

```
DT> Counting requests
DT> Starting loop
DT> receive sync
DT> receive sync
DT> receive sync
DT> Counting requests=: 0
DT> No pending requests
DT> Adding pending request in inWaitqueue
DT> Adding pending request in inWaitqueue
DT> Adding pending request in inWaitqueue
DT - DSRSC_Management -> Waiting for request!
DT - DSRSC_Management -> Releasing mutex
DT> Trace function
DT> DIFF TIME
#8 time=2,999929728 block=NeighbourhoodTableManagement type=state_entering state=__StartState

DT> Trace variable modification
DT> DIFF TIME
#9 time=2,999906304 block=NeighbourhoodTableManagement type=variable_modification variable=listOfNodes__id0 setTo=0

DT> Trace variable modification
DT> DIFF TIME
#10 time=3,003105664 block=NeighbourhoodTableManagement type=variable_modification variable=listOfNodes__id1 setTo=0

DT> Trace variable modification
DT> DIFF TIME
#11 time=3,003082240 block=NeighbourhoodTableManagement type=variable_modification variable=listOfNodes__id2 setTo=0

DT - NeighbourhoodTableManagement -> -> (====) Entering state + WaitingForNewNodesOrPosition
DT - NeighbourhoodTableManagement -> Locking mutex
DT - NeighbourhoodTableManagement -> Mutex locked
DT - NeighbourhoodTableManagement -> Going to execute request
DT> No request selected -> looking for one!
DT> Counting requests
DT> Starting loop
DT> receive sync
DT> receive sync
DT> Send sync
DT> Send sync not executable
DT> Counting requests=: 0
DT> No pending requests
DT> Adding pending request in inWaitqueue
DT> Adding pending request in inWaitqueue
DT> Adding pending request in outWaitqueue
DT - NeighbourhoodTableManagement -> Waiting for request!
DT - NeighbourhoodTableManagement -> Releasing mutex
DT> Trace function
DT> DIFF TIME
#12 time=4,003129088 block=CorrectnessChecking type=state_entering state=__StartState
```