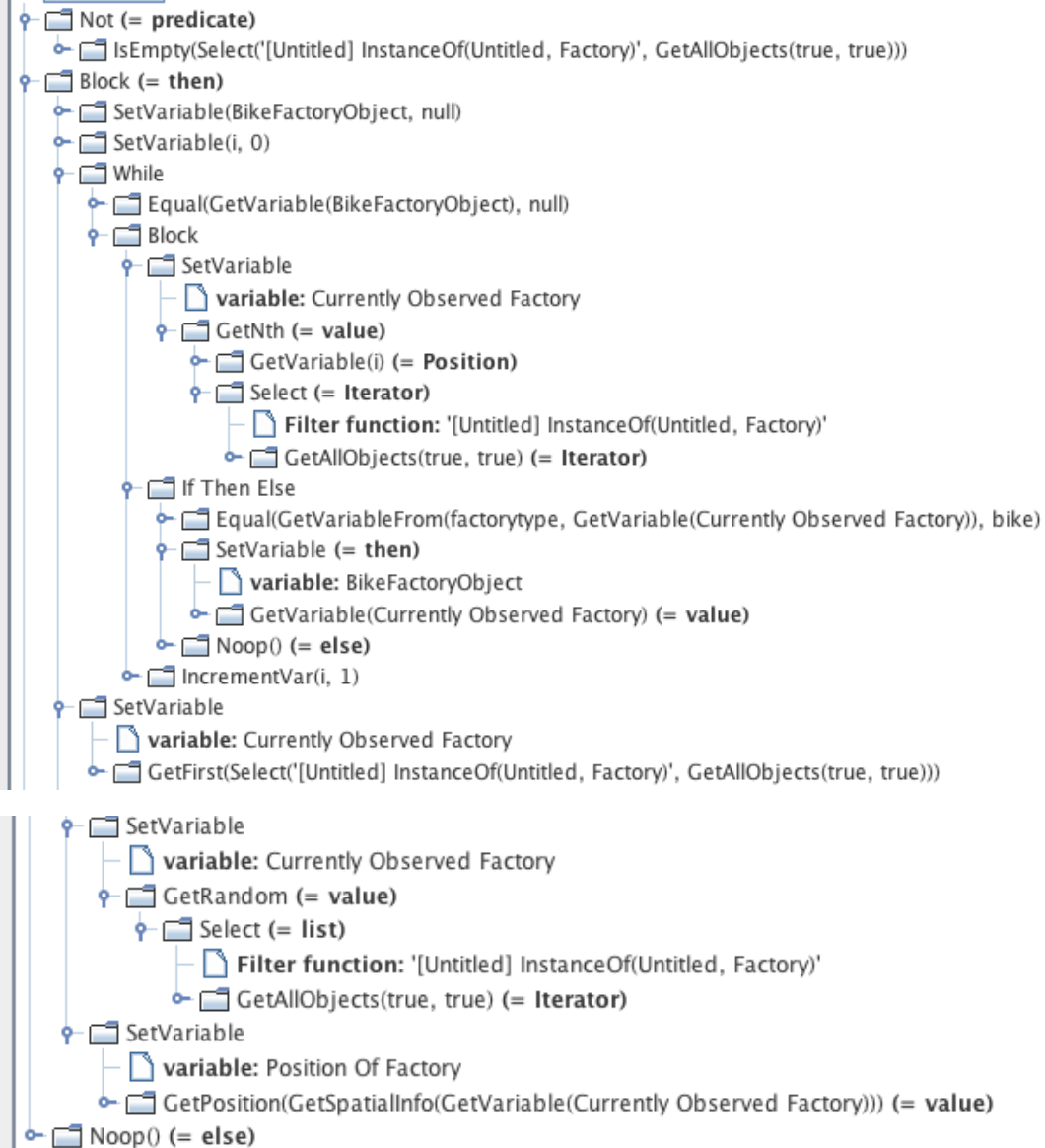


Name: Initialize

State like ☐ instantly

If Then Else



Name:

State like  ☐ instantly

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

MoveTowardsPos(GetMySpatialInfo(), GetPosition(GetSpatialInfo(GetVariable(Currently Observed Factory))), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Factory, true, true))))), SetVariable(Arrived at Factory, true)

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

MoveTowardsPos

- GetMySpatialInfo() (= **object**)
- GetPosition (= **targetposition**)
  - GetSpatialInfo(GetVariable(Currently Observed Factory))
- GetSpeed(GetMySpatialInfo()) (= **radius**)

