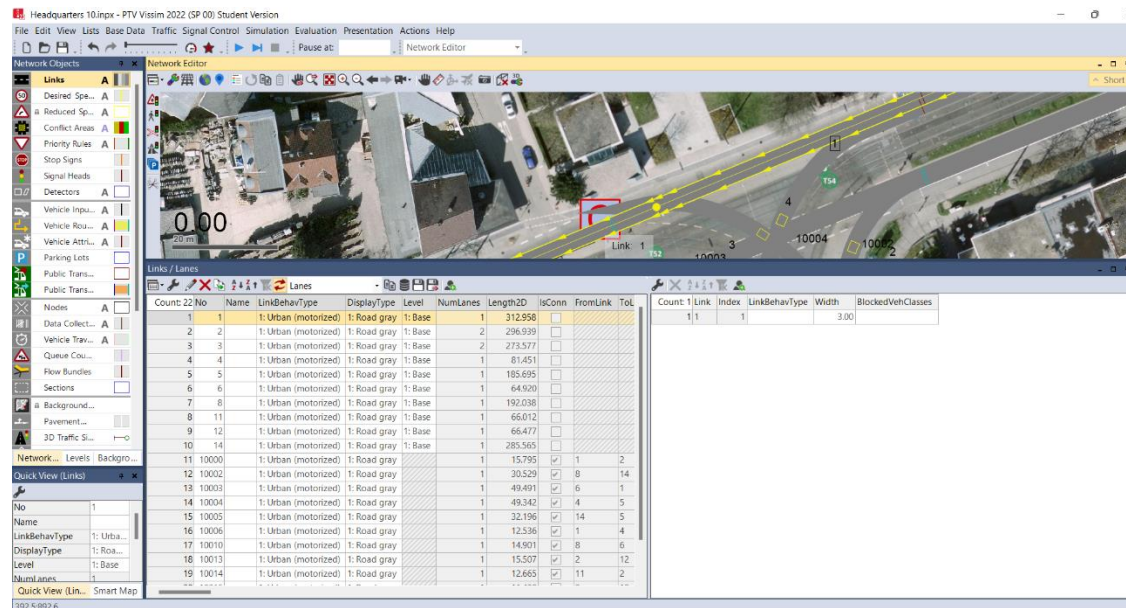
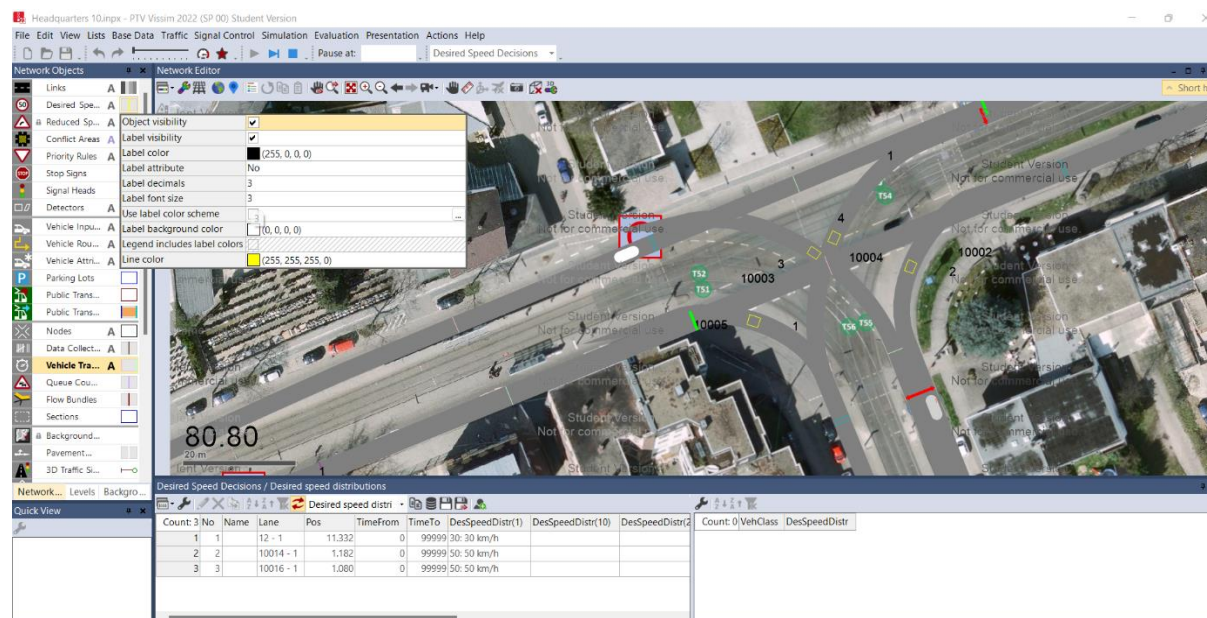


