0 bunchid:0 @0/ 0: start ID=322 / top level operator

nexts= 0:avatar transition/ ID=348 in block Collision\_Avoidance (silent)

attributes=0 0 50

1 bunchid:0 @0/ 0: start ID=363 / top level operator

nexts= 0:avatar transition/ ID=366 in block DC\_Motor (silent)

attributes=0

2 bunchid:0 @0/ 0: start ID=373 / top level operator

nexts= 0:avatar transition/ ID=377 in block Ultrasonic\_Sensor (silent)

attributes=0

3 bunchid:0 @0/ 0: avatar transition ID=348 / top level operator

value:Empty transition

nexts= 0:Waiting/ ID=321 in block Collision\_Avoidance (silent)

attributes=0 0 50

4 bunchid:0 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 0 50

5 bunchid:0 @0/ 0: avatar transition ID=366 / top level operator

value:Empty transition

nexts= 0:dc\_init/ ID=362 in block DC\_Motor (silent)

attributes=0

6 bunchid:0 @0/ 0: dc\_init ID=362 / top level operator

nexts= 0:avatar transition/ ID=367 in block DC\_Motor (silent)

attributes=0

7 bunchid:0 @0/ 0: avatar transition ID=367 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

8 bunchid:0 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

9 bunchid:0 @0/ 0: avatar transition ID=377 / top level operator

value:Empty transition

nexts= 0:us\_init/ ID=372 in block Ultrasonic\_Sensor (silent)

attributes=0

10 bunchid:0 @0/ 0: us\_init ID=372 / top level operator

nexts= 0:avatar transition/ ID=375 in block Ultrasonic\_Sensor (silent)

attributes=0

11 bunchid:0 @0/ 0: avatar transition ID=375 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=0

