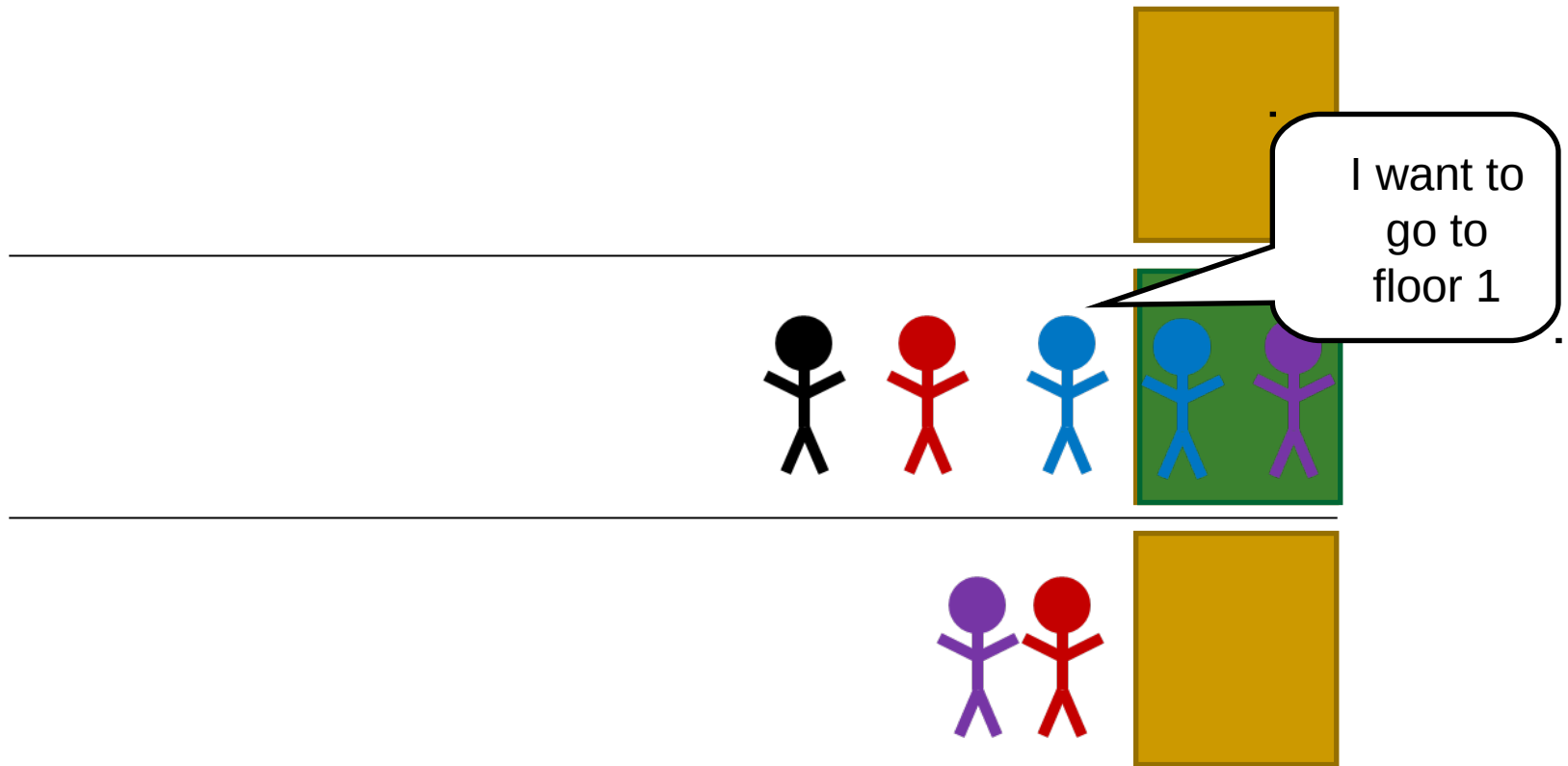
State: LOADING

Must pick up passengers
if they're going the same way



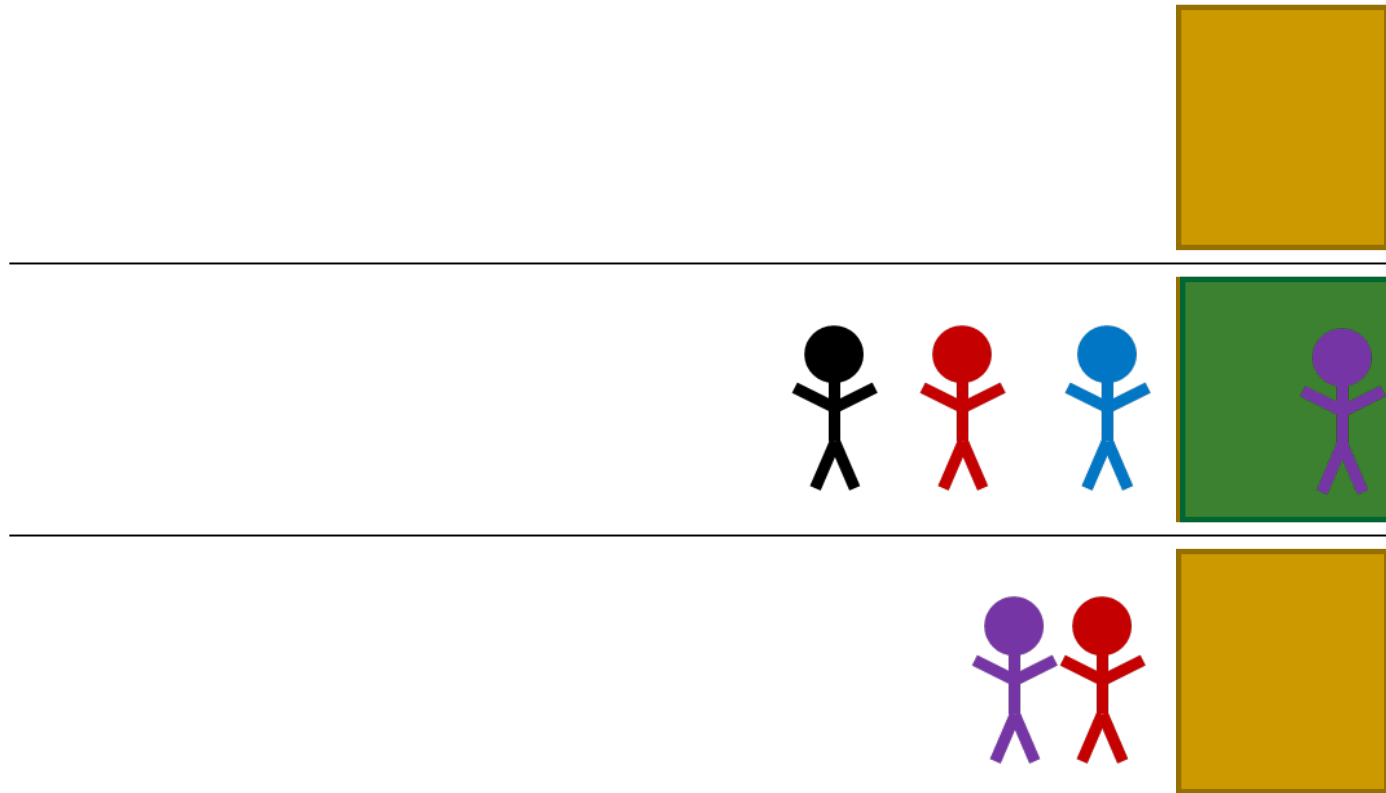
State: DOWN (floor 2)