Links



There are 22 links under the link object. The first object is Object Visibility, when checked it activates the links or makes them visible in the network. An example of a link is shown in the picture above in yellow.

Desired Speed decisions



There are 10 modelling types under the link object and 3 desired speed decisions in this network.

Reduced Speed Areas

The screenshot shows the PTV Vissim 2022 interface with the 'Reduced Speed Areas' tab selected. The main view is an aerial map of a road network with several yellow rectangular markers indicating reduced speed areas. The left sidebar shows the 'Network Objects' list, and the bottom panel displays a table of speed reductions.

Count	No	Name	Lane	Pos	Length	TimeFrom	TimeTo	DesSpeedDistr(1)	DesSpeedDistr(10)
1	1	10005 - 1	14.501	2.000	0	99999	0	25: 25 km/h	
2	2	10002 - 1	11.875	2.000	0	99999	0	25: 25 km/h	
3	3	10003 - 1	20.504	2.000	0	99999	0	30: 30 km/h	
4	4	10004 - 1	22.765	2.000	0	99999	0	30: 30 km/h	
5	5	10014 - 1	5.893	2.000	0	99999	12: 12 km/h		
6	6	10013 - 1	6.154	2.000	0	99999	12: 12 km/h		

There are 8 reduced speed areas in this network.

