

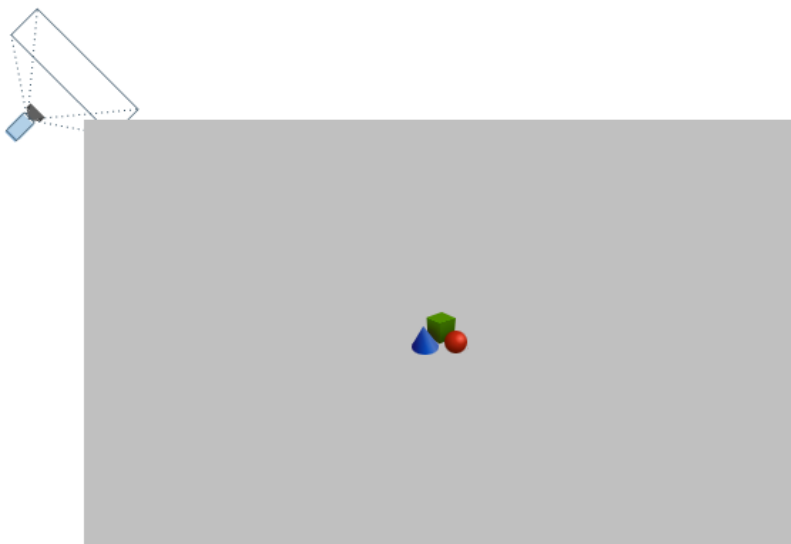
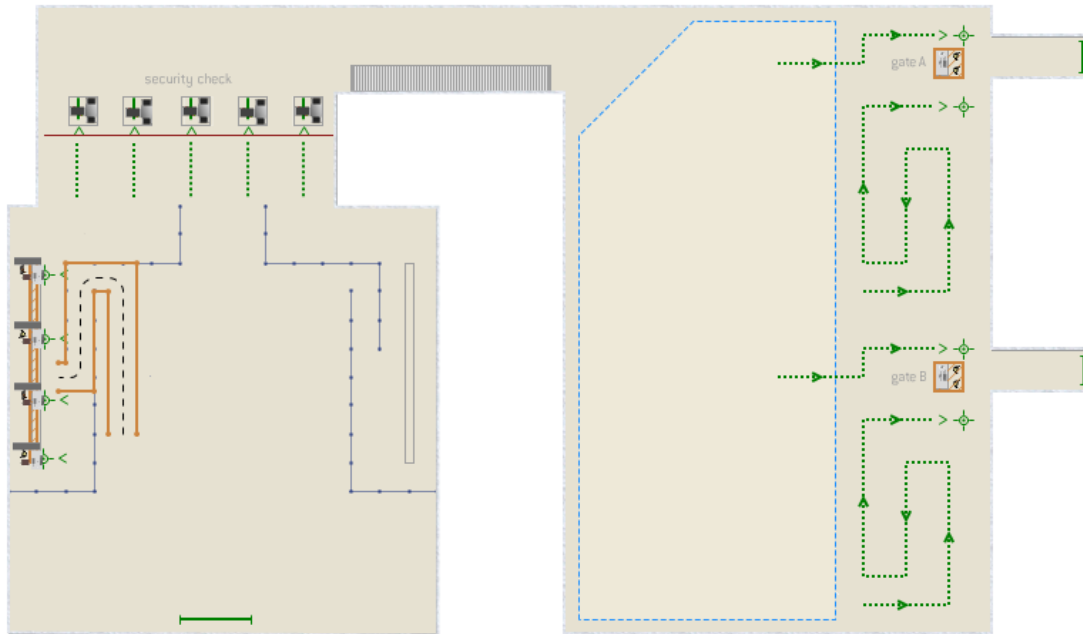
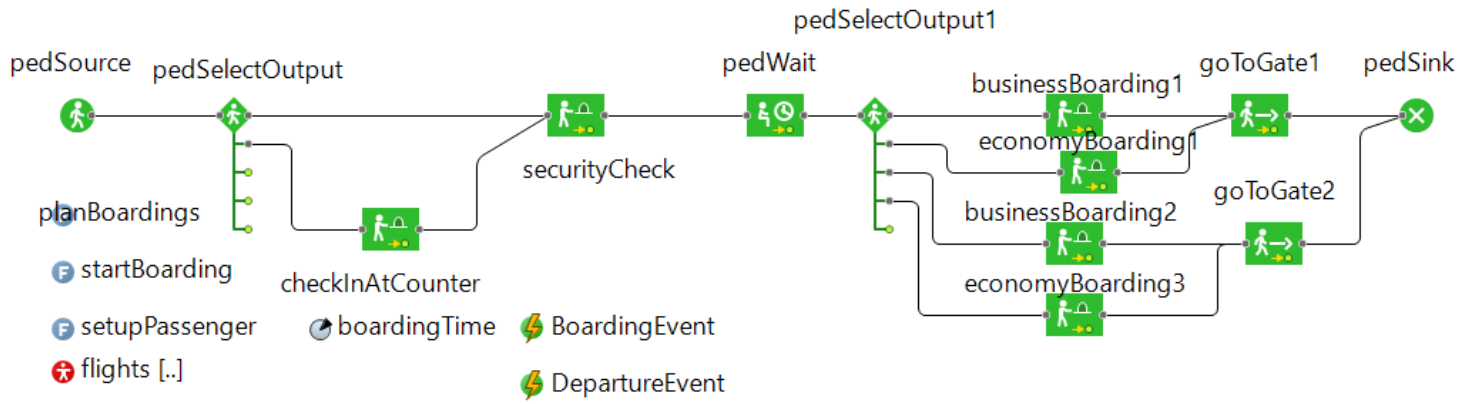
Model: AirportV1

