

# R53 Multiple Assigner DFDs

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MODEL INTEGRATION, LLC

State name: NO TRANSFER

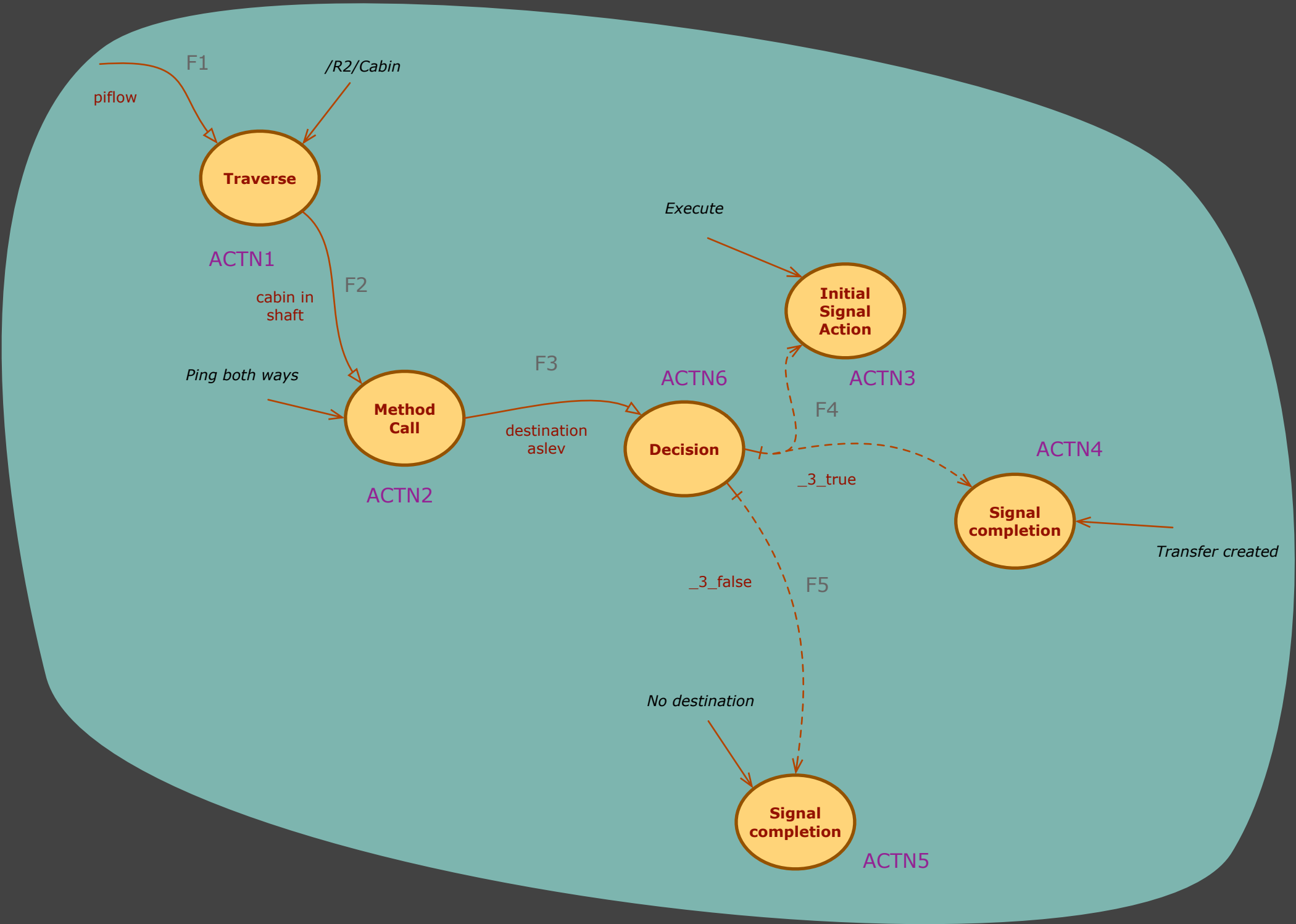
No actions

```
state NO TRANSFER
activity
    // Waiting for service request
transitions
    Service requested > Search for new destination
```

