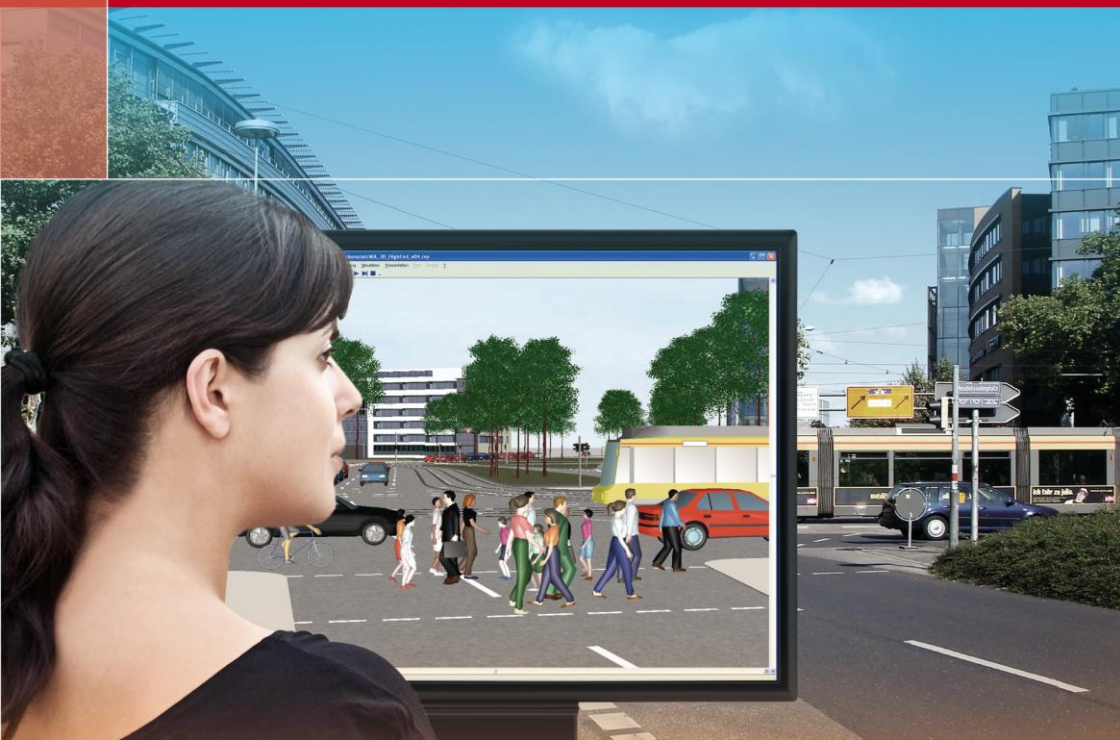


ptv **vision**

VISSIM 5.40-00 - COM Interface Manual



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Table of Contents

| | | |
|----------|---------------------------|-----------|
| 1 | Introduction | 7 |
| 1.1 | Introductory Example | 9 |
| 1.2 | License and Registration | 11 |
| 1.3 | Instances | 12 |
| 1.4 | Conventions | 13 |
| 2 | Object Model | 15 |
| 3 | Language Reference | 16 |
| 3.1 | Base Objects | 17 |
| 3.1.1 | Vissim | 17 |
| 3.1.2 | Net | 24 |
| 3.2 | COM Data Objects | 30 |
| 3.2.1 | WorldPoint | 30 |
| 3.3 | VISSIM Base Data | 33 |
| 3.3.1 | DrivingBehaviorParSets | 33 |
| 3.3.2 | DrivingBehaviorParSet | 35 |
| 3.3.3 | PedTypes | 37 |
| 3.3.4 | PedType | 39 |
| 3.3.5 | PedClasses | 41 |
| 3.3.6 | PedClass | 43 |
| 3.3.7 | PedWalkingBehaviorParSets | 45 |
| 3.3.8 | PedWalkingBehaviorParSet | 47 |
| 3.4 | Network | 49 |
| 3.4.1 | Link-based | 49 |
| 3.4.1.1 | DesiredSpeedDecisions | 49 |
| 3.4.1.2 | DesiredSpeedDecision | 51 |
| 3.4.1.3 | Links | 54 |
| 3.4.1.4 | Link | 55 |
| 3.4.1.5 | Nodes | 62 |
| 3.4.1.6 | Node | 64 |
| 3.4.1.7 | ParkingLots | 68 |
| 3.4.1.8 | ParkingLot | 69 |
| 3.4.1.9 | ReducedSpeedAreas | 72 |
| 3.4.1.10 | ReducedSpeedArea | 74 |
| 3.4.2 | Area-based (Pedestrians) | 77 |
| 3.4.2.1 | PedAreas | 77 |
| 3.4.2.2 | PedArea | 79 |

| | | |
|---------|----------------------|-----|
| 3.4.3 | PedAreaBehaviorTypes | 81 |
| 3.4.4 | PedAreaBehaviorType | 83 |
| 3.5 | Traffic | 86 |
| 3.5.1 | Vehicles | 86 |
| 3.5.1.1 | Vehicles | 86 |
| 3.5.1.2 | Vehicle | 92 |
| 3.5.2 | Private Traffic | 97 |
| 3.5.2.1 | Routes | 97 |
| 3.5.2.2 | Route | 100 |
| 3.5.2.3 | RoutingDecisions | 102 |
| 3.5.2.4 | RoutingDecision | 105 |
| 3.5.2.5 | TrafficCompositions | 109 |
| 3.5.2.6 | TrafficComposition | 111 |
| 3.5.2.7 | VehicleInputs | 113 |
| 3.5.2.8 | VehicleInput | 116 |
| 3.5.3 | Transit | 118 |
| 3.5.3.1 | TransitLines | 118 |
| 3.5.3.2 | TransitLine | 120 |
| 3.5.3.3 | TransitStops | 123 |
| 3.5.3.4 | TransitStop | 124 |
| 3.5.4 | Pedestrians | 127 |
| 3.5.4.1 | PedPedestrians | 127 |
| 3.5.4.2 | PedPedestrian | 129 |
| 3.5.4.3 | PedInputs | 131 |
| 3.5.4.4 | PedInput | 132 |
| 3.5.4.5 | PedRoutes | 134 |
| 3.5.4.6 | PedRoute | 136 |
| 3.5.4.7 | PedRoutingDecisions | 138 |
| 3.5.4.8 | PedRoutingDecision | 140 |
| 3.5.5 | Dynamic Assignment | 144 |
| 3.5.5.1 | DynamicAssignment | 144 |
| 3.5.5.2 | Paths | 151 |
| 3.5.5.3 | Path | 154 |
| 3.6 | Intersection Control | 157 |
| 3.6.1 | Non-signalized | 157 |
| 3.6.1.1 | StopSigns | 157 |
| 3.6.1.2 | StopSign | 159 |
| 3.6.2 | Signal Control | 161 |
| 3.6.2.1 | Detectors | 161 |
| 3.6.2.2 | Detector | 163 |
| 3.6.2.3 | PTCallingPoints | 167 |
| 3.6.2.4 | SignalControllers | 169 |
| 3.6.2.5 | SignalController | 171 |
| 3.6.2.6 | SignalGroups | 174 |
| 3.6.2.7 | SignalGroup | 176 |
| 3.6.2.8 | SignalHeads | 180 |
| 3.6.2.9 | SignalHead | 182 |

| | | |
|----------|---|------------|
| 3.6.2.10 | SCDetRecord | 184 |
| 3.7 | Simulation & Test | 186 |
| 3.7.1 | Simulation | 186 |
| 3.8 | Graphics & Presentation | 195 |
| 3.8.1 | Graphics | 195 |
| 3.8.2 | Presentation | 199 |
| 3.8.3 | StaticObjects | 201 |
| 3.8.4 | StaticObject | 203 |
| 3.9 | Results | 206 |
| 3.9.1 | Evaluation | 206 |
| 3.9.2 | AnalyzerEvaluation | 209 |
| 3.9.3 | DataCollections | 211 |
| 3.9.4 | DataCollection | 214 |
| 3.9.5 | DataCollectionEvaluation | 217 |
| 3.9.6 | Delays | 219 |
| 3.9.7 | Delay | 221 |
| 3.9.8 | DelayEvaluation | 223 |
| 3.9.9 | LinkEvaluation | 225 |
| 3.9.10 | NodeEvaluation | 228 |
| 3.9.11 | QueueCounters | 229 |
| 3.9.12 | QueueCounter | 231 |
| 3.9.13 | QueueCounterEvaluation | 234 |
| 3.9.14 | TravelTimes | 235 |
| 3.9.15 | TravelTime | 237 |
| 3.9.16 | TravelTimeEvaluation | 239 |
| 3.9.17 | PedTravelTimes | 241 |
| 3.9.18 | PedTravelTime | 243 |
| 3.9.19 | PedTravelTimeEvaluation | 245 |
| 3.9.20 | PedDataCollectionEvaluation | 246 |
| 3.9.21 | PedProtocolEvaluation | 247 |
| 3.10 | Triggered Scripting | 250 |
| 3.10.1 | TriggeredScripting | 250 |
| 3.10.2 | ManagedLanesTollCalculation | 250 |
| 4 | COM Access | 252 |
| 4.1 | Visual Basic | 253 |
| 4.1.1 | Creation of a Visual Basic Client | 253 |
| 4.1.2 | Collections (Different Ways to Enumerate) | 254 |
| 4.1.3 | Arrays | 255 |
| 4.1.4 | Error Handling | 256 |
| 4.1.5 | A Visual Basic Client Example | 256 |

| | | |
|----------|---|------------|
| 4.1.6 | Advanced Issues Using Visual Basic | 257 |
| 4.2 | Visual C++ | 259 |
| 4.2.1 | Creation of a VC++ Client | 259 |
| 4.2.2 | Collections (Different Ways to Enumerate) | 261 |
| 4.2.3 | Arrays | 261 |
| 4.2.4 | Error Handling | 262 |
| 4.2.5 | A Visual C++ Client Example | 263 |
| 4.3 | .NET | 265 |
| 4.3.1 | Creation of a Client Using Visual Studio .NET | 265 |
| 4.3.2 | Arrays | 268 |
| 4.3.3 | Events | 268 |
| 4.3.4 | Error Handling | 268 |
| 4.4 | Java | 271 |
| 4.4.1 | Creation of a COM Wrapper | 271 |
| 4.4.2 | Creation of a Java client | 271 |
| 4.5 | Delphi | 273 |
| 4.5.1 | Creation of a Client Using Delphi 2006 | 273 |
| 5 | Remote COM Access | 275 |
| 6 | Annexes | 277 |
| 6.1 | Error Messages | 278 |
| 6.2 | Warning Messages | 284 |
| 6.3 | Tips and Hints | 285 |
| 6.4 | Registry | 286 |

1 Introduction

VISSIM can be applied as a powerful tool in analysis of a huge variety of transportation problems. Occasionally projects will require extensive pre- or post-processing or numerous scenarios to be investigated. For these cases VISSIM can be run from within other applications serving as a toolbox for transportation planning algorithms. Access to model data and simulations is provided through a COM interface, which allows VISSIM to work as an Automation Server and to export the objects, methods and properties described in this document. The VISSIM COM interface supports Microsoft Automation, so you can use any of the RAD (Rapid Application Development) tools ranging from scripting languages like Visual Basic Script or Java Script to programming environments like Visual C++ or Visual J++. The examples presented in this manual are mainly in Visual Basic, see page 241 for a little introduction. You will also find a short introduction on how to use it with Visual C++ on page 259.

An introductory Visual Basic example will illustrate the flexibility of this approach. Assume that we want to run several simulations with different random seeds and get their respective link evaluations. You can use Excel and VBA (Visual Basic for Applications) to load the network, set the different random seeds and start the process. For example, if you want to use the network “fixed_time.inp” and to run four simulations with the random seeds 10, 20, 30 and 42 you can edit the following Excel sheet:

| random seed | simulation file |
|-------------|----------------------------|
| 10 | G:\PTV\DATA\FIXED_TIME.INP |
| 20 | |
| 30 | |
| 42 | |

You can also insert a button “START” (from the toolbox) to link with the Visual Basic code presented at the end of this section:

Start

To get the link evaluations by running the Excel macro you have to create a *.SAK file within the same directory beforehand. You may use the VISSIM *Link Evaluation* Dialog (or the LinkEvaluation interface) for this purpose:

Link Evaluation Configuration

Layout of columns

- 1: Simulation Time
- 2: Link Number
- End**

Parameter selection

- Density
- Emissions (Evaporation) HC
- Emissions Benzene
- Emissions CO
- Emissions CO₂
- Emissions HC
- Emissions NMHC
- Emissions NMOG
- Emissions NO_x
- Emissions Particulates
- Emissions SO₂
- Emissions Soot
- Fuel Consumption

Vehicle Class

All Vehicle Types

Time

from: 0 s

until: 99999 s

Interval: 60 s

Configuration file: vissim.sak

☒ Per Lane

☐ VISUM Export (network + link attributes) ☐ VISUM 9 Format (else VISUM 8 Format)

☐ Database

Table name: VISSIM_LINK_EVAL

OK Cancel

It is also necessary to check the box for the link evaluations in the Evaluations → Files Dialog and to save the options in a *.INI file, for example LINK_EVAL.INI, with SAVE AS... from the View menu.

1.1 Introductory Example

We will now present the Visual Basic code that will run four simulations, accessing the Excel sheet to get the network file name and the respective random seeds. The code is defined in a procedure called RandomSeed2VISSIM that must be called from the “OnClick” command of the START button in the Excel sheet. The lines starting with an apostrophe mark (') are comments that explain the code lines or parts.

```
SUB RandomSeed2VISSIM()
' Declare VISSIM COM types for a Vissim and a Simulation object
DIM Vissim AS Vissim
DIM Simulation AS Simulation
' Declare further types
DIM SimulationFile AS String ' Name of the network file (with the full path)
DIM RandomSeed AS Integer ' Current random seed
DIM RunIndex AS Integer ' Simulation running index
' Start Vissim and create an instance of a Vissim object and a Simulation object
SET Vissim = CreateObject("VISSIM.Vissim")
SET Simulation = Vissim.Simulation
' Get the network file name
Sheets("VISSIM").Select ' Select the example sheet named VISSIM
Range("C2").Select ' Select the cell with the network file name
SimulationFile = Selection.Value ' Get the network file name
' Load the network and the *.ini file
Vissim.LoadNet SimulationFile
Vissim.LoadLayout "link_eval.ini"
' Initialize simulation values
Simulation.Period = 100 ' 100 second simulations
Simulation.Resolution = 1 ' 1 step per second resolution
RunIndex = 0 ' Simulation running index initialization
' Loop of simulation runs
Range("A2").Select ' Select the first random seed cell
WHILE Selection <> "" ' Run until no more random seeds are available
' Get current random seed from the current selected cell
RandomSeed = Selection.Value
' Set simulation parameters for next simulation
Simulation.RunIndex = RunIndex ' Set the simulation run index
Simulation.Comment = "Random Seed = " & RandomSeed ' Set simulation comment
Simulation.RandomSeed = RandomSeed ' Set random seed
' Run simulation continuously
Simulation.RunContinuous
' Initialize next simulation values
ActiveCell.Offset(1, 0).Select ' Select the next random seed cell
RunIndex = RunIndex + 1 ' Next simulation running index
WEND
END SUB
```

After the creation of a VISSIM object the code demonstrates how to obtain references to other VISSIM data objects (in this case a Simulation object) and how to access their properties and methods.

In a similar way it is possible to use the Visual Basic programming environment to create a desktop application to control simulation runs having access not only to the random seeds but also to the other simulation parameters.

It is necessary that VISSIM has been registered to the Windows system before it can be started automatically from a COM client. You can do this registration manually (see page 11) or simply by starting VISSIM once which will cause the program to register itself. Furthermore a reference to the VISSIM COM Library can be set within the programming environment to help code editing and improve performance by early binding. In Excel's Basic Editor this can be done from the EXTRAS menu REFERENCES....



When using early binding (refer to page 257 for more information) a reference to the VISSIM COM server type library must be set within the VB programming environment. This can cause some conflicts when installing newer versions of VISSIM, which could have modified the type library. Unselecting and selecting again the reference to the VISSIM COM server forces VB to reinterpret the type library. Please refer to the annex "Tips and hints" on page 285 for more details about VISSIM versions and its COM server interface

1.2 License and Registration

The appropriate VISSIM license is necessary to use the VISSIM COM server. This license activates the self registering procedure of all COM interfaces, which will be called automatically when VISSIM is installed, and allows the instantiation and use of the VISSIM COM objects from other programs or development environments, like Visual Basic or Visual C++.

A manual registration of the COM Server is also possible using the following parameters from the command line:

```
VISSIM -RegServer  
VISSIM -UnregServer
```

In the case of using a Vista operative system, please use the item "Register COM Server" on the Windows start menu, in order to get the required administrator rights.

Calling VISSIM with one of these two parameters doesn't start the main VISSIM window. It registers / unregisters silently the VISSIM COM Server and its interfaces. A dialog message will show up with an error message if the registration/unregistration failed (detailed error information is also written to the VISSIM.ERR file in this case):



Please refer to the annex for more information about the necessary Registry entries to use VISSIM as a COM server.

1.3 Instances

Surely you are used to working with several instances of VISSIM by simply starting the program several times. When working with COM applications VISSIM's behavior is exactly specified as follows:

- ▶ If there are one or more running instances of VISSIM, a COM application connects to the first started VISSIM instance.
- ▶ If there is no instance running, creating a COM object automatically invokes a new instance of VISSIM (see page 16 on how to create a *Vissim* object).
- ▶ By default each VISSIM instance can be used as server for only one COM application. If more COM applications are started later each of them opens a new VISSIM instance. Use the *Automation* mode (see below) to grant that two or more COM programs do not access the same VISSIM instance simultaneously.

In some cases it may be useful to allow one VISSIM instance to be the server for several COM programs. You can control VISSIM behavior using these parameters:

- ▶ *Embedded*: with this parameter you start a VISSIM instance which will behave exactly as described above (default behavior). A VISSIM instance can be used as server for only one COM application. Additionally the instance will be closed automatically if the COM-object has been released, explicitly or by ending the COM client.

***Automation*: with this parameter each VISSIM instance serves all COM applications until it is closed manually or explicitly from the COM client.**



While a client is connected to the instance no other COM applications should be started. *Automation* servers are only useful if you don't want to run several COM applications simultaneously.

It is possible to instantiate a concrete version of VISSIM if several VISSIM versions are installed on your computer. Please refer to the *Vissim* object chapter on page 16 for this purpose)

1.4 Conventions

This manual follows an uniform pattern for the description of the objects and interface. Nevertheless some conventions should be taken in account before reading this manual:

► **Object Model**

The name of objects representing single entities or elements in VISSIM are singular, like Vissim, Net, Simulation, Link, SignalHead, ... and the name of the objects representing a set (collections, lists, arrays) of other objects are in plural, like Links, SignalHeads,

► **Description of properties and methods:**

The full signature with a description and examples is presented for each property and method of every interface, making it self-explaining. The following notation is used for the attributes and type of the parameters:

| | |
|-----------------|--|
| [in] : | input parameter |
| [out, retval] : | output parameter |
| unsigned char : | A 8-bit integer type (0 to 255) |
| long : | A 32-bit integer type (-2,147,483,648 to 2,147,483,647) |
| double: | A 64-bits floating point type (-1.7E308 to 1.7E308) |
| BSTR: | A 16-bit string type |
| VARIANT: | A data type capable of representing various different types. |
| IObjekt: | The interface of a VISSIM COM object; for example ILink |

Reference types (pointer types or simply pointers) are marked with an asterisk (*) operator. A reference type is one that points (refers) to one specific instance of a type. For example long*, ILink*, VARIANT*.



See a description of the IDL (Interface Definition Language) for more details.



No int type is being used in the interfaces, because of the language mapping to long in Visual Basic and because of the change in size across different platforms.

Visual Basic examples:

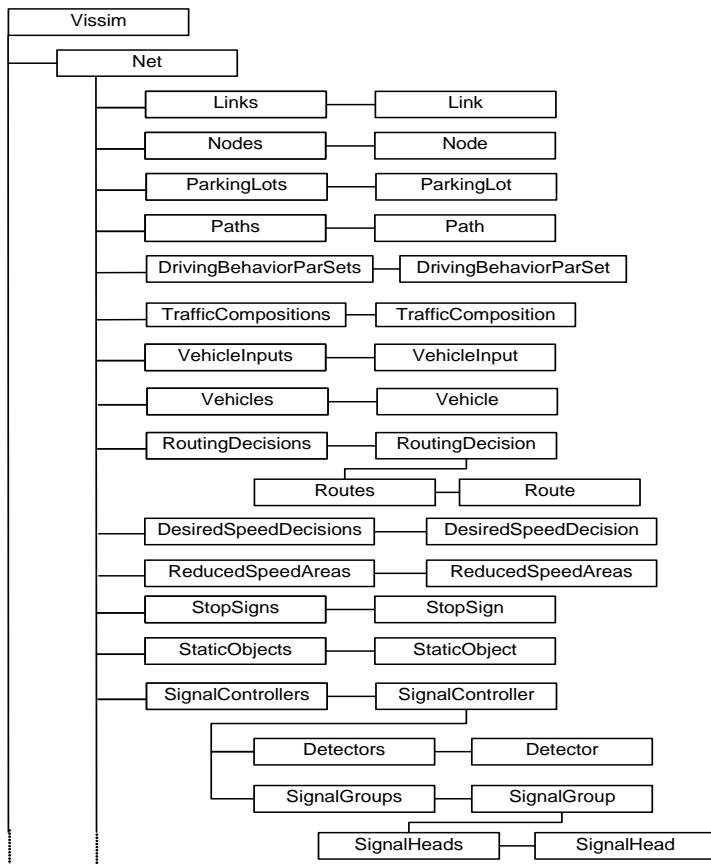
All examples in this manual are written in the Visual Basic (with the exception of a C++ section on page 259). The language keywords are written in capital keys, for example DIM, SET, FOR EACH ... NEXT, See a program example on the section below.

2 Object Model

The VISSIM COM object model is based on a strict object hierarchy. To access the different lower-level objects, e.g. a Link object of a Net object, you have to follow this hierarchy. Vissim is the highest object; all other objects belong to Vissim. The following figure illustrates some of the object instantiation dependences (page 15).

Collections are a special object type; they serve as a container for single objects and are used to enumerate network elements. As a rule their name is in plural. Two examples are the objects Links and Vehicles. Visual Basic provides a special language element For Each ... Next to iterate through a collection; see page 254 for more details.

Model Overview

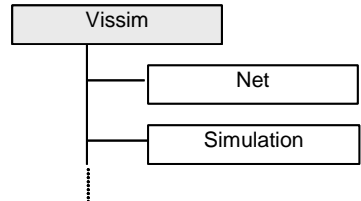


3 Language Reference

3.1 Base Objects

3.1.1 Vissim

Vissim is the highest object of the model; all other objects belong to Vissim and can only be instantiated through the IVissim interface. With the creation of a Vissim object the COM-Applications gains access to the first VISSIM instance running or, without any instance present, a new instance is started (see page 12).



The interface IVissim allows, besides other things, to load networks and to create second level objects like Net or Simulation.

Examples

► Creation of a Vissim Object:

```
DIM vissim AS Vissim
SET vissim = NEW Vissim
```

- Alternatively, the CreateObject function (specific of VBScript) can be used with the identifier string for the Vissim object "VISSIM.Vissim.520", allowing the instantiation of specific VISSIM versions (if more than one is installed on the computer). VISSIM stands for VISSIM-COMServer, Vissim for the Vissim class object and 520 for the VISSIM version:

```
SET vissim = CreateObject ("VISSIM.Vissim.520")
```

- The 32-bit or 64-bit edition can be specified explicitly (if both are installed on the computer) by appending "-32" respectively "-64" to the second Vissim:

```
SET vissim = CreateObject ("VISSIM.Vissim-32.520")    or
SET vissim = CreateObject ("VISSIM.Vissim-32")
```

- If you have installed and registered an early version before VISSIM 4.30 use the string "VISSIM.Vissim.1" to instantiate it.
- If you leave out the version number (and/or the edition) the version registered most recently is instantiated:

```
SET vissim = CreateObject ("VISSIM.Vissim")
```



Please refer to the Visual Basic issues on page 257 for more concrete information about the difference between NEW and CreateObject

► Deletion of a Vissim Object

In Visual Basic and VBScript an object is deleted by assigning the language keyword "Nothing":

```
SET vissim = NOTHING
```

In this case, if the Automation mode is being used, the VISSIM application itself won't be closed (compare to the method Exit below). In Embedded mode has the same effect as calling `vissim.Exit()`.



Depending on the used client environment (for example Visual Basic Scripting or Excel) the working directory of VISSIM can be set to the system directory. If a `vissim.ini` file exists in this directory it is used for the initialization (of window position, view and evaluation settings).

Properties of the IVissim Interface

Net ([out, retval] INet **ppNet)

Instantiates a Net object, that gives access to the network functionality (see page 24).

Parameters

[out, retval] INet **ppNet: returned Net object

Example

```
DIM net AS Net
SET net = vissim.Net
```

Simulation ([out, retval] ISimulation **ppSimulation)

Instantiates a Simulation object, that gives access to the simulation functionality (see page 186).

Parameters

[out, retval] ISimulation **ppSimulation: returned Simulation object

Example

```
DIM simulation AS Simulation
SET simulation = vissim.Simulation
```

Graphics ([out, retval] IGraphics **ppGraphics)

Instantiates a Graphics object, that gives access to the graphics options (see page 195).

Parameters

[out, retval] IGraphics **ppGraphics : returned Graphics object

Example

```
DIM graphics AS Graphics
SET graphics = vissim.Graphics
```

Evaluation ([out, retval] IEvaluation **ppEvaluation)

Instantiates an Evaluation object, that gives access to the evaluation options (see page 206).

Parameters

[out, retval] IEvaluation **ppEvaluation : returned Evaluation object

Example

```
DIM evaluation AS Evaluation
SET evaluation = vissim.Evaluation
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a VISSIM general option. Please get the language independent attribute tags from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
distance_unit1 = vissim.AttValue(„UNITDISTANCE1“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a VISSIM general option. Please get the language independent attribute tags from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] VARIANT Value : new attribute value. (type according to the attribute)

Example

```
vissim.AttValue(„UNITDISTANCE1“) = 1 'in feet
```

Attribute outline :

| R | W | Attribute | Description |
|---|---|---------------|---|
| ✓ | ✓ | MENU | Enable/Disable the main menu. |
| ✓ | | REVISION | VISSIM revision number in text format. |
| ✓ | | INPUTFILE | The name of the currently loaded input file |
| ✓ | | WORKINGFOLDER | The current working directory |
| ✓ | | EXEFOLDER | The exe folder where VISSIM is started from |

| R | W | Attribute | Description | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-----|----------------------|---------------|--|-----|---------|-----|---------|-----|---------|-----|---------|-----|----------|-----|-------|-----|----------------------|-----|----------|-----|----------|-----|------------------|-----|--------|-----|--------|-----|-----------|-----|--------|
| ✓ | ✓ | LANGUAGE | <p>The current language, represented as a three-character language code. Valid values are:</p> <table><tr><td>CHI</td><td>Chinese</td></tr><tr><td>DEU</td><td>Deutsch</td></tr><tr><td>ENG</td><td>English</td></tr><tr><td>ESP</td><td>Español</td></tr><tr><td>FRA</td><td>Français</td></tr><tr><td>GRE</td><td>Greek</td></tr><tr><td>IND</td><td>Index (internal use)</td></tr><tr><td>ITA</td><td>Italiano</td></tr><tr><td>JAP</td><td>Japanese</td></tr><tr><td>LAS</td><td>Español (Lat. A)</td></tr><tr><td>MAG</td><td>Magyar</td></tr><tr><td>POL</td><td>Polski</td></tr><tr><td>POR</td><td>Português</td></tr><tr><td>RUS</td><td>Russki</td></tr></table> | CHI | Chinese | DEU | Deutsch | ENG | English | ESP | Español | FRA | Français | GRE | Greek | IND | Index (internal use) | ITA | Italiano | JAP | Japanese | LAS | Español (Lat. A) | MAG | Magyar | POL | Polski | POR | Português | RUS | Russki |
| CHI | Chinese | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DEU | Deutsch | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ENG | English | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ESP | Español | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| FRA | Français | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| GRE | Greek | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| IND | Index (internal use) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ITA | Italiano | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| JAP | Japanese | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| LAS | Español (Lat. A) | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| MAG | Magyar | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| POL | Polski | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| POR | Português | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| RUS | Russki | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ✓ | ✓ | TOOLBAR | Enable/Disable all toolbars except Zoom (File, Selection, Run Control, Network Elements, Animation, Test, and Simulation). | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ✓ | | VERSION | VISSIM version in text format. | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ✓ | ✓ | UNITDISTANCE1 | 0 = [m], 1 = [ft] | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ✓ | ✓ | UNITDISTANCE2 | 0 = [km], 1 = [mi] | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ✓ | ✓ | UNITSPEED | 0 = [km/h], 1 = [mph] | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| ✓ | ✓ | UNITACCEL | 0 = [m/s²], 1 = [ft/s²] | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

Methods of the IVissim Interface

New ()

Creates a new empty network.

Example

```
SET vissim = NEW Vissim
vissim.New
```

LoadNet ([in, defaultvalue("")] BSTR NetPath, [in, defaultvalue(0)] BYTE Additive)

Loads the VISSIM network specified within the string NetPath.

Parameters

[in] BSTR NetPath : path + filename (*.inp) of the network file to be loaded. This parameter is optional. If no path is passed a browser file dialog will show up.
 [in] BYTE Additive : if the value is different than 0 the file will be read additionally. This parameter is optional with 0 as default value (non additive reading form).

Example

```
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\data\example.inp"
vissim.LoadNet "c:\vissim\data\example_bis.inp", 1 'read additionally
```

SaveNet ()

Saves the network under the same name.

Example

```
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\data\example.inp"
vissim.SaveNet
```

SaveNetAs ([in, defaultvalue("")] BSTR NetPath)

Saves the network under the name specified in the string NetPath

Parameters

[in] BSTR NetPath : path + filename (*.inp) where the network will be saved. If an empty or no path is passed a browser file dialog will show up.

Example

```
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\data\example.inp"
vissim.SaveNetAs "c:\vissim\data\example_bis.inp"
```

ImportANM ([in, defaultvalue("")] BSTR NetPath, [in, defaultvalue("")] BSTR RoutesPath, [in, defaultvalue("")] BSTR InputPath, [in, defaultvalue(ImportInitial)] ImportType ImportType, [in, defaultvalue(0xFF)] int importOptions, [in, defaultvalue(600)] int evaluationInterval)

Imports a network in ANM format initially or adaptively.

Parameters

[in] BSTR NetPath : path + filename (*.arm) of the network file to be loaded.
 [in] BSTR RoutesPath : path + filename (*.armRoutes) of the routing file to be loaded.
 [in] BSTR InputPath : path + filename (*.inp) of the input file, where the import result should be saved. This parameter is required, if adaptive reading in a future import should be possible or routing informations for a dynamic assignment should be created.
 [in] ImportType ImportType : Whether the import should be done initially or adaptively.
 [in] int importOptions : Further import options.
 [in] int evaluationInterval) : The evaluation interval. This is required, if routing informations for dynamic assignment should be imported.

Example

```
SET vissim = NEW Vissim
vissim.ImportANM "c:\vissim\data\example.anm", "c:\vissim\data\example.anmRoutes",
"c:\vissim\data\example.inp", ImportInitial, ImportForDynAssign, 900
```

importType outline :

| Attribute | Description |
|------------------|---|
| ImportInitial | Initial import |
| ImportAdditive | Adaptive import without removing obsolete objects |
| ImportDifference | Adaptive import with removing obsolete objects |

importOptions outline :

| Attribute | Description |
|--------------------------|--|
| ImportForDynAssign | Import routing informations for dynamic assignment |
| ImportNodeRoutes | Import routing informations for node routes |
| ImportForceRoutingImport | Import routing information, although no changes are made to the *.anmRoutes file |

LoadLayout ([in, defaultvalue("")] BSTR LayoutPath)

Loads a VISSIM layout file (*.INI) specified in the string LayoutPath. If no or an empty LayoutPath parameter is given the browser file dialog appears.

Parameters

[in] BSTR LayoutPath : path + filename (*.ini) of the layout file to be read

Example

```
SET vissim = NEW Vissim
vissim.LoadLayout "c:\vissim\data\example.ini"
```

SaveLayout ([in, defaultvalue("")] BSTR LayoutPath)

Saves the current VISSIM layout into a file (*.INI) specified in the string LayoutPath. If an empty LayoutPath parameter is given the default name "vissim.ini" will be used. If no path is passed the browser file dialog appears.

Parameters

[in] BSTR LayoutPath : path + filename (*.ini)

Example

```
SET vissim = NEW Vissim
vissim.SaveLayout "c:\vissim\data\example.ini"
```

Exit ()

Exits the VISSIM program and implicitly deletes the Vissim object instance (also in Automation mode. See 12).

Example

```
SET vissim = NEW Vissim
vissim.Exit
```

ShowMaximized ()

The VISSIM main window is displayed with maximum size.

ShowMinimized ()

The VISSIM main window is only visible in the task bar.

GetWindow ([out] VARIANT *Top, [out] VARIANT *Left, [out] VARIANT *Bottom, [out] VARIANT *Right)

Retrieve the position of the VISSIM main window. The dimensions are given in screen coordinates that are relative to the upper-left corner of the screen.

Parameters

| | |
|-------------------------|--|
| [out] VARIANT *Top : | the screen coordinate of the top edge |
| [out] VARIANT *Left : | the screen coordinate of the left edge |
| [out] VARIANT *Bottom : | the screen coordinate of the bottom edge |
| [out] VARIANT *Right : | the screen coordinate of the right edge |

Example

```
SET vissim = NEW Vissim
vissim.GetWindow top, left, bottom, right
```

SetWindow ([in] VARIANT Top, [in] VARIANT Left, [in] VARIANT Bottom, [in] VARIANT Right)

Set the position of the VISSIM main window. The dimensions are given in screen coordinates that are relative to the upper-left corner of the screen.

Parameters

| | |
|-----------------------|--|
| [in] VARIANT Top : | the screen coordinate of the top edge |
| [in] VARIANT Left : | the screen coordinate of the left edge |
| [in] VARIANT Bottom : | the screen coordinate of the bottom edge |
| [in] VARIANT Right : | the screen coordinate of the right edge |

Example

```
SET vissim = NEW Vissim
vissim.SetWindow 0, 0, 800, 1000
```

```
NewWorldPoint([in, defaultvalue(0.0)] double X, [in, defaultvalue(0.0)]
double Y, [in, defaultvalue(0.0)] double Z, [out, retval] IWorldPoint
**ppWorldPoint)
```

Method for the creation of WorldPoint objects.

Parameters

[out, retval] IWorldPoint **ppWorldPoint : returned WorldPoint object

Example

```
DIM wp AS WorldPoint
SET wp = vissim.NewWorldPoint(100.0, 100.0, 100.0)
SET so = vissim.Net.StatiticsObjects.GetStaticObjectByCoord(wp)
```

DoEvents()

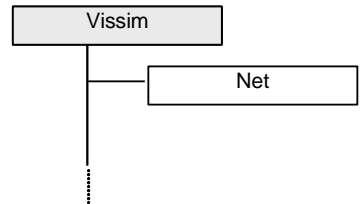
Allows VISSIM to process its queued events. Only useful when executing scripts from VISSIM self.

Example

```
Set vis = CreateObject("VISSIM.Vissim")
set sim = vis.simulation
for i = 1 to (sim.Period * sim.resolution)
    sim.runsinglestep
    vis.doevents
next
```

3.1.2 Net

The Net object belongs to Vissim and can be accessed through the property Net of the IVissim interface. It gives access to the network objects like links, signal controllers or vehicles. VISSIM is a single project program, i.e. it allows to work with no more than one network at a time. Therefore, a Net instance always references the currently opened network of its Vissim instance (see example below).



Example

```
DIM vissim AS Vissim
DIM net1, net2 AS Net
SET vissim = NEW Vissim
SET net1 = vissim.Net
vissim.LoadNet "c:\vissim\daten\example.inp"
SET net2 = vissim.Net
```


The objects „Net1“ und „Net2“ refer to the same network, that is to “example.inp”.

Properties of the INet Interface

Name ([out, retval] BSTR *pName)

Returns the simulation's comment.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = net.Name
```

Name ([in] BSTR Name)

Sets the simulation's comment.

Parameters

[in] BSTR Name : new name.

Example

```
net.Name = „Barcelona Eixample Siml“
```

Links ([out, retval] ILinks **ppLinks)

Creates an instance of a Links object (see page 54), that gives individual access to the link elements of the network.

Parameters

[out, retval] ILinks **ppLinks : returned Links object

Example

```
DIM links AS Links
SET links = net.Links
```

Nodes ([out, retval] INodes **ppNodes)

Creates an instance of a Nodes object (see page 62), that gives individual access to the node elements of the network.

Parameters

[out, retval] INodes **ppNodes : returned Nodes object

Example

```
DIM nodes AS Nodes
SET nodes = net.Nodes
```

Paths ([out, retval] IPaths **ppPaths)

Creates an instance of a Paths object (see page 209), that gives individual access to the path elements of the network inserted through the IPaths interface..

Parameters

```
[out, retval] IPaths **ppPaths : returned Paths object
```

Example

```
DIM paths AS Paths
SET paths = net.Paths
```

Vehicles ([out, retval] IVehicles **ppVehicles)

Creates an instance of a Vehicles object (see page 209), that gives individual access to the vehicles on the network, including the parked ones.

Parameters

```
[out, retval] IVehicles **ppVehicles : returned Vehicles object
```

Example

```
DIM vehicles AS Vehicles
SET vehicles = net.Vehicles
```

VehicleInputs ([out, retval] IVehicleInputs **ppVehicleInputs)

Creates an instance of a VehicleInputs object (see page 113), that gives individual access to the vehicle inputs of the network.

Parameters

```
[out, retval] IVehicleInputs **ppVehicleInputs : returned VehicleInputs object
```

Example

```
DIM inps AS VehicleInputs
SET inps = net.VehicleInputs
```

RoutingDecisions ([out, retval] IRoutingDecisions **ppRoutingDecisions)

Creates an instance of a RoutingDecisions object (see page 209), that gives individual access to the routing decisions of the network.

Parameters

```
[out, retval] IRoutingDecisions **ppRDs : returned RoutingDecisions object
```

Example

```
DIM rds AS RoutingDecisions
SET rds = net.RoutingDecisions
```

SignalControllers ([out, retval] ISignalControllers **ppSignalControllers)

Creates an instance of a SignalControllers object (see page 157), that gives individual access to the signal controller elements of the network.

Parameters

[out, retval] ISignalControllers **ppSignalControllers : returned SignalControllers object

Example

```
DIM scs AS SignalControllers
SET scs = net.SignalControllers
```

DataCollections ([out, retval] IDataCollections **ppDataCollections)

Creates an instance of a DataCollections object (see page 184), that gives individual access to the data collections defined in the network.

Parameters

[out, retval] IDataCollections **ppDataCollections : returned DataCollections object

Example

```
DIM colls AS DataCollections
SET colls = net.DataCollections
```

QueueCounters ([out, retval] IQueueCounters **ppQueueCounters)

Creates an instance of a QueueCounters object (see page 217), that gives individual access to the queue counters defined in the network.

Parameters

[out, retval] IQueueCounters **ppQueueCounters : returned QueueCounters object

Example

```
DIM qcs AS QueueCounters
SET qcs = net.QueueCounters
```

TravelTimes ([out, retval] ITravelTimes **ppTravelTimes)

Creates an instance of a TravelTimes object (see page 234), that gives individual access to the travel times defined in the network.

Parameters

[out, retval] ITravelTimes **ppTravelTimes : returned TravelTimes object

Example

```
DIM tts AS TravelTimes
SET tts = net.TravelTimes
```

Delays ([out, retval] IDelays **ppDelays)

Creates an instance of a Delays object (see page 239), that gives individual access to the delays defined in the network.

