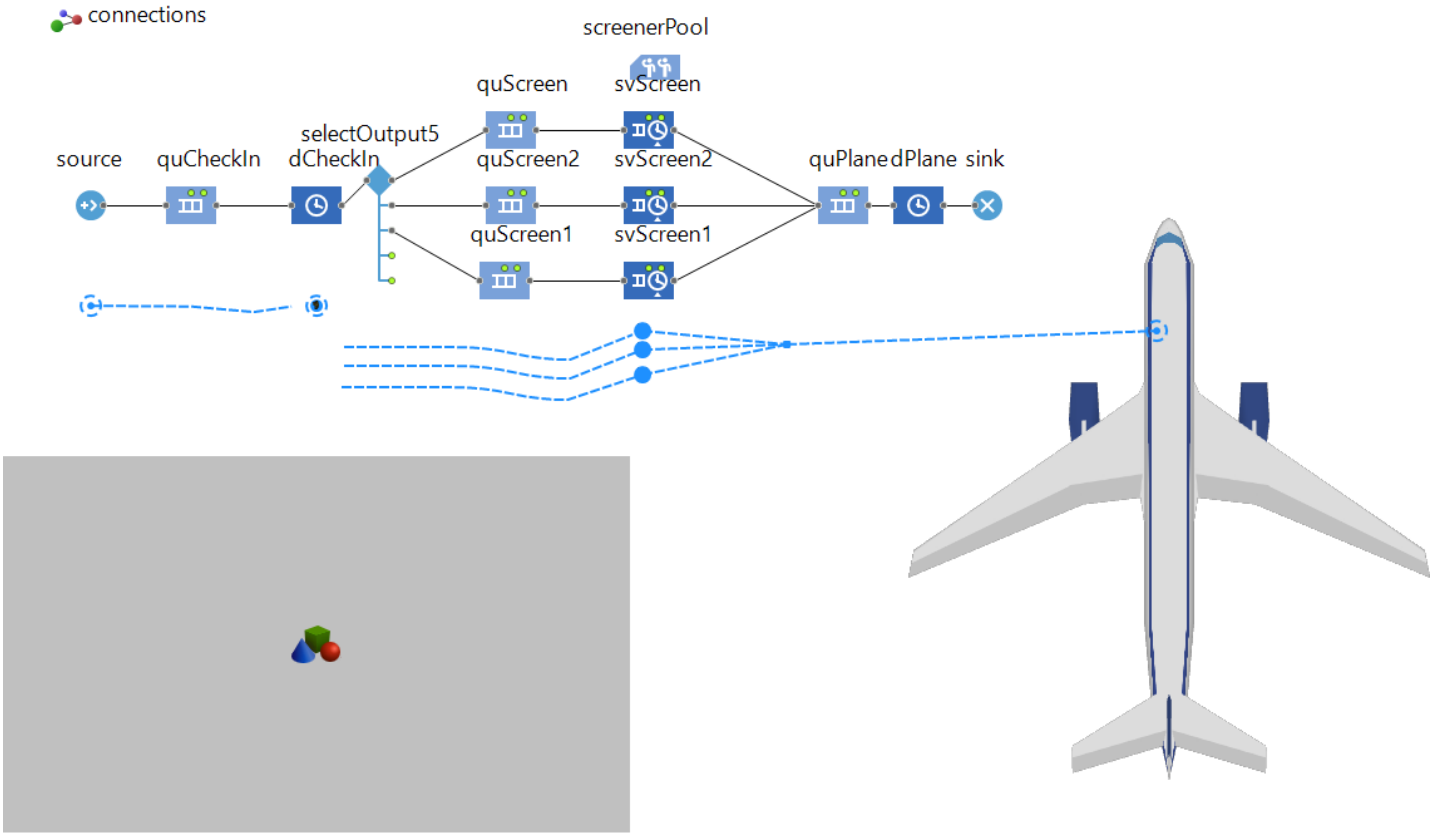


Model: Air2

null	
General	
Model time units	minutes
Numerical methods	
Differentiation Equations Method	Euler
Algebraic Equations Method	Modified Newton
Mixed Equations Method	RK45+Newton
Absolute accuracy	1.0E-5
Time accuracy	1.0E-5
Relative accuracy	1.0E-5
Fixed time step	0.001
Advanced	
Java package name	air2
File Name	C:\Users\jaken\Models\Air2\Air2.alp

