

Current Step:

Next Step

Load Simulation

Play

Reset

Heatmap

A



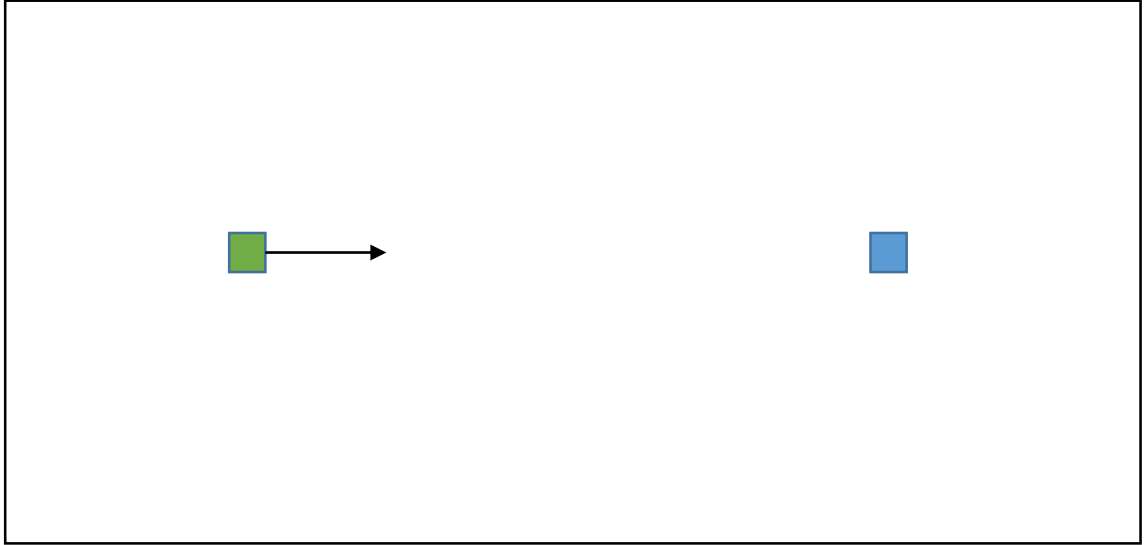
Simulation Data:

Algorithm:
Number of Persons:
Current Time:
Simulation Time:

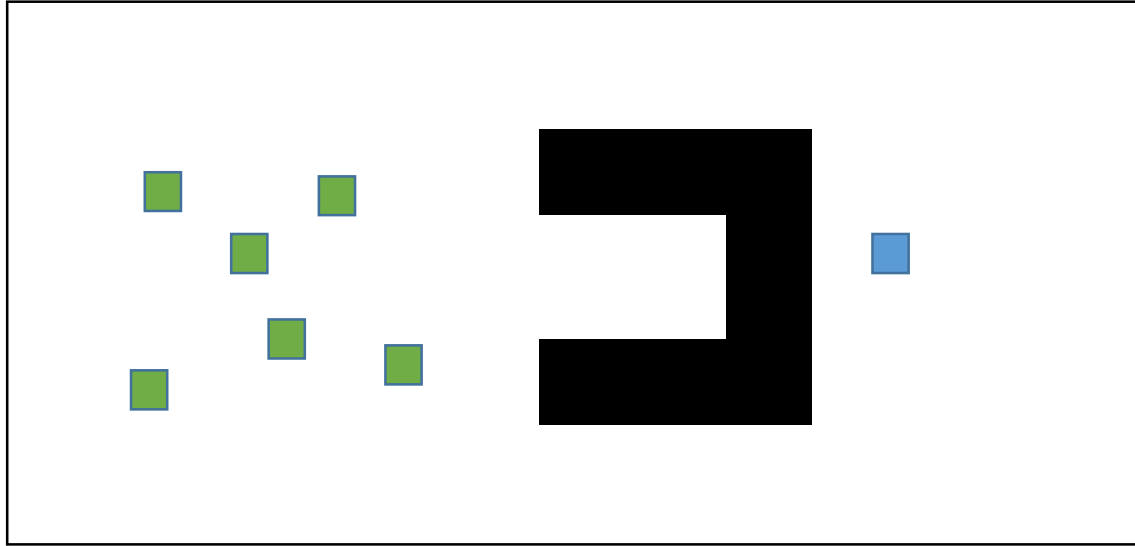
C

Colors & Symbols:

