

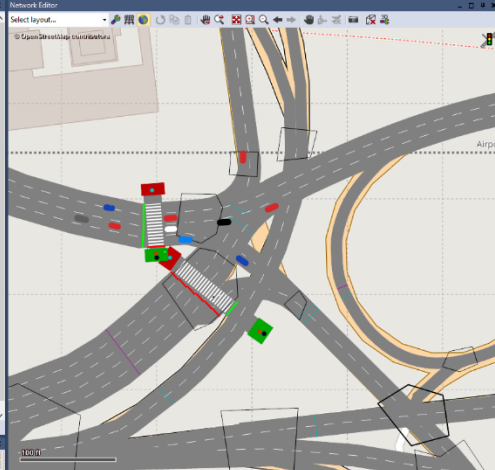
**Links**

- Desired Speed Decisions
- Reduced Speed Areas
- Conflict Areas
- Priority Rules
- Stop Signs
- Signal Heads
- Detectors
- Vehicle Inputs
- Vehicle Routes
- Parking Lots
- Public Transport Stops
- Public Transport Lines
- Nodes
- Data Collection Points
- Vehicle Travel Times
- Queue Counters
- Sections
- Background Images
- Pavement Markings
- 3D Traffic Signals
- Static 3D Models
- Vehicles In Network
- Pedestrians In Network
- Areas
- Obstacles
- Ramps & Stairs
- Elevators
- Pedestrian Inputs
- Pedestrian Routes

**Network Objects** Levels

Smart Map

Quick View Smart Map

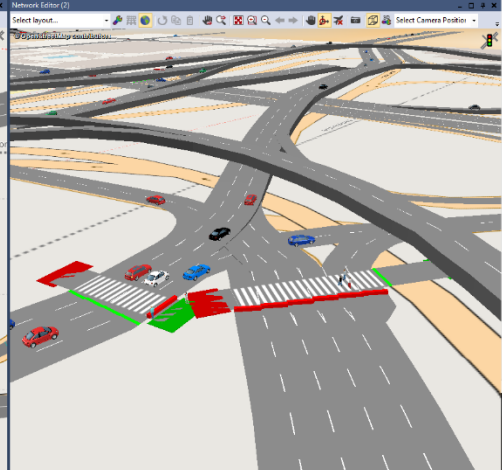


Parking Routing Decisions / Parking Routes

Select layout...

Count	No	Name	Link	Pos	AllVehTypes	VehClasses	ParkRate[0]	ParkDur[0]	GenBy
1	1		194	31.731	<input checked="" type="checkbox"/>		10.00 %	1: 0.5 s	User
2	2		48	88.492	<input checked="" type="checkbox"/>		100.00 %	1: 0.5 s	User
3	3		58	22.926	<input checked="" type="checkbox"/>		100.00 %	1: 0.5 s	User

Parking Routing Decisions... Parking Routes Matrix Editor (Matrix '1') Matrices Vehicle Inputs / Vehicle... Links / Lanes Signal Controllers / Sign...



Count: 0 VehRouteDec No ParkLot LinkSeq

Count	VehRouteDec	No	ParkLot	LinkSeq
0				

Parking Lots Zones / Parking Lots Static Vehicle Routes Nodes Pedestrian Inputs / Ped... Static Pedestrian Routin... Signal Controllers / Sign...