Parameters

[out, retval] IDelays **ppDelays : returned Delays object

Example

```
DIM dels AS Delays
SET dels = net.Delays
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a network property. Please get the language independent attribute tags from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
width = net.AttValue("WIDTH")
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a network property. Please get the language independent attribute tags from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] VARIANT Value : new attribute value. (type according to the attribute)

Example

```
net.AttValue("NAME") = "my network"
```

Attribute outline :

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | | ID | Not used |
| ✓ | ✓ | NAME | Name (currently equivalent to the simulation comment) |
| ✓ | | HEIGHT | Network vertical dimension ([m], [ft]) |

| R | W | Attribute | Description |
|---|---|-----------|--|
| ✓ | | WIDTH | Network horizontal dimension ([m], [ft]) |

Methods of the INet Interface

Rotate ([in] double Angle)

Rotates the network counterclockwise by the specified angle in degrees.

Parameters

[in] double Angle : angle in degrees

Translate ([in] double X, [in] double Y, [in] double Z)

Translates the network by the specified X, Y and Z distance using the current units setting.

Parameters

[in] double X : X coordinate in current units
[in] double Y : Y coordinate in current units
[in] double Z : Z coordinate in current units

3.2 COM Data Objects

3.2.1 WorldPoint

This object defines the very general type world point which can be used as a parameter and/or returned as a result within some methods. As all objects of the VISSIM COM interface, this object must be created using the interface IVissim (see method NewWorldPoint) when needed as a parameter.

Vissim

WorldPoint

Examples

```
DIM wp AS WorldPoint
SET wp = vissim.NewWorldPoint(100.0, 100.0, 100.0)
SET so = vissim.Net.StatisticsObjects.GetStaticObjectByCoord(wp)
```

```
DIM veh AS Vehicle
DIM pos AS WorldPoint
SET veh = vissim.Net.Vehicles.GetVehiclesByNumber(1)
SET pos = veh.AttValue("POINT")
x = pos.X
y = pos.Y
z = pos.Z
```

Properties of the Interface IWorldPoint

X ([out, retval] double *pX)

Gets the X coordinate of the world point (x, y, z).

Parameters

[out, retval] double *pX : returned x coordinate.

X ([in] double X)

Sets the X coordinate of the world point (x, y, z).

Parameters

[in] double X : new x coordinate.

Y ([out, retval] double *pY)

Gets the Y coordinate of the world point (x, y, z).

Parameters

[out, retval] double *pY : returned y coordinate.

Y ([in] double Y)

Sets the Y coordinate of the world point (x, y, z).

Parameters

[in] double Y : new y coordinate.

Z ([out, retval] double *pZ)

Gets the Z coordinate of the world point (x, y, z).

Parameters

[out, retval] double *pZ : returned z coordinate.

Z ([in] double Z)

Sets the Z coordinate of the world point (x, y, z).

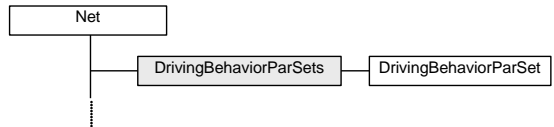
Parameters

[in] double Z : new z coordinate.

3.3 VISSIM Base Data

3.3.1 DrivingBehaviorParSets

The DrivingBehaviorParSets object is a collection of DrivingBehaviorParSet objects (see page 209).



It belongs to the Net object and can be accessed through the DrivingBehaviorParSets property of the INet interface. It contains all driving behavior parameter sets of the loaded network and allows the iteration through all of them as well as individual access (see also DrivingBehaviorParSet object).

Example

Instantiation of a DrivingBehaviorParSets object and access to all its DrivingBehaviorParSet objects:

```
DIM vissim As Vissim
DIM dbps As DrivingBehaviorParSets
DIM dbps As DrivingBehaviorParSet
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set dbps = Vissim.Net.DrivingBehaviorParSets
FOR EACH dbps IN dbps 'access to _NewEnum to create an enumeration
...
NEXT dbps

'or also:

FOR i = 1 TO dbps.Count
SET dbps = dbps(i) 'or dbps.Item(i)
...
NEXT i
```

Properties of the IDrivingBehaviorParSets Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all DrivingBehaviorParSet objects. Once a collection is created, individual members can be returned using the GetDrivingBehaviorParSetByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR

EACH...NEXT without using the property `_NewEnum`, which VB calls internally. (see `DrivingBehaviorParSets` example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IDrivingBehaviorParSet **ppDBPS)

Returns a single `DrivingBehaviorParSet` of the collection selected by position. This is useful only when all driving behavior parameter sets shall be accessed (see the `DrivingBehaviorParSets` example above). To select a driving behavior parameter set by its identifier number use `GetDrivingBehaviorParSetByNumber` (see below). Since `Item` is the default property for a collection the following commands are equivalent:

```
SET dbps = dbpss(1)
SET dbps = dbpss.Item(1)
```

Parameters

[in] long Index : index between 1 and Count
[out, retval] IDrivingBehaviorParSet **ppDBPS: returned `DrivingBehaviorParSet` object

Count ([out, retval] long *pCount)

Returns the number of `DrivingBehaviorParSet` objects in the collection. See the `DrivingBehaviorParSets` example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IDrivingBehaviorParSets Interface

GetDrivingBehaviorParSetByNumber ([in] long Number, [out, retval] IDrivingBehaviorParSet **ppDBPS)

Returns the `DrivingBehaviorParSet` object with the identifier number `Number`.

Parameters

[in] long Number : identifier number
[out, retval] IDrivingBehaviorParSet **ppDBPS : returned `DrivingBehaviorParSet` object

Example

```
SET dbps = dbpss.GetDrivingBehaviorParSetByNumber(2)
IF NOT (dbps IS NOTHING) THEN
  name = dbps.AttValue("NAME")
END IF
```

3.3.2 DrivingBehaviorParSet

A **DrivingBehaviorParSet** object represents a driving behavior parameter set element and belongs to the **DrivingBehaviorParSets** object.



It can be accessed through the **DrivingBehaviorParSets** object in two ways:

- access via iteration through the collection

```

DIM dbps As DrivingBehaviorParSet
FOR EACH dbps IN vissim.Net.DrivingBehaviorParSets
List.AddItem dbps.ID
NEXT dbps
  
```

- individual access via identifier

```

DIM dbps As DrivingBehaviorParSet
SET dbps = vissim.Net.DrivingBehaviorParSets.GetDrivingBehaviorParSetByNumber (2)
  
```

The **DrivingBehaviorParSet** object enables access to the properties of the driving behavior parameter set through the **IDrivingBehaviorParSet** interface.

Properties of the Interface **IDrivingBehaviorParSet**

ID ([out, retval] long *pID)

Returns the identifier number of the driving behavior parameter set.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = dbps.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the driving behavior parameter set.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = dbps.Name
```

Name ([in] BSTR Name)

Sets the name of the driving behavior parameter set. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

dbps.Name = „XXX“

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a driving behavior parameter set attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

name = dbps.AttValue („NAME“)

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a driving behavior parameter set attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

dbps.AttValue („NAME“)=„XXX“

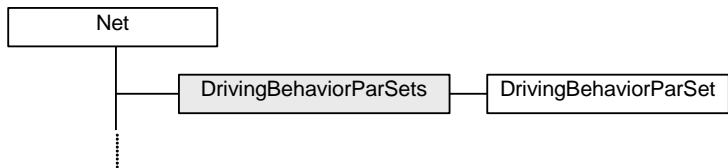
Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|--|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | ✓ | CC0 | Standstill Distance (current distance units set) |
| ✓ | ✓ | CC1 | Headway Time [s] |
| ✓ | ✓ | CC2 | ‘Following’ Variation (current distance units set) |
| ✓ | ✓ | CC3 | Threshold of entering ‘Following’ [-] |
| ✓ | ✓ | CC4 | Negative ‘Following’ Threshold [-] |

| R | W | Attribute | Description |
|---|---|-----------|--|
| ✓ | ✓ | CC5 | Positive 'Following' Threshold [-] |
| ✓ | ✓ | CC6 | Speed dependency of Oscillation |
| ✓ | ✓ | CC7 | Oscillation Acceleration [m/s ²] |
| ✓ | ✓ | CC8 | Standstill Acceleration [m/s ²] |
| ✓ | ✓ | CC9 | Acceleration at 80 km/h [m/s ²] |
| ✓ | ✓ | AXADD | Standstill Distance (current distance units set) |
| ✓ | ✓ | BXADD | Additive part of desired safety distance |
| ✓ | ✓ | BXMULT | Multiplicative part of desired safety distance |

3.3.3 PedTypes

The PedTypes object is a collection of PedType objects (see page 39).



It belongs to the Net object and can be accessed through the PedTypes property of the INet interface. It contains all pedestrian types of the loaded network and allows the iteration through all of them as well as individual access (see also PedType object).

Example

Instantiation of a PedTypes object and access to all its PedType objects:

```

DIM vissim As Vissim
DIM pTypes As PedTypes
DIM pType As PedType
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set pTypes = Vissim.Net.PedTypes
FOR EACH pType IN pTypes 'access to _NewEnum to create an enumeration
...
NEXT pType

'or also:

FOR i = 1 TO pTypes.Count
SET pType = pTypes(i) 'or pTypes.Item(i)
...

```

NEXT i

Properties of the IPedTypes

NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all PedType objects. Once a collection is created, individual members can be returned using the PedTypeByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see DrivingBehaviorParSets example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedType **pppType)

Returns a single PedType of the collection selected by position. This is useful only when all pedestrian types shall be accessed (see the PedTypes example above). To select a pedestrian type by its identifier number use PedTypeByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET pType = pTypes(1)
SET pType = pTypes.Item(1)
```

Parameters

| | |
|-----------------------------------|---------------------------|
| [in] long Index : | index between 1 and Count |
| [out, retval] IPedType **pppType: | returned PedType object |

Count ([out, retval] long *pCount)

Returns the number of PedType objects in the collection. See the PedTypes example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IPedTypes Interface

PedTypeByNumber ([in] long Number, [out, retval] IPedType **pppType)

Returns the PedType object with the identifier number Number.

Parameters

| | |
|------------------------------------|-------------------------|
| [in] long Number : | identifier number |
| [out, retval] IPedType **pppType : | returned PedType object |

Example

```
SET ptype = pTypes.PedTypeByNumber(2)
IF NOT (ptype IS NOTHING) THEN
name = pType.AttValue("NAME")
END IF
```

3.3.4 PedType

A PedType object represents a pedestrian type element and belongs to the PedTypes object.

```

graph LR
    A[A PedType object] --- B[DrivingBehaviorParSets]
    A --- C[DrivingBehaviorParSet]
```

It can be accessed through the PedTypes object to in two ways:

► access via iteration through the collection

```
DIM pType As PedType
FOR EACH pType IN vissim.Net.PedTypes
List.AddItem pType.ID
NEXT pType
```

► individual access via identifier

```
DIM pType As PedType
SET pType = vissim.Net.PedTypes.PedTypeByNumber(2)
```

The PedType object enables access to the properties of the pedestrian type through the IPedType interface.

Properties of the Interface IPedType

ID ([out, retval] long *pID)

Returns the identifier number of the pedestrian type.

Parameters

| | |
|---------------------------|----------------------|
| [out, retval] long *pID : | returned identifier. |
|---------------------------|----------------------|

Example

```
id = pType.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the pedestrian type.

Parameters

[out, retval] BSTR *pName : returned name.

Example

name = pType.Name

Name ([in] BSTR Name)

Sets the name of the pedestrian type. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

pType.Name = „XXX“

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a pedestrian type attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

name = pType.AttValue(„NAME“)

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a pedestrian type attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

pType.AttValue(„NAME“) = „XXX“

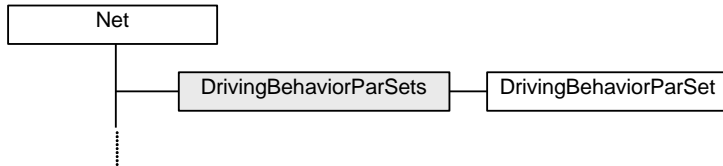
Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |

| R | W | Attribute | Description |
|---|---|-----------|-------------|
| ✓ | ✓ | NAME | Name |

3.3.5 PedClasses

The PedClasses object is a collection of PedClass objects (see page 43).



It belongs to the Net object and can be accessed through the PedClasses property of the INet interface. It contains all pedestrian classes of the loaded network and allows the iteration through all of them as well as individual access (see also PedClass object).

Example

Instantiation of a PedClasses object and access to all its PedClass objects:

```

DIM vissim As Vissim
DIM pClasses As PedClasses
DIM pClass As PedClass
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set pClasses = Vissim.Net.PedClasses
FOR EACH pClass IN pClasses 'access to _NewEnum to create an enumeration
...
NEXT pClass

'or also:

FOR i = 1 TO pClasses.Count
SET pClass = pClasses(i) 'or pClasses.Item(i)
...
NEXT i

```

Properties of the IPedClasses Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all PedClass objects. Once a collection is created, individual members can be returned using the PedClassByNumber method, while the entire collection can be iterated using

a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see PedClasses example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedClass **pppClass)

Returns a single PedClass of the collection selected by position. This is useful only when all pedestrian classes shall be accessed (see the PedClasses example above). To select a pedestrian class by its identifier number use PedClassByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET pClass = pClasses(1)
SET pClass = pClasses.Item(1)
```

Parameters

[in] long Index : index between 1 and Count
[out, retval] IPedClass **pppClass: returned PedClass object

Count ([out, retval] long *pCount)

Returns the number of PedClass objects in the collection. See the PedClasses example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IPedClasses Interface

PedClassByNumber ([in] long Number, [out, retval] IPedClass **pppClass)

Returns the PedClass object with the identifier number Number.

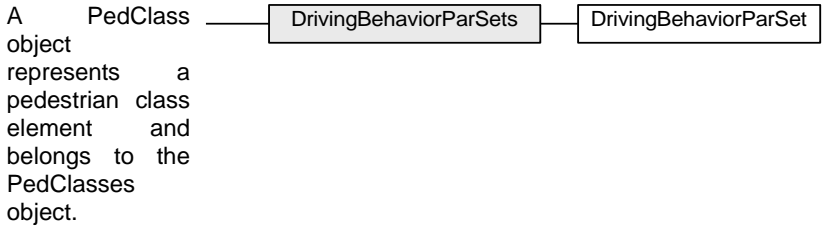
Parameters

[in] long Number : identifier number
[out, retval] IPedClass **pppClass : returned PedClass object

Example

```
SET pClass = pClasses.PedClassByNumber(2)
IF NOT (pClass IS NOTHING) THEN
  name = pClass.AttValue("NAME")
END IF
```

3.3.6 PedClass



It can be accessed through the PedClasses object to in two ways:

- access via iteration through the collection

```

DIM pClass As PedClass
FOR EACH pClass IN vissim.Net.PedClasses
List.AddItem pClass.ID
NEXT pClass
  
```

- individual access via identifier

```

DIM pClass As PedClass
SET pClass = vissim.Net.PedClasses.PedClassByNumber(2)
  
```

The PedClass object enables access to the properties of the pedestrian class through the IPedClass interface.

Properties of the Interface IPedClass

ID ([out, retval] long *pID)

Returns the identifier number of the pedestrian class.

Parameters

[out, retval] long *pID : returned identifier.

Example

```
id = pClass.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the pedestrian class.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = pClass.Name
```

Name ([in] BSTR Name)

Sets the name of the pedestrian class. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

pClass.Name = „XXX“

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a pedestrian class attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

name = pClass.AttValue („NAME“)

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a pedestrian class attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

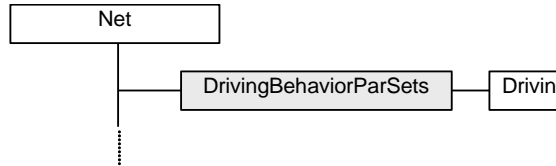
pClass.AttValue („NAME“)=„XXX“

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

3.3.7 PedWalkingBehaviorParSets

The PedWalkingBehaviorParSets object is a collection of PedWalkingBehaviorParSet objects (see page 209).



It belongs to the Net object and can be accessed through the PedWalkingBehaviorParSets property of the INet interface. It contains all driving behavior parameter sets of the loaded network and allows the iteration through all of them as well as individual access (see also PedWalkingBehaviorParSet object).

Example

Instantiation of a PedWalkingBehaviorParSets object and access to all its PedWalkingBehaviorParSet objects:

```

DIM vissim As Vissim
DIM wbpss As PedWalkingBehaviorParSets
DIM wbps As PedWalkingBehaviorParSet
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set wbpss = Vissim.Net.PedWalkingBehaviorParSets
FOR EACH wbps IN wbpss 'access to _NewEnum to create an enumeration
...
NEXT wbps

'or also:

FOR i = 1 TO wbpss.Count
SET wbps = wbpss(i) 'or wbpss.Item(i)
...
NEXT i
  
```

Properties of the IPedWalkingBehaviorParSets Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all PedWalkingBehaviorParSet objects. Once a collection is created, individual members can be returned using the GetPedWalkingBehaviorParSetByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see PedWalkingBehaviorParSets example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedWalkingBehaviorParSet **ppWBPS)

Returns a single PedWalkingBehaviorParSet of the collection selected by position. This is useful only when all driving behavior parameter sets shall be accessed (see the PedWalkingBehaviorParSets example above). To select a driving behavior parameter set by its identifier number use GetPedWalkingBehaviorParSetByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET wbps = wbpss(1)
SET wbps = wbpss.Item(1)
```

Parameters

[in] long Index : index between 1 and Count
[out, retval] IPedWalkingBehaviorParSet **ppWBPS: returned PedWalkingBehaviorParSet object

Count ([out, retval] long *pCount)

Returns the number of PedWalkingBehaviorParSet objects in the collection. See the PedWalkingBehaviorParSets example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IPedWalkingBehaviorParSets Interface

PedWalkingBehaviorParSetByNumber ([in] long Number, [out, retval] IPedWalkingBehaviorParSet **ppWBPS)

Returns the PedWalkingBehaviorParSet object with the identifier number Number.

Parameters

[in] long Number : identifier number
[out, retval] IPedWalkingBehaviorParSet **ppWBPS : returned PedWalkingBehaviorParSet object

Example

```
SET wbps = wbpss.PedWalkingBehaviorParSetByNumber(2)
IF NOT (wbps IS NOTHING) THEN
  name = wbps.AttValue("NAME")
END IF
```

3.3.8 PedWalkingBehaviorParSet

A

PedWalkingBehaviorParSet object represents a driving behavior parameter set element and belongs to the PedWalkingBehaviorParSets object.

DrivingBehaviorParSets

DrivingBehaviorP

It can be accessed through the PedWalkingBehaviorParSets object to in two ways:

- access via iteration through the collection

```
DIM wbps As PedWalkingBehaviorParSet
FOR EACH wbps IN vissim.Net.PedWalkingBehaviorParSets
List.AddItem wbps.ID
NEXT wbps
```

- individual access via identifier

```
DIM wbps As PedWalkingBehaviorParSet
SET wbps = vissim.Net.PedWalkingBehaviorParSets.PedWalkingBehaviorParSetByNumber(2)
```

The PedWalkingBehaviorParSet object enables access to the properties of the driving behavior parameter set through the IPedWalkingBehaviorParSet interface.

Properties of the Interface IPedWalkingBehaviorParSet

ID ([out, retval] long *pID)

Returns the identifier number of the driving behavior parameter set.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = wbps.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the driving behavior parameter set.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = wbps.Name
```

Name ([in] BSTR Name)

Sets the name of the driving behavior parameter set. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

```
wbops.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a driving behavior parameter set attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = wbops.AttValue („NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a driving behavior parameter set attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

```
wbops.AttValue („NAME“)=„XXX“
```

Attribute outline

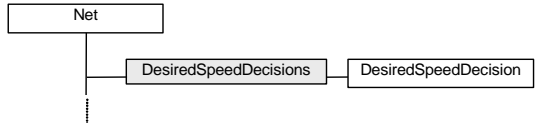
| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

3.4 Network

3.4.1 Link-based

3.4.1.1 DesiredSpeedDecisions

The Desired Speed Decisions object is a collection of Desired Speed Decision objects (see page 51).



It belongs to the Net object and can be accessed through the DesiredSpeedDecisions property of the INet interface. It contains all desired speed decisions of the loaded network and allows the iteration through all of them as well as individual access (see also DesiredSpeedDecision object).

Example

Instantiation of a DesiredSpeedDecisions object and access to all its DesiredSpeedDecision objects:

```

DIM vissim As Vissim
DIM decisions As DesiredSpeedDecisions
DIM decision As DesiredSpeedDecision
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET decisions = Vissim.Net.DesiredSpeedDecisions
FOR EACH decision IN decisions 'access to _NewEnum to create an enumeration
...
NEXT decision

'or also:

FOR i = 1 TO decisions.Count
SET decision = decisions(i) 'or decisions.Item(i)
...
NEXT i
  
```

Properties of the IDesiredSpeedDecisions Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all DesiredSpeedDecision objects. Once a collection is created, individual members can be returned using the GetDesiredSpeedDecisionByNumber method, while the entire collection can be iterated using a FOR ...TO ...

NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property `_NewEnum`, which VB calls internally. (see `DesiredSpeedDecisions` example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IDesiredSpeedDecision **ppDecision)

Returns a single `DesiredSpeedDecision` of the collection selected by position. This is useful only when all desired speed decisions shall be accessed (see the `DesiredSpeedDecisions` example above). To select a desired speed decision by its identifier number use `GetDesiredSpeedDecisionByNumber` (see below). Since `Item` is the default property for a collection the following commands are equivalent:

```
SET decision = decisions(1)
SET decision = decisions.Item(1)
```

Parameters

[in] long Index: index between 1 and Count
 [out, retval] IDesiredSpeedDecision **ppDecision: returned `DesiredSpeedDecision`

Count ([out, retval] long *pCount)

Returns the number of `DesiredSpeedDecision` objects in the collection. See the `DesiredSpeedDecisions` example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IDesiredSpeedDecisions Interface

GetDesiredSpeedDecisionByNumber ([in] long Number, [out, retval] IDesiredSpeedDecision **ppDecision)

Returns the `DesiredSpeedDecision` object with the identifier number `Number`.

Parameters

[in] long Number : identifier number
 [out, retval] IDesiredSpeedDecision **ppDecision : returned `DesiredSpeedDecision`

Example

```
SET decision = decisions.GetDesiredSpeedDecisionByNumber (2)
IF NOT (decision IS NOTHING) THEN
  name = decision.AttValue("NAME")
```

END IF

3.4.1.2 DesiredSpeedDecision

A DesiredSpeedDecision object represents a desired speed decision element and belongs to the DesiredSpeedDecisions object.

DesiredSpeedDecisions

DesiredSpeedDecision

It can be accessed through the DesiredSpeedDecisions object in two ways:

- access via iteration through the collection

```
DIM decision As DesiredSpeedDecision
FOR EACH decision IN vissim.Net.DesiredSpeedDecisions
List.AddItem decision.ID
NEXT decision
```

- individual access via identifier

```
DIM decision As DesiredSpeedDecision
SET decision = vissim.Net.DesiredSpeedDecisions.
GetDesiredSpeedDecisionByNumber (12)
```

The DesiredSpeedDecision object enables access to the properties of the desired speed decision through the IDesiredSpeedDecision interface.

Properties of the Interface IDesiredSpeedDecision

ID ([out, retval] long *pID)

Returns the desired speed decision identifier number.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = decision.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the desired speed decision.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = decision.Name
```

Name ([in] BSTR Name)

Sets the decision's name. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

```
decision.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a desired speed decision attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = decision.AttValue („NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a desired speed decision attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
decision.AttValue („NAME“)=„XXX“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-------------|---|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | ✓ | TIMEFROM | Time interval start of activation[s]. |
| ✓ | ✓ | TIMEUNTIL | Time interval end of activation[s]. |
| ✓ | ✓ | DESIREDSPED | Desired speed distribution number of the first vehicle class. |

| R | W | Attribute | Description |
|---|---|----------------|---|
| ✓ | | VEHICLECLASSES | Affected vehicle classes (Array of numbers) |
| ✓ | | VEHICLETYPES | Affected vehicle types (Array of numbers) |



Note: It is required that TIMEUNTIL is greater or equal than TIMEFROM when setting the interval. If the current interval is [100, 1000] and you want to set it to [1100, 2000] you are forced to set first TIMEUNTIL to 2000 and afterwards TIMEFROM to 1100, otherwise you will get an error message.

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a desired speed decision attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a desired speed decision attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Attribute outline

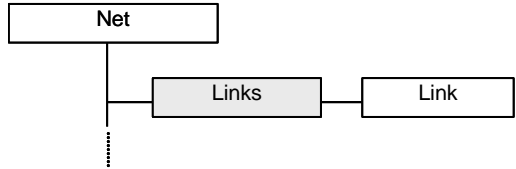
| R | W | Attribute | Description |
|---|---|--------------|--|
| ✓ | ✓ | DESIREDSPED | Desired speed distribution number. Parameter: vehicle class. |
| ✓ | ✓ | VEHICLECLASS | TRUE if the vehicle class is affected. Parameter: vehicle class number. |
| ✓ | | VEHICLETYPE | TRUE if the vehicle type is affected. Parameter: vehicle type number. |



Changes have effect immediately if called during a simulation run.

3.4.1.3 Links

The Links object is a collection of Link objects (see page 55). It belongs to the Net object and can be accessed through the Links property of the INet interface.



It contains all links and connectors of the loaded network and allows the iteration through all of them as well as individual access (see also Link object).

Example

Instantiation of Links object and access to all its Link objects:

```

Dim vissim As Vissim
Dim links As Links
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set links = Vissim.Net.Links

FOR EACH link IN links 'access to the method _NewEnum to create an enumeration
...
NEXT link

'or also:

FOR i = 1 TO links.Count
    SET link = links(i) 'or links.Item(i)
...
NEXT i
  
```

Properties of the ILinks Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all Link objects in the current network. Once a collection is created, individual members can be returned using the GetLinkByNumber method, while the entire collection can be iterated through using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using _NewEnum, which VB calls internally (see Links example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] ILink **ppLink)

Returns a single Link of the collection selected by position. This is useful only when all links shall be accessed (see the Links example above). To select a link by its identifier number use GetLinkByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET link = links(1)
SET link = links.Item(1)
```

Parameters

| | |
|-------------------------------|---------------------------------|
| [in] long Index: | index between 1 and Links.Count |
| [out, retval] ILink **ppLink: | returned Link object |

Count ([out, retval] long *pCount)

Returns the number of Link objects in the collection. See the Links example above.

Parameters

| | |
|------------------------------|-----------------------------|
| [out, retval] long *pCount : | returned number of objects. |
|------------------------------|-----------------------------|

Methods of the ILinks Interface

GetLinkByNumber ([in] long Number, [out, retval] ILink **ppLink)

Returns the Link object with the identifier number Number.

Parameters

| | |
|-------------------------------|----------------------|
| [in] long Number: | link identifier |
| [out, retval] ILink **ppLink: | returned Link object |

Example

```
SET link = links.GetLinkByNumber(1001)
```

3.4.1.4 Link

This object represents a link or connector element and belongs to the Links object. A Link object can be accessed through the Links object in two ways:

- access via iteration through the collection

```
DIM links As Links
DIM link As Link
SET links = Vissim.Net.Links
FOR EACH link IN links
```



```
List.AddItem link.ID  
NEXT link  
► individual access via identifier  
DIM links As Links  
DIM link As Link  
SET links = Vissim.Net.Links  
SET link = links.GetLinkByNumber(1000)
```

The Link object enables access to the properties of the link through the ILink interface.

Properties of the ILink Interface

ID ([out, retval] long *pID)

Returns the link identifier number. If the Link object doesn't refer to a valid VISSIM link element anymore the returned value is 0.

Parameters

[out, retval] long *pID : returned identifier (0 if reference no longer valid)

Example

```
DIM link AS Link  
id = link.ID
```

Name ([out, retval] BSTR *pName)

Returns the link name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = link.Name
```

Name ([in] BSTR Name)

Sets the link name. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

```
link.Name = „Banbury Road up“
```


AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a link attribute. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
length = link.AttValue („LENGTH")
polyline = link.AttValue („POINTS")
FOR i = LBOUND(polyline) TO UBOUND(polyline)
    x = polyline (i).X
    y = polyline (i).Y
NEXT i
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a link attribute. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Example

```
link.AttValue („NAME") = "stumpfstr."
```

Attribute outline

| R | W | Attribute | Description |
|---|---|---------------|---|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | ✓ | BEHAVIORTYPE | Link behavior type |
| ✓ | | CONNECTOR | True if the link is a connector |
| ✓ | ✓ | COST | Link cost per km |
| ✓ | ✓ | DISPLAYTYPE | Link display type number |
| ✓ | ✓ | EMERGENCYSTOP | Connector emergency stop distance in the current unit for small distances |
| ✓ | | FROMLANE | If it is a connector: the smallest index of a connected lane of the origin link (rightmost = 1). Otherwise 0. |

| R | W | Attribute | Description |
|---|---|--------------------|--|
| ✓ | | FROMLINK | If it is a connector: the number of the origin link. Otherwise 0. |
| ✓ | | FROMLINKCOORD | If it is a connector: the origin link coordinate where the connector starts (in the current unit for small distances). Otherwise 0. |
| ✓ | | GRADIENT | Gradient in % |
| ✓ | ✓ | LANECHANGEDISTANCE | Connector lane change distance in the current unit for small distances |
| ✓ | | LANEWIDTH | The width of the rightmost lane in the units of the current options |
| ✓ | | LENGTH | Link length in the current unit for small distances |
| ✓ | | NUMLANES | Number of lanes |
| ✓ | | POINTS | Reference line through the center of the link (array of VARIANTS) |
| ✓ | ✓ | SURCHARGE1 | Weight sensitive surcharge |
| ✓ | ✓ | SURCHARGE2 | Weight insensitive surcharge |
| ✓ | ✓ | THICKNESS | Thickness (for 3D display) in the current unit for small distances |
| ✓ | | TOLANE | If it is a connector: the number of the right most lane of the destination link. Otherwise 0. |
| ✓ | | TOLINK | If it is a connector: the number of the destination link. Otherwise 0. |
| ✓ | | TOLINKCOORD | If it is a connector: the destination link coordinate where the connector ends (in the current unit for small distances). Otherwise 0. |
| ✓ | ✓ | VISUALIZATION | Whether the vehicles should be animated during the simulation on this link or not. |

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a link attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a link attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|--|
| ✓ | ✓ | CLOSED | Connector closure. Parameter: vehicle class number |
| ✓ | ✓ | LANEWIDTH | Lane width in the current unit for small distances. Parameter: lane index (rightmost = 1). |

AttValue2 ([in] BSTR Attribute, [in] VARIANT Parameter1, [in] VARIANT Parameter2, [out, retval] VARIANT *pValue)

Returns a link attribute with two parameters. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] VARIANT Parameter1 : first attribute dependent parameter (see below)
 [in] VARIANT Parameter2 : second attribute dependent parameter (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
isclosed = link.AttValue2 („LANECLOSED“, lanenr, vehclass)
```

AttValue2 ([in] BSTR Attribute, [in] VARIANT Parameter1, [in] VARIANT Parameter2, [in] VARIANT Value)

Sets a link attribute with two parameters. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)

[in] VARIANT Parameter1 : first attribute dependent parameter (see below)
 [in] VARIANT Parameter2 : second attribute dependent parameter (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Example

```
link.AttValue2(„LANECLOSED“, laneNr, vehclass) = TRUE
```

Attribute outline

| R | W | Attribute | Description |
|---|---|------------|---|
| ✓ | ✓ | LANECLOSED | Lane closure. Parameters: lane index (rightmost = 1) and vehicle class number |

Methods of the ILink Interface

GetSegmentResult ([in] BSTR Parameter, [in] long VehicleClass, [in] double XCoord, [in, defaultvalue(1)] int Lane, [in, defaultvalue(0)] BYTE Cumulative, [in, retval] VARIANT *pValue)

Returns the last collected result (see note below) of a previously configured segment. The link must have the segment evaluation flag set and a segment length defined. Use lane number 1 if evaluation data is not collected per lane (see ILinkEvaluation interface on page 234). Use a negative link coordinate if a two dimensional array of values for all segments is requested. In this case, the second dimension will be of size 2 and will contain the segment start coordinate and the result respectively. See the table below for a list of the possible parameter names.

Parameters

[in] BSTR Parameter : parameter name (see below)
 [in] long VehicleClass: vehicle class number; 0 for all vehicle types
 [in] double XCoord : link coordinate (from 0.0 to link length; a negative value (i.e.-1.0) for a two dimensional array of values for each segment)
 [in] int Lane : lane number (from 1 to n if “per lane” evaluations are collected, 1 otherwise)
 [in] BYTE Cumulative: cumulative evaluation flag (false as a default)
 [out, retval] VARIANT *pValue : returned value (real) or array of values (of reals)

Example

```
val = link.GetSegmentResult("SPEED", 0, 0.0) ' first segment result for lane 1 or all
link if data is not being collected per lane
vals = link.GetSegmentResult("SPEED", 0, -1) ' array of results for each segment.
FOR i = LBOUND(vals) TO UBOUND(vals)
    segindex = vals(i, 0) ' segment index
    val = vals(i, 1) 'segment result
NEXT i
```

Parameters outline

| Attribute | Description |
|-----------|--|
| DENSITY | Average density (current unit selection) |
| DELAY | Average relative lost time [s/s] |
| NVEHICLES | Number of vehicles (cumulative value of VOLUME). VOLUME must be activated within the evaluation configuration. |
| SPEED | Average speed (current unit selection) |
| VOLUME | Average volume [veh/h] |



The results refer to the data collected during the last completed time interval. The data of a time interval is available immediately after the last time step of the interval has been simulated but not if this is the last time step of the simulation period as well.



To get results, a link evaluation configuration must be defined in VISSIM and stored in a *.sak file before requests can be done. The Offline Analysis option for Link Evaluation must be also enabled. Otherwise an error message will be returned ("The specified configuration is not defined within VISSIM").

GetVehicles ([out, retval] IVehicles** ppVehicles)

Returns a collection with all vehicles currently travelling on this link. This method is supposed to be called during a simulation. The returned collection actues as a reference to the dynamic list of vehicles on the link and is subjected to changes on each simulation step. (see note 92 for a more detailed explanation).

Parameters

[out, retval] IVehicles** ppVehicles : returned Vehicles object.

Example

```
vehicles = link.GetVehicles
FOR EACH v IN vehicles
  IF v.AttValue("SPEED") > 100.0 THEN
    v.AttValue("COLOR") = RGB(255, 0, 0)
  END IF
NEXT v
```

RecalculateSpline ()

Recomputes the spline of a connector or a link. For links only the z coordinate is adjusted for each point of the link. For connectors the x, y and

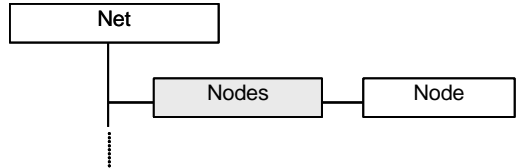
z coordinate could be changed for each point of the connector. The count of points does not change using this method.

RecalculateSplineHeight ()

Recomputes the z coordinates of a spline of a connector or a link. The count of points does not change using this method.

3.4.1.5 Nodes

The Nodes object is a collection of Node objects. It belongs to the Net object and can be accessed through the Nodes property of the INet interface.



It contains all nodes of the loaded network and enables iteration through the collection or individual access to a Node object.

Example

Instantiation of Nodes object and access to all its Node objects:

```

Dim vissim As Vissim
Dim nodes As Nodes
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set nodes = Vissim.Net.Nodes

FOR EACH node IN nodes 'access to the _NewEnum to create an enumeration
...
NEXT node

'or also:

FOR i = 1 TO nodes.Count
SET node = nodes(i) 'or nodes.Item(i)
...
NEXT i
  
```

Properties of the INodes Interface

NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all Node objects. Once a collection is created, individual members can be returned using the GetNodeByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement

FOR EACH...NEXT without using the property `_NewEnum`, which VB calls internally. (see Nodes example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] INode **ppNode)

Returns a single Node of the collection selected by position. This is useful only when all nodes shall be accessed (see the Nodes example above). To select a node by its identifier number use `GetNodeByNumber` (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET node = nodes(1)
```

```
SET node = nodes.Item(1)
```

Parameters

[in] long Index: index between 1 and Nodes.Count

[out, retval] INode **ppNode: returned Node object

Count ([out, retval] long *pCount)

Returns the number of Node objects in the collection. See the Nodes example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the INodes Interface

GetNodeByNumber ([in] long Number, [out, retval] INode **ppNode)

Returns the Node object with the identifier number Number.

Parameters

[in] long Number: node identifier

[out, retval] INode **ppNode: returned Node object

Example

```
DIM node AS Node
```

```
SET node =nodes.GetNodeByNumber(101)
```

Methods of the Interface INodes

GetResult ([in] double Time, [in] BSTR Parameter, [in] BSTR Function, [in] long VehicleClass, [out, retval] VARIANT *pValue)

This method returns the collected result for all nodes and for the requested named parameter (see parameters table below) and vehicle class. The returned value refers to the current collected result for the time interval enclosing the specified time point. The Function parameter has currently no meaning.

Parameters

| | |
|--------------------------------|---|
| [in] double Time : | time point in seconds |
| [in] BSTR Parameter : | parameter name (see below) |
| [in] BSTR Function : | not used |
| [in] long VehicleClass: | vehicle class number. 0 for all vehicle types |
| [out, retval] VARIANT *pValue: | returned value (real number) |

Example

```
nv = nodes.GetResult(600, „NVEHICLES“, „“, 0) ` system total vehicle throughput
```

Parameters outline

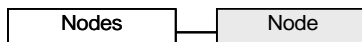
| Parameter | Description |
|----------------|--|
| DELAY | Average total delay per vehicle [s] |
| PERSONSDELAY | Average total delay per person [s] |
| NPERSONS | Persons throughput (Number of people) |
| NSTOPS | Average number of stops per vehicle [s] |
| NVEHICLES | Vehicles throughput (Number of vehicles) |
| QUEUELENGTHAVG | Average queue length (current unit selection) |
| QUEUELENGTHMAX | Maximum queue length (current unit selection) |
| STOPPEDDELAY | Average stand still time (stopped delay) per vehicle [s] |



To get results, the Offline Analysis option for nodes must be enabled. Otherwise the result will be 0.0.

3.4.1.6 Node

A Node object represents a node element and belongs to the Nodes object. It can be accessed through the Nodes object in two ways:



► **access via iteration through the collection**

```
DIM nodes As Nodes
DIM node As Node
SET nodes = Vissim.Net.Nodes
FOR EACH node IN nodes
List.AddItem node.ID
NEXT node
```

► **individual access via identifier**

```
DIM nodes As Nodes
DIM node As Node
SET nodes = Vissim.Net.Nodes
SET node = nodes.GetNodeByNumber(101)
```

The Node object enables access to the properties of the node through the INode interface.

Properties of the INode Interface

ID ([out, retval] long *pID)

Returns the node identifier number. If the Node object doesn't refer to a valid VISSIM node element anymore the returned value is 0.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = node.ID
```

Name ([out, retval] BSTR *pName)

Returns the node name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = node.Name
```

Name ([in] BSTR Name)

Sets the node name. Maximal 255 charatcters.

Parameters

[in] BSTR Name : new name.

Example

```
node.Name = „Durlachertor“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a node attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
node = node.AttValue("NAME")
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a node attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Example

```
node.AttValue(„NAME“) = "Piccadilly Circus"
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| | ✓ | NAME | Name |

Methods of the Interface INode

GetResult ([in] double Time, [in] BSTR Parameter, [in] BSTR Function, [in] long VehicleClass, [out, retval] VARIANT *pValue)

This method returns collected result for the node total (all turn relations) and for the requested named parameter (see parameters table below) and vehicle class. The returned value refers to the current collected result for the time interval enclosing the specified time point. The Function parameter has currently no meaning.

Parameters

[in] double Time : time point in seconds
 [in] BSTR Parameter : parameter name (see below)
 [in] BSTR Function : not used
 [in] long VehicleClass: vehicle class number. 0 for all vehicle types

[out, retval] VARIANT *pValue: returned value (real number)

Example

```
nv = node.GetResult(600, „NVEHICLES“, "", 0) 'vehicle throughput
del = node.GetResult(600, "DELAY", "", 1) 'average delay per vehicle of vehicle class 1
```

GetMovementResult ([in] double Time, [in] long FromLink, [in] long ToLink [in] BSTR Parameter, [in] BSTR Function, [in] long VehicleClass, [out, retval] VARIANT *pValue)

This method returns the collected result for the specified turn relation and for the requested named parameter (see parameters table below) and vehicle class. The returned value refers to the data collected up to this moment for the time interval enclosing the specified time point. The Function parameter has currently no meaning.

Parameters

| | |
|--------------------------------|---|
| [in] double Time : | time point in seconds |
| [in] long FromLink : | number of the link entering the node |
| [in] long ToLink : | number of the link leaving the node |
| [in] BSTR Parameter : | parameter name (see below) |
| [in] BSTR Function : | not used |
| [in] long VehicleClass: | vehicle class number. 0 for all vehicle types |
| [out, retval] VARIANT *pValue: | returned value (real number) |

Example

```
nv = n.GetResult(600,11,12, „NVEHICLES“, "", 0) 'vehicle throughput entering from link 11
and leaving through link 12
```

Parameters outline

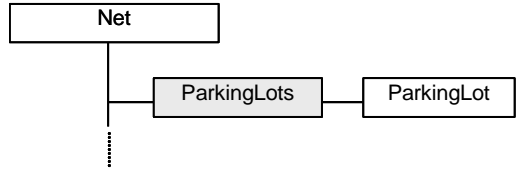
| Parameter | Description |
|----------------|--|
| DELAY | Average total delay per vehicle [s] |
| PERSONSDELAY | Average total delay per person [s] |
| NPERSONS | Persons throughput (Number of people) |
| NSTOPS | Average number of stops per vehicle [s] |
| NVEHICLES | Vehicles throughput (Number of vehicles) |
| QUEUELENGTHAVG | Average queue length (current unit selection) |
| QUEUELENGTHMAX | Maximum queue length (current unit selection) |
| STOPPEDDELAY | Average stand still time (stopped delay) per vehicle [s] |



To get results, the Offline Analysis option for nodes must be enabled. Otherwise the result will be 0.0.

3.4.1.7 ParkingLots

The ParkingLots object is a collection of ParkingLot objects (see page 209). It belongs to the Net object and can be accessed through the ParkingLots property of the INet interface.



It contains all parking lots of the loaded network and allows the iteration through all of them as well as individual access (see also ParkingLot object).

Example

Instantiation of a ParkingLots object and access to all its ParkingLot objects:

```

DIM vissim As Vissim
DIM pls As ParkingLots
DIM pl As ParkingLot
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set pls = Vissim.Net.ParkingLots
FOR EACH pl IN pls 'access to _NewEnum to create an enumeration
...
NEXT pl

'or also:

FOR i = 1 TO pls.Count
SET pl = pls(i) 'or pls.Item(i)
...
NEXT i
  
```

Properties of the IParkingLots Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all ParkingLot objects. Once a collection is created, individual members can be returned using the GetParkingLotByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see ParkingLots example above).

Parameters

[out, retval] LPUNKOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IParkingLot **ppParkingLot)

Returns a single ParkingLot of the collection selected by position. This is useful only when all parking lots shall be accessed (see the ParkingLots example above). To select a parking lot by its identifier number use GetParkingLotByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET pl = pls(1)
SET pl = pls.Item(1)
```

Parameters

| | |
|--|----------------------------|
| [in] long Index : | index between 1 and Count |
| [out, retval] IParkingLot **ppParkingLots: | returned ParkingLot object |

Count ([out, retval] long *pCount)

Returns the number of ParkingLot objects in the collection. See the ParkingLots example above.

Parameters

| | |
|------------------------------|-----------------------------|
| [out, retval] long *pCount : | returned number of objects. |
|------------------------------|-----------------------------|

Methods of the IParkingLots Interface

GetParkingLotByNumber ([in] long Number, [out, retval] IParkingLot **ppParkingLot)

Returns the ParkingLot object with the identifier number Number.

Parameters

| | |
|--|----------------------------|
| [in] long Number : | identifier number |
| [out, retval] IParkingLot **ppParkingLot : | returned ParkingLot object |

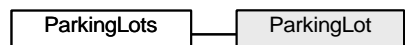
Example

```
SET pl = pls.GetParkingLotByNumber (2)
IF NOT (pl IS NOTHING) THEN
  name = pl.AttValue("NAME")
END IF
```

3.4.1.8 ParkingLot

A ParkingLot object represents a parking lot element and belongs to the ParkingLots object. It can be accessed through the ParkingLots object to in two ways:

- access via iteration through the collection



```
DIM pl As ParkingLot
FOR EACH pls IN vissim.Net.ParkingLots
List.AddItem pl.ID
NEXT pl
```

► individual access via identifier

```
DIM pl As ParkingLot
SET pl = vissim.Net.ParkingLots.GetParkingLotByNumber (12)
```

The `ParkingLot` object enables access to the properties of the parking lot through the `IParkingLot` interface.

Properties of the Interface `IParkingLot`

ID ([out, retval] long *pID)

Returns the parking lot identifier number.

Parameters

[out, retval] long *pID : returned identifier.

Example

```
id = pl.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the parking lot.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = pl.Name
```

Name ([in] BSTR Name)

Sets the name of the parking lot. Maximal 255 charatcters.

Parameters

[in] BSTR Name : new name.

Example

```
pl.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a parking lot attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = pl.AttValue(„NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a parking lot attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
pl.AttValue(„NAME“)=„XXX“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|---------------------|--|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | | CAPACITY | Capacity of this parking lot |
| ✓ | | LINK | Identifier number of the position link |
| ✓ | | NVEHICLES | Number of real vehicles in the parking lot which wait for departure (see note below) |
| ✓ | | OCCUPANCY | (Virtual) total number of vehicles in the parking lot (see note below) |
| ✓ | ✓ | PARKINGAVAILABILITY | <p>The current parking availability. It is calculated automatically each time a vehicle chooses its destination parking lot. The value lies between 0.0 and 1.0. A value of 1.0 mean that this parking lot hast the highest absolute number of free parking spaces in this zone, a value of 0.0 that it has the lowest.</p> <p>When this value is written via COM, the value is no longer calculated automatically for this parking lot. Instead, the user-defined value will be used.</p> |

| R | W | Attribute | Description |
|---|---|--------------|---|
| ✓ | | RELATIVEFLOW | Percentage of the zone's total demand. |
| ✓ | | TYPE | The parking lot type: 0 = Zone connector 1 = Abstract parking lot 2 = Real parking space |
| ✓ | | ZONE | Zone number |



The named attribute NVEHICLES provides only the remaining traffic demand from this parking lot (ignoring the user defined initial parking lot occupancy). On the other hand, the attribute OCCUPANCY ignores the traffic demand and provides the user defined initial parking lot occupancy minus the number of departed vehicles plus the number of arrived vehicles, so it can be used to determine if a parking lot is full. Both attributes, as well as ZONE and RELATIVE flow, can only be used for zone connectors and abstract parking lots but not for on-street parking

3.4.1.9 ReducedSpeedAreas

The ReducedSpeedAreas object is a collection of ReducedSpeedArea objects (see page 54). It belongs to the Net object and can be accessed through the ReducedSpeedAreas property of the INet interface.