Agent Type: Main

null	
Agent in flowcharts	
Use in flowcharts as	Agent
Movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

null	null
General	
Unit	meter
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Source: source

null		null	
General			
Population of agents		false	
Generic Parameters Substitutes		[Generic Parameter Substitute:]	
Population of agents		false	
Generic Parameters Substitutes		[Generic Parameter Substitute:]	
Show name		true	

null	null
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Arrivals defined by	self.RATE
Arrival rate	poisson(30)
Set agent parameters from DB	false
Multiple agents per arrival	false
Limited number of arrivals	false
New agent	new air2.Traveler()
Location of arrival	self.LOCATION_NODE
Node	pointStart
Speed	10
Custom time of start	false
Add agents to:	false
Forced pushing	true

Queue: quCheckIn

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Capacity	53
Maximum capacity	false
Agent location	path
Queuing	self.QUEUEING_FIFO
Enable exit on timeout	false

null	null
Enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Delay: dCheckIn

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Type	self.TIMEOUT
Delay time	exponential(53)
Capacity	1
Maximum capacity	false
Agent location	pointTSA
Forced pushing	false
Restore agent location on exit	true
Force statistics collection	false

Sink: sink

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true

null	null
Public	false
Logging	true

null	null
Destroy policy:	com.anylogic.libraries.processmodeling.Sink.DESTROY_ONLY_CREATED_IN_SOURCE

ResourcePool: screenerPool

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Resource type	self.RESOURCE_STATIC
Capacity defined	self.CAPACITY_DIRECT
Capacity	3
When capacity decreases	false
New resource unit	new Agent()
Home location is	self.HOME_SINGLE_NODE
Home location (nodes)	{}
Show default animation	true
'End of shift' priority	100
'End of shift' preemption policy	self.PP_NO_PREEMPTION
'End of shift' may preempt	true
Breaks	false
Failures / repairs	false
Maintenance	false
Custom tasks	false
Add units to:	false
Force statistics collection	false

Service: svScreen

null	null
General	

null	null
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Seize	true
Resource pool	screenerPool
Number of units	1
Seize policy	self.SEIZE_WHOLE_SET
Queue capacity	100
Maximum queue capacity	false
Delay time	exponential(20)
Send seized resources	false
Agent location (queue)	path2dScreen
Agent location (delay)	pointScreen
Task priority	0
Task may preempt	true
Task preemption policy	self.PP_NO_PREEMPTION
Customize resource choice	false
Queue: exit on timeout	false
Queue: enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Queue: quScreen

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	

null	null
Show at runtime	true
Public	false
Logging	true

null	null
Capacity	100
Maximum capacity	false
Agent location	path2dScreen
Queuing	self.QUEUEING_FIFO
Enable exit on timeout	false
Enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Queue: quScreen1

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Capacity	100
Maximum capacity	false
Agent location	path2dScreen1
Queuing	self.QUEUEING_FIFO
Enable exit on timeout	false
Enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Queue: quScreen2

null	null
General	
Population of agents	false

null	null
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Capacity	100
Maximum capacity	false
Agent location	path2dScreen2
Queuing	self.QUEUEING_FIFO
Enable exit on timeout	false
Enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

SelectOutput5: selectOutput5

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Use:	self.TYPE_EXIT_NUMBER
Exit number [1..5]	uniform_discr(1, 3)

Service: svScreen1

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Seize	true
Resource pool	screenerPool
Number of units	1
Seize policy	self.SEIZE_WHOLE_SET
Queue capacity	100
Maximum queue capacity	false
Delay time	exponential(20)
Send seized resources	false
Agent location (queue)	path2dScreen
Agent location (delay)	pointScreen
Task priority	0
Task may preempt	true
Task preemption policy	self.PP_NO_PREEMPTION
Customize resource choice	false
Queue: exit on timeout	false
Queue: enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Service: svScreen2

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location

null	null
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Seize	true
Resource pool	screenerPool
Number of units	1
Seize policy	self.SEIZE_WHOLE_SET
Queue capacity	100
Maximum queue capacity	false
Delay time	exponential(20)
Send seized resources	false
Agent location (queue)	path2dScreen
Agent location (delay)	pointScreen
Task priority	0
Task may preempt	true
Task preemption policy	self.PP_NO_PREEMPTION
Customize resource choice	false
Queue: exit on timeout	false
Queue: enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Queue: quPlane