Name	Value
General	
Model time units	minutes
System Dynamics solver	
Differentiation Equations Method	Euler
Algebraic Equations Method	Modified Newton
Mixed Equations Method	RK45+Newton
Absolute accuracy	1.0E-5
Time accuracy	1.0E-5
Relative accuracy	1.0E-5
Fixed time step	0.001
Advanced	
Java package name	airport
File Name	C:\Users\agmej\OneDrive\Documentos\ESFM\SEMESTRE VIII\SIMULACION II\ANYLOGIC\Airport\AirportV1\AirportV1.alp

Agent Type: Main

Name	Value
Agent actions	
Startup code	planBoardings();
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically (incline on ramps)	false
Space and network	
Space Type	Continuous
Layout Type	User-defined
Network type	User-defined
Enable steps	false
Advanced Java	
Generic	false
Advanced	
Flowchart block	false
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false

connections



Scale: scale

Name	Value
General	
Unit	meters
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Parameter: boardingTime

Name	Value
General	
Array	false
Default value	(40 : MINUTE)
Unit	minutes
Show at runtime	true
Show name	true
Value editor	
Editor control	Unit editor
Advanced	
System dynamics units	false
Save in snapshot	true

Dynamic Event: BoardingEvent

Name	Value
General	
Logging	true
Show at runtime	true
Show name	true
Action	
Action	startBoarding(flight); create_DepartureEvent(boardingTime,flight);

Parameters:

Name	Type
flight	Flight

Dynamic Event: DepartureEvent

Name	Value
General	
Logging	true
Show at runtime	true
Show name	true
Action	
Action	remove_flights(flight);

Parameters:

Name	Type
flight	Flight

Function: setupPassenger

Name	Value
General	
Return type:	Just action (returns nothing)
Show at runtime	true
Show name	true
Function body	
Body	<pre>ped.business = randomTrue(0.15); Flight f; do {f= flights.random();} while(dateToTime(f.departureTime)-boardingTime < time()); ped.flight = f; f.passengers.add(ped);</pre>
Advanced	
Access type	default
System dynamics units	false

Arguments:

Name	Type
ped	Passenger

Function: startBoarding

Name	Value
General	
Return type:	Just action (returns nothing)
Show at runtime	true
Show name	true
Function body	
Body	<pre>for(Passenger p: flight.passengers) {</pre>

Name	Value
	<pre>pedWait.free(p); }</pre>
Advanced	
Access type	default
System dynamics units	false

Arguments:

Name	Type
flight	Flight

Function: planBoardings

Name	Value
General	
Return type:	Just action (returns nothing)
Show at runtime	true
Show name	true
Function body	
Body	<pre>for(Flight f: flights){ double timeBeforeBoarding = dateToTime(f.departureTime)- boardingTime; if(timeBeforeBoarding >= 0) create_BoardingEvent(timeBeforeBoarding,f); else { create_DepartureEvent(dateToTime(f. departureTime),f); startBoarding(f); } }</pre>
Advanced	
Access type	default
System dynamics units	false

PedSource: pedSource

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Agent Parameters:

Name	Value
Appears at	self.LOCATION_LINE
Target line	arrivalLine
Arrive according to	self.RATE
Arrival rate	100
Limited number of arrivals	false
New pedestrian	new airport.Passenger()
Comfortable speed	uniform(0.5, 1)
Initial speed	uniform(0.3, 0.7)
Diameter	uniform(0.4, 0.5)
Create groups	false
Add pedestrian to:	false
On exit	setupPassenger(ped);

PedGoTo: goToGate1

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Mode	self.MODE_REACH_TARGET
Target	self.LOCATION_LINE
Target line	gateLine1
Reach tolerance	0.25

PedSink: pedSink

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	

Name	Value
Show at runtime	true
Public	false
Logging	true

PedService: securityCheck

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Services	scpServices
Queue choice policy	self.CHOICE_SHORTEST_QUEUE
Delay time	uniform(1,2)
Recovery delay	0.0
Pass through in reverse direction	false

PedService: checkInAtCounter

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Services	checkInServices
Queue choice policy	self.CHOICE_SHORTEST_QUEUE
Delay time	uniform(2.0, 4.0)
Recovery delay	0.0

Agent Parameters:

Name	Value
Pass through in reverse direction	false

PedSelectOutput: pedSelectOutput

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Use:	self.TYPE_PROBABILITIES
Probability 1	0.3
Probability 2	0.7
Probability 3	0
Probability 4	0
Probability 5	0

PedWait: pedWait

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Waiting location	self.LOCATION_NODE
Node	node
Attractor choice	self.ATTRACTOR_CHOICE_NONE

Agent Parameters:

Name	Value
Delay ends	self.DELAY_TIMEOUT
Delay time	uniform(15, 45)
Group members leave together	false
Delay starts when	self.DELAY_STARTS_SINCE_BEGIN_WAIT
Maximum capacity	true
Reach tolerance	0.25

PedSelectOutput: pedSelectOutput1

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Use:	self.TYPE_CONDITIONS
Condition 1	ped.flight.gate == 1 && ped.business
Condition 2	ped.flight.gate == 1 && ! ped.business
Condition 3	ped.flight.gate == 2 && ped.business
Condition 4	true

PedService: businessBoarding1

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Agent Parameters:

Name	Value
Services	business1
Queue choice policy	self.CHOICE_SHORTEST_QUEUE
Delay time	uniform(2,3)
Recovery delay	0.0
Pass through in reverse direction	false

PedService: economyBoarding1

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Services	economy1
Queue choice policy	self.CHOICE_SHORTEST_QUEUE
Delay time	uniform(2.0, 5.0)
Recovery delay	0.0
Pass through in reverse direction	false

Flight: flights

Name	Value
General	
Parameter To Database Column Mapping	[[ItemReference: airport.Flight.destination (Resolved: true), ItemReference: airport.sheet1.destination (Resolved: true)], [ItemReference: airport.Flight.departureTime (Resolved: true), ItemReference: airport.sheet1.departure_time (Resolved: true)], [ItemReference: airport.Flight.gate (Resolved: true), ItemReference: airport.sheet1.gate
INITIALIZATION_DATABASE_TYPE	One agent per database record
Initialization Database Table	- Database Table Query
Initialization Type	Loaded from database
Population of agents	true
Parameter To Database Column Mapping	[[ItemReference: airport.Flight.destination (Resolved: true), ItemReference: airport.sheet1.destination (Resolved: true)], [ItemReference: airport.Flight.departureTime (Resolved: true), ItemReference: airport.sheet1.departure_time (Resolved: true)], [ItemReference: airport.Flight.gate (Resolved: true), ItemReference: airport.sheet1.gate
INITIALIZATION_DATABASE_TYPE	One agent per database record