Must pick up passengers if they're going the same way



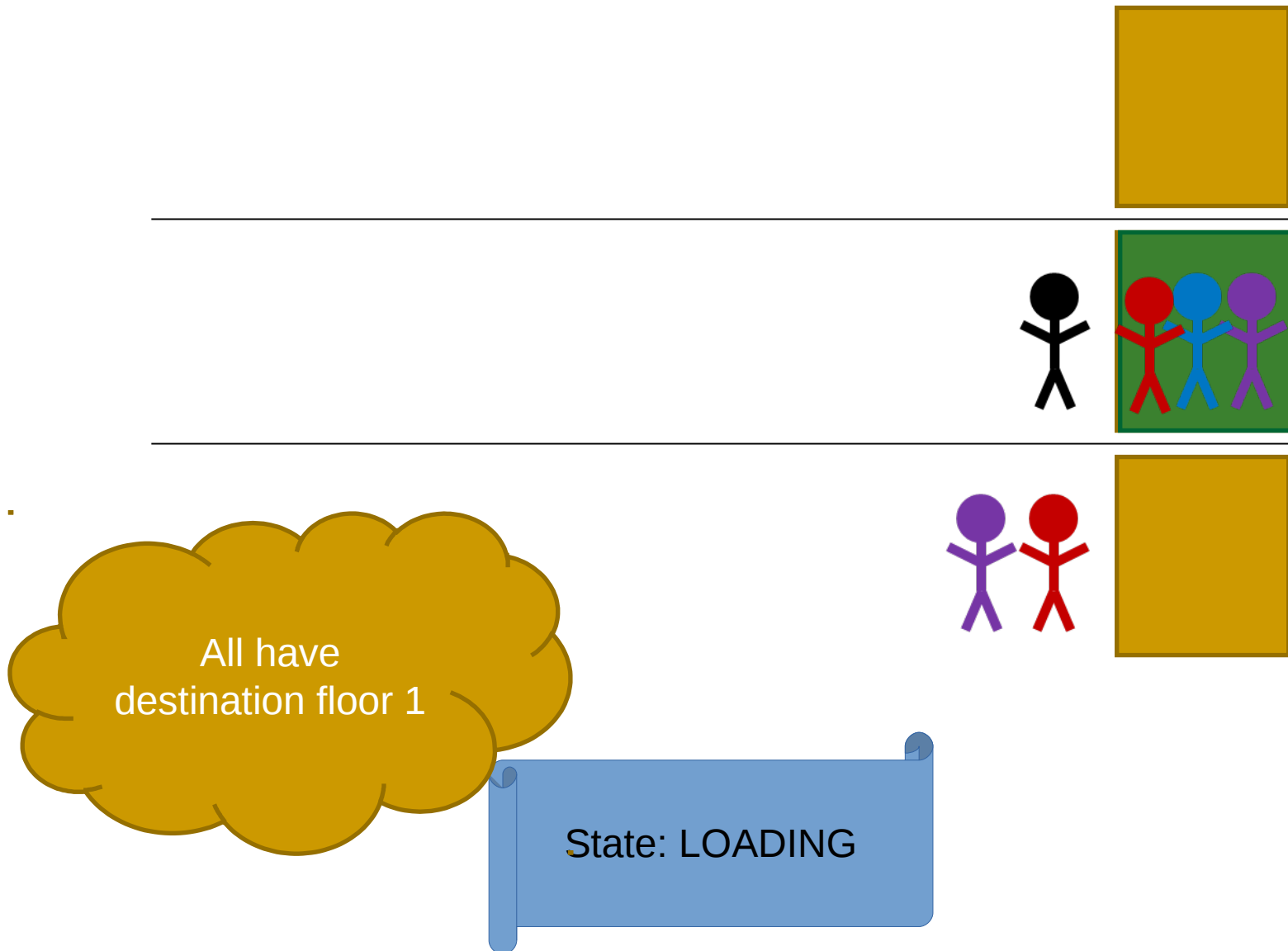
State: LOADING

Must pick up passengers
if they're going the same way



State: LOADING

Must pick up passengers if they're going the same way