12 bunchid:0 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=0

13 bunchid:0 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 0 50

14 bunchid:0 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 0 50

15 bunchid:0 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

16 bunchid:0 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

17 bunchid:1 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

18 bunchid:1 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 0 50

19 bunchid:1 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

20 bunchid:1 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

21 bunchid:1 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

22 bunchid:1 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=0

23 bunchid:1 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

24 bunchid:2 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

25 bunchid:2 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

26 bunchid:2 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 45 50

action#0: 45

27 bunchid:3 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 45 50

28 bunchid:3 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

29 bunchid:3 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

30 bunchid:3 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 45 50

31 bunchid:3 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

32 bunchid:3 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

33 bunchid:4 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

34 bunchid:4 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

35 bunchid:5 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

36 bunchid:5 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

37 bunchid:5 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

38 bunchid:5 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

39 bunchid:5 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

40 bunchid:6 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

41 bunchid:6 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

42 bunchid:6 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

43 bunchid:6 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

44 bunchid:6 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

45 bunchid:6 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

46 bunchid:6 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

47 bunchid:7 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

48 bunchid:7 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

49 bunchid:7 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

50 bunchid:7 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

51 bunchid:7 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

52 bunchid:7 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

53 bunchid:8 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

54 bunchid:8 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

55 bunchid:9 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

56 bunchid:9 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

57 bunchid:9 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

58 bunchid:9 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

59 bunchid:9 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

60 bunchid:10 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

61 bunchid:10 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

62 bunchid:10 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

63 bunchid:10 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

64 bunchid:10 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

65 bunchid:10 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

66 bunchid:10 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

67 bunchid:11 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

68 bunchid:11 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

69 bunchid:11 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

70 bunchid:11 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

71 bunchid:11 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

72 bunchid:12 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

73 bunchid:12 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

74 bunchid:12 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

75 bunchid:12 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

76 bunchid:12 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

77 bunchid:13 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

78 bunchid:13 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

79 bunchid:13 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

80 bunchid:13 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

81 bunchid:13 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

82 bunchid:13 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

83 bunchid:13 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

84 bunchid:14 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

85 bunchid:14 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

86 bunchid:14 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

87 bunchid:15 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

88 bunchid:15 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

89 bunchid:15 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

90 bunchid:15 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

91 bunchid:15 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

92 bunchid:16 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

93 bunchid:16 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

94 bunchid:16 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

95 bunchid:16 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

96 bunchid:16 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

97 bunchid:17 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

98 bunchid:17 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

99 bunchid:17 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

100 bunchid:17 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

101 bunchid:17 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

102 bunchid:17 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

103 bunchid:17 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

104 bunchid:18 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

105 bunchid:18 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

106 bunchid:18 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

107 bunchid:19 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

108 bunchid:19 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

109 bunchid:19 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

110 bunchid:19 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

111 bunchid:19 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

112 bunchid:19 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

113 bunchid:20 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

114 bunchid:20 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

115 bunchid:21 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

116 bunchid:21 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

117 bunchid:21 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

118 bunchid:21 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

119 bunchid:21 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

120 bunchid:22 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

121 bunchid:22 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

122 bunchid:22 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

123 bunchid:22 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

124 bunchid:22 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

125 bunchid:22 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

126 bunchid:22 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

127 bunchid:23 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

128 bunchid:23 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

129 bunchid:23 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

130 bunchid:23 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

131 bunchid:23 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

132 bunchid:24 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

133 bunchid:24 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

134 bunchid:24 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

135 bunchid:25 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

136 bunchid:25 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

137 bunchid:25 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

138 bunchid:25 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

139 bunchid:25 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

140 bunchid:26 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

141 bunchid:26 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

142 bunchid:26 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

143 bunchid:26 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

144 bunchid:26 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

145 bunchid:26 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

146 bunchid:26 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

147 bunchid:27 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

148 bunchid:27 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

149 bunchid:27 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

150 bunchid:27 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

151 bunchid:27 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

152 bunchid:27 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

153 bunchid:28 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

154 bunchid:28 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

155 bunchid:29 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

156 bunchid:29 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

157 bunchid:29 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

158 bunchid:29 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

159 bunchid:29 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

160 bunchid:30 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

161 bunchid:30 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

162 bunchid:30 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

163 bunchid:30 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

164 bunchid:30 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

165 bunchid:30 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

166 bunchid:30 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

167 bunchid:31 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

168 bunchid:31 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

169 bunchid:31 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

170 bunchid:31 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

171 bunchid:31 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

172 bunchid:32 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

173 bunchid:32 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

174 bunchid:32 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

175 bunchid:33 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

176 bunchid:33 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

177 bunchid:33 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

178 bunchid:33 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

179 bunchid:33 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

180 bunchid:34 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

181 bunchid:34 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

182 bunchid:34 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

183 bunchid:34 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

184 bunchid:34 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

185 bunchid:34 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

186 bunchid:34 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

187 bunchid:35 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

188 bunchid:35 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

189 bunchid:35 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

190 bunchid:35 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

191 bunchid:35 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

192 bunchid:36 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

193 bunchid:36 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

194 bunchid:36 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

195 bunchid:37 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

196 bunchid:37 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

197 bunchid:37 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

198 bunchid:37 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

199 bunchid:37 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

200 bunchid:38 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

201 bunchid:38 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

202 bunchid:38 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

203 bunchid:38 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

204 bunchid:38 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

205 bunchid:38 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

206 bunchid:38 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

207 bunchid:39 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

208 bunchid:39 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

209 bunchid:39 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

210 bunchid:39 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

211 bunchid:39 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

212 bunchid:40 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

213 bunchid:40 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

214 bunchid:40 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

215 bunchid:41 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

216 bunchid:41 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

217 bunchid:41 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

218 bunchid:41 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

219 bunchid:41 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

220 bunchid:42 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

221 bunchid:42 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

222 bunchid:42 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

223 bunchid:42 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

224 bunchid:42 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

225 bunchid:42 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

226 bunchid:42 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

227 bunchid:43 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

228 bunchid:43 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

229 bunchid:43 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

230 bunchid:43 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

231 bunchid:43 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

232 bunchid:44 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

233 bunchid:44 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

234 bunchid:44 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

235 bunchid:44 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

236 bunchid:44 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

237 bunchid:45 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

238 bunchid:45 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

239 bunchid:45 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

240 bunchid:45 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

241 bunchid:45 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

242 bunchid:45 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

243 bunchid:45 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

244 bunchid:46 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

245 bunchid:46 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

246 bunchid:46 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

247 bunchid:47 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

248 bunchid:47 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

249 bunchid:47 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

250 bunchid:47 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

251 bunchid:47 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

252 bunchid:48 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

253 bunchid:48 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

254 bunchid:48 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

255 bunchid:48 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

256 bunchid:48 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

257 bunchid:49 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

258 bunchid:49 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

259 bunchid:49 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

260 bunchid:49 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

261 bunchid:49 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

262 bunchid:49 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

263 bunchid:49 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

264 bunchid:50 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

265 bunchid:50 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

266 bunchid:50 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 47 50

action#0: 47

267 bunchid:51 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

268 bunchid:51 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

269 bunchid:51 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 47 50

270 bunchid:51 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 47 50

271 bunchid:51 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

272 bunchid:51 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

273 bunchid:52 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

274 bunchid:52 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

275 bunchid:53 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

276 bunchid:53 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

277 bunchid:53 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

278 bunchid:53 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

279 bunchid:53 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

280 bunchid:54 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

281 bunchid:54 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

282 bunchid:54 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

283 bunchid:54 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

284 bunchid:54 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

285 bunchid:54 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

286 bunchid:54 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

287 bunchid:55 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

288 bunchid:55 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

289 bunchid:55 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

290 bunchid:55 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

291 bunchid:55 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

292 bunchid:56 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

293 bunchid:56 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

294 bunchid:56 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

295 bunchid:56 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

296 bunchid:56 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

297 bunchid:57 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

298 bunchid:57 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

299 bunchid:57 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

300 bunchid:57 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

301 bunchid:57 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

302 bunchid:57 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

303 bunchid:57 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

304 bunchid:58 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

305 bunchid:58 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

306 bunchid:58 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

307 bunchid:59 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

308 bunchid:59 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

309 bunchid:59 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

310 bunchid:59 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

311 bunchid:59 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

312 bunchid:60 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

313 bunchid:60 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

314 bunchid:60 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

315 bunchid:61 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

316 bunchid:61 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

317 bunchid:61 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

318 bunchid:61 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

319 bunchid:61 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

320 bunchid:62 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

321 bunchid:62 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

322 bunchid:62 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

323 bunchid:62 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

324 bunchid:62 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

325 bunchid:62 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

326 bunchid:62 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

327 bunchid:63 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

328 bunchid:63 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

329 bunchid:63 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

330 bunchid:63 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

331 bunchid:63 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

332 bunchid:64 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

333 bunchid:64 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

334 bunchid:64 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

335 bunchid:65 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

336 bunchid:65 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

337 bunchid:65 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

338 bunchid:65 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

339 bunchid:65 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

340 bunchid:66 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

341 bunchid:66 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

342 bunchid:66 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

343 bunchid:66 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

344 bunchid:66 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

345 bunchid:66 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

346 bunchid:66 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

347 bunchid:67 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

348 bunchid:67 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

349 bunchid:67 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

350 bunchid:67 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

351 bunchid:67 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

352 bunchid:67 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

353 bunchid:68 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

354 bunchid:68 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

355 bunchid:69 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

356 bunchid:69 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

357 bunchid:69 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

358 bunchid:69 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

359 bunchid:69 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

360 bunchid:70 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

361 bunchid:70 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

362 bunchid:70 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

363 bunchid:70 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

364 bunchid:70 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

365 bunchid:70 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

366 bunchid:70 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

367 bunchid:71 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

368 bunchid:71 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

369 bunchid:71 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

370 bunchid:71 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

371 bunchid:71 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

372 bunchid:71 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

373 bunchid:72 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

374 bunchid:72 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

375 bunchid:73 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

376 bunchid:73 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

377 bunchid:73 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

378 bunchid:73 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

379 bunchid:73 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

380 bunchid:74 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

381 bunchid:74 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

382 bunchid:74 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

383 bunchid:74 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

384 bunchid:74 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

385 bunchid:74 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

386 bunchid:74 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

387 bunchid:75 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

388 bunchid:75 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

389 bunchid:75 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

390 bunchid:75 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

391 bunchid:75 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

392 bunchid:75 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

393 bunchid:76 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

394 bunchid:76 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

395 bunchid:77 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

396 bunchid:77 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

397 bunchid:77 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

398 bunchid:77 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

399 bunchid:77 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

400 bunchid:78 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

401 bunchid:78 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

402 bunchid:78 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

403 bunchid:78 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

404 bunchid:78 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

405 bunchid:78 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

406 bunchid:78 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

407 bunchid:79 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

408 bunchid:79 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

409 bunchid:79 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

410 bunchid:79 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

411 bunchid:79 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

412 bunchid:79 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

413 bunchid:80 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

414 bunchid:80 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

415 bunchid:81 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

416 bunchid:81 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

417 bunchid:81 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

418 bunchid:81 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

419 bunchid:81 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

420 bunchid:82 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

421 bunchid:82 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

422 bunchid:82 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

423 bunchid:82 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

424 bunchid:82 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

425 bunchid:82 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

426 bunchid:82 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

427 bunchid:83 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

428 bunchid:83 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

429 bunchid:83 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

430 bunchid:83 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

431 bunchid:83 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

432 bunchid:84 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

433 bunchid:84 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

434 bunchid:84 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

435 bunchid:85 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

436 bunchid:85 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

437 bunchid:85 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

438 bunchid:85 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

439 bunchid:85 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

440 bunchid:86 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

441 bunchid:86 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

442 bunchid:86 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

443 bunchid:86 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

444 bunchid:86 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

445 bunchid:86 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

446 bunchid:86 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

447 bunchid:87 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

448 bunchid:87 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

449 bunchid:87 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

450 bunchid:87 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

451 bunchid:87 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

452 bunchid:87 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

453 bunchid:88 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

454 bunchid:88 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

455 bunchid:89 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

456 bunchid:89 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

457 bunchid:89 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

458 bunchid:89 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

459 bunchid:89 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

460 bunchid:90 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

461 bunchid:90 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

462 bunchid:90 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

463 bunchid:90 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

464 bunchid:90 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

465 bunchid:90 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

466 bunchid:90 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

467 bunchid:91 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

468 bunchid:91 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

469 bunchid:91 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

470 bunchid:91 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

471 bunchid:91 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

472 bunchid:92 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

473 bunchid:92 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

474 bunchid:92 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

475 bunchid:93 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

476 bunchid:93 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

477 bunchid:93 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

478 bunchid:93 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

479 bunchid:93 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

480 bunchid:94 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

481 bunchid:94 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

482 bunchid:94 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

483 bunchid:94 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

484 bunchid:94 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

485 bunchid:94 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

486 bunchid:94 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

487 bunchid:95 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

488 bunchid:95 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

489 bunchid:95 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

490 bunchid:95 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

491 bunchid:95 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

492 bunchid:96 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

493 bunchid:96 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

494 bunchid:96 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

495 bunchid:96 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

496 bunchid:96 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

497 bunchid:97 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

498 bunchid:97 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

499 bunchid:97 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

500 bunchid:97 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

501 bunchid:97 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

502 bunchid:97 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

503 bunchid:97 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

504 bunchid:98 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

505 bunchid:98 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

506 bunchid:98 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

507 bunchid:99 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

508 bunchid:99 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

509 bunchid:99 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

510 bunchid:99 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

511 bunchid:99 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

512 bunchid:100 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

513 bunchid:100 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

514 bunchid:100 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

515 bunchid:101 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

516 bunchid:101 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

517 bunchid:101 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

518 bunchid:101 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

519 bunchid:101 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

520 bunchid:102 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

521 bunchid:102 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

522 bunchid:102 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

523 bunchid:102 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

524 bunchid:102 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

525 bunchid:102 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

526 bunchid:102 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

527 bunchid:103 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

528 bunchid:103 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

529 bunchid:103 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

530 bunchid:103 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

531 bunchid:103 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

532 bunchid:103 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

533 bunchid:104 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

534 bunchid:104 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

535 bunchid:105 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

536 bunchid:105 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

537 bunchid:105 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

538 bunchid:105 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

539 bunchid:105 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

540 bunchid:106 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

541 bunchid:106 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

542 bunchid:106 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

543 bunchid:106 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

544 bunchid:106 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

545 bunchid:106 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

546 bunchid:106 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

547 bunchid:107 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

548 bunchid:107 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

549 bunchid:107 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

550 bunchid:107 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

551 bunchid:107 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

552 bunchid:108 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

553 bunchid:108 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

554 bunchid:108 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

555 bunchid:109 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

556 bunchid:109 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

557 bunchid:109 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

558 bunchid:109 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

559 bunchid:109 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

560 bunchid:110 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

561 bunchid:110 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

562 bunchid:110 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

563 bunchid:110 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

564 bunchid:110 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

565 bunchid:110 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

566 bunchid:110 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

567 bunchid:111 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

568 bunchid:111 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

569 bunchid:111 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

570 bunchid:111 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

571 bunchid:111 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

572 bunchid:111 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

573 bunchid:112 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

574 bunchid:112 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

575 bunchid:113 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

576 bunchid:113 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

577 bunchid:113 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

578 bunchid:113 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

579 bunchid:113 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

580 bunchid:114 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

581 bunchid:114 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

582 bunchid:114 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

583 bunchid:114 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

584 bunchid:114 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

585 bunchid:114 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

586 bunchid:114 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 46 50

action#0: 46

587 bunchid:115 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

588 bunchid:115 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

589 bunchid:115 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 46 50

590 bunchid:115 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 46 50

591 bunchid:115 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

592 bunchid:115 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

593 bunchid:116 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

594 bunchid:116 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

595 bunchid:117 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

596 bunchid:117 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

597 bunchid:117 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

598 bunchid:117 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

599 bunchid:117 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

600 bunchid:118 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

601 bunchid:118 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

602 bunchid:118 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

603 bunchid:118 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

604 bunchid:118 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

605 bunchid:118 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

606 bunchid:118 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

607 bunchid:119 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

608 bunchid:119 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

609 bunchid:119 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

610 bunchid:119 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

611 bunchid:119 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

612 bunchid:119 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

613 bunchid:120 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

614 bunchid:120 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

615 bunchid:121 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

616 bunchid:121 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

617 bunchid:121 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

618 bunchid:121 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

619 bunchid:121 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

620 bunchid:122 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

621 bunchid:122 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

622 bunchid:122 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

623 bunchid:122 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

624 bunchid:122 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

625 bunchid:122 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

626 bunchid:122 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

627 bunchid:123 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

628 bunchid:123 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

629 bunchid:123 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

630 bunchid:123 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

631 bunchid:123 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

632 bunchid:123 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

633 bunchid:124 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

634 bunchid:124 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

635 bunchid:125 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

636 bunchid:125 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

637 bunchid:125 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

638 bunchid:125 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

639 bunchid:125 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

640 bunchid:126 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

641 bunchid:126 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

642 bunchid:126 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

643 bunchid:126 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

644 bunchid:126 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

645 bunchid:126 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

646 bunchid:126 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

647 bunchid:127 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

648 bunchid:127 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

649 bunchid:127 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

650 bunchid:127 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

651 bunchid:127 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

652 bunchid:127 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

653 bunchid:128 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

654 bunchid:128 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

655 bunchid:129 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

656 bunchid:129 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

657 bunchid:129 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

658 bunchid:129 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

659 bunchid:129 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

660 bunchid:130 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

661 bunchid:130 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

662 bunchid:130 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

663 bunchid:130 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

664 bunchid:130 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

665 bunchid:130 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

666 bunchid:130 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

667 bunchid:131 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

668 bunchid:131 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

669 bunchid:131 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

670 bunchid:131 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

671 bunchid:131 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

672 bunchid:131 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

673 bunchid:132 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

674 bunchid:132 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

675 bunchid:133 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

676 bunchid:133 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

677 bunchid:133 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

678 bunchid:133 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

679 bunchid:133 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

680 bunchid:134 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

681 bunchid:134 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

682 bunchid:134 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

683 bunchid:134 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

684 bunchid:134 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

685 bunchid:134 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

686 bunchid:134 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

687 bunchid:135 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

688 bunchid:135 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

689 bunchid:135 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

690 bunchid:135 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

691 bunchid:135 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

692 bunchid:136 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

693 bunchid:136 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

694 bunchid:136 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

695 bunchid:136 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

696 bunchid:136 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

697 bunchid:137 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

698 bunchid:137 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

699 bunchid:137 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

700 bunchid:137 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

701 bunchid:137 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

702 bunchid:137 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

703 bunchid:137 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

704 bunchid:138 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

705 bunchid:138 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

706 bunchid:138 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

707 bunchid:139 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

708 bunchid:139 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

709 bunchid:139 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

710 bunchid:139 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

711 bunchid:139 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

712 bunchid:140 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

713 bunchid:140 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

714 bunchid:140 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

715 bunchid:141 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

716 bunchid:141 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

717 bunchid:141 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

718 bunchid:141 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

719 bunchid:141 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

720 bunchid:142 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

721 bunchid:142 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

722 bunchid:142 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

723 bunchid:142 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

724 bunchid:142 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

725 bunchid:142 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

726 bunchid:142 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

727 bunchid:143 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

728 bunchid:143 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

729 bunchid:143 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

730 bunchid:143 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

731 bunchid:143 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

732 bunchid:144 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

733 bunchid:144 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

734 bunchid:144 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

735 bunchid:145 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

736 bunchid:145 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

737 bunchid:145 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

738 bunchid:145 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

739 bunchid:145 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

740 bunchid:146 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

741 bunchid:146 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

742 bunchid:146 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

743 bunchid:146 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

744 bunchid:146 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

745 bunchid:146 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

746 bunchid:146 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

747 bunchid:147 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

748 bunchid:147 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

749 bunchid:147 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

750 bunchid:147 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

751 bunchid:147 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

752 bunchid:148 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

753 bunchid:148 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

754 bunchid:148 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

755 bunchid:148 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

756 bunchid:148 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

757 bunchid:149 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

758 bunchid:149 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

759 bunchid:149 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

760 bunchid:149 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

761 bunchid:149 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

762 bunchid:149 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

763 bunchid:149 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

764 bunchid:150 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

765 bunchid:150 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

766 bunchid:150 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

767 bunchid:151 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

768 bunchid:151 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

769 bunchid:151 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

770 bunchid:151 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

771 bunchid:151 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

772 bunchid:152 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

773 bunchid:152 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

774 bunchid:152 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

775 bunchid:152 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

776 bunchid:152 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

777 bunchid:153 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

778 bunchid:153 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

779 bunchid:153 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

780 bunchid:153 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

781 bunchid:153 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

782 bunchid:153 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

783 bunchid:153 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

784 bunchid:154 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

785 bunchid:154 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

786 bunchid:154 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

787 bunchid:155 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

788 bunchid:155 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

789 bunchid:155 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

790 bunchid:155 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

791 bunchid:155 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

792 bunchid:155 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

793 bunchid:156 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

794 bunchid:156 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

795 bunchid:157 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

796 bunchid:157 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

797 bunchid:157 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

798 bunchid:157 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

799 bunchid:157 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

800 bunchid:158 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

801 bunchid:158 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

802 bunchid:158 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

803 bunchid:158 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

804 bunchid:158 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

805 bunchid:158 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

806 bunchid:158 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

807 bunchid:159 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

808 bunchid:159 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

809 bunchid:159 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

810 bunchid:159 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

811 bunchid:159 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

812 bunchid:159 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

813 bunchid:160 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

814 bunchid:160 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

815 bunchid:161 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

816 bunchid:161 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

817 bunchid:161 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

818 bunchid:161 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

819 bunchid:161 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

820 bunchid:162 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

821 bunchid:162 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

822 bunchid:162 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

823 bunchid:162 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

824 bunchid:162 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

825 bunchid:162 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

826 bunchid:162 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

827 bunchid:163 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

828 bunchid:163 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

829 bunchid:163 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

830 bunchid:163 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

831 bunchid:163 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

832 bunchid:163 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

833 bunchid:164 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

834 bunchid:164 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

835 bunchid:165 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

836 bunchid:165 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

837 bunchid:165 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

838 bunchid:165 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

839 bunchid:165 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

840 bunchid:166 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

841 bunchid:166 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

842 bunchid:166 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

843 bunchid:166 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

844 bunchid:166 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

845 bunchid:166 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

846 bunchid:166 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

847 bunchid:167 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

848 bunchid:167 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

849 bunchid:167 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

850 bunchid:167 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

851 bunchid:167 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

852 bunchid:167 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

853 bunchid:168 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

854 bunchid:168 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

855 bunchid:169 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

856 bunchid:169 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

857 bunchid:169 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

858 bunchid:169 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

859 bunchid:169 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

860 bunchid:170 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

861 bunchid:170 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

862 bunchid:170 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

863 bunchid:170 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

864 bunchid:170 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

865 bunchid:170 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

866 bunchid:170 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

867 bunchid:171 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

868 bunchid:171 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

869 bunchid:171 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

870 bunchid:171 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

871 bunchid:171 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

872 bunchid:172 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

873 bunchid:172 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

874 bunchid:172 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

875 bunchid:173 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

876 bunchid:173 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

877 bunchid:173 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

878 bunchid:173 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

879 bunchid:173 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

880 bunchid:174 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

881 bunchid:174 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

882 bunchid:174 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

883 bunchid:174 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

884 bunchid:174 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

885 bunchid:174 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

886 bunchid:174 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

887 bunchid:175 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

888 bunchid:175 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

889 bunchid:175 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

890 bunchid:175 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

891 bunchid:175 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

892 bunchid:175 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

893 bunchid:176 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

894 bunchid:176 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

895 bunchid:177 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

896 bunchid:177 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

897 bunchid:177 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

898 bunchid:177 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

899 bunchid:177 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

900 bunchid:178 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

901 bunchid:178 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

902 bunchid:178 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

903 bunchid:178 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

904 bunchid:178 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

905 bunchid:178 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

906 bunchid:178 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

907 bunchid:179 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

908 bunchid:179 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

909 bunchid:179 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

910 bunchid:179 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

911 bunchid:179 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

912 bunchid:180 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

913 bunchid:180 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

914 bunchid:180 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

915 bunchid:180 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

916 bunchid:180 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

917 bunchid:181 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

918 bunchid:181 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

919 bunchid:181 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

920 bunchid:181 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

921 bunchid:181 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

922 bunchid:181 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

923 bunchid:181 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

924 bunchid:182 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

925 bunchid:182 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

926 bunchid:182 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

927 bunchid:183 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

928 bunchid:183 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

929 bunchid:183 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

930 bunchid:183 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

931 bunchid:183 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

932 bunchid:184 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

933 bunchid:184 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

934 bunchid:184 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

935 bunchid:184 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

936 bunchid:184 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

937 bunchid:185 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

938 bunchid:185 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

939 bunchid:185 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

940 bunchid:185 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

941 bunchid:185 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

942 bunchid:185 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

943 bunchid:185 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

944 bunchid:186 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

945 bunchid:186 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

946 bunchid:186 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

947 bunchid:187 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

948 bunchid:187 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

949 bunchid:187 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

950 bunchid:187 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

951 bunchid:187 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

952 bunchid:187 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

953 bunchid:188 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

954 bunchid:188 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

955 bunchid:189 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

956 bunchid:189 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

957 bunchid:189 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

958 bunchid:189 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

959 bunchid:189 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

960 bunchid:190 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

961 bunchid:190 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

962 bunchid:190 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

963 bunchid:190 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

964 bunchid:190 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

965 bunchid:190 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

966 bunchid:190 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

967 bunchid:191 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

968 bunchid:191 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

969 bunchid:191 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

970 bunchid:191 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

971 bunchid:191 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

972 bunchid:192 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

973 bunchid:192 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

974 bunchid:192 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

975 bunchid:193 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

976 bunchid:193 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

977 bunchid:193 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

978 bunchid:193 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

979 bunchid:193 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

980 bunchid:194 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

981 bunchid:194 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

982 bunchid:194 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

983 bunchid:194 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

984 bunchid:194 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

985 bunchid:194 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

986 bunchid:194 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

987 bunchid:195 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

988 bunchid:195 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

989 bunchid:195 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

990 bunchid:195 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

991 bunchid:195 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

992 bunchid:195 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

993 bunchid:196 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

994 bunchid:196 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

995 bunchid:197 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

996 bunchid:197 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

997 bunchid:197 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

998 bunchid:197 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

999 bunchid:197 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1000 bunchid:198 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1001 bunchid:198 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1002 bunchid:198 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

1003 bunchid:198 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1004 bunchid:198 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1005 bunchid:198 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

1006 bunchid:198 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

1007 bunchid:199 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

1008 bunchid:199 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

1009 bunchid:199 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

1010 bunchid:199 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

1011 bunchid:199 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

1012 bunchid:199 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

1013 bunchid:200 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

1014 bunchid:200 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

1015 bunchid:201 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

1016 bunchid:201 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

1017 bunchid:201 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

1018 bunchid:201 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1019 bunchid:201 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1020 bunchid:202 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

1021 bunchid:202 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1022 bunchid:202 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1023 bunchid:202 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1024 bunchid:202 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1025 bunchid:202 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

1026 bunchid:202 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 47 50

action#0: 47

1027 bunchid:203 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

1028 bunchid:203 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 47 50

1029 bunchid:203 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

1030 bunchid:203 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 47 50

1031 bunchid:203 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

1032 bunchid:203 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

1033 bunchid:204 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

1034 bunchid:204 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

1035 bunchid:205 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

1036 bunchid:205 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

1037 bunchid:205 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

1038 bunchid:205 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1039 bunchid:205 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1040 bunchid:206 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

1041 bunchid:206 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1042 bunchid:206 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1043 bunchid:206 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1044 bunchid:206 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1045 bunchid:206 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

1046 bunchid:206 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

1047 bunchid:207 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

1048 bunchid:207 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

1049 bunchid:207 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

1050 bunchid:207 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

1051 bunchid:207 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

1052 bunchid:208 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

1053 bunchid:208 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

1054 bunchid:208 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

1055 bunchid:209 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

1056 bunchid:209 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

1057 bunchid:209 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

1058 bunchid:209 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1059 bunchid:209 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1060 bunchid:210 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1061 bunchid:210 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

1062 bunchid:210 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1063 bunchid:210 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1064 bunchid:210 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1065 bunchid:210 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

1066 bunchid:210 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

1067 bunchid:211 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

1068 bunchid:211 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

1069 bunchid:211 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

1070 bunchid:211 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

1071 bunchid:211 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

1072 bunchid:212 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

1073 bunchid:212 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

1074 bunchid:212 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

1075 bunchid:212 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1076 bunchid:212 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1077 bunchid:213 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1078 bunchid:213 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1079 bunchid:213 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

1080 bunchid:213 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1081 bunchid:213 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1082 bunchid:213 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

1083 bunchid:213 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

1084 bunchid:214 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

1085 bunchid:214 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

1086 bunchid:214 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

1087 bunchid:215 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

1088 bunchid:215 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

1089 bunchid:215 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

1090 bunchid:215 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

1091 bunchid:215 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

1092 bunchid:216 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

1093 bunchid:216 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

1094 bunchid:216 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

1095 bunchid:216 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1096 bunchid:216 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1097 bunchid:217 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

1098 bunchid:217 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1099 bunchid:217 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1100 bunchid:217 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1101 bunchid:217 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1102 bunchid:217 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

1103 bunchid:217 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

1104 bunchid:218 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

1105 bunchid:218 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

1106 bunchid:218 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

1107 bunchid:219 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

1108 bunchid:219 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

1109 bunchid:219 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

1110 bunchid:219 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

1111 bunchid:219 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

1112 bunchid:220 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

1113 bunchid:220 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

1114 bunchid:220 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

1115 bunchid:220 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1116 bunchid:220 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1117 bunchid:221 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1118 bunchid:221 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

1119 bunchid:221 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1120 bunchid:221 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1121 bunchid:221 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1122 bunchid:221 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

1123 bunchid:221 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

1124 bunchid:222 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

1125 bunchid:222 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

1126 bunchid:222 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

1127 bunchid:223 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

1128 bunchid:223 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

1129 bunchid:223 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

1130 bunchid:223 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

1131 bunchid:223 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

1132 bunchid:223 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

1133 bunchid:224 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

1134 bunchid:224 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

1135 bunchid:225 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

1136 bunchid:225 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

1137 bunchid:225 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

1138 bunchid:225 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1139 bunchid:225 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1140 bunchid:226 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

1141 bunchid:226 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1142 bunchid:226 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1143 bunchid:226 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1144 bunchid:226 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1145 bunchid:226 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

1146 bunchid:226 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 52 50

action#0: 52

1147 bunchid:227 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

1148 bunchid:227 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

1149 bunchid:227 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 52 50

1150 bunchid:227 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 52 50

1151 bunchid:227 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

1152 bunchid:227 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

1153 bunchid:228 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

1154 bunchid:228 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

1155 bunchid:229 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

1156 bunchid:229 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

1157 bunchid:229 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

1158 bunchid:229 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1159 bunchid:229 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1160 bunchid:230 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1161 bunchid:230 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

1162 bunchid:230 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1163 bunchid:230 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1164 bunchid:230 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1165 bunchid:230 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

1166 bunchid:230 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

1167 bunchid:231 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

1168 bunchid:231 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

1169 bunchid:231 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

1170 bunchid:231 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

1171 bunchid:231 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

1172 bunchid:232 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

1173 bunchid:232 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

1174 bunchid:232 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

1175 bunchid:232 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1176 bunchid:232 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1177 bunchid:233 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1178 bunchid:233 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1179 bunchid:233 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1180 bunchid:233 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

1181 bunchid:233 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1182 bunchid:233 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

1183 bunchid:233 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

1184 bunchid:234 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

1185 bunchid:234 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

1186 bunchid:234 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

1187 bunchid:235 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

1188 bunchid:235 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

1189 bunchid:235 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

1190 bunchid:235 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

1191 bunchid:235 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

1192 bunchid:235 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

1193 bunchid:236 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

1194 bunchid:236 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

1195 bunchid:237 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

1196 bunchid:237 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

1197 bunchid:237 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

1198 bunchid:237 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1199 bunchid:237 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1200 bunchid:238 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

1201 bunchid:238 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1202 bunchid:238 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1203 bunchid:238 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1204 bunchid:238 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1205 bunchid:238 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

1206 bunchid:238 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

1207 bunchid:239 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

1208 bunchid:239 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

1209 bunchid:239 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

1210 bunchid:239 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

1211 bunchid:239 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

1212 bunchid:239 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

1213 bunchid:240 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

1214 bunchid:240 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

1215 bunchid:241 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

1216 bunchid:241 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

1217 bunchid:241 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

1218 bunchid:241 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1219 bunchid:241 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1220 bunchid:242 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

1221 bunchid:242 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1222 bunchid:242 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1223 bunchid:242 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1224 bunchid:242 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1225 bunchid:242 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

1226 bunchid:242 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

1227 bunchid:243 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

1228 bunchid:243 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

1229 bunchid:243 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

1230 bunchid:243 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

1231 bunchid:243 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

1232 bunchid:244 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

1233 bunchid:244 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

1234 bunchid:244 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

1235 bunchid:244 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1236 bunchid:244 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1237 bunchid:245 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

1238 bunchid:245 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1239 bunchid:245 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1240 bunchid:245 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1241 bunchid:245 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1242 bunchid:245 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

1243 bunchid:245 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

1244 bunchid:246 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

1245 bunchid:246 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

1246 bunchid:246 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

1247 bunchid:247 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

1248 bunchid:247 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

1249 bunchid:247 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

1250 bunchid:247 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

1251 bunchid:247 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

1252 bunchid:247 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

1253 bunchid:248 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

1254 bunchid:248 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

1255 bunchid:249 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

1256 bunchid:249 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

1257 bunchid:249 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

1258 bunchid:249 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1259 bunchid:249 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1260 bunchid:250 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1261 bunchid:250 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1262 bunchid:250 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1263 bunchid:250 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

1264 bunchid:250 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1265 bunchid:250 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

1266 bunchid:250 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 50 50

action#0: 50

1267 bunchid:251 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 50 50

1268 bunchid:251 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

1269 bunchid:251 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 50 50

1270 bunchid:251 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

1271 bunchid:251 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

1272 bunchid:251 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

1273 bunchid:252 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

1274 bunchid:252 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

1275 bunchid:253 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

1276 bunchid:253 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

1277 bunchid:253 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

1278 bunchid:253 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1279 bunchid:253 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1280 bunchid:254 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1281 bunchid:254 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

1282 bunchid:254 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1283 bunchid:254 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1284 bunchid:254 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1285 bunchid:254 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

1286 bunchid:254 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

1287 bunchid:255 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

1288 bunchid:255 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

1289 bunchid:255 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

1290 bunchid:255 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

1291 bunchid:255 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

1292 bunchid:255 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

1293 bunchid:256 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

1294 bunchid:256 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

1295 bunchid:257 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

1296 bunchid:257 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

1297 bunchid:257 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

1298 bunchid:257 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1299 bunchid:257 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1300 bunchid:258 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1301 bunchid:258 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

1302 bunchid:258 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1303 bunchid:258 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1304 bunchid:258 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1305 bunchid:258 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

1306 bunchid:258 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

1307 bunchid:259 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

1308 bunchid:259 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

1309 bunchid:259 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

1310 bunchid:259 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

1311 bunchid:259 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

1312 bunchid:260 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

1313 bunchid:260 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

1314 bunchid:260 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

1315 bunchid:260 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1316 bunchid:260 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1317 bunchid:261 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1318 bunchid:261 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1319 bunchid:261 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1320 bunchid:261 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

1321 bunchid:261 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1322 bunchid:261 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

1323 bunchid:261 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

1324 bunchid:262 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

1325 bunchid:262 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

1326 bunchid:262 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

1327 bunchid:263 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

1328 bunchid:263 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

1329 bunchid:263 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

1330 bunchid:263 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

1331 bunchid:263 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

1332 bunchid:264 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

1333 bunchid:264 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

1334 bunchid:264 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

1335 bunchid:264 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1336 bunchid:264 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1337 bunchid:265 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