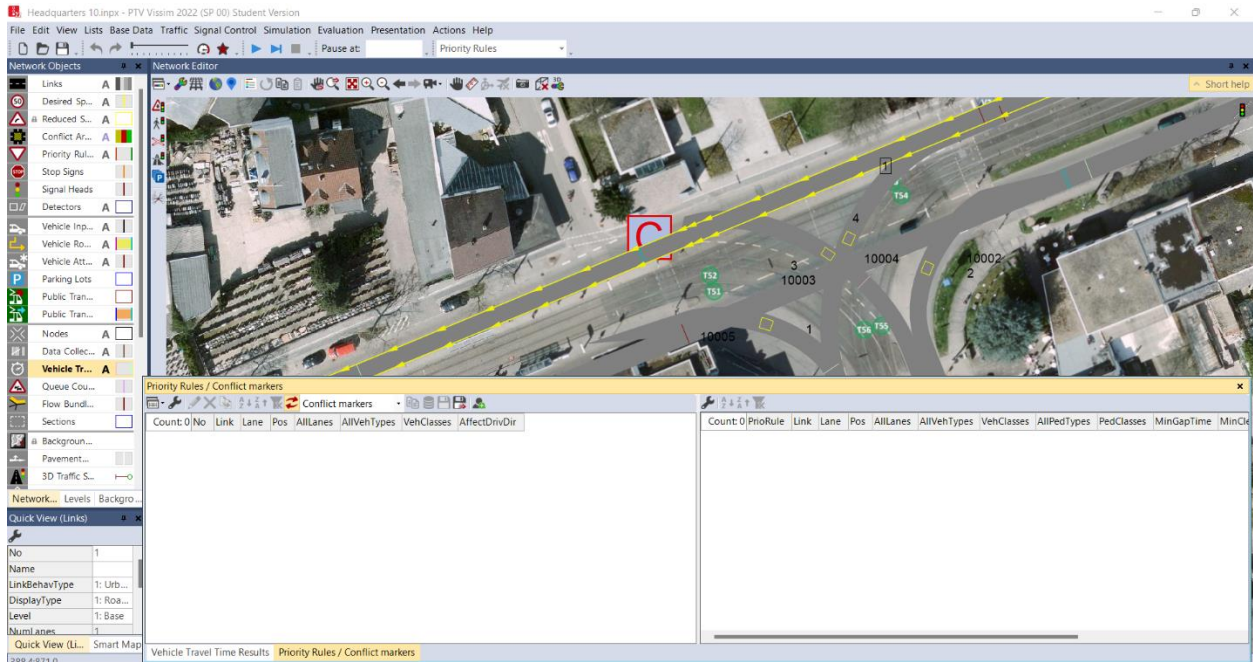
Conflict Areas

The screenshot shows the PTV Vissim 2022 interface with the 'Conflict Areas' tab selected. The main view is an aerial map of the same road network, now with yellow rectangular markers indicating conflict areas. The left sidebar shows the 'Network Objects' list, and the bottom panel displays a table of conflict area settings.

Count	No	Name	Lane	Pos	Length	TimeFrom	TimeTo	DesSpeedDistr(1)	DesSpeedDistr(10)
1	1	10005 - 1	14.501	2.000	0	99999	0	25: 25 km/h	
2	2	10002 - 1	11.875	2.000	0	99999	0	25: 25 km/h	
3	3	10003 - 1	20.504	2.000	0	99999	0	30: 30 km/h	
4	4	10004 - 1	22.765	2.000	0	99999	0	30: 30 km/h	
5	5	10014 - 1	5.893	2.000	0	99999	12: 12 km/h		
6	6	10013 - 1	6.154	2.000	0	99999	12: 12 km/h		

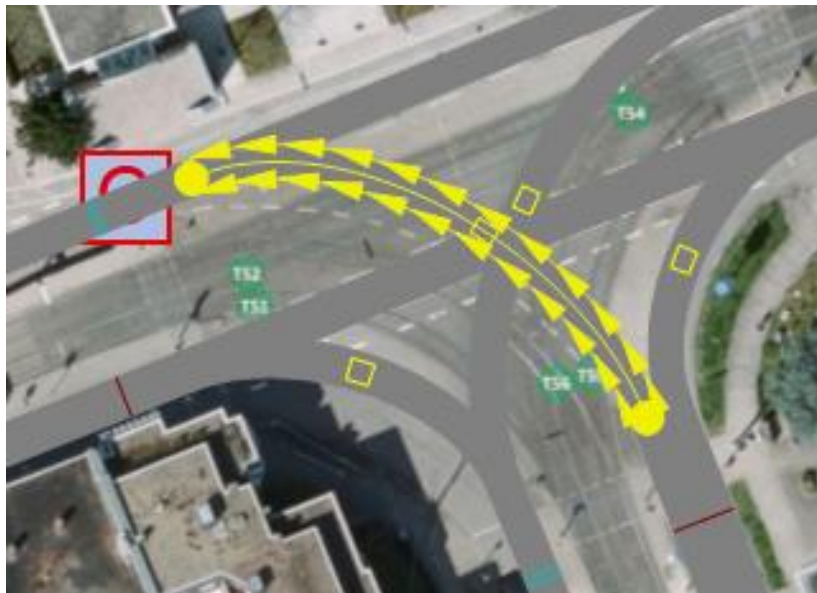
There are 9 objects under conflict area. The yellow portion in the link shows the 5-conflict areas in the network.

