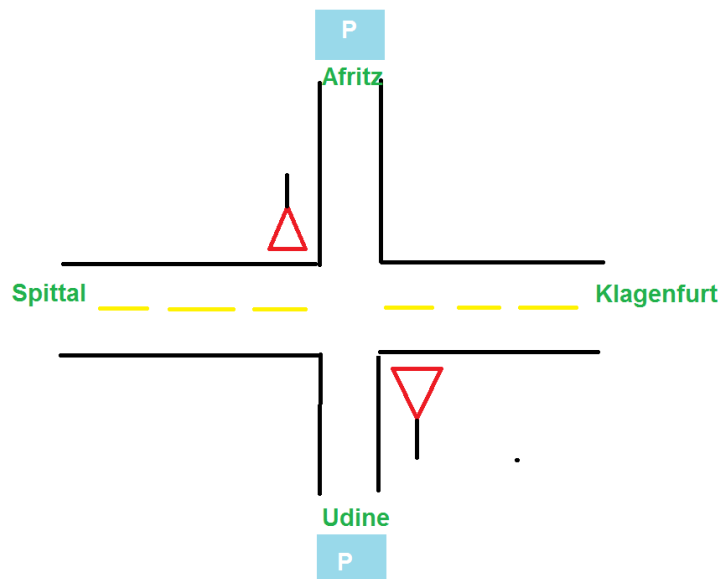# FX – Simulation & Animation

Situation

- cars are generated continuously and arrive from Spittal/Klagenfurt/Udine/Afritz
- each road allows driving cars in same direction
- but to Afritz and Udine it is not allowed driving cars in both directions at the same time
- eg: car drives to Afritz, and in the meantime a new car wants to drive from Afritz to Villach, then this car has to wait (parking area)
- arriving at the crossing in Villach, each car waits 2 – 3 seconds
- then continue in random direction (no return allowed)
- under strict observation of traffic rules.
- reaching the destination, car disappears.

Logfile

```
car#32...source=Spittal...destination=Udine...crossing arrived, starts waiting
```