1338 bunchid:265 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1339 bunchid:265 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1340 bunchid:265 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1341 bunchid:265 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1342 bunchid:265 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

1343 bunchid:265 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

1344 bunchid:266 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

1345 bunchid:266 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

1346 bunchid:266 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

1347 bunchid:267 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

1348 bunchid:267 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

1349 bunchid:267 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

1350 bunchid:267 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

1351 bunchid:267 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

1352 bunchid:268 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

1353 bunchid:268 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

1354 bunchid:268 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

1355 bunchid:268 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1356 bunchid:268 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1357 bunchid:269 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1358 bunchid:269 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1359 bunchid:269 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

1360 bunchid:269 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1361 bunchid:269 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1362 bunchid:269 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

1363 bunchid:269 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

1364 bunchid:270 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

1365 bunchid:270 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

1366 bunchid:270 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

1367 bunchid:271 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

1368 bunchid:271 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

1369 bunchid:271 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

1370 bunchid:271 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

1371 bunchid:271 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

1372 bunchid:272 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

1373 bunchid:272 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

1374 bunchid:272 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

1375 bunchid:273 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

1376 bunchid:273 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

1377 bunchid:273 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

1378 bunchid:273 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1379 bunchid:273 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1380 bunchid:274 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1381 bunchid:274 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

1382 bunchid:274 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1383 bunchid:274 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1384 bunchid:274 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1385 bunchid:274 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

1386 bunchid:274 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

1387 bunchid:275 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

1388 bunchid:275 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

1389 bunchid:275 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

1390 bunchid:275 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

1391 bunchid:275 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

1392 bunchid:275 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

1393 bunchid:276 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

1394 bunchid:276 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

1395 bunchid:277 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

1396 bunchid:277 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

1397 bunchid:277 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

1398 bunchid:277 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1399 bunchid:277 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1400 bunchid:278 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1401 bunchid:278 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

1402 bunchid:278 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1403 bunchid:278 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1404 bunchid:278 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1405 bunchid:278 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

1406 bunchid:278 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

1407 bunchid:279 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

1408 bunchid:279 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

1409 bunchid:279 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

1410 bunchid:279 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

1411 bunchid:279 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

1412 bunchid:279 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

1413 bunchid:280 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

1414 bunchid:280 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

1415 bunchid:281 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

1416 bunchid:281 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

1417 bunchid:281 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

1418 bunchid:281 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1419 bunchid:281 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1420 bunchid:282 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

1421 bunchid:282 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1422 bunchid:282 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1423 bunchid:282 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1424 bunchid:282 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1425 bunchid:282 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

1426 bunchid:282 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

1427 bunchid:283 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

1428 bunchid:283 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

1429 bunchid:283 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

1430 bunchid:283 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

1431 bunchid:283 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

1432 bunchid:284 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

1433 bunchid:284 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

1434 bunchid:284 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

1435 bunchid:285 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

1436 bunchid:285 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

1437 bunchid:285 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

1438 bunchid:285 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1439 bunchid:285 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1440 bunchid:286 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

1441 bunchid:286 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1442 bunchid:286 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1443 bunchid:286 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1444 bunchid:286 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1445 bunchid:286 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

1446 bunchid:286 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

1447 bunchid:287 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

1448 bunchid:287 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

1449 bunchid:287 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

1450 bunchid:287 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

1451 bunchid:287 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

1452 bunchid:287 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

1453 bunchid:288 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

1454 bunchid:288 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

1455 bunchid:289 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

1456 bunchid:289 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

1457 bunchid:289 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

1458 bunchid:289 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1459 bunchid:289 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1460 bunchid:290 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

1461 bunchid:290 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1462 bunchid:290 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1463 bunchid:290 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1464 bunchid:290 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1465 bunchid:290 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

1466 bunchid:290 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

1467 bunchid:291 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

1468 bunchid:291 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

1469 bunchid:291 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

1470 bunchid:291 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

1471 bunchid:291 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

1472 bunchid:292 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

1473 bunchid:292 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

1474 bunchid:292 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

1475 bunchid:293 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

1476 bunchid:293 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

1477 bunchid:293 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

1478 bunchid:293 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1479 bunchid:293 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1480 bunchid:294 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

1481 bunchid:294 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1482 bunchid:294 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1483 bunchid:294 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1484 bunchid:294 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1485 bunchid:294 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

1486 bunchid:294 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

1487 bunchid:295 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

1488 bunchid:295 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

1489 bunchid:295 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

1490 bunchid:295 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

1491 bunchid:295 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

1492 bunchid:296 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

1493 bunchid:296 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

1494 bunchid:296 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

1495 bunchid:296 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1496 bunchid:296 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1497 bunchid:297 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1498 bunchid:297 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1499 bunchid:297 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1500 bunchid:297 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

1501 bunchid:297 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1502 bunchid:297 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

1503 bunchid:297 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

1504 bunchid:298 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

1505 bunchid:298 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

1506 bunchid:298 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 52 50

action#0: 52

1507 bunchid:299 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 52 50

1508 bunchid:299 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 52 50

1509 bunchid:299 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

1510 bunchid:299 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

1511 bunchid:299 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

1512 bunchid:300 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

1513 bunchid:300 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

1514 bunchid:300 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

1515 bunchid:300 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1516 bunchid:300 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1517 bunchid:301 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1518 bunchid:301 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

1519 bunchid:301 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1520 bunchid:301 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1521 bunchid:301 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1522 bunchid:301 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

1523 bunchid:301 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

1524 bunchid:302 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

1525 bunchid:302 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

1526 bunchid:302 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

1527 bunchid:303 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

1528 bunchid:303 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

1529 bunchid:303 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

1530 bunchid:303 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

1531 bunchid:303 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

1532 bunchid:303 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

1533 bunchid:304 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

1534 bunchid:304 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

1535 bunchid:305 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

1536 bunchid:305 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

1537 bunchid:305 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

1538 bunchid:305 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1539 bunchid:305 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1540 bunchid:306 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

1541 bunchid:306 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1542 bunchid:306 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1543 bunchid:306 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1544 bunchid:306 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1545 bunchid:306 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

1546 bunchid:306 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

1547 bunchid:307 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

1548 bunchid:307 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

1549 bunchid:307 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

1550 bunchid:307 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

1551 bunchid:307 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

1552 bunchid:308 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

1553 bunchid:308 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

1554 bunchid:308 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

1555 bunchid:309 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

1556 bunchid:309 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

1557 bunchid:309 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

1558 bunchid:309 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1559 bunchid:309 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1560 bunchid:310 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1561 bunchid:310 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

1562 bunchid:310 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1563 bunchid:310 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1564 bunchid:310 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1565 bunchid:310 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

1566 bunchid:310 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 47 50

action#0: 47

1567 bunchid:311 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 47 50

1568 bunchid:311 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

1569 bunchid:311 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

1570 bunchid:311 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 47 50

1571 bunchid:311 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

1572 bunchid:311 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

1573 bunchid:312 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

1574 bunchid:312 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

1575 bunchid:313 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

1576 bunchid:313 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

1577 bunchid:313 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

1578 bunchid:313 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1579 bunchid:313 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1580 bunchid:314 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1581 bunchid:314 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1582 bunchid:314 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

1583 bunchid:314 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1584 bunchid:314 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1585 bunchid:314 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

1586 bunchid:314 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

1587 bunchid:315 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

1588 bunchid:315 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

1589 bunchid:315 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

1590 bunchid:315 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

1591 bunchid:315 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

1592 bunchid:315 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

1593 bunchid:316 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

1594 bunchid:316 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

1595 bunchid:317 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

1596 bunchid:317 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

1597 bunchid:317 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

1598 bunchid:317 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1599 bunchid:317 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1600 bunchid:318 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

1601 bunchid:318 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1602 bunchid:318 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1603 bunchid:318 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1604 bunchid:318 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1605 bunchid:318 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

1606 bunchid:318 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

1607 bunchid:319 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

1608 bunchid:319 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

1609 bunchid:319 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

1610 bunchid:319 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

1611 bunchid:319 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

1612 bunchid:319 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

1613 bunchid:320 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

1614 bunchid:320 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

1615 bunchid:321 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

1616 bunchid:321 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

1617 bunchid:321 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

1618 bunchid:321 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1619 bunchid:321 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1620 bunchid:322 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1621 bunchid:322 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1622 bunchid:322 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1623 bunchid:322 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1624 bunchid:322 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

1625 bunchid:322 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

1626 bunchid:322 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

1627 bunchid:323 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

1628 bunchid:323 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

1629 bunchid:323 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

1630 bunchid:323 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

1631 bunchid:323 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

1632 bunchid:323 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

1633 bunchid:324 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

1634 bunchid:324 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

1635 bunchid:325 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

1636 bunchid:325 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

1637 bunchid:325 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

1638 bunchid:325 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1639 bunchid:325 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1640 bunchid:326 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

1641 bunchid:326 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1642 bunchid:326 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1643 bunchid:326 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1644 bunchid:326 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1645 bunchid:326 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

1646 bunchid:326 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 47 50

action#0: 47

1647 bunchid:327 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 47 50

1648 bunchid:327 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

1649 bunchid:327 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 47 50

1650 bunchid:327 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

1651 bunchid:327 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

1652 bunchid:328 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

1653 bunchid:328 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

1654 bunchid:328 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

1655 bunchid:329 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

1656 bunchid:329 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

1657 bunchid:329 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

1658 bunchid:329 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1659 bunchid:329 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1660 bunchid:330 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1661 bunchid:330 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

1662 bunchid:330 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1663 bunchid:330 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1664 bunchid:330 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1665 bunchid:330 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

1666 bunchid:330 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

1667 bunchid:331 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

1668 bunchid:331 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

1669 bunchid:331 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

1670 bunchid:331 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

1671 bunchid:331 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

1672 bunchid:331 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

1673 bunchid:332 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

1674 bunchid:332 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

1675 bunchid:333 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

1676 bunchid:333 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

1677 bunchid:333 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

1678 bunchid:333 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1679 bunchid:333 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1680 bunchid:334 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1681 bunchid:334 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1682 bunchid:334 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

1683 bunchid:334 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1684 bunchid:334 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1685 bunchid:334 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

1686 bunchid:334 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

1687 bunchid:335 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

1688 bunchid:335 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

1689 bunchid:335 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

1690 bunchid:335 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

1691 bunchid:335 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

1692 bunchid:335 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

1693 bunchid:336 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

1694 bunchid:336 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

1695 bunchid:337 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

1696 bunchid:337 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

1697 bunchid:337 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

1698 bunchid:337 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1699 bunchid:337 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1700 bunchid:338 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1701 bunchid:338 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1702 bunchid:338 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1703 bunchid:338 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1704 bunchid:338 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

1705 bunchid:338 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

1706 bunchid:338 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

1707 bunchid:339 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

1708 bunchid:339 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

1709 bunchid:339 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

1710 bunchid:339 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

1711 bunchid:339 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

1712 bunchid:339 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

1713 bunchid:340 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

1714 bunchid:340 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

1715 bunchid:341 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

1716 bunchid:341 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

1717 bunchid:341 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

1718 bunchid:341 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1719 bunchid:341 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1720 bunchid:342 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

1721 bunchid:342 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1722 bunchid:342 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1723 bunchid:342 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1724 bunchid:342 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1725 bunchid:342 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

1726 bunchid:342 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

1727 bunchid:343 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

1728 bunchid:343 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

1729 bunchid:343 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

1730 bunchid:343 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

1731 bunchid:343 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

1732 bunchid:344 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

1733 bunchid:344 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

1734 bunchid:344 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

1735 bunchid:344 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1736 bunchid:344 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1737 bunchid:345 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1738 bunchid:345 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

1739 bunchid:345 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1740 bunchid:345 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1741 bunchid:345 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1742 bunchid:345 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

1743 bunchid:345 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

1744 bunchid:346 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

1745 bunchid:346 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

1746 bunchid:346 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

1747 bunchid:347 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

1748 bunchid:347 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

1749 bunchid:347 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

1750 bunchid:347 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

1751 bunchid:347 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

1752 bunchid:348 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

1753 bunchid:348 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

1754 bunchid:348 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

1755 bunchid:349 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

1756 bunchid:349 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

1757 bunchid:349 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

1758 bunchid:349 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1759 bunchid:349 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1760 bunchid:350 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1761 bunchid:350 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1762 bunchid:350 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

1763 bunchid:350 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1764 bunchid:350 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1765 bunchid:350 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

1766 bunchid:350 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

1767 bunchid:351 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

1768 bunchid:351 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

1769 bunchid:351 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

1770 bunchid:351 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

1771 bunchid:351 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

1772 bunchid:351 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

1773 bunchid:352 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

1774 bunchid:352 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

1775 bunchid:353 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

1776 bunchid:353 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

1777 bunchid:353 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

1778 bunchid:353 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1779 bunchid:353 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1780 bunchid:354 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1781 bunchid:354 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1782 bunchid:354 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

1783 bunchid:354 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1784 bunchid:354 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1785 bunchid:354 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

1786 bunchid:354 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 52 50

action#0: 52

1787 bunchid:355 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

1788 bunchid:355 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

1789 bunchid:355 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 52 50

1790 bunchid:355 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 52 50

1791 bunchid:355 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

1792 bunchid:355 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

1793 bunchid:356 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

1794 bunchid:356 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

1795 bunchid:357 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

1796 bunchid:357 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

1797 bunchid:357 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

1798 bunchid:357 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1799 bunchid:357 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1800 bunchid:358 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

1801 bunchid:358 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1802 bunchid:358 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1803 bunchid:358 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1804 bunchid:358 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1805 bunchid:358 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

1806 bunchid:358 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

1807 bunchid:359 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

1808 bunchid:359 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

1809 bunchid:359 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

1810 bunchid:359 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

1811 bunchid:359 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

1812 bunchid:360 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

1813 bunchid:360 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

1814 bunchid:360 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

1815 bunchid:361 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

1816 bunchid:361 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

1817 bunchid:361 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

1818 bunchid:361 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1819 bunchid:361 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1820 bunchid:362 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1821 bunchid:362 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1822 bunchid:362 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

1823 bunchid:362 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1824 bunchid:362 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1825 bunchid:362 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

1826 bunchid:362 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

1827 bunchid:363 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

1828 bunchid:363 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

1829 bunchid:363 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

1830 bunchid:363 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

1831 bunchid:363 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

1832 bunchid:364 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

1833 bunchid:364 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

1834 bunchid:364 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

1835 bunchid:365 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

1836 bunchid:365 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

1837 bunchid:365 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

1838 bunchid:365 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1839 bunchid:365 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1840 bunchid:366 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1841 bunchid:366 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1842 bunchid:366 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1843 bunchid:366 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

1844 bunchid:366 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1845 bunchid:366 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

1846 bunchid:366 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

1847 bunchid:367 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

1848 bunchid:367 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

1849 bunchid:367 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

1850 bunchid:367 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

1851 bunchid:367 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

1852 bunchid:367 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

1853 bunchid:368 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

1854 bunchid:368 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

1855 bunchid:369 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

1856 bunchid:369 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

1857 bunchid:369 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

1858 bunchid:369 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1859 bunchid:369 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1860 bunchid:370 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

1861 bunchid:370 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1862 bunchid:370 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1863 bunchid:370 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1864 bunchid:370 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1865 bunchid:370 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

1866 bunchid:370 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

1867 bunchid:371 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

1868 bunchid:371 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

1869 bunchid:371 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

1870 bunchid:371 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

1871 bunchid:371 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

1872 bunchid:371 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

1873 bunchid:372 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

1874 bunchid:372 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

1875 bunchid:373 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

1876 bunchid:373 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

1877 bunchid:373 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

1878 bunchid:373 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1879 bunchid:373 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1880 bunchid:374 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

1881 bunchid:374 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1882 bunchid:374 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1883 bunchid:374 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1884 bunchid:374 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1885 bunchid:374 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

1886 bunchid:374 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

1887 bunchid:375 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

1888 bunchid:375 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

1889 bunchid:375 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

1890 bunchid:375 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

1891 bunchid:375 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

1892 bunchid:376 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

1893 bunchid:376 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

1894 bunchid:376 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

1895 bunchid:377 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

1896 bunchid:377 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

1897 bunchid:377 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

1898 bunchid:377 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1899 bunchid:377 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1900 bunchid:378 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

1901 bunchid:378 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1902 bunchid:378 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1903 bunchid:378 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1904 bunchid:378 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1905 bunchid:378 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

1906 bunchid:378 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

1907 bunchid:379 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

1908 bunchid:379 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

1909 bunchid:379 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

1910 bunchid:379 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

1911 bunchid:379 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

1912 bunchid:379 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

1913 bunchid:380 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

1914 bunchid:380 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

1915 bunchid:381 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

1916 bunchid:381 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

1917 bunchid:381 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

1918 bunchid:381 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1919 bunchid:381 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1920 bunchid:382 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

1921 bunchid:382 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1922 bunchid:382 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1923 bunchid:382 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1924 bunchid:382 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1925 bunchid:382 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

1926 bunchid:382 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

1927 bunchid:383 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

1928 bunchid:383 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

1929 bunchid:383 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

1930 bunchid:383 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

1931 bunchid:383 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

1932 bunchid:384 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

1933 bunchid:384 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

1934 bunchid:384 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

1935 bunchid:384 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1936 bunchid:384 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1937 bunchid:385 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1938 bunchid:385 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

1939 bunchid:385 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1940 bunchid:385 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1941 bunchid:385 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1942 bunchid:385 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

1943 bunchid:385 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

1944 bunchid:386 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

1945 bunchid:386 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

1946 bunchid:386 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

1947 bunchid:387 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

1948 bunchid:387 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

1949 bunchid:387 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

1950 bunchid:387 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

1951 bunchid:387 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

1952 bunchid:387 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

1953 bunchid:388 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

1954 bunchid:388 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

1955 bunchid:389 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

1956 bunchid:389 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

1957 bunchid:389 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

1958 bunchid:389 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1959 bunchid:389 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

1960 bunchid:390 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

1961 bunchid:390 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

1962 bunchid:390 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

1963 bunchid:390 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

1964 bunchid:390 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

1965 bunchid:390 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

1966 bunchid:390 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 47 50

action#0: 47

1967 bunchid:391 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

1968 bunchid:391 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 47 50

1969 bunchid:391 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

1970 bunchid:391 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 47 50

1971 bunchid:391 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

1972 bunchid:391 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

1973 bunchid:392 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

1974 bunchid:392 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

1975 bunchid:393 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

1976 bunchid:393 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

1977 bunchid:393 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

1978 bunchid:393 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

1979 bunchid:393 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1980 bunchid:394 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

1981 bunchid:394 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1982 bunchid:394 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1983 bunchid:394 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