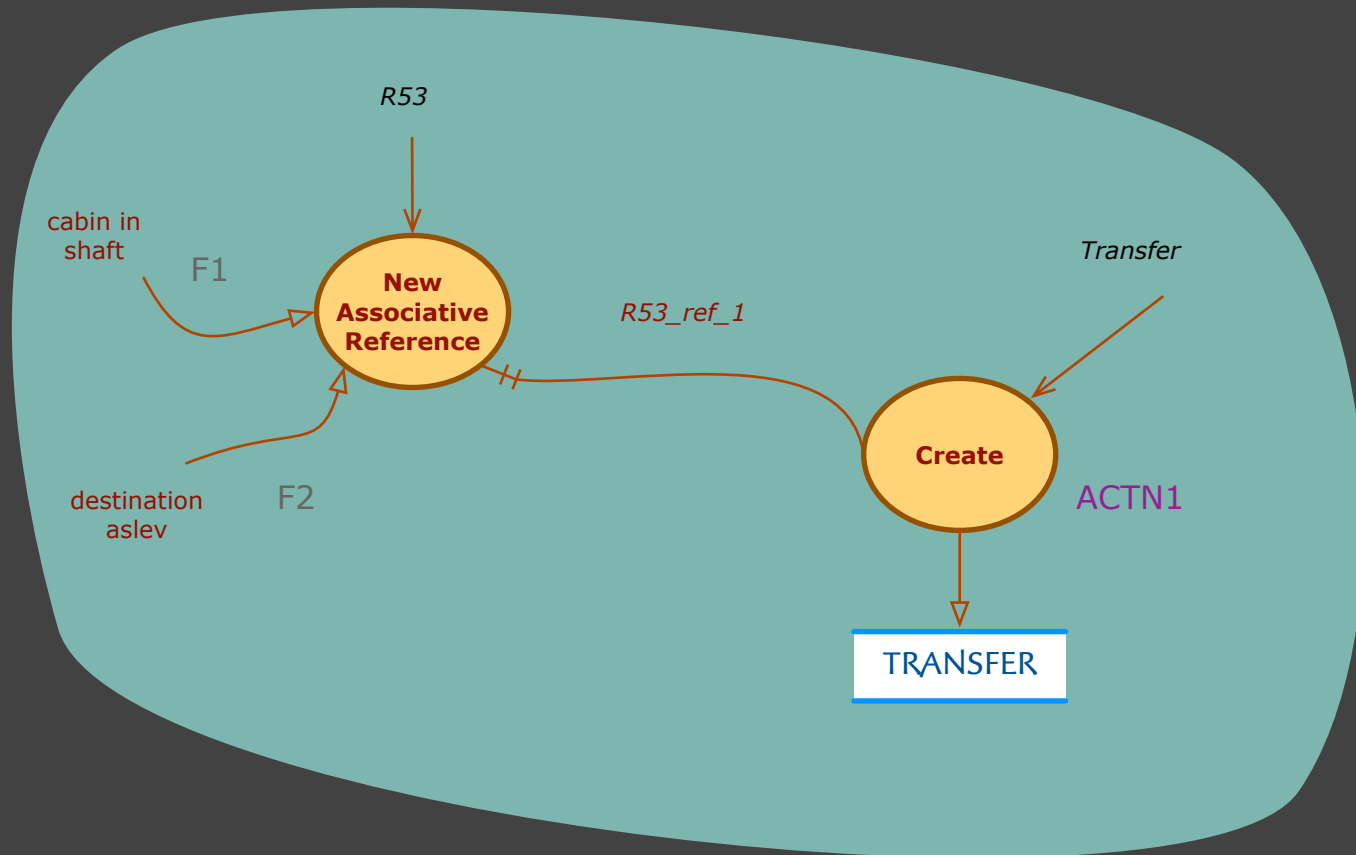
A25

Search for new destination

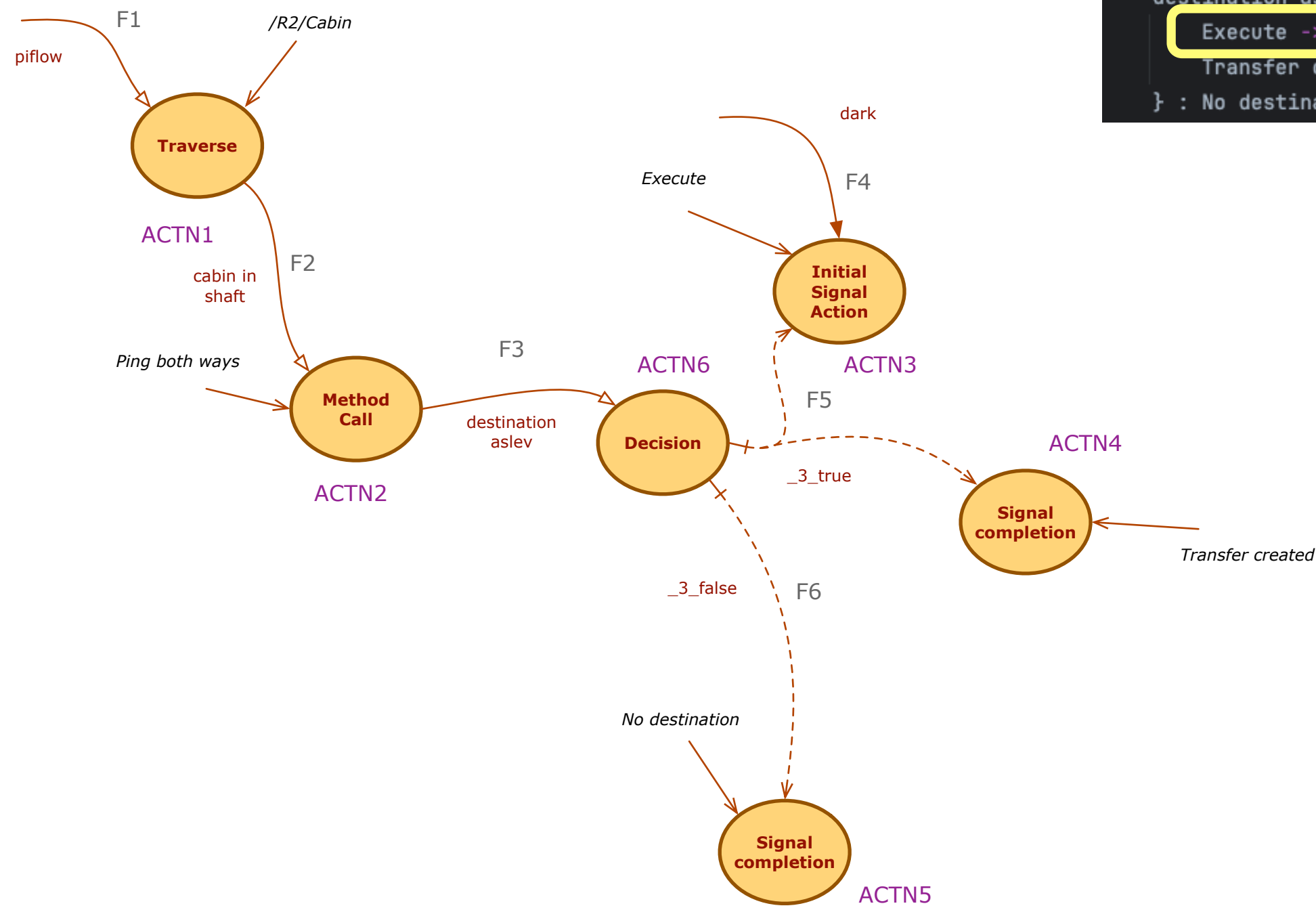
// The Cabin in this Shaft is stationary and has no Transfer  
cabin in shaft . = /R2/Cabin  
destination aslev . = cabin in shaft.Ping both ways()  
destination aslev? {  
    Execute -> \*Transfer &R53 cabin in shaft, destination aslev  
    Transfer created -> me  
} : No destination -> me