Must pick up passengers
if they're going the same way



State: DOWN (floor 1)

Must pick up passengers
if they're going the same way



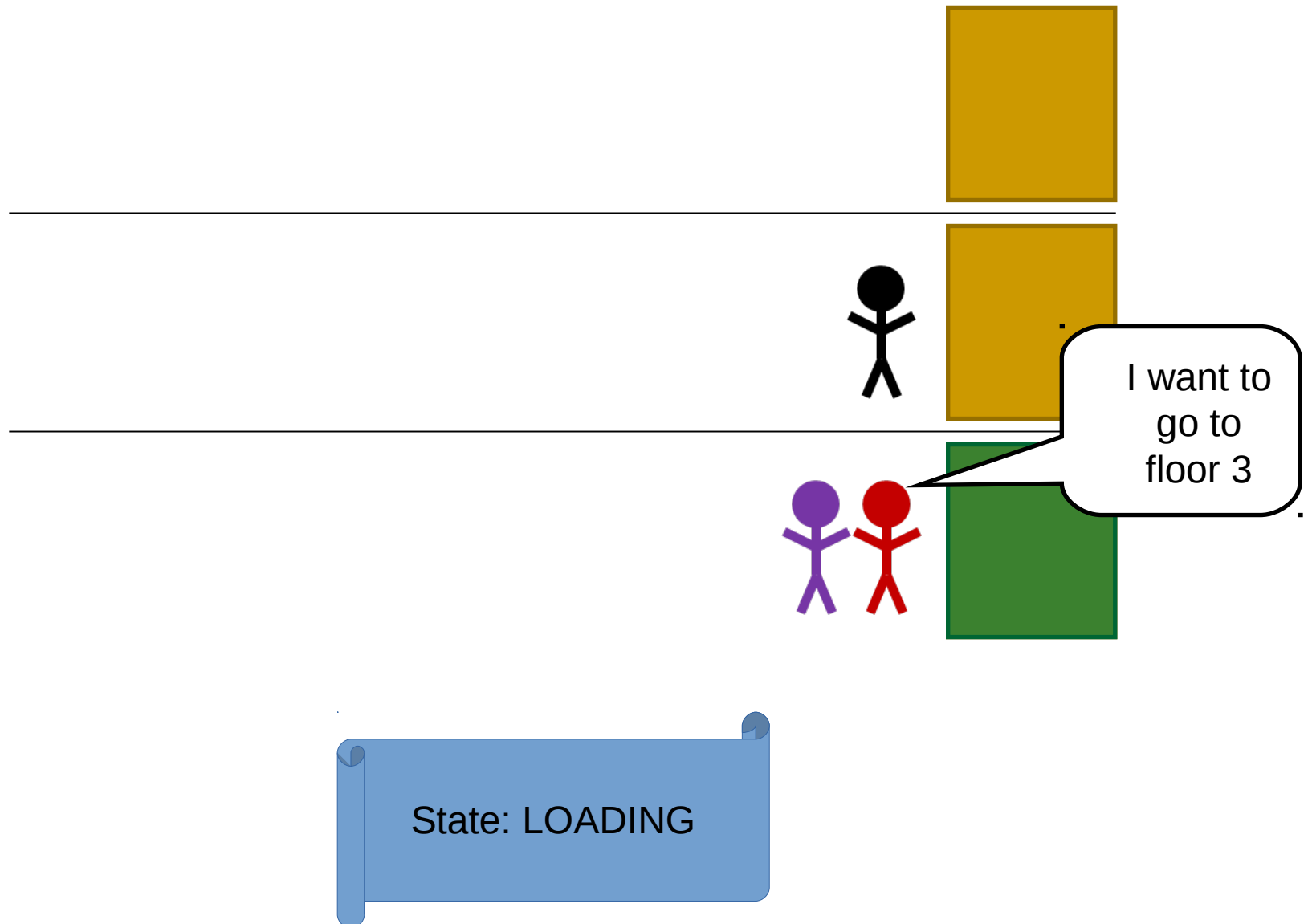
State: DOWN (floor 1)