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Capacity	100
Maximum capacity	false
Agent location	path2plane

null	null
Queuing	self.QUEUEING_FIFO
Enable exit on timeout	false
Enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Delay: dPlane

null	null
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Movement	
Initial Speed Code	(10 : MPS)
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

null	null
Type	self.TIMEOUT
Delay time	exponential(80)
Capacity	1
Maximum capacity	false
Agent location	pointPlane
Forced pushing	false
Restore agent location on exit	true
Force statistics collection	false

3D Object: airliner

null	null
General	
Scale	1.0
Auto scale	true
File Name	x3d/airliner.x3d
Show at runtime	true
Lock	false
Public	true
Position and size	
x	930.0

null	null
y	325.0
z	0.0
Rotation	270.0
Advanced	
Show in	2D and 3D
Enable AnyLogic light shaders	true
Show name	false

3D Object: officer

null	null
General	
Scale	1.0
Auto scale	true
File Name	x3d/officer.x3d
Show at runtime	true
Lock	false
Public	true
Position and size	
x	250.0
y	180.0
z	0.0
Rotation	180.0
Advanced	
Show in	2D and 3D
Enable AnyLogic light shaders	true
Show name	false

3D Object: detector1

null	null
General	
Scale	1.0
Auto scale	true
File Name	x3d/detector.x3d
Show at runtime	true
Lock	false
Public	true
Position and size	
x	510.0
y	215.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Enable AnyLogic light shaders	true
Show name	false

3D Object: detector2

null	null
General	
Scale	1.0
Auto scale	true
File Name	x3d/detector.x3d
Show at runtime	true
Lock	false
Public	true
Position and size	
x	510.0
y	235.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Enable AnyLogic light shaders	true
Show name	false

3D Object: detector3

null	null
General	
Scale	1.0
Auto scale	true
File Name	x3d/detector.x3d
Show at runtime	true
Lock	false
Public	true
Position and size	
x	510.0
y	200.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Enable AnyLogic light shaders	true
Show name	false

3D Window: window3d

null	null
General	
Navigation type	Full
Position and size	
x	0.0
Width	500.0
y	300.0
Height	300.0
Advanced	
Make Default View Area	true

null	null
Show name	false
Far Clipping Distance	2000.0

Link to agents: connections

null	null
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Point Node: pointTSA

null	null
General	
Line color	dodgerBlue
Show at runtime	true
Lock	false
Public	true
Position and size	
x	250.0
y	180.0
z	0.0
Radius	3.0
Advanced	
Show in	2D and 3D
Show name	false

Path: path2dScreen1

null	null
General	
Bidirectional	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Type	Dashed line
Line color	dodgerBlue
Line width	2.0
Position and size	
x	272.0
y	213.0
z	0.0
Advanced	
Show in	2D and 3D

null	null
Show name	false

Network: network

null	null
General	
z	0.0
Show at runtime	true
Lock	false
Public	true
Advanced	
Show in	2D and 3D

Point Node: pointPlane

null	null
General	
Line color	dodgerBlue
Show at runtime	true
Lock	false
Public	true
Position and size	
x	920.0
y	200.0
z	0.0
Radius	1.0
Advanced	
Show in	2D and 3D
Show name	false

Path: path1

null	null
General	
Bidirectional	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Type	Dashed line
Line color	dodgerBlue
Line width	2.0
Position and size	
x	510.0
y	235.0
z	0.0
Advanced	
Show in	2D and 3D
Show name	false

Path: path2

null	
General	
Bidirectional	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Type	Dashed line
Line color	dodgerBlue
Line width	2.0
Position and size	
x	510.0
y	215.0
z	0.0
Advanced	
Show in	2D and 3D
Show name	false

Point Node: pointScreen2

null	
General	
Dynamic: Color	svScreen.size() > 0 ? red : green
Line color	dodgerBlue
Show at runtime	true
Lock	false
Public	true
Position and size	
x	510.0
y	235.0
z	0.0
Radius	5.0
Advanced	
Show in	2D and 3D
Show name	false