Priority Rules



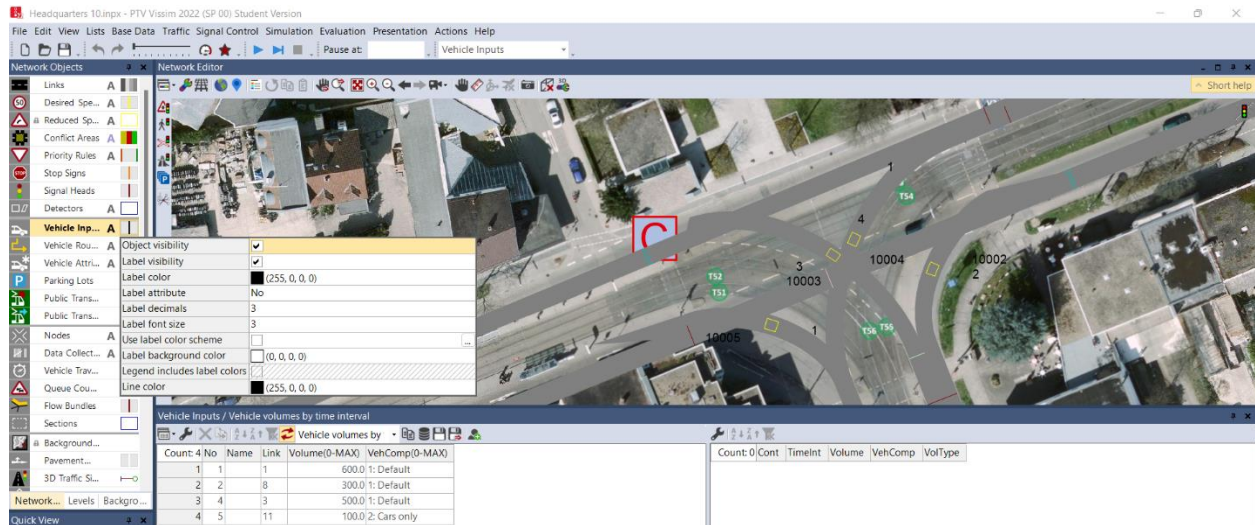
There are no Priority rules for this network.

Connectors



Connector: A connector connects two links together.

