

Name: Initialize

State like ☐ instantly

Actions (1) Entry Actions (0) Exit Actions (0)

If Then Else(Not(IsEmpty(Select('[Untitled] InstanceOf(Untitled, Factory)', GetAllObjects(true, t...

If Then Else

Not (= predicate)

IsEmpty(Select('[Untitled] InstanceOf(Untitled, Factory)', GetAllObjects(true, true)))

Block (= then)

SetVariable

variable: Currently Observed Factory

GetFirst(Select('[Untitled] InstanceOf(Untitled, Factory)', GetAllObjects(true, true)))

SetVariable

variable: Position Of Factory

GetPosition(GetSpatialInfo(GetVariable(Currently Observed Factory))) (= value)

Noop() (= else)

Name: Move To Factory

State like ☐ instantly

Actions (2) Entry Actions (0) Exit Actions (0)

MoveTowardsPos(GetMySpatialInfo(), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOf  
If Then Else(Equal(GetMyPosition(), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOf

MoveTowardsPos

GetMySpatialInfo() (= object)

GetPosition (= targetposition)

GetSpatialInfo(GetFirst(GetAllObjectsOfType(Factory, true, true)))

GetSpeed(GetMySpatialInfo()) (= radius)

Name: Move To Factory

State like ☐ instantly

Actions (2)

Entry Actions (0)

Exit Actions (0)

MoveTowardsPos(GetMySpatialInfo(), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Factory, true, true))))))  
If Then Else(Equal(GetMyPosition(), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Factory, true, true))))))

If Then Else

Equal (= predicate)

GetMyPosition()

GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Factory, true, true))))

SetVariable(Arrived at Factory, true) (= then)

Noop() (= else)

Name: arrived Factory

State like ☐ instantly

Actions (4)

Entry Actions (0)

Exit Actions (0)

SetVariable(Load, Min(GetVariableFrom(Stock X, GetVariable(Currently Observed Factory)), GetVariable(Max Load)))  
SetVariable(Arrived at Factory, false)  
SetVariableOf(Stock X, -(GetVariableFrom(Stock X, GetVariable(Currently Observed Factory)), GetVariable(Max Load)))  
If Then Else(Not(IsEmpty(Select('[Untitled] InstanceOf(Untitled, Store)', GetAllObjects(true))))

SetVariable

variable: Load

Min (= value)

GetVariableFrom(Stock X, GetVariable(Currently Observed Factory))

GetVariable(Max Load)

Name: arrived Factory

State like ☐ instantly

Actions (4)

Entry Actions (0)

Exit Actions (0)

SetVariable(Load, Min(GetVariableFrom(Stock X, GetVariable(Currently Observed

SetVariable(Arrived at Factory, false)

SetVariableOf(Stock X, -(GetVariableFrom(Stock X, GetVariable(Currently Observed

If Then Else(Not(IsEmpty(Select('[Untitled] InstanceOf(Untitled, Store)', GetAllObj

SetVariable

variable: Arrived at Factory

value: false

Name: arrived Factory

State like ☐ instantly

Actions (4)

Entry Actions (0)

Exit Actions (0)

SetVariable(Load, Min(GetVariableFrom(Stock X, GetVariable(Currently Observed Factory)), GetVariable(Load))

SetVariable(Arrived at Factory, false)

SetVariableOf(Stock X, -(GetVariableFrom(Stock X, GetVariable(Currently Observed Factory)), GetVariable(Load))

If Then Else(Not(IsEmpty(Select('[Untitled] InstanceOf(Untitled, Store)', GetAllObjects(true, true))),

SetVariableOf

variable: Stock X

-(GetVariableFrom(Stock X, GetVariable(Currently Observed Factory)), GetVariable(Load))

GetVariable(Currently Observed Factory) (= body)

Name: arrived Factory

State like ☐ instantly

Actions (4) Entry Actions (0) Exit Actions (0)

SetVariable(Load, Min(GetVariableFrom(Stock X, GetVariable(Currently Observed Factory)), GetVariable(Currently Observed Store), GetVariable(Currently Observed Store)))