Name	Value
Initialization Database Table	- Database Table Query
Initialization Type	Loaded from database
Population of agents	true
Show name	true
Initial position	
Place agent(s)	in the specified point
Presentation x	0.0
Presentation y	0.0
Presentation z	0.0
Presentation rotation	0.0
Statistics	
Statistics	[]
Advanced	
Show at runtime	true
Public	false
Embedded object collection type	Access by index (ArrayList)
Logging	true

PedService: businessBoarding2

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Services	business2
Queue choice policy	self.CHOICE_SHORTEST_QUEUE
Delay time	uniform(2.0, 5.0)
Recovery delay	0.0
Pass through in reverse direction	false

PedService: economyBoarding3

Name	Value
General	
Population of agents	false

Name	Value
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Services	economy2
Queue choice policy	self.CHOICE_SHORTEST_QUEUE
Delay time	uniform(2.0, 5.0)
Recovery delay	0.0
Pass through in reverse direction	false

PedGoTo: goToGate2

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Mode	self.MODE_REACH_TARGET
Target	self.LOCATION_LINE
Target line	gateLine2
Reach tolerance	0.25

Image: image

Name	Value
General	
Show at runtime	true
Lock	true
Embedded icon	false

Name	Value
Public	true
Position and size	
x	20.0
Width	761.0
y	260.0
Height	441.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false

Camera: camera

Name	Value
General	
Rotation Z	-45.0
Rotation X	20.0
Show name	false
Position and size	
x	40.0
y	840.0
z	100.0

3D Object: xrayScanner

Name	Value
General	
Scale	0.6
Auto scale	true
File Name	ResourceReference: airport.3d/xray.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	78.0
y	333.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: detector

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/detector.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	68.0
y	334.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: xrayScanner1

Name	Value
General	
Scale	0.6
Auto scale	true
File Name	ResourceReference: airport.3d/xray.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	117.0
y	334.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: detector1

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/detector.dae (Resolved: true)
Show at runtime	true

Name	Value
Lock	false
Public	true
Position and size	
x	107.0
y	335.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: xrayScanner2

Name	Value
General	
Scale	0.6
Auto scale	true
File Name	ResourceReference: airport.3d/xray.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	157.0
y	333.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: detector2

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/detector.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	147.0
y	334.0

Name	Value
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: xrayScanner3

Name	Value
General	
Scale	0.6
Auto scale	true
File Name	ResourceReference: airport.3d/xray.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	197.0
y	334.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: detector3

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/detector.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	187.0
y	335.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false

Name	Value
Internal lights	Off

3D Object: xrayScanner4

Name	Value
General	
Scale	0.6
Auto scale	true
File Name	ResourceReference: airport.3d/xray.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	236.0
y	333.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: detector4

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/detector.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	226.0
y	334.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: officeWorker

Name	Value
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Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/officeworker.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	30.0
y	445.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: woman_2

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/woman_2.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	30.0
y	490.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: officeWorker2

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/officeworker.dae (Resolved: true)
Show at runtime	true

Name	Value
Lock	false
Public	true
Position and size	
x	31.0
y	533.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: woman_4

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/woman_2.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	31.0
y	574.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: check_in_counter

Name	Value
General	
Scale	0.8
Auto scale	true
File Name	ResourceReference: airport.3d/check_in_counter.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	35.0
y	445.0

Name	Value
z	0.0
Rotation	270.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: check_in_counter1

Name	Value
General	
Scale	0.8
Auto scale	true
File Name	ResourceReference: airport.3d/check_in_counter.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	35.0
y	490.0
z	0.0
Rotation	270.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: check_in_counter2

Name	Value
General	
Scale	0.8
Auto scale	true
File Name	ResourceReference: airport.3d/check_in_counter.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	35.0
y	533.0
z	0.0
Rotation	270.0
Advanced	
Show in	2D and 3D
Show name	false

Name	Value
Internal lights	Off

3D Object: check_in_counter3

Name	Value
General	
Scale	0.8
Auto scale	true
File Name	ResourceReference: airport.3d/check_in_counter.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	34.0
y	575.0
z	0.0
Rotation	270.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: gate_counter