Must pick up passengers
if they're going the same way

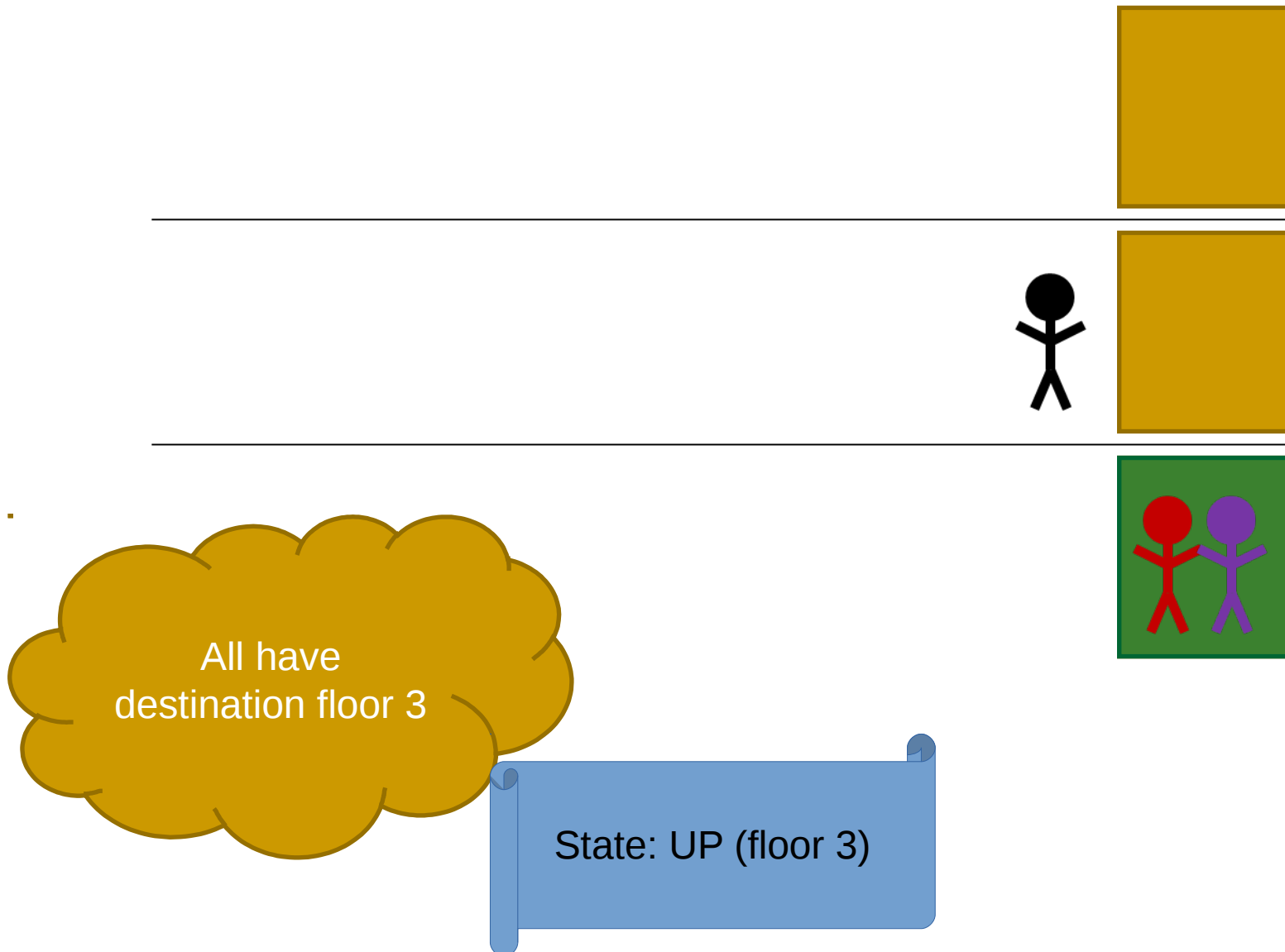


State: LOADING

Can optionally pick up passengers if they are going the opposite way