SetVariable(Arrived at Factory, false)

SetVariableOf(Stock X, -(GetVariableFrom(Stock X, GetVariable(Currently Observed Factory))), GetVariable(Currently Observed Store))

If Then Else(Not(IsEmpty(Select('Untitled] InstanceOf(Untitled, Store)', GetAllObjects(true, true))), GetVariable(Currently Observed Store), GetVariable(Currently Observed Store))

If Then Else

- Not (= predicate)
  - IsEmpty(Select('Untitled] InstanceOf(Untitled, Store)', GetAllObjects(true, true)))
- Block (= then)
  - SetVariable
    - variable: Currently Observed Store
    - GetFirst(Select('Untitled] InstanceOf(Untitled, Store)', GetAllObjects(true, true)))
  - SetVariable(Position Of Store, GetPosition(GetSpatialInfo(GetVariable(Currently Observed Store))))
- Noop() (= else)

Name: Unload at Store

State like ☐ instantly

Actions (3) Entry Actions (0) Exit Actions (0)

SetVariableOf(Stock X, +(GetVariableFrom(Stock X, GetVariable(Currently Observed Store)), GetVariable(Load)), GetVariable(Currently Observed Store))

SetVariable(Load, -(GetVariable(Load), Min(GetVariable(Load), -(GetVariableFrom(Stock X Max, GetVariable(Currently Observed Store)))))

SetVariable(Arrived at Store, false)

SetVariableOf

- variable: Stock X
- +(GetVariableFrom(Stock X, GetVariable(Currently Observed Store)), GetVariable(Load))
- GetVariable(Currently Observed Store) (= body)

Name: Unload at Store

State like ☐ instantly

Actions (3) Entry Actions (0) Exit Actions (0)

SetVariableOf(Stock X, +(GetVariableFrom(Stock X, GetVariable(Currently Observed Store)), GetVari...  
 SetVariable(Load, -(GetVariable(Load), Min(GetVariable(Load), -(GetVariableFrom(Stock X Max, GetV...  
 SetVariable(Arrived at Store, false)

SetVariable

- variable: Load
- (= value)
  - GetVariable(Load)
  - Min
    - GetVariable(Load)
    - - GetVariableFrom(Stock X Max, GetVariable(Currently Observed Store))
      - GetVariableFrom(Stock X, GetVariable(Currently Observed Store))

Name: Unload at Store

State like ☐ instantly

Actions (3) Entry Actions (0) Exit Actions (0)

SetVariableOf(Stock X, +(GetVariableFrom(Stock X, GetVariable(Currently Observed  
 SetVariable(Load, -(GetVariable(Load), Min(GetVariable(Load), -(GetVariableFrom(S  
 SetVariable(Arrived at Store, false)

SetVariable

- variable: Arrived at Store
- value: false

Name: Move To Store

State like ☐ instantly

Actions (2) Entry Actions (0) Exit Actions (0)

MoveTowardsPos(GetMySpatialInfo(), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Store, true, true))), GetSpeed(GetMySpatialInfo())) (= **object**)

If Then Else(Equal(GetMyPosition(), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Store, true, true)))) (= **targetposition**))

MoveTowardsPos

- GetMySpatialInfo() (= **object**)
- GetPosition (= **targetposition**)
  - GetSpatialInfo(GetFirst(GetAllObjectsOfType(Store, true, true)))
- GetSpeed(GetMySpatialInfo()) (= **radius**)

Name: Move To Store

State like ☐ instantly

Actions (2) Entry Actions (0) Exit Actions (0)

MoveTowardsPos(GetMySpatialInfo(), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Store, true, true))), GetSpeed(GetMySpatialInfo())) (= **object**)

If Then Else(Equal(GetMyPosition(), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Store, true, true)))) (= **targetposition**))

If Then Else

- Equal (= **predicate**)
  - GetMyPosition()
  - GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Store, true, true))))
- SetVariable(Arrived at Store, true) (= **then**)
- Noop() (= **else**)