1984 bunchid:394 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

1985 bunchid:394 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

1986 bunchid:394 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

1987 bunchid:395 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

1988 bunchid:395 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

1989 bunchid:395 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

1990 bunchid:395 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

1991 bunchid:395 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

1992 bunchid:396 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

1993 bunchid:396 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

1994 bunchid:396 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

1995 bunchid:396 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

1996 bunchid:396 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

1997 bunchid:397 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

1998 bunchid:397 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

1999 bunchid:397 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2000 bunchid:397 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

2001 bunchid:397 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2002 bunchid:397 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

2003 bunchid:397 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

2004 bunchid:398 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

2005 bunchid:398 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

2006 bunchid:398 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

2007 bunchid:399 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

2008 bunchid:399 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

2009 bunchid:399 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

2010 bunchid:399 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

2011 bunchid:399 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

2012 bunchid:400 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

2013 bunchid:400 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

2014 bunchid:400 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2015 bunchid:401 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2016 bunchid:401 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

2017 bunchid:401 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

2018 bunchid:401 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2019 bunchid:401 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2020 bunchid:402 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

2021 bunchid:402 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2022 bunchid:402 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2023 bunchid:402 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2024 bunchid:402 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2025 bunchid:402 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2026 bunchid:402 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

2027 bunchid:403 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2028 bunchid:403 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

2029 bunchid:403 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

2030 bunchid:403 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2031 bunchid:403 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2032 bunchid:403 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2033 bunchid:404 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2034 bunchid:404 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2035 bunchid:405 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2036 bunchid:405 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2037 bunchid:405 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2038 bunchid:405 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2039 bunchid:405 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2040 bunchid:406 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2041 bunchid:406 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2042 bunchid:406 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2043 bunchid:406 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2044 bunchid:406 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2045 bunchid:406 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2046 bunchid:406 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

2047 bunchid:407 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2048 bunchid:407 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

2049 bunchid:407 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2050 bunchid:407 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

2051 bunchid:407 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2052 bunchid:407 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2053 bunchid:408 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2054 bunchid:408 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2055 bunchid:409 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2056 bunchid:409 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2057 bunchid:409 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2058 bunchid:409 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2059 bunchid:409 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2060 bunchid:410 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2061 bunchid:410 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2062 bunchid:410 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2063 bunchid:410 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2064 bunchid:410 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2065 bunchid:410 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2066 bunchid:410 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

2067 bunchid:411 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

2068 bunchid:411 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

2069 bunchid:411 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2070 bunchid:411 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2071 bunchid:411 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2072 bunchid:411 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

2073 bunchid:412 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

2074 bunchid:412 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2075 bunchid:413 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2076 bunchid:413 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2077 bunchid:413 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2078 bunchid:413 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2079 bunchid:413 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2080 bunchid:414 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2081 bunchid:414 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2082 bunchid:414 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2083 bunchid:414 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2084 bunchid:414 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2085 bunchid:414 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

2086 bunchid:414 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 45 50

action#0: 45

2087 bunchid:415 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

2088 bunchid:415 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 45 50

2089 bunchid:415 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

2090 bunchid:415 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 45 50

2091 bunchid:415 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

2092 bunchid:415 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

2093 bunchid:416 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

2094 bunchid:416 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

2095 bunchid:417 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

2096 bunchid:417 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

2097 bunchid:417 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

2098 bunchid:417 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2099 bunchid:417 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2100 bunchid:418 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2101 bunchid:418 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2102 bunchid:418 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2103 bunchid:418 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

2104 bunchid:418 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2105 bunchid:418 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

2106 bunchid:418 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

2107 bunchid:419 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

2108 bunchid:419 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

2109 bunchid:419 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

2110 bunchid:419 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

2111 bunchid:419 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

2112 bunchid:420 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

2113 bunchid:420 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

2114 bunchid:420 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

2115 bunchid:421 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

2116 bunchid:421 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

2117 bunchid:421 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

2118 bunchid:421 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2119 bunchid:421 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2120 bunchid:422 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2121 bunchid:422 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2122 bunchid:422 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2123 bunchid:422 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

2124 bunchid:422 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2125 bunchid:422 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

2126 bunchid:422 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

2127 bunchid:423 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

2128 bunchid:423 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

2129 bunchid:423 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

2130 bunchid:423 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

2131 bunchid:423 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

2132 bunchid:424 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

2133 bunchid:424 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

2134 bunchid:424 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

2135 bunchid:424 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2136 bunchid:424 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2137 bunchid:425 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2138 bunchid:425 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2139 bunchid:425 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2140 bunchid:425 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

2141 bunchid:425 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2142 bunchid:425 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

2143 bunchid:425 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2144 bunchid:426 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2145 bunchid:426 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2146 bunchid:426 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

2147 bunchid:427 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

2148 bunchid:427 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2149 bunchid:427 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2150 bunchid:427 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

2151 bunchid:427 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2152 bunchid:427 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

2153 bunchid:428 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

2154 bunchid:428 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2155 bunchid:429 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2156 bunchid:429 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2157 bunchid:429 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2158 bunchid:429 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2159 bunchid:429 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2160 bunchid:430 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2161 bunchid:430 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2162 bunchid:430 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2163 bunchid:430 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2164 bunchid:430 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2165 bunchid:430 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

2166 bunchid:430 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

2167 bunchid:431 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

2168 bunchid:431 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

2169 bunchid:431 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

2170 bunchid:431 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

2171 bunchid:431 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

2172 bunchid:432 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

2173 bunchid:432 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

2174 bunchid:432 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

2175 bunchid:432 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2176 bunchid:432 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2177 bunchid:433 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2178 bunchid:433 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

2179 bunchid:433 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2180 bunchid:433 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2181 bunchid:433 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2182 bunchid:433 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

2183 bunchid:433 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

2184 bunchid:434 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

2185 bunchid:434 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

2186 bunchid:434 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

2187 bunchid:435 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

2188 bunchid:435 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

2189 bunchid:435 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

2190 bunchid:435 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

2191 bunchid:435 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

2192 bunchid:435 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

2193 bunchid:436 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

2194 bunchid:436 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

2195 bunchid:437 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

2196 bunchid:437 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

2197 bunchid:437 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

2198 bunchid:437 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2199 bunchid:437 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2200 bunchid:438 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2201 bunchid:438 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

2202 bunchid:438 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2203 bunchid:438 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2204 bunchid:438 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2205 bunchid:438 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

2206 bunchid:438 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 52 50

action#0: 52

2207 bunchid:439 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 52 50

2208 bunchid:439 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

2209 bunchid:439 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

2210 bunchid:439 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 52 50

2211 bunchid:439 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

2212 bunchid:439 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

2213 bunchid:440 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

2214 bunchid:440 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

2215 bunchid:441 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

2216 bunchid:441 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

2217 bunchid:441 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

2218 bunchid:441 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2219 bunchid:441 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2220 bunchid:442 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

2221 bunchid:442 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2222 bunchid:442 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2223 bunchid:442 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2224 bunchid:442 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2225 bunchid:442 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

2226 bunchid:442 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

2227 bunchid:443 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

2228 bunchid:443 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

2229 bunchid:443 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

2230 bunchid:443 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

2231 bunchid:443 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

2232 bunchid:443 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2233 bunchid:444 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2234 bunchid:444 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

2235 bunchid:445 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

2236 bunchid:445 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

2237 bunchid:445 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

2238 bunchid:445 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2239 bunchid:445 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2240 bunchid:446 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

2241 bunchid:446 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2242 bunchid:446 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2243 bunchid:446 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2244 bunchid:446 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2245 bunchid:446 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2246 bunchid:446 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

2247 bunchid:447 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

2248 bunchid:447 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2249 bunchid:447 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

2250 bunchid:447 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2251 bunchid:447 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2252 bunchid:448 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2253 bunchid:448 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2254 bunchid:448 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

2255 bunchid:449 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

2256 bunchid:449 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2257 bunchid:449 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2258 bunchid:449 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2259 bunchid:449 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2260 bunchid:450 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2261 bunchid:450 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2262 bunchid:450 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2263 bunchid:450 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2264 bunchid:450 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2265 bunchid:450 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

2266 bunchid:450 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

2267 bunchid:451 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

2268 bunchid:451 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

2269 bunchid:451 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

2270 bunchid:451 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

2271 bunchid:451 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

2272 bunchid:451 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2273 bunchid:452 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2274 bunchid:452 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

2275 bunchid:453 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

2276 bunchid:453 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

2277 bunchid:453 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

2278 bunchid:453 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2279 bunchid:453 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2280 bunchid:454 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2281 bunchid:454 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

2282 bunchid:454 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2283 bunchid:454 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2284 bunchid:454 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2285 bunchid:454 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2286 bunchid:454 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

2287 bunchid:455 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2288 bunchid:455 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

2289 bunchid:455 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

2290 bunchid:455 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2291 bunchid:455 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2292 bunchid:455 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

2293 bunchid:456 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

2294 bunchid:456 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2295 bunchid:457 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2296 bunchid:457 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2297 bunchid:457 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2298 bunchid:457 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2299 bunchid:457 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2300 bunchid:458 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2301 bunchid:458 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2302 bunchid:458 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2303 bunchid:458 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2304 bunchid:458 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2305 bunchid:458 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

2306 bunchid:458 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

2307 bunchid:459 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

2308 bunchid:459 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

2309 bunchid:459 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

2310 bunchid:459 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

2311 bunchid:459 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

2312 bunchid:459 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

2313 bunchid:460 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

2314 bunchid:460 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

2315 bunchid:461 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

2316 bunchid:461 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

2317 bunchid:461 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

2318 bunchid:461 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2319 bunchid:461 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2320 bunchid:462 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

2321 bunchid:462 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2322 bunchid:462 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2323 bunchid:462 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2324 bunchid:462 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2325 bunchid:462 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

2326 bunchid:462 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

2327 bunchid:463 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

2328 bunchid:463 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

2329 bunchid:463 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

2330 bunchid:463 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

2331 bunchid:463 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

2332 bunchid:464 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

2333 bunchid:464 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

2334 bunchid:464 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

2335 bunchid:465 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

2336 bunchid:465 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

2337 bunchid:465 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

2338 bunchid:465 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2339 bunchid:465 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2340 bunchid:466 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2341 bunchid:466 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

2342 bunchid:466 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2343 bunchid:466 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2344 bunchid:466 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2345 bunchid:466 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

2346 bunchid:466 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

2347 bunchid:467 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

2348 bunchid:467 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

2349 bunchid:467 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

2350 bunchid:467 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

2351 bunchid:467 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

2352 bunchid:468 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

2353 bunchid:468 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

2354 bunchid:468 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2355 bunchid:469 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2356 bunchid:469 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

2357 bunchid:469 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

2358 bunchid:469 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2359 bunchid:469 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2360 bunchid:470 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

2361 bunchid:470 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2362 bunchid:470 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2363 bunchid:470 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2364 bunchid:470 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2365 bunchid:470 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2366 bunchid:470 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

2367 bunchid:471 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2368 bunchid:471 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2369 bunchid:471 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

2370 bunchid:471 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

2371 bunchid:471 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2372 bunchid:472 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2373 bunchid:472 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2374 bunchid:472 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

2375 bunchid:473 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

2376 bunchid:473 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2377 bunchid:473 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2378 bunchid:473 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2379 bunchid:473 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2380 bunchid:474 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2381 bunchid:474 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2382 bunchid:474 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2383 bunchid:474 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2384 bunchid:474 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2385 bunchid:474 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

2386 bunchid:474 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

2387 bunchid:475 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

2388 bunchid:475 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

2389 bunchid:475 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

2390 bunchid:475 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

2391 bunchid:475 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

2392 bunchid:476 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

2393 bunchid:476 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

2394 bunchid:476 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

2395 bunchid:477 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

2396 bunchid:477 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

2397 bunchid:477 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

2398 bunchid:477 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2399 bunchid:477 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2400 bunchid:478 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2401 bunchid:478 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2402 bunchid:478 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2403 bunchid:478 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2404 bunchid:478 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

2405 bunchid:478 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

2406 bunchid:478 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 45 50

action#0: 45

2407 bunchid:479 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

2408 bunchid:479 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

2409 bunchid:479 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 45 50

2410 bunchid:479 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 45 50

2411 bunchid:479 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

2412 bunchid:479 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2413 bunchid:480 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2414 bunchid:480 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

2415 bunchid:481 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

2416 bunchid:481 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

2417 bunchid:481 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

2418 bunchid:481 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2419 bunchid:481 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2420 bunchid:482 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

2421 bunchid:482 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2422 bunchid:482 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2423 bunchid:482 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2424 bunchid:482 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2425 bunchid:482 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2426 bunchid:482 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

2427 bunchid:483 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2428 bunchid:483 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

2429 bunchid:483 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

2430 bunchid:483 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2431 bunchid:483 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2432 bunchid:483 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

2433 bunchid:484 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

2434 bunchid:484 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2435 bunchid:485 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2436 bunchid:485 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2437 bunchid:485 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2438 bunchid:485 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2439 bunchid:485 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2440 bunchid:486 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2441 bunchid:486 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2442 bunchid:486 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2443 bunchid:486 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2444 bunchid:486 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2445 bunchid:486 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

2446 bunchid:486 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 55 50

action#0: 55

2447 bunchid:487 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 55 50

2448 bunchid:487 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

2449 bunchid:487 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 55 50

2450 bunchid:487 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

2451 bunchid:487 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

2452 bunchid:487 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

2453 bunchid:488 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

2454 bunchid:488 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

2455 bunchid:489 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

2456 bunchid:489 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

2457 bunchid:489 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

2458 bunchid:489 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2459 bunchid:489 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2460 bunchid:490 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2461 bunchid:490 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

2462 bunchid:490 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2463 bunchid:490 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2464 bunchid:490 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2465 bunchid:490 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

2466 bunchid:490 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

2467 bunchid:491 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

2468 bunchid:491 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

2469 bunchid:491 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

2470 bunchid:491 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

2471 bunchid:491 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

2472 bunchid:491 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

2473 bunchid:492 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

2474 bunchid:492 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

2475 bunchid:493 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

2476 bunchid:493 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

2477 bunchid:493 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

2478 bunchid:493 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2479 bunchid:493 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2480 bunchid:494 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

2481 bunchid:494 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2482 bunchid:494 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2483 bunchid:494 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2484 bunchid:494 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2485 bunchid:494 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

2486 bunchid:494 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

2487 bunchid:495 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

2488 bunchid:495 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

2489 bunchid:495 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

2490 bunchid:495 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

2491 bunchid:495 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

2492 bunchid:495 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

2493 bunchid:496 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

2494 bunchid:496 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

2495 bunchid:497 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

2496 bunchid:497 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

2497 bunchid:497 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

2498 bunchid:497 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2499 bunchid:497 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2500 bunchid:498 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

2501 bunchid:498 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2502 bunchid:498 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2503 bunchid:498 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2504 bunchid:498 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2505 bunchid:498 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

2506 bunchid:498 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

2507 bunchid:499 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

2508 bunchid:499 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

2509 bunchid:499 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

2510 bunchid:499 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

2511 bunchid:499 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

2512 bunchid:500 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

2513 bunchid:500 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

2514 bunchid:500 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

2515 bunchid:500 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2516 bunchid:500 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2517 bunchid:501 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2518 bunchid:501 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

2519 bunchid:501 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2520 bunchid:501 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2521 bunchid:501 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2522 bunchid:501 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

2523 bunchid:501 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

2524 bunchid:502 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

2525 bunchid:502 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

2526 bunchid:502 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

2527 bunchid:503 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

2528 bunchid:503 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

2529 bunchid:503 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

2530 bunchid:503 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

2531 bunchid:503 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

2532 bunchid:504 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

2533 bunchid:504 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

2534 bunchid:504 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2535 bunchid:505 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2536 bunchid:505 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

2537 bunchid:505 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

2538 bunchid:505 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2539 bunchid:505 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2540 bunchid:506 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

2541 bunchid:506 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2542 bunchid:506 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2543 bunchid:506 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2544 bunchid:506 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2545 bunchid:506 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2546 bunchid:506 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

2547 bunchid:507 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2548 bunchid:507 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

2549 bunchid:507 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2550 bunchid:507 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

2551 bunchid:507 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2552 bunchid:508 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2553 bunchid:508 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2554 bunchid:508 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

2555 bunchid:509 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

2556 bunchid:509 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2557 bunchid:509 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2558 bunchid:509 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2559 bunchid:509 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2560 bunchid:510 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2561 bunchid:510 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2562 bunchid:510 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2563 bunchid:510 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2564 bunchid:510 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2565 bunchid:510 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

2566 bunchid:510 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 52 50

action#0: 52

2567 bunchid:511 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

2568 bunchid:511 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

2569 bunchid:511 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 52 50

2570 bunchid:511 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 52 50

2571 bunchid:511 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

2572 bunchid:512 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

2573 bunchid:512 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

2574 bunchid:512 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

2575 bunchid:512 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2576 bunchid:512 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2577 bunchid:513 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

2578 bunchid:513 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2579 bunchid:513 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2580 bunchid:513 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2581 bunchid:513 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2582 bunchid:513 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

2583 bunchid:513 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

2584 bunchid:514 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

2585 bunchid:514 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

2586 bunchid:514 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 52 50

action#0: 52

2587 bunchid:515 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 52 50

2588 bunchid:515 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

2589 bunchid:515 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

2590 bunchid:515 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 52 50

2591 bunchid:515 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

2592 bunchid:515 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

2593 bunchid:516 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

2594 bunchid:516 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

2595 bunchid:517 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

2596 bunchid:517 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

2597 bunchid:517 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

2598 bunchid:517 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2599 bunchid:517 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2600 bunchid:518 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

2601 bunchid:518 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2602 bunchid:518 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2603 bunchid:518 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2604 bunchid:518 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2605 bunchid:518 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

2606 bunchid:518 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

2607 bunchid:519 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

2608 bunchid:519 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

2609 bunchid:519 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

2610 bunchid:519 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

2611 bunchid:519 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

2612 bunchid:520 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

2613 bunchid:520 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

2614 bunchid:520 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

2615 bunchid:520 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2616 bunchid:520 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2617 bunchid:521 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

2618 bunchid:521 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2619 bunchid:521 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2620 bunchid:521 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2621 bunchid:521 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2622 bunchid:521 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

2623 bunchid:521 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

2624 bunchid:522 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

2625 bunchid:522 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

2626 bunchid:522 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

2627 bunchid:523 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

2628 bunchid:523 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

2629 bunchid:523 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

2630 bunchid:523 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

2631 bunchid:523 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

2632 bunchid:524 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

2633 bunchid:524 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

2634 bunchid:524 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

2635 bunchid:524 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2636 bunchid:524 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2637 bunchid:525 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2638 bunchid:525 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2639 bunchid:525 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2640 bunchid:525 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2641 bunchid:525 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

2642 bunchid:525 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

2643 bunchid:525 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

2644 bunchid:526 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

2645 bunchid:526 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

2646 bunchid:526 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

2647 bunchid:527 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

2648 bunchid:527 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

2649 bunchid:527 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

2650 bunchid:527 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

2651 bunchid:527 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

2652 bunchid:527 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2653 bunchid:528 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2654 bunchid:528 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