Can optionally pick up passengers if they are going the opposite way

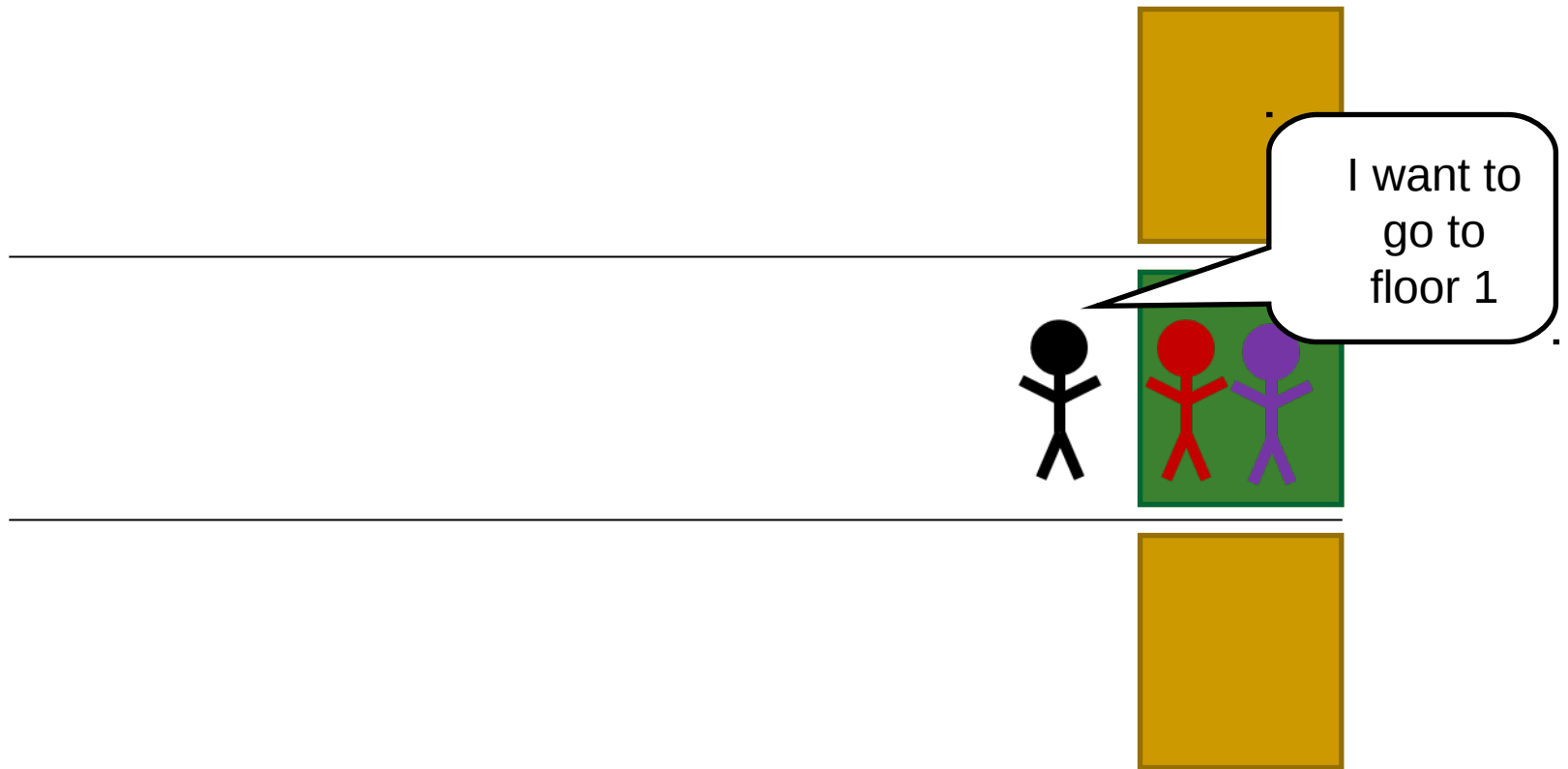


Can optionally pick up passengers
if they are going the opposite way



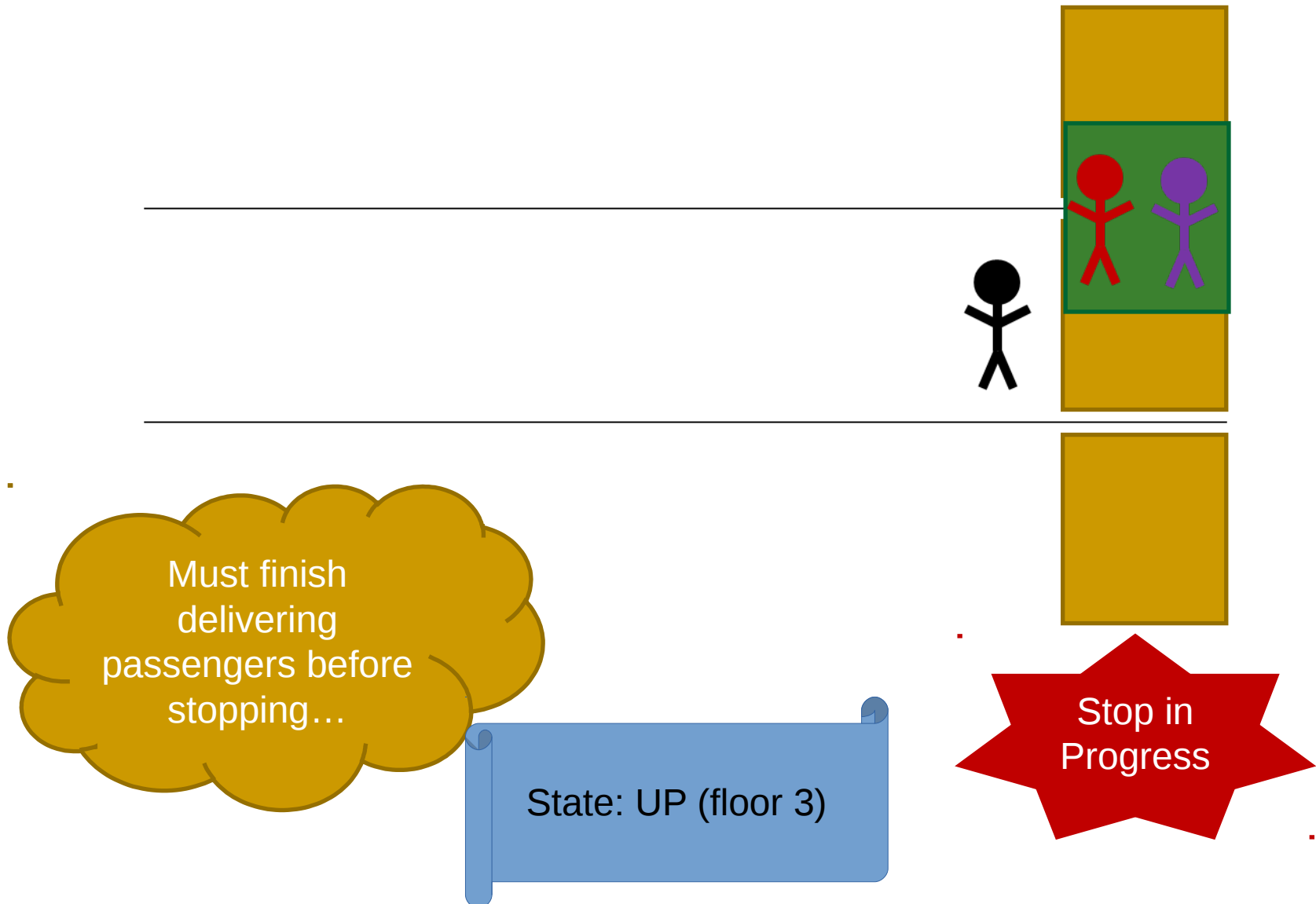
State: UP (floor 3)