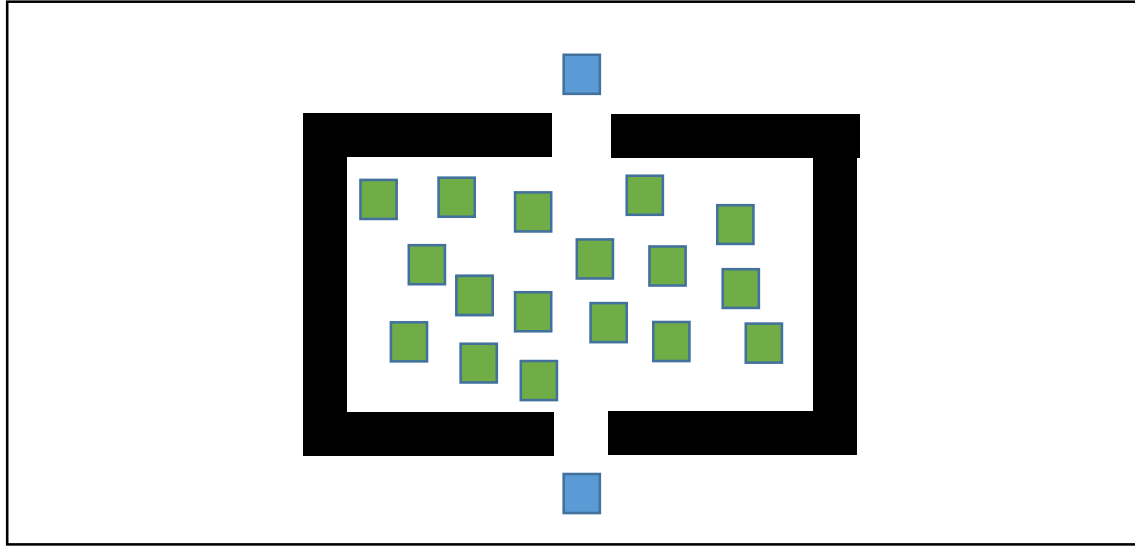
D



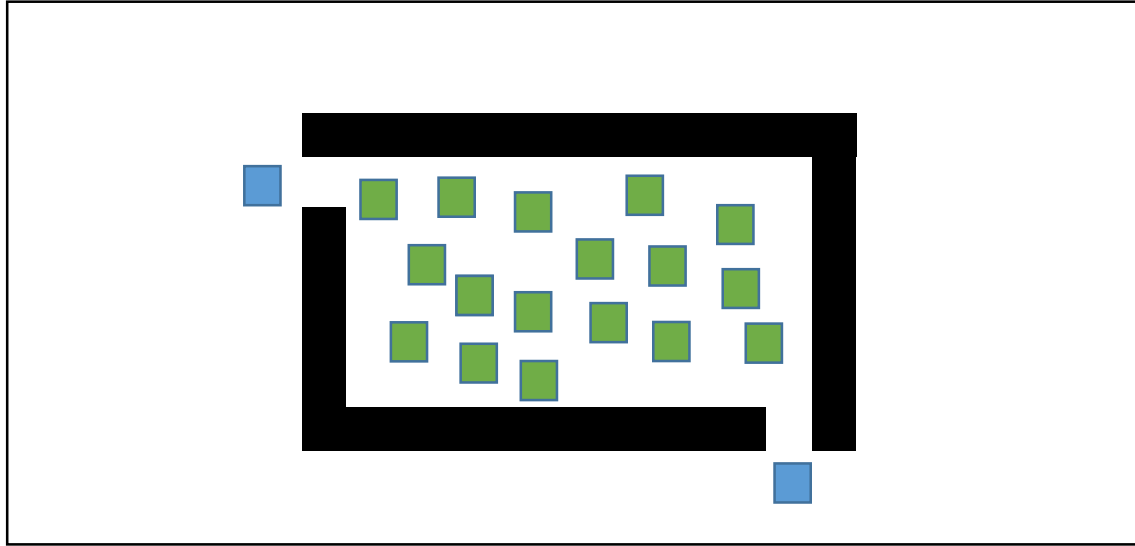
 Person
 Ziel



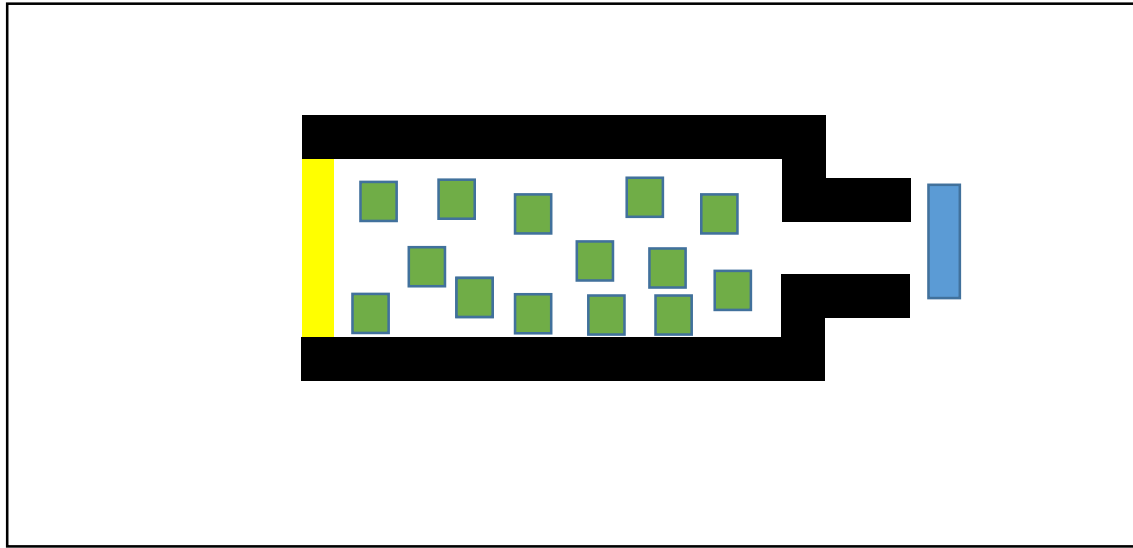
-  Hindernis
-  Person
-  Ziel



- Hindernis
- Person
- Ziel



- Hindernis
- Person
- Ziel



- Hindernis
- Person
- Personenquelle
- Personensenke/ Ziel