It contains all reduced speed areas of the loaded network and allows the iteration through all of them as well as individual access (see also ReducedSpeedArea object).

Example

Instantiation of a ReducedSpeedAreas object and access to all its ReducedSpeedArea objects:

```

DIM vissim As Vissim
DIM speedareas As ReducedSpeedAreas
DIM speedarea As ReducedSpeedArea
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET speedareas = Vissim.Net.ReducedSpeedAreas
FOR EACH speedarea IN speedareas 'access to create an enumeration
...
NEXT speedarea
  
```


`or also:

```
FOR i = 1 TO speedareas.Count
SET speedarea = speedareas(i) `or speedareas.Item(i)
...
NEXT i
```

Properties of the IReducedSpeedAreas Interface

NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all ReducedSpeedArea objects. Once a collection is created, individual members can be returned using the GetReducedSpeedAreaByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see ReducedSpeedAreas example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IReducedSpeedArea **ppSpeedArea)

Returns a single ReducedSpeedArea of the collection selected by position. This is useful only when all reduced speed areas shall be accessed (see the ReducedSpeedAreas example above). To select a reduced speed area by its identifier number use GetReducedSpeedAreaByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET speedarea = speedareas(1)
SET speedarea = speedareas.Item(1)
```

Parameters

| | |
|--|---------------------------|
| [in] long Index: | index between 1 and Count |
| [out, retval] IReducedSpeedArea **ppSpeedArea: | returned ReducedSpeedArea |

Count ([out, retval] long *pCount)

Returns the number of ReducedSpeedArea objects in the collection. See the ReducedSpeedAreas example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IReducedSpeedAreas Interface

GetReducedSpeedAreaByNumber ([in] long Number, [out, retval] IReducedSpeedArea ** ppSpeedArea)

Returns the ReducedSpeedArea object with the identifier number Number.

Parameters

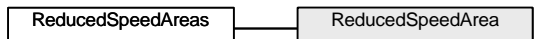
| | |
|---|---------------------------|
| [in] long Number : | identifier number |
| [out, retval] IReducedSpeedArea ** ppSpeedArea: | returned ReducedSpeedArea |

Example

```
SET speedarea = speedareas.GetReducedSpeedAreaByNumber (2)
IF NOT (speedarea IS NOTHING) THEN
name = speedarea.AttValue("NAME")
END IF
```

3.4.1.10 ReducedSpeedArea

A ReducedSpeedArea object represents a reduced speed area element and belongs to the ReducedSpeedAreas object. It can be accessed through the ReducedSpeedAreas object to in two ways:



► access via iteration through the collection

```
DIM speedarea As ReducedSpeedArea
FOR EACH speedarea IN vissim.Net.ReducedSpeedAreas
List.AddItem speedarea.ID
NEXT speedarea
```

► individual access via identifier

```
DIM speedarea As ReducedSpeedArea
SET speedarea = vissim.Net.ReducedSpeedAreas.
GetReducedSpeedAreaByNumber (12)
```

The ReducedSpeedArea object enables access to the properties of the reduced speed area through the IReducedSpeedArea interface.

Properties of the Interface IReducedSpeedArea

ID ([out, retval] long *pID)

Returns the reduced speed area identifier number.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = speedarea.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the reduced speed area.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = speedarea.Name
```

Name ([in] BSTR Name)

Sets the name of the reduced speed area. Maximal 255 charatcters.

Parameters

[in] BSTR Name : new name.

Example

```
speedarea.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a reduced speed area attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = speedarea.AttValue („NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a reduced speed area attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
speedarea.AttValue („NAME“), „XXX“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|----------------|---|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | ✓ | TIMEFROM | Time interval start of activation[s]. |
| ✓ | ✓ | TIMEUNTIL | Time interval end of activation[s]. |
| ✓ | ✓ | DESIREDSPED | Desired speed distribution number of the first vehicle class. |
| ✓ | | VEHICLECLASSES | Affected vehicle classes (Array of numbers) |
| ✓ | | VEHICLETYPES | Affected vehicle types (Array of numbers) |



It is required that TIMEUNTIL is greater or equal than TIMEFROM when setting the interval. If the current interval is [100, 1000] and you want to set it to [1100, 2000] you are forced to set first TIMEUNTIL to 2000 and afterwards TIMEFROM to 1100, otherwise you will get an error message.

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a reduced speed area attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a reduced speed area attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Attribute outline

| R | W | Attribute | Description |
|---|---|--------------|--|
| ✓ | ✓ | DECELERATION | Max. deceleration (in the current unit for acceleration). Parameter: vehicle class |

| R | W | Attribute | Description |
|---|---|--------------|---|
| | | | number. |
| ✓ | ✓ | DESIREDSPED | Desired speed distribution number. Parameter: vehicle class number. |
| ✓ | ✓ | VEHICLECLASS | TRUE if the vehicle class is affected. Parameter: vehicle class number. |
| ✓ | | VEHICLETYPE | TRUE if the vehicle type is affected. Parameter: vehicle type number. |

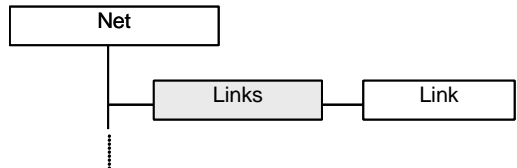


Changes have effect immediately if called during a simulation run.

3.4.2 Area-based (Pedestrians)

3.4.2.1 PedAreas

The PedAreas object is a collection of PedArea objects (see page 79). It belongs to the Net object and can be accessed through the PedAreas property of the INet interface.



It contains all pedestrian areas of the loaded network and allows the iteration through all of them as well as individual access (see also PedArea object).

Example

Instantiation of PedAreas object and access to all its PedArea objects:

```

Dim vissim As Vissim
Dim pedareas As PedAreas
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set pedareas = Vissim.Net.PedAreas

FOR EACH pedarea IN pedareas 'access to the method _NewEnum to create an enumeration
...
NEXT pedarea

'or also:

FOR i = 1 TO pedareas.Count
    SET pedarea = pedareas(i) 'or pedareas.Item(i)
...
  
```

NEXT i

Properties of the IPedAreas Interface

NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all PedArea objects in the current network. Once a collection is created, individual members can be returned using the PedAreaByNumber method, while the entire collection can be iterated through using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using _NewEnum, which VB calls internally (see PedAreas example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedArea **ppLink)

Returns a single PedArea of the collection selected by position. This is useful only when all pedestrian areas shall be accessed (see the PedAreas example above). To select a pedestrian area by its identifier number use PedAreaByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

SET pedarea = pedareas(1)

SET pedarea = pedareas.Item(1)

Parameters

[in] long Index: index between 1 and PedAreas.Count

[out, retval] IPedArea **ppPedArea: returned PedArea object

Count ([out, retval] long *pCount)

Returns the number of PedArea objects in the collection. See the PedAreas example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IPedAreas Interface

PedAreaByNumber ([in] long Number, [out, retval] IPedArea **ppPedArea)

Returns the PedArea object with the identifier number Number.

Parameters

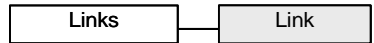
[in] long Number: pedestrian area identifier
 [out, retval] IPedArea **ppPedArea: returned PedArea object

Example

```
SET pedarea = pedareas.PedAreaByNumber(1001)
```

3.4.2.2 PedArea

This object represents a pedestrian area element and belongs to the PedAreas object. A PedArea object can be accessed through the PedAreas object in two ways:



- access via iteration through the collection

```
DIM pedareas As PedAreas
DIM pedarea As PedArea
SET pedareas = Vissim.Net.PedAreas
FOR EACH pedarea IN pedareas
  List.AddItem pedarea.ID
NEXT pedarea
```

- individual access via identifier

```
DIM pedareas As PedAreas
DIM pedarea As PedArea
SET pedareas = Vissim.Net.PedAreas
SET pedarea = pedareas.PedAreaByNumber(1000)
```

The PedArea object enables access to the properties of the pedestrian area through the IPedArea interface.

Properties of the IPedArea Interface

ID ([out, retval] long *pID)

Returns the pedestrian area identifier number. If the PedArea object doesn't refer to a valid VISSIM pedestrian area element anymore the returned value is 0.

Parameters

[out, retval] long *pID : returned identifier (0 if reference no longer valid)

Example

```
DIM pedarea AS PedArea
id = pedarea.ID
```

Name ([out, retval] BSTR *pName)

Returns the pedestrian area name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = pedarea.Name
```

Name ([in] BSTR Name)

Sets the pedestrian area name. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

```
pedarea.Name = „Picadilly Circus“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a pedestrian area attribute. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
polyline = pedarea.AttValue („POINTS“)
FOR i = LBOUND(polyline) TO UBOUND(polyline)
    x = polyline (i).X
    y = polyline (i).Y
NEXT i
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a pedestrian area attribute. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Example

```
pedarea.AttValue („NAME“) = „Times Square“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |

| R | W | Attribute | Description |
|---|---|-----------|-------------|
| ✓ | ✓ | NAME | Name |

Methods of the IPedArea Interface

3.4.3 PedAreaBehaviorTypes

The PedAreaBehaviorTypes object is a collection of PedAreaBehaviorType objects (see page 83).



It belongs to the Net object and can be accessed through the PedAreaBehaviorTypes property of the INet interface. It contains all area behavior types of the loaded network and allows the iteration through all of them as well as individual access (see also PedAreaBehaviorType object).

Example

Instantiation of a PedAreaBehaviorTypes object and access to all its PedAreaBehaviorType objects:

```

DIM vissim As Vissim
DIM abts As PedAreaBehaviorTypes
DIM abt As PedAreaBehaviorType
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set abts = Vissim.Net.PedAreaBehaviorTypes
FOR EACH abt IN abts 'access to _NewEnum to create an enumeration
...
NEXT abt

'or also:

FOR i = 1 TO abts.Count
SET abt = abts(i) 'or abts.Item(i)
...
NEXT i
  
```

Properties of the IPedAreaBehaviorTypes Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all PedAreaBehaviorType objects. Once a collection is created, individual members can be returned using the PedAreaBehaviorTypeByNumber method, while the entire collection can be iterated using a FOR ...TO ...NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see PedAreaBehaviorTypes example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedAreaBehaviorType **ppABT)

Returns a single PedAreaBehaviorType of the collection selected by position. This is useful only when all area behavior types shall be accessed (see the PedAreaBehaviorTypes example above). To select an area behavior type by its identifier number use PedAreaBehaviorTypeByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

SET abt = abts(1)

SET abt = abts.Item(1)

Parameters

[in] long Index :

index between 1 and Count

[out, retval] IPedAreaBehaviorType **ppABT:

returned PedAreaBehaviorType object

Count ([out, retval] long *pCount)

Returns the number of PedAreaBehaviorType objects in the collection. See the PedAreaBehaviorTypes example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IPedAreaBehaviorTypes Interface

PedAreaBehaviorTypeByNumber ([in] long Number, [out, retval] IPedAreaBehaviorType **ppABT)

Returns the PedAreaBehaviorType object with the identifier number Number.

Parameters

| | |
|--|-------------------------------------|
| [in] long Number : | identifier number |
| [out, retval] IPedAreaBehaviorType **ppABT : | returned PedAreaBehaviorType object |

Example

```
SET abt = abts.PedAreaBehaviorTypeByNumber(2)
IF NOT (abt IS NOTHING) THEN
name = abt.AttValue("NAME")
END IF
```

3.4.4 PedAreaBehaviorType

A

PedAreaBehaviorType object represents an area behavior type element and belongs to the PedAreaBehaviorTypes object.

DrivingBehaviorParSets

DrivingBehaviorParSet

It can be accessed through the PedAreaBehaviorTypes object to in two ways:

- access via iteration through the collection

```
DIM abt As PedAreaBehaviorType
FOR EACH abt IN vissim.Net.PedAreaBehaviorTypes
List.AddItem abt.ID
NEXT abt
```

- individual access via identifier

```
DIM abt As PedAreaBehaviorType
SET abt = vissim.Net.PedAreaBehaviorTypes.PedAreaBehaviorTypeByNumber(2)
```

The PedAreaBehaviorType object enables access to the properties of the area behavior type through the IPedAreaBehaviorType interface.

Properties of the Interface IPedAreaBehaviorType

ID ([out, retval] long *pID)

Returns the identifier number of the area behavior type.

Parameters

| | |
|---------------------------|----------------------|
| [out, retval] long *pID : | returned identifier. |
|---------------------------|----------------------|

Example

```
id = abt.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the area behavior type.

Parameters

[out, retval] BSTR *pName : returned name.

Example

name = abt.Name

Name ([in] BSTR Name)

Sets the name of the area behavior type. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

abt.Name = „XXX“

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns an area behavior type attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

name = abt.AttValue („NAME“)

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets an area behavior type attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

abt.AttValue („NAME“)=„XXX“

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |

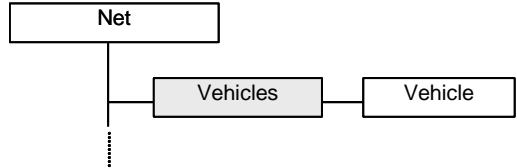
| R | W | Attribute | Description |
|---|---|-----------|-------------|
| ✓ | ✓ | NAME | Name |

3.5 Traffic

3.5.1 Vehicles

3.5.1.1 Vehicles

The Vehicles object is a collection of Vehicle objects (see page 92). It belongs to the Net object and can be accessed through the Vehicles property of the INet interface.



It contains all vehicles currently traveling on the network during a simulation, including the parked ones. It enables iteration through the collection or individual access to a Vehicle object.

Example

Instantiation of a Vehicles object and access to all its Vehicle objects:

```

DIM vissim As Vissim
DIM vehicles As Vehicles
DIM vehicle As Vehicle
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set vehicles = Vissim.Net.Vehicles
FOR EACH vehicle IN vehicles 'access to _NewEnum to create an enumeration
...
NEXT vehicle

'or also:

FOR i = 1 TO vehicles.Count
SET vehicle = vehicles(i) 'or vehicles.Item(i)
...
NEXT i
  
```

Properties of the IVehicles Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all Vehicle objects. Once a collection is created, individual members can be returned using the GetVehicleByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the

statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see Vehicles example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IVehicle **ppVehicle)

Returns a single Vehicle of the collection selected by position. This is useful only when all vehicles shall be accessed (see the Vehicles example above). To select a vehicle by its identifier number use GetVehicleByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET vehicle = vehicles(1)
SET vehicle = Vissim.Net.Vehicles.Item(1)
```

Parameters

[in] long Index : index between 1 and vehicles.Count
 [out, retval] IVehicle **ppVehicles: returned Vehicle object

Count ([out, retval] long *pCount)

Returns the number of Vehicle objects in the collection. See the Vehicles example above.

Parameters

[out, retval] long *pCount : returned number of objects.

IDs ([in, defaultvalue(0)] BSTR Attribute, [in, defaultvalue(0)] VARIANT Value, [out, retval] VARIANT *pIDs)

Returns an array of vehicle IDs complying the condition "Attribute = Value" if a vehicle attribute an a value (see the attribute table on page 94) are given, otherwise an array with the IDs of all vehicles in the collection is returned.

Parameters

[in] BSTR Attribute : attribute name (see IVehicle attribute table)
 [in] VARIANT Value : attribute value or array of values (type according to attribute)
 [out, retval] VARIANT *pIDs : returned array of IDs.

Example

```
ids = Vissim.Net.Vehicles.IDs(„TYPE“, 1) `array with the IDs of all vehicles of type 1
```

Methods of the IVehicles Interface

GetVehicleByNumber ([in] long Number, [out, retval] IVehicle **ppVehicle)

Returns the Vehicle object with the identifier number Number.

Parameters

| | |
|--------------------------------------|-------------------------|
| [in] long Number : | identifier number |
| [out, retval] IVehicle **ppVehicle : | returned Vehicle object |

Example

```
DIM vehicle AS Vehicle
SET vehicle = Vissim.Net.Vehicles.GetVehicleByNumber (11)
IF NOT (vehicle IS NOTHING) THEN
    speed = vehicle.AttValue("SPEED")
END IF
```

GetMultiAttValues ([in] VARIANT IDs, [in] BSTR Attribute, [out] VARIANT *pValues)

Fills the array pValues with the respective attribute values for the requested IDs (use the Variant Empty to get it for all vehicles in the collection). Please get the language independent attribute tag from the table on page 94.

Parameters

| | |
|--------------------------|---|
| [in] VARIANT IDs : | array of vehicle IDs or vehicle ID |
| [in] BSTR Attribute : | attribute name (see IVehicle attribute table) |
| [out] VARIANT *pValues : | returned array of values |

Example

```
Vissim.Net.Vehicles.GetMultiAttValues Array(1, 2, 3, 4, 5), "SPEED", values)
For i = LBound(values) To UBound(values)
    val = values (i)
Next i
```

SetMultiAttValues ([in] VARIANT IDs, [in] BSTR Attribute, [in] VARIANT Values)

Sets the attribute values of every required vehicle in the passed array of IDs with their respective new values (use the Variant Empty to set it for all vehicles in the collection). If a value, instead of an array of values, is passed the same value will be used for every vehicle. Please get the language independent attribute tag from the table on page 94.

Parameters

| | |
|-----------------------|--|
| [in] VARIANT IDs : | array of vehicle IDs or vehicle ID |
| [in] BSTR Attribute : | attribute name (see IVehicle attribute table) |
| [in] VARIANT Values : | array of values or value (type according to attribute) |

Example

```
Vissim.Net.Vehicles.SetMultiAttValues Empty, "COLOR", RGB(255, 0, 0)
```

AddVehicleInZone ([in] long Type, [in] long ZoneNr, [out, retval] IVehicle **ppVehicle)

This method places a new vehicle of type Type in the specified zone number. The parking lot will be selected from the set of all parking lots with this zone number according to their relative flows. If a non valid type or zone number is passed an error will be returned and no vehicle will be created. The vehicle gets the current simulation time as its departure time (0 if no simulation is running) and will depart as soon as it has been assigned a destination zone, destination parking lot or a path (see attributes "DESTZONE", "DESTOPARKLOT" and "PATH" of IVehicle on page 94).

Parameters

| | |
|--------------------------------------|---|
| [in] long Type : | vehicle type according to the current network |
| [in] long ParkingID : | parking lot identifier number |
| [out, retval] IVehicle **ppVehicle : | returned Vehicle object |

Example

```
DIM vehicle AS Vehicle
vehicle = Vissim.Net.Vehicles.AddVehicleInZone (1, 2)
```

AddVehicleInParkingLot ([in] long Type, [in] long ParkingID, [out, retval] IVehicle **ppVehicle)

This method places a new vehicle of type Type on the parking lot identified with the number ParkingID. If a non valid type or parking lot number is passed an error will be returned and no vehicle will be created. The vehicle gets the current simulation time as its departure time (0 if no simulation is running) and will depart as soon as it has been assigned a path (see attribute "PATH" of IVehicle on page 94).

Parameters

| | |
|--------------------------------------|---|
| [in] long Type : | vehicle type according to the current network |
| [in] long ParkingID : | parking lot identifier number |
| [out, retval] IVehicle **ppVehicle : | returned Vehicle object |

Example

```
DIM vehicle AS Vehicle
SET vehicle = Vissim.Net.Vehicles.AddVehicleInParkingLot (1, 10)
```

AddVehicleAtLinkCoordinate ([in] long Type, [in] double DesiredSpeed, [in] long Link, [in] int Lane, [in] double XCoord, [in, defaultvalue(1)] BYTE Interaction, [out, retval, defaultvalue(0)] IVehicle **ppVeh)

This method places a new vehicle of type Type on the lane Lane at the link coordinate XCoord of link Link. The standard mode of this method will let the placed vehicle interact with their neighbors and set its speed according to

the current situation and to the DesiredSpeed. It is also possible to set the flag Interaction to false (0) and let the vehicle ignore the traffic flow conditions, traveling directly at its desired speed. As a difference to the method *AddVehicleInZone* or *AddVehicleInParkingLot*, the vehicles placed this way don't travel with a specific path and they will depart on the next simulation second. Therefore calling this method with the simulation not running will cause an error.

Parameters

| | |
|----------------------------------|--|
| [in] long Type : | vehicle type according to the current network |
| [in] double DesiredSpeed: | desired speed (speed if interaction is disabled) |
| [in] long Link : | link identifier number |
| [in] int Lane : | lane number (from 1 to n according to the link) |
| [in] double XCoord : | link coordinate (from 0.0 to link length) |
| [in] BYTE Interaction: | interaction flag (true as a default) |
| [out, retval] IVehicle **ppVeh : | returned Vehicle object |

Example

```
DIM vehicle AS Vehicle
SET vehicle = Vissim.Net.Vehicles.AddVehicleAtLinkCoordinate (1, 40.0, 1000, 1, 20.0)
```

AddVehicleInTransitLine ([in] long Type, [in] long TranslitLineNr, [out, retval] IVehicle **ppVehicle)

This method places a new vehicle of type Type into the specified transit line. If a non valid type or transit line number is passed an error will be returned and no vehicle will be created. The vehicle will depart on the next simulation second.

Parameters

| | |
|--------------------------------------|---|
| [in] long Type : | vehicle type according to the current network |
| [in] long ParkingID : | parking lot identifier number |
| [out, retval] IVehicle **ppVehicle : | returned Vehicle object |

Example

```
DIM vehicle AS Vehicle
SET vehicle = Vissim.Net.Vehicles.AddVehicleInTransitLine (1, 10)
```

RemoveVehicle ([in] long Number)

Removes the vehicle with the number Number from the network, whether it is parked or not.

Parameters

| | |
|--------------------|---------------------------|
| [in] long Number : | vehicle identifier number |
|--------------------|---------------------------|

Example

```
Vissim.Net.Vehicles.RemoveVehicle (112)
```

GetQueued ([out, retval] IVehicles **ppVehicles)

This method returns a collection of Vehicle objects containing all vehicles that are in a queued condition (according to the current queue configuration).

Parameters

[out, retval] IVehicles **ppVehicles : returned Vehicles object

Example

```
DIM queued_vehicles AS Vehicles
SET queued_vehicles = Vissim.Net.Vehicles.GetQueued
```

GetArrived ([out, retval] IVehicles **ppVehicles)

This method returns a collection of vehicle objects containing all vehicles that have reached their destination parking lot (according to the assigned path) in the last simulation step. Vehicles created through OD-matrices disappear when reaching their parking lot destination and thus can not be accessed with this method.

Parameters

[out, retval] IVehicles **ppVehicles : returned Vehicles object

Example

```
DIM arrived_vehicles AS Vehicles
SET arrived_vehicles = Vissim.Net.Vehicles.GetArrived
```

GetDeparted ([out, retval] IVehicles **ppVehicles)

This method returns a collection of vehicle objects containing all vehicles that have left a parking lot in the last simulation step.

Parameters

[out, retval] IVehicles **ppVehicles : returned Vehicles object

Example

```
DIM departed_vehicles AS Vehicles
SET departed_vehicles = Vissim.Net.Vehicles.GetDeparted
```

GetParked ([out, retval] IVehicles **ppVehicles)

This method returns a collection of vehicle objects containing all vehicles that are parked in parking lots. (Vehicles defined by a matrix file are visible only in their origin parking lot. Vehicles defined by a trip chain file or set into the network through the COM interface are visible in their destination parking lot as well.)

Parameters

[out, retval] IVehicles **ppVehicles : returned Vehicles object

Example

```
DIM parked_vehicles AS Vehicles
SET parked_vehicles = Vissim.Net.Vehicles.GetParked
```

Useful to know

Attributes

The named attributes for the AttValue methods are the same as the ones used in the IVehicle interface (see attribute table on page 94)

Vehicles collections

Vehicles are dynamic network elements (i.e. they are created, removed and changed during a simulation run). Therefore, vehicle collections are also dynamic and change their internal elements (vehicles) and order of the elements during the simulation. In a client programming context this means that a collection variable refers to the current network status. In the following example the vehicles collection variable `queued_vehicles` may not contain the same vehicles after the simulation step (i.e. `n_before` and `n_after` could differ):

```
DIM queued_vehicles AS Vehicles
SET queued_vehicles = Vissim.Net.Vehicles.GetQueued
n_before = queued_vehicles.Count
sim.RunSimulationStep
n_after = queued_vehicles.Count
```

AddVehicleAtLinkCoordinate

When adding a vehicle to a link coordinate the vehicle will appear at that coordinate with the next simulation step. Use the method `Redraw` of `IGraphics` to see the vehicle.

Virtual memory option

The virtual memory check box for parked vehicles within the dynamic assignment options, has no effect on vehicles inserted with the method `AddVehicleInParkingLot()`.

3.5.1.2 Vehicle

A `Vehicle` object represents a single vehicle and belongs to the `Vehicles` object. It can be accessed through the `Vehicles` object in two ways:

- access via iteration through the collection

```
DIM vehicle As Vehicle
```



```
FOR EACH vehicle IN vissim.Net.Vehicles
  List.AddItem vehicle.ID
NEXT vehicle
```

► individual access via identifier number

```
DIM vehicle As Vehicle
SET vehicle = vissim.Net.Vehicles.GetVehicleByNumber (101)
```

The Vehicle object enables access to the properties of the vehicle through the IVehicle interface. It is not guaranteed that an instantiated Vehicle object refers to a valid vehicle in VISSIM after the execution of a simulation step (please refer to the note at the end of this section about the dynamic aspect of vehicles). Use the property ID (see below) for a validity check.

Properties of the IVehicle Interface

ID ([out, retval] long *pID)

Returns the vehicle's identifier number. . If the Vehicle object doesn't refer to a valid VISSIM vehicle anymore the returned value is 0.

Parameters

[out, retval] long *pID : returned identifier (0 if reference no longer valid)

Example

```
id = vehicle.ID
```

Name ([out, retval] BSTR *pName)

Returns the vehicle's name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = vehicle.Name
```

Name ([in] BSTR Name)

Sets the vehicle's name.

Parameters

[in] BSTR Name : new name.

Example

```
vehicle.Name = „KA-LK 240“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a vehicle attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
speed = vehicle.AttValue („SPEED“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a vehicle attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value (type according to attribute)

Example

```
vehicle.AttValue („PATH“)= 1
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------------|---|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | | ACCELERATION | Current acceleration in the units of the current options |
| ✓ | ✓ | ALIGHTEDPASS | Number of alighting passengers |
| ✓ | ✓ | BOARDEDPASS | Number of boarding passengers |
| ✓ | ✓ | COLOR | Color in RGB format |
| ✓ | | DESLANECHANGE | Desired lane change (1=left, 0=none, -1=right) |
| ✓ | ✓ | DESIREDSPED | Desired speed in the units of the current options |
| ✓ | ✓ | DESSPEEDFRACTIL | Random selected fractil (0,1) for desired speed selection |
| ✓ | ✓ | DESTPARKLOT | Destination parking lot number (0 if none) |
| ✓ | ✓ | DESTZONE | Destination zone number (0 if none) |

| R | W | Attribute | Description |
|---|---|-----------------|--|
| ✓ | ✓ | DWELLTIME | Remaining dwell time [s] in PT stop or at a stop sign |
| ✓ | | ELAPSEDTIME | Total time in network [s] |
| ✓ | ✓ | INTERACTION | Flag (true/false) if vehicle interacts with neighborhood |
| ✓ | ✓ | LANE | Current lane on which the vehicle is positioned |
| ✓ | | LANECHANGE | Current lane change (1=left, 0=none, -1=right) |
| ✓ | | LASTLANECHANGE | Time since last lane change started [s] |
| ✓ | | LASTNODE | Previous node number to be traveled (0 if none) |
| ✓ | ✓ | LENGTH | Real vehicle length (current units set) |
| ✓ | ✓ | LINK | Current link where the vehicle is positioned |
| ✓ | ✓ | LINKCOORD | Current x coordinate of the current link |
| ✓ | | NEXTNODE | Next node number to be traveled (0 if none) |
| ✓ | | ORIGPARKLOT | Origin parking lot number (0 if none) |
| ✓ | | ORIGZONE | Origin zone number (0 if none) |
| ✓ | ✓ | PARKLOT | Parking lot number where the vehicle is parked (0 if none) |
| ✓ | ✓ | PASSENGERS | Number of passengers in the vehicles |
| ✓ | ✓ | PATH | Current used path number (0 if none) |
| ✓ | | POINT | World coordinates of vehicle's position (see note below) |
| ✓ | | PRECEDING | Number of the next (not necessarily relevant) vehicle downstream |
| ✓ | | QUEUECOUNTER | Number of queue encounters |
| ✓ | | ROUTE | The route of the vehicle |
| ✓ | | ROUTINGDECISION | The routing decision the route belongs to |
| ✓ | ✓ | SPEED | Current speed in the units of the current options |
| ✓ | | TOTALDISTANCE | Total distance traveled in the network (current units set) |

| R | W | Attribute | Description |
|---|---|--------------|--|
| ✓ | | TRAILING | Number of the next (not necessarily relevant) vehicle upstream |
| ✓ | ✓ | TYPE | Vehicle type number |
| ✓ | ✓ | 3DMODELSTATE | 3D model state (vehicles with pedestrian categorie are excluded) |
| ✓ | ✓ | WEIGHT | Vehicle total weight [mt] |

See page 196 for a note on the RGB color format



The coordinates of a world point are available through the interface IWorldPoint described in page 241

Methods of the IVehicle Interface

MoveToLinkCoordinate ([in] long Link, [in] int Lane, [in] double XCoord)

This method places a vehicle on the lane Lane at the link coordinate XCoord of link Link. It is only applicable to vehicles traveling on the network. If the vehicle is parked the method will not have any effect.

Parameters

[in] long Link : link identifier number
[in] int Lane : lane number (from 1 to n according to the link)
[in] double XCoord : link coordinate (from 0.0 to link length)

Example

```
DIM vehicle AS Vehicle
SET vehicle = Vissim.Net.Vehicles.GetVehicleByNumber (12)
vehicle.MoveToLinkCoordinate (1000, 1, 20.0)
```

Useful to Know

Attributes

LINK: writing on this attribute has the same effect as the method MoveToLinkCoordinate applied to the assigned link number and to the current lane and coordinate.

DESTZONE: writing on this attribute will assign to the vehicle a route of the dynamic assignment path set driving to a parking lot destination chosen

according to the parking lot selection model of the dynamic assignment. If no route is possible the vehicle won't depart.

DESTPARKLOT: writing on this attribute will assign to the vehicle a route of the dynamic assignment path set driving to the specified parking lot. If no route is possible the vehicle won't depart.

PATH: it is possible to use this attribute for re-routing overwriting the current assigned path with a new overlapping path and when the vehicle is driving on the overlapping section.

LINKCOORD: writing on this attribute has the same effect as the method `MoveToLinkCoordinate` applied to the current link and lane but changing the coordinate to the assigned value.

PARKLOT: writing on this attribute moves a parked vehicle to the assigned parking lot number. If the vehicle is not parked the assignment will have no effect.

INTERACTION: turning the interaction off will let the vehicle traveling at constant speed without paying attention to vehicles ahead.

Vehicle is a dynamic network element

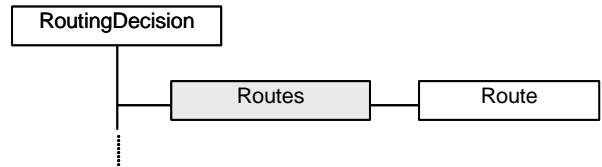
Vehicles are dynamic network elements (i.e. they are created, removed and changed during a simulation run). In a client programming context this means that a vehicle variable refers to the current network status. In the following example the speed variable may not be the same value after the simulation step (i.e. `speed_before` and `speed_after` could differ):

```
DIM veh AS Vehicle
SET veh = Vissim.Net.Vehicles.GetVehicleByNumber(1)
speed_before = veh.AttValue("SPEED")
sim.RunSimulationStep
speed_after = veh.AttValue("SPEED")
```

3.5.2 Private Traffic

3.5.2.1 Routes

The `Routes` object is a collection of `Route` objects (see page 109). It belongs to the `RoutingDecision` object and can be accessed through the `Routes` property of the `IRoutingDecision`



interface.

It contains all routes of the routing decision and allows the iteration through all of them as well as individual access (see also Route object).

Example

Instantiation of a Routes object and access to all its Route objects:

```
DIM vissim As Vissim
DIM routes As Routes
DIM route As Route
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET routes = Vissim.Net.RouteDecisions(1).Routes
FOR EACH route IN routes 'access to _NewEnum to create an enumeration
    ...
NEXT route

'or also:

FOR i = 1 TO routes.Count
SET route = routes (i) 'or routes.Item(i)
...
NEXT i
```

Properties of the IRoutes Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all Route objects. Once a collection is created, individual members can be returned using the GetRouteByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally (see Routes example above).

Parameters

[out, retval] LPUNKOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IRoute **ppRoute)

Returns a single Route of the collection selected by position. This is useful only when all routes shall be accessed (see the Routes example above). To select a route by its identifier number use GetRouteByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET route = routes(1)
SET route = routes.Item(1)
```

Parameters

[in] long Index : index between 1 and Count
 [out, retval] IRoute **ppRoutes: returned Route object

Count ([out, retval] long *pCount)

Returns the number of Route objects in the collection. See the Routes example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IRoutes Interface

GetRouteByNumber ([in] long Number, [out, retval] IRoute **ppRoute)

Returns the Route object with the identifier number Number.

Parameters

[in] long Number : identifier number
 [out, retval] IRoute **ppRoute : returned Route object

Example

```
SET route = routes.GetRouteByNumber(2)
IF NOT (route IS NOTHING) THEN
  rf = route.AttValue("RELATIVEFLOW")
END IF
```

AddRoute ([in] long Link, [in] double Xcoord, [out, retval] long *pNumber)

Adds a new route with the specified specified link coordinate destination and with a default relative flow 1.0 for each time interval. If successful, it returns the assigned number, otherwise 0.

Parameters

[in] long Link : Destination link identifier number
 [in] double XCoord : Destination link coordinate
 [out, retval] long *pNumber : returned route identifier number

Example

```
id = decisions.AddStaticRoutingDecision(1, 100.0)
SET decision = decisions.GetRoutingDecisionByNumber (id)
IF NOT (decision IS NOTHING) THEN
  decision.Routes.AddRoute (2, 200.0)
END IF
```

RemoveRoute ([in] long Number)

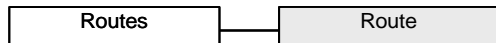
Removes the route with the specified identifier number.

Parameters

[in] long Number : Identifier number

3.5.2.2 Route

A Route object represents a route element of a routing decision and belongs to the Routes object. It can be accessed through the Routes object in two ways:



- access via iteration through the collection

```

DIM routes As Routes
DIM route As Route
SET routes = Vissim.Net.RouteDecisions(1).Routes
FOR EACH route IN routes
  List.AddItem route.ID
NEXT route
  
```

- individual access via identifier

```

DIM route As Route
SET route = vissim.Net.RouteDecisions(1).Routes.GetRouteByNumber (12)
  
```

The Route object enables access to the properties of the route through the IRoute interface.

Properties of the Interface IRoute

ID ([out, retval] long *pID)

Returns the route identifier number.

Parameters

[out, retval] long *pID : returned identifier.

Example

```
id = route.ID
```

Name ([out, retval] BSTR *pName)

Returns the route name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = route.Name
```

Name ([in] BSTR Name)

Sets the route's name.

Parameters

[in] BSTR Name : new name.

Example

```
route.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a route attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = route.AttValue („NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a route attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
route.AttValue („NAME“) = „XXX“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| | ✓ | NAME | Name |

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a route attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] VARIANT Parameter : attribute dependent parameter (see below)
[out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a route attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
[in] VARIANT Parameter : attribute dependent parameter (see below)
[in] VARIANT Value : Attribute value. (type according to attribute)

Attribute outline

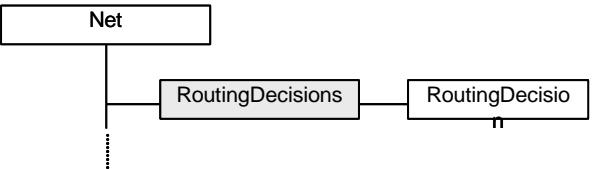
| R | W | Attribute | Description |
|---|---|--------------|---|
| ✓ | ✓ | RELATIVEFLOW | Relative flow of time intervall. Parameter: time interval index (1..n). |



Changes have effect immediately if called during a simulation run.

3.5.2.3 RoutingDecisions

The Routing-Decisions object is a collection of RoutingDecision objects (see page 105).



It belongs to the Net object and can be accessed through the RoutingDecisions property of the INet interface. It contains all routing decisions of the loaded network and allows the iteration through all of them as well as individual access (see also RoutingDecision object).

Example

Instantiation of a RoutingDecisions object and access to all its RoutingDecision objects:

```
DIM vissim As Vissim
DIM decisions As RoutingDecisions
DIM decision As RoutingDecision
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET decisions = Vissim.Net.RoutingDecisions
FOR EACH decision IN decisions 'access to _NewEnum to create an enumeration
...
NEXT decision

'or also:

FOR i = 1 TO decisions.Count
SET decision = decisions(i) 'or decisions.Item(i)
...
NEXT i
```

Properties of the IRoutingDecisions Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all RoutingDecision objects. Once a collection is created, individual members can be returned using the GetRoutingDecisionByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see RoutingDecisions example above).

Parameters

[out, retval] LPUNKOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IRoutingDecision **ppDecision)

Returns a single RoutingDecision of the collection selected by position. This is useful only when all routing decisions shall be accessed (see the RoutingDecisions example above). To select a routing decision by its identifier number use GetRoutingDecisionByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET decision = decisions(1)
SET decision = decisions.Item(1)
```

Parameters

| | |
|--|---------------------------------|
| [in] long Index : | index between 1 and Count |
| [out, retval] IRoutingDecision **ppDecision: | returned RoutingDecision object |

Count ([out, retval] long *pCount)

Returns the number of RoutingDecision objects in the collection. See the RoutingDecisions example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IRoutingDecisions Interface

```
GetRoutingDecisionByNumber ([in] long Number, [out, retval]
IRoutingDecision **ppDecision)
```

Returns the RoutingDecision object with the identifier number Number.

Parameters

```
[in] long Number : identifier number
[out, retval] IRoutingDecision **ppDecision : returned RoutingDecision object
```

Example

```
SET decision = decisions.GetRoutingDecisionByNumber (2)
IF NOT (decision IS NOTHING) THEN
name = decision.AttValue("NAME")
END IF
```

AddStaticRoutingDecision ([in] long Link, [in] double Xcoord, [out, retval] long *pNumber)

Adds a new static routing decision at the specified link coordinate and with the default time interval 0-99999. If successful, it returns the assigned number, otherwise 0.

Parameters

| | |
|-------------------------------|---|
| [in] long Link : | Link identifier number |
| [in] double XCoord : | Link coordinate |
| [out, retval] long *pNumber : | returned routing decision identifier number |

Example

```
id = decisions.AddStaticRoutingDecision(1, 100.0)
SET decision = decisions.GetRoutingDecisionByNumber (id)
IF NOT (decision IS NOTHING) THEN
decision.AddRoute(2, 200.0)
END IF
```

RemoveRoutingDecision ([in] long Number)

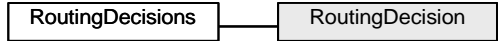
Removes the routing decision with the specified identifier number.

Parameters

[in] long Number : Identifier number

3.5.2.4 RoutingDecision

A RoutingDecision object represents a routing decision element and belongs to the RoutingDecisions object.



It can be accessed through the RoutingDecisions object in two ways:

- ▶ access via iteration through the collection

```

DIM decision As RoutingDecision
FOR EACH decision IN vissim.Net.RoutingDecisions
  List.AddItem decision.ID
NEXT decision
  
```

- ▶ individual access via identifier

```

DIM decision As RoutingDecision
SET decision = vissim.Net.RoutingDecisions.GetRoutingDecisionByNumber (12)
  
```

The RoutingDecision object enables access to the properties of the routing decision through the IRoutingDecision interface.

Properties of the Interface IRoutingDecision

ID ([out, retval] long *pID)

Returns the routing decision identifier number.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = decision.ID
```

Name ([out, retval] BSTR *pName)

Returns the routing decision name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = decision.Name
```

Name ([in] BSTR Name)

Sets the decision's name. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

decision.Name = „XXX“

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a routing decision attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

name = decision.AttValue („NAME“)

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a routing decision attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

decision.AttValue („NAME“) = „XXX“

Attribute outline

| R | W | Attribute | Description |
|---|---|----------------|---|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | | VEHICLECLASSES | Affected vehicle classes (Array of numbers) |
| ✓ | | VEHICLETYPES | Affected vehicle types (Array of numbers) |

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a routing decision attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)

[in] VARIANT Parameter : attribute dependent parameter (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a routing decision attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Attribute outline

| R | W | Attribute | Description |
|---|---|--------------|---|
| ✓ | ✓ | RELATIVEFLOW | Relative flow for the curring time intervall (the first one if no simulation is running). Parameter: routing number. |
| ✓ | ✓ | TIMEFROM | Time interval start [s]. Parameter: interval time order (1..n) |
| ✓ | ✓ | TIMEUNTIL | Time interval end [s]. Parameter: interval time order (1..n) |
| ✓ | ✓ | VEHICLECLASS | TRUE if the vehicle class is affected. Parameter: vehicle class number (0 for all vehicle types) |
| | | VEHICLETYPE | TRUE if the vehicle type is affected. Parameter: vehicle type number. |



Changes have effect immediately if called during a simulation run.

It is required that TIMEUNTIL is greater or equal than TIMEFROM when setting the interval. If the current interval is [100, 1000] and you want to set it to [1100, 2000] you are forced to set first TIMEUNTIL to 2000 and afterwards TIMEFROM to 1100, otherwise you will get an error message.

AttValue2 ([in] BSTR Attribute, [in] VARIANT Parameter1, [in] VARIANT Parameter2, [out, retval] VARIANT *pValue)

Returns a routing decision attribute with two parameters. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see table below)

```
[in] VARIANT Parameter1 :      first attribute dependent parameter
[in] VARIANT Parameter2 :      second attribute dependent parameter
[out, retval] VARIANT *pValue : returned value of the attribute
```

AttValue2 ([in] BSTR Attribute, [in] VARIANT Parameter1, [in] VARIANT Parameter2, [in] VARIANT Value)

Sets a routing decision attribute with two parameters. Please get the language independent attribute tag from the table below.

Parameters

```
[in] BSTR Attribute :      Attribute name (see table below)
[in] VARIANT Parameter1 :  first attribute dependent parameter
[in] VARIANT Parameter2 :  second attribute dependent parameter
[in] VARIANT Value :       Attribute value. (type according to attribute)
```

Attribute outline

| R | W | Attribute | Description |
|---|---|--------------|--|
| ✓ | ✓ | RELATIVEFLOW | Relative flow for time interval and routing number. Parameter1: routing number. Parameter2: a time point of the requested time interval. |



Changes have effect immediately if called during a simulation run.

Routes ([out, retval] IRoutes **ppRoutes)

Creates an instance of a Routes object (see page 109), that gives individual access to the routes defined in the network for this routing decision.

Parameters

```
[out, retval] IRoutes **ppRoutes : returned Routes object
```

Example

```
DIM routes AS Routes
DIM decision As RoutingDecision
SET decision = vissim.Net.RoutingDecisions.GetRoutingDecisionByNumber (10)
SET routes = decision.Routes
```

Methods of the IRoutingDecision Interface

AddTimeInterval ([in] double From, [in] double To, [out, retval] long *pIndex)

Adds a new time interval. Time intervals could only be added after the last existing time interval. If there is a gap between the time interval and the last time interval an additional time interval from the end of the last time interval to the begin of the new time interval will be created. If successful, it returns the assigned list position index (1..n), otherwise 0.

Parameters

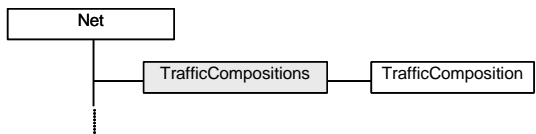
| | |
|------------------------------|------------------------------|
| [in] double From : | Time interval start |
| [in] double To : | Time interval end |
| [out, retval] long *pIndex : | returned list position index |

Example

```
id = decisions.AddStaticRoutingDecision(1, 100.0)
SET decision = decisions.GetRoutingDecisionByNumber (id)
IF NOT (decision IS NOTHING) THEN
decision.AttValue1("TIMEUNTIL", 1) = 1799 'sets default time interval to [0-1799]
index = decision.AddTimeInterval(1800, 3600)
END IF
```

3.5.2.5 TrafficCompositions

The TrafficCompositions object is a collection of TrafficComposition objects (see page 209).



It belongs to the Net object and can be accessed through the TrafficCompositions property of the INet interface. It contains all traffic compositions of the loaded network and allows the iteration through all of them as well as individual access (see also TrafficComposition object).

Example

Instantiation of a TrafficCompositions object and access to all its TrafficComposition objects:

```
DIM vissim As Vissim
DIM tcs As TrafficCompositions
DIM tc As TrafficComposition
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set tcs = Vissim.Net.TrafficCompositions
FOR EACH tc IN tcs 'access to _NewEnum to create an enumeration
...
NEXT tc
```

```
`or also:  
  
FOR i = 1 TO tcs.Count  
SET tc = tcs(i) `or tcs.Item(i)  
...  
NEXT i
```

Properties of the ITrafficCompositions Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all TrafficComposition objects. Once a collection is created, individual members can be returned using the GetTrafficCompositionByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see TrafficCompositions example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] ITrafficComposition **ppTC)

Returns a single TrafficComposition of the collection selected by position. This is useful only when all traffic compositions shall be accessed (see the TrafficCompositions example above). To select a traffic composition by its identifier number use GetTrafficCompositionByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET tc = tcs(1)  
SET tc = tcs.Item(1)
```

Parameters

| | |
|---|------------------------------------|
| [in] long Index : | index between 1 and Count |
| [out, retval] ITrafficComposition **ppTC: | returned TrafficComposition object |

Count ([out, retval] long *pCount)

Returns the number of TrafficComposition objects in the collection. See the TrafficCompositions example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the ITrafficCompositions Interface

GetTrafficCompositionByNumber ([in] long Number, [out, retval] ITrafficComposition **ppTC)

Returns the TrafficComposition object with the identifier number Number.