Can optionally pick up passengers if they are going the opposite way

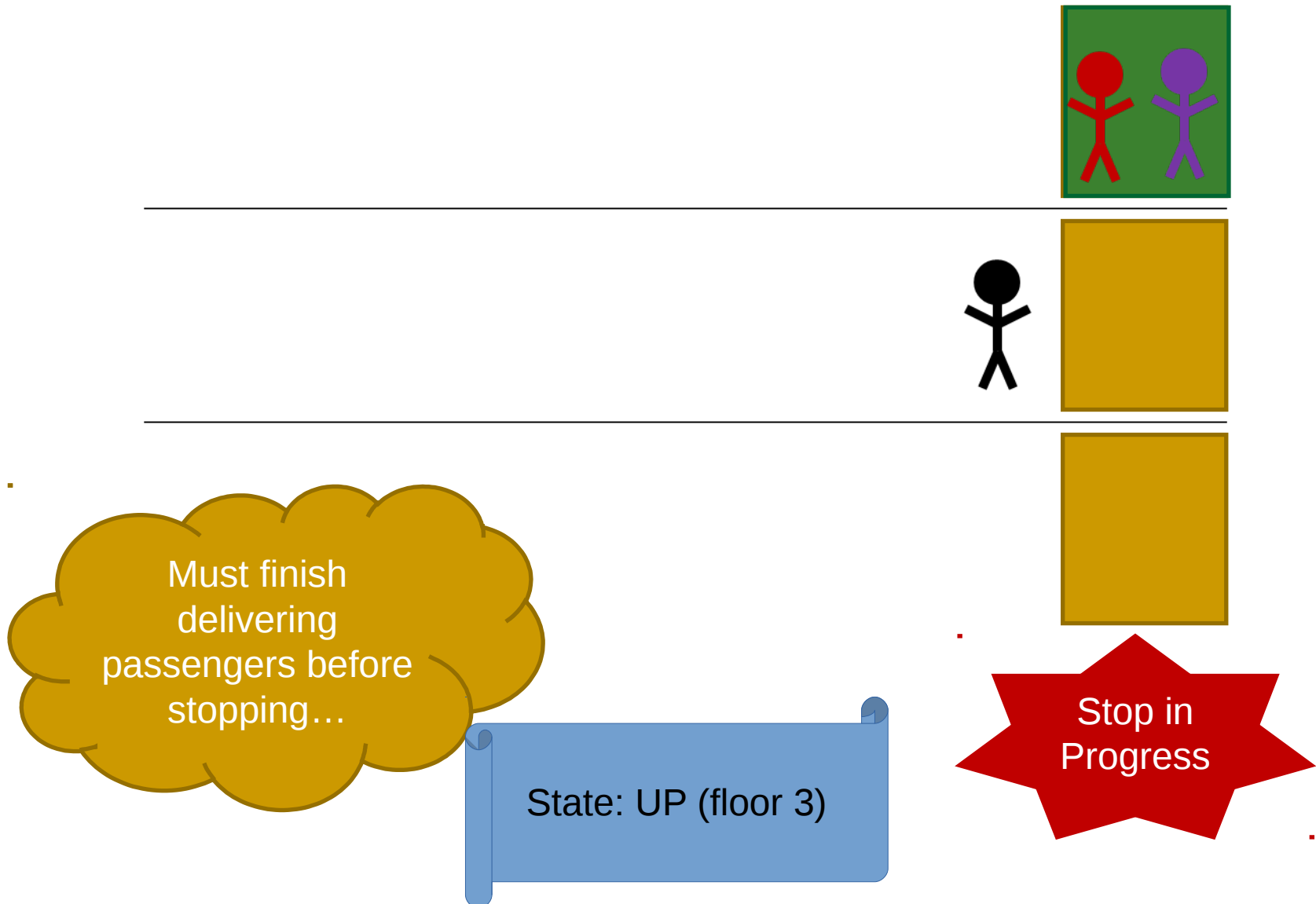


State: UP (floor 3)