2655 bunchid:529 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

2656 bunchid:529 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

2657 bunchid:529 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

2658 bunchid:529 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2659 bunchid:529 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2660 bunchid:530 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

2661 bunchid:530 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2662 bunchid:530 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2663 bunchid:530 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2664 bunchid:530 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2665 bunchid:530 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

2666 bunchid:530 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

2667 bunchid:531 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

2668 bunchid:531 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

2669 bunchid:531 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

2670 bunchid:531 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

2671 bunchid:531 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

2672 bunchid:531 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

2673 bunchid:532 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

2674 bunchid:532 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

2675 bunchid:533 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

2676 bunchid:533 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

2677 bunchid:533 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

2678 bunchid:533 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2679 bunchid:533 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2680 bunchid:534 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2681 bunchid:534 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2682 bunchid:534 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2683 bunchid:534 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2684 bunchid:534 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

2685 bunchid:534 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

2686 bunchid:534 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

2687 bunchid:535 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

2688 bunchid:535 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

2689 bunchid:535 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

2690 bunchid:535 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

2691 bunchid:535 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

2692 bunchid:535 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

2693 bunchid:536 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

2694 bunchid:536 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

2695 bunchid:537 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

2696 bunchid:537 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

2697 bunchid:537 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

2698 bunchid:537 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2699 bunchid:537 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2700 bunchid:538 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

2701 bunchid:538 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2702 bunchid:538 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2703 bunchid:538 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2704 bunchid:538 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2705 bunchid:538 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

2706 bunchid:538 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 50 50

action#0: 50

2707 bunchid:539 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

2708 bunchid:539 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

2709 bunchid:539 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 50 50

2710 bunchid:539 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 50 50

2711 bunchid:539 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

2712 bunchid:540 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

2713 bunchid:540 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

2714 bunchid:540 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

2715 bunchid:540 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2716 bunchid:540 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2717 bunchid:541 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

2718 bunchid:541 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2719 bunchid:541 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2720 bunchid:541 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2721 bunchid:541 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2722 bunchid:541 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

2723 bunchid:541 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

2724 bunchid:542 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

2725 bunchid:542 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

2726 bunchid:542 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

2727 bunchid:543 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

2728 bunchid:543 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

2729 bunchid:543 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

2730 bunchid:543 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

2731 bunchid:543 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

2732 bunchid:544 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

2733 bunchid:544 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

2734 bunchid:544 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

2735 bunchid:544 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2736 bunchid:544 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2737 bunchid:545 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2738 bunchid:545 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

2739 bunchid:545 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2740 bunchid:545 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2741 bunchid:545 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2742 bunchid:545 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

2743 bunchid:545 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

2744 bunchid:546 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

2745 bunchid:546 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

2746 bunchid:546 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

2747 bunchid:547 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

2748 bunchid:547 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

2749 bunchid:547 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

2750 bunchid:547 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

2751 bunchid:547 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

2752 bunchid:547 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

2753 bunchid:548 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

2754 bunchid:548 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

2755 bunchid:549 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

2756 bunchid:549 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

2757 bunchid:549 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

2758 bunchid:549 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2759 bunchid:549 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2760 bunchid:550 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

2761 bunchid:550 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2762 bunchid:550 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2763 bunchid:550 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2764 bunchid:550 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2765 bunchid:550 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

2766 bunchid:550 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

2767 bunchid:551 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

2768 bunchid:551 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

2769 bunchid:551 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

2770 bunchid:551 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

2771 bunchid:551 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

2772 bunchid:551 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

2773 bunchid:552 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

2774 bunchid:552 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

2775 bunchid:553 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

2776 bunchid:553 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

2777 bunchid:553 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

2778 bunchid:553 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2779 bunchid:553 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2780 bunchid:554 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

2781 bunchid:554 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2782 bunchid:554 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2783 bunchid:554 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2784 bunchid:554 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2785 bunchid:554 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

2786 bunchid:554 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

2787 bunchid:555 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

2788 bunchid:555 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

2789 bunchid:555 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

2790 bunchid:555 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

2791 bunchid:555 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

2792 bunchid:556 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

2793 bunchid:556 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

2794 bunchid:556 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

2795 bunchid:557 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

2796 bunchid:557 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

2797 bunchid:557 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

2798 bunchid:557 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2799 bunchid:557 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2800 bunchid:558 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

2801 bunchid:558 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2802 bunchid:558 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2803 bunchid:558 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2804 bunchid:558 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2805 bunchid:558 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

2806 bunchid:558 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

2807 bunchid:559 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

2808 bunchid:559 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

2809 bunchid:559 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

2810 bunchid:559 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

2811 bunchid:559 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

2812 bunchid:560 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

2813 bunchid:560 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

2814 bunchid:560 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

2815 bunchid:560 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2816 bunchid:560 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2817 bunchid:561 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

2818 bunchid:561 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2819 bunchid:561 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2820 bunchid:561 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2821 bunchid:561 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2822 bunchid:561 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

2823 bunchid:561 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

2824 bunchid:562 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

2825 bunchid:562 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

2826 bunchid:562 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

2827 bunchid:563 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

2828 bunchid:563 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

2829 bunchid:563 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

2830 bunchid:563 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

2831 bunchid:563 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

2832 bunchid:563 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

2833 bunchid:564 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

2834 bunchid:564 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

2835 bunchid:565 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

2836 bunchid:565 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

2837 bunchid:565 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

2838 bunchid:565 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2839 bunchid:565 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2840 bunchid:566 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

2841 bunchid:566 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2842 bunchid:566 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2843 bunchid:566 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2844 bunchid:566 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2845 bunchid:566 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

2846 bunchid:566 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 47 50

action#0: 47

2847 bunchid:567 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

2848 bunchid:567 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

2849 bunchid:567 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 47 50

2850 bunchid:567 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 47 50

2851 bunchid:567 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

2852 bunchid:567 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

2853 bunchid:568 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

2854 bunchid:568 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

2855 bunchid:569 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

2856 bunchid:569 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

2857 bunchid:569 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

2858 bunchid:569 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2859 bunchid:569 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2860 bunchid:570 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2861 bunchid:570 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

2862 bunchid:570 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2863 bunchid:570 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2864 bunchid:570 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2865 bunchid:570 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

2866 bunchid:570 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 55 50

action#0: 55

2867 bunchid:571 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

2868 bunchid:571 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

2869 bunchid:571 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 55 50

2870 bunchid:571 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 55 50

2871 bunchid:571 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

2872 bunchid:571 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

2873 bunchid:572 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

2874 bunchid:572 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

2875 bunchid:573 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

2876 bunchid:573 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

2877 bunchid:573 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

2878 bunchid:573 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2879 bunchid:573 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2880 bunchid:574 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2881 bunchid:574 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2882 bunchid:574 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2883 bunchid:574 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2884 bunchid:574 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

2885 bunchid:574 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

2886 bunchid:574 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

2887 bunchid:575 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

2888 bunchid:575 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

2889 bunchid:575 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

2890 bunchid:575 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

2891 bunchid:575 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

2892 bunchid:576 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

2893 bunchid:576 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

2894 bunchid:576 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

2895 bunchid:577 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

2896 bunchid:577 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

2897 bunchid:577 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

2898 bunchid:577 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2899 bunchid:577 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2900 bunchid:578 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2901 bunchid:578 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

2902 bunchid:578 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2903 bunchid:578 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2904 bunchid:578 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2905 bunchid:578 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

2906 bunchid:578 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

2907 bunchid:579 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

2908 bunchid:579 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

2909 bunchid:579 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

2910 bunchid:579 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

2911 bunchid:579 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

2912 bunchid:579 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

2913 bunchid:580 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

2914 bunchid:580 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

2915 bunchid:581 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

2916 bunchid:581 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

2917 bunchid:581 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

2918 bunchid:581 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2919 bunchid:581 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2920 bunchid:582 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2921 bunchid:582 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2922 bunchid:582 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

2923 bunchid:582 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2924 bunchid:582 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2925 bunchid:582 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

2926 bunchid:582 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

2927 bunchid:583 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

2928 bunchid:583 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

2929 bunchid:583 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

2930 bunchid:583 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

2931 bunchid:583 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

2932 bunchid:584 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

2933 bunchid:584 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

2934 bunchid:584 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

2935 bunchid:584 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2936 bunchid:584 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2937 bunchid:585 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

2938 bunchid:585 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2939 bunchid:585 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2940 bunchid:585 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2941 bunchid:585 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2942 bunchid:585 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

2943 bunchid:585 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

2944 bunchid:586 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

2945 bunchid:586 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

2946 bunchid:586 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

2947 bunchid:587 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

2948 bunchid:587 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

2949 bunchid:587 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

2950 bunchid:587 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

2951 bunchid:587 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

2952 bunchid:587 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

2953 bunchid:588 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

2954 bunchid:588 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

2955 bunchid:589 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

2956 bunchid:589 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

2957 bunchid:589 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

2958 bunchid:589 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2959 bunchid:589 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

2960 bunchid:590 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

2961 bunchid:590 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

2962 bunchid:590 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

2963 bunchid:590 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

2964 bunchid:590 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

2965 bunchid:590 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

2966 bunchid:590 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 52 50

action#0: 52

2967 bunchid:591 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

2968 bunchid:591 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

2969 bunchid:591 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 52 50

2970 bunchid:591 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 52 50

2971 bunchid:591 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

2972 bunchid:592 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

2973 bunchid:592 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

2974 bunchid:592 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

2975 bunchid:593 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

2976 bunchid:593 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

2977 bunchid:593 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

2978 bunchid:593 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

2979 bunchid:593 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

2980 bunchid:594 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

2981 bunchid:594 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

2982 bunchid:594 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

2983 bunchid:594 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

2984 bunchid:594 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

2985 bunchid:594 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

2986 bunchid:594 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

2987 bunchid:595 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

2988 bunchid:595 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

2989 bunchid:595 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

2990 bunchid:595 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

2991 bunchid:595 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

2992 bunchid:596 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

2993 bunchid:596 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

2994 bunchid:596 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

2995 bunchid:597 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

2996 bunchid:597 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

2997 bunchid:597 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

2998 bunchid:597 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

2999 bunchid:597 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3000 bunchid:598 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3001 bunchid:598 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

3002 bunchid:598 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3003 bunchid:598 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3004 bunchid:598 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3005 bunchid:598 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

3006 bunchid:598 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

3007 bunchid:599 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

3008 bunchid:599 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

3009 bunchid:599 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

3010 bunchid:599 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

3011 bunchid:599 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

3012 bunchid:599 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

3013 bunchid:600 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

3014 bunchid:600 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

3015 bunchid:601 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

3016 bunchid:601 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

3017 bunchid:601 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

3018 bunchid:601 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3019 bunchid:601 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3020 bunchid:602 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3021 bunchid:602 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

3022 bunchid:602 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3023 bunchid:602 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3024 bunchid:602 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3025 bunchid:602 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

3026 bunchid:602 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

3027 bunchid:603 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

3028 bunchid:603 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

3029 bunchid:603 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

3030 bunchid:603 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

3031 bunchid:603 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

3032 bunchid:604 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

3033 bunchid:604 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

3034 bunchid:604 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

3035 bunchid:605 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

3036 bunchid:605 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

3037 bunchid:605 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

3038 bunchid:605 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3039 bunchid:605 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3040 bunchid:606 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

3041 bunchid:606 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3042 bunchid:606 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3043 bunchid:606 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3044 bunchid:606 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3045 bunchid:606 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

3046 bunchid:606 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

3047 bunchid:607 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

3048 bunchid:607 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

3049 bunchid:607 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

3050 bunchid:607 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

3051 bunchid:607 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

3052 bunchid:608 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

3053 bunchid:608 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

3054 bunchid:608 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

3055 bunchid:609 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

3056 bunchid:609 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

3057 bunchid:609 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

3058 bunchid:609 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3059 bunchid:609 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3060 bunchid:610 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3061 bunchid:610 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3062 bunchid:610 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

3063 bunchid:610 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3064 bunchid:610 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3065 bunchid:610 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

3066 bunchid:610 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 46 50

action#0: 46

3067 bunchid:611 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 46 50

3068 bunchid:611 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 46 50

3069 bunchid:611 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

3070 bunchid:611 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

3071 bunchid:611 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

3072 bunchid:611 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

3073 bunchid:612 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

3074 bunchid:612 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

3075 bunchid:613 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

3076 bunchid:613 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

3077 bunchid:613 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

3078 bunchid:613 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3079 bunchid:613 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3080 bunchid:614 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

3081 bunchid:614 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3082 bunchid:614 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3083 bunchid:614 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3084 bunchid:614 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3085 bunchid:614 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

3086 bunchid:614 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

3087 bunchid:615 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

3088 bunchid:615 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

3089 bunchid:615 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

3090 bunchid:615 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

3091 bunchid:615 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

3092 bunchid:615 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

3093 bunchid:616 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

3094 bunchid:616 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

3095 bunchid:617 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

3096 bunchid:617 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

3097 bunchid:617 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

3098 bunchid:617 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3099 bunchid:617 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3100 bunchid:618 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3101 bunchid:618 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3102 bunchid:618 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3103 bunchid:618 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3104 bunchid:618 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

3105 bunchid:618 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

3106 bunchid:618 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

3107 bunchid:619 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

3108 bunchid:619 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

3109 bunchid:619 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

3110 bunchid:619 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

3111 bunchid:619 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

3112 bunchid:620 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

3113 bunchid:620 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

3114 bunchid:620 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

3115 bunchid:621 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

3116 bunchid:621 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

3117 bunchid:621 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

3118 bunchid:621 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3119 bunchid:621 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3120 bunchid:622 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3121 bunchid:622 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

3122 bunchid:622 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3123 bunchid:622 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3124 bunchid:622 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3125 bunchid:622 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

3126 bunchid:622 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 55 50

action#0: 55

3127 bunchid:623 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 55 50

3128 bunchid:623 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 55 50

3129 bunchid:623 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

3130 bunchid:623 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

3131 bunchid:623 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

3132 bunchid:624 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

3133 bunchid:624 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

3134 bunchid:624 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

3135 bunchid:624 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3136 bunchid:624 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3137 bunchid:625 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3138 bunchid:625 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3139 bunchid:625 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

3140 bunchid:625 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3141 bunchid:625 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3142 bunchid:625 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

3143 bunchid:625 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

3144 bunchid:626 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

3145 bunchid:626 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

3146 bunchid:626 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

3147 bunchid:627 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

3148 bunchid:627 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

3149 bunchid:627 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

3150 bunchid:627 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

3151 bunchid:627 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

3152 bunchid:628 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

3153 bunchid:628 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

3154 bunchid:628 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

3155 bunchid:628 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3156 bunchid:628 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3157 bunchid:629 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

3158 bunchid:629 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3159 bunchid:629 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3160 bunchid:629 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3161 bunchid:629 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3162 bunchid:629 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

3163 bunchid:629 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

3164 bunchid:630 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

3165 bunchid:630 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

3166 bunchid:630 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

3167 bunchid:631 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

3168 bunchid:631 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

3169 bunchid:631 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

3170 bunchid:631 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

3171 bunchid:631 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

3172 bunchid:631 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

3173 bunchid:632 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

3174 bunchid:632 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

3175 bunchid:633 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

3176 bunchid:633 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

3177 bunchid:633 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

3178 bunchid:633 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3179 bunchid:633 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3180 bunchid:634 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

3181 bunchid:634 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3182 bunchid:634 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3183 bunchid:634 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3184 bunchid:634 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3185 bunchid:634 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

3186 bunchid:634 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

3187 bunchid:635 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

3188 bunchid:635 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

3189 bunchid:635 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

3190 bunchid:635 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

3191 bunchid:635 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

3192 bunchid:636 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

3193 bunchid:636 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

3194 bunchid:636 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

3195 bunchid:636 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3196 bunchid:636 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3197 bunchid:637 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3198 bunchid:637 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3199 bunchid:637 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3200 bunchid:637 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

3201 bunchid:637 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3202 bunchid:637 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

3203 bunchid:637 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

3204 bunchid:638 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

3205 bunchid:638 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

3206 bunchid:638 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

3207 bunchid:639 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

3208 bunchid:639 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

3209 bunchid:639 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

3210 bunchid:639 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

3211 bunchid:639 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

3212 bunchid:640 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

3213 bunchid:640 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

3214 bunchid:640 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

3215 bunchid:640 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3216 bunchid:640 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3217 bunchid:641 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3218 bunchid:641 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

3219 bunchid:641 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3220 bunchid:641 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3221 bunchid:641 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3222 bunchid:641 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

3223 bunchid:641 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

3224 bunchid:642 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

3225 bunchid:642 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

3226 bunchid:642 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

3227 bunchid:643 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

3228 bunchid:643 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

3229 bunchid:643 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

3230 bunchid:643 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

3231 bunchid:643 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

3232 bunchid:644 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

3233 bunchid:644 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

3234 bunchid:644 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

3235 bunchid:644 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3236 bunchid:644 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3237 bunchid:645 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

3238 bunchid:645 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3239 bunchid:645 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3240 bunchid:645 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3241 bunchid:645 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3242 bunchid:645 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

3243 bunchid:645 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

3244 bunchid:646 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

3245 bunchid:646 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

3246 bunchid:646 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 49 50

action#0: 49

3247 bunchid:647 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

3248 bunchid:647 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

3249 bunchid:647 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 49 50

3250 bunchid:647 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 49 50

3251 bunchid:647 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

3252 bunchid:648 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

3253 bunchid:648 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

3254 bunchid:648 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

3255 bunchid:649 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

3256 bunchid:649 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

3257 bunchid:649 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

3258 bunchid:649 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3259 bunchid:649 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3260 bunchid:650 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

3261 bunchid:650 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3262 bunchid:650 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3263 bunchid:650 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3264 bunchid:650 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3265 bunchid:650 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

3266 bunchid:650 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

3267 bunchid:651 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

3268 bunchid:651 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

3269 bunchid:651 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

3270 bunchid:651 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

3271 bunchid:651 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

3272 bunchid:651 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

3273 bunchid:652 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

3274 bunchid:652 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

3275 bunchid:653 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

3276 bunchid:653 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

3277 bunchid:653 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

3278 bunchid:653 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3279 bunchid:653 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3280 bunchid:654 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3281 bunchid:654 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

3282 bunchid:654 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3283 bunchid:654 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3284 bunchid:654 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3285 bunchid:654 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

3286 bunchid:654 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 52 50

action#0: 52

3287 bunchid:655 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

3288 bunchid:655 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

3289 bunchid:655 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 52 50

3290 bunchid:655 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 52 50

3291 bunchid:655 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

3292 bunchid:656 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

3293 bunchid:656 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

3294 bunchid:656 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

3295 bunchid:656 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3296 bunchid:656 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3297 bunchid:657 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3298 bunchid:657 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3299 bunchid:657 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3300 bunchid:657 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3301 bunchid:657 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