Parameters

| | |
|--|------------------------------------|
| [in] long Number : | identifier number |
| [out, retval] ITrafficComposition **ppTC : | returned TrafficComposition object |

Example

```
SET tc = tcs.GetTrafficCompositionByNumber(2)
IF NOT (tc IS NOTHING) THEN
  name = tc.AttValue("NAME")
END IF
```

3.5.2.6 TrafficComposition

A TrafficComposition object represents a traffic composition element and belongs to the TrafficCompositions object.



It can be accessed through the TrafficCompositions object to in two ways:

- access via iteration through the collection

```
DIM tc As TrafficComposition
FOR EACH tc IN vissim.Net.TrafficCompositions
  List.AddItem tc.ID
NEXT tc
```

- individual access via identifier

```
DIM tc As TrafficComposition
SET tc = vissim.Net.TrafficCompositions.GetTrafficCompositionByNumber(2)
```

The TrafficComposition object enables access to the properties of the traffic composition through the ITrafficComposition interface.

Properties of the Interface ITrafficComposition

ID ([out, retval] long *pID)

Returns the identifier number of the traffic composition.

Parameters

| | |
|---------------------------|----------------------|
| [out, retval] long *pID : | returned identifier. |
|---------------------------|----------------------|

Example

```
id = tc.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the traffic composition.

Parameters

```
[out, retval] BSTR *pName :      returned name.
```

Example

```
name = tc.Name
```

Name ([in] BSTR Name)

Sets the name of the traffic composition. Maximal 255 characters.

Parameters

```
[in] BSTR Name : new name.
```

Example

```
tc.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a traffic composition attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute
```

Example

```
name = tc.AttValue(„NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a traffic composition attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      attribute name (see below)
[in] BSTR Value :          attribute value. (type according to attribute)
```

Example

```
tc.AttValue(„NAME“)=„XXX“
```


Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a traffic composition attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a traffic composition attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Attribute outline

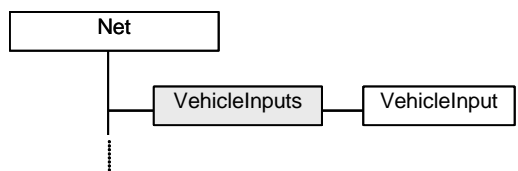
| R | W | Attribute | Description |
|---|---|--------------|---|
| ✓ | ✓ | RELATIVEFLOW | Relative flow for the specified vehicle type. Parameter: vehicle type number. |



Changes have effect immediately if called during a simulation run. For example, changing the relative flows will affect the vehicle types composition of each vehicle input that use it.

3.5.2.7 VehicleInputs

The VehicleInputs object is a collection of VehicleInput objects (see page 116). It belongs to the Net object and can be accessed through the VehicleInputs



property of the INet interface.

It contains all vehicle inputs of the loaded network and allows the iteration through all of them as well as individual access (see also VehicleInput object).

Example

Instantiation of a VehicleInputs object and access to all its VehicleInput objects:

```
DIM vissim As Vissim
DIM vehins As VehicleInputs
DIM vehin As VehicleInput
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set inputs = Vissim.Net.VehicleInputs
FOR EACH vehin IN vehins 'access to _NewEnum to create an enumeration
...
NEXT vehin

'or also:

FOR i = 1 TO vehins.Count
SET vehin = vehins(i) 'or vehins.Item(i)
...
NEXT i
```

Properties of the IVehicleInputs Interface

NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all VehicleInput objects. Once a collection is created, individual members can be returned using the GetVehicleInputByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see VehilcInputs example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IVehicleInput **ppVehicleInput)

It returns a single VehicleInput of the collection selected by position. This is useful only when all vehicle inputs shall be accessed (see the VehicleInputs example above). To select a vehicle input by its identifier number use GetVehicleInputByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET vehin = inputs(1)
```

```
SET vehin = inputs.Item(1)
```

Parameters

| | |
|--|------------------------------|
| [in] long Index : | index between 1 and Count |
| [out, retval] IVehicleInput **ppVehicleInputs: | returned VehicleInput object |

Count ([out, retval] long *pCount)

Returns the number of VehicleInput objects in the collection. See the VehicleInputs example above.

Parameters

| | |
|------------------------------|-----------------------------|
| [out, retval] long *pCount : | returned number of objects. |
|------------------------------|-----------------------------|

Methods of the IVehicleInputs Interface

GetVehicleInputByNumber ([in] long Number, [out, retval] IVehicleInput **ppVehicleInput)

Returns the VehicleInput object with the identifier number Number.

Parameters

| | |
|--|------------------------------|
| [in] long Number : | identifier number |
| [out, retval] IVehicleInput **ppVehicleInput : | returned VehicleInput object |

Example

```
SET vehin = vehins.GetVehicleInputByNumber (2)
IF NOT (vehin IS NOTHING) THEN
  name = vehin.AttValue("NAME")
END IF
```

GetVehicleInputsOnLink ([in] long LinkID, [out, retval] IVehicleInputs **ppVehicleInputs)

Returns a collection of VehicleInput objects containing all vehicle inputs with link number specified with the passed identifier number.

Parameters

| | |
|--|-----------------------------------|
| [in] long LinkID : | link identifier number |
| [out, retval] IVehicleInputs **ppVehicleInputs : | returned VehicleInputs collection |

Example

```
SET vehinslink = vehinsps.GetVehicleInputsOnLink (11)
FOR EACH vehinp IN vehinslink
  name = vehinp.AttValue("NAME")
NEXT vehinp
```

AddVehicleInput([in] long LinkID, [in] double From, [in] double To, [out, retval] IVehicleInput** ppVehicleInput)

Adds a new vehicle input into the link <LinkID> and for time interval [From, To].

Parameters

| | |
|--|------------------------|
| [in] long LinkID : | link identifier number |
| [in] double From: | from time |
| [in] double To : | to time |
| [out, retval] IVehicleInput **ppVehicleInput : | returned VehicleInput |

Example

```
SET vehinp = vehinps.AddVehicleInput(10, 1200, 1800)
```

RemoveVehicleInput([in] long Number)

Removes the vehicle input with ID <Number> from the collection.

Parameters

| | |
|--------------------|---------------------------------|
| [in] long Number : | vehicle input identifier number |
|--------------------|---------------------------------|

Example

```
vehinps.RemoveVehicleInput(vehinp.ID)
```

3.5.2.8 VehicleInput

A VehicleInput object represents a vehicle input element and belongs to the VehicleInputs object. It can be accessed through the VehicleInputs object to in two ways:

- access via iteration through the collection

```
DIM vehin As VehicleInput
FOR EACH vehin IN vissim.Net.VehicleInputs
List.AddItem vehin.ID
NEXT vehin
```

- individual access via identifier

```
DIM vehin As VehicleInput
SET vehin = vissim.Net.VehicleInputs.GetVehicleInputByNumber (12)
```

The VehicleInput object enables access to the properties of the vehicle input through the IVehicleInput interface.



Properties of the Interface IVehicleInput

ID ([out, retval] long *pID)

Returns the vehicle input identifier number.

Parameters

[out, retval] long *pID : returned identifier.

Example

```
id = vehin.ID
```

Name ([out, retval] BSTR *pName)

Returns the vehicle input name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = vehin.Name
```

Name ([in] BSTR Name)

Sets the input's name. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

```
vehin.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a vehicle input attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = vehin.AttValue(„NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a vehicle input attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

vehin.AttValue(„NAME“)=„XXX“

Attribute outline

| R | W | Attribute | Description |
|---|---|--------------------|----------------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | | LINK | Link number |
| ✓ | ✓ | TIMEFROM | Time interval start [s] |
| ✓ | ✓ | TIMEUNTIL | Time interval end [s] |
| ✓ | ✓ | TRAFFICCOMPOSITION | Traffic Composition number |
| ✓ | ✓ | VOLUME | Volume [Veh/h] |



Changes have effect immediately if called during a simulation run. If the option “Generate exact number of vehicles” is checked, changing the time interval (using the attributes TIMEFROM or TIMEUNTIL) will force to regenerate the sequence of vehicles with the current attributes.

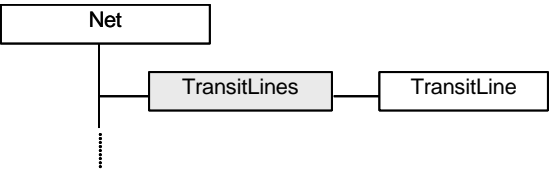


It is required that TIMEUNTIL is greater or equal than TIMEFROM when setting the interval. If the current interval is [100, 1000] and you want to set it to [1100, 2000] you are forced to set first TIMEUNTIL to 2000 and afterwards TIMEFROM to 1100, otherwise you will get an error message.

3.5.3 Transit

3.5.3.1 TransitLines

The TransitLines object is a collection of Transit Line objects (see page 120).



It belongs to the Net object and can be accessed through the TransitLines property of the INet interface. It contains all transit lines of the loaded

network and allows the iteration through all of them as well as individual access (see also TransitLine object).

Example

Instantiation of a TransitLines object and access to all its TransitLine objects:

```
DIM vissim As Vissim
DIM transitlines As TransitLines
DIM transitline As TransitLine
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET transitlines = Vissim.Net.TransitLines
FOR EACH transitline IN transitlines 'access to _NewEnum to create an enumeration
...
NEXT transitline

'or also:

FOR i = 1 TO transitlines.Count
SET transitline = transitlines(i) 'or transitlines.Item(i)
...
NEXT i
```

Properties of the ITransitLines Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all TransitLine objects. Once a collection is created, individual members can be returned using the GetTransitLineByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see TransitLines example above).

Parameters

[out, retval] LPUNKOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] ITransitLine **ppTransitLine)

Returns a single TransitLine of the collection selected by position. This is useful only when all transit lines shall be accessed (see the TransitLines example above). To select a transit line by its identifier number use GetTransitLineByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET transitline = transitlines(1)
SET transitline = transitlines.Item(1)
```

Parameters

[in] long Index: index between 1 and Count
[out, retval] ITransitLine **ppTransitLine: returned TransitLine

Count ([out, retval] long *pCount)

Returns the number of TransitLine objects in the collection. See the TransitLines example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the ITransitLines Interface

GetTransitLineByNumber ([in] long Number, [out, retval] ITransitLine **ppTransitLine)

Returns the TransitLine object with the identifier number Number.

Parameters

[in] long Number : identifier number
[out, retval] ITransitLine **ppTransitLine : returned TransitLine

Example

```
SET transitline = transitlines.GetTransitLineByNumber (2)
IF NOT (transitline IS NOTHING) THEN
name = transitline.AttValue("NAME")
END IF
```

3.5.3.2 TransitLine

A TransitLine object represents a transit line element and belongs to the TransitLines object.



It can be accessed through the TransitLines object to in two ways:

- access via iteration through the collection

```
DIM transitline As TransitLine
FOR EACH transitline IN vissim.Net.TransitLines
List.AddItem transitline.ID
NEXT transitline
```

- individual access via identifier

```
DIM transitline As TransitLine
SET transitline = vissim.Net.TransitLines.
GetTransitLineByNumber (12)
```

The TransitLine object enables access to the properties of the transit line through the ITransitLine interface.

Properties of the Interface ITransitLine

ID ([out, retval] long *pID)

Returns the transit line identifier number.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = transitline.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the transit line.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = transitline.Name
```

Name ([in] BSTR Name)

Sets the name of the transit line. Maximal 255 charatcters.

Parameters

[in] BSTR Name : new name.

Example

```
transitline.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a transit line attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = transitline.AttValue(„NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a transit line attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
transitline.AttValue(„NAME“)=„XXX“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a transit line attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a transit line attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [in] VARIANT Value : attribute value. (type according to attribute)

Attribute outline

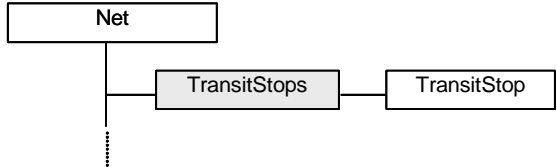
| R | W | Attribute | Description |
|---|---|---------------|--|
| ✓ | ✓ | ALIGHTINGPROB | Percentage of passengers that alight at that stop. |
| ✓ | ✓ | DWELLTIME | Dwell time distribution number to be used to determine the stop time |



Changes have effect immediately if called during a simulation run.

3.5.3.3 TransitStops

The Transit Stops object is a collection of Transit Stop objects (see page 124).



It belongs to the Net object and can be accessed through the TransitStops property of the INet interface. It contains all transit stops of the loaded network and allows the iteration through all of them as well as individual access (see also TransitStop object).

Example

Instantiation of a TransitStops object and access to all its TransitStop objects:

```

DIM vissim As Vissim
DIM transitstops As TransitStops
DIM transitstop As TransitStop
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET transitstops = Vissim.Net.TransitStops
FOR EACH transitstop IN transitstops 'access to _NewEnum to create an enumeration
...
NEXT transitstop

'or also:

FOR i = 1 TO transitstops.Count
SET transitstop = transitstops(i) 'or transitstops.Item(i)
...
NEXT i
  
```

Properties of the ITransitStops Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all TransitStop objects. Once a collection is created, individual members can be returned using the GetTransitStopByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see TransitStops example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] ITransitStop **ppTransitStop)

Returns a single TransitStop of the collection selected by position. This is useful only when all transit stops shall be accessed (see the TransitStops example above). To select a transit stop by its identifier number use GetTransitStopByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET transitstop = transitstops(1)
SET transitstop = transitstops.Item(1)
```

Parameters

| | |
|---|---------------------------|
| [in] long Index: | index between 1 and Count |
| [out, retval] ITransitStop **ppTransitStop: | returned TransitStop |

Count ([out, retval] long *pCount)

Returns the number of TransitStop objects in the collection. See the TransitStops example above.

Parameters

| | |
|------------------------------|-----------------------------|
| [out, retval] long *pCount : | returned number of objects. |
|------------------------------|-----------------------------|

Methods of the ITransitStops Interface**GetTransitStopByNumber ([in] long Number, [out, retval] ITransitStop **ppTransitStop)**

Returns the TransitStop object with the identifier number Number.

Parameters

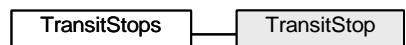
| | |
|--|----------------------|
| [in] long Number : | identifier number |
| [out, retval] ITransitStop **ppTransitStop : | returned TransitStop |

Example

```
SET transitstop = transitstops.GetTransitStopByNumber (2)
IF NOT (transitstop IS NOTHING) THEN
name = transitstop.AttValue ("NAME")
END IF
```

3.5.3.4 TransitStop

A TransitStop object represents a transit stop element and belongs to the TransitStops object.



It can be accessed through the TransitStops object in two ways:

- access via iteration through the collection

```
DIM transitstop As TransitStop
```

```
FOR EACH transitstop IN vissim.Net.TransitStops
  List.AddItem transitstop.ID
NEXT transitstop
```

► individual access via identifier

```
DIM transitstop As TransitStop
SET transitstop = vissim.Net.TransitStops.
  GetTransitStopByNumber (12)
```

The TransitStop object enables access to the properties of the transit stop through the ITransitStop interface.

Properties of the Interface ITransitStop

ID ([out, retval] long *pID)

Returns the transit stop identifier number.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = transitstop.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the transit stop.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = transitstop.Name
```

Name ([in] BSTR Name)

Sets the name of the transitstop. Maximal 255 charatcters.

Parameters

[in] BSTR Name : new name.

Example

```
transitstop.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a transit stop attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = transitstop.AttValue(„NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a transit stop attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
transitstop.AttValue(„NAME“)=„XXX“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

Methods of the ITransitStop Interface

GetVehicle ([out, retval] IVehicle **ppVehicle)

It returns the first vehicle serving on the transit stop.

Parameters

[out, retval] IVehicle **ppVehicle : returned Vehicle object

Example

```
DIM veh AS Vehicle
SET veh = transitstop.GetVehicle()
passengers = veh.AttValue(„PASSENGERS“)
```

3.5.4 Pedestrians

3.5.4.1 PedPedestrians

The PedPedestrians object is a collection of PedPedestrian objects (see page 129). It belongs to the Net object and can be accessed through the PedPedestrians property of the INet interface.

It contains all pedestrians currently traveling on the network during a simulation, including the parked ones. It enables iteration through the collection or individual access to a PedPedestrian object.

Example

Instantiation of a PedPedestrians object and access to all its PedPedestrian objects:

```
DIM vissim As Vissim
DIM pedestrians As PedPedestrians
DIM pedestrian As PedPedestrian
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set pedestrians = Vissim.Net.PedPedestrians
FOR EACH pedestrian IN pedestrians 'access to _NewEnum to create an enumeration
...
NEXT pedestrian

'or also:

FOR i = 1 TO pedestrians.Count
SET pedestrian = pedestrians(i) 'or pedestrians.Item(i)
...
NEXT i
```

Properties of the IPedPedestrians Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all PedPedestrian objects. Once a collection is created, individual members can be returned using the GetPedPedestrianByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see PedPedestrians example above).

Parameters

[out, retval] LPUNKOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedPedestrian **ppPedPedestrian)

Returns a single PedPedestrian of the collection selected by position. This is useful only when all pedestrians shall be accessed (see the PedPedestrians example above). To select a pedestrian by its identifier number use GetPedPedestrianByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET pedestrian = pedestrians(1)
SET pedestrian = pedestrians.Item(1)
```

Parameters

[in] long Index : index between 1 and pedestrians.Count
 [out, retval] IPedPedestrian **ppPedPedestrians: returned PedPedestrian object

Count ([out, retval] long *pCount)

Returns the number of PedPedestrian objects in the collection. See the PedPedestrians example above.

Parameters

[out, retval] long *pCount : returned number of objects.

IDs ([in, defaultvalue(0)] BSTR Attribute, [in, defaultvalue(0)] VARIANT Value, [out, retval] VARIANT *pIDs)

Returns an array of pedestrian IDs complying the condition "Attribute = Value" if a pedestrian attribute an a value (see the attribute table on page 94) are given, otherwise an array with the IDs of all pedestrians in the collection is returned.

Parameters

[in] BSTR Attribute : attribute name (see IPedPedestrian attribute table)
 [in] VARIANT Value : attribute value or array of values (type according to attribute)
 [out, retval] VARIANT *pIDs : returned array of IDs.

Methods of the IPedPedestrians Interface

GetPedPedestrianByNumber ([in] long Number, [out, retval] IPedPedestrian **ppPedPedestrian)

Returns the PedPedestrian object with the identifier number Number.

Parameters

[in] long Number : identifier number
 [out, retval] IPedPedestrian **ppPedPedestrian : returned PedPedestrian object

Example

```
DIM pedestrian AS PedPedestrian
SET pedestrian = pedestrians.GetPedPedestrianByNumber (11)
```

CreateBeelinePedPedestrian ([in] long Level, [in] double xCoordinate, [in] double yCoordinate, [out, retval] IPedPedestrian **ppPedPedestrian)

Creates a new pedestrian on the given level and at the given coordinates. These pedestrians will not walk according to the social force model as such. However, they interact with other pedestrians and walls, but they do not follow the floor field to any destination. Instead, they can be directed towards given coordinates and will walk there in a beeline manner.

These pedestrians are 0.54m wide, 0.40m "long", 1.70m tall and have a weight of 72.0kg (see "The measure of man"), wear black trousers and a red shirt.

Parameters

```
[in] long Level : The ID of the level where the pedestrian shall be created on
[in] double xCoordinate :The x-coordinate where the pedestrian shall be created
[in] double yCoordinate :The y-coordinate where the pedestrian shall be created
[out, retval] IPedPedestrian **ppPedPedestrian : returned PedPedestrian object
```

Example

```
DIM pedestrian AS PedPedestrian
SET pedestrian = pedestrians.CreateBeelinePedestrian (1, 42.00, 42.00)
```

3.5.4.2 PedPedestrian

A PedPedestrian object represents a single pedestrian and belongs to the PedPedestrians object. It can be accessed through the PedPedestrians object in two ways:



► access via iteration through the collection

```
DIM pedestrian As PedPedestrian
FOR EACH pedestrian IN vissim.Net.PedPedestrians
List.AddItem pedestrian.ID
NEXT pedestrian
```

► individual access via identifier number

```
DIM pedestrian As PedPedestrian
SET pedestrian = vissim.Net.PedPedestrians.GetPedPedestrianByNumber (101)
```

The PedPedestrian object enables access to the properties of the pedestrian through the IPedPedestrian interface. It is not guaranteed that an instantiated PedPedestrian object refers to a valid pedestrian in VISSIM after the execution of a simulation step (please refer to the note at the end of this section about the dynamic aspect of pedestrians). Use the property ID (see below) for a validity check.

Properties of the IPedPedestrian Interface

ID ([out, retval] long *pID)

Returns the pedestrian's identifier number. . If the PedPedestrian object doesn't refer to a valid VISSIM pedestrian anymore the returned value is 0.

Parameters

[out, retval] long *pID : returned identifier (0 if reference no longer valid)

Example

```
id = pedestrian.ID
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a pedestrian attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
type = pedestrian.AttValue („TYPE“)
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | | TYPE | Type number |

Methods of the IPedPedestrian Interface

SetBeelineAim ([in] double xCoordinate, [in] double yCoordinate)

Sets the new aim of the beeline pedestrian.

Parameters

[in] double xCoordinate :The x-coordinate where the pedestrian shall walk to
 [in] double yCoordinate :The y-coordinate where the pedestrian shall walk to

Example

```
pedestrian.SetBeelineAim (42.00, 42.00)
```

3.5.4.3 PedInputs

The PedInputs object is a collection of PedInput objects (see page 132). It belongs to the Net object and can be accessed through the PedInputs property of the INet interface.

It contains all pedestrian inputs of the loaded network and allows the iteration through all of them as well as individual access (see also PedInput object).

Example

Instantiation of a PedInputs object and access to all its PedInput objects:

```
DIM vissim As Vissim
DIM pedins As PedInputs
DIM pedin As PedInput
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set inputs = Vissim.Net.PedInputs
FOR EACH pedin IN pedins 'access to _NewEnum to create an enumeration
    ...
NEXT pedin

'or also:

FOR i = 1 TO pedins.Count
SET pedin = pedins(i) 'or pedins.Item(i)
...
NEXT i
```

Properties of the IPedInputs Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all PedInput objects. Once a collection is created, individual members can be returned using the GetPedInputByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see PedInputs example above).

Parameters

[out, retval] LPUNKOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedInput **ppPedInput)

It returns a single PedInput of the collection selected by position. This is useful only when all pedestrian inputs shall be accessed (see the PedInputs example above). To select a pedestrian input by its identifier number use

PedInputByNumber (see below). Since **Item** is the default property for a collection the following commands are equivalent:

```
SET pedin = inputs(1)
SET pedin = inputs.Item(1)
```

Parameters

[in] long Index : index between 1 and Count
 [out, retval] IPedInput **ppPedInputs: returned PedInput object

Count ([out, retval] long *pCount)

Returns the number of PedInput objects in the collection. See the PedInputs example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IPedInputs Interface

PedInputByNumber ([in] long Number, [out, retval] IPedInput **ppPedInput)

Returns the PedInput object with the identifier number Number.

Parameters

[in] long Number : identifier number
 [out, retval] IPedInput **ppPedInput : returned PedInput object

Example

```
SET pedin = pedins.GetPedInputByNumber (2)
IF NOT (pedin IS NOTHING) THEN
name = pedin.AttValue("NAME")
END IF
```

3.5.4.4 PedInput

A PedInput object represents a pedestrian input element and belongs to the PedInputs object. It can be accessed through the PedInputs object in two ways:

- access via iteration through the collection

```
DIM pedin As PedInput
FOR EACH pedin IN vissim.Net.PedInputs
List.AddItem pedin.ID
NEXT pedin
```

- individual access via identifier

```
DIM pedin As PedInput
SET pedin = vissim.Net.PedInputs.PedInputByNumber (12)
```

The PedInput object enables access to the properties of the pedestrian input through the IPedInput interface.

Properties of the Interface IPedInput

ID ([out, retval] long *pID)

Returns the pedestrian input identifier number.

Parameters

[out, retval] long *pID : returned identifier.

Example

```
id = pedin.ID
```

Name ([out, retval] BSTR *pName)

Returns the pedestrian input name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = pedin.Name
```

Name ([in] BSTR Name)

Sets the input's name. Maximal 255 charatcters.

Parameters

[in] BSTR Name : new name.

Example

```
pedin.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a pedestrian input attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = pedin.AttValue(„NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a pedestrian input attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
pedin.AttValue („NAME“) = „XXX“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|----------------|-------------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | ✓ | TIMEFROM | Time interval start [s] |
| ✓ | ✓ | TIMEUNTIL | Time interval end [s] |
| ✓ | ✓ | PEDCOMPOSITION | Ped Composition number |
| ✓ | ✓ | VOLUME | Volume [Ped/h] |



Changes have effect immediately if called during a simulation run. If the option “Generate exact number of pedestrians” is checked, changing the time interval (using the attributes TIMEFROM or TIMEUNTIL) will force to regenerate the sequence of pedestrians with the current attributes.



It is required that TIMEUNTIL is greater or equal than TIMEFROM when setting the interval. If the current interval is [100, 1000] and you want to set it to [1100, 2000] you are forced to set first TIMEUNTIL to 2000 and afterwards TIMEFROM to 1100, otherwise you will get an error message.

3.5.4.5 PedRoutes

The PedRoutes object is a collection of PedRoute objects (see page 136). It belongs to the PedRouteDecision object and can be accessed through the PedRoutes property of the IPedRouteDecision interface.

It contains all pedestrian routes of the routing decision and allows the iteration through all of them as well as individual access (see also PedRoute object).

Example

Instantiation of a PedRoutes object and access to all its PedRoute objects:

```
DIM vissim As Vissim
```

```

DIM pedroutes As PedRoutes
DIM pedroute As PedRoute
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET pedroutes = Vissim.Net.PedRouteDecisions(1).PedRoutes
FOR EACH pedroute IN pedroutes 'access to _NewEnum to create an enumeration
...
NEXT pedroute

'or also:

FOR i = 1 TO pedroutes.Count
SET pedroute = pedroutes (i) 'or pedroutes.Item(i)
...
NEXT i

```

Properties of the IPedRoutes Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all PedRoute objects. Once a collection is created, individual members can be returned using the GetPedRouteByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally (see PedRoutes example above).

Parameters

[out, retval] LPUNKOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedRoute **ppPedRoute)

Returns a single PedRoute of the collection selected by position. This is useful only when all pedestrian routes shall be accessed (see the PedRoutes example above). To select a pedestrian route by its identifier number use GetPedRouteByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```

SET pedroute = pedroutes(1)
SET pedroute = pedroutes.Item(1)

```

Parameters

[in] long Index : index between 1 and Count
[out, retval] IPedRoute **ppPedRoutes: returned PedRoute object

Count ([out, retval] long *pCount)

Returns the number of PedRoute objects in the collection. See the PedRoutes example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IPedRoutes Interface

3.5.4.6 PedRoute

A PedRoute object represents a pedestrian route element of a routing decision and belongs to the PedRoutes object. It can be accessed through the PedRoutes object in two ways:

- access via iteration through the collection

```
DIM pedroutes As PedRoutes
DIM pedroute As PedRoute
SET pedroutes = Vissim.Net.PedRoutingDecisions(1).PedRoutes
FOR EACH pedroute IN pedroutes
  List.AddItem pedroute.ID
NEXT pedroute
```

- individual access via index

```
DIM pedroute As PedRoute
SET pedroute = vissim.Net.PedRoutingDecisions(1).PedRoutes(0)
```

The PedRoute object enables access to the properties of the pedestrian route through the IPedRoute interface.

Properties of the Interface IPedRoute

ID ([out, retval] long *pID)

Returns the pedestrian route identifier number.

Parameters

[out, retval] long *pID : returned identifier.

Example

```
id = pedroute.ID
```

Name ([out, retval] BSTR *pName)

Returns the pedestrian route name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = pedroute.Name
```


Name ([in] BSTR Name)

Sets the pedestrian route's name.

Parameters

[in] BSTR Name : new name.

Example

```
pedroute.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a pedestrian route attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = pedroute.AttValue („NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a pedestrian route attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
pedroute.AttValue („NAME“)=„XXX“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| | ✓ | NAME | Name |

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a pedestrian route attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)

[in] VARIANT Parameter : attribute dependent parameter (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a pedestrian route attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Attribute outline

| R | W | Attribute | Description |
|---|---|--------------|---|
| ✓ | ✓ | RELATIVEFLOW | Relative flow of time intervall. Parameter: time interval index (1..n). |



Changes have effect immediately if called during a simulation run.

3.5.4.7 PedRoutingDecisions

It belongs to the Net object and can be accessed through the PedRoutingDecisions property of the INet interface. It contains all routing decisions of the loaded network and allows the iteration through all of them as well as individual access (see also PedRoutingDecision object).

Example

Instantiation of a PedRoutingDecisions object and access to all its PedRoutingDecision objects:

```
DIM vissim As Vissim
DIM decisions As PedRoutingDecisions
DIM decision As PedRoutingDecision
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET decisions = Vissim.Net.PedRoutingDecisions
FOR EACH decision IN decisions 'access to _NewEnum to create an enumeration
...
NEXT decision

'or also:

FOR i = 1 TO decisions.Count
SET decision = decisions(i) 'or decisions.Item(i)
...
NEXT i
```

Properties of the IPedRoutingDecisions Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all PedRoutingDecision objects. Once a collection is created, individual members can be returned using the GetPedRoutingDecisionByNumber method, while the entire collection can be iterated using a FOR ...TO ...NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see PedRoutingDecisions example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedRoutingDecision **ppDecision)

Returns a single PedRoutingDecision of the collection selected by position. This is useful only when all routing decisions shall be accessed (see the PedRoutingDecisions example above). To select a routing decision by its identifier number use PedRoutingDecisionByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET decision = decisions(1)
SET decision = decisions.Item(1)
```

Parameters

[in] long Index : index between 1 and Count
 [out, retval] IPedRoutingDecision **ppDecision: returned PedRoutingDecision object

Count ([out, retval] long *pCount)

Returns the number of PedRoutingDecision objects in the collection. See the PedRoutingDecisions example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IPedRoutingDecisions Interface

PedRoutingDecisionByNumber ([in] long Number, [out, retval] IRoutingDecision **ppDecision)

Returns the RoutingDecision object with the identifier number Number.

Parameters

| | |
|---|---------------------------------|
| [in] long Number : | identifier number |
| [out, retval] IRoutingDecision **ppDecision : | returned RoutingDecision object |

Example

```
SET decision = decisions.GetRoutingDecisionByNumber (2)
IF NOT (decision IS NOTHING) THEN
name = decision.AttValue("NAME")
END IF
```

3.5.4.8 PedRoutingDecision

It can be accessed through the PedRoutingDecisions object in two ways:

- access via iteration through the collection

```
DIM decision As PedRoutingDecision
FOR EACH decision IN vissim.Net.PedRoutingDecisions
List.AddItem decision.ID
NEXT decision
```

- individual access via identifier

```
DIM decision As PedRoutingDecision
SET decision = vissim.Net.PedRoutingDecisions.PedRoutingDecisionByNumber (12)
```

The PedRoutingDecision object enables access to the properties of the routing decision through the IPedRoutingDecision interface.

Properties of the Interface IPedRoutingDecision

ID ([out, retval] long *pID)

Returns the routing decision identifier number.

Parameters

| | |
|---------------------------|----------------------|
| [out, retval] long *pID : | returned identifier. |
|---------------------------|----------------------|

Example

```
id = decision.ID
```

Name ([out, retval] BSTR *pName)

Returns the routing decision name.

Parameters

| | |
|-----------------------------|----------------|
| [out, retval] BSTR *pName : | returned name. |
|-----------------------------|----------------|

Example

```
name = decision.Name
```

Name ([in] BSTR Name)

Sets the decision's name. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

```
decision.Name = „XXX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a routing decision attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = decision.AttValue („NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a routing decision attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
decision.AttValue („NAME“)=„XXX“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|------------|--|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | | PEDCLASSES | Affected pedestrian classes (Array of numbers) |
| ✓ | | PEDTYPES | Affected pedestrian types (Array of numbers) |

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a routing decision attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a routing decision attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Parameter : attribute dependent parameter (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Attribute outline

| R | W | Attribute | Description |
|---|---|--------------|---|
| ✓ | ✓ | RELATIVEFLOW | Relative flow for the curring time intervall (the first one if no simulation is running). Parameter: routing number. |
| ✓ | ✓ | TIMEFROM | Time interval start [s]. Parameter: interval time order (1..n) |
| ✓ | ✓ | TIMEUNTIL | Time interval end [s]. Parameter: interval time order (1..n) |
| ✓ | ✓ | PEDCLASS | TRUE if the pedestrian class is affected. Parameter: pedestrian class number (0 for all vehicle types) |
| | | PEDTYPE | TRUE if the pedestrian class is affected. Parameter: pedestrian type number. |

i

Changes have effect immediately if called during a simulation run.

i

It is required that TIMEUNTIL is greater or equal than TIMEFROM when setting the interval. If the current interval is [100, 1000] and you want to set it to [1100, 2000] you are forced to set first TIMEUNTIL to 2000 and afterwards TIMEFROM to 1100, otherwise you will get an error message.

AttValue2 ([in] BSTR Attribute, [in] VARIANT Parameter1, [in] VARIANT Parameter2, [out, retval] VARIANT *pValue)

Returns a routing decision attribute with two parameters. Please get the language independent attribute tag from the table below.

Parameters

| | |
|---------------------------------|--------------------------------------|
| [in] BSTR Attribute : | attribute name (see table below) |
| [in] VARIANT Parameter1 : | first attribute dependent parameter |
| [in] VARIANT Parameter2 : | second attribute dependent parameter |
| [out, retval] VARIANT *pValue : | returned value of the attribute |

AttValue2 ([in] BSTR Attribute, [in] VARIANT Parameter1, [in] VARIANT Parameter2, [in] VARIANT Value)

Sets a routing decision attribute with two parameters. Please get the language independent attribute tag from the table below.

Parameters

| | |
|---------------------------|--|
| [in] BSTR Attribute : | Attribute name (see table below) |
| [in] VARIANT Parameter1 : | first attribute dependent parameter |
| [in] VARIANT Parameter2 : | second attribute dependent parameter |
| [in] VARIANT Value : | Attribute value. (type according to attribute) |

Attribute outline

| R | W | Attribute | Description |
|---|---|--------------|---|
| ✓ | ✓ | RELATIVEFLOW | Relative flow for time intervall and routing number. Parameter1: routing number. Parameter2: a time point of the requested time interval. |



Changes have effect immediately if called during a simulation run.

Routes ([out, retval] IRoutes **ppRoutes)

Creates an instance of a Routes object (see page 109), that gives individual access to the pedestrian routes defined in the network for this routing decision.

Parameters

[out, retval] IRoutes **ppRoutes : returned Routes object

Example

```
DIM pedroutes AS Routes
DIM decision As PedRoutingDecision
SET decision = vissim.Net.PedRoutingDecisions.PedRoutingDecisionByNumber (10)
SET pedroutes = decision.Routes
```

Methods of the IPedRoutingDecision Interface

AddTimeInterval ([in] double From, [in] double To, [out, retval] long *pIndex)

Adds a new time interval. If successful, it returns the assigned list position index (1..n), otherwise 0.

Parameters

| | |
|------------------------------|------------------------------|
| [in] double From : | Time interval start |
| [in] double To : | Time interval end |
| [out, retval] long *pIndex : | returned list position index |

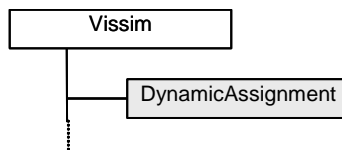
Example

```
id = decisions.AddStaticPedRoutingDecision(1, 100.0)
SET decision = decisions.PedRoutingDecisionByNumber (id)
IF NOT (decision IS NOTHING) THEN
decision.AttValue1("TIMEUNTIL", 1) = 1799 'sets default time interval to [0-1799]
index = decision.AddTimeInterval(1800, 3600)
END IF
```

3.5.5 Dynamic Assignment

3.5.5.1 DynamicAssignment

The DynamicAssignment object belongs to Vissim and can be accessed through the property DynamicAssignment of the IVissim interface. It enables configuration and control of dynamic assignment options. A DynamicAssignment instance references always the current dynamic assignment options for the currently opened network.



Example

```
DIM vissim AS Vissim
DIM dynassign AS DynamicAssignment
SET vissim = NEW Vissim
SET dynassign = vissim.DynamicAssignment
vissim.LoadNet "example.inp"
dynassign.AttValue("STOREPATHS")
```


Properties of the IDynamicAssignment Interface

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a dynamic assignment attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [out, retval] VARIANT*pValue : return of the attribute value

Example

```
period = dynassign.AttValue („STOREPATHS ")
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a dynamic assignment attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Example

```
dynassign.AttValue („STOREPATHS") = TRUE
```

Attribute outline

| R | W | Attribute | Description |
|---|---|--------------------------|---|
| ✓ | ✓ | APS | Flag to check the Alternative Path Search with stochastic edge penalization |
| ✓ | ✓ | APSSPREAD | Maximum spread share |
| ✓ | ✓ | APSPASSES | Number of stochastic passes. |
| ✓ | | CONVERGEALL | True if all active convergence checks assert true |
| ✓ | ✓ | CONVERGENCETTEDGESCHECK | Flag to check edge travel times convergence |
| ✓ | ✓ | CONVERGENCETTEDGESFACTOR | Factor edge travel times convergence [%] |

| R | W | Attribute | Description |
|---|---|---------------------------|---|
| ✓ | ✓ | CONVERGENCETTEDGESMAX | Current maximal percentage difference between old and new edge travel times [%] |
| ✓ | ✓ | CONVERGENCETTPATHSCHECK | Flag to check path travel times convergence |
| ✓ | ✓ | CONVERGENCETTPATHSFACTOR | Factor path travel times convergence [%] |
| ✓ | ✓ | CONVERGENCETTPATHSMAX | Current maximal percentage difference between old and new path travel times [%] |
| ✓ | ✓ | CONVERGENCEVOLEDGESCHECK | Flag to check edge volumes convergence |
| ✓ | ✓ | CONVERGENCEVOLEDGESFACTOR | Factor edge volumes convergence [Veh] |
| ✓ | ✓ | CONVERGENCEVOLEDGESMAX | Current maximal difference between old and new edge volumes [%] |
| ✓ | ✓ | EVENTSMOOTHING | Enable/Disable the event EdgeSmoothing |
| ✓ | ✓ | EVENTROUTECHOICEDIST | Enable/Disable the event RouteChoiceDistribution |
| ✓ | ✓ | KIRCHHOFF | Kirchhoff exponent for the route choice |
| ✓ | ✓ | PSALLPAIRS | Flag to search paths for O-D pairs with zero volume |
| ✓ | ✓ | PSLIMIT | Flag to limit the number of paths per parking lot relation |
| ✓ | ✓ | PSLIMITNUM | Number of allowed paths per parking lot relation |

| R | W | Attribute | Description |
|---|---|---------------------|---|
| ✓ | ✓ | PSREJECTPATHS | Check to reject paths with total cost higher than the total cost of the best path |
| ✓ | ✓ | PSREJECTPATHSFACTOR | Thereshold factor to reject paths |
| ✓ | ✓ | SEARCHPATHS | Flag to search new dynamic assignment paths |
| ✓ | ✓ | STORECOSTS | Flag to store costs to the BEW file |
| ✓ | ✓ | STOREPATHS | Flag to store paths to the WEG file |
| ✓ | ✓ | VOLUME | Scales the total volume [%] |



As complementary information to the convergence options of the dynamic assignment, the convergence of path travel times, edge travel times and edge volumes can be checked individually using the named attributes CONVERGETTEDGESMAX, CONVERGETTPATHSMAX and CONVERGEVOLEDGESMAX. These results are available during and after the simulation. But a result will be useful for comparision only at the end of every simulation starting from the second iteration.

