



**FLOOR**

- > UP
- > DOWN
- > OPEN DOOR
- > CLOSE DOOR
- DOOR POSITION

**ELE**

- TRIP COUNT
- FLOOR COUNT
- > FLOOR ANN. C.
- LOCATION (FLOOR)
- > FLOOR REQUEST (DESTINATION)
- > SERVICE\_STOP
- > SERVICE\_START
- RIDER COUNT
- + PUB/SUB TO Q

**RIDER**

- ONBOARD FLR
- DEST. FLOOR
- > REQUEST\_Proc

**RIDER - CTRL**

- > CREATE
- > PLACE
- > get TOTAL RIDERS
- > get RIDER COUNT

**CTRL**

- + MOVE ELE UP
- + MOVE ELE DOWN
- + PUB/SUB TO Q
- + SCREEN.WRITE
- + MSG PROC

**ENV\_ASMPT**

- FLOOR COUNT (#)
- FLOOR HEIGHT (#)
- Num. FLOORS
- Speed (FPS)
- etc...

**HEARTBEAT**

- > DISPLAY CARRIAGE LOCATIONS (\* DIRECT.)
- => ENV. FLOOR-Hght / ENV. speed