Door Data Flow Diagrams

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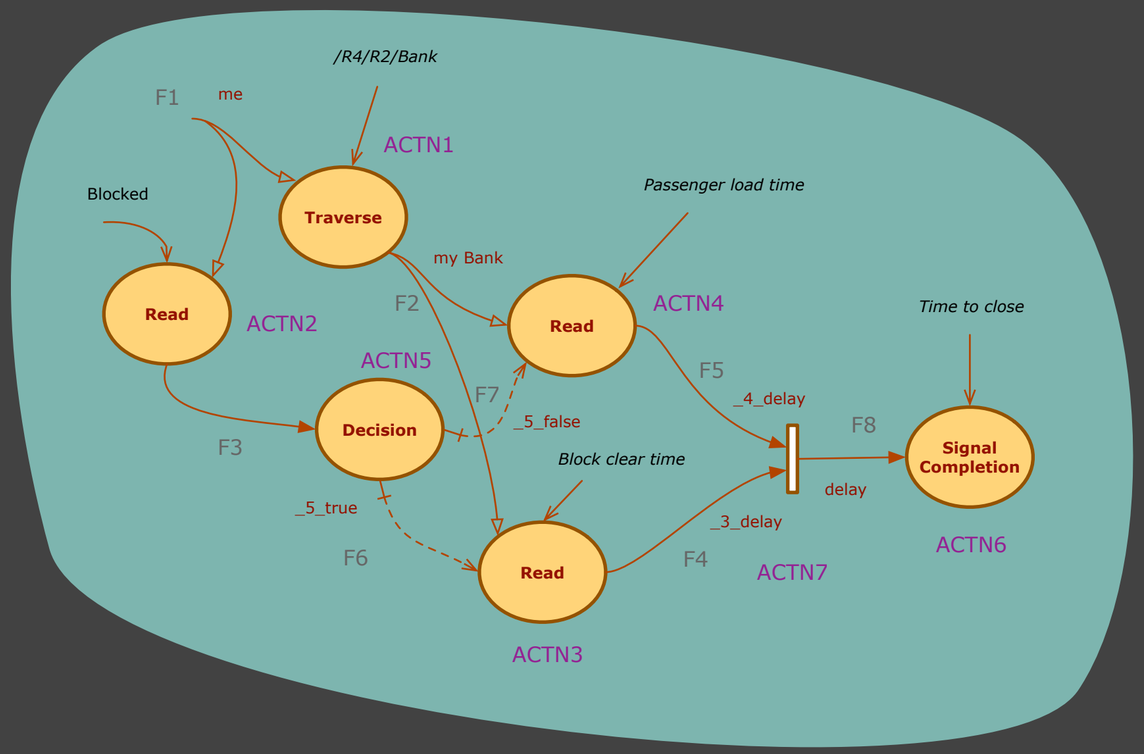
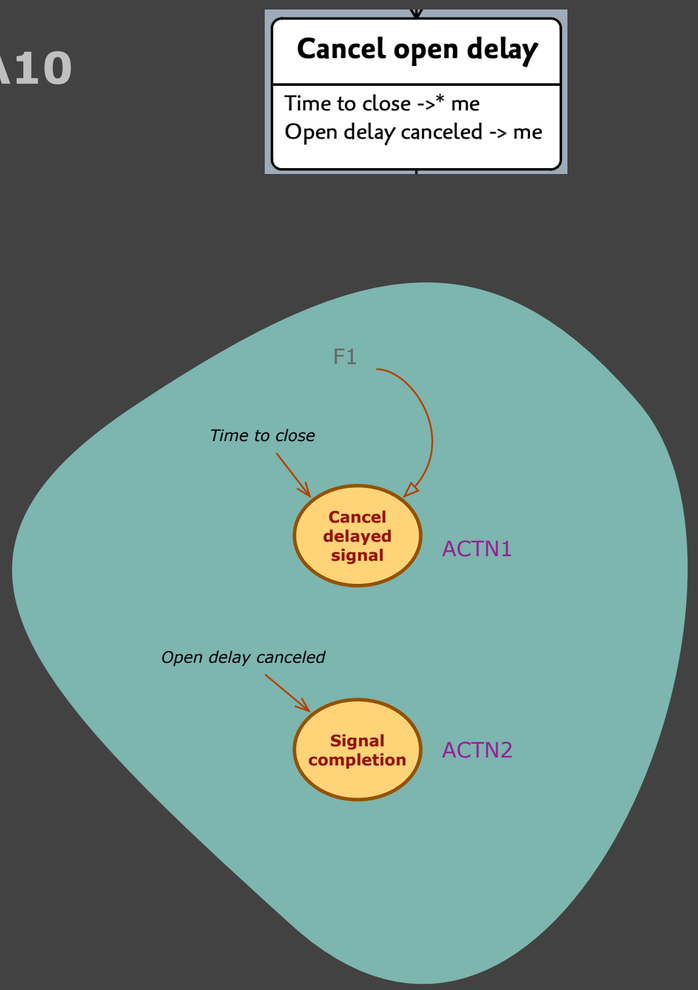
A9

OPEN

my Bank .= /R4/R2/Bank
Blocked? delay = my Bank.Block clear time :
  delay = my Bank.Passenger load time
Time to close -> me @delay



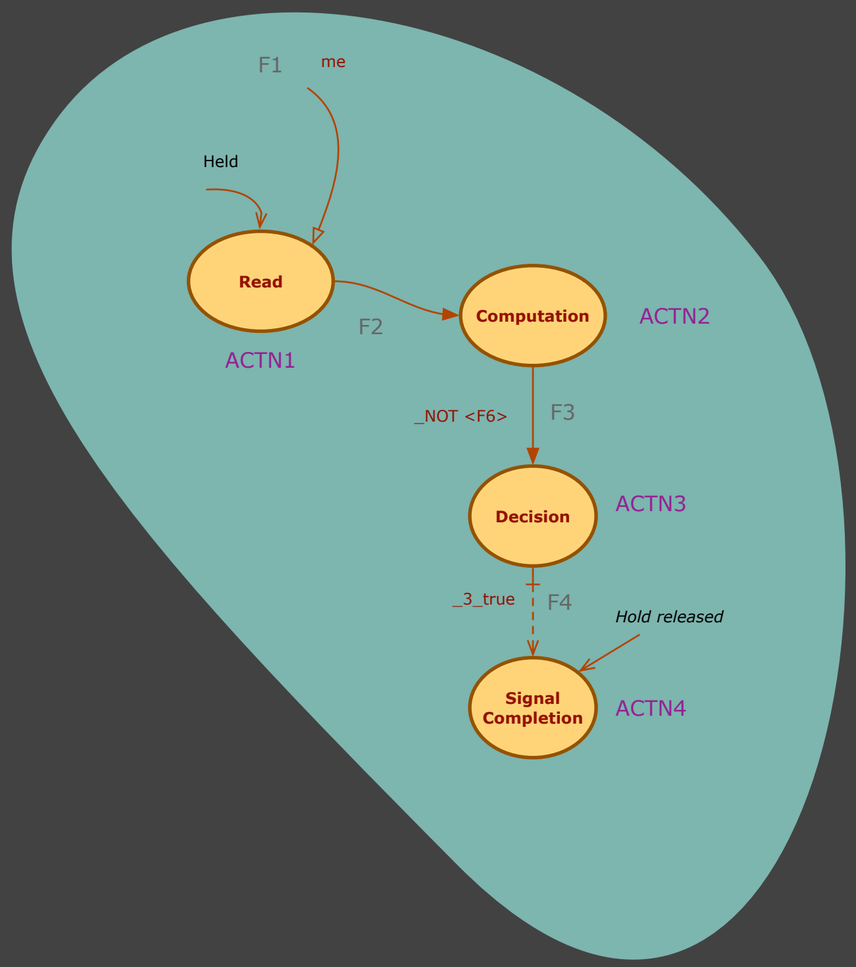
A10



A11

HOLDING OPEN

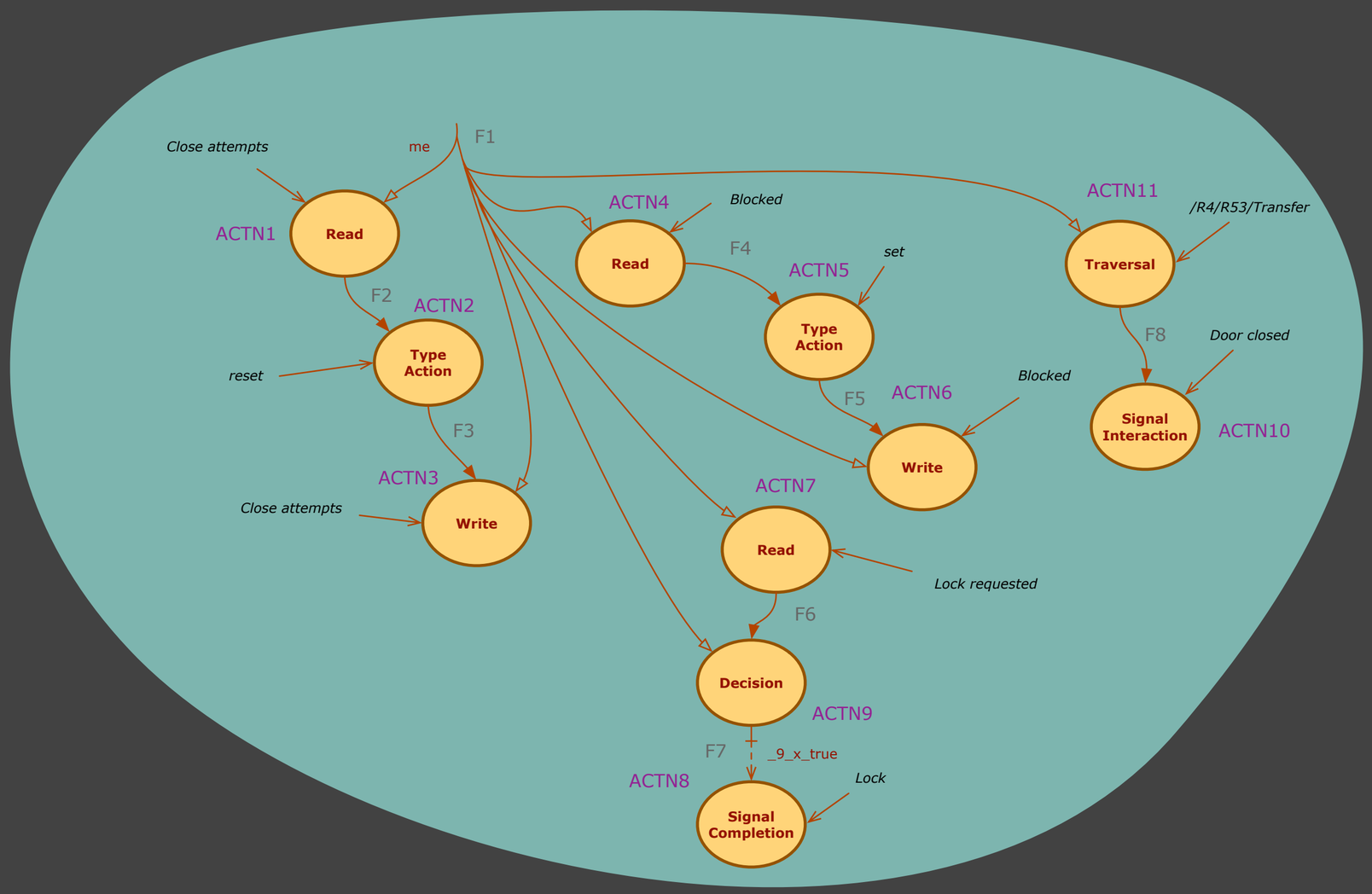
!Held ? Hold released -> me

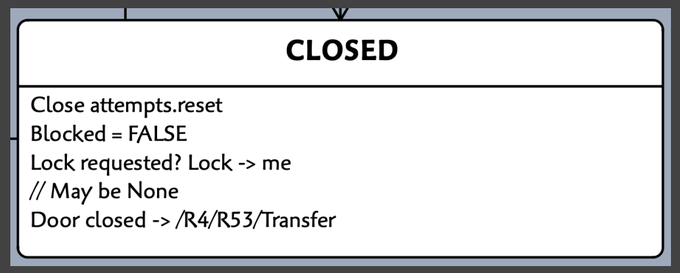


A13