Methods of the IDynamicAssignment Interface

GetDestinationParkingLotsOfPaths ([in] long linkID, [in] positionX, [out, retval] VARIANT * paths)

Returns a 1-D-array containing the destination parking IDs lot of all paths through the link with identifier linked at position positionX. See example below.

Parameters

| | |
|--------------------------------|---|
| [in] long linkID : | link identifier number |
| [in] long positionX : | coordinate on link |
| [out, retval] VARIANT * paths: | returned array of destination parking lot IDs |

Example

See below.

GetOriginParkingLotsOfPaths ([in] long linkID, [in] positionX, [out, retval] VARIANT * paths)

Returns a 1-D-array containing the origin parking lot IDs of all paths through the link with identifier linked at position positionX. See example below.

Parameters

| | |
|--------------------------------|--|
| [in] long linkID : | link identifier number |
| [in] long positionX : | coordinate on link |
| [out, retval] VARIANT * paths: | returned array of origin parking lot IDs |

Example

See below.

GetPathNoOfPaths ([in] long linkID, [in] positionX, [out, retval] VARIANT * paths)

Returns a 1-D-array containing the path indices (1-based) of all paths through the link with identifier linked at position positionX. See example below.

Parameters

| | |
|--------------------------------|--------------------------------|
| [in] long linkID : | link identifier number |
| [in] long positionX : | coordinate on link |
| [out, retval] VARIANT * paths: | returned array of path indices |

Example

See below.

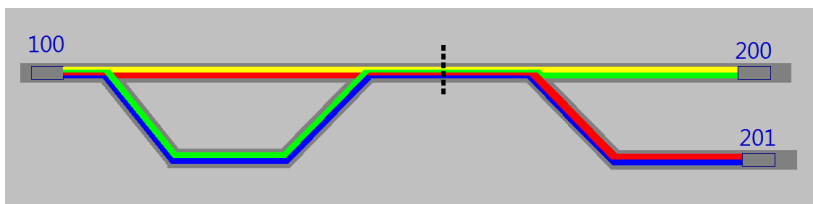
Example for Get[...]OfPaths methods

Code

```
vissim.Simulation.RunSingleStep()
SET origin = vissim.DynamicAssignment.GetOriginParkingLotsOfPaths(1, 85.0)
SET destination = vissim.DynamicAssignment.GetDestinationParkingLotsOfPaths(1, 85.0)
SET pathIndices = vissim.DynamicAssignment.GetPathNoOfPaths(1, 85.0)
```

Scenario

Assume we have the following scenario with three parking lots and four paths (from left to right). The paths are displayed in yellow, green, red and blue:



The function calls above with linkID = 1 (the topmost link) and positionX = 85.0 return all paths at the location of the dotted black line. The result would be:

```
vissim.DynamicAssignment.GetOriginParkingLotsOfPaths(1, 85.0) = (100, 100, 100, 100)
vissim.DynamicAssignment.GetDestinationParkingLotsOfPaths(1, 85.0) = (200, 200, 201, 201)
vissim.DynamicAssignment.GetPathNoOfPaths(1, 85.0) = (1, 2, 1, 2)
```

These three arrays can be used to identify all paths through this position:

| Path | Origin parking lot | Destination parking lot | Path index |
|------|--------------------|-------------------------|------------|
| | 100 | 200 | 1 |
| | 100 | 200 | 2 |
| | 100 | 201 | 1 |
| | 100 | 201 | 2 |

Events of the DynamicAssignment Object

EdgeSmoothing ([in] double oldVal, [in] double newVal, [out, retval] double retVal)

Created event (if attribute EVENTSMOOTHING enabled) for every calculation of the smoothed edge travel times during the simulation. VISSIM will use the returned value as the new smoothed edge value.

Parameters

```
[in] double oldVal :      old smoothed value
[in] double newVal :      newly measured value
[out, retval] double retVal : new computed smoothed value
```

Example

```
DIM vis AS Vissim
DIM sim AS Simulation
Dim WithEvents dyn as DynamicAssignment
Dim nIteration AS Long

' implementation of the DynamicAssignment event EdgeSmoothing
Private Function dyn_EdgeSmoothing(ByVal oldVal As Long, ByVal newVal As Long) As Double
' Method of successive Averages (MSA)
dyn_EdgeSmoothing = oldVal * (1# - 1# / nIteration) + newVal * 1# / nIteration
End Function

SET vis = NEW Vissim
SET sim = vis.Simulation
SET dyn = vis.DynamicAssignment
```

```
vis.LoadNet "example.inp")
dyn.AttValue("EVENTSMOOTHING") = TRUE
FOR nIteration = 1 TO 10
  sim.RunContinuous
NEXT nIteration
```

RouteChoiceDistribution ([in] VARIANT Costs, [out] VARIANT *Distribution)

Created event (if the attribute EVENTROUTECHOICEDIST is enabled) for the calculation of the route choice distribution of a parking lot relation. VISSIM will use the returned relative percentages in Distribution to distribute the vehicles on the different routes.

Parameters

| | |
|-------------------------------|---|
| [in] VARIANT Costs : | current paths costs of the parking lot relation |
| [out] VARIANT *Distribution : | returned relative percentages |

Example

```
DIM vis AS Vissim
DIM sim AS Simulation
Dim WithEvents dyn as DynamicAssignment

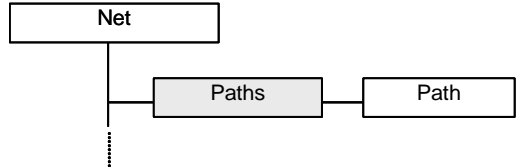
' implementation of the DynamicAssignment event RouteChoiceDistribution
Private Sub dyn_RouteChoiceDistribution (ByVal Costs As VARIANT,
ByRef Distribution As VARIANT)
  ' Logit function:
  DIM dist() AS Double
  s = 0#
  FOR i = LBOUND(Costs) To UBOUND(Costs)
    s = s + EXP(0.2 / Costs(i))
  NEXT i
  FOR i = LBOUND(Costs) To UBOUND(Costs)
    dist(i) = EXP(0.2 / Costs(i)) / s
  NEXT i
  Distribution = dist
END SUB

SET vis = NEW Vissim
SET sim = vis.Simulation
SET dyn = vis.DynamicAssignment

vis.LoadNet "example.inp")
dyn.AttValue("EVENTROUTECHOICEDIST") = TRUE
sim.RunContinuous
```

3.5.5.2 Paths

The Paths object is a collection of Path objects. It belongs to the Net object and can be accessed through the Paths property of the INet interface.



It contains all paths inserted using this interface (not the dynamic assignment paths, see note at the end of this chapter) and enables iteration through the collection or individual access to a Path object.

Example

Instantiation of Paths object and access to all its Path objects (see page 154):

```

DIM vissim AS Vissim
DIM paths AS Paths
DIM path AS Path
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET paths = Vissim.Net.Paths
FOR EACH path IN paths 'access to the method _NewEnum to create an enumeration
...
NEXT path

'or also:

FOR i = 1 TO paths.Count
SET path = paths(i) 'or paths.Item(i)
...
NEXT i
  
```

Properties of the IPaths Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all Path objects. Once a collection is created, individual members can be returned using the GetPathByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see Paths example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPATH **ppPath)

Returns a single Path of the collection selected by position. This is useful only when all paths shall be accessed (see the Paths example above). To select a path by its identifier number use `GetPathByNumber` (see below). Since `Item` is the default property for a collection the following commands are equivalent:

```
SET path = paths(1)
SET path = paths.Item(1)
```

Parameters

| | |
|--------------------------------|---------------------------------|
| [in] long Index : | index between 1 and Paths.Count |
| [out, retval] IPATH **ppPath : | returned Path object |

Count ([out, retval] long *pCount)

Returns the number of Path objects in the collection. See the Paths example above.

Parameters

| | |
|------------------------------|-----------------------------|
| [out, retval] long *pCount : | returned number of objects. |
|------------------------------|-----------------------------|

Methods of the IPATHS Interface

GetPathByNumber ([in] long Number, [out, retval] IPATH **ppPath)

Returns the Path object with the identifier number `Number`.

Parameters

| | |
|--------------------------------|----------------------|
| [in] long Number : | identifier number |
| [out, retval] IPATH **ppPath : | returned Path object |

Example

```
DIM path AS Path
SET path = paths.GetPathByNumber (11)
```

AddPathAsNodeSequence ([in] long Number, [in] VARIANT Nodes, [out, retval] IPATH **ppPath)

This method creates and inserts a new path based on the given sequence of nodes in the array `Nodes`. If 0 is passed as the identifier number the method will set the path number automatically. A non valid node sequence will produce an error message (see the possible error messages below and the page 256 for error handling). An origin parking lot must be available between the first and second node and a destination parking lot in-between the two last nodes.

Parameters

[in] long Number : identifier number or 0
 [in] VARIANT Nodes : array of node identifier numbers
 [out, retval] IPATH **ppPath : returned Path object

Example

```
DIM path AS Path
path = paths.AddPathAsNodeSequence (1, Array(10, 20, 30, 40))
```

RemovePath ([in] long Number)

This method removes the Path object identified with Number from the collection of paths inserted with the COM interface. Nothing is done if the path doesn't exist in this collection. If the path is used for VISSIM's dynamic assignment, it belongs to the dynamic assignment path collection (*.weg file) and it will not be removed from this collection. A path can be removed during a simulation; in this case it won't be possible to assign to the path to any further vehicle after the method is called and it will be physically removed from the network as soon as no vehicles are using it.

Parameters

[in] long Number : identifier number

Example

```
paths.RemovePath (11)
```

Useful to Know

Path network element

Although paths are static network elements, it is possible to insert and use paths during the simulation at any simulation step using the IPATHS interface.

Paths and dynamic assignment

Paths inserted using the IPATHS interface are not collected to the path collection of the dynamic assignment (*.WEG file) if they are not found by the short path search algorithm (if they are found they are treated as normal dynamic assignment paths).

Path insertion, using the IPATHS interface, doesn't consider neither link nor route closures (but edge closures are considered).

Paths inserted using the IPATHS interface are never considered long detours.

Only the paths inserted before the simulation start will affect the option for high cost path rejection (Path Search – Reject paths with total cost higher by % than total cost of the best path).

The path numbers used by the IPath interface don't necessarily correspond to the path numbers used by the path evaluation file (*.WGA).

Possible Errors

"An object with the same identifier number already exists."

This message will appear when using an identifier number assigned to an existing path to add a path. Correct the number or use automatic identifier assignment (0).

"The object with specified identifier number doesn't exists."

This message will appear when using non existing node identifier numbers.

"No origin parking lot between the first two nodes."

A path must start on a parking lot. The existence of a parking lot in-between the first two nodes must be guaranteed.

"No destination parking lot between the last two nodes."

A path must end up on a parking lot. The existence of a parking lot in-between the last two nodes must be guaranteed.

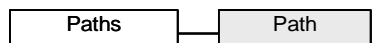
"No valid node sequence."

This message will occur when:

1. The node sequence can't meet any valid path.
2. The node sequence is valid for more than one path. Use intermediate nodes in-between to solve the ambiguity.

3.5.5.3 Path

A Path object represents a path element and belongs to the Paths object. It can be accessed through the Paths object in two ways:



- access via iteration through the collection

```

DIM paths AS Paths
DIM path AS Path
SET paths = Vissim.Net.Paths
FOR EACH path IN paths
List.AddItem path.ID
NEXT path
  
```

- individual access via identifier

```

DIM paths AS Paths
  
```

```
DIM path AS Path
SET paths = Vissim.Net.Paths
SET path = paths.GetPathByNumber (11)
```

The Path object enables access to the properties of the path through the IPath interface.

As a difference to other network elements, the paths inserted through the IPaths interface are not strictly the same as the dynamic assignment paths (see the “Useful to Know” section on page 153 for more information)

Properties of the IPath Interface

ID ([out, retval] long *pID)

Returns the path identifier number. If the Path object doesn't refer to a valid VISSIM path element anymore the returned value is 0.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = path.ID
```

Name ([out, retval] BSTR *pName)

Returns the path name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = path.Name
```

Name ([in] BSTR Name)

Sets the path name.

Parameters

[in] BSTR Name : new name.

Example

```
path.Name = „Markplatz_Stumpfter“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a path attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
length = path.AttValue („LENGTH“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a path attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value (type, according to the attribute)

Example

```
path.AttValue („NAME“) = „Markplatz_Stumpfstrasse“
```

Attribute outline

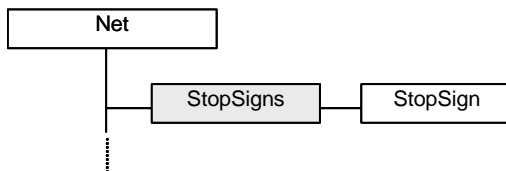
| R | W | Attribute | Description |
|---|---|-----------|--|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | | LENGTH | Length in the units of the current options |

3.6 Intersection Control

3.6.1 Non-signalized

3.6.1.1 StopSigns

The StopSigns object is a collection of StopSign objects (see page 54). It belongs to the Net object and can be accessed through the StopSigns property of the INet interface.



It contains all stop signs (not transit stops) of the loaded network and allows the iteration through all of them as well as individual access (see also StopSign object).

Example

Instantiation of a StopSigns object and access to all its StopSign objects:

```

DIM vissim As Vissim
DIM stops As StopSigns
DIM stop As StopSign
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set stops = Vissim.Net.StopSigns
FOR EACH stop IN stops `access to _NewEnum to create an enumeration
...
NEXT stop

`or also:

FOR i = 1 TO stops.Count
SET stop = stops(i) `or stops.Item(i)
...
NEXT i
  
```

Properties of the IStopSigns Interface

NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all StopSign objects. Once a collection is created, individual members can be returned using the GetStopSignByNumber method, while the entire collection can be iterated

using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property `_NewEnum`, which VB calls internally (see the StopSigns example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IStopSign **ppStopSign)

Returns a single StopSign of the collection selected by position. This is useful only when all stop signs shall be accessed (see the StopSigns example above). To select a stop sign by its identifier number use `GetStopSignByNumber` (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET stop = stops(1)
SET stop = stops.Item(1)
```

Parameters

[in] long Index : index between 1 and Count
[out, retval] IStopSign **ppStopSigns: returned StopSign object

Count ([out, retval] long *pCount)

Returns the number of StopSign objects in the collection. See the StopSigns example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IStopSigns Interface

GetStopSignByNumber ([in] long Number, [out, retval] IStopSign **ppStopSign)

Returns the StopSign object with the identifier number Number.

Parameters

[in] long Number : identifier number
[out, retval] IStopSign **ppStopSign : returned StopSign object

Example

```
SET stop = stops.GetStopSignByNumber (2)
IF NOT (stop IS NOTHING) THEN
name = stop.AttValue("NAME")
END IF
```

3.6.1.2 StopSign

A StopSign object represents a stop sign element and belongs to the StopSigns object. It can be accessed through the StopSigns object in two ways:



- access via iteration through the collection

```

DIM stop As StopSign
FOR EACH stop IN vissim.Net.StopSigns
  List.AddItem stop.ID
NEXT stop
  
```

- individual access via identifier

```

DIM stop As StopSign
SET stop = vissim.Net.StopSigns.GetStopSignByNumber (12)
  
```

The StopSign object enables access to the properties of the stop sign through the IStopSign interface.

Properties of the Interface IStopSign

ID ([out, retval] long *pID)

Returns the stop sign identifier number.

Parameters

[out, retval] long *pID : returned identifier.

Example

```
id = stop.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the stop sign.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = stop.Name
```

Name ([in] BSTR Name)

Sets the name of the stop sign. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

```
stop.Name = „XX“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a stop sign attribute. Please get the language independent attribute tag from the table below.

Parameters

```
[in] BSTR Attribute :      attribute name (see below)
[out, retval] VARIANT *pValue :  returned value of the attribute
```

Example

```
name = stop.AttValue („NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a named attribute. Please get the language independent attribute tag from the table below.

Parameters

```
[in] BSTR Attribute :      Attribute name (see below)
[in] VARIANT Value :      Attribute value. (type according to attribute)
```

Example

```
stop.AttValue („NAME“) = "cashbox1"
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a stop sign attribute with one parameter. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      Attribute name (see below)
[in] VARIANT Parameter :   Attribute dependent parameter (see below)
[out, retval] VARIANT *pValue :  returned value of the attribute
```


AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a stop sign attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Parameter : Attribute dependent parameter (see below)
 [in] VARIANT Value : Attribute value. (type according to the attribute)

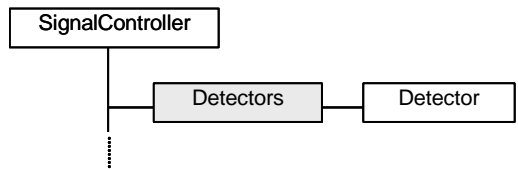
Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | TIMEDIST | Time distribution number for dwell time (Writeable during simulation time). Parameter: vehicle class number. Assign 0 to remove an assigned time distribution to a vehicle class. |

3.6.2 Signal Control

3.6.2.1 Detectors

The Detectors object is a collection of Detector objects (see page 174). It belongs to a SignalController object and can be accessed through the Detectors property of the ISignalController interface.



It contains all detectors of the referred signal controller and enables iteration through the collection or individual access to a Detector object.

Example

Instantiation of a Detectors object and access to all its Detector objects:

```

DIM vissim AS Vissim
DIM dets AS Detectors
DIM det AS Detector
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET dets = Vissim.Net.SignalControllers(1).Detectors
FOR EACH det IN dets 'access to _NewEnum to create an enumeration
...
NEXT det
  
```

```

'or also:

FOR i = 1 TO dets.Count
SET det = dets(i) 'or dets.Item(i)
...
NEXT i

```

Properties of the IDetectors Interface

NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all Detector objects. Once a collection is created, individual members can be returned using the GetDetectorByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see Detectors example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IDetector **ppDetector)

Returns a single Detector of the collection selected by position. This is useful only when all detectors shall be accessed (see the Detectors example above). To select a detector by its identifier number use GetDetectorByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```

SET det = dets(1)
SET det = dets.Item(1)

```

Parameters

[in] long Index : index between 1 and dets.Count
[out, retval] IDetector **ppDetector : returned Detector object

Count ([out, retval] long *pCount)

Returns the number of Detector objects in the collection. See the Detectors example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IDetectors Interface

GetDetectorByNumber ([in] long Number, [out, retval] IDetector **ppDetector)

Returns the Detector object with the identifier number Number.

Parameters

| | |
|---------------------------------------|--------------------------|
| [in] long Number : | identifier number |
| [out, retval] IDetector **ppDetector: | returned Detector object |

Example

```
DIM det AS Detector
SET det = dets.GetDetectorByNumber(1)
```

3.6.2.2 Detector

A Detector object belongs to a controller's Detectors object. Through this a detector can be accessed in two ways:



► **access via iteration through the collection**

```
DIM dets As Detectors
DIM det As Detector
SET dets = Vissim.Net.SignalControllers(1).Detectors
FOR EACH det IN dets
  List.AddItem det.ID
NEXT det
```

► **individual access via identifier**

```
DIM dets As Detectors
DIM det As Detector
SET dets = Vissim.Net.SignalControllers(1).Detectors
SET det = dets.GetDetectorByNumber(10)
```

The Detector object enables access to the properties of the detector through the IDetector interface.

Properties of the IDetector interface

ID ([out, retval] long *pID)

Returns the identifier of the detector.

Parameters

| | |
|--------------------------|----------------------|
| [out, retval] long pID : | returned identifier. |
|--------------------------|----------------------|

Example

```
id = det.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the detector.

Parameters

```
[out, retval] BSTR pName :      returned name.
```

Example

```
name = det.Name
```

Name ([in] BSTR Name)

Sets the name of the detector. Maximal 255 charatcters.

Parameters

```
[in] BSTR Name : new name.
```

Example

```
det.Name = „detectomat“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a detector attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      Attribute name (see below)
[out, retval] VARIANT *pValue : returned value of the attribute
```

Example

```
cycle = det.AttValue („CONTROLLER“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a detector attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      Attribute name (see below)
[in] BSTR Value :          Attribute value. (type according to attribute)
```

Example

```
det.AttValue („CONTROLLER“) = 1
```

Attribute outline

| R | W | Attribute | Description |
|---|---|----------------|---|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | | CONTROLLER | Signal controller identifier number |
| ✓ | ✓ | DETECTION | Reading: 1 if there is or was a vehicle on the detector since the previous signal controller time step, else 0. Writing: 1 creates a pulse like a vehicle that arrives in the current time step on the detector (i.e. a front end is detected) but does not leave it again during the current time step; 0 creates no pulse. (The value is automatically reset to zero at the start of the next time step. Setting this cancels a previous setting of PRESENCE in the same time step.) |
| ✓ | | HEADWAY | Time gap in seconds. 0 if the detector is occupied at the end of the current signal controller time step |
| ✓ | | IMPULSE | Returns 1 if the impulse memory is 1 (i.e. a vehicle front end has been detected in the current signal controller time step). Otherwise it returns 0 |
| ✓ | | LINK | Link identifier number |
| ✓ | | LANE | Lane number |
| ✓ | | POSITION | The position on the link |
| ✓ | | DETECTORLENGTH | The length of the detector |
| ✓ | | OCCUPANCY | Time in seconds since the arrival of a vehicle. 0 if no vehicle was detected at the end of the current signal controller time step 0 |
| ✓ | | OCCUPANCYRATE | Smoothed occupancy rate |
| ✓ | ✓ | PRESENCE | Reading: 1 if a vehicle has been on the detector at the end of the last simulation time step, else 0. (Note: This is different from the VAP function presence(!)) Writing: 1 sets the detector to occupied at the end of the current time step (a vehicle front end is detected if the detector has not been occupied at the end of the previous |

| R | W | Attribute | Description |
|---|---|-----------------------------------|---|
| | | | time step), 0 stops the occupancy. (The set value 1 is <i>not</i> automatically reset to 0 at the start of the next time step! Setting this cancels a previous setting of DETECTION in the same time step.) |
| ✓ | | VEHICLEID | If a vehicle front end has been detected in the current simulation time step it returns the ID number of this vehicle. Otherwise 0. If more than one vehicle front end has been detected the result is unspecified. |
| ✓ | | VEHICLELENGTH LENGTH | Length (in the units of the current options) of the last vehicle that was detected within the current signal controller time step. If no vehicle was detected 0 |
| ✓ | | VELOCITY SPEED VEHICLESPEED | Speed (in the units of the current options) of the last vehicle that was detected within the current signal controller time step. If no vehicle was detected 0 |

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [out, retval] VARIANT *pValue)

Returns a detector attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] VARIANT Parameter : attribute dependent parameter (see below)
[out, retval] VARIANT *pValue : returned value of the attribute

AttValue1 ([in] BSTR Attribute, [in] VARIANT Parameter, [in] VARIANT Value)

Sets a detector attribute with one parameter. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
[in] VARIANT Parameter : attribute dependent parameter (see below)
[in] VARIANT Value : Attribute value. (type according to attribute)

Attribute outline

| R | W | Attribute | Description |
|---|---|--------------|--|
| ✓ | ✓ | VEHICLECLASS | TRUE if the vehicle class is affected. |

| R | W | Attribute | Description |
|---|---|-----------|--|
| | | | Parameter: vehicle class number (0 for all vehicle types). |

Example

Toggle detector activation between two vehicle classes:

If a detector is active for only one vehicle class, then you cannot deactivate the detector for this vehicle class.

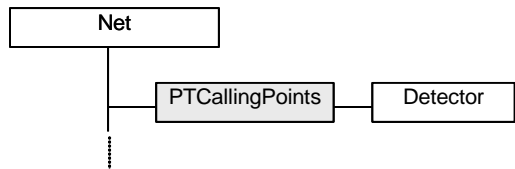
```
Const ExpressBuses As Integer = 4000
Const Buses As Integer = 5000
DIM det AS Detector
det.AttValuel("VEHICLECLASS",Buses) = True
det.AttValuel("VEHICLECLASS",ExpressBuses) = False
```

Therefore it is recommended before deactivating the first to activate the latter:

```
det.AttValuel("VEHICLECLASS",ExpressBuses) = True
det.AttValuel("VEHICLECLASS",Buses) = False
```

3.6.2.3 PTCallingPoints

The PTCallingPoints object is a collection of Detector objects, defined as public transport calling point, (see page 174). It belongs to a Net object and can be accessed through the PTCallingPoints property of the INet interface.



It contains all PT calling points (special type of detector) of the the loaded network and enables iteration through the collection or individual access to a Detector object.

Example

Instantiation of a PTCallingPoints object and access to all its Detector objects defined as public transport calling point:

```
DIM vissim AS Vissim
DIM ptcps AS PTCallingPoints
DIM det AS Detector
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET dets = Vissim.Net.PTCallingPoints
FOR EACH det IN ptcps 'access to _NewEnum to create an enumeration
...
NEXT det

'or also:
```

```

FOR i = 1 TO ptcps.Count
SET det = ptcps (i)  'or ptcps.Item(i)
...
NEXT i

```

Properties of the IPTCallingPoints Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all Detector objects defined as public transport calling point. Once a collection is created, individual members can be returned using the GetDetectorByNumber method, while the entire collection can be iterated using a FOR ...TO ...NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see Detectors example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IDetector **ppPTCallingPoint)

Returns a single Detector of the collection selected by position. This is useful only when all detectors, defined as public transport calling point, shall be accessed (see the Detectors example above). To select a detector by its identifier number use GetPTCallingPointByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```

SET det = ptcps(1)
SET det = ptcps.Item(1)

```

Parameters

| | |
|--|---------------------------------|
| [in] long Index : | index between 1 and ptcps.Count |
| [out, retval] IDetector **ppPTCallingPoint : | returned Detector object |

Count ([out, retval] long *pCount)

Returns the number of Detector objects, defined as public transport calling point, in the collection. See the Detectors example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IDetectors interface

GetPTCallingPointByNumber ([in] long Number, [out, retval] IDetector ** ppPTCallingPoint)

Returns the Detector object, defined as public transport calling point, with the identifier number Number.

Parameters

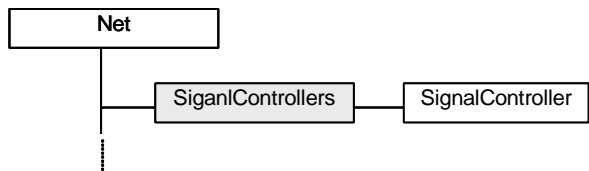
| | |
|--|--------------------------|
| [in] long Number : | identifier number |
| [out, retval] IDetector ** ppPTCallingPoint: | returned Detector object |

Example

```
DIM det AS Detector
SET det = ptcps.GetPTCallingPointByNumber(1)
```

3.6.2.4 SignalControllers

The SignalControllers object is a collection of Signal objects (see page 163). It belongs to the Net object and can be accessed through the SignalControllers property of the INet interface.



It contains all signal controllers of the loaded network and enables iteration through the collection or individual access to a SignalController object.

Example

Instantiation of a SignalControllers object and access to all its SignalController objects:

```
DIM vissim AS Vissim
DIM controllers AS SignalControllers
DIM controller AS SignalController
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET controllers = Vissim.Net.SignalControllers
FOR EACH controller IN controllers 'access to _NewEnum to create an enumeration
...
NEXT controller
```

\or also:

```
FOR i = 1 TO controllers.Count
SET controller = controllers(i) 'or controllers.Item(i)
```

```
...
NEXT i
```

Properties of the ISignalControllers Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all SignalController objects. Once a collection is created, individual members can be obtained using the GetSignalControllerByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see SignalControllers example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] ISignalController **ppSC)

Returns a single SignalController of the collection selected by position. This is useful only when all signal controllers shall be accessed (see the SignalControllers example above). To select a signal controller by its identifier number use GetSignalControllerByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET sc = controllers(1)
SET sc = controllers.Item(1)
```

Parameters

[in] long Index : index between 1 and controllers.Count
 [out, retval] ISignalController **ppSC : returned SignalController object

Count ([out, retval] long *pCount)

Returns the number of SignalController objects in the collection. See the SignalControllers example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the ISignalControllers Interface

GetSignalControllerByNumber ([in] long Number,[out, retval] ISignalController **ppSC)

Returns the SignalController object with the identifier number Number.

Parameters

[in] long Number : identifier number
 [out, retval] ISignalController *ppSC : returned SignalController object

Example

```
DIM sc AS SignalController
SET sc = controllers.GetSignalControllerByNumber (11)
```

3.6.2.5 SignalController

A SignalController object belongs to the network's SignalControllers object. Through this a signal controller can be accessed in two ways:



- access via iteration through the collection

```
DIM controllers As SignalControllers
DIM controller As SignalController
SET controllers = Vissim.Net.SignalControllers
FOR EACH controller IN controllers
  List.AddItem controller.ID
NEXT controller
```

- individual access via identifier

```
DIM controllers As SignalControllers
DIM controller As SignalController
SET controllers = Vissim.Net.SignalControllers
SET controller = controllers.GetSignalControllerByNumber(1000)
```

The SignalController object enables access to the properties of the signal controller through the ISignalController interface.

Properties of the ISignalController Interface

ID ([out, retval] long *pID)

Returns the identifier of the signal controller.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = sc.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the signal controller.

Parameters

```
[out, retval] BSTR *pName :      returned name.
```

Example

```
name = sc.Name
```

Name ([in] BSTR Name)

Sets the name of the signal controller.

Parameters

```
[in] BSTR Name : new name.
```

Example

```
sc.Name = „CanPanegre“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a signal controller attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      attribute name (see below)
[out, retval] VARIANT *pValue : returned value of the attribute
```

Example

```
cycle = sc.AttValue („CYCLETIME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a signal controller attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      Attribute name (see below)
[in] BSTR Value :          Attribute value. (type according to attribute)
```

Example

```
sc.AttValue („TYPE“) = 1 `fixed time
```

Attribute outline

| R | W | Attribute | Description |
|---|---|---------------------|---|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | | CYCLESECOND | Current cycle second [s] |
| ✓ | ✓ | CYCLETIME | Cycle time [s] |
| ✓ | ✗ | CONTROLLERFREQUENCY | Number of passes through the controller logic per simulation second. <i>Write access has been removed in VISSIM 5.20-00.</i> |
| ✓ | ✓ | LOGFILE | Filename for the record file (*.ldp) |
| ✓ | ✓ | PROGRAM | Active program number |
| ✓ | ✓ | OFFSET | Offset time [s] |
| ✓ | | SUPPLYFILE1 | Signal control supply file 1 |
| ✓ | | SUPPLYFILE2 | Signal control supply file 2 |
| ✓ | ✓ | TYPE | Type (1: Fixed time, 2: SDM, 3: VS_PLUS, 4: TRENDS, 5: VAP, 6: TL, 7: VOS, 8: NEMA, 9: External, 10 : EconoliteASC3, 11 : SCATS, 12 : RBC, 13 : LISA, 14 : SCOOT) |

Detectors ([out, retval] IDetectors **ppDetectors)

Creates an instance of a Detectors object (see page 174), that gives individual access to the detector elements of the network.

Parameters

[out, retval] IDetectors**ppDetectors : returned Detectors object

Example

```
DIM dets AS Detectors
SET dets = sc.Detectors
```

SignalGroups ([out, retval] ISignalGroups **ppSignalGroups)

Creates an instance of a SignalGroups object (see page 174), that gives individual access to the signal group elements of the network.

Parameters

[out, retval] ISignalGroups **ppSignalGroups : returned SignalGroups object

Example

```
DIM sgs AS SignalGroups
```

```
SET sgs = sc.SignalGroups
```

Methods of the ISignalController Interface

ReadChannel([in] int channelId, [out, retval] long *pValue)

Returns the value on the specified channel of the signal controller. If the channel does not exist, the function always returns -1.

Parameters

[in] int channelId: The channel id

[out, retval] long *pValue: The value on the channel, if exists, otherwise -1

WriteChannel([in] int channelId, [in] long value)

Sets the value on the specified channel of the signal controller. If the channel is not connected to a channel on another signal controller, a temporary data link will be inserted with no input signal control.

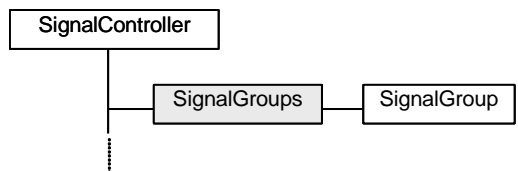
Parameters

[in] int channelId: The channel id

[in] int value: The new value on the channel

3.6.2.6 SignalGroups

The SignalGroups object is a collection of SignalGroup objects (see page 176). It belongs to a SignalController object and can be accessed through the SignalGroups property of the ISignalController interface.



It contains all signal groups of the referred signal controller and enables iteration through the collection or individual access to a SignalGroup object.

Example

Instantiation of a SignalGroups object and access to all its SignalGroup objects:

```
DIM vissim AS Vissim
DIM groups AS SignalGroups
```

```

DIM group AS SignalGroup
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET groups = Vissim.Net.SignalControllers(1).SignalGroups
FOR EACH group IN groups 'access to _NewEnum to create an enumeration
...
NEXT group

'or also:

FOR i = 1 TO groups.Count
SET group = groups (i) 'or groups.Item(i)
...
NEXT i

```

Properties of the ISignalGroups Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all SignalGroup objects. Once a collection is created, individual members can be returned using the GetSignalGroupByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see SignalGroups example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] ISignalGroup **ppSG)

Returns a single SignalGroup of the collection selected by position. This is useful only when all signal groups shall be accessed (see the SignalGroups example above). To select a signal group by its identifier number use GetSignalGroupByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```

SET sg = groups(1)
SET sg = groups.Item(1)

```

Parameters

| | |
|-------------------------------------|----------------------------------|
| [in] long Index : | index between 1 and groups.Count |
| [out, retval] ISignalGroup **ppSG : | returned SignalGroup object |

Count ([out, retval] long *pCount)

Returns the number of SignalGroup objects in the collection. See the SignalGroups example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the ISignalGroups Interface

GetSignalGroupByNumber ([in] long Number, [out, retval] ISignalGroup **ppSG)

Returns the SignalGroup object with the identifier number Number.

Parameters

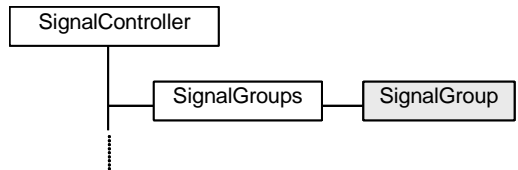
[in] long Number : identifier number
 [out, retval] ISignalGroup **ppSG : returned SignalGroup object

Example

```
DIM sg AS SignalGroup
SET sg = groups.GetSignalGroupByNumber (1)
```

3.6.2.7 SignalGroup

A SignalGroup object belongs to a controller's SignalGroups object. Through this a signal group can be accessed in two ways:



► access via iteration through the collection

```
DIM groups As SignalGroups
DIM group As SignalGroup
SET groups = Vissim.Net.SignalControllers(1).SignalGroups
FOR EACH group IN groups
  List.AddItem group.ID
NEXT group
```

► individual access via identifier

```
DIM groups As SignalGroups
DIM group As SignalGroup
SET groups = Vissim.Net.SignalControllers(1).SignalGroups
SET group = groups.GetSignalGroupByNumber (10)
```

The SignalGroup object enables access to the properties of the signal group through the ISignalGroup interface.

Properties of the ISignalGroup Interface

ID ([out, retval] long *pID)

Returns the identifier of the signal group.

Parameters

[out, retval] long pID : returned identifier.

Example

```
id = group.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the signal group.

Parameters

[out, retval] BSTR pName : returned name.

Example

```
name = group.Name
```

Name ([in] BSTR Name)

Sets the name of the signal group. Maximal 255 characters.

Parameters

[in] BSTR Name : new name.

Example

```
group.Name = „phaseone“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a signal group attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
cycle = group.AttValue („TYPE“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a signal group attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : Attribute name (see below)

[in] BSTR Value : Attribute value. (type according to attribute)

Example

```
group.AttValue(„TYPE“) = 1
```

Attribute outline

| R | W | Attribute | Description |
|---|---|------------|---|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | ✓ | AMBER | Amber time [s] (0 for none) – supported only by VAP, VS-PLUS and Siemens VA (not by Fixed Time / VISSIG!) |
| ✓ | ✓ | CONTROLLER | Signal controller identifier number |
| ✓ | | GREENEND | End point of the (first) green time in the cycle of the current signal program – supported only by Fixed Time and VISSIG |
| ✓ | | REDEND | End point of the (first) red time in the cycle of the current signal program – supported only by Fixed Time and VISSIG |
| ✓ | ✓ | REDAMBER | Red/Amber time [s] (0 for none) – supported only by VAP, VS-PLUS and Siemens VA (not by Fixed Time / VISSIG!) |
| ✓ | | GREENEND2 | End point of the second green time in the cycle of the current signal program – supported only by Fixed Time and VISSIG |
| ✓ | | REDEND2 | End point of the second red time in the cycle of the current signal program – supported only by Fixed Time and VISSIG |
| ✓ | ✓ | STATE | 0 = Default (means: use the state of the external controller), 1 = Red, 2 = Redamber, 3 = Green, 4 = Amber, 5 = Off, 6 = Undefined, 7 = Flashing Amber, 8 = Flashing Red, 9 = Flashing Green, 10 = Flashing Redgreen, 11 = Greenamber, 12 = Off_red |
| ✓ | ✓ | TYPE | 1 = cycle, 2 = Permanent green, 3 = Permanent Red (supported for all controller types, always 1 initially) |

State ([out, retval] SignalGroupState *pState)

Gets the current state of the signal group according to the following *SignalGroupState* types table:

| Attribute | Description |
|------------|---|
| Default | = Default (means: use the state of the external controller) |
| Red | Red |
| Redamber | Red and amber |
| Green | Green |
| Amber | Amber |
| Off | Off, meaning no light |
| Undefined | State not defined |
| Amber_f | Flashing amber |
| Red_f | Flashing red |
| Green_f | Flashing green |
| Redgreen_f | Flashing red and green |
| Greenamber | Green and amber |
| Off_red | Off, meaning red |

Parameters

[out, retval] SignalGroupState *pState : returned state

Example

```
DIM state AS SignalState
state = group.State
```

State ([in] SignalGroupState state)

Sets the current state of the signal group. If the state is not Default (0), the new state will be shown instead of the original state. The external controller responsible for the controller will get its original state but VISSIM uses the state from COM. If the state is set to Default (0), the signal group shows the state of the external controller. See the Getter-function for a list of all allowed states.

Parameters

[in] SignalGroupState state : new state

SignalHeads ([out, retval] ISignalHeads **ppSignalHeads)

Creates an instance of a SignalHeads object (see page 180), that gives individual access to the signal group elements of the network.

Parameters

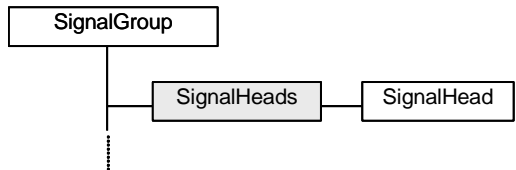
[out, retval] ISignalHeads **ppSignalHeads : returned SignalHeads object

Example

```
DIM shs AS SignalHeads
SET shs = group.SignalHeads
```

3.6.2.8 SignalHeads

The SignalHeads object is a collection of SignalHead objects (see page 182). It belongs to a SignalGroup object and can be accessed through the SignalHeads property of the ISignalGroup interface.



It contains all signal heads of the referred signal group and enables iteration through the collection or individual access to a SignalHead object.

Example

Instantiation of a SignalHeads object and access to all its SignalHead objects:

```
DIM vissim AS Vissim
DIM heads AS SignalHeads
DIM head AS SignalHead
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET heads = Vissim.Net.SignalControllers(1).SignalGroups(1).SignalHeads
FOR EACH head IN heads 'access to _NewEnum to create an enumeration
...
NEXT head

'or also:

FOR i = 1 TO heads.Count
SET head = heads(i) 'or heads.Item(i)
...
NEXT i
```

Properties of the ISignalHeads Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all SignalHead objects. Once a collection is created, individual members can be returned using the GetSignalHeadByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally. (see SignalHeads example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] ISignalHead **ppSH)

Returns a single SignalHead of the collection selected by position. This is useful only when all signal heads shall be accessed (see the SignalHeads example above). To select a signal head by its identifier number use GetSignalHeadByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET sh = heads(1)
SET sh = heads.Item(1)
```

Parameters

[in] long Index : index between 1 and heads.Count
 [out, retval] ISignalController *ppSH : returned SignalHead object

Count ([out, retval] long *pCount)

Returns the number of SignalHead objects in the collection. See the SignalHeads example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the ISignalHeads Interface

GetSignalHeadByNumber ([in] long Number, [out, retval] ISignalHead **ppSH)

Returns the SignalHead object with the identifier number Number.

Parameters

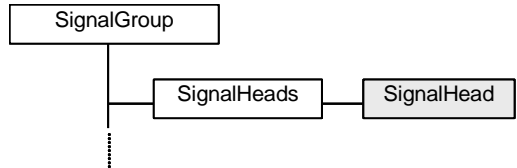
[in] long Number : identifier number
 [out, retval] ISignalHead **ppSH : returned SignalHead object

Example

```
DIM sh AS SignalHead
SET sh = heads.GetSignalHeadByNumber (1)
```

3.6.2.9 SignalHead

A **SignalHead** object belongs to a signal group's **SignalHeads** object. Through this a signal head can be accessed in two ways:



► access via iteration through the collection

```
DIM heads As SignalHeads
DIM head As SignalHead
SET heads = Vissim.Net.SignalControllers(1).SignalGroups(1).SignalHeads
FOR EACH head IN heads
  List.AddItem head.ID
NEXT heads
```

► individual access via identifier

```
DIM heads As SignalHeads
DIM head As SignalHead
SET heads = Vissim.Net.SignalControllers(1).SignalGroups(1).SignalHeads
SET head = heads.GetSignalHeadByNumber(10)
```

The **SignalHead** object enables access to the properties of the signal head through the **ISignalHead** interface.