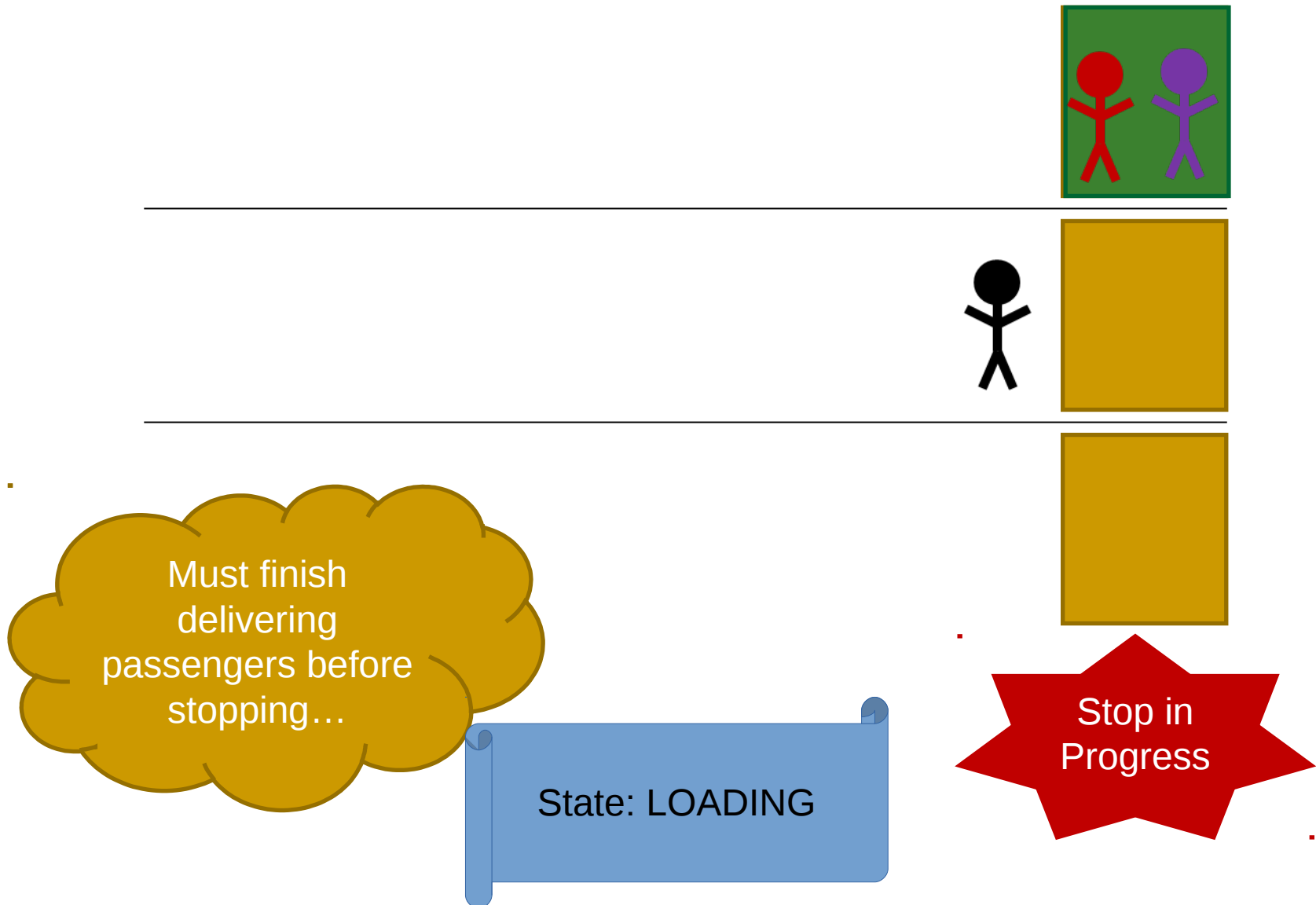
Elevator stop can occur at any point



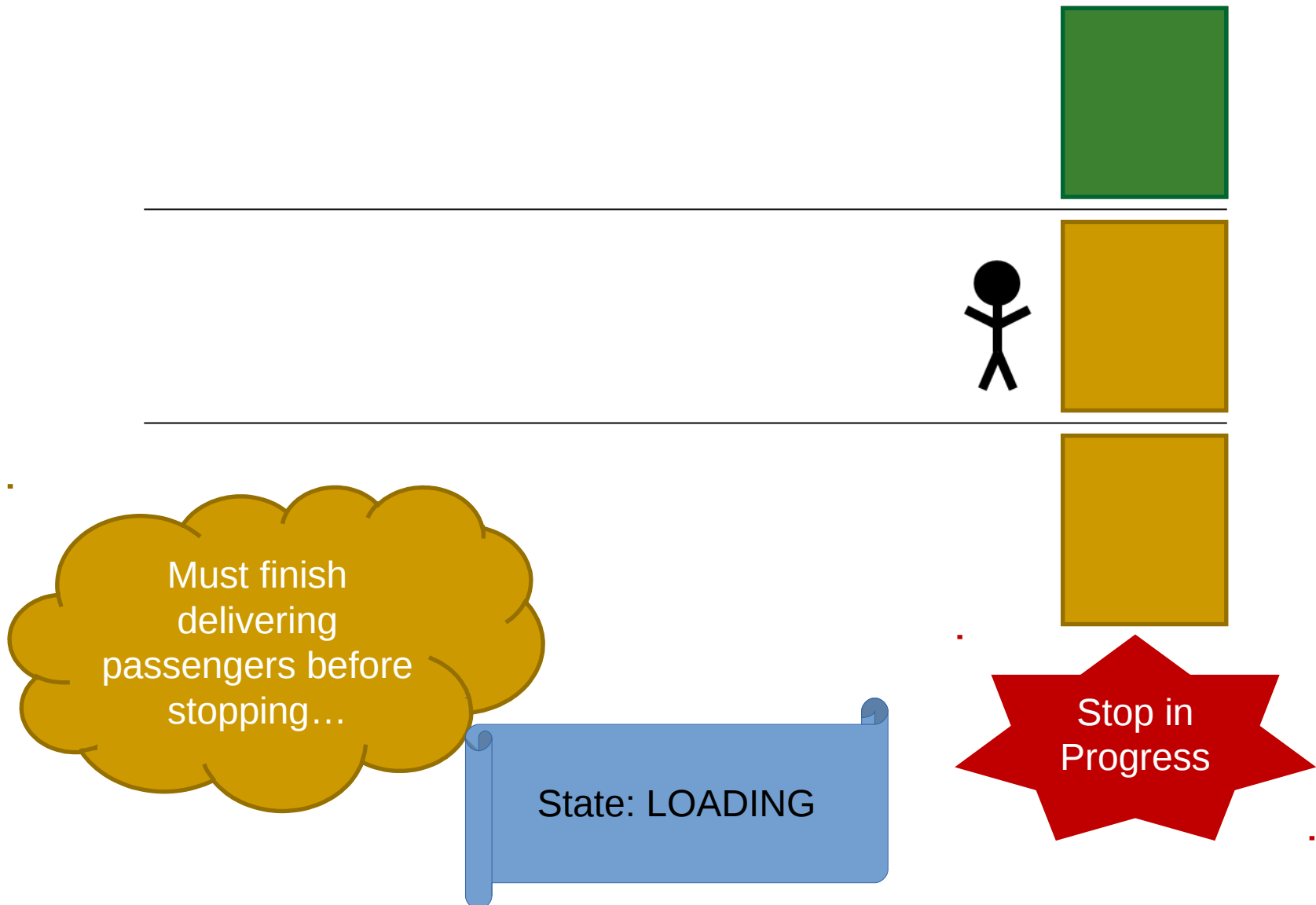
Elevator stop can occur at any point



Elevator stop can occur at any point



Elevator stop can occur at any point



Elevator stop can occur at any point

