# MODEL\_SETUP.nls

## Households in City

*“to setup-households*

*let noOfHouseholdsInCity round (PercHouseholdsInitialInCity \* noOfHouseholds)*

*let noOfHouseholdsOutCity round ((1 - PercHouseholdsInitialInCity) \* noOfHouseholds)”*

This piece of code divides all the households between households in cities and out of cities. The percentage of households that are in cities can now be changed using a slider. This percentage is names “PercHouseholdsInitialInCity”. Initially the value was 0.4 (40%). The slider is can be changed from 0.0 to 1.0.

# MOVE\_CITIES.nls

## Resistance to move based on Time since moving + Children + Age

See Excel sheet named: RTM\_TimeSinceMoving

## Moving Distance modifiers for City Attractiveness

Here we alter the attractiveness of the city based upon the distance from the current location to that city. For cities very closeby (less than 100 patches) people will move less likely, since it is easily commuted daily. For cities very far away (more than 250 patches) people will move less likely since it is too far (from family etc.)

*“let minMovingDistance MinimalMovingDistance*

*let maxMovingDistance MaximumMovingDistance”*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Default** | **Min** | **Increment** | **Max** |
| **MinimalMovingDistance** | 100 | 0 | 10 | 200 |
| **MaximumMovingDistance** | 250 | 200 | 10 | 400 |

*“if distToCity < minMovingDistance [*

*set cityAverage cityAverage - MinDistCityAttractiveness*

*]*

*if distToCity > maxMovingDistance[*

*set cityAverage cityAverage - MaxDistCityAttractiveness*

*]”*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Default** | **Min** | **Increment** | **Max** |
| **MinDistCityAttractiveness** | 0.1 | 0 | 0.05 | 0.3 |
| **MaxDistCityAttractiveness** | 0.1 | 0 | 0.05 | 0.3 |

## Attractiveness Jobs Countryside

*“set jobAttractivenessList lput (list Job1Attractiveness Job2Attractiveness Job3Attractiveness Job4Attractiveness Job5Attractiveness Job6Attractiveness Job7Attractiveness) jobAttractivenessList”*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Default** | **Min** | **Increment** | **Max** |
| Job1Attractiveness | 0.55 | 0.4 | 0.05 | 0.6 |
| Job2Attractiveness | 0.55 | 0.4 | 0.05 | 0.6 |
| Job3Attractiveness | 0.50 | 0.4 | 0.05 | 0.6 |
| Job4Attractiveness | 0.45 | 0.4 | 0.05 | 0.6 |
| Job5Attractiveness | 0.45 | 0.4 | 0.05 | 0.6 |
| Job6Attractiveness | 0.5 | 0.4 | 0.05 | 0.6 |
| Job7Attractiveness | 0.5 | 0.4 | 0.05 | 0.6 |