Properties of the ISignalHead Interface

ID ([out, retval] long *pID)

Returns the identifier of the signal head.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = head.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the signal head.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = head.Name
```

Name ([in] BSTR Name)

Sets the name of the signal head. Maximal 255 charatcters.

Parameters

[in] BSTR Name : new name.

Example

```
head.Name = „turnright“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a signal head attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : Attribute name (see below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
or = head.AttValue („ORSIGNALGROUP“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a signal head attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : Attribute name (see below)
[in] BSTR Value : Attribute value. (type according to attribute)

Example

```
head.AttValue („ORSIGNALGROUP ") = 5
```

Attribute outline

| R | W | Attribute | Description |
|---|---|------------|--------------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | ✓ | CONTROLLER | Signal controller number |
| ✓ | ✓ | GROUP | Signal group number |
| ✓ | ✓ | LINK | Link identifier number |

| R | W | Attribute | Description |
|---|---|-----------|------------------------------------|
| ✓ | ✓ | LANE | Lane number |
| ✓ | ✓ | ORGROUP | Alternative signal group |
| ✓ | ✓ | LINKCOORD | Link coordinate (in current units) |

i

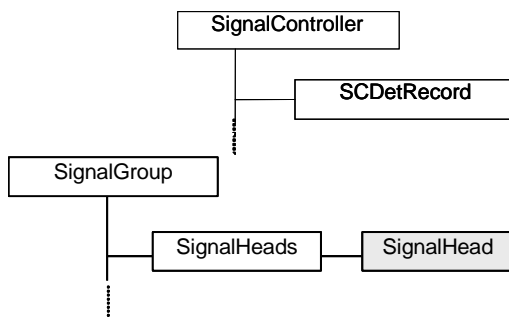
Changes have effect immediately if called during a simulation run.

i

It is required that CONTROLLER and GROUP are used consistently. Changing the signal controller requires that the current group number exists within the new assigned controller and, the other way around, assigning a new signal group requires its existence within the current signal controller.

3.6.2.10 SCDetRecord

A SCDetRecord object belongs to a signal controller. It allows access to values of internal variables of the controller.



GetResult ([in] BSTR CategoryName, [in] int VarNo, [out, retval] VARIANT *pValue)

Returns the SC/Detector record value for the given category and number as passed from the signal controller to VISSIM. The return type is VARIANT (string or number) depending on the settings in the controller's wtt file. If the value has not been passed from the signal controller to VISSIM during its last signalization time step the Variant is set to vtNull. The current LDP column layout has no effect, this method can always access all data available in the LDP configuration.

Parameters

| | |
|---------------------------------|--|
| [in] BSTR CategoryName : | Type (Category) name according to LDP configuration |
| [in] int VarNo : | Object number according to LDP configuration |
| [out, retval] VARIANT *pValue : | Current value of parameter <CategoryName> of object number <VarNo> |

Example

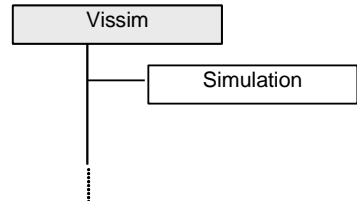
```
Dim sc As SignalController
Dim scDetRec As SCDetRecord
Dim value As Variant

Set sc = Vissim.Net.SignalControllers.GetSignalControllerByNumber(5)
Set scDetRec = sc.SCDetRecord
value = scDetRec.GetResult("Variable", 1)
If Not IsNull(value) Then
    ' access value depending on Variant type (string or int)
    ..
```

3.7 Simulation & Test

3.7.1 Simulation

The Simulation object belongs to Vissim and can be accessed through the property Simulation of the IVissim interface. It enables configuration and control of simulation runs. VISSIM is a single project program, i.e. it can simulate only one network simultaneously. Therefore, a Simulation instance always references the current simulation and the parameters set for the currently opened network.



Example

```

DIM vissim AS Vissim
DIM simulation AS Simulation
SET vissim = NEW Vissim
SET simulation = vissim.Simulation
vissim.LoadNet "example.inp"
simulation.RunContinuous ' it runs an entire simulation synchronously
  
```

Properties of the ISimulation Interface

Comment ([out, retval] BSTR *pComment)

Returns the comment in the simulation parameters.

Parameters

[out, retval] BSTR *pComment : returned comment

Example

```
comment = simulation.Comment
```

Comment ([in] BSTR Comment)

Sets the comment in the simulation parameters. Maximal 199 charatcters.

Parameters

[in] BSTR Comment : new comment

Example

```
simulation.Comment = „Karlsruhe-Durlach Test11“
```

Period ([out, retval] double *pPeriod)

Returns the simulation period.

Parameters

[out, retval] double *pPeriod : returned period in simulation seconds

Example

```
period = simulation.Period
```

Period ([in] double Period)

Sets the simulation period.

Parameters

[in] double Period : new period in simulation seconds

Example

```
simulation.Period = 3600
```

StartTime ([out, retval] BSTR *pStartTime)

Returns the start time of the simulation.

Parameters

[out, retval] BSTR *pStartTime : returned start time in hh:mm:ss

Example

```
starttime = simulation.StartTime
```

StartTime ([in] BSTR StartTime)

Sets the start time of the simulation.

Parameters

[in] BSTR StartTime : new start time in hh:mm:ss

Example

```
simulation.StartTime = „10:30:00“
```

Speed ([out, retval] double *pSpeed)

Returns the speed of the simulation runs (simulated seconds per real time second rate). It returns a negative value if maximum is selected.

Parameters

[out, retval] double *pSpeed : returned speed in simulation seconds per real second (< 0 if maximum speed is set)

Example

```
speed = simulation.Speed
```

Speed ([in] double Speed)

Sets the speed of the simulation runs (simulated seconds per real time second rate). A negative value or 0 switches to maximum speed but stores, if the value is lesser than 0, the unsigned value as the new simulation speed rate.

Parameters

[in] double Speed : new speed in simulation seconds per real second (≤ 0 for maximal speed)

Example

```
simulation.Speed = 10.0
simulation.Speed = 0        `maximum speed, without setting the rate
simulation.Speed = -10.0 `sets the rate to 10 Sim.sec/sec but uses maximum speed
```

Resolution ([out, retval] int *pResolution)

Returns the simulation resolution.

Parameters

[out, retval] int *pResolution : returned resolution in time steps per simulation second

Example

```
resolution = simulation.Resolution
```

Resolution ([in] int Resolution)

Sets the simulation resolution .

Parameters

[in] int Resolution : new resolution in time steps per simulation second

Example

```
simulation.Resolution = 5    ` Time step(s) / Sim.sec.
```

~~ControllerFrequency ([out, retval] int *pControllerFrequency)~~

Removed in VISSIM 5.20-00

~~ControllerFrequency ([in] int ControllerFrequency)~~

Removed in VISSIM 5.20-00

RandomSeed ([out, retval] long *pRandomSeed)

Returns the random seed of the simulation.

Parameters

[out, retval] long *pRandomSeed : returned random seed.

Example

```
randomseed = simulation.RandomSeed
```

RandomSeed ([in] long RandomSeed)

Sets the random seed of the simulation.

Parameters

[in] long RandomSeed : new random seed.

Example

```
simulation.RandomSeed = 13
```

BreakAt ([out, retval] double *pBreakAt)

Returns the second at which the simulation shall halt and change to single step mode.

Parameters

[out, retval] double *pBreakAt : returned break-at-simulation-second value.

Example

```
breakat = simulation.BreakAt
```

BreakAt ([in] double BreakAt)

Sets the second at which the simulation shall halt and change to single step mode.

Parameters

[in] double BreakAt : new break-at-simulation-second value.

Example

```
simulation.BreakAt = 1000 'stop simulation when 1000 seconds have been simulated
```



After a continuous simulation has been halted because of the property BreakAt, it is possible to continue the simulation process in single step or continuous mode with the method RunSingleStep or RunContinuously respectively. If a whole new simulation run is to be started, the method Stop must be called before calling a Run... function again.

LeftSideTraffic ([out, retval] unsigned char *pLeftSideTraffic)

Returns true if the side of traffic flow is set to “left”, otherwise false.

Parameters

[out, retval] unsigned char *pLeftSideTraffic : returned 1 for left side traffic, otherwise 0.

Example

```
is_leftsidetraffic = simulation.LeftSideTraffic
```

LeftSideTraffic ([in] unsigned char LeftSideTraffic)

Turns the left side traffic switch on/off.

Parameters

[in] unsigned char LeftSideTraffic : 0 for left side traffic off, otherwise on

Example

```
simulation.LeftSideTraffic= 1    'left side traffic on
```

RunIndex ([out, retval] long *pIndex)

Returns the internal simulation run index, that is used when several simulations are run consecutively. The index can only be changed with the put version of this property (see below).

Parameters

[out, retval] long *pIndex : returned index

Example

```
index = simulation.RunIndex
```

RunIndex ([in] long Index)

Sets the simulation run index. It affects some evaluation files (like link and path evaluation) and is useful when running several consecutive simulations. The index must be initialized to 0 at incremented by 1 on each iteration when the Microsoft Access database is used to collect the evaluation results.

Parameters

[in] long Index : new index

Example

```
simulation.RunIndex = 2
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a simulation attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [out, retval] VARIANT*pValue : return of the attribute value

Example

```
period = simulation.AttValue(„PERIOD“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a simulation attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Example

```
simulation.AttValue(„PERIOD“) = 3600
```

Attribute outline :

| R | W | Attribute | Description |
|---|---|--------------------------------|--|
| ✓ | ✓ | ARCHIVEFILES | Path and costs files (*.weg, *bew) backtracking (True/False) |
| ✓ | ✓ | BREAKAT | Break at a given simulation second |
| ✓ | ✓ | COMMENT | Comment as a string |
| ✗ | ✗ | CONTROLLERFREQUENCY | Removed in VISSIM 5.20-00 |
| ✓ | ✓ | DIRECTORY | Output directory for multi-run processes |
| ✓ | | ELAPSEDTIME | Simulated time seconds since start of simulation [s] |
| ✓ | | ISRUNNING | Simulation is running (True/False) |
| ✓ | ✓ | LEFTSIDETRAFFIC | 0 for right-side traffic , ≠ 0 for left-side traffic |
| ✓ | ✓ | NUMRUNS | Number of simulation runs for a multi-run process |
| ✓ | ✓ | PERIOD | Period in simulation seconds |
| ✓ | ✓ | RANDOMSEED | Random seed |
| ✓ | ✓ | RANDOMSEEDINC | Random seed increment for multi-runs |

| R | W | Attribute | Description |
|---|---|-------------|--|
| ✓ | ✓ | RESOLUTION | Resolution in time steps per simulation second |
| ✓ | ✓ | RUNINDEX | Run index for evaluation with consecutive simulation runs |
| ✓ | ✓ | SEARCHPATHS | Flag to search new dynamic assignment paths |
| ✓ | ✓ | SPEED | Speed in simulation seconds per second. ≤ 0 maximal speed |
| ✓ | ✓ | STARTTIME | Start time as a string with the format "hh:mm:ss" |
| ✓ | ✓ | STATUSLINE | Enables/disables the status line when simulating. |
| ✓ | ✓ | STORECOSTS | Flag to store dynamic assignment costs to the BEW file |
| ✓ | ✓ | STOREPATHS | Flag to store dynamic assignment paths to the WEG file |
| ✓ | ✓ | THREADS | Number of threads for the simulation kernel. To be set previous to the simulation start. |
| ✓ | | TIME | Simulation time [hh:mm:ss] |
| ✓ | ✓ | VOLUME | Dynamic Assignment volume increment for multi-runs |

Methods of the ISimulation Interface

RunContinuous

Starts or continues (if coming changing from single step mode) a simulation run in continuous mode (see the BreakAt property for switching into single step mode at a predetermined simulation time). If a simulation is currently running it will be stopped before.

Example

```
simulation.RunContinuous
```

RunSingleStep

Executes a single simulation time step. It starts a simulation run if no simulation is running.

Example

```
simulation.RunSingleStep
```

RunMulti ([in, defaultvalue(10)] long NumRuns)

Starts a multi-run process consisting of <NumRuns> simulations runs.

Example

```
simulation.AttValue("RANDOMSEEDINC") = 3
simulation.AttValue("DIRECTORY") = 'C:\example\output1'
simulation.RunMulti(5)
```

Stop

Stops a simulation run. If no simulation is running this command is ignored.

Example

```
simulation.Stop
```

LoadSnapshot ([in, defaultvalue("")] BSTR SnapshotPath)

Loads the simulation state saved of the given and starts a simulation in single step mode.

Parameters

[in] BSTR SnapshotPath : path + filename (*.snp) of the snapshot file to be read

Example

```
SET vissim = NEW Vissim
vissim.Simulation.LoadSnapshot "c:\vissim\data\example.snp"
```

SaveSnapshot ([in, defaultvalue("")] BSTR SnapshotPath)

Save the current simulation state into a snapshot file (*.snp).

Parameters

[in] BSTR SnapshotPath : path + filename (*.snp) of the snapshot file to be read

Example

```
SET vissim = NEW Vissim
vissim.Simulation.SaveSnapshot "c:\vissim\data\example.snp"
```



All simulation methods (RunContinuous included) are executed synchronously. No other command can be processed until the current one is done. In terms of a Visual Basic program it means that the client will wait until the VISSIM COM server has executed the command. See the property BreakAt to interrupt a simulation in continuous mode at a predetermined simulation time.

Examples

- ▶ Running the first 1000 simulation seconds in continuous mode and then one additional single time step:

```
simulation.BreakAt = 1000
simulation.RunContinuous
simulation.RunSingleStep
```

- ▶ Running a simulation with possible manual stop:

```
FOR i = 0 TO simulation.Period 'if resolution is 1 step per second
simulation.RunSingleStep
```

```
DOEVENTS 'allow Visual Basic to detect new events
IF stop_pushed THEN GOTO the_end
NEXT I
```

```
the_end:
simulation.Stop
```

- ▶ Running 10 simulations continuously with different run indices and random seeds:

```
simulation.RunIndex = 0
FOR i = 0 to 10
simulation.RunContinuous
```

```
simulation.RunIndex = simulation.RunIndex + 1
simulation.RandomSeed = simulation.RandomSeed + 1
NEXT i
```

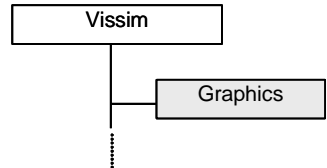


If you are using database evaluation start from index 0. Otherwise the database won't be created and an error will occur.

3.8 Graphics & Presentation

3.8.1 Graphics

The Graphics object belongs to Vissim and can be accessed through the property Graphics of the IVissim interface. It gives access to the network graphics options. These options are globally used for the Vissim instance and affect all networks and simulations during its existence. The VISSIM internal set of default graphic options is used for the creation of a new instance. Use the IVissim method LoadLayout to load a stored set of graphics.



Example

```

DIM vissim AS Vissim
DIM graphics AS Graphics
SET vissim = NEW Vissim
SET graphics = vissim.Graphics
  
```

Properties of the IGraphics Interface

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a graphic attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : return of the attribute value

Example

```
type = graphics.AttValue („VISUALIZATION“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a graphic attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : Attribute name (see table below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Example

```
graphics.AttValue(„VISUALIZATION“) = 0 'disabled
```

Attribute outline

| R | W | Attribute | Description |
|---|---|------------------|--|
| ✓ | ✓ | 3D | 0 = 2D mode, 1 = 3d mode |
| ✓ | ✓ | DISPLAY | 0 = normal, 1 = center line, 2 = invisible, 3 = alternative |
| ✓ | ✓ | LAND | Land color as a long in RGB format |
| ✓ | ✓ | LINKS | Links color as a long in RGB format |
| ✓ | ✓ | SKY | Sky color as a long in RGB format |
| ✓ | ✓ | VISUALIZATION | Vehicles/aggregated values visualization on/off (true/false) |
| ✓ | ✓ | PEDVISUALIZATION | Pedestrians visualization on/off (1/0) |



Note: The color values passed to or returned from VISSIM must be/are in RGB format. The valid range for a normal RGB color is 0 to 16,777,215 (&HFFFFFF). Each color setting (property or argument) is a 4-byte integer. The high byte of a number in this range equals 0. The lower 3 bytes, from least to most significant byte, determine the amount of red, green, and blue, respectively. The red, green, and blue components are each represented by a number between 0 and 255 (&HFF). In Visual Basic you can use the RGB(red, green, blue) function to obtain the corresponding integer.

If you are working with applications that require the byte order to be reversed you can use one of the following methods in VB:

```
color = CLng(blue + (green*&H100) + (red*&H10000))
rgb = RGB(&HFF And (color\&H10000), &HFF And (color\&H100), &HFF And color)
```

Methods of the IGraphics Interface

Redraw ()

Redraw the network repainting all elements with the current graphic options.

Example

```
Dim vissim As Vissim
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
vissim.Graphics.Redraw
```

GetWindow ([in] BSTR WinName, [out] VARIANT *Top, [out] VARIANT *Left, [out] VARIANT *Bottom, [out] VARIANT *Right, [in, defaultvalue(0)] long ID)

Retrieve the position of the window specified with the name attribute WinName and the optional ID number. The dimensions are given in screen coordinates that are relative to the upper-left corner of the screen.

Parameters

[in] BSTR Attribute : Window name (see table below)
 [out] VARIANT *Top : the screen coordinate of the top edge
 [out] VARIANT *Left : the screen coordinate of the left edge
 [out] VARIANT *Bottom : the screen coordinate of the bottom edge
 [out] VARIANT *Right : the screen coordinate of the right edge
 [in] long ID : Optional window ID number (see table below)

Example

```
SET gr = vissim.Graphics
gr.GetWindow "SIGNALITT", top, left, bottom, right, 1
```

SetWindow ([in] BSTR WinName, [in] VARIANT Top, [in] VARIANT Left, [in] VARIANT Bottom, [in] VARIANT Right, [in, defaultvalue(0)] long ID)

Set the position of the window specified with the name attribute WinName and the optional ID number. The dimensions are given in screen coordinates that are relative to the upper-left corner of the screen.

Parameters

[in] BSTR Attribute : Window name (see table below)
 [in] VARIANT Top : the screen coordinate of the top edge
 [in] VARIANT Left : the screen coordinate of the left edge
 [in] VARIANT Bottom : the screen coordinate of the bottom edge
 [in] VARIANT Right : the screen coordinate of the right edge
 [in] long ID : Optional window ID number (see table below)

Example

```
SET gr = vissim.Graphics
gr.SetWindow "SIGNALITT", 800, 1000, 900, 1100, 1
```

| WinName | ID | Description |
|---------|----|--|
| NETWORK | - | The main window. This is equivalent to calling the COM function SetWindow of the VISSIM object. |

| WinName | ID | Description |
|-------------------|----------------------|--|
| NETWORKCLIENTAREA | - | The network window client area, i. e. the size of the network editor window without any borders. If the COM function Screenshot is used after setting this value, the screenshot will have the width <Right> - <Left> and the height <Bottom> - <Top>. |
| SCDETRECORD | SC Identifier number | Signal Control Detector Record window of the ID signal controller. |
| SIGNALTT | SC Identifier number | Signal Times Table window of the ID signal controller. |

Screenshot ([in] BSTR FileName, [in, defaultvalue(1)] double sizeFactor)

It creates a graphic file of the VISSIM main window formatted according to its extension: PNG, TIFF, GIF, JPG, JPEG or BMP. A BMP file will be written if the extension can not be recognized.

Parameters

[in] BSTR FileName: File name with a graphic extension
[in, defaultvalue(1)] double sizeFactor: relative size factor

ZoomTo ([in] double X1, [in] double Y1, [in] double X2, [in] double Y2)

Zooms the view to the rectangle defined by the two points (x1, y1) and (x2, y2), which are given in world coordinates. If the rectangle proportions differ from the proportions of the network window, the specified rectangle will be centered in the network editor window.

Parameters

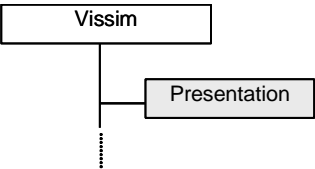
[in] double X1 : x-coordinate of first point in world coordinates
[in] double Y1 : y-coordinate of first point in world coordinates
[in] double X2 : x-coordinate of second point in world coordinates
[in] double Y2 : y-coordinate of second point in world coordinates

Example

```
SET gr = vissim.Graphics  
gr.ZoomTo 100.0, 150.0, 2100.0, 800.0
```

3.8.2 Presentation

The Presentation object belongs to Vissim and can be accessed through the property Presentation of the IVissim interface. It allows to record and control presentations.



Example

```
DIM vissim AS Vissim
DIM present AS Presentation
SET vissim = NEW Vissim
SET present = vissim.Presentation
```

Properties of the IPresentation Interface

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a presentation attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      attribute name (see below)
[out, retval] VARIANT *pValue :  return of the attribute value
```

Example

```
backwards = present.AttValue („BACKWARDS“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a presentation attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      Attribute name (see below)
[in] VARIANT Value :      Attribute value. (type according to attribute)
```

Example

```
present.AttValue („RECORDING“) = TRUE
```

Attribute outline :

| R | W | Attribute | Description |
|---|---|-----------|----------------------|
| ✓ | ✓ | BACKWARDS | Backwards animation. |

| R | W | Attribute | Description |
|---|---|------------|---|
| ✓ | ✓ | FORWARDS | Forwards animation. |
| ✓ | | NINTERVALS | Return the number of recorded time intervals |
| ✓ | ✓ | RECORDING | Recording the animation during a simulation. |
| ✓ | | TIMEFROM | Time intervals start [s]. Parameter: interval time order (1..n) |
| ✓ | | TIMEUNTIL | Time intervals end [s]. Parameter: interval time order (1..n) |



Currently the name for the animation file (*.ani) will be the same as the name of the *.inp file. When recording, if this exists it will be overwritten. Also, it is required to set the recording attribute previous to the simulation start. If enabled the animation of the whole network will be recorded until simulation stop.

Methods of the IPresentation Interface

RunContinuous

Start or continues (if coming changing from single step mode) a presentation in continuous mode using the *.ani file named as the *.inp file. If a presentation is currently running it will be stopped before.

Example

```
present.RunContinuous
```

RunSingleStep

Execute a single presentation time step. It starts a presentation if no presentation is yet running. Uses the *.ani file named as the *.inp file.

Example

```
present.RunSingleStep
```

Stop

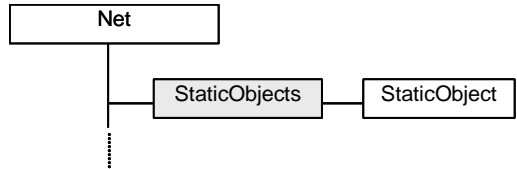
Stop a presentation. If no presentation is running this command is ignored.

Example

```
present.Stop
```


3.8.3 StaticObjects

The StaticObjects object is a collection of StaticObject objects (see page 209). It belongs to the Net object and can be accessed through the StaticObjects property of the INet interface.



It contains all 3D static objects of the loaded network and allows the iteration through all of them as well as individual access (see also StaticObject object).

Example

Instantiation of a StaticObjects object and access to all its StaticObject objects:

```

DIM vissim As Vissim
DIM stobj As StaticObject
DIM stobjs As StaticObjects
SET vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
SET stobjs = Vissim.Net.StaticObjects
FOR EACH stobj IN stobjs 'access to _NewEnum to create an enumeration
...
NEXT stobj

'or also:

FOR i = 1 TO stobjs.Count
SET stobj = stobjs(i) 'or stobjs.Item(i)
...
NEXT i
  
```

Properties of the IStaticObjects Interface

_NewEnum ([out, retval] LPUNKOWN *ppEnum)

This property creates a collection (or enumeration) of all StaticObject objects. Once a collection is created, individual members can be returned using the GetStaticObjectByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally (see the StaticObjects example above).

Parameters

[out, retval] LPUNKOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IStaticObject **ppStaticObject)

Returns a single StaticObject of the collection selected by position. This is useful only when all static objects shall be accessed (see the StaticObjects example above). To select a static object by its identifier number use GetStaticObjectByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET stobj = stobjs(1)
SET stobj = stobjs.Item(1)
```

Parameters

| | |
|--|------------------------------|
| [in] long Index : | index between 1 and Count |
| [out, retval] IStaticObject **ppStaticObjects: | returned StaticObject object |

Count ([out, retval] long *pCount)

Returns the number of StaticObject objects in the collection. See the StaticObjects example above.

Parameters

| | |
|------------------------------|-----------------------------|
| [out, retval] long *pCount : | returned number of objects. |
|------------------------------|-----------------------------|

Methods of the IStaticObjects interface**GetStaticObjectByName ([in] BSTR Name, [in, defaultvalue(0)] IWorldPoint *pWorldPoint, [out, retval] IStaticObject **ppStaticObject)**

Returns the StaticObject object with the name Name and world coordinates pWorldPoint. The name of a static object is the file name of its 3D model (*.v3d). If no world coordinates are specified the first static object encountered with the name Name will be returned.

Parameters

| | |
|--|-------------------------------------|
| [in] BSTR Name : | Name (Name of the *.v3d file) |
| [in] IWorldPoint *pWorldPoint : | Optional position world coordinates |
| [out, retval] IStaticObject **ppStaticObject : | returned StaticObject object |

Example

```
SET stobj = stobjs.GetStaticObjectByName("Biz-Man_suit.v3d")
IF NOT (stobj IS NOTHING) THEN
state = stobj.AttValue("STATE")
END IF
```

GetStaticObjectByCoord ([in] IWorldPoint *pWorldPoint, [in, defaultvalue(“”)]BSTR Name, [out, retval] IStaticObject **ppStaticObject)

Returns the StaticObject object within the position with world coordinates pWorldPoint and the name Name. The name of a static object is the file name of its 3D model (*.v3d). If no name is specified the first static object encountered on the position pWorldPoint will be returned.

Parameters

| | |
|--|--|
| [in] IWorldPoint *pWorldPoint : | Position world coordinates |
| [in] BSTR Name : | Optional name (Name of the *.v3d file) |
| [out, retval] IStaticObject **ppStaticObject : | returned StaticObject object |

Example

```
DIM wp AS WorldPoint
SET wp = vissim.NewWorldPoint(100, 100, 100)
SET stobj = stobjs.GetStaticObjectByCoord(wp)
IF NOT (stobj IS NOTHING) THEN
state = stobj.AttValue("STATE")
END IF
```

3.8.4 StaticObject

A StaticObject object represents a static object element and belongs to the StaticObjects object. It can be accessed through the StaticObjects object to in two ways:

- access via iteration through the collection

```
DIM stobj As StaticObject
FOR EACH stobj IN vissim.Net.StaticObjects
List.AddItem stobj.ID
NEXT stobj
```

- individual access via identifier

```
DIM stobj As StaticObject
SET stobj = vissim.Net.StaticObjects.GetStaticObjectByName ("Biz-Man_suit.v3d")
```

The StaticObject object enables access to the properties of the static object through the IStaticObject interface.



Properties of the Interface IStaticObject

ID ([out, retval] long *pID)

Returns the static object identifier number. The identifier number is resolved internally and may change when the network is modified.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = stobj.ID
```

Name ([out, retval] BSTR *pName)

Returns the name of the static object. The name of the static object is the name of ist *.v3d file.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = stobj.Name
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a static object attribute. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : attribute name (see below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
state = stobj.AttValue („STATE“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a named attribute. Please get the language independent attribute tag from the table below.

Parameters

[in] BSTR Attribute : Attribute name (see below)
[in] VARIANT Value : Attribute value. (type according to attribute)

Example

```
stobj.AttValue („STATE“) = 2
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | | ID | Identifier number |
| ✓ | | NAME | Name |
| ✓ | | NSTATES | Number of possible 3D model states of the object. |

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | POSITION | World coordinates of the object position on the network |
| ✓ | ✓ | STATE | Current object 3D model state. |



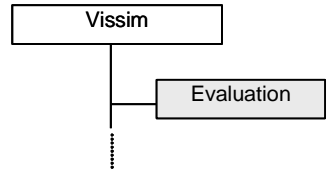
Changes have effect immediately if called during a simulation run.
Example:

```
DIM sim AS Simulation
DIM stobj AS StaticObject
SET sim = vissim.Simulation
SET stobj = vissim.Net. StaticObjects.GetStaticObjectByName ("Biz-Man_suit.v3d")
n_states = stobj.AttValue („NSTATES")
FOR i = 1 TO sim.Period * sim.Resolution
  sim.RunSingleStep
  stobj.AttValue („STATE") = (stobj.AttValue („STATE") + 1) MOD n_states
NEXT si
```

3.9 Results

3.9.1 Evaluation

The Evaluation object belongs to Vissim and can be accessed through the property Evaluation of the IVissim interface. It gives access to the simulation evaluation options. These options are globally used for the Vissim instance and affect all networks and simulations during its existence. No set of default evaluation options is used for the creation of a new instance. Use the IVissim method LoadLayout to load a stored set of evaluations.



Example

```

DIM vissim AS Vissim
DIM eval AS Evaluation
SET vissim = NEW Vissim
SET eval = vissim.Evaluation
  
```

Properties of the IEvaluation Interface

LinkEvaluation ([out, retval] ILinkEvaluation **ppLinkEvaluation)

Creates an instance of a LinkEvaluation object (see page 234), that gives access to the individual configuration of the evaluation.

Parameters

[out, retval] ILinkEvaluation **ppLinkEvaluation : returned object

Example

```

DIM linkeval AS LinkEvaluation
SET linkeval = eval.LinkEvaluation
  
```

DataCollectionEvaluation ([out, retval] IDataCollectionEvaluation **ppEval)

Creates an instance of a DataCollectionEvaluation object (see page 239), that gives access to the individual configuration of the evaluation.

Parameters

[out, retval] IDataCollectionEvaluation **ppEval : returned object

Example

```
DIM dceval AS DataCollectionEvaluation
SET dceval = eval.DataCollectionEvaluation
```

QueueCounterEvaluation ([out, retval] IQueueCounterEvaluation **ppEval)

Creates an instance of a QueueCounterEvaluation object (see page 239), that gives access to the individual configuration of the evaluation.

Parameters

[out, retval] IQueueCounterEvaluation **ppEval : returned object

Example

```
DIM qceval AS QueueCounterEvaluation
SET qceval = eval.QueueCounterEvaluation
```

TravelTimeEvaluation ([out, retval] ITravelTimeEvaluation **ppEval)

Creates an instance of a TravelTimeEvaluation object (see page 239), that gives access to the individual configuration of the evaluation.

Parameters

[out, retval] ITravelTimeEvaluation **ppEval : returned object

Example

```
DIM tteval AS TravelTimeEvaluation
SET tteval = eval.TravelTimeEvaluation
```

DelayEvaluation ([out, retval] IDelayEvaluation **ppEval)

Creates an instance of a DelayEvaluation object (see page 241), that gives access to the individual configuration of the evaluation.

Parameters

[out, retval] IDelayEvaluation **ppEval : returned object

Example

```
DIM deval AS DelayEvaluation
SET deval = eval.DelayEvaluation
```

NodeEvaluation ([out, retval] INodeEvaluation **ppEval)

Creates an instance of a NodeEvaluation object (see page 241), that gives access to the individual configuration of the evaluation.

Parameters

[out, retval] INodeEvaluation **ppEval : returned object

Example

```
DIM nodeeval AS NodeEvaluation
SET nodeeval = eval.NodeEvaluation
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns an evaluation attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [out, retval] VARIANT *pValue : return of the attribute value

Example

```
enabled = eval.AttValue („VEHICLERECORD“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets an evaluation attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : Attribute name (see below)
 [in] VARIANT Value : Attribute value. (type according to attribute)

Example

```
eval.AttValue („VEHICLERECORD“) = True
```

Attribute outline

| R | W | Attribute | Description |
|---|---|----------------|---------------------------------------|
| ✓ | ✓ | ANALYZER | Analyzer database (True/False) |
| ✓ | ✓ | CONVERGENCE | Convergence evaluations (True/False) |
| ✓ | ✓ | DATACOLLECTION | Data collections (True/False) |
| ✓ | ✓ | DELAY | Delays (True/False) |
| ✓ | ✓ | EXPORT | Export evaluations (True/False) |
| ✓ | ✓ | GREENTIMES | Distance of Green times (True/False) |
| ✓ | ✓ | LANECHANGE | Lane change evaluations (True/False) |
| ✓ | ✓ | LINK | Link segment evaluations (True/False) |
| ✓ | ✓ | MANAGEDLANES | Managed lane evaluation (True/False) |

| R | W | Attribute | Description |
|---|---|--------------------|--|
| ✓ | ✓ | NETPERFORMANCE | Net performance evaluations (True/False) |
| ✓ | ✓ | NODE | Node evaluations (True/False) |
| ✓ | ✓ | PATHS | Dynamic assignment path evaluations (True/False) |
| ✓ | ✓ | PEDDATACOLLECTION | Pedestrian area evaluation (True/False) |
| ✓ | ✓ | PEDPROTOCOL | Pedestrian record (True/False) |
| ✓ | ✓ | PEDQUEUEEVALUATION | Pedestrian queue evaluation (True/False) |
| ✓ | ✓ | PEDTRAVELTIME | Pedestrian travel times (True/False) |
| ✓ | ✓ | PUBLICWAITTIME | Bus/Tram waiting time (True/False) |
| ✓ | ✓ | OBSERVER | Observer evaluations (True/False) |
| ✓ | ✓ | QUEUECOUNTER | Queue counter (True/False) |
| ✓ | ✓ | SCDETRCORD | Signal changes/Detector record (True/False) |
| ✓ | ✓ | SIGNALCHANGES | Signal changes protocol (True/False) |
| ✓ | ✓ | SPECIAL | Special evaluations (True/False) |
| ✓ | ✓ | TRAVELTIME | Travel times (True/False) |
| ✓ | ✓ | VEHICLEINPUT | Vehicle inputs (True/False) |
| ✓ | ✓ | VEHICLERECORD | Vehicle record (True/False) |

3.9.2 AnalyzerEvaluation

This object allows the configuration of analyzer evaluations through the methods and properties of the IAnalyzerEvaluation interface.



Offline evaluations are possible setting the appropriated flag (see attribute ANALYZER of the IEvaluation interface on page 206).

Properties of the Interface IAnalyzerEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
writingfile = anaeval.AttValue („FILE“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
anaeval.AttValue („FILE“) = FALSE
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | FILE | Write evaluation file flag (true/false) |



Setting the FILE attribute to FALSE avoids writing the *.MDB database evaluation file while collecting evaluation data (if Analyzer evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface IAnalyzerEvaluation

LoadReport ([in] BSTR ReportPath)

Loads an analyzer report database (*.mdb). No check is done of the file extension and path. It is up to the user to make sure that the file has the appropriate format. If no file path is given, a database browser dialog will appear.

Parameters

[in] BSTR ReportPath : path incl. filename of the report database to be loaded

Example

```
anaeval.LoadReport("example.mdb")
```

3.9.3 DataCollections

The DataCollections object is a collection of DataCollection objects (see page 214). It belongs to the Net object and can be accessed through the DataCollections property of the INet interface.



It contains all currently defined data collection measurements of the loaded network and enables iteration through the collection or individual access to a DataCollection object.

Example

Instantiation of a DataCollections object and access to all its DataCollection objects:

```
Dim vissim As Vissim
Dim datacollections As DataCollections
Dim datacollection As DataCollection
Set vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set datacollections = Vissim.Net.DataCollections
FOR EACH datacollection IN datacollections 'access to _NewEnum
...
NEXT datacollection

'or also:

FOR i = 1 TO datacollections.Count
SET datacollection = datacollections(i) 'or datacollections.Item(i)
...
NEXT i
```

Properties of the IDataCollections Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all DataCollection objects. Once a collection is created, individual members can be returned using the GetDataCollectionByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally (see DataCollections example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IDataCollection **ppDC)

Returns a single DataCollection of the collection selected by position. This is useful only when all data collections shall be accessed (see the DataCollections example above). To select a data collection by its identifier number use GetDataCollectionByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET dc = DataCollections(1)
SET dc = DataCollections.Item(1)
```

Parameters

[in] long Index : index between 1 and DataCollections.Count
 [out, retval] IDataCollection **ppDC : returned DataCollection object

Count ([out, retval] long *pCount)

Returns the number of DataCollection objects in the collection. See the DataCollections example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IDataCollections Interface

GetDataCollectionByNumber ([in] long Number, [out, retval] IDataCollection **ppDC)

Returns the DataCollection object with the identifier number Number.

Parameters

[in] long Number : identifier number
 [out, retval] IDataCollection **ppDC : returned DataCollection object

Example

```
DIM dc AS DataCollection
SET dc = DataCollections.GetDataCollectionByNumber(101)
```

GetIDs ([out] VARIANT *pIDs, [in, defaultvalue("")] BSTR Attribute, [in, optional] VARIANT Value, [in, defaultvalue(0)] short Compare)

Returns an array of the data collection identifier numbers that assert the condition "DataCollection(Attribute) <Compare> Value", where Compare can get three different values: -1 for "less than", 0 for "equal to" and 1 for "greater than". If an empty attribute or no attribute is given an array with all identifier numbers of the collection will be returned.

Parameters

[out] VARIANT *pIDs: returned array of IDs (array of VARIANTs)
 [in] BSTR Attribute: attribute to be compared. If empty the condition will always be true.
 [in] VARIANT Value : value to be compared.
 [in] short Compare : -1, 0 or 1 for "less than", "equal to" or "greater than" respectively

Example

```
DIM ids() AS LONG
dcs.GetIDs ids ` ids will contain all IDs
```

GetMultiAttValues ([in] VARIANT IDs, [in] BSTR Attribute, [out] VARIANT *pValues)

Returns an array of values for the passed attribute tag and the requested data collections in the identifier numbers array IDs and in the same order. If no identifier number is requested (IDs is Empty) then the returned array will contain the values of all data collections in an unspecified order. If IDs is a identifier number but not an array then the method will return the value of the specified attribute for the passed ID.

Parameters

[in] VARIANT IDs : requested identifiers (array of VARIANTs)
 [in] BSTR Attribute : attribute name (see IDataCollection attribute table)
 [out] VARIANT *pValues : returned array of values.

Example

```
dcs.GetMultiAttValues Empty, "NAME", vals ` vals will contain all names
```

SetMultiAttValues ([in] VARIANT IDs, [in] BSTR Attribute, [in] VARIANT Values)

Updates the attribute with the passed array of values for the requested data collections in the identifier numbers array IDs and in the same order. If not enough values are given the last value will be taken until complete the update. Exceeding values will not be taken in account. If no identifier number is requested (IDs is Empty) then all data collections will be considered. It is

possible to pass a value instead of an array of values; in this case the same value will be used for the update.

Parameters

[in] VARIANT IDs : requested identifiers (array of VARIANTs)
 [in] BSTR Attribute : attribute name (see IDataCollection attribute table)
 [in] VARIANT Values : value or array of values.

Example

```
dcs.SetMultiAttValues Empty, "NAME", "" ` remove all names
```

3.9.4 DataCollection

A DataCollection object represents a data collection measurement (defined through the configuration of Data collection for Offline Analysis) and belongs to the DataCollections object.

DataCollections

DataCollection

It can be accessed through the DataCollections object in two ways:

► access via iteration through the collection

```
DIM datacollection As DataCollection
FOR EACH datacollection IN vissim.Net.DataCollections
  List.AddItem datacollection.ID
NEXT datacollection
```

► individual access via identifier

```
DIM datacollection As DataCollection
SET datacollection = vissim.Net.DataCollections.GetDataCollectionByNumber (101)
```

The DataCollection object enables access to the properties of the data collection through the IDataCollection interface.

Properties of the Interface IDataCollection

ID ([out, retval] long *pID)

Returns the data collection identifier number. If the DataCollection object doesn't refer to a valid VISSIM data collection element anymore the returned value is 0.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = datacollection.ID
```

Name ([out, retval] BSTR *pName)

Returns the data collection name. If no name was given the name of the first data collection point for this data collection will be used.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = datacollection.Name
```

Name ([in] BSTR Name)

Sets the data collection's name.

Parameters

[in] BSTR Name : new name.

Example

```
datacollection.Name = „Friedhofeingang“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a data collection attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = datacollection.AttValue („NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a data collection attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
datacollection.AttValue („NAME“)=„Friedhofeingang“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|------------|--|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |
| ✓ | | VEHICLEIDS | Array of the current reported vehicle IDs within the interval. |



VEHICLEIDS refers always to the data collected during the last completed time interval.

Methods of the Interface IDataCollection

GetResult ([in] BSTR Parameter, [in] BSTR Function, [in] long VehicleClass [out, retval] VARIANT *pValue)

This method returns the last collected result (see notes below) of the previously configured parameter with its function and vehicle class. The returned value will be an 2d-array if the function "FREQUENCIES" is used. In this case, the second dimension will be of size 3 and will contain the lower and upper class limits and the result itself respectively.

Parameters

[in] BSTR Parameter : parameter name (see below)
 [in] BSTR Function : function name (see below)
 [in] long VehicleClass: vehicle class number. 0 for all vehicle types
 [out, retval] VARIANT *pValue : returned value (real) or array of values (of reals)

Example

```
maxspeed = datacollection.GetResult(„SPEED“, „MAX“, 0)
minspeed = datacollection.GetResult(„SPEED“, „MIN“, 0)
freqs = datacollection.GetResult(„SPEED“, „FREQUENCIES“, 0)
FOR i = LBOUND(freqs) TO UBOUND(freqs)
List.AddItem "From "+ CStr(freqs(i,0)) + ", To "+ CStr(freqs(i,1)) + " : "+
CStr(freqs(i,2))
NEXT i
```

Parameters outline

| Parameter | Description |
|--------------|--|
| ACCELERATION | Acceleration [m/s ²] [ft/s ²]. MIN, MAX, MEAN, FREQUENCIES |
| LENGTH | Vehicle length [m] [ft]. MIN, MAX, MEAN, FREQUENCIES |

| Parameter | Description |
|------------------|--|
| MOTORTEMPERATURE | Cooling water temperature [°C]. MIN, MAX, MEAN, FREQUENCIES |
| NVEHICLES | Number of vehicles. SUM |
| NPERSONS | Number of people. MIN, MAX, MEAN, SUM, FREQUENCIES |
| OCCUPANCYRATE | Occupancy rate [%]. SUM |
| QUEUEDELTIME | Total queue delay time [s]. MIN, MAX, MEAN, SUM, FREQUENCIES |
| SPEED | Speed [km/h] [mph]. MIN, MAX, MEAN, FREQUENCIES |
| TACHO | Total distance traveled in the network [m] [ft]. MIN, MAX, MEAN, FREQUENCIES |

Functions outline

| Function | Description |
|-------------|--|
| MIN | Maximum value |
| MAX | Minimum value |
| MEAN | Mean value |
| SUM | Total sum |
| FREQUENCIES | All configured frequencies in an array |

Note: The parameters “NVEHICLES” and “OCCUPANCYRATE” can be used with the function “SUM” only. For example:

```
result = datacollection.GetResult („NVEHICLES“, „SUM“, 0)
```

Note: The results refer to the data collected during the last completed time interval. The data of a time interval is available immediately after the last time step of the interval has been simulated but not if this is the last time step of the simulation period as well

Note: To receive results from collected data, a configuration must be defined in VISSIM and stored in a *.qmk file before requests can be done. The Offline Analysis option for data collections must be also enabled. Otherwise an error message will be returned (“The specified configuration is not defined within VISSIM”).

3.9.5 DataCollectionEvaluation

This object allows the configuration of data

Evaluation

DatatCollectionEvaluation

collection evaluations through the methods and properties of the IDataCollectionEvaluation interface.

Offline evaluations are possible setting the appropriated flag (see attribute DATACOLLECTION of the IEvaluation interface on page 206) and online evaluations are possible through the method GetResult() of the IDataCollection interface.

Properties of the Interface IDataCollectionEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
writingfile = doeval.AttValue(„FILE“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
doeval.AttValue(„FILE“) = FALSE
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | COMPILED | Write the flag for compiled output (true/false) |
| ✓ | ✓ | FILE | Write evaluation file flag (true/false) |
| ✓ | ✓ | RAW | Write the flag for raw data output (true/false) |

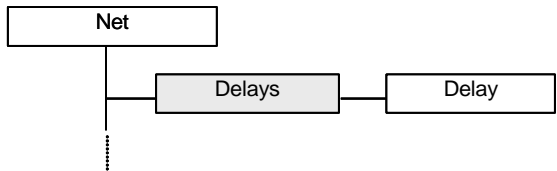


Setting the FILE attribute to FALSE avoids writing the *.MES and *.MER evaluation files while collecting evaluation data (if data collection evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface IDataCollectionEvaluation

3.9.6 Delays

The Delays object is a collection of Delay objects (see page 239). It belongs to the Net object and can be accessed through the Delays property of the INet interface.



It contains all currently defined delay measurements of the loaded network (during a simulation run including the temporary ones created for node evaluation) and enables iteration through the collection or individual access to a Delay object.

Example

Instantiation of a Delays object and access to all its Delay objects:

```

Dim vissim As Vissim
Dim delays As Delays
Dim delay As Delay
Set vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set delays = Vissim.Net.Delays
FOR EACH delay IN delays 'access to _NewEnum
...
NEXT delay

'or also:

FOR i = 1 TO delays.Count
SET delay = delays (i) 'or delays.Item(i)
...
NEXT i
  
```

Properties of the IDelays Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all Delay objects. Once a collection is created, individual members can be returned using the GetDelayByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally (see Delays example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IDelay **ppDelay)

Returns a single Delay of the collection selected by position. This is useful only when all delay measurements shall be accessed (see the Delays example above). To select a data collection by its identifier number use GetDelayByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET delay = Delays(1)
SET delay = Delays.Item(1)
```

Parameters

[in] long Index : index between 1 and Delays.Count
 [out, retval] IDelay **ppDelay : returned Delay object

Count ([out, retval] long *pCount)

Returns the number of Delay objects in the collection. See the Delays example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IDelays Interface

GetDelayByNumber ([in] long Number, [out, retval] IDelay **ppDelay)

Returns the Delay object with the identifier number Number.