A63



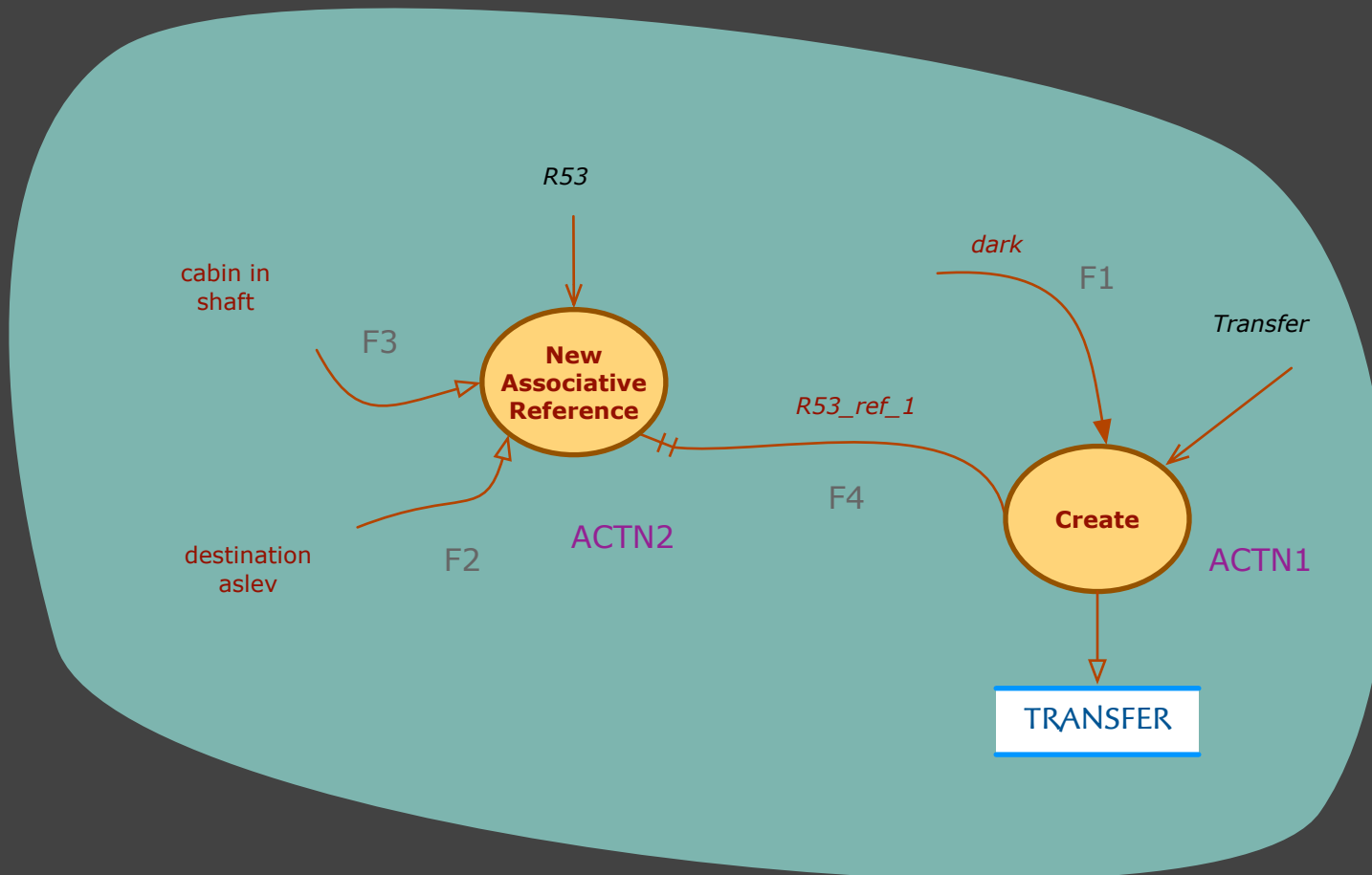
A25 Added Tint/Color attributes to test setting of explicit and default scalar attribute values



```
state Search for new destination
activity
    // The Cabin in this Shaft is stationary and has no Transfer
    cabin in shaft . = /R2/Cabin
    destination aslev . = cabin in shaft.Ping both ways()
    destination aslev? {
        Execute -> *Transfer(Tint: _dark) &R53 cabin in shaft, destination aslev
        Transfer created -> me
    } : No destination -> me
```

## A63

Added Tint/Color attributes to test setting of explicit and default scalar attribute values



State name: Search for alternate destination

A11

1

2

3

```
state Search for alternate destination
activity
    cabin in shaft .:= /R2/Cabin
    fwd = cabin in shaft.Travel direction
    xfer .:= cabin in shaft/R53/Transfer
    call in progress .:= xfer/R53/Accessible Shaft Level/R49/Floor Service( Direction: fwd )

    5 fwd dest .:= cabin in shaft.Ping( dir: fwd )
    6 fwd dest? dest aslev .:= fwd dest :
        !call in progress? {
            // Search opposite the travel direction only if not servicing
            // a floor request in the current direction
            rev = fwd.opposite
            rev dest .:= cabin in shaft.Ping( dir: rev )
            rev dest? cabin in shaft.Travel direction = rev
            // may be empty
            dest aslev .:= rev dest
        }

    7 dest aslev? {
        dest floor = dest aslev.Floor
        dest floor != xfer.Destination floor?
            Dest change request( new dest: dest floor ) -> xfer
    }

    8 Dest change evaluated -> me
```

