

Root Level

Level 1

Location Name
{var1=5, var2=10...}
Time = 0

Children Level

Level 2

<agent-1, trig-1, act-1>



Location Name
{var1=5, var2=10...}
Time = 3

<agent-2, trig-1, act-1>



Location Name
{var1=5, var2=10...}
Time = 4

<agent-1, trig-2, act-2>



Location Name
{var1=5, var2=10...}
Time = 4

<agent-3, trig-2, act-2>



Location Name
{var1=5, var2=10...}
Time = 5

<agent-1, trig-4, act-2>



Location Name
{var1=5, var2=10...}
Time = 6

<agent-2, trig-4, act-2>



Location Name
{var1=5, var2=10...}
Time = 6

<agent-3, trig-1, act-2>



Location Name
{var1=5, var2=10...}
Time = 9

<agent-3, trig-3, act-2>



Location Name
{var1=5, var2=10...}
Time = 15

Go Back

Children Level

Level 2

U+02193

<agent-1, trig-1, act-1>



Location Name
{var1=5, var2=10...}
Time = 3

<agent-2, trig-1, act-1>



Location Name
{var1=5, var2=10...}
Time = 4

<agent-1, trig-2, act-2>



Location Name
{var1=5, var2=10...}
Time = 4

<agent-3, trig-2, act-2>



Location Name
{var1=5, var2=10...}
Time = 5

<agent-1, trig-4, act-2>



Location Name
{var1=5, var2=10...}
Time = 6

<agent-2, trig-4, act-2>



Location Name
{var1=5, var2=10...}
Time = 6

<agent-3, trig-1, act-2>



Location Name
{var1=5, var2=10...}
Time = 9

<agent-3, trig-3, act-2>



Location Name
{var1=5, var2=10...}
Time = 15

Go Back

Leaf Node

Deactivated Button

Level 10

<agent-1, trig-1, act-1>



Location Name

{var1=5, var2=10...}

Time = 3

<agent-2, trig-1, act-1>



Location Name

{var1=5, var2=10...}

Time = 4

<agent-1, trig-2, act-2>



Location Name

{var1=5, var2=10...}

Time = 4

<agent-3, trig-2, act-2>



Location Name

{var1=5, var2=10...}

Time = 5

<agent-1, trig-4, act-2>



Location Name

{var1=5, var2=10...}

Time = 6

<agent-2, trig-4, act-2>



Location Name

{var1=5, var2=10...}

Time = 6

<agent-3, trig-1, act-2>



Location Name

{var1=5, var2=10...}

Time = 9

<agent-3, trig-3, act-2>



Location Name

{var1=5, var2=10...}

Time = 15

Go Back