Parameters

[in] long Number : identifier number
 [out, retval] IDelay **ppDelay : returned Delay object

Example

```
DIM delay AS Delay
SET delay = Delays.GetDelayByNumber (123)
```

3.9.7 Delay

A Delay object represents a delay measurement element and belongs to the Delays object. It can be accessed through the Delays object in two ways:



- access via iteration through the collection

```
DIM delay As Delay
FOR EACH delay IN vissim.Net.Delays
  List.AddItem delay.ID
NEXT delay
```

- individual access via identifier

```
DIM delay As Delay
SET delay = vissim.Net.Delays.GetDelayByNumber (123)
```

The Delay object enables access to the properties of the delay through the IDelay interface.

Properties of the Interface IDelay

ID ([out, retval] long *pID)

Returns the delay identifier number. If the Delay object doesn't refer to a valid VISSIM delay measurement element anymore the returned value is 0.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = delay.ID
```

Name ([out, retval] BSTR *pName)

Returns the delay measurement name. If no name was given the name of the first travel time measurement for this delay will be used.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = delay.Name
```

Name ([in] BSTR Name)

Sets the name of the delay measurement.

Parameters

[in] BSTR Name : new name.

Example

```
delay.Name = „xxx“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a delay measurement attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = delay.AttValue(„NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a delay measurement attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

```
delay.AttValue(„NAME“)=„xxx“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

Methods of the Interface IDelay

GetResult ([in] double Time, [in] BSTR Parameter, [in] BSTR Function, [in] long VehicleClass, [out, retval] VARIANT *pValue)

This method returns the collected result for the requested named parameter (see parameters table below) and vehicle class. The returned value refers to the data collected up to this moment for the time interval enclosing the specified time point. The Function parameter has currently no meaning.

Parameters

| | |
|--------------------------------|---|
| [in] double Time : | Time point in seconds |
| [in] BSTR Parameter : | parameter name (see below) |
| [in] BSTR Function : | not used |
| [in] long VehicleClass: | vehicle class number. 0 for all vehicle types |
| [out, retval] VARIANT *pValue: | returned value (real number) |

Example

```
delay = delay.GetResult(600, „DELAY“, "", 0) 'average total delay per vehicle
delay = delay.GetResult(600, „DELAY“, "", 1) 'average total delay per vehicle for class 1
```

Parameters outline

| Parameter | Description |
|--------------|--|
| DELAY | Average total delay per vehicle [s] |
| PERSONS | Average total delay per person [s] |
| NPERSONS | Persons throughput |
| NVEHICLES | Vehicles throughput |
| NSTOPS | Average number of stops per vehicle [s] |
| STOPPEDDELAY | Average stand still time per vehicle [s] |



To get results, the Offline Analysis option for delays must be enabled. Otherwise the result will be 0.0.



Data for each defined vehicle class can be requested even if the vehicle class is not selected for the delay measurement.

3.9.8 DelayEvaluation

This object allows the configuration of delay evaluations through the methods and properties of



the IDelayEvaluation interface.

Offline evaluations are possible setting the appropriated flag (see attribute DELAY of the IEvaluation interface on page 206).

Properties of the Interface IDelayEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
writingfile = deval.AttValue („FILE“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

```
deval.AttValue („FILE“) = FALSE
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | COMPILED | Write the flag for compiled output (true/false) |
| ✓ | ✓ | FILE | Write evaluation file flag (true/false) |
| ✓ | ✓ | RAW | Write the flag for raw data output (true/false) |



Setting the FILE attribute to FALSE avoids writing the *.VLZ and *.VLR evaluation files while collecting evaluation data (if delay evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface IDelayEvaluation

3.9.9 LinkEvaluation

This object allows the configuration of link evaluations through the methods and properties of the ILinkEvaluation interface.

Evaluation

LinkEvaluation

Offline evaluations are possible setting the appropriated flag (see attribute LINK of the IEvaluation interface on page 206) and online evaluations are possible through the method GetSegmentResult() of the ILink interface (refer to page 55).

Example

Loading an existing link evaluation configuration (*.sak):

```
DIM linkeval As LinkEvaluation
SET linkeval = vissim.Evaluation.LinkEvaluation
linkeval.LoadConfiguration("c:\vissim\daten\example.sak")
```

Properties of the Interface ILinkEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
interval = linkeval.AttValue(„INTERVAL“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
linkeval.AttValue („UNTIL“) = 3600
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|--|
| ✓ | ✓ | DATABASE | Database flag |
| ✓ | ✓ | EXPORT | Export to VISUM |
| ✓ | ✓ | FILE | Write evaluation file flag (true/false) |
| ✓ | ✓ | FILENAME | Path and filename for the configuration file |
| ✓ | ✓ | FROM | First second |
| ✓ | ✓ | INTERVAL | Data collection interval |
| ✓ | ✓ | PERLANE | Separate Data collection for each lane |
| ✓ | ✓ | TABLENAME | Database name |
| ✓ | ✓ | UNTIL | Last second |



Setting the FILE attribute to FALSE avoids writing the *.STR evaluation file while collecting evaluation data (if link segment evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface ILinkEvaluation

LoadConfiguration ([in] BSTR ConfigurationPath)

Loads a link evaluation configuration file (*.sak). No check is done of the file extension and path. It is up to the user to make sure that the file has the appropriate format. If no file path is given, a file browser dialog will appear.

Parameters

[in] BSTR ConfigurationPath : path incl. filename of configuration file to be loaded

Example

```
linkeval.LoadConfiguration("example.sak")
```

SaveConfiguration ([in] BSTR ConfigurationPath)

Saves the currently selected configuration to the file in VISISM format (*.sak). No check of the file extension and working path is done.

Parameters

[in] BSTR ConfigurationPath : path incl. filename of configuration file to be saved

Example

```
linkeval.SaveConfiguration("example.sak")
```



When loading/saving a configuration with LoadConfiguration(), the configuration's filename for the link evaluation of the currently loaded network will not be updated. To do that use the "FILENAME" attribute. If another path than the current network working path is used, the simulation will show an error on starting (if link evaluation is activated).

AddParameter ([in] BSTR Parameter, [in] long VehicleClass)

Adds a new parameter to evaluate, restricted to the given vehicle class or for all vehicle types if VehicleClass is 0. No check is done for repetitions.

Parameters

[in] BSTR Parameter : parameter name (see table below)

[in] long VehicleClass : vehicle class number or 0 for all vehicle types

Example

```
linkeval.AddParameter("SPEED", 0) 'segment average speed for all vehicle types
```

RemoveParameter ([in] BSTR Parameter, [in] long VehicleClass)

Removes the specified parameter for the for the given vehicle class (0 for all vehicle types) from the list of evaluated parameters. If there is no entry matching the parameter/vehicle class combination nothing will be done. If there are several matches the only first one will be removed.

Parameters

[in] BSTR Parameter : parameter name (see table below)

[in] long VehicleClass : vehicle class number

Example

```
linkeval.RemoveParameter("SPEED", 0) 'segment average speed for all vehicle types
```

Parameter outline

| R | W | Parameter | Description |
|---|---|-----------|-------------------------------|
| ✓ | ✓ | TIMESTEP | Simulation time step [s] |
| ✓ | ✓ | SPEED | Average speed [km/h] or [mph] |
| ✓ | ✓ | VOLUME | Average volume [veh/h] |
| ✓ | ✓ | NVEHICLES | Cumulated number of vehicles |

| R | W | Parameter | Description |
|---|---|-----------|--------------------------|
| ✓ | ✓ | DENSITY | Average density [veh/km] |
| ✓ | ✓ | DELAY | Relative lost time [s/s] |

3.9.10 NodeEvaluation

This object allows the configuration of node evaluations through the methods and properties of the INodeEvaluation interface.



Offline evaluations are possible setting the appropriated flag (see attribute NODE of the IEvaluation interface on page 206).

Properties of the Interface INodeEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration’s attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
writtingfile = nodeeval.AttValue(„FILE“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration’s attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

```
nodeeval.AttValue(„FILE“) = FALSE
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | FILE | Write evaluation file flag (true/false) |

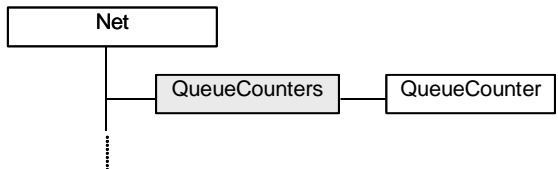


Setting the FILE attribute to FALSE avoids writing the *.KNA evaluation file while collecting evaluation data (if node evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface INodeEvaluation

3.9.11 QueueCounters

The QueueCounters object is a collection of QueueCounter objects (see page 231). It belongs to the Net object and can be accessed through the QueueCounters property of the INet interface.



It contains all currently defined queue counters of the loaded network (during a simulation run including the temporary ones created for node evaluation) and enables iteration through the collection or individual access to a QueueCounter object.

Example

Instantiation of a QueueCounters object and access to all its QueueCounter objects:

```

Dim vissim As Vissim
Dim queuecounters As QueueCounters
Dim queuecounter As QueueCounter
Set vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set queuecounters = Vissim.Net.QueueCounters
FOR EACH queuecounter IN queuecounters 'access to _NewEnum
...
NEXT queuecounter

'or also:
  
```

```
FOR i = 1 TO queuecounters.Count
SET queuecounter = queuecounters (i)  'or queuecounters.Item(i)
...
NEXT i
```

Properties of the IQueueCounters Interface

NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all QueueCounter objects. Once a collection is created, individual members can be returned using the GetQueueCounterByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally (see QueueCounters example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IQueueCounter **ppQC)

Returns a single QueueCounter of the collection selected by position. This is useful only when all queue counters shall be accessed (see the QueueCounters example above). To select a data collection by its identifier number use GetQueueCounterByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET qc = QueueCounters(1)
SET qc = QueueCounters.Item(1)
```

Parameters

| | |
|--------------------------------------|---|
| [in] long Index : | index between 1 and QueueCounters.Count |
| [out, retval] IQueueCounter **ppQC : | returned QueueCounter object |

Count ([out, retval] long *pCount)

Returns the number of QueueCounter objects in the collection. See the QueueCounters example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IQueueCounters Interface

GetQueueCounterByNumber ([in] long Number, [out, retval] IQueueCounter **ppQC)

Returns the QueueCounter object with the identifier number Number.

Parameters

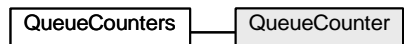
[in] long Number : identifier number
 [out, retval] IQueueCounter **ppQC : returned QueueCounter object

Example

```
DIM qc AS QueueCounter
SET qc = QueueCounters.GetQueueCounterByNumber (123)
```

3.9.12 QueueCounter

A QueueCounter object represents a queue counter element and belongs to the QueueCounters object. It can be accessed through the QueueCounters object to in two ways:



- access via iteration through the collection

```
DIM queuecounter As QueueCounter
FOR EACH queuecounter IN vissim.Net.QueueCounters
List.AddItem queuecounter.ID
NEXT queuecounter
```

- individual access via identifier

```
DIM queuecounter As QueueCounter
SET queuecounter = vissim.Net.QueueCounters.GetQueueCounterByNumber(123)
```

The QueueCounter object enables access to the properties of the queue counter through the IQueueCounter interface.

Properties of the Interface IQueueCounter

ID ([out, retval] long *pID)

Returns the queue counter identifier number. If the QueueCounter object doesn't refer to a valid VISSIM queue counter element anymore the returned value is 0.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = queuecounter.ID
```

Name ([out, retval] BSTR *pName)

Returns the queue counter name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = queuecounter.Name
```

Name ([in] BSTR Name)

Sets the name of the queue counter.

Parameters

[in] BSTR Name : new name.

Example

```
queuecounter.Name = „xxx“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a queue counter attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)

[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
name = queuecounter.AttValue(„NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a queue counter attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)

[in] BSTR Value : attribute value. (type according to attribute)

Example

```
queuecounter.AttValue(„NAME“)=„xxx“
```


Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

Methods of the Interface IQueueCounter

GetResult ([in] double Time, [in] BSTR Parameter, [out, retval] VARIANT *pValue)

This method returns the last collected result (see note below) for the requested named parameter (see parameters table below). The returned value refers to the data collected up to this moment for the time interval enclosing the specified time point.

Parameters

[in] double Time : Time point in seconds
 [in] BSTR Parameter : parameter name (see below)
 [out, retval] VARIANT *pValue : returned value (real number)

Example

```
mean = queuecounter.GetResult(600, „MEAN“)
max = queuecounter.GetResult(600, „MAX“)
stops = queuecounter.GetResult(600, „STOPS“)
```

Parameters outline

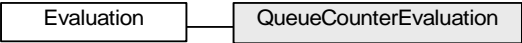
| Parameter | Description |
|-----------|---|
| MEAN | Average queue length ([m] or [ft], depending on current unit selection) |
| MAX | Maximum queue length ([m] or [ft], depending on current unit selection) |
| NSTOPS | Number of stops in the queue area |



To get results, the Offline Analysis option for queue counters must be enabled. Otherwise the result will be 0.0.

3.9.13 QueueCounterEvaluation

This object allows the configuration of queue counter evaluations through the methods and properties of the IQueueCounterEvaluation interface.



Offline evaluations are possible setting the appropriated flag (see attribute QUEUECOUNTER of the IEvaluation interface on page 206). and online evaluations are possible through the method GetResult() of the IQueueCounter interface.

Properties of the Interface IQueueCounterEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

writingfile = qceval.AttValue(„FILE“)

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

qceval.AttValue(„FILE“) = FALSE

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | FILE | Write evaluation file flag (true/false) |

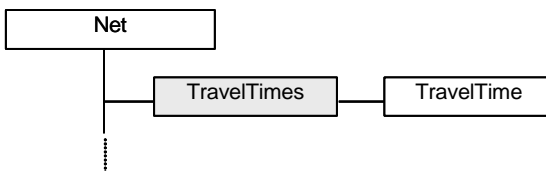


Setting the FILE attribute to FALSE avoids writing the *.STZ evaluation file while collecting evaluation data (if queue counter evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface IQueueCounterEvaluation

3.9.14 TravelTimes

The **TravelTimes** object is a collection of **TravelTime** objects (see page 237). It belongs to the **Net** object and can be accessed through the **TravelTimes** property of the **INet** interface.



It contains all currently defined travel time measurements of the loaded network (during a simulation run including the temporary ones created for node evaluation) and enables iteration through the collection or individual access to a **TravelTime** object.

Example

Instantiation of a **TravelTimes** object and access to all its **TravelTime** objects:

```

Dim vissim As Vissim
Dim traveltimes As TravelTimes
Dim traveltime As TravelTime
Set vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set traveltimes = Vissim.Net.TravelTimes
FOR EACH traveltime IN traveltimes 'access to _NewEnum
...
NEXT traveltime

'or also:

FOR i = 1 TO traveltimes.Count
SET traveltime = traveltimes (i) 'or traveltimes.Item(i)
...
NEXT i
  
```

Properties of the ITravelTimes Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all TravelTime objects. Once a collection is created, individual members can be returned using the GetTravelTimeByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally (see TravelTimes example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] ITravelTime **ppTT)

Returns a single TravelTime of the collection selected by position. This is useful only when all travel time measurements shall be accessed (see the TravelTimes example above). To select a data collection by its identifier number use GetTravelTimeByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET tt = TravelTimes(1)
SET tt = TravelTimes.Item(1)
```

Parameters

| | |
|------------------------------------|---------------------------------------|
| [in] long Index : | index between 1 and TravelTimes.Count |
| [out, retval] ITravelTime **ppTT : | returned TravelTime object |

Count ([out, retval] long *pCount)

Returns the number of TravelTime objects in the collection. See the TravelTimes example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the ITravelTimes Interface

GetTravelTimeByNumber ([in] long Number, [out, retval] ITravelTime **ppTT)

Returns the TravelTime object with the identifier number Number.

Parameters

| | |
|------------------------------------|----------------------------|
| [in] long Number : | identifier number |
| [out, retval] ITravelTime **ppTT : | returned TravelTime object |

Example

```
DIM tt AS TravelTime
SET tt = TravelTimes.GetTravelTimeByNumber (123)
```

3.9.15 TravelTime

A **TravelTime** object represents a travel time measurement element and belongs to the **TravelTimes** object. It can be accessed through the **TravelTimes** object to in two ways:



- access via iteration through the collection

```
DIM traveltime As TravelTime
FOR EACH traveltime IN vissim.Net.TravelTimes
  List.AddItem traveltime.ID
NEXT traveltime
```

- individual access via identifier

```
DIM traveltime As TravelTime
SET traveltime = vissim.Net.TravelTimes.GetTravelTimeByNumber (123)
```

The **TravelTime** object enables access to the properties of the travel time measurement through the **ITravelTime** interface.

Properties of the Interface ITravelTime

ID ([out, retval] long *pID)

Returns the travel time measurement identifier number. If the **TravelTime** object doesn't refer to a valid VISSIM travel time measurement element anymore the returned value is 0.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = traveltime.ID
```

Name ([out, retval] BSTR *pName)

Returns the travel time measurement name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = traveltime.Name
```

Name ([in] BSTR Name)

Sets the name of the travel time measurement. Maximal 255 charatcters.

Parameters

[in] BSTR Name : new name.

Example

traveltime.Name = „xxx“

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a travel time measurement attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

name = traveltime.AttValue („NAME“)

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a travel time measurement attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

traveltime.AttValue („NAME“)=„xxx“

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

Methods of the Interface ITravelTime

GetResult ([in] double Time, [in] BSTR Parameter, [in] BSTR Function, [in] long VehicleClass, [out, retval] VARIANT *pValue)

This method returns the collected result for the requested named parameter (see parameters table below) and vehicle class. The returned value refers to the data collected up to this moment for the time interval enclosing the specified time point (it includes only travel times of vehicles that have already passed the travel time destination section). The Function parameter has currently no meaning.

Parameters

| | |
|--------------------------------|---|
| [in] double Time : | Time point in seconds |
| [in] BSTR Parameter : | parameter name (see below) |
| [in] BSTR Function : | not used |
| [in] long VehicleClass: | vehicle class number. 0 for all vehicle types |
| [out, retval] VARIANT *pValue: | returned value (real number) |

Example

```
nv = traveltime.GetResult(600, „NVEHICLES“, "", 0) 'vehicle throughput
tt = traveltime.GetResult(600, "TRAVELTIME", "", 1) 'travel time for vehicles of class 1
```

Parameters outline

| Parameter | Description |
|------------|--|
| NVEHICLES | Vehicle throughput (numbe of vehicle measured) |
| TRAVELTIME | Travel time [s] |



To get results, the Offline Analysis option for travel times must be enabled. Otherwise the result will be 0.0.



Data for each defined vehicle class can be requested even if the vehicle class is not selected for the travel time measurement.

3.9.16 TravelTimeEvaluation

This object allows the configuration of travel time evaluations through the methods and properties of the ITravelTimeEvaluation interface.

Evaluation

TravelTimeEvaluation

Offline evaluations are possible setting the appropriated flag (see attribute TRAVELTIME of the IEvaluation interface on page 206).

Properties of the Interface ITravelTimeEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
writingfile = tteval.AttValue(„FILE“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[in] BSTR Value : attribute value. (type according to attribute)

Example

```
tteval.AttValue(„FILE“)= FALSE
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | COMPILED | Write the flag for compiled output (true/false) |
| ✓ | ✓ | FILE | Write evaluation file flag (true/false) |
| ✓ | ✓ | RAW | Write the flag for raw data output (true/false) |

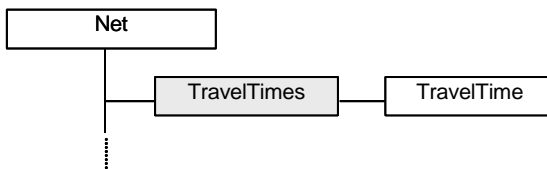


Setting the FILE attribute to FALSE avoids writing the *.RSZ and *.RSR evaluation files while collecting evaluation data (if travel time evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface ITravelTimeEvaluation

3.9.17 PedTravelTimes

The PedTravelTimes object is a collection of PedTravelTime objects (see page 237). It belongs to the Net object and can be accessed through the PedTravelTimes property of the INet interface.



It contains all currently defined pedestrian travel time measurements of the loaded network (during a simulation run including the temporary ones created for node evaluation) and enables iteration through the collection or individual access to a PedTravelTime object.

Example

Instantiation of a PedTravelTimes object and access to all its PedTravelTime objects:

```

Dim vissim As Vissim
Dim traveltimes As PedTravelTimes
Dim traveltime As PedTravelTime
Set vissim = NEW Vissim
vissim.LoadNet "c:\vissim\daten\example.inp"
Set traveltimes = Vissim.Net.PedTravelTimes
FOR EACH traveltime IN traveltimes 'access to _NewEnum
...
NEXT traveltime

'or also:

FOR i = 1 TO traveltimes.Count
SET traveltime = traveltimes (i) 'or traveltimes.Item(i)
...
NEXT i
  
```

Properties of the IPedTravelTimes Interface

_NewEnum ([out, retval] LPUNKNOWN *ppEnum)

This property creates a collection (or enumeration) of all PedTravelTime objects. Once a collection is created, individual members can be returned using the PedTravelTimeByNumber method, while the entire collection can be iterated using a FOR ...TO ... NEXT statement. In Visual Basic you can use the statement FOR EACH...NEXT without using the property _NewEnum, which VB calls internally (see PedTravelTimes example above).

Parameters

[out, retval] LPUNKNOWN *ppEnum : returned Enumeration

Item ([in] VARIANT Index, [out, retval] IPedTravelTime **ppTT)

Returns a single PedTravelTime of the collection selected by position. This is useful only when all pedestrian travel time measurements shall be accessed (see the PedTravelTimes example above). To select a data collection by its identifier number use PedTravelTimeByNumber (see below). Since Item is the default property for a collection the following commands are equivalent:

```
SET tt = PedTravelTimes(1)
SET tt = PedTravelTimes.Item(1)
```

Parameters

| | |
|---------------------------------------|--|
| [in] long Index : | index between 1 and PedTravelTimes.Count |
| [out, retval] IPedTravelTime **ppTT : | returned PedTravelTime object |

Count ([out, retval] long *pCount)

Returns the number of PedTravelTime objects in the collection. See the PedTravelTimes example above.

Parameters

[out, retval] long *pCount : returned number of objects.

Methods of the IPedTravelTimes Interface

PedTravelTimeByNumber ([in] long Number, [out, retval] IPedTravelTime **ppTT)

Returns the PedTravelTime object with the identifier number Number.

Parameters

| | |
|---------------------------------------|-------------------------------|
| [in] long Number : | identifier number |
| [out, retval] IPedTravelTime **ppTT : | returned PedTravelTime object |

Example

```
DIM tt AS PedTravelTime
SET tt = PedTravelTimes.PedTravelTimeByNumber (123)
```

3.9.18 PedTravelTime

A PedTravelTime object represents a pedestrian travel time measurement element and belongs to the PedTravelTimes object. It can be accessed through the PedTravelTimes object in two ways:



- access via iteration through the collection

```
DIM traveltime As PedTravelTime
FOR EACH traveltime IN vissim.Net.PedTravelTimes
  List.AddItem traveltime.ID
NEXT traveltime
```

- individual access via identifier

```
DIM traveltime As PedTravelTime
SET traveltime = vissim.Net.PedTravelTimes.PedTravelTimeByNumber (123)
```

The PedTravelTime object enables access to the properties of the pedestrian travel time measurement through the IPedTravelTime interface.

Properties of the Interface IPedTravelTime

ID ([out, retval] long *pID)

Returns the pedestrian travel time measurement identifier number. If the PedTravelTime object doesn't refer to a valid VISSIM pedestrian travel time measurement element anymore the returned value is 0.

Parameters

[out, retval] long *pID :returned identifier.

Example

```
id = traveltime.ID
```

Name ([out, retval] BSTR *pName)

Returns the pedestrian travel time measurement name.

Parameters

[out, retval] BSTR *pName : returned name.

Example

```
name = traveltime.Name
```

Name ([in] BSTR Name)

Sets the name of the pedestrian travel time measurement. Maximal 255 charatcters.

Parameters

```
[in] BSTR Name : new name.
```

Example

```
traveltime.Name = „xxx“
```

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a pedestrian travel time measurement attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      attribute name (see table below)
[out, retval] VARIANT *pValue :  returned value of the attribute
```

Example

```
name = traveltime.AttValue („NAME“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a pedestrian travel time measurement attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

```
[in] BSTR Attribute :      attribute name (see below)
[in] BSTR Value :          attribute value. (type according to attribute)
```

Example

```
traveltime.AttValue („NAME“)=„xxx“
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|-------------------|
| ✓ | | ID | Identifier number |
| ✓ | ✓ | NAME | Name |

Methods of the Interface IPedTravelTime

3.9.19 PedTravelTimeEvaluation

This object allows the configuration of travel time



evaluations through the methods and properties of the IPedTravelTimeEvaluation interface.

Offline evaluations are possible setting the appropriated flag (see attribute TRAVELTIME of the IEvaluation interface on page 206).

Properties of the Interface IPedTravelTimeEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
writingfile = tteval.AttValue(„FILE“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
tteval.AttValue(„FILE“) = FALSE
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | COMPILED | Write the flag for compiled output (true/false) |
| ✓ | ✓ | FILE | Write evaluation file flag (true/false) |
| ✓ | ✓ | RAW | Write the flag for raw data output (true/false) |

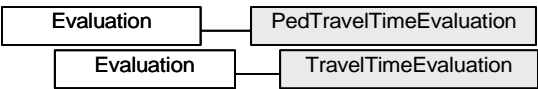


Setting the FILE attribute to FALSE avoids writing the *.RSZ and *.RSR evaluation files while collecting evaluation data (if travel time evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface IPedTravelTimeEvaluation

3.9.20 PedDataCollectionEvaluation

This object allows the configuration of data collection



evaluations through the methods and properties of the IPedDataCollectionEvaluation interface.

Offline evaluations are possible setting the appropriated flag (see attribute DATACOLLECTION of the IEvaluation interface on page 206).

Properties of the Interface IPedDataCollectionEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
[out, retval] VARIANT *pValue : returned value of the attribute

Example

```
writingfile = tteval.AttValue(„FILE“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
tteval.AttValue(„FILE“) = FALSE
```

Attribute outline

| R | W | Attribute | Description |
|---|---|-----------|---|
| ✓ | ✓ | COMPILED | Write the flag for compiled output (true/false) |
| ✓ | ✓ | FILE | Write evaluation file flag (true/false) |
| ✓ | ✓ | RAW | Write the flag for raw data output (true/false) |

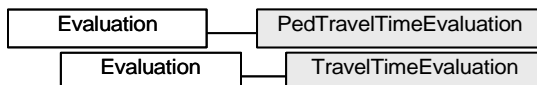


Setting the FILE attribute to FALSE avoids writing the *.MEZP and *.MERP evaluation files while collecting evaluation data (if data collection evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface IPedDataCollectionEvaluation

3.9.21 PedProtocolEvaluation

This object allows the configuration of data collection



evaluations through the methods and properties of the IPedProtocolEvaluation interface.

Offline evaluations are possible setting the appropriated flag (see attribute PROTOCOL of the IEvaluation interface on page 206).

Properties of the Interface IPedProtocolEvaluation

AttValue ([in] BSTR Attribute, [out, retval] VARIANT *pValue)

Returns a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [out, retval] VARIANT *pValue : returned value of the attribute

Example

```
tFrom = ppeval.AttValue („TIMEFROM“)
```

AttValue ([in] BSTR Attribute, [in] VARIANT Value)

Sets a configuration's attribute. Please get the language independent attribute tag from the table at the end of this section.

Parameters

[in] BSTR Attribute : attribute name (see table below)
 [in] BSTR Value : attribute value. (type according to attribute)

Example

```
ppeval.AttValue („TIMEFROM“) = 42
```

Attribute outline

| R | W | Attribute | Description |
|---|---|------------|---|
| ✓ | ✓ | TIMEFROM | Write the flag to define the start time for the evaluation |
| ✓ | ✓ | TIMEUNTIL | Write the flag to define the end time for the evaluation |
| ✓ | ✓ | RESOLUTION | Write the flag to set the time resolution of the evaluation |



Setting the FILE attribute to FALSE avoids writing the *.PP evaluation files while collecting evaluation data (if protocol evaluation is activated) for possible online requests. This attribute is specific to the COM interface and is global to the VISSIM program (i.e. it will preserve its state independently from the loaded *.INP file).

Methods of the Interface IPedProtocolEvaluation

3.10 Triggered Scripting

VISSIM provides internal “hooks” where user-defined scripts can be attached to be executed in certain situations. Access is done through the TriggeredScripting interface.

3.10.1 TriggeredScripting

The TriggeredScripting object belongs to Vissim



```

graph LR
    Vissim[Vissim] --- TriggeredScripting[TriggeredScripting]
  
```

Vissim

TriggeredScripting

and can be accessed through the property TriggeredScripting of the IVissim interface. It gives access to the configuration and information of triggered scripts and their specific interfaces.

Example (instantiation of a TriggeredScripting object):

```

DIM vissim AS Vissim
DIM trigs scripting AS TriggeredScripting
SET vissim = NEW Vissim
SET trigs scripting = vissim.TriggeredScripting
  
```

Properties of the ITriggeredScripting Interface

ManagedLanesTollCalculation([out, retval]

IManagedLanesTollCalculation ppManagedLanesTollCalc);**

Creates an instance of a ManagedLanesTollCalculation object (see page 250), that gives access to the individual properties of the triggered scripting for the toll calculation of managed lanes.

Parameters

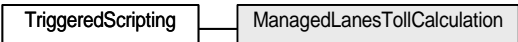
[out, retval] IManagedLanesTollCalculation ** ppManagedLanesTollCalc: returned object

Example

```

DIM managlaneTollCalc AS ManagedLanesTollCalculation
SET managlaneTollCalc = trigs scripting.ManagedLanesTollCalculation
  
```

3.10.2 ManagedLanesTollCalculation



```

graph LR
    TriggeredScripting[TriggeredScripting] --- ManagedLanesTollCalculation[ManagedLanesTollCalculation]
  
```

TriggeredScripting

ManagedLanesTollCalculation

The `ManagedLanesTollCalculation` belongs to the `TriggeredScripting` object and can be accessed through the property `ManagedLanesTollCalculation` of the `ITriggeredScripting` interface. It gives access to the individual properties of the triggered scripting for the toll calculation of managed lanes.

Example (instantiation of a `ManagedLanesTollCalculation` object):

```
DIM managlaneTollCalc AS ManagedLanesTollCalculation
SET managlaneTollCalc = trigsript.ManagedLanesTollCalculation
```

Properties of the `IManagedLanesTollCalculation` Interface

CurrentFacilityNo([out, retval] long* pNo)

Returns the number of the managed lanes facility which is referred by the triggered script, i.e. the managed lanes facility for which this script should calculate the toll.

Parameters

[out, retval] long* pNo : returned facility number.

CurrentUserClass([out, retval] long* pUserClass)

Returns the user class for which this script should calculate the toll.

User class 1 = SOV (single occupancy vehicle, 1 occupant)

User class 2 = HOV (high occupancy vehicle, 2 occupants)

User class 3 = HOV3+ (3 or more occupants)

Parameters

[out, retval] long* pUserClass : returned user class.

CurrentToll([in] double toll)

Sets the toll value in the current facility for the current user class.

Parameters

[in] double toll : toll value.

4 COM Access

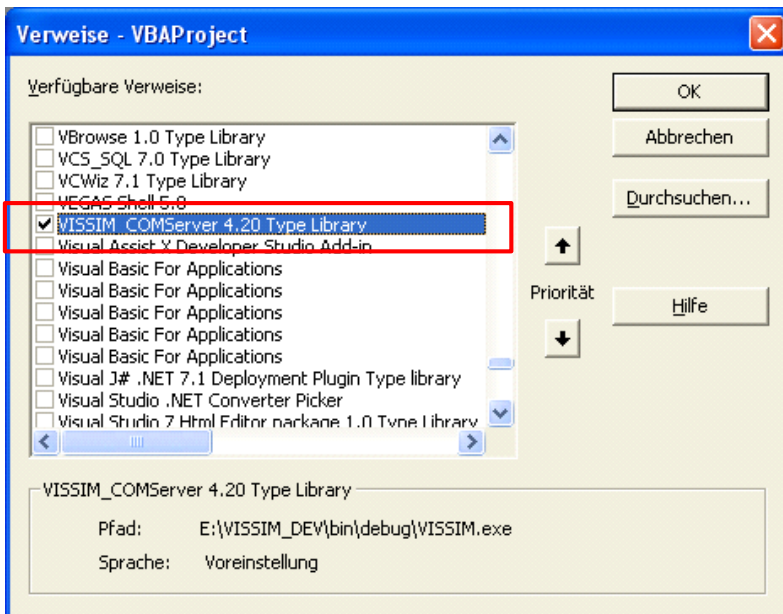
All VISSIM COM interfaces support automation – they are based on the Microsoft standard interface IDispatch. Automation interfaces disclose the COM objects allowing the use of generic programming environments like Visual Basic or Script languages like Visual Basic Script (VBScript) or Java Script (JScript).

4.1 Visual Basic

This chapter introduces the use of Visual Basic to create client applications.

4.1.1 Creation of a Visual Basic Client

To make VISSIM objects available from Visual Basic code, set a reference to the VISSIM COM server type library:

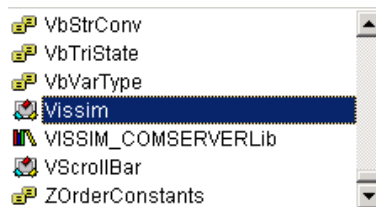


With an active reference to the COM type information, Visual Basic is able to list the possible object declarations and method calls during code editing:

```
Dim vissim As Vissim
```

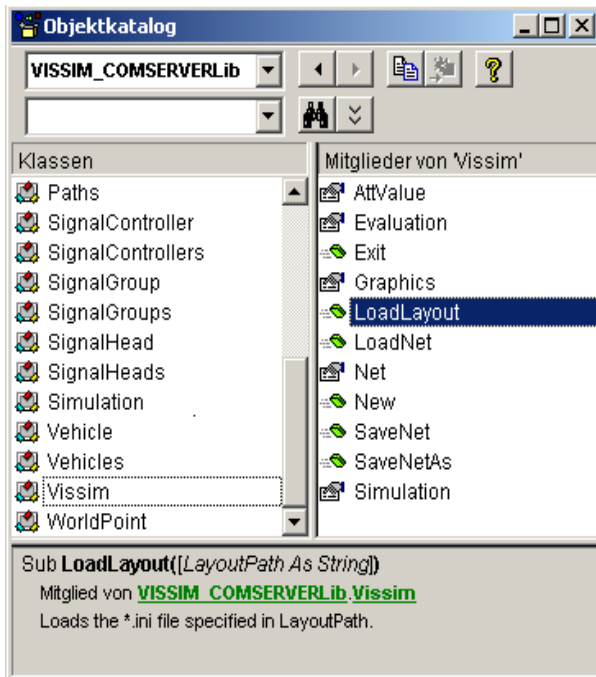
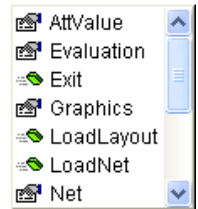
```
Dim net As Net
```

Identifying the class name also provides Auto List Member functionality. Each time you enter the object variable name, you get the drop-down list of the properties and methods exposed by the object:



Vissim

Furthermore, the object catalog enables you to browse through all available objects, interface properties and methods of the VISSIM COM server library. It also offers a short description of every method and property of the VISSIM COM server interfaces:



4.1.2 Collections (Different Ways to Enumerate)

Visual Basic has a special language constructor to handle collections:

```
FOR EACH element IN collection
  ' do something with the element
NEXT element
```

In order to use this kind of syntax to loop over collections, a specific COM standard interface must be supported (IEnumVARIANT). The VISSIM objects named with plural (like Nodes, Paths, Vehicles, ...) are collection objects that implement this functionality. These objects can be treated as enumerations and allow to handle all the objects they contain sequentially: For example, the following Visual Basic code will loop over all link objects of the collection links:

```

DIM links AS Links
DIM link AS Link
SET links = viissim.Net.Links
FOR EACH link IN links
WITH link
    nr      = .ID
    name    = .Name
    length  = .AttValue ("LENGTH")
END WITH
NEXT link

```

The number of elements of a VISSIM object collection can be requested with the method **Count**:

```

Dim number As Long
number = links.Count

```

4.1.3 Arrays

Another language element for object sequences is the array. In the context of the VISSIM COM server an array is a fixed n-dimensional sequence of indexed elements. These elements can be VISSIM objects or Visual Basic types and are encapsulated by a VARIANT type. The array type returned for some of the VISSIM object methods conforms to automation and allows the use of the Visual Basic array functionality as **LBOUND** and **UBOUND** to ensure safe access within the array limits. To know which method returns or needs an array as a parameter, refer to the respective specification in this document. For example: to access to the link geometry the **AttValue** together with the named attribute "POINTS" can be used. This attribute returns an array of world xy-coordinates:

```

DIM polyline() 'array of VARIANT
polyline = link.AttValue („POINTS")
FOR i = LBOUND(polyline) TO UBOUND(polyline)
    x = polyline (i).X
    y = polyline (i).Y
NEXT i

```

Results from a data collection point (like speed or accelerations) will be returned in a two dimensional array:

```

res = datacollection.GetResult („ACCELERATION", „FREQUENCIES") '2-dim array
FOR i = LBOUND(res) TO UBOUND(res)
    from = res(i, 0)
    to    = res(i, 1)
    val   = res(i, 2)
NEXT i

```

Methods like **AddPathAsNodeSequence** from the **IPaths** interface, need an array as a parameter. In this case the use of the Visual Basic function **Array** is suggested, which creates an array as a VARIANT from a sequence of given parameters:

```

DIM path AS Path
SET path = paths.AddPathAsNodeSequence (1, Array(10, 20, 30, 40))

```

4.1.4 Error Handling

When an interface returns an error, the intrinsic object “Err” with global scope is created and can be used within the exception handling mechanism of Visual Basic: On Error GoTo. If you don't use an On Error GoTo statement, any run-time error that occurs is fatal; that is, an error message is displayed and execution stops. The following example shows a way to handle errors:

```
DIM net as Net
DIM links AS Links
SUB Load_Click()
    SET net = vissim.Net
    SET links = net.Nodes
    ON ERROR GOTO exception ' an Err object is created and continues in exception

    NodesListbox.Clear
    FOR EACH link IN links
        NodesListbox.AddItem link.ID
    NEXT link

    EXIT SUB 'subroutine ends here

exception:
    MsgBox Err.Description ' use here the created Err object
END SUB
```

The error-handling routine – a section of code marked by a label, here “exception” – should test or save relevant property values of the Err object before any other error can occur or before a procedure that might cause an error is called. The property values of the Err object reflect only the most recent error. The error message associated with the property Err.Number is contained in property Err.Description. See the annex on page 278 for a summary of all error messages of the VISSIM server.

Other possible error handling mechanisms of Visual Basic are the On Error Resume Next and On Error Goto 0. Refer to the VB manual for more details.

4.1.5 A Visual Basic Client Example

The following simple VB client shows how to run several simulations with different random seeds:

```
'declare some VISSIM COM types
DIM vissim AS Vissim
DIM simulation AS Simulation
Sub Main()
    ON ERROR GOTO exception
    'start VISSIM and create an instance of a Vissim object
    SET vissim = NEW Vissim
    'load a network
    vissim.LoadNet App.Path + "\3path.inp"
    'run a simulation
    DIM seeds AS VARIANT
    seeds = Array(22, 34, 56, 11)
```



```

SET simulation = vissim.Simulation
FOR i = LBOUND(seeds) TO UBOUND(seeds)
simulation.RandomSeed = seeds(i)
simulation.RunContinuous
NEXT i
vissim.Exit
EXIT SUB
exception:
MsgBox Err.Description ` use here the create Err object
END SUB

```

It is possible to collect results of every simulation like path evaluations using the method `RunIndex` of the `ISimulation` interface. This method allows you to index the evaluation files of each run. It is suggested to configure an `*.ini` file with the desired options and to load it with the method `LoadLayout` of the `IVissim` interface before starting the iteration procedure.

4.1.6 Advanced Issues Using Visual Basic

Creating the Vissim class object

Internally, VB has two mechanisms for creating objects: VB can use its own object creation services, or it can use the services of the Component Object Model (COM). VB selects the services depending on the location of the class and on the code used to create the object. There are three coding techniques for creating a Vissim object. You can create it explicitly using the `NEW` keyword with the `SET` statement as seen on the examples above. You can create it implicitly using the `NEW` keyword on the declaration or you can use the `CreateObject` function:

```

` 1) explicit creation through VB internal creation services
DIM vissim AS Vissim
SET vissim = NEW Vissim

` 2) implicit creation through VB internal creation services
DIM vissim AS NEW Vissim
Vissim.LoadNet("example.inp")

` 3) creation through the register (no type library reference in VB is needed)
DIM v AS Object
SET v = CreateObject("VISSIM.Vissim")

```

VB uses its own object services (and the referenced type library information) when you use the `NEW` keyword either on the declaration or in the `SET` statement. VB uses COM (with the register information) if you use the `CreateObject` function (a reference to the VISSIM COM server type library is not necessary in this case). This distinction can make a difference in how you can develop your application and how it executes.

Furthermore it is possible to create an instance of a Vissim object class remotely using the optional parameter of `CreateObject`:

```

` 3) creation through the register information of a remote machine

```

```
DIM v AS Object
```

```
SET v = CreateObject("VISSIM.Vissim", "MyServer") ' name or IP address
```

Please refer to the remote access chapter on page 275 for details.

Early-Bound versus Late-Bound

When you call a property or method on an object, VB must look up the property or method, place the arguments on the stack, invoke the property or method, and return. Early binding implies VB can look up the properties and methods of an object at compile time. It can then store the internal location of the property or method in the compiled code. When VB calls a method at run time, it can execute the method directly. Late binding means VB can't look up an object's properties and methods until run time, this lookup means another cross process call, thereby doubling the call overhead.

How you declare the object, not how you create the object, determines whether the properties and methods of the object are early-bound or late-bound. For early binding, you identify the name of the class on the declaration:

```
DIM vissim AS Vissim
```

This allows VB to perform the binding at compile time. For late binding, you simply identify an object:

```
DIM vissim AS Object
```

In this case the object is identified at run time. VB must then look up each property and method for that particular object. This means there's a greater chance of runtime errors, because VB can't determine the list of properties and methods exposed by the object until run time.



When using early binding a reference to the VISSIM COM server type library must be set within the VB programming environment. This can cause some conflicts when installing newer versions of VISSIM, which could have modified the type library. Unselecting and selecting again the reference to the VISSIM COM server forces VB to reinterpret the type library. Please refer to the annex "Tips and hints" on page 285 for details about VISSIM versions and its COM server interface.

4.2 Visual C++

The programming of a COM client in C++ alters according to platform, compiler and library. The initialization and declarations for using the COM functionality and components suggested here are focused on the Microsoft Visual C++ compiler and its standard COM library (ole32.lib). Other less specific alternatives will be also pointed to in the course of this chapter.

4.2.1 Creation of a VC++ Client

Client applications must initialize the COM library before they can call COM library functions. This can be done with the functions `CoInitialize()` or `CoInitializeEx()`. The respective end of initialization function `CoUninitialize()` must be called on application shutdown; it will release automatically all created COM objects. The preprocessor directive `_WIN32_DCOM` must be defined and the header file `<objbase.h>` must be included in order to use these functions.