3302 bunchid:657 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

3303 bunchid:657 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

3304 bunchid:658 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

3305 bunchid:658 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

3306 bunchid:658 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

3307 bunchid:659 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

3308 bunchid:659 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

3309 bunchid:659 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

3310 bunchid:659 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

3311 bunchid:659 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

3312 bunchid:660 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

3313 bunchid:660 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

3314 bunchid:660 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

3315 bunchid:660 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3316 bunchid:660 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3317 bunchid:661 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

3318 bunchid:661 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3319 bunchid:661 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3320 bunchid:661 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3321 bunchid:661 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3322 bunchid:661 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

3323 bunchid:661 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

3324 bunchid:662 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

3325 bunchid:662 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

3326 bunchid:662 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

3327 bunchid:663 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

3328 bunchid:663 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

3329 bunchid:663 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

3330 bunchid:663 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

3331 bunchid:663 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

3332 bunchid:663 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

3333 bunchid:664 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

3334 bunchid:664 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

3335 bunchid:665 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

3336 bunchid:665 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

3337 bunchid:665 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

3338 bunchid:665 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3339 bunchid:665 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3340 bunchid:666 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

3341 bunchid:666 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3342 bunchid:666 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3343 bunchid:666 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3344 bunchid:666 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3345 bunchid:666 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

3346 bunchid:666 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

3347 bunchid:667 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

3348 bunchid:667 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

3349 bunchid:667 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

3350 bunchid:667 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

3351 bunchid:667 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

3352 bunchid:668 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

3353 bunchid:668 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

3354 bunchid:668 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

3355 bunchid:669 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

3356 bunchid:669 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

3357 bunchid:669 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

3358 bunchid:669 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3359 bunchid:669 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3360 bunchid:670 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3361 bunchid:670 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3362 bunchid:670 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

3363 bunchid:670 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3364 bunchid:670 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3365 bunchid:670 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

3366 bunchid:670 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 47 50

action#0: 47

3367 bunchid:671 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

3368 bunchid:671 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 47 50

3369 bunchid:671 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 47 50

3370 bunchid:671 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

3371 bunchid:671 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

3372 bunchid:672 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

3373 bunchid:672 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

3374 bunchid:672 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

3375 bunchid:672 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3376 bunchid:672 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3377 bunchid:673 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

3378 bunchid:673 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3379 bunchid:673 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3380 bunchid:673 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3381 bunchid:673 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3382 bunchid:673 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

3383 bunchid:673 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

3384 bunchid:674 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

3385 bunchid:674 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

3386 bunchid:674 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

3387 bunchid:675 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

3388 bunchid:675 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

3389 bunchid:675 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

3390 bunchid:675 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

3391 bunchid:675 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

3392 bunchid:676 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

3393 bunchid:676 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

3394 bunchid:676 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

3395 bunchid:676 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3396 bunchid:676 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3397 bunchid:677 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

3398 bunchid:677 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3399 bunchid:677 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3400 bunchid:677 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3401 bunchid:677 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3402 bunchid:677 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

3403 bunchid:677 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

3404 bunchid:678 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

3405 bunchid:678 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

3406 bunchid:678 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

3407 bunchid:679 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

3408 bunchid:679 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

3409 bunchid:679 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

3410 bunchid:679 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

3411 bunchid:679 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

3412 bunchid:680 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

3413 bunchid:680 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

3414 bunchid:680 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

3415 bunchid:681 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

3416 bunchid:681 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

3417 bunchid:681 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

3418 bunchid:681 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3419 bunchid:681 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3420 bunchid:682 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3421 bunchid:682 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3422 bunchid:682 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

3423 bunchid:682 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3424 bunchid:682 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3425 bunchid:682 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

3426 bunchid:682 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

3427 bunchid:683 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

3428 bunchid:683 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

3429 bunchid:683 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

3430 bunchid:683 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

3431 bunchid:683 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

3432 bunchid:684 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

3433 bunchid:684 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

3434 bunchid:684 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

3435 bunchid:684 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3436 bunchid:684 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3437 bunchid:685 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

3438 bunchid:685 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3439 bunchid:685 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3440 bunchid:685 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3441 bunchid:685 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3442 bunchid:685 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

3443 bunchid:685 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

3444 bunchid:686 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

3445 bunchid:686 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

3446 bunchid:686 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

3447 bunchid:687 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

3448 bunchid:687 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

3449 bunchid:687 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

3450 bunchid:687 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

3451 bunchid:687 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

3452 bunchid:688 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

3453 bunchid:688 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

3454 bunchid:688 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

3455 bunchid:688 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3456 bunchid:688 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3457 bunchid:689 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

3458 bunchid:689 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3459 bunchid:689 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3460 bunchid:689 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3461 bunchid:689 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3462 bunchid:689 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

3463 bunchid:689 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

3464 bunchid:690 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

3465 bunchid:690 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

3466 bunchid:690 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

3467 bunchid:691 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

3468 bunchid:691 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

3469 bunchid:691 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

3470 bunchid:691 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

3471 bunchid:691 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

3472 bunchid:691 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

3473 bunchid:692 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

3474 bunchid:692 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

3475 bunchid:693 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

3476 bunchid:693 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

3477 bunchid:693 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

3478 bunchid:693 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3479 bunchid:693 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3480 bunchid:694 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3481 bunchid:694 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3482 bunchid:694 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

3483 bunchid:694 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3484 bunchid:694 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3485 bunchid:694 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

3486 bunchid:694 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

3487 bunchid:695 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

3488 bunchid:695 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

3489 bunchid:695 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

3490 bunchid:695 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

3491 bunchid:695 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

3492 bunchid:696 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

3493 bunchid:696 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

3494 bunchid:696 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

3495 bunchid:696 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3496 bunchid:696 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3497 bunchid:697 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

3498 bunchid:697 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3499 bunchid:697 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3500 bunchid:697 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3501 bunchid:697 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3502 bunchid:697 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

3503 bunchid:697 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

3504 bunchid:698 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

3505 bunchid:698 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

3506 bunchid:698 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

3507 bunchid:699 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

3508 bunchid:699 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

3509 bunchid:699 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

3510 bunchid:699 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

3511 bunchid:699 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

3512 bunchid:699 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

3513 bunchid:700 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

3514 bunchid:700 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

3515 bunchid:701 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

3516 bunchid:701 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

3517 bunchid:701 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

3518 bunchid:701 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3519 bunchid:701 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3520 bunchid:702 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3521 bunchid:702 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3522 bunchid:702 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3523 bunchid:702 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

3524 bunchid:702 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3525 bunchid:702 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

3526 bunchid:702 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

3527 bunchid:703 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

3528 bunchid:703 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

3529 bunchid:703 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

3530 bunchid:703 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

3531 bunchid:703 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

3532 bunchid:703 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

3533 bunchid:704 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

3534 bunchid:704 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

3535 bunchid:705 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

3536 bunchid:705 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

3537 bunchid:705 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

3538 bunchid:705 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3539 bunchid:705 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3540 bunchid:706 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

3541 bunchid:706 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3542 bunchid:706 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3543 bunchid:706 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3544 bunchid:706 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3545 bunchid:706 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

3546 bunchid:706 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 52 50

action#0: 52

3547 bunchid:707 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 52 50

3548 bunchid:707 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

3549 bunchid:707 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

3550 bunchid:707 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 52 50

3551 bunchid:707 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

3552 bunchid:707 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

3553 bunchid:708 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

3554 bunchid:708 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

3555 bunchid:709 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

3556 bunchid:709 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

3557 bunchid:709 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

3558 bunchid:709 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3559 bunchid:709 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3560 bunchid:710 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3561 bunchid:710 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

3562 bunchid:710 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3563 bunchid:710 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3564 bunchid:710 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3565 bunchid:710 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

3566 bunchid:710 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

3567 bunchid:711 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

3568 bunchid:711 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

3569 bunchid:711 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

3570 bunchid:711 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

3571 bunchid:711 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

3572 bunchid:711 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

3573 bunchid:712 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

3574 bunchid:712 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

3575 bunchid:713 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

3576 bunchid:713 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

3577 bunchid:713 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

3578 bunchid:713 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3579 bunchid:713 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3580 bunchid:714 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

3581 bunchid:714 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3582 bunchid:714 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3583 bunchid:714 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3584 bunchid:714 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3585 bunchid:714 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

3586 bunchid:714 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

3587 bunchid:715 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

3588 bunchid:715 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

3589 bunchid:715 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

3590 bunchid:715 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

3591 bunchid:715 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

3592 bunchid:715 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

3593 bunchid:716 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

3594 bunchid:716 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

3595 bunchid:717 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

3596 bunchid:717 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

3597 bunchid:717 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

3598 bunchid:717 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3599 bunchid:717 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3600 bunchid:718 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

3601 bunchid:718 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3602 bunchid:718 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3603 bunchid:718 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3604 bunchid:718 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3605 bunchid:718 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

3606 bunchid:718 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

3607 bunchid:719 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

3608 bunchid:719 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

3609 bunchid:719 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

3610 bunchid:719 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

3611 bunchid:719 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

3612 bunchid:720 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

3613 bunchid:720 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

3614 bunchid:720 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

3615 bunchid:720 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3616 bunchid:720 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3617 bunchid:721 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

3618 bunchid:721 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3619 bunchid:721 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3620 bunchid:721 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3621 bunchid:721 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3622 bunchid:721 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

3623 bunchid:721 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

3624 bunchid:722 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

3625 bunchid:722 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

3626 bunchid:722 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 46 50

action#0: 46

3627 bunchid:723 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

3628 bunchid:723 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 46 50

3629 bunchid:723 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

3630 bunchid:723 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 46 50

3631 bunchid:723 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

3632 bunchid:724 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

3633 bunchid:724 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

3634 bunchid:724 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

3635 bunchid:724 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3636 bunchid:724 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3637 bunchid:725 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

3638 bunchid:725 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3639 bunchid:725 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3640 bunchid:725 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3641 bunchid:725 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3642 bunchid:725 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

3643 bunchid:725 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

3644 bunchid:726 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

3645 bunchid:726 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

3646 bunchid:726 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

3647 bunchid:727 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

3648 bunchid:727 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

3649 bunchid:727 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

3650 bunchid:727 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

3651 bunchid:727 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

3652 bunchid:728 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

3653 bunchid:728 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

3654 bunchid:728 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

3655 bunchid:729 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

3656 bunchid:729 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

3657 bunchid:729 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

3658 bunchid:729 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3659 bunchid:729 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3660 bunchid:730 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

3661 bunchid:730 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3662 bunchid:730 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3663 bunchid:730 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3664 bunchid:730 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3665 bunchid:730 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

3666 bunchid:730 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

3667 bunchid:731 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

3668 bunchid:731 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

3669 bunchid:731 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

3670 bunchid:731 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

3671 bunchid:731 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

3672 bunchid:731 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

3673 bunchid:732 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

3674 bunchid:732 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

3675 bunchid:733 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

3676 bunchid:733 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

3677 bunchid:733 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

3678 bunchid:733 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3679 bunchid:733 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3680 bunchid:734 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3681 bunchid:734 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

3682 bunchid:734 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3683 bunchid:734 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3684 bunchid:734 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3685 bunchid:734 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

3686 bunchid:734 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 52 50

action#0: 52

3687 bunchid:735 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 52 50

3688 bunchid:735 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 52 50

3689 bunchid:735 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

3690 bunchid:735 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

3691 bunchid:735 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

3692 bunchid:736 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

3693 bunchid:736 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

3694 bunchid:736 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

3695 bunchid:737 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

3696 bunchid:737 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

3697 bunchid:737 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

3698 bunchid:737 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3699 bunchid:737 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3700 bunchid:738 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3701 bunchid:738 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

3702 bunchid:738 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3703 bunchid:738 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3704 bunchid:738 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3705 bunchid:738 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

3706 bunchid:738 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

3707 bunchid:739 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

3708 bunchid:739 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

3709 bunchid:739 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

3710 bunchid:739 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

3711 bunchid:739 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

3712 bunchid:740 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

3713 bunchid:740 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

3714 bunchid:740 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

3715 bunchid:740 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3716 bunchid:740 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3717 bunchid:741 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

3718 bunchid:741 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3719 bunchid:741 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3720 bunchid:741 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3721 bunchid:741 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3722 bunchid:741 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

3723 bunchid:741 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

3724 bunchid:742 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

3725 bunchid:742 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

3726 bunchid:742 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

3727 bunchid:743 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

3728 bunchid:743 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

3729 bunchid:743 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

3730 bunchid:743 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

3731 bunchid:743 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

3732 bunchid:744 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

3733 bunchid:744 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

3734 bunchid:744 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

3735 bunchid:744 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3736 bunchid:744 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3737 bunchid:745 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3738 bunchid:745 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

3739 bunchid:745 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3740 bunchid:745 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3741 bunchid:745 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3742 bunchid:745 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

3743 bunchid:745 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

3744 bunchid:746 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

3745 bunchid:746 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

3746 bunchid:746 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 55 50

action#0: 55

3747 bunchid:747 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 55 50

3748 bunchid:747 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 55 50

3749 bunchid:747 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

3750 bunchid:747 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

3751 bunchid:747 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

3752 bunchid:748 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

3753 bunchid:748 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

3754 bunchid:748 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

3755 bunchid:749 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

3756 bunchid:749 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

3757 bunchid:749 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

3758 bunchid:749 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3759 bunchid:749 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3760 bunchid:750 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3761 bunchid:750 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

3762 bunchid:750 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3763 bunchid:750 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3764 bunchid:750 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3765 bunchid:750 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

3766 bunchid:750 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

3767 bunchid:751 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

3768 bunchid:751 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

3769 bunchid:751 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

3770 bunchid:751 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

3771 bunchid:751 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

3772 bunchid:751 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

3773 bunchid:752 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

3774 bunchid:752 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

3775 bunchid:753 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

3776 bunchid:753 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

3777 bunchid:753 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

3778 bunchid:753 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3779 bunchid:753 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3780 bunchid:754 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3781 bunchid:754 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3782 bunchid:754 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

3783 bunchid:754 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3784 bunchid:754 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3785 bunchid:754 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

3786 bunchid:754 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

3787 bunchid:755 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

3788 bunchid:755 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

3789 bunchid:755 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

3790 bunchid:755 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

3791 bunchid:755 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

3792 bunchid:755 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

3793 bunchid:756 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

3794 bunchid:756 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

3795 bunchid:757 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

3796 bunchid:757 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

3797 bunchid:757 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

3798 bunchid:757 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3799 bunchid:757 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3800 bunchid:758 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3801 bunchid:758 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

3802 bunchid:758 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3803 bunchid:758 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3804 bunchid:758 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3805 bunchid:758 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

3806 bunchid:758 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

3807 bunchid:759 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

3808 bunchid:759 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

3809 bunchid:759 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

3810 bunchid:759 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

3811 bunchid:759 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

3812 bunchid:760 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

3813 bunchid:760 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

3814 bunchid:760 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

3815 bunchid:760 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3816 bunchid:760 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3817 bunchid:761 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3818 bunchid:761 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3819 bunchid:761 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3820 bunchid:761 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

3821 bunchid:761 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3822 bunchid:761 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

3823 bunchid:761 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

3824 bunchid:762 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

3825 bunchid:762 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

3826 bunchid:762 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

3827 bunchid:763 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

3828 bunchid:763 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

3829 bunchid:763 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

3830 bunchid:763 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

3831 bunchid:763 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

3832 bunchid:764 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

3833 bunchid:764 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

3834 bunchid:764 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

3835 bunchid:764 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3836 bunchid:764 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3837 bunchid:765 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3838 bunchid:765 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

3839 bunchid:765 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3840 bunchid:765 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3841 bunchid:765 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3842 bunchid:765 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

3843 bunchid:765 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

3844 bunchid:766 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

3845 bunchid:766 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

3846 bunchid:766 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 52 50

action#0: 52

3847 bunchid:767 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

3848 bunchid:767 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 52 50

3849 bunchid:767 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

3850 bunchid:767 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 52 50

3851 bunchid:767 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

3852 bunchid:768 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

3853 bunchid:768 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

3854 bunchid:768 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

3855 bunchid:768 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3856 bunchid:768 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3857 bunchid:769 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3858 bunchid:769 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

3859 bunchid:769 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3860 bunchid:769 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3861 bunchid:769 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3862 bunchid:769 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

3863 bunchid:769 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

3864 bunchid:770 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

3865 bunchid:770 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

3866 bunchid:770 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 46 50

action#0: 46

3867 bunchid:771 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 46 50

3868 bunchid:771 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 46 50

3869 bunchid:771 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

3870 bunchid:771 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

3871 bunchid:771 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

3872 bunchid:772 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

3873 bunchid:772 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

3874 bunchid:772 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

3875 bunchid:772 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3876 bunchid:772 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3877 bunchid:773 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

3878 bunchid:773 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3879 bunchid:773 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3880 bunchid:773 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3881 bunchid:773 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3882 bunchid:773 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

3883 bunchid:773 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

3884 bunchid:774 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

3885 bunchid:774 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

3886 bunchid:774 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

3887 bunchid:775 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

3888 bunchid:775 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

3889 bunchid:775 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

3890 bunchid:775 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

3891 bunchid:775 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

3892 bunchid:775 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

3893 bunchid:776 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

3894 bunchid:776 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

3895 bunchid:777 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

3896 bunchid:777 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

3897 bunchid:777 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

3898 bunchid:777 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3899 bunchid:777 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3900 bunchid:778 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3901 bunchid:778 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

3902 bunchid:778 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3903 bunchid:778 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3904 bunchid:778 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3905 bunchid:778 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

3906 bunchid:778 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

3907 bunchid:779 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

3908 bunchid:779 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

3909 bunchid:779 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

3910 bunchid:779 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

3911 bunchid:779 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

3912 bunchid:779 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

3913 bunchid:780 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

3914 bunchid:780 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

3915 bunchid:781 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

3916 bunchid:781 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

3917 bunchid:781 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

3918 bunchid:781 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3919 bunchid:781 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3920 bunchid:782 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3921 bunchid:782 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

3922 bunchid:782 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3923 bunchid:782 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3924 bunchid:782 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3925 bunchid:782 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

3926 bunchid:782 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 55 50

action#0: 55

3927 bunchid:783 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

3928 bunchid:783 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 55 50

3929 bunchid:783 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

3930 bunchid:783 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 55 50

3931 bunchid:783 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

3932 bunchid:783 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

3933 bunchid:784 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

3934 bunchid:784 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

3935 bunchid:785 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

3936 bunchid:785 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

3937 bunchid:785 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

3938 bunchid:785 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3939 bunchid:785 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

3940 bunchid:786 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

3941 bunchid:786 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

3942 bunchid:786 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

3943 bunchid:786 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

3944 bunchid:786 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

3945 bunchid:786 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

3946 bunchid:786 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

3947 bunchid:787 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

3948 bunchid:787 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

3949 bunchid:787 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

3950 bunchid:787 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

3951 bunchid:787 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

3952 bunchid:787 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

3953 bunchid:788 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

3954 bunchid:788 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

3955 bunchid:789 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

3956 bunchid:789 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

3957 bunchid:789 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

3958 bunchid:789 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

3959 bunchid:789 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3960 bunchid:790 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3961 bunchid:790 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

