

Test File Specification

Test files specify for each location how to spawn cars, and sets their routes.

To specify a new location the *Location* key word is written on a new line followed by the index of that location (order declared in the design file). So for the first location:

```
Location  
1
```

To spawn cars, with routes, the *Spawn*, keyword is used followed by the number of cars to spawn.

```
Spawn  
16
```

Spawning cars with a route is more complex. First the *Route* keyword is written on a new line. Next the next node (System or Location) to visit is entered. This node entered must have an adjoining road to the node the car will be at prior otherwise the car will become stuck. As many route points can be declared as desired. Finally a number of cars to spawn with that route must be declared. This is done by using the *Number* keyword and then writing the number of cars to spawn. For example two cars with the route points can be declared like:

```
Route  
System  
3  
Location  
2  
Number  
2
```

Delays, between cars, can be added using the *Delay* keyword. This will add a NULL entry in the car spawn list which will reset a locations spawn clock without spawning a car. i.e by changing how many cars are delayed, and how often cars are spawned (set in config.h), a fixed time interval between cars can be conducted. Following the delay keyword a number can inserted to specify the no. of cars to delay. The Rand keyword can also be used to choose a random integer up to the specified number (on the proceeding line). Example of both:

```
Delay  
10
```

```
Delay  
Rand  
10
```

Example for Part of the Four-way Junction Test.

Location
1

Delay
Rand
10

Route
System
1
Location
4
Number
1

Delay
Rand
10

Route
System
1
Location
4
Number
1

Location
2

Delay
Rand
10

Route
System
1
Location
3
Number
1

Delay
Rand
10

Route
System
1
Location
3
Number
1