```
#define _WIN32_DCOM
#include <iostream>
using namespace std;
#include <objbase.h>
int main()
{
    cout << "Client: Calling CoInitialize()" << endl;
    CoInitializeEx(NULL, COINIT_MULTITHREADED);
    // do something
    cout << "Client: Calling CoUninitialize()" << endl;
    CoUninitialize ();
    return 0;
}
```

With the Visual C++ compiler you can use the `#import` preprocessor directive to make VISSIM objects available for Visual C++ code:

```
// modify path to your needs
#import "c:\Programs\ptv-vision\VISSIM400\exe\vissim.exe"
using namespace VISSIM_COMSERVERLib;
```

You can use the directive option `no_namespace` if you don't want to use a namespace for the VISSIM COM server. Alternatively you can import the supplied TLB library `VISSIM_COMServer.tlb` with the same effect. The application of this directive allows the direct use of the Microsoft specific smart pointers when working with COM objects (see the compiler-generated Primary Type Library Header File, `*.tlh`, for details on the declarations). Smart pointers offer a straight access to the VISSIM COM server objects; the following code line creates an instance of a Vissim object:

```
IVissimPtr spVissim(_uuidof(Vissim));
```

The smart-pointer `IVissimPtr` is declared in the generated `*.tlh` file using the template `_com_ptr_t`. This implementation encapsulates interface pointers and eliminates the need of keeping track of the reference count calling

AddRef() and Release() functions. In addition, it hides the CoCreateInstance() call.

Another possibility is the use of the CreateInstance() method:

```
HRESULT hr;
IVissimPtr spVissim;
hr = spVissim.CreateInstance("VISSIM.Vissim", NULL, CLSCTX_LOCAL_SERVER);
```

The directive #import also facilitates usage of the interface methods and properties by declaring appropriate wrapping inline member methods for every interface (see the compiler-generated Secondary Type Library Header File, *.tli, for details on the declarations). Once a VISSIM instance is created the Net and Simulation objects can be accessed through the IVissim interface:

```
INetPtr spNet;
spNet = spVissim->GetNet();
ISimulationPtr spSim;
spSim = spVissim->GetSimulation();
double period = spSim->GetPeriod();
```

When using other compilers than Microsoft Visual C++ a more standard way of using COM components must be applied. The supplied files VISSIM_COMServer.h and VISSIM_COMServer_i.c contain the standard C++ code declarations for the VISSIM server interfaces. Including these to files has a similar effect like the VC++ #import preprocessor directive:

```
#include "VISSIM_COMServer.h"
#include "VISSIM_COMServer_i.c"
```

In this case it is necessary to work with C++ pointers and to use the available functions of the COM technology implementation. In the case of Microsoft, the objbase.h file must be included and the use of CoCreateInstance allows the first instantiation of the Vissim object:

```
HRESULT hr;
IVissim* pVissim;
hr = CoCreateInstance(CLSID_Vissim, NULL,
CLSCTX_LOCAL_SERVER, IID_IVissim, (void**)&pVissim);
if (FAILED(hr)) exit;
```

The access to the methods and properties must use the functions declared in the header file: VISSIM_COMServer.h:

```
HRESULT hr;
INet* pNet;
hr = pVissim->get_Net(&pNet);
if (FAILED(hr)) exit;
ISimulation* pSim;
hr = pVissim->get_Simulation(&pSim);
if (FAILED(hr)) exit;
double period;
hr = pSim->get_Period(&period);
if (FAILED(hr)) exit;
```

4.2.2 Collections (Different Ways to Enumerate)

As in Visual Basic it is possible to iterate through a collection in different ways: 1) using the IEnumVARIANT interface, supported for all VISSIM COM server enumeration objects, and 2) using the Item() method.

While the use of the of the _NewEnum() method is implicit in VB, in C++ it must be called explicitly. But thanks to the combination of template classes that allow to cast smart pointers instead of having to call QueryInterface(), the code just takes one line:

```
IEnumVARIANTPtr spEnum(spLinks->Get_NewEnum());
```

The smart-pointer spEnum points to the enumeration object of the collection and offers the method Next() to iterate over its elements:

```
long id;
unsigned long ulFetched;
_variant_t var;
spEnum->Next(1, &var, &ulFetched);
while (ulFetched == 1) {
    id = ((ILinkPtr)var.pdispVal)->GetID();
    spEnum->Next(1, &var, &ulFetched);
}
```

a more efficient form is calling the method Next() just once for an array:

```
long id, count = spLinks->GetCount();
unsigned long ulFetched;
_variant_t* avar= new _variant_t[count];
spEnum->Next(count, avar, &ulFetched);
for (int i = 0; i < count; i++) {
    id = ((ILinkPtr)avar[i].pdispVal)->GetID();
}
```

and alternatively it is possible to iterate as in VB, using the Item() method:

```
long jCount = spLinks->GetCount();
_variant_t jvar = 1L;
for (long j = 1; j <= jCount; j++, jvar = j) {
    id = spLinks->GetItem(jvar)->GetID();
}
```

4.2.3 Arrays

The Automation type for arrays is the SAFEARRAY. A SAFEARRAY is a self-descriptive, multidimensional vector type. It was introduced originally by Visual Basic and therefore this type is identical to the Visual Basic array. In C++ it is necessary some help to deal with them. We purpose here two possibilities to deal with SAFEARRAYS with C++: 1) using API functions and 2) using the Active Template Library ATL wrappers (starting at version ATL 7.0).

The use of the API function SafeArrayCreate() is somehow more tedious and implies more lines of code. For example to create an array containing

```
long ids[] = {1, 2, 5, 11, 3, 7};
VARIANT var;
VariantInit(&var);
```

```

SAFEARRAY *psa;
SAFEARRAYBOUND rgsabound[1];
long rgindice[1];
rgsabound[0].lLbound = 0;
rgsabound[0].cElements = sizeof ids / sizeof *ids;
psa = SafeArrayCreate(VT_VARIANT, 1, rgsabound);
for (long i = 0; i < sizeof ids / sizeof *ids; i++) {
    rgindice[0] = i;
    var.lVal = ids[i];
    var.vt = VT_I4;
    SafeArrayPutElement(psa, rgindice, &var);
}
var.parray = psa;
var.vt = VT_ARRAY | VT_VARIANT;
spPaths->AddPathAsNodeSequence(1, var);

```

The available **SAFEARRAY** wrapper classe introduced in ATL7 **CComSafeArray<T>**, simplify the construction and access:

```

CComSafeArray<VARIANT> array(sizeof ids / sizeof *ids);
for (long i = 0; i < sizeof ids / sizeof *ids; i++) {
    array.SetAt(i, CComVariant(ids[i]));
}
spPaths->AddPathAsNodeSequence(1, CComVariant(array));

```

4.2.4 Error Handling

The wrapping functions declared in the Secondary Type Library Header File (*.tli) check the availability of an error after calling the interface's virtual functions, convert it into a **_com_error** (a class that encapsulates the COM error object) and throw it. Therefore, when using the **#import** preprocessor directive, error handling is limited to the catch of **_com_error** exceptions:

```

try {
    IVissimPtr spVissim(__uuidof(Vissim));
    ISimulationPtr pSim;
    pSim = pVissim->GetSimulation();
}
catch (_com_error &error) {
    cout << error.Description() << endl;
}

```

The Microsoft specific error-handling wrapper class **_com_error** encapsulates the **HRESULT** and offers the possibility to get more precise error information (if an **ErrorInfo** object is associated to the error, which will be the case for all VISSIM VOM server objects).

When you do not use the **#import** directive you must check the returned **HRESULT** and access the **IErrorInfo** manually:

```

HRESULT hr;
INet* pNet;
hr = pVissim->get_Net(&pNet);
If (FAILED(hr)) {
    BSTR description = 0;
    IErrorInfo* pEI;
    GetErrorInfo (0, &pEI);
}

```

```
pEI->GetDescription (&description);
}
```

4.2.5 A Visual C++ Client Example

The following simple VC++ client shows how to run several simulations with different random seeds:

```
#define _WIN32_DCOM
#include <iostream>
using namespace std;
// import of all VISSIM COM server interfaces // modify path to your needs
#import "G:\VISSIM\Exes\371#\vissim.exe"
using namespace VISSIM_COMSERVERLib;
int main()
{
    HRESULT hr;

    cout << "Client: Calling CoInitialize()" << endl;
    hr = CoInitialize(NULL);
    if (FAILED(hr)) return 1;
    try {
        // Create the Vissim object (connection to ISSIM COM server)
        cout << "Client: Creating a Vissim instance with the smartpointer IVissimPtr" <<
endl;
        IVissimPtr spVissim(__uuidof(Vissim));
        // Create a Simulation object
        cout << "Client: Calling GetSimulation()" << endl;
        ISimulationPtr spSim;
        spSim = spVissim->GetSimulation();
        // read network and layout
        char buf[255] = "";
        GetCurrentDirectory (sizeof(buf), buf);
        _bstr_t path(buf);
        spVissim->LoadNet (path + "\\fixed_time.inp", 0);
        spVissim->LoadLayout (path + "\\link_eval.ini");
        // initialize simulations
        cout << "Client: Setting simulations" << endl;
        long seeds[4] = {10, 20, 30, 42};
        spSim->PutPeriod(100);
        spSim->PutResolution(1);
        spSim->PutSpeed(5);
        // run simulations
        cout << "Client: Starting simulations:" << endl;
        for (int index = 0; index < 4; index++) {
            cout << " Client: Initializing simulation " << index+1 << endl;
            spSim->PutRunIndex(index);
            spSim->PutRandomSeed(seeds[index]);
            spSim->PutComment("Random seed =" + _bstr_t(ltoa(seeds[index], buf, 10)));
            cout << " Client: Running simulation " << index+1 << " ..." << endl;
            spSim->RunContinuous();
        }
    }
    catch (_com_error &error) {
        cout << (char*) (error.Description()) << endl;
    }
}
```

```
    }  
    cout << "Client: Calling CoUninitialize()" << endl;  
    CoUninitialize ();  
    return 0;  
}
```


4.3 .NET

There is a two-way interoperability between COM and .NET technology. Because of that, the use of the VISSIM COM Server from a .NET based client is almost automatic. Almost, because it is necessary the generation of an assembly that matches the metadata of the VISSIM COM Server type library.

There are four ways to get the respective assembly:

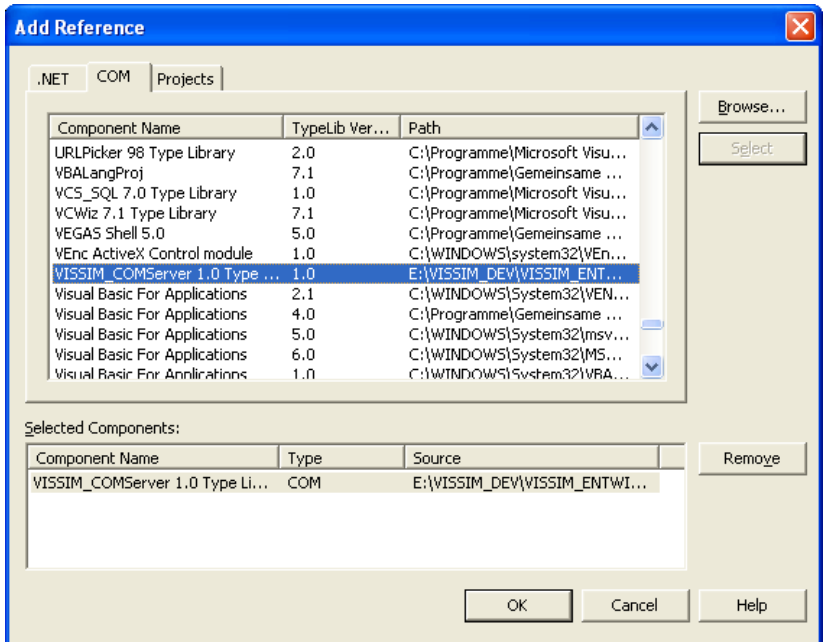
| | |
|---|--|
| Using Visual Studio .NET | Automatically converts COM types in a type library to metadata in an assembly. |
| Using the Type Library Importer tool (tlbimp.exe) | Provides command-line switches to adjust metadata in the resulting file, imports types from an existing type library, and generates an assembly and a namespace. |
| Using the TypeLibraryConverter class | Exposes methods that perform conversion-related actions. |
| Programming a customized wrapper. | As a less desirable option, you can create type definitions from scratch. |

If you are using Visual Studio .NET to generate a .NET client we recommend the first possibility. If not, the use of .NET Framework tool TLBIMP.EXE. The other two possibilities are required for the use of the VISSIM CM Server.

4.3.1 Creation of a Client Using Visual Studio .NET

Independently of the chosen programming language, when using Visual Studio .NET it is necessary to add a reference to the VISSIM COM Server by:

1. From the Project menu, select References.
2. Select the COM tab.
3. Select the VISSIMCOM_Server library from the references list
4. Click OK.



This will automatically create the wrapper assembly Interop.VISSIM_COMSERVERLib.dll (Interop stands for the interoperability between COM and .NET) that allows the access to the objects and interfaces of the VISSIM COM Server through the default namespace VISSIM_COMSERVERLib.

Interfaces, normally prefixed with an "I", get an additional name without prefix (for example, VISSIM_COMSERVERLib::ISimulation and VISSIM_COMSERVERLib::Simulation, are allowed to refer for ISimulation interface).

COM Objects are suffixed with "Class". In our case this is only relevant for the Vissim object, which must be referred as VISSIM_COMSERVERLib::VissimClass.

Example with Visual Basic .NET

```
Dim vis As VISSIM_COMSERVERLib.Vissim
Dim sim As VISSIM_COMSERVERLib.Simulation

vis = New VISSIM_COMSERVERLib.VissimClass

vis.LoadNet("example.inp")
sim = vis.Simulation
sim.RunContinuous()
```



Please, refer to the chapter “Upgrading from Visual Basic 6.0” of the MSDN for a description of the differences between the Visual Basic and Visual Basic .NET.

Example with Visual C++.NET

```
#using <mscorlib.dll>
using namespace VISSIM_COMSERVERLib;
int main()
{
    Vissim *vis = new VissimClass;
    vis->LoadNet("example.inp", false);
    Simulation *sim = vis->Simulation;
    sim->RunContinuous();
    return 0;
}
```

Example with Visual C#

```
using System;

using VISSIM_COMSERVERLib;

public class Client
{
    public static void Main()
    {
        Vissim vis = new VissimClass();
        vis.LoadNet("E:\\VISSIM\\COM\\VBA\\GROSSEKT.INP", 0);

        Simulation sim = vis.Simulation;
        sim.RunContinuous();

        System.Console.WriteLine("Hello, World!");
    }
}
```

Example with Visual J#

```
package VissimClient;
import VISSIM_COMSERVERLib.*;
public class Client
{
    public static void main()
    {
        Vissim vis = new VissimClass();
        vis.LoadNet("E:\\VISSIM\\COM\\VBA\\GROSSEKT.INP", (ubyte)0);
        Simulation sim = vis.get_Simulation();
        sim.RunContinuous();
    }
}
```



Please, refer to the chapter “Upgrading from Visual J++ 6.0” of the MSDN for a description of the differences between the Visual J++ and Visual J#.

4.3.2 Arrays

The corresponding .NET Framework built-in type for the COM Automation type VARIANT is the System.Object type. Because array in VISSIM are passed as VARIANTS and the managed arrays of the .NET Framework are System.Objects, we can use directly the managed array operator `__gc[]` to construct array for VISSIM. Methods like `AddPathAsNodeSequence()` from the `IPaths` interface, need an array of VARIANTS therefore we need also to encapsulate the values on System.Objects. For this purpose we use the keyword `__box`:

```
System::Object* array __gc[] = {__box(1), __box(2), __box(5), __box(7)};
pPaths->AddPathAsNodeSequence(1, array);
```

The variable array is here a managed array of System.Objects which will be passed as an Object itself and marshaled by default into a VARIANT.

Similarly in Visual Basic .Net it would be:

```
Dim array() As Object = {1, 2, 5, 11, 3, 7}
paths.AddPathAsNodeSequence(1, array)
```

4.3.3 Events

Some objects of the VISSIM COM Server (see the description of the `DynamicAssignment` on page 206 for an example) send events to the client. To consume an event in a client application, you must provide an event handler (an event-handling method) that executes program logic in response to the event and register the event handler with the event source. The `WithEvents` statement and the `Handles` clause provide a declarative way of specifying event handlers. Events raised by an object declared with the `WithEvents` keyword can be handled by any procedure with a `Handles` statement for that event. The following Visual Basic .NET code illustrates how to do this, taking the example of the `DynamicAssignment` object and its event `EdgeSmoothing`:

```
Dim WithEvents dyn As DynamicAssignment
Private Function dyn_EventHandler(ByVal a As Double, ByVal b As Double) As Double Handles
    dyn.EdgeSmoothing
Return (1.0# - 1.0# / nIt) * a + 1.0# / nIt * b
End Function
```

The `EdgeSmoothing` events raised by the object `dyn` will be handled by the function `dyn_EventHandler`.

4.3.4 Error Handling

COM methods report errors by returning `HRESULTS`; .NET methods report them by throwing exceptions. The runtime automatically maps the `HRESULT` from COM interop to more specific exceptions. For example, `E_OUTOFMEMORY` becomes `OutOfMemoryException`. If the `HRESULT` is

a custom result or if it is unknown to the runtime, the runtime passes a generic COMException to the client. The ErrorCode property of the COMException contains the HRESULT value. The in C++ could be:

```
try {
    vis->LoadNet("example.inp", false);
}
catch (System::Exception* pEx) {
    System::Console::WriteLine(S"Generic Exception Handler: {0}", pEx->Message);
}
```

and in Visual Basic .NET:

```
Try
    vis.LoadNet("example.inp")
Catch ex As Exception
    MsgBox(ex.Message)
End Try
```

4.4 Java

Similarly to the use of the use of .NET, the use of Java is very homogeneous. The objects and interfaces of the VISSIM COM Server type library are made available to a Java client by generating a package with wrapper classes for all entities present in the type library. This package can be used by any Java code, typically with a `import` statement to make possible the use of abbreviated names for the classes.

4.4.1 Creation of a COM Wrapper

A large list of tools to create Java-COM bridges, commercial and not commercial, are available (Jawin, Jace, JACOB, R-JAX, jacoZoom, jactivex, J-Integra, JunC++ion, JCOM, ...). Depending on the concrete platform and software environment, a tool will be preferred to another. The support of COM Automation types must be guaranteed. For example, a map of the COM VARIANT type into a Java type, e.g. `java.lang.Object` type and a VARIANT containing an array maps to a Java array. If you are looking for a Java-COM bridge that works for any Java VM on any platform, including UNIX, please check out the J-Integra product.

If using Microsoft Java Virtual Machine Support (MSJVM) and the tool `jactivex`, please consider the notes on <http://www.microsoft.com/mscorp/java/>. The MSJVM will reach its end of life on December 31, 2007.

An alternative is the use of a software solution for bridging Java and .NET. Consider the way interoperability between COM and .NET technology (see chapter on using COM with .NET on page 265) and the use of the VISSIMCOMServer assembly.

4.4.2 Creation of a Java client

Once the COM wrapper classes has been created, Java can use the VISSIM objects and interfaces exactly as if they were native Java objects and interfaces. The wrapper classes have the same names as the corresponding VISSIM COM Server entities:

```
import VISSIM.VISSIM_COMSERVER.*;
class VissimSim
{
    private static IVissim vis;
    private static ISimulation sim;
    public static void main ( String[] args )
    {
        try {
            vis = new Vissim();
            sim = vis.getSimulation();
        }
    }
}
```

```
        sim.runContinuous();  
    }  
    catch (Exception e) {  
        e.printStackTrace();  
    }  
}  
}
```

Please refer to the documentation of the used Java-COM bridge for the use of Automations types.

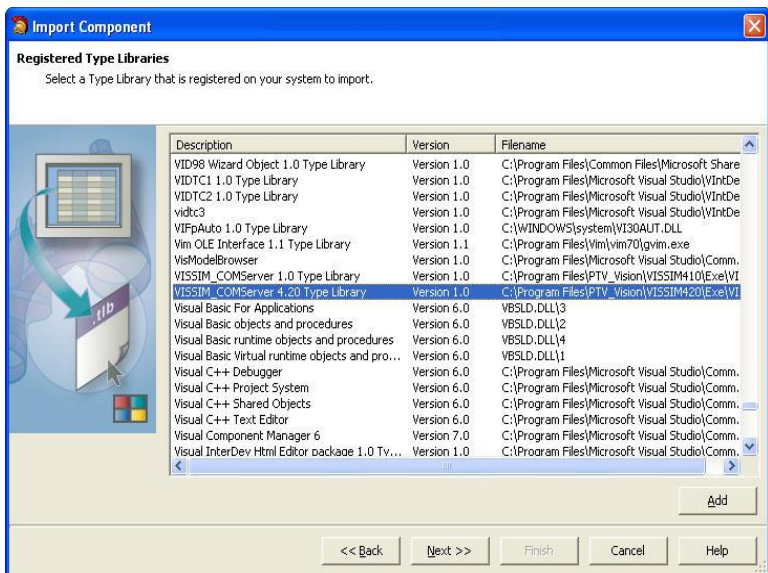
4.5 Delphi

Similar to Microsoft Visual Studio, the Borland Developer Studio Delphi offers also the possibility to import a Type Library. This chapter introduces briefly to the use of the VISSIM COM interface using Delphi 2006 and with an example using Object Pascal.

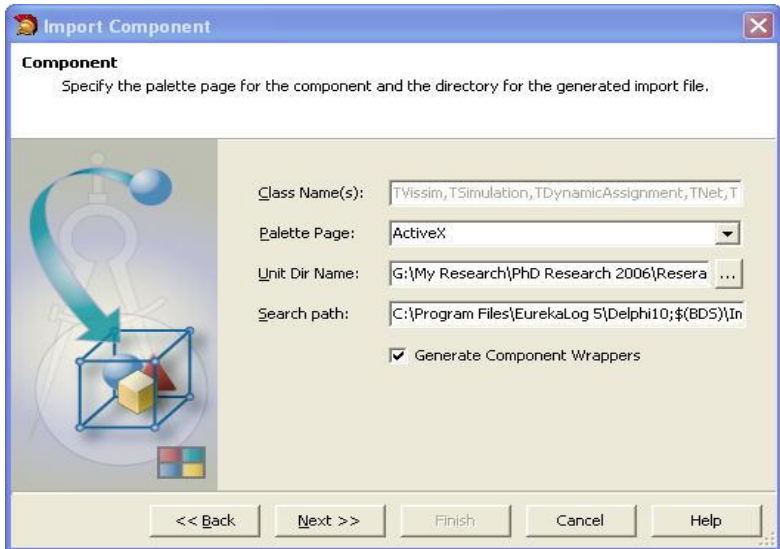
4.5.1 Creation of a Client Using Delphi 2006

Primarily it is necessary to add a reference to the VISSIM COM Server by:

1. From the Delphi IDE select the Import Component submenu from the Component Menu.
2. Select “Import a Type Library”.
3. Select the VISSIMCOM_Server library from the registered Type Libraries list and click “Next >>”



4. Toggle on “Generate Component Wrappers”. This will generate the necessary wrapper classes. Meanwhile, in the “Unit or Dir Name”, specify the path for the unit file to be generated. This file is named VISSIM_COMSERVERLib_TLB.pas.



5. Select “Create Unit” and click “Finish”.

Example

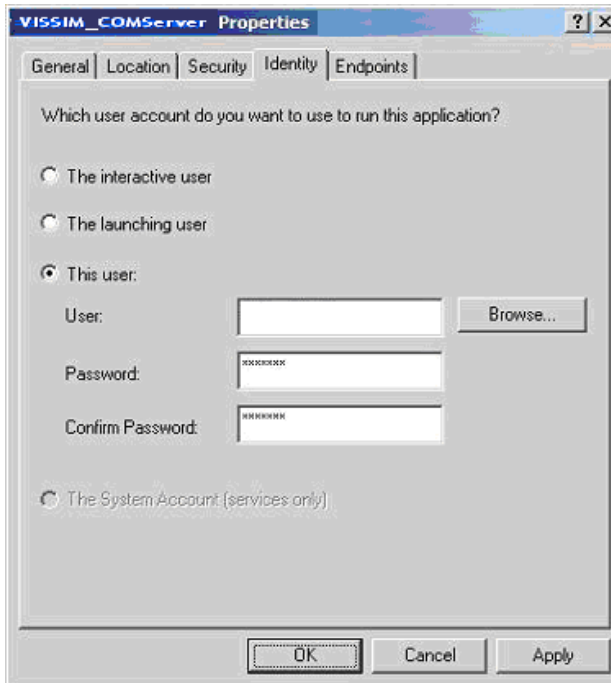
The following code illustrates the use of the COM interface in Object Pascal. Note that the unit “VISSIM_COMSERVERLib_TLB” is included in the *uses* list:

```
unit VISSIMCOM_Delphi;
interface
uses
    Windows, Messages, SysUtils, Variants, Classes, VISSIMCOMSERVERLib_TLB;
implementation
procedure start;
var
    intfVISSIM      : TVissim;
    intfSIMULATION  : TSimulation
begin
    intfVISSIM      := TVissim.Create(Self);
    intfSIMULATION := intfVISSIM.Simulation;
    intfSIMULATION.RunContinuous;
    intfVISSIM.Exit;
    intfVISSIM.Free;
end;
end.
```

5 Remote COM Access

Some issues must be taken in account when accessing the VISSIM COM Server from a client on a remote machine. First of all, VISSIM must be registered on the server machine as usual (see page 11 about registration). Second, launch and access permissions must be properly set in order to allow the client's identification to run and use the registered VISSIM COM server.

In order to configure the security matters the DCOMCNFG.EXE is suggested (please refer to the Windows documentation for the use of this tool). This tool allows mainly to set properly the necessary permissions flags for the authentication level, the launch permission and the access permission. It also allows you to select the identity (or the RunAs register) for the server process 1) interactive user, 2) launching user and 3) a specific user:



If you choose interactive user, you're commanding COM to assign the server process the identity of the person logged in at the server console -the "interactive user"- when a launch occurs. Interactive is the only option that permits to start VISSIM normally with its GUI. But it can't be launched if there's no one logged in on the server -that is, if there is no interactive user.

The launching user simply tells COM to assign the server process the identity of the remote client process that did the launching. This enables the process to launch even if no interactive user is logged in, which means that the VISSIM will work in underground mode without a GUI.

The "This user" option sets up a special user account for each server to run under. If a COM server is configured to run as Vissim Object, and if Vissim Object is a valid account on the server, then when launched, the remote server process is assigned the identity of Vissim Object. It matters not who's logged in on the server (or if anyone is logged in at all) or who launched the process.

6 Annexes

6.1 Error Messages

All possible errors that can occur during the use of the VISSIM COM Server are classified in four categories:

1. Windows errors: Low level exceptions generated by the system (wrong memory handling, division by zero, etc). It is not possible to recover the COM server when such an error occurs. These errors must be reported and fixed by the VISSIM development team. Please, contact the VISSIM hotline.
2. COM errors: Exception generated by one of the COM support classes and libraries (e.g.: the COM object Vissim couldn't be instantiated). A common COM error occurs when using a previously working client, having installed a new version of VISSIM. Refer to the Tips and Hints annex on page 285 to solve this problem. Other probably causes of these kind of errors are corrupted registering of VISSIM or user system rights. Please ensure that VISSIM has been installed correctly (refer to 11) and with administration rights and that all register entries are available (refer to annex for a detailed list of the register information). If the error persists or you are not aware of the system register function, please contact the VISSIM hotline.
3. VISSIM errors: Exception generated by internal VISSIM procedures (e.g.: a simulation couldn't write the required results). These kinds of errors can be of very different nature, depending on the context and the concrete used interface and method. Please, refer to the list of messages below to handle or workaround adequately the error. Another possibility is the use of the interface on a not expected but valid way; this could imply a desired enhancement for future versions. Please contact the VISSIM hotline to report the concrete case.
4. User errors: Errors generated by the wrong use of the COM interfaces (e.g.: a wrong node sequence is used for the creation of a new path). Again, these kind of errors can be of very different nature, depending on the context and the concrete used interface and method. Please, refer to the list of messages below to handle or workaround adequately the error.

| COM error messages | Description |
|--|--|
| An unspecified error has occurred in COM. | General message if no more concrete information is available. |
| An error has occurred while initializing the VISSIM COM server. Error <number> returned. | The COM server couldn't be initialized. VISSIM will work without supporting the COM functionality. This error should never show up, please contact the VISSIM hotline. |

| COM error messages | Description |
|---|---|
| Access denied while registering the COM server. | VISSIM couldn't set up register with the entries for the COM server interfaces, because of system access rights. VISSIM will work without supporting the COM functionality. Please, be sure you have the user rights for accessing (reading and writing) the system register. |
| An error has occurred while registering the VISSIM COM server. Error <number> returned. | VISSIM couldn't set up register with the entries for the COM server interfaces, because of unknown reasons. VISSIM will work without supporting the COM functionality. Please, be sure you have the user rights for accessing (reading and writing) the system register. |
| Access denied while unregistering the COM server. | VISSIM couldn't set up remove the register entries for the COM server interfaces, because of system access rights. |
| An error has occurred while unregistering the VISSIM COM server. Error <number> returned. | VISSIM couldn't set up remove the register entries for the COM server interfaces, because of unknown reasons. |
| An error has occurred while creating an object. | It has not been possible to create an instance of a requested object. A possible cause is the use of a previously working client with a new installed VISSIM version (refer to the Tips and Hints annex on page 285). |
| An error has occurred while binding an object. | Internal error. The requested object couldn't be bound to the VISSIM data. The causes of this error are of internal nature and can neither be solved by the user nor have a possible workaround. Please report it to the VISSIM hotline. |
| Not implemented method called. | The interface method is not supported. Possibly the method is still not implemented or the concrete object instance doesn't support it. |
| An unspecified error has occurred in VISSIM. | General message if no more concrete information is available. Please contact the VISSIM hotline. |
| An error has occurred dispatching the VISSIM event <number>. | VISSIM couldn't server a requested event from a COM call. There is any concrete cause for this error. Please report it to the VISSIM hotline. |

| COM error messages | Description |
|--|--|
| The object link to the VISSIM data is no longer valid. | The object on the client side is no longer valid in VISSIM. The most common case for this error is the Vehicle objects, which are available only during a time frame of the simulation period. Trying to access them outside this time frame, once they have been previously instantiated and accessed successfully, produce this error. Refer to the notes in the IVehicle interface description on this document for more information. Another possibility is when the data (network element, e.g. link, data collection ...) has been removed manually from the network editor. |
| The file couldn't be loaded. | It is not possible to open or read the requested file. Please be sure of the existence, format and access rights to the file. |
| The file couldn't be saved. | It is not possible to write the requested file. Please be sure that you have the writing accesses and that the hard drive is not full. |
| No valid time text. | The passed string format couldn't be interpreted to a valid time. Valid formats are: [hh:mm:ss] or [h:mm:ss], [hh:mm.ss] or [h:mm.ss], [hh:mm] or [h:mm]. |
| The simulation couldn't be initialized | Not possible to start a simulation. The reasons are of different nature. Please, try to start the simulation manually from the network editor and ensure that all necessary data for the requested simulation is available (e.g. configuration files for results, signal control files, etc.). Try also to save the layout (*.ini file) of the working simulation and load it within the IVissim interface with the LoadLayout() method. |
| An unspecified error has occurred. | General message if no more concrete information is available. Please contact to the VISSIM hotline. |
| A wrong data type has been passed as a parameter. | No valid data type has been passed to a method. Please, refer to the use description of the interface method in this document. |
| No valid directory. | The passed path string don't match a valid directory on the hard drive. |
| No valid file name | The passed name string doesn't represent any existing file. |

| COM error messages | Description |
|--|---|
| Method call only possible during a simulation run. | Because of internal VISSIM simulation initializations some methods have a sense only in the context of a running simulation. It is possible to use them, using the method RunSingleStep() of the ISimulation interface. This error message occurs when calling them outside a simulation running. |
| The object with the specified identifier number doesn't exist. | When identifier numbers are needed as a parameter for the execution of a method, this error occurs if one of this identifiers doesn't represent a valid element. For example passing a no valid node number to the method AddPathAsNodeSequence() of the IPaths interface. |
| Identifier number overflow. | Because of the Automation conformance, the maximum identifier number using the COM interfaces is 2,147,483,647. Otherwise VISSIM allows to use identifier numbers up to 4,294,967,295. An overflow error occurs when using methods interchanging identifier numbers greater than 2,147,483,647. |
| Too large value. | To large value has been passed. Please, refer to the concrete interface method use description of this document. |
| Too low value. | To low value has been passed. Please, refer to the concrete interface method use description of this document. |
| An object with the same identifier number already exists. | The passed identifier number has been used before. Use a different identifier. |
| The specified attribute <attribute name> is unknown. | The passed string name doesn't match any valid attribute. |
| The specified attribute <attribute name> is not allowed. | The passed attribute is not valid for the method. Please, refer to the listed attributes on the interface method use description of this document. |
| The specified attribute <attribute name> is not readable. | The passed attribute is not valid to get data. Please, refer to the listed attributes on the interface method use description of this document. |

| COM error messages | Description |
|---|--|
| The specified attribute <attribute name> is not writable. | The passed attribute is not valid to set data. Please, refer to the listed attributes on the interface method use description of this document. |
| The specified attribute <attribute name> requires one parameter. | An additional parameter is needed for the passed attribute. Please, refer to the listed attributes on the interface method use description of this document. |
| The specified attribute <attribute name> requires two parameters. | Two additional parameter is needed for the passed attribute. Please, refer to the listed attributes on the interface method use description of this document. |
| First passed parameter is not valid. | The first passed parameter can't be used. For example no valid lane number using the attribute "LANECLOSED" of the ILink interface. |
| Second passed parameter is not valid. | The second passed parameter can't be used. For example no valid vehicle class number using the attribute "LANECLOSED" of the ILink interface. |
| The passed value is not valid. | The passed value can't be used for setting the requested data. For example no valid desired speed fractil using the attribute "DESSPEEDFRACTIL" of the IVehicle interface. |
| The specified parameter is unknown. | The passed string name doesn't match any valid named parameter. |
| The specified parameter is not allowed. | The passed named parameter is not valid for the method. Please, refer to the listed possible parameters on the interface method use description of this document (normally for evaluations results). |
| The specified function is unknown. | The passed string name doesn't match any valid named function. |
| The specified function is not allowed. | The passed named function is not valid for the method. Please, refer to the listed possible functions on the interface method use description of this document (normally for evaluations results). |

| COM error messages | Description |
|---|---|
| The specified configuration is not defined within VISSIM. | Some methods for evaluations results need a previously configuration for data collection. This error occurs when requesting results that have not been previously configured. For example, using the GetSegmentResult() method of the ILink interface to request density results can end up with this error if the density has not been requested within the configuration. |
| The specified vehicle class doesn't exist. | Methods that require a vehicle class number can produce this error if a wrong identifier has been passed. Please, be sure that the vehicle class number exist in the used project. |
| A path requires at less 3 nodes. | Error message when passing an array with less than 3 node identifiers to the method AddPathAsNodeSequence() of the IPaths interface. |
| No valid node sequence. | It is not possible to build a path from the passed node sequence using the method AddPathAsNodeSequence() of the IPaths interface. Please, be sure that all passed nodes exist and are connected with links and connectors in the same order as the passed sequence. |
| No origin parking lot between the first two nodes. | A path must start on a parking lot. The existence of a parking lot in-between the first two nodes must be guaranteed. |
| No destination parking lot between the last two nodes. | A path must end up on a parking lot. The existence of a parking lot in-between the last two nodes must be guaranteed. |

6.2 Warning Messages

Warning messages are written in the VISSIM trace file (with the same name as the input file and the extension *.ERR).

| Warning messages | Description |
|---|--|
| The <network element> with the specified identifier number <number> doesn't exist. | When using the MultiAttValues() methods of object collections, identifier numbers must be passed as parameter. This warning is written in to the trace file for each not existing element. |
| The path <p>, starting from parking lot <plo>, can't be assigned to vehicle <v> parked in parking lot <pl>. | A path p was has been tried to be assigned to a vehicle parked on a different parking lot pl than the origin plo of the path. |

6.3 Tips and Hints

Using Excel as client comes the warning “Microsoft Excel is waiting for another application to complete an OLE action”

A call to the VISSIM COM interface, like RunContinuous in IVissim, is taking more time than the expected. Excel indicates that it is waiting for VISSIM to finish. In order to disable this warning you can set the Excel property DisplayAlerts of the Application object to false.

The VISSIM COM server interface and the VISSIM versions

Because of the currently evolving state of the VISSIM COM server, the interface is subjected to constant enhancements. A direct consequence of interface changes is the no longer consistent type library information of earlier working clients. For this reason it is recommended either to code client with late binding when possible or to recompile the clients (or reset the reference to the VISSIM type library if it is the case of the programming environment) when a new VISSIM version has been installed. On a more complete state of the VISSIM COM server the need of this client actualization will not be longer necessary.

6.4 Registry

The Windows Registry plays a central role during the creation and use of COM objects. The VISSIM COM Server must be appropriately registered before a client can use some of its interfaces (see chapter 1.1 License and Registration on page 11 on how to do this registration).

Different types of information are registered in the system for the use of the VISSIM COM Server. The following detailed list of entries can be used to check the correctness of the registration, when necessary (For notational convenience HKEY_CLASSES_ROOT will be abbreviated to HKCR):

ProgID

```
[HKEY_CLASSES_ROOT\VISSIM.Vissim]
@="Vissim Class"
[HKEY_CLASSES_ROOT\VISSIM.Vissim\CLSID]
@="{2FFFE6E8-47C1-4ad4-97ED-C8E284C9B806}"
[HKEY_CLASSES_ROOT\VISSIM.Vissim\CurVer]
@="VISSIM.Vissim.500"
[HKEY_CLASSES_ROOT\VISSIM.Vissim.500]
@="Vissim Class"
[HKEY_CLASSES_ROOT\VISSIM.Vissim.500\CLSID]
@="{2FFFE6E8-47C1-4ad4-97ED-C8E284C9B806}"
```

AppID

```
[HKEY_CLASSES_ROOT\AppID\{79C4AA74-E6DB-4727-B5A9-2E6D16917263}]
@="VISSIM_COMServer"
[HKEY_CLASSES_ROOT\AppID\VISSIM_COMServer.EXE]
"AppID"="{79C4AA74-E6DB-4727-B5A9-2E6D16917263}"
```

Type library ID

```
[HKEY_CLASSES_ROOT\TypeLib\{0B9A4ADC-F3E4-4513-A129-9F0983C149E9}]
[HKEY_CLASSES_ROOT\TypeLib\{0B9A4ADC-F3E4-4513-A129-9F0983C149E9}\1.0]
@="VISSIM_COMServer 1.0 Type Library"
[HKEY_CLASSES_ROOT\TypeLib\{0B9A4ADC-F3E4-4513-A129-9F0983C149E9}\1.0\0]
[HKEY_CLASSES_ROOT\TypeLib\{0B9A4ADC-F3E4-4513-A129-9F0983C149E9}\1.0\0\win32]
@="C:\Programme\PTV_Vision\VISSIM\Exe\VISSIM.exe"
[HKEY_CLASSES_ROOT\TypeLib\{0B9A4ADC-F3E4-4513-A129-9F0983C149E9}\1.0\FLAGS]
@="0"
[HKEY_CLASSES_ROOT\TypeLib\{0B9A4ADC-F3E4-4513-A129-9F0983C149E9}\1.0\HELPDIR]
@="C:\Programme\PTV_Vision\VISSIM\Exe\VISSIM.exe"
```

VISSIM class object ID

```
[HKCR\CLSID\{2FFFE6E8-47C1-4ad4-97ED-C8E284C9B806}]
@="Vissim Class"
"AppID"="{79C4AA74-E6DB-4727-B5A9-2E6D16917263}"
[HKCR\CLSID\{2FFFE6E8-47C1-4ad4-97ED-C8E284C9B806}\LocalServer32]
@="C:\Programme\PTV_Vision\VISSIM\Exe\VISSIM.exe"
[HKCR\CLSID\{2FFFE6E8-47C1-4ad4-97ED-C8E284C9B806}\ProgID]
@="VISSIM.Vissim.500"
[HKCR\CLSID\{2FFFE6E8-47C1-4ad4-97ED-C8E284C9B806}\Programmable]
[HKCR\CLSID\{2FFFE6E8-47C1-4ad4-97ED-C8E284C9B806}\TypeLib]
@="{0B9A4ADC-F3E4-4513-A129-9F0983C149E9}"
```

```
[HKCR\CLSID\{2FFFE6E8-47C1-4ad4-97ED-C8E284C9B806}\VersionIndependentProgID]  
@="VISSIM.Vissim"
```