3962 bunchid:790 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3963 bunchid:790 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3964 bunchid:790 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3965 bunchid:790 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

3966 bunchid:790 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

3967 bunchid:791 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

3968 bunchid:791 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

3969 bunchid:791 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

3970 bunchid:791 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

3971 bunchid:791 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

3972 bunchid:791 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

3973 bunchid:792 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

3974 bunchid:792 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

3975 bunchid:793 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

3976 bunchid:793 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

3977 bunchid:793 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

3978 bunchid:793 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3979 bunchid:793 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

3980 bunchid:794 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

3981 bunchid:794 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

3982 bunchid:794 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

3983 bunchid:794 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

3984 bunchid:794 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

3985 bunchid:794 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

3986 bunchid:794 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

3987 bunchid:795 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

3988 bunchid:795 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

3989 bunchid:795 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

3990 bunchid:795 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

3991 bunchid:795 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

3992 bunchid:795 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

3993 bunchid:796 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

3994 bunchid:796 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

3995 bunchid:797 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

3996 bunchid:797 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

3997 bunchid:797 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

3998 bunchid:797 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

3999 bunchid:797 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4000 bunchid:798 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

4001 bunchid:798 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4002 bunchid:798 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4003 bunchid:798 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4004 bunchid:798 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4005 bunchid:798 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

4006 bunchid:798 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

4007 bunchid:799 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

4008 bunchid:799 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

4009 bunchid:799 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

4010 bunchid:799 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

4011 bunchid:799 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

4012 bunchid:799 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

4013 bunchid:800 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

4014 bunchid:800 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

4015 bunchid:801 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

4016 bunchid:801 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

4017 bunchid:801 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

4018 bunchid:801 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4019 bunchid:801 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4020 bunchid:802 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4021 bunchid:802 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4022 bunchid:802 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4023 bunchid:802 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4024 bunchid:802 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

4025 bunchid:802 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

4026 bunchid:802 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 55 50

action#0: 55

4027 bunchid:803 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 55 50

4028 bunchid:803 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

4029 bunchid:803 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

4030 bunchid:803 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 55 50

4031 bunchid:803 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

4032 bunchid:803 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

4033 bunchid:804 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

4034 bunchid:804 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

4035 bunchid:805 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

4036 bunchid:805 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

4037 bunchid:805 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

4038 bunchid:805 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4039 bunchid:805 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4040 bunchid:806 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4041 bunchid:806 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4042 bunchid:806 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4043 bunchid:806 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4044 bunchid:806 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

4045 bunchid:806 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

4046 bunchid:806 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

4047 bunchid:807 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

4048 bunchid:807 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

4049 bunchid:807 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

4050 bunchid:807 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

4051 bunchid:807 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

4052 bunchid:808 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

4053 bunchid:808 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

4054 bunchid:808 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

4055 bunchid:808 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4056 bunchid:808 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4057 bunchid:809 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

4058 bunchid:809 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4059 bunchid:809 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4060 bunchid:809 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4061 bunchid:809 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4062 bunchid:809 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

4063 bunchid:809 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

4064 bunchid:810 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

4065 bunchid:810 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

4066 bunchid:810 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 45 50

action#0: 45

4067 bunchid:811 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

4068 bunchid:811 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

4069 bunchid:811 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 45 50

4070 bunchid:811 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 45 50

4071 bunchid:811 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

4072 bunchid:812 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

4073 bunchid:812 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

4074 bunchid:812 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

4075 bunchid:813 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

4076 bunchid:813 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

4077 bunchid:813 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

4078 bunchid:813 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4079 bunchid:813 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4080 bunchid:814 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4081 bunchid:814 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

4082 bunchid:814 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4083 bunchid:814 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4084 bunchid:814 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4085 bunchid:814 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

4086 bunchid:814 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

4087 bunchid:815 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

4088 bunchid:815 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

4089 bunchid:815 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

4090 bunchid:815 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

4091 bunchid:815 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

4092 bunchid:816 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

4093 bunchid:816 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

4094 bunchid:816 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

4095 bunchid:816 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4096 bunchid:816 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4097 bunchid:817 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

4098 bunchid:817 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4099 bunchid:817 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4100 bunchid:817 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4101 bunchid:817 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4102 bunchid:817 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

4103 bunchid:817 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

4104 bunchid:818 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

4105 bunchid:818 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

4106 bunchid:818 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

4107 bunchid:819 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

4108 bunchid:819 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

4109 bunchid:819 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

4110 bunchid:819 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

4111 bunchid:819 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

4112 bunchid:820 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

4113 bunchid:820 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

4114 bunchid:820 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

4115 bunchid:820 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4116 bunchid:820 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4117 bunchid:821 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

4118 bunchid:821 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4119 bunchid:821 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4120 bunchid:821 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4121 bunchid:821 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4122 bunchid:821 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

4123 bunchid:821 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

4124 bunchid:822 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

4125 bunchid:822 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

4126 bunchid:822 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

4127 bunchid:823 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

4128 bunchid:823 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

4129 bunchid:823 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

4130 bunchid:823 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

4131 bunchid:823 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

4132 bunchid:824 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

4133 bunchid:824 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

4134 bunchid:824 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

4135 bunchid:825 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

4136 bunchid:825 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

4137 bunchid:825 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

4138 bunchid:825 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4139 bunchid:825 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4140 bunchid:826 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

4141 bunchid:826 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4142 bunchid:826 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4143 bunchid:826 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4144 bunchid:826 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4145 bunchid:826 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

4146 bunchid:826 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

4147 bunchid:827 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

4148 bunchid:827 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

4149 bunchid:827 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

4150 bunchid:827 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

4151 bunchid:827 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

4152 bunchid:828 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

4153 bunchid:828 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

4154 bunchid:828 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

4155 bunchid:829 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

4156 bunchid:829 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

4157 bunchid:829 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

4158 bunchid:829 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4159 bunchid:829 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4160 bunchid:830 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

4161 bunchid:830 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4162 bunchid:830 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4163 bunchid:830 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4164 bunchid:830 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4165 bunchid:830 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

4166 bunchid:830 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

4167 bunchid:831 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

4168 bunchid:831 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

4169 bunchid:831 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

4170 bunchid:831 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

4171 bunchid:831 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

4172 bunchid:831 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

4173 bunchid:832 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

4174 bunchid:832 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

4175 bunchid:833 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

4176 bunchid:833 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

4177 bunchid:833 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

4178 bunchid:833 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4179 bunchid:833 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4180 bunchid:834 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

4181 bunchid:834 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4182 bunchid:834 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4183 bunchid:834 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4184 bunchid:834 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4185 bunchid:834 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

4186 bunchid:834 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 45 50

action#0: 45

4187 bunchid:835 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

4188 bunchid:835 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 45 50

4189 bunchid:835 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

4190 bunchid:835 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 45 50

4191 bunchid:835 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

4192 bunchid:835 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

4193 bunchid:836 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

4194 bunchid:836 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

4195 bunchid:837 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

4196 bunchid:837 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

4197 bunchid:837 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

4198 bunchid:837 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4199 bunchid:837 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4200 bunchid:838 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

4201 bunchid:838 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4202 bunchid:838 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4203 bunchid:838 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4204 bunchid:838 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4205 bunchid:838 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

4206 bunchid:838 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

4207 bunchid:839 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

4208 bunchid:839 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

4209 bunchid:839 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

4210 bunchid:839 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

4211 bunchid:839 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

4212 bunchid:840 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

4213 bunchid:840 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

4214 bunchid:840 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

4215 bunchid:841 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

4216 bunchid:841 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

4217 bunchid:841 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

4218 bunchid:841 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4219 bunchid:841 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4220 bunchid:842 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4221 bunchid:842 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4222 bunchid:842 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

4223 bunchid:842 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4224 bunchid:842 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4225 bunchid:842 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

4226 bunchid:842 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 50 50

action#0: 50

4227 bunchid:843 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 50 50

4228 bunchid:843 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

4229 bunchid:843 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 50 50

4230 bunchid:843 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

4231 bunchid:843 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

4232 bunchid:843 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

4233 bunchid:844 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

4234 bunchid:844 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

4235 bunchid:845 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

4236 bunchid:845 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

4237 bunchid:845 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

4238 bunchid:845 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4239 bunchid:845 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4240 bunchid:846 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4241 bunchid:846 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

4242 bunchid:846 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4243 bunchid:846 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4244 bunchid:846 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4245 bunchid:846 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

4246 bunchid:846 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

4247 bunchid:847 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

4248 bunchid:847 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

4249 bunchid:847 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

4250 bunchid:847 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

4251 bunchid:847 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

4252 bunchid:848 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

4253 bunchid:848 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

4254 bunchid:848 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

4255 bunchid:848 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4256 bunchid:848 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4257 bunchid:849 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

4258 bunchid:849 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4259 bunchid:849 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4260 bunchid:849 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4261 bunchid:849 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4262 bunchid:849 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

4263 bunchid:849 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

4264 bunchid:850 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

4265 bunchid:850 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

4266 bunchid:850 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 46 50

action#0: 46

4267 bunchid:851 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 46 50

4268 bunchid:851 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

4269 bunchid:851 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

4270 bunchid:851 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 46 50

4271 bunchid:851 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

4272 bunchid:852 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

4273 bunchid:852 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

4274 bunchid:852 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

4275 bunchid:853 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

4276 bunchid:853 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

4277 bunchid:853 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

4278 bunchid:853 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4279 bunchid:853 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4280 bunchid:854 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

4281 bunchid:854 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4282 bunchid:854 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4283 bunchid:854 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4284 bunchid:854 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4285 bunchid:854 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

4286 bunchid:854 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

4287 bunchid:855 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

4288 bunchid:855 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

4289 bunchid:855 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

4290 bunchid:855 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

4291 bunchid:855 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

4292 bunchid:856 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

4293 bunchid:856 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

4294 bunchid:856 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

4295 bunchid:856 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4296 bunchid:856 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4297 bunchid:857 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

4298 bunchid:857 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4299 bunchid:857 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4300 bunchid:857 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4301 bunchid:857 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4302 bunchid:857 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

4303 bunchid:857 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

4304 bunchid:858 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

4305 bunchid:858 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

4306 bunchid:858 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

4307 bunchid:859 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

4308 bunchid:859 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

4309 bunchid:859 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

4310 bunchid:859 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

4311 bunchid:859 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

4312 bunchid:859 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

4313 bunchid:860 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

4314 bunchid:860 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

4315 bunchid:861 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

4316 bunchid:861 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

4317 bunchid:861 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

4318 bunchid:861 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4319 bunchid:861 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4320 bunchid:862 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4321 bunchid:862 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4322 bunchid:862 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4323 bunchid:862 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

4324 bunchid:862 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4325 bunchid:862 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

4326 bunchid:862 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

4327 bunchid:863 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

4328 bunchid:863 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

4329 bunchid:863 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

4330 bunchid:863 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

4331 bunchid:863 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

4332 bunchid:863 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

4333 bunchid:864 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

4334 bunchid:864 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

4335 bunchid:865 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

4336 bunchid:865 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

4337 bunchid:865 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

4338 bunchid:865 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4339 bunchid:865 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4340 bunchid:866 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

4341 bunchid:866 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4342 bunchid:866 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4343 bunchid:866 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4344 bunchid:866 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4345 bunchid:866 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

4346 bunchid:866 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

4347 bunchid:867 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

4348 bunchid:867 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

4349 bunchid:867 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

4350 bunchid:867 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

4351 bunchid:867 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

4352 bunchid:867 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

4353 bunchid:868 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

4354 bunchid:868 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

4355 bunchid:869 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

4356 bunchid:869 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

4357 bunchid:869 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

4358 bunchid:869 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4359 bunchid:869 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4360 bunchid:870 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4361 bunchid:870 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4362 bunchid:870 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4363 bunchid:870 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

4364 bunchid:870 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4365 bunchid:870 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

4366 bunchid:870 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

4367 bunchid:871 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

4368 bunchid:871 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

4369 bunchid:871 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

4370 bunchid:871 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

4371 bunchid:871 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

4372 bunchid:871 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=49

action#0: distance = 49

4373 bunchid:872 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=49

4374 bunchid:872 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

4375 bunchid:873 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

4376 bunchid:873 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

4377 bunchid:873 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

4378 bunchid:873 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4379 bunchid:873 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4380 bunchid:874 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4381 bunchid:874 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

4382 bunchid:874 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4383 bunchid:874 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4384 bunchid:874 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4385 bunchid:874 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=49

4386 bunchid:874 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 49 50

action#0: 49

4387 bunchid:875 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 49 50

4388 bunchid:875 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=49

4389 bunchid:875 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 49 50

4390 bunchid:875 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=49

4391 bunchid:875 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=49

4392 bunchid:875 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

4393 bunchid:876 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

4394 bunchid:876 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 49 50

action#0: speed = 0

4395 bunchid:877 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 49 50

4396 bunchid:877 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 49 50

4397 bunchid:877 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 49 50

4398 bunchid:877 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4399 bunchid:877 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4400 bunchid:878 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 49 50

4401 bunchid:878 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4402 bunchid:878 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4403 bunchid:878 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4404 bunchid:878 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4405 bunchid:878 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

4406 bunchid:878 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

4407 bunchid:879 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

4408 bunchid:879 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

4409 bunchid:879 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

4410 bunchid:879 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

4411 bunchid:879 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

4412 bunchid:880 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

4413 bunchid:880 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

4414 bunchid:880 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

4415 bunchid:880 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4416 bunchid:880 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4417 bunchid:881 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

4418 bunchid:881 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4419 bunchid:881 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4420 bunchid:881 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4421 bunchid:881 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4422 bunchid:881 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

4423 bunchid:881 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

4424 bunchid:882 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

4425 bunchid:882 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

4426 bunchid:882 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

4427 bunchid:883 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

4428 bunchid:883 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

4429 bunchid:883 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

4430 bunchid:883 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

4431 bunchid:883 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

4432 bunchid:883 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

4433 bunchid:884 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

4434 bunchid:884 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

4435 bunchid:885 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

4436 bunchid:885 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

4437 bunchid:885 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

4438 bunchid:885 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4439 bunchid:885 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4440 bunchid:886 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

4441 bunchid:886 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4442 bunchid:886 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4443 bunchid:886 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4444 bunchid:886 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4445 bunchid:886 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

4446 bunchid:886 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

4447 bunchid:887 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

4448 bunchid:887 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

4449 bunchid:887 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

4450 bunchid:887 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

4451 bunchid:887 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

4452 bunchid:887 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

4453 bunchid:888 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

4454 bunchid:888 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

4455 bunchid:889 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

4456 bunchid:889 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

4457 bunchid:889 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

4458 bunchid:889 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4459 bunchid:889 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4460 bunchid:890 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4461 bunchid:890 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

4462 bunchid:890 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4463 bunchid:890 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4464 bunchid:890 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4465 bunchid:890 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

4466 bunchid:890 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 50 50

action#0: 50

4467 bunchid:891 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

4468 bunchid:891 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 50 50

4469 bunchid:891 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 50 50

4470 bunchid:891 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

4471 bunchid:891 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

4472 bunchid:892 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

4473 bunchid:892 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

4474 bunchid:892 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

4475 bunchid:892 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4476 bunchid:892 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4477 bunchid:893 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

4478 bunchid:893 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4479 bunchid:893 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4480 bunchid:893 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4481 bunchid:893 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4482 bunchid:893 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

4483 bunchid:893 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

4484 bunchid:894 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

4485 bunchid:894 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

4486 bunchid:894 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

4487 bunchid:895 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

4488 bunchid:895 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

4489 bunchid:895 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

4490 bunchid:895 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

4491 bunchid:895 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

4492 bunchid:896 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

4493 bunchid:896 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

4494 bunchid:896 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

4495 bunchid:896 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4496 bunchid:896 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4497 bunchid:897 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

4498 bunchid:897 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4499 bunchid:897 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4500 bunchid:897 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4501 bunchid:897 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4502 bunchid:897 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

4503 bunchid:897 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

4504 bunchid:898 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

4505 bunchid:898 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

4506 bunchid:898 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

4507 bunchid:899 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

4508 bunchid:899 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

4509 bunchid:899 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

4510 bunchid:899 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

4511 bunchid:899 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

4512 bunchid:899 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

4513 bunchid:900 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

4514 bunchid:900 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

4515 bunchid:901 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

4516 bunchid:901 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

4517 bunchid:901 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

4518 bunchid:901 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4519 bunchid:901 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4520 bunchid:902 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4521 bunchid:902 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4522 bunchid:902 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

4523 bunchid:902 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4524 bunchid:902 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4525 bunchid:902 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

4526 bunchid:902 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 53 50

action#0: 53

4527 bunchid:903 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 53 50

4528 bunchid:903 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

4529 bunchid:903 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

4530 bunchid:903 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 53 50

4531 bunchid:903 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

4532 bunchid:903 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

4533 bunchid:904 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

4534 bunchid:904 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

4535 bunchid:905 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

4536 bunchid:905 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

4537 bunchid:905 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

4538 bunchid:905 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4539 bunchid:905 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4540 bunchid:906 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

4541 bunchid:906 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4542 bunchid:906 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4543 bunchid:906 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4544 bunchid:906 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4545 bunchid:906 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

4546 bunchid:906 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 51 50

action#0: 51

4547 bunchid:907 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 51 50

4548 bunchid:907 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 51 50

4549 bunchid:907 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

4550 bunchid:907 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

4551 bunchid:907 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

4552 bunchid:908 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

4553 bunchid:908 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

4554 bunchid:908 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

4555 bunchid:909 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

4556 bunchid:909 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

4557 bunchid:909 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

4558 bunchid:909 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4559 bunchid:909 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4560 bunchid:910 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

4561 bunchid:910 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4562 bunchid:910 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4563 bunchid:910 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4564 bunchid:910 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4565 bunchid:910 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

4566 bunchid:910 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

4567 bunchid:911 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

4568 bunchid:911 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

4569 bunchid:911 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50

4570 bunchid:911 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

4571 bunchid:911 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

4572 bunchid:912 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

4573 bunchid:912 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

4574 bunchid:912 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

4575 bunchid:912 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4576 bunchid:912 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4577 bunchid:913 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

4578 bunchid:913 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4579 bunchid:913 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4580 bunchid:913 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4581 bunchid:913 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4582 bunchid:913 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

4583 bunchid:913 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=53

action#0: distance = 53

4584 bunchid:914 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=53

4585 bunchid:914 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=53

4586 bunchid:914 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 53 50

action#0: 53

4587 bunchid:915 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 53 50

4588 bunchid:915 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=53

4589 bunchid:915 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=53

4590 bunchid:915 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 53 50

4591 bunchid:915 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 53 50

action#0: speed = 30

4592 bunchid:916 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 53 50

4593 bunchid:916 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=53

4594 bunchid:916 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

4595 bunchid:917 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

4596 bunchid:917 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 53 50

4597 bunchid:917 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 53 50

4598 bunchid:917 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4599 bunchid:917 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4600 bunchid:918 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4601 bunchid:918 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4602 bunchid:918 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4603 bunchid:918 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 53 50