Point Node: pointScreen

null	
General	
Dynamic: Color	svScreen2.size() > 0 ? red : green
Line color	dodgerBlue
Show at runtime	true
Lock	false
Public	true
Position and size	
x	510.0
y	200.0

null	null
z	0.0
Radius	5.0
Advanced	
Show in	2D and 3D
Show name	false

Point Node: pointScreen1

null	null
General	
Dynamic: Color	svScreen1.size() > 0 ? red : green
Line color	dodgerBlue
Show at runtime	true
Lock	false
Public	true
Position and size	
x	510.0
y	215.0
z	0.0
Radius	5.0
Advanced	
Show in	2D and 3D
Show name	false

Path: path2plane

null	null
General	
Bidirectional	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Type	Dashed line
Line color	dodgerBlue
Line width	2.0
Position and size	
x	625.0289861874351
y	210.79162245655726
z	0.0
Advanced	
Show in	2D and 3D
Show name	false

Path: path2dScreen2

null	null
General	
Bidirectional	true

null	null
Show at runtime	true
Lock	false
Public	true
Appearance	
Type	Dashed line
Line color	dodgerBlue
Line width	2.0
Position and size	
x	272.0
y	228.0
z	0.0
Advanced	
Show in	2D and 3D
Show name	false

Path: path2dScreen

null	null
General	
Bidirectional	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Type	Dashed line
Line color	dodgerBlue
Line width	2.0
Position and size	
x	270.0
y	245.0
z	0.0
Advanced	
Show in	2D and 3D
Show name	false

Path: path3

null	null
General	
Bidirectional	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Type	Dashed line
Line color	dodgerBlue
Line width	2.0
Position and size	
x	510.0

null	null
y	200.0
z	0.0
Advanced	
Show in	2D and 3D
Show name	false

Point Node: point1

null	null
General	
Line color	dodgerBlue
Show at runtime	true
Lock	false
Public	true
Position and size	
x	625.029
y	210.792
z	0.0
Radius	1.0
Advanced	
Show in	2D and 3D
Show name	false

Network: network1

null	null
General	
z	0.0
Show at runtime	true
Lock	false
Public	true
Advanced	
Show in	2D and 3D

Point Node: pointStart

null	null
General	
Line color	dodgerBlue
Show at runtime	true
Lock	false
Public	true
Position and size	
x	70.0
y	180.0
z	0.0
Radius	1.0
Advanced	
Show in	2D and 3D


null	null
Show name	false

Path: path


null	null
General	
Bidirectional	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Type	Dashed line
Line color	dodgerBlue
Line width	2.0
Position and size	
x	70.0
y	180.0
z	0.0
Advanced	
Show in	2D and 3D
Show name	false

Agent Type: Traveler

null	null
Agent in flowcharts	
Use in flowcharts as	Agent
Movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false

 connections

✖

 parameter

Scale: scale

null	null
General	
Unit	meter
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Parameter: parameter

null	null
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

3D Object: person

null	null
General	
Scale	1.0
Auto scale	true
File Name	x3d/person.x3d
Show at runtime	true
Lock	false
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Enable AnyLogic light shaders	true
Show name	false

Link to agents: connections

null		null	
General			
Show at runtime		true	
Show name		true	
Communication			
Message type		Object	
Animation			
Draw line		false	

Simulation Experiment: Simulation

null	null
General	
Maximum available memory	256
Agent type	Main
Model time	
Execution mode	Real time with scale
Real time scale	1.0
Stop option	Never
Initial time	0.0
Initial date	Sun Mar 19 00:00:00 GMT 2017
Randomness	
Random Number Generation Type	Fixed seed (reproducible simulation runs)
Seed value	1
Selection mode for simultaneous events	LIFO (in the reverse order of scheduling)
Window	
Title	Air1 : Simulation
Width	1000.0
Height	600.0
Enable panning	true
Enable zoom	true
Maximized size	false
Close confirmation	false
Advanced	
Enable Antialiasing	true
Enable Enhanced Model Elements Animation	true
Adaptive frame management	true
CPU time balance	1 : 2
Load root from snapshot	false

Air1

Run

Text: text

null	null
General	
Show at runtime	true
Lock	false
Text	
Text	Air1
Appearance	
Color	royalBlue
Alignment	LEFT
Position and size	
x	40.0
y	30.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Button: button

null	null
General	
Enabled	true
Dynamic: Label	getState() == IDLE ? "Run" : "Top level agent"
Label text	Run
Action	
Action	if (getState() == IDLE) run(); getPresentation().setPresentable(getEngine().getRoot());
Position and size	
x	40.0
Width	100.0
y	80.0
Height	30.0
Advanced	
Show name	false