Vehicle Inputs

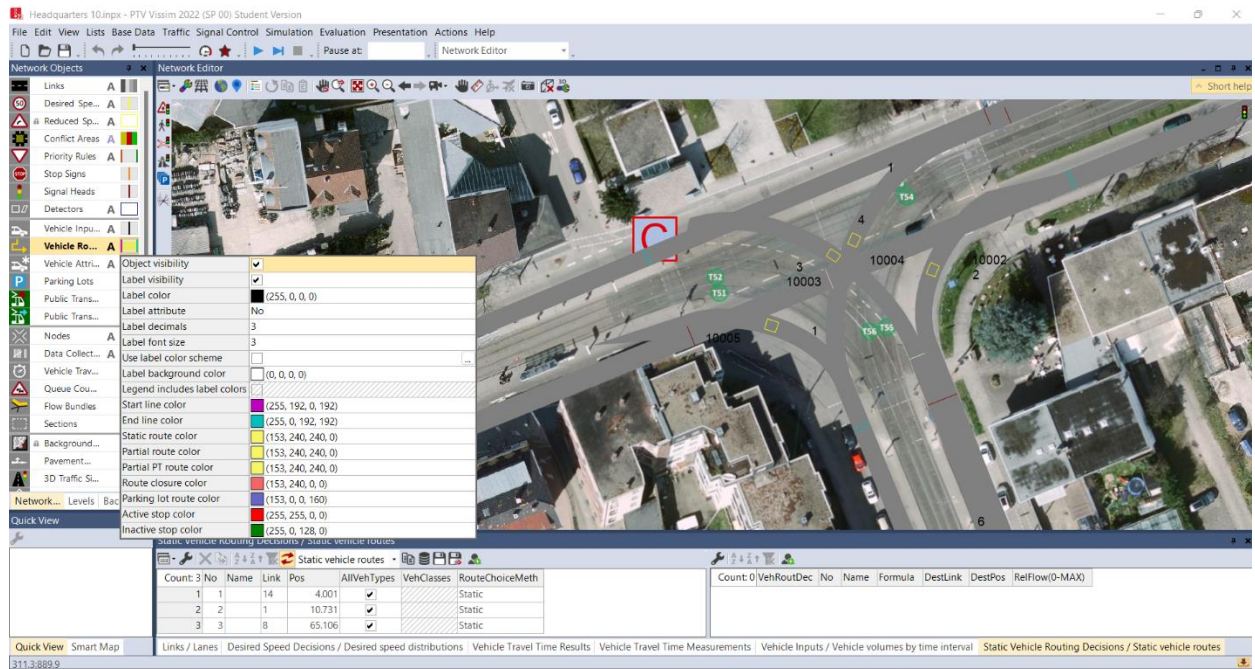


Vehicle Inputs / Vehicle volumes by time interval

Count	No	Name	Link	Volume(0-MAX)	VehComp(0-MAX)
1	1	1	1	600.0	1: Default
2	2	2	8	300.0	1: Default
3	4	3	3	500.0	1: Default
4	5	11	1000.0	2: Cars only	

There are 4 vehicle inputs in this network with the first object on link 1 with a volume of 600 maximum capacity.