4604 bunchid:918 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4605 bunchid:918 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

4606 bunchid:918 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 47 50

action#0: 47

4607 bunchid:919 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 47 50

4608 bunchid:919 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

4609 bunchid:919 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 47 50

4610 bunchid:919 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

4611 bunchid:919 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

4612 bunchid:919 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

4613 bunchid:920 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

4614 bunchid:920 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

4615 bunchid:921 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

4616 bunchid:921 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

4617 bunchid:921 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

4618 bunchid:921 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4619 bunchid:921 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4620 bunchid:922 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4621 bunchid:922 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

4622 bunchid:922 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4623 bunchid:922 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4624 bunchid:922 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4625 bunchid:922 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

4626 bunchid:922 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

4627 bunchid:923 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

4628 bunchid:923 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

4629 bunchid:923 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

4630 bunchid:923 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

4631 bunchid:923 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

4632 bunchid:924 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

4633 bunchid:924 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

4634 bunchid:924 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

4635 bunchid:925 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

4636 bunchid:925 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

4637 bunchid:925 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

4638 bunchid:925 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4639 bunchid:925 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4640 bunchid:926 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4641 bunchid:926 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

4642 bunchid:926 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4643 bunchid:926 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4644 bunchid:926 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4645 bunchid:926 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

4646 bunchid:926 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

4647 bunchid:927 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

4648 bunchid:927 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

4649 bunchid:927 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

4650 bunchid:927 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

4651 bunchid:927 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

4652 bunchid:928 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

4653 bunchid:928 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

4654 bunchid:928 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

4655 bunchid:929 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

4656 bunchid:929 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

4657 bunchid:929 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

4658 bunchid:929 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4659 bunchid:929 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4660 bunchid:930 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4661 bunchid:930 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4662 bunchid:930 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

4663 bunchid:930 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4664 bunchid:930 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4665 bunchid:930 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

4666 bunchid:930 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

4667 bunchid:931 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

4668 bunchid:931 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

4669 bunchid:931 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

4670 bunchid:931 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

4671 bunchid:931 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

4672 bunchid:932 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

4673 bunchid:932 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

4674 bunchid:932 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

4675 bunchid:932 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4676 bunchid:932 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4677 bunchid:933 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4678 bunchid:933 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4679 bunchid:933 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4680 bunchid:933 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4681 bunchid:933 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

4682 bunchid:933 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

4683 bunchid:933 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=45

action#0: distance = 45

4684 bunchid:934 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=45

4685 bunchid:934 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=45

4686 bunchid:934 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 45 50

action#0: 45

4687 bunchid:935 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=45

4688 bunchid:935 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 45 50

4689 bunchid:935 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=45

4690 bunchid:935 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 45 50

4691 bunchid:935 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=45

4692 bunchid:935 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

4693 bunchid:936 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

4694 bunchid:936 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 45 50

action#0: speed = 0

4695 bunchid:937 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 45 50

4696 bunchid:937 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 45 50

4697 bunchid:937 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 45 50

4698 bunchid:937 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4699 bunchid:937 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4700 bunchid:938 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 45 50

4701 bunchid:938 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4702 bunchid:938 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4703 bunchid:938 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4704 bunchid:938 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4705 bunchid:938 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

4706 bunchid:938 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

4707 bunchid:939 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

4708 bunchid:939 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

4709 bunchid:939 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

4710 bunchid:939 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

4711 bunchid:939 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

4712 bunchid:939 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=50

action#0: distance = 50

4713 bunchid:940 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=50

4714 bunchid:940 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

4715 bunchid:941 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

4716 bunchid:941 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

4717 bunchid:941 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

4718 bunchid:941 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4719 bunchid:941 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4720 bunchid:942 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

4721 bunchid:942 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4722 bunchid:942 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4723 bunchid:942 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4724 bunchid:942 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4725 bunchid:942 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=50

4726 bunchid:942 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 50 50

action#0: 50

4727 bunchid:943 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 50 50

4728 bunchid:943 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=50

4729 bunchid:943 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 50 50

4730 bunchid:943 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=50

4731 bunchid:943 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=50

4732 bunchid:943 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

4733 bunchid:944 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

4734 bunchid:944 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 50 50

action#0: speed = 0

4735 bunchid:945 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 50 50

4736 bunchid:945 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 50 50

4737 bunchid:945 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 50 50

4738 bunchid:945 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4739 bunchid:945 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4740 bunchid:946 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4741 bunchid:946 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 50 50

4742 bunchid:946 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4743 bunchid:946 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4744 bunchid:946 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4745 bunchid:946 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

4746 bunchid:946 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 47 50

action#0: 47

4747 bunchid:947 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

4748 bunchid:947 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

4749 bunchid:947 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 47 50

4750 bunchid:947 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 47 50

4751 bunchid:947 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

4752 bunchid:947 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

4753 bunchid:948 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

4754 bunchid:948 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

4755 bunchid:949 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

4756 bunchid:949 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

4757 bunchid:949 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

4758 bunchid:949 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4759 bunchid:949 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4760 bunchid:950 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

4761 bunchid:950 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4762 bunchid:950 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4763 bunchid:950 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4764 bunchid:950 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4765 bunchid:950 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

4766 bunchid:950 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 54 50

action#0: 54

4767 bunchid:951 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

4768 bunchid:951 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 54 50

4769 bunchid:951 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

4770 bunchid:951 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 54 50

4771 bunchid:951 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=54

4772 bunchid:951 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

4773 bunchid:952 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

4774 bunchid:952 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 54 50

action#0: speed = 30

4775 bunchid:953 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 54 50

4776 bunchid:953 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 54 50

4777 bunchid:953 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 54 50

4778 bunchid:953 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4779 bunchid:953 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4780 bunchid:954 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4781 bunchid:954 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 54 50

4782 bunchid:954 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4783 bunchid:954 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4784 bunchid:954 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4785 bunchid:954 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

4786 bunchid:954 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

4787 bunchid:955 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

4788 bunchid:955 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

4789 bunchid:955 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

4790 bunchid:955 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

4791 bunchid:955 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

4792 bunchid:955 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

4793 bunchid:956 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

4794 bunchid:956 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

4795 bunchid:957 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

4796 bunchid:957 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

4797 bunchid:957 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

4798 bunchid:957 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4799 bunchid:957 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4800 bunchid:958 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4801 bunchid:958 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4802 bunchid:958 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4803 bunchid:958 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

4804 bunchid:958 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4805 bunchid:958 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

4806 bunchid:958 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

4807 bunchid:959 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

4808 bunchid:959 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

4809 bunchid:959 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

4810 bunchid:959 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

4811 bunchid:959 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

4812 bunchid:959 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

4813 bunchid:960 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

4814 bunchid:960 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

4815 bunchid:961 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

4816 bunchid:961 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

4817 bunchid:961 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

4818 bunchid:961 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4819 bunchid:961 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4820 bunchid:962 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4821 bunchid:962 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

4822 bunchid:962 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4823 bunchid:962 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4824 bunchid:962 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4825 bunchid:962 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

4826 bunchid:962 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 55 50

action#0: 55

4827 bunchid:963 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

4828 bunchid:963 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

4829 bunchid:963 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 55 50

4830 bunchid:963 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 55 50

4831 bunchid:963 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

4832 bunchid:963 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=55

action#0: distance = 55

4833 bunchid:964 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=55

4834 bunchid:964 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

4835 bunchid:965 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

4836 bunchid:965 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

4837 bunchid:965 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

4838 bunchid:965 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4839 bunchid:965 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4840 bunchid:966 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4841 bunchid:966 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4842 bunchid:966 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4843 bunchid:966 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

4844 bunchid:966 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4845 bunchid:966 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=55

4846 bunchid:966 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 55 50

action#0: 55

4847 bunchid:967 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 55 50

4848 bunchid:967 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 55 50

4849 bunchid:967 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=55

4850 bunchid:967 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=55

4851 bunchid:967 @0/ 0: avatar transition ID=337 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 55 50

action#0: speed = 30

4852 bunchid:968 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 55 50

4853 bunchid:968 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=55

4854 bunchid:968 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=47

action#0: distance = 47

4855 bunchid:969 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=47

4856 bunchid:969 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 55 50

4857 bunchid:969 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 55 50

4858 bunchid:969 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4859 bunchid:969 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4860 bunchid:970 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4861 bunchid:970 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 55 50

4862 bunchid:970 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4863 bunchid:970 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4864 bunchid:970 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4865 bunchid:970 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=47

4866 bunchid:970 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 47 50

action#0: 47

4867 bunchid:971 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=47

4868 bunchid:971 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 47 50

4869 bunchid:971 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=47

4870 bunchid:971 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 47 50

4871 bunchid:971 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 47 50

action#0: speed = 0

4872 bunchid:972 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 47 50

4873 bunchid:972 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=47

4874 bunchid:972 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=51

action#0: distance = 51

4875 bunchid:973 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=51

4876 bunchid:973 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 47 50

4877 bunchid:973 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 47 50

4878 bunchid:973 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4879 bunchid:973 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4880 bunchid:974 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 47 50

4881 bunchid:974 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4882 bunchid:974 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4883 bunchid:974 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4884 bunchid:974 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4885 bunchid:974 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=51

4886 bunchid:974 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 51 50

action#0: 51

4887 bunchid:975 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 51 50

4888 bunchid:975 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 51 50

4889 bunchid:975 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=51

4890 bunchid:975 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=51

4891 bunchid:975 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=51

4892 bunchid:975 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

4893 bunchid:976 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

4894 bunchid:976 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 51 50

action#0: speed = 30

4895 bunchid:977 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 51 50

4896 bunchid:977 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 51 50

4897 bunchid:977 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 51 50

4898 bunchid:977 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4899 bunchid:977 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4900 bunchid:978 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 51 50

4901 bunchid:978 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4902 bunchid:978 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4903 bunchid:978 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4904 bunchid:978 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4905 bunchid:978 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

4906 bunchid:978 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 46 50

action#0: 46

4907 bunchid:979 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

4908 bunchid:979 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

4909 bunchid:979 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 46 50

4910 bunchid:979 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 46 50

4911 bunchid:979 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

4912 bunchid:980 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

4913 bunchid:980 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

4914 bunchid:980 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=46

action#0: distance = 46

4915 bunchid:981 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=46

4916 bunchid:981 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

4917 bunchid:981 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

4918 bunchid:981 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4919 bunchid:981 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4920 bunchid:982 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

4921 bunchid:982 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4922 bunchid:982 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4923 bunchid:982 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4924 bunchid:982 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4925 bunchid:982 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=46

4926 bunchid:982 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 46 50

action#0: 46

4927 bunchid:983 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=46

4928 bunchid:983 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=46

4929 bunchid:983 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 46 50

4930 bunchid:983 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 46 50

4931 bunchid:983 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=46

4932 bunchid:983 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

4933 bunchid:984 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

4934 bunchid:984 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 46 50

action#0: speed = 0

4935 bunchid:985 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 46 50

4936 bunchid:985 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 46 50

4937 bunchid:985 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 46 50

4938 bunchid:985 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4939 bunchid:985 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4940 bunchid:986 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4941 bunchid:986 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 46 50

4942 bunchid:986 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4943 bunchid:986 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4944 bunchid:986 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4945 bunchid:986 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

4946 bunchid:986 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 48 50

action#0: 48

4947 bunchid:987 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

4948 bunchid:987 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

4949 bunchid:987 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 48 50

4950 bunchid:987 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 48 50

4951 bunchid:987 @0/ 0: avatar transition ID=343 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

4952 bunchid:988 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

4953 bunchid:988 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

4954 bunchid:988 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

4955 bunchid:989 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

4956 bunchid:989 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

4957 bunchid:989 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

4958 bunchid:989 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4959 bunchid:989 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

4960 bunchid:990 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

4961 bunchid:990 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

4962 bunchid:990 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

4963 bunchid:990 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

4964 bunchid:990 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

4965 bunchid:990 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

4966 bunchid:990 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 52 50

action#0: 52

4967 bunchid:991 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 52 50

4968 bunchid:991 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

4969 bunchid:991 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

4970 bunchid:991 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 52 50

4971 bunchid:991 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

4972 bunchid:992 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

4973 bunchid:992 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

4974 bunchid:992 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=48

action#0: distance = 48

4975 bunchid:993 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=48

4976 bunchid:993 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

4977 bunchid:993 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

4978 bunchid:993 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

4979 bunchid:993 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

4980 bunchid:994 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

4981 bunchid:994 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

4982 bunchid:994 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

4983 bunchid:994 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

4984 bunchid:994 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

4985 bunchid:994 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=48

4986 bunchid:994 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 48 50

action#0: 48

4987 bunchid:995 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 48 50

4988 bunchid:995 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 48 50

4989 bunchid:995 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=48

4990 bunchid:995 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=48

4991 bunchid:995 @0/ 0: avatar transition ID=331 / top level operator

value:Transition (guard=distance<=threshold, ...)

nexts= 0:Waiting/ ID=321

speed = 0 / guard distance<=threshold / in block Collision\_Avoidance

attributes=0 48 50

action#0: speed = 0

4992 bunchid:996 @0/ 0: Waiting ID=321 / top level operator

nexts= 0:avatar transition/ ID=354 in block Collision\_Avoidance (silent)

attributes=0 48 50

4993 bunchid:996 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=48

4994 bunchid:996 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=52

action#0: distance = 52

4995 bunchid:997 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=52

4996 bunchid:997 @0/ 0: avatar transition ID=354 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=324 in block Collision\_Avoidance

attributes=0 48 50

4997 bunchid:997 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=324 / top level operator

nexts= 0:avatar transition/ ID=355 in block Collision\_Avoidance

attributes=0 48 50

4998 bunchid:997 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=30

4999 bunchid:997 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=0

action#0: 0

5000 bunchid:998 @0/ 0: avatar transition ID=355 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=326 in block Collision\_Avoidance (silent)

attributes=0 48 50

5001 bunchid:998 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=0

5002 bunchid:998 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=0

5003 bunchid:998 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=0

5004 bunchid:998 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=0

5005 bunchid:998 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=52

5006 bunchid:998 @0/ 0: action\_on\_signal:US\_set\_distance ID=326 / top level operator

nexts= 0:avatar transition/ ID=330 in block Collision\_Avoidance

attributes=0 52 50

action#0: 52

5007 bunchid:999 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=52

5008 bunchid:999 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=52

5009 bunchid:999 @0/ 0: avatar transition ID=330 / top level operator

value:Empty transition

nexts= 0:choice\_\_1/ ID=320 in block Collision\_Avoidance (silent)

attributes=0 52 50

5010 bunchid:999 @0/ 0: choice\_\_1 ID=320 / top level operator

nexts= 0:avatar transition/ ID=343 1:avatar transition/ ID=349 in block Collision\_Avoidance (silent)

attributes=0 52 50

5011 bunchid:999 @0/ 0: avatar transition ID=376 / top level operator

value:Empty transition

nexts= 0:random/ ID=370 in block Ultrasonic\_Sensor

attributes=52

5012 bunchid:999 @0/ 0: random ID=370 / top level operator

nexts= 0:avatar transition/ ID=378 in block Ultrasonic\_Sensor

attributes=54

action#0: distance = 54

5013 bunchid:1000 @0/ 0: avatar transition ID=378 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=369 in block Ultrasonic\_Sensor (silent)

attributes=54

5014 bunchid:1000 @0/ 0: avatar transition ID=349 / top level operator

value:Transition (guard=distance>threshold, ...)

nexts= 0:Driving/ ID=319

speed = 30 / guard distance>threshold / in block Collision\_Avoidance

attributes=30 52 50

action#0: speed = 30

5015 bunchid:1001 @0/ 0: Driving ID=319 / top level operator

nexts= 0:avatar transition/ ID=327 in block Collision\_Avoidance (silent)

attributes=30 52 50

5016 bunchid:1001 @0/ 0: avatar transition ID=327 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=323 in block Collision\_Avoidance

attributes=30 52 50

5017 bunchid:1001 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=323 / top level operator

nexts= 0:avatar transition/ ID=329 in block Collision\_Avoidance

attributes=30 52 50

5018 bunchid:1001 @0/ 0: avatar transition ID=368 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=359 in block DC\_Motor

attributes=0

5019 bunchid:1001 @0/ 0: action\_on\_signal:DC\_motor\_set\_speed ID=359 / top level operator

nexts= 0:avatar transition/ ID=365 in block DC\_Motor

attributes=30

action#0: 30

5020 bunchid:1002 @0/ 0: avatar transition ID=365 / top level operator

value:Empty transition

nexts= 0:busy/ ID=360 in block DC\_Motor (silent)

attributes=30

5021 bunchid:1002 @0/ 0: avatar transition ID=329 / top level operator

value:Empty transition

nexts= 0:action\_on\_signal/ ID=325 in block Collision\_Avoidance (silent)

attributes=30 52 50

5022 bunchid:1002 @0/ 0: busy ID=360 / top level operator

nexts= 0:avatar transition/ ID=364 in block DC\_Motor (silent)

attributes=30

5023 bunchid:1002 @0/ 0: avatar transition ID=364 / top level operator

value:Empty transition

nexts= 0:idle/ ID=361 in block DC\_Motor (silent)

attributes=30

5024 bunchid:1002 @0/ 0: idle ID=361 / top level operator

nexts= 0:avatar transition/ ID=368 in block DC\_Motor (silent)

attributes=30

5025 bunchid:1002 @0/ 0: action\_on\_signal:US\_set\_distance ID=369 / top level operator

nexts= 0:avatar transition/ ID=374 in block Ultrasonic\_Sensor

attributes=54

5026 bunchid:1002 @0/ 0: action\_on\_signal:US\_set\_distance ID=325 / top level operator

nexts= 0:avatar transition/ ID=328 in block Collision\_Avoidance

attributes=30 54 50

action#0: 54

5027 bunchid:1003 @0/ 0: avatar transition ID=374 / top level operator

value:Empty transition

nexts= 0:busy/ ID=371 in block Ultrasonic\_Sensor (silent)

attributes=54

5028 bunchid:1003 @0/ 0: avatar transition ID=328 / top level operator

value:Empty transition

nexts= 0:choice\_\_0/ ID=318 in block Collision\_Avoidance (silent)

attributes=30 54 50

5029 bunchid:1003 @0/ 0: busy ID=371 / top level operator

nexts= 0:avatar transition/ ID=376 in block Ultrasonic\_Sensor (silent)

attributes=54

5030 bunchid:1003 @0/ 0: choice\_\_0 ID=318 / top level operator

nexts= 0:avatar transition/ ID=331 1:avatar transition/ ID=337 in block Collision\_Avoidance (silent)

attributes=30 54 50