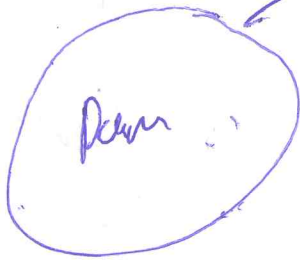


Simulation



Channel

~~And thresholds~~
 Input water
 Output water
 Level
 Capacity
 River output offset
 Max down stream
 Power / L
 Max up stream
 L / power
 uphill down
 downhill down
 power grid
 flood
 drought

river → destination
 Max
 Min
 Current volume

demand → Level
 Gos

Errors

over filled
 ⇒ goes into
 river automatically
 ⇒ set overflow
 flag

if > max set too
 much down stream
 flag → limit power
 pipe burst
 if > max power turn
 out ~~power~~ pump

if > max flood
 if < min drought

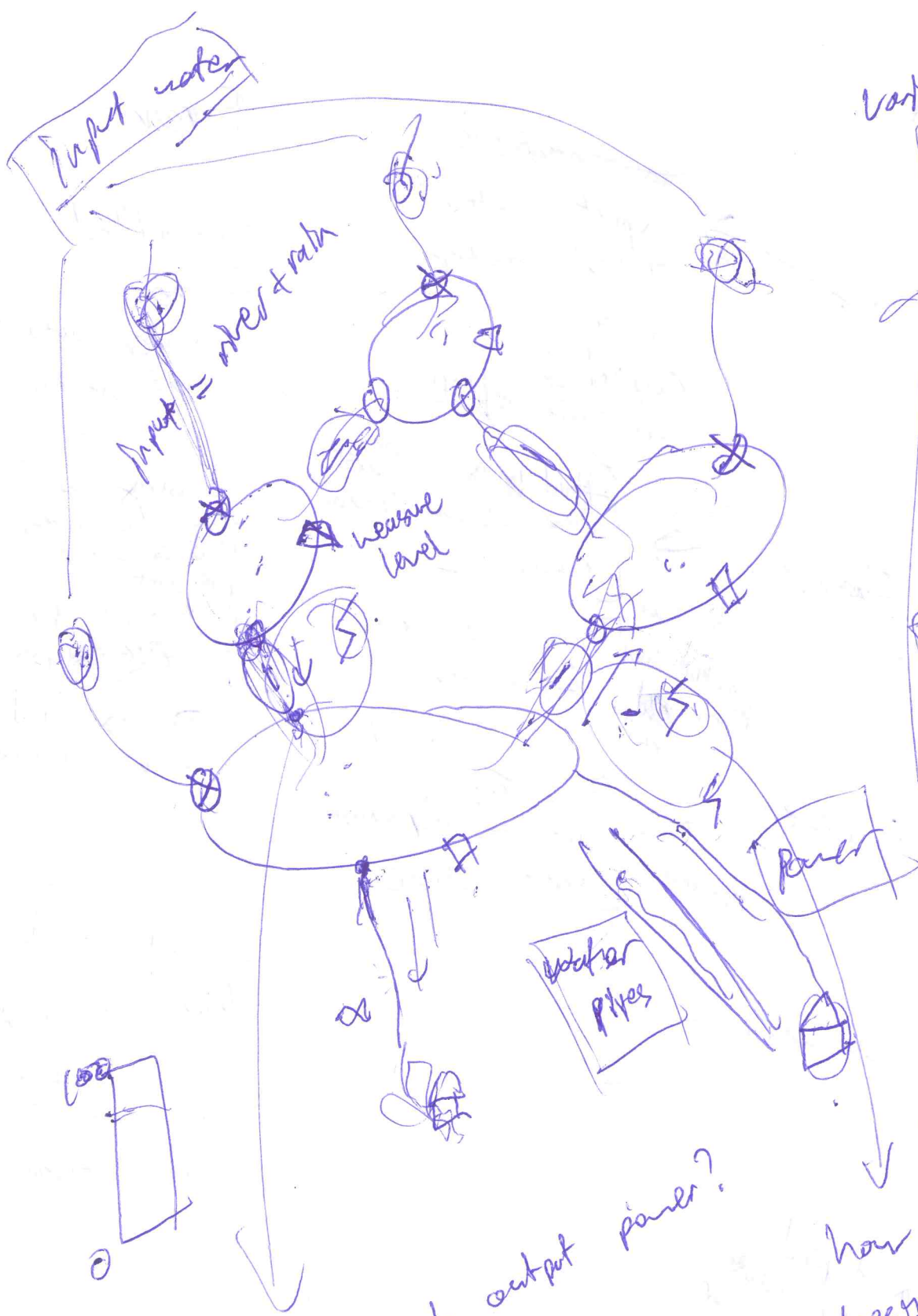
if level outside
 Gos ⇒ blackout
 or No water
 pipes burst
 or grid is fried

Simulation thread
 actually move
 the water/power

every 0.05
 update levels
 in all areas
 check all flags

RPS

steve. bridge
 Steve. bridge



Variables
 Input water for
 each dam
 water demand
 power demand

Requirements

min/max water
 in rivers
 out of dams

Cost water/power

how much output power?

how much power
 does it take to pump?

User Control/environment

Configuration
 vars

Initialization only

zones measure

4 Input water
 2 config vars
 demand water
 demand power