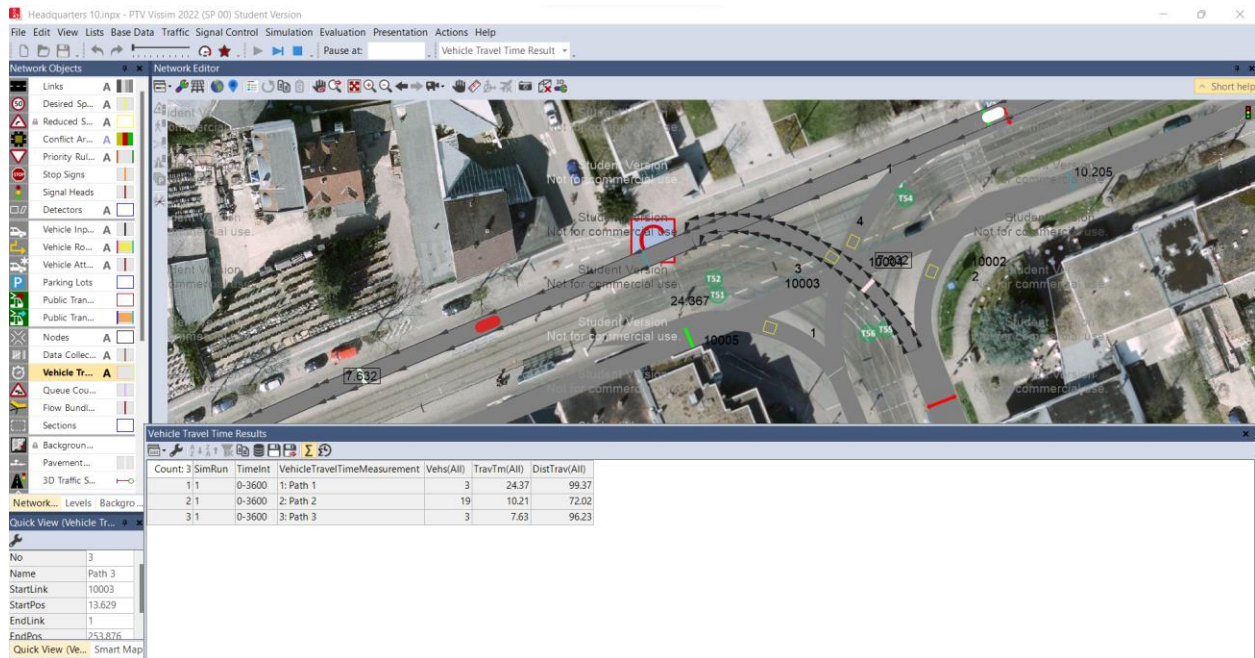
Vehicle Route



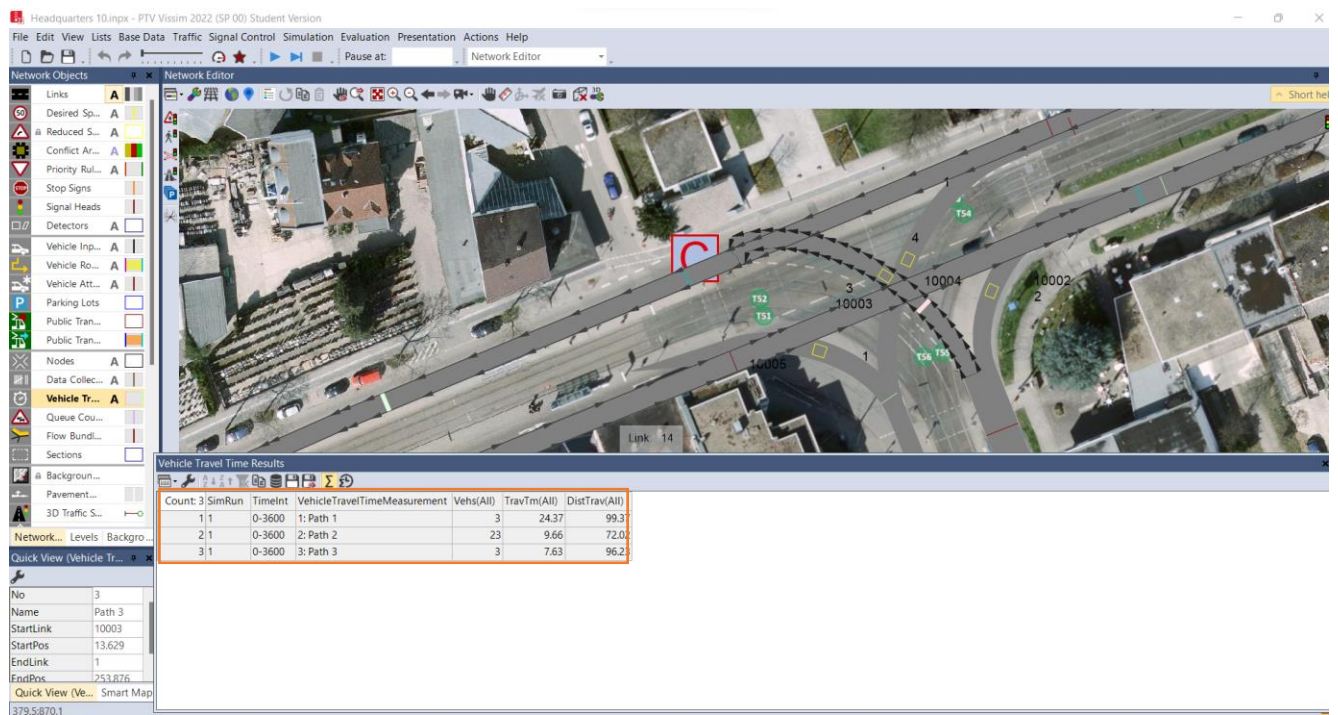
Static vehicle routes

Count	No	Name	Link	Pos	AllVehTypes	VehClasses	RouteChoiceMeth
1	1	14	4.001			Static	Static
2	2	1	10.731			Static	Static
3	3	8	65.106			Static	Static

Question 2



Simulation In Progress



This is the results obtained after the simulation was ran.