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/gate_counter.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	675.0
y	300.0
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: woman_3

Name	Value
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Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/woman_2.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	685.0
y	295.0
z	0.0
Rotation	180.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: woman_5

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/woman_2.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	685.0
y	305.0
z	0.0
Rotation	180.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: woman_6

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/woman_2.dae (Resolved: true)
Show at runtime	true

Name	Value
Lock	false
Public	true
Position and size	
x	685.0
y	525.0
z	0.0
Rotation	180.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: woman_7

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/woman_2.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	685.0
y	515.0
z	0.0
Rotation	180.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: gate_counter1

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/gate_counter.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	675.0
y	520.0

Name	Value
z	0.0
Rotation	90.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Window: window3d

Name	Value
General	
Navigation type	Full
Follow camera	false
Camera	camera - Camera
Lock	false
Position and size	
x	80.0
Width	500.0
y	840.0
Height	300.0
Advanced	
Make Default View Area	true
Show name	false
Far Clipping Distance	2000.0


Link to agents: connections


Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false


Agent Type: Passenger

Name	Value
Agent in flowcharts	
Use in flowcharts as	Pedestrian
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically (incline on ramps)	false

Name	Value
Space and network	
Space Type	Continuous
Layout Type	User-defined
Network type	User-defined
Enable steps	false
Advanced Java	
Generic	false
Advanced	
Flowchart block	false
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false

 connections


 business

 flight

Scale: scale

Name	Value
General	
Unit	meters
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Parameter: business

Name	Value
General	
Array	false

Name	Value
Type	boolean
Show at runtime	true
Show name	true
Value editor	
Editor control	Check Button
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: flight

Name	Value
General	
Array	false
Type	Flight
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

3D Object: person

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/person.dae (Resolved: true)
Dynamic: Visible	!business
Show at runtime	true
Lock	false
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: officeWorker

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: airport.3d/officeworker.dae (Resolved: true)
Dynamic: Visible	business
Show at runtime	true
Lock	false
Public	true
Position and size	
x	0.0
y	1.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off


Link to agents: connections


Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false


Agent Type: Flight


Name	Value
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically (incline on ramps)	false
Space and network	
Space Type	Continuous
Layout Type	User-defined
Network type	User-defined
Enable steps	false

Name	Value
Advanced Java	
Generic	false
Advanced	
Flowchart block	false
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false


 main

 connections

 destination

 departureTime

 gate

 passengers

Scale: scale

Name	Value
General	
Unit	meters
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Parameter: destination

Name	Value
General	

Name	Value
Array	false
Type	String
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: departureTime

Name	Value
General	
Array	false
Type	Date
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: gate

Name	Value
General	
Array	false
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Collection: passengers

Name	Value
General	
Initial contents	{}
Initial contents	{}
Element class	Passenger

Name	Value
Collection class	LinkedList
Show at runtime	true
Show name	true
Advanced	
Access type	public
Save in snapshot	true

Link to agents: connections

Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Simulation Experiment: Simulation

Name	Value
General	
Bypass Initial Simulation Screen	false
Maximum available memory	512
Agent type	Main
Model time	
Execution mode	Real time with scale
Real time scale	1.0
Stop option	Stop at specified date
Initial time	0.0
Initial date	Sun Dec 21 00:00:00 GMT 2014
Final date	Sun Dec 21 22:00:00 GMT 2014
Randomness	
Random Number Generation Type	Fixed seed (reproducible simulation runs)
Seed value	1
Window	
Title	Airport : Simulation
Enable zoom and panning	true
Enable developer panel	true
Show developer panel on start	false
Advanced	
Load root from snapshot	false

Airport

Text: text

Name	Value
General	
Show at runtime	true
Lock	false
Text	
Text	Airport
Appearance	
Color	royalBlue
Alignment	LEFT
Position and size	
x	50.0
y	30.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Database: Database

Name	Value
General	
Database shutdown compac	false
Import	
List of tables import data settings	[- Import Settings]
Log	
Logging	false

Database Table: sheet1

Name	Value
Advanced	
Cached database table	false

null	null	null	null	null
destination	VARCHAR(16777216)	-	-	
departure_time	TIMESTAMP	-	-	
gate	INTEGER	-	-	