Name:

State like  ☐ instantly

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

MoveTowardsPos(GetMySpatialInfo(), GetPosition(GetSpatialInfo(GetVariable(Currently Observed Factory))), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Factory, true, true))))), SetVariable(Arrived at Factory, true)

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

If Then Else

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

Name:

From:

To:

GetVariable

- variable: Arrived at Factory



Name: arrived Factory

State like  ☐ instantly

Actions (5) Entry Actions (0) Exit Actions (0)

SetVariable(Load, Min(GetVariable(Max Load), GetVariableFrom(Sto  
SetVariable(typeLoad, GetVariableFrom(factorytype, GetVariable(C  
SetVariable(Arrived at Factory, false)

If Then Else(Not(IsEmpty(Select('[Untitled] InstanceOf(Untitled, Sto  
If Then Else(Equal(GetVariableFrom(factorytype, GetVariable(Curre

SetVariable

- variable: Arrived at Factory
- value: false

Name: arrived Factory

State like  ☐ instantly

Actions (5) Entry Actions (0) Exit Actions (0)

SetVariable(Load, Min(GetVariable(Max Load), GetVariableFrom(Stock X, GetVariable(Currently Obser...  
SetVariable(typeLoad, GetVariableFrom(factorytype, GetVariable(Currently Observed Factory)))  
SetVariable(Arrived at Factory, false)  
If Then Else(Not(IsEmpty(Select('[Untitled] InstanceOf(Untitled, Store)', GetAllObjects(true, tru...  
If Then Else(Equal(GetVariableFrom(factorytype, GetVariable(Currently Observed Factory)), bike), ...

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: arrived Factory

State like ☐ instantly

Actions (5) Entry Actions (0) Exit Actions (0)

SetVariable(Load, Min(GetVariable(Max Load), GetVariableFrom(Stock X, GetVariable(Currently Obser...  
SetVariable(typeLoad, GetVariableFrom(factorytype, GetVariable(Currently Observed Factory)))  
SetVariable(Arrived at Factory, false)  
If Then Else(Not(IsEmpty(Select('[Untitled] InstanceOf(Untitled, Store)', GetAllObjects(true, tru...  
If Then Else(Equal(GetVariableFrom(factorytype, GetVariable(Currently Observed Factory)), bike), ...

---

**If Then Else**

- Equal(GetVariableFrom(factorytype, GetVariable(Currently Observed Factory)), bike)
  - Block (= then)
    - SetVariableOf
      - variable: Stock X
        - (GetVariableFrom(Stock X, GetVariable(Currently Observed Factory)), GetVariable(Load))
        - GetVariable(Currently Observed Factory) (= body)
      - SetVariable(gotoStore, true)
    - Block (= else)
      - SetVariable(gotoStore, false)
      - SetVariableOf
        - variable: Stock X
          - (GetVariableFrom(Stock X, GetVariable(Currently Observed Factory)), GetVariable(Load))
          - GetVariable(Currently Observed Factory) (= body)
        - SetVariable(Currently Observed Factory, GetVariable(BikeFactoryObject))

Name: Move To Bike

State like ☐ instantly

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

MoveTowardsPos(GetMySpatialInfo(), GetPosition(GetSpatialInfo(GetV  
If Then Else(Equal(GetMyPosition(), GetPosition(GetSpatialInfo(GetFirs

---

**MoveTowardsPos**

- GetMySpatialInfo() (= object)
- GetPosition (= targetposition)
  - GetSpatialInfo(GetVariable(Currently Observed Factory))
- GetSpeed(GetMySpatialInfo()) (= radius)

Name: Move To Bike

State like ☐ instantly

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

MoveTowardsPos(GetMySpatialInfo(), GetPosition(GetSpatialInfo(GetVariable(Currently Observed F:  
If Then Else(Equal(GetMyPosition(), GetPosition(GetSpatialInfo(GetFirst(GetAllObjectsOfType(Facto.

If Then Else

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

Name: Unload at Bike

State like ☐ instantly

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

If Then Else(Equal(GetVariable(typeLoad), frame), Block(SetVariable(Load Aux, Min(GetVariable(Loa...  
SetVariable(Load, -(GetVariable(Load), GetVariable(Load Aux)))  
SetVariable(Arrived at Store, false)  
SetVariable(gotoStore, true)

If Then Else

- Equal(GetVariable(typeLoad), frame) (= predicate)
- Block (= then)
  - SetVariable
    - variable: Load Aux
      - Min (= value)
        - GetVariable(Load)
        - - GetVariableFrom(Stock A Max, GetVariable(Currently Observed Factory))
          - GetVariableFrom(Stock A, GetVariable(Currently Observed Factory))
    - SetVariableOf
      - variable: Stock A
        - + (= new value)
          - GetVariableFrom(Stock A, GetVariable(Currently Observed Factory))
          - GetVariable(Load Aux)
  - GetVariable(Currently Observed Factory) (= body)



Name: Unload at Bike

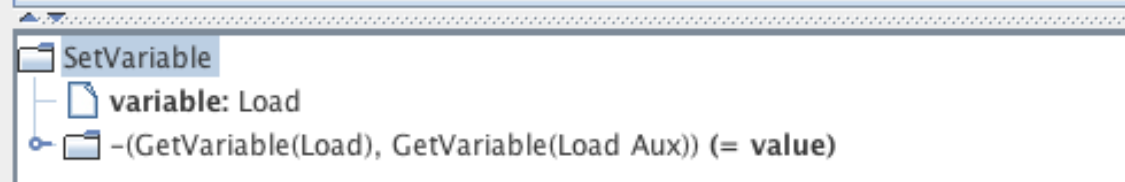
State like ☐ instantly

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

If Then Else(Equal(GetVariable(typeLoad), frame), Block(SetVariable(Load Aux, Min(GetVariable(Load), GetVariable(Load Aux))))

SetVariable(Arrived at Store, false)

SetVariable(gotoStore, true)



Name: Unload at Bike

State like ☐ instantly

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

If Then Else(Equal(GetVariable(typeLoad), frame), Block(SetVariable(Load Aux, Min(GetVariable(Load), GetVariable(Load Aux))))

SetVariable(Arrived at Store, false)

SetVariable(gotoStore, true)



Name: Unload at Bike

State like



☐ instantly

Actions (4)

Entry Actions (0)

Exit Actions (0)

If Then Else(Equal(GetVariable(typeLoad), frame), Block(SetVariable(Load, SetVariable(Load, -(GetVariable(Load)), GetVariable(Load Aux)))  
SetVariable(Arrived at Store, false)  
SetVariable(gotoStore, true)

SetVariable

variable: gotoStore

value: true

Name: Move To Store

State like



☐ instantly

Actions (2)

Entry Actions (0)

Exit Actions (0)

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

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))))

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

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

Noop() (= else)

Name: Unload at Store

State like  ☐ instantly

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

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

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

SetVariable(Load, -(GetVariable(Load), GetVariable(Load Aux)))

SetVariable(Arrived at Store, false)

SetVariable

variable: Load Aux

Min (= value)

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 (4)

Entry Actions (0)

Exit Actions (0)

```
SetVariable(Load Aux, Min(GetVariable(Load), -(GetVariableFrom(Stock X Max,  
SetVariableOf(Stock X, +(GetVariableFrom(Stock X, GetVariable(Currently Obs  
SetVariable(Load, -(GetVariable(Load), GetVariable(Load Aux)))  
SetVariable(Arrived at Store, false)
```

SetVariableOf

variable: Stock X

+ (= new value)

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

GetVariable(Load Aux)

GetVariable(Currently Observed Store) (= body)

Name: Unload at Store

State like ☐ instantly

Actions (4)

Entry Actions (0)

Exit Actions (0)

```
SetVariable(Load Aux, Min(GetVariable(Load), -(GetVariableFrom(Stock X  
SetVariableOf(Stock X, +(GetVariableFrom(Stock X, GetVariable(Currentl  
SetVariable(Load, -(GetVariable(Load), GetVariable(Load Aux)))  
SetVariable(Arrived at Store, false)
```

SetVariable

variable: Load

-(GetVariable(Load), GetVariable(Load Aux)) (= value)

Name: Unload at Store

State like ☐ instantly

Actions (4)

Entry Actions (0)

Exit Actions (0)

```
SetVariable(Load Aux, Min(GetVariable(Load), -(GetVariableFrom(Stock X, GetVariable(Current Load, GetVariable(Load Aux))))))
SetVariable(Load, -(GetVariable(Load), GetVariable(Load Aux)))
SetVariable(Arrived at Store, false)
```

SetVariable

variable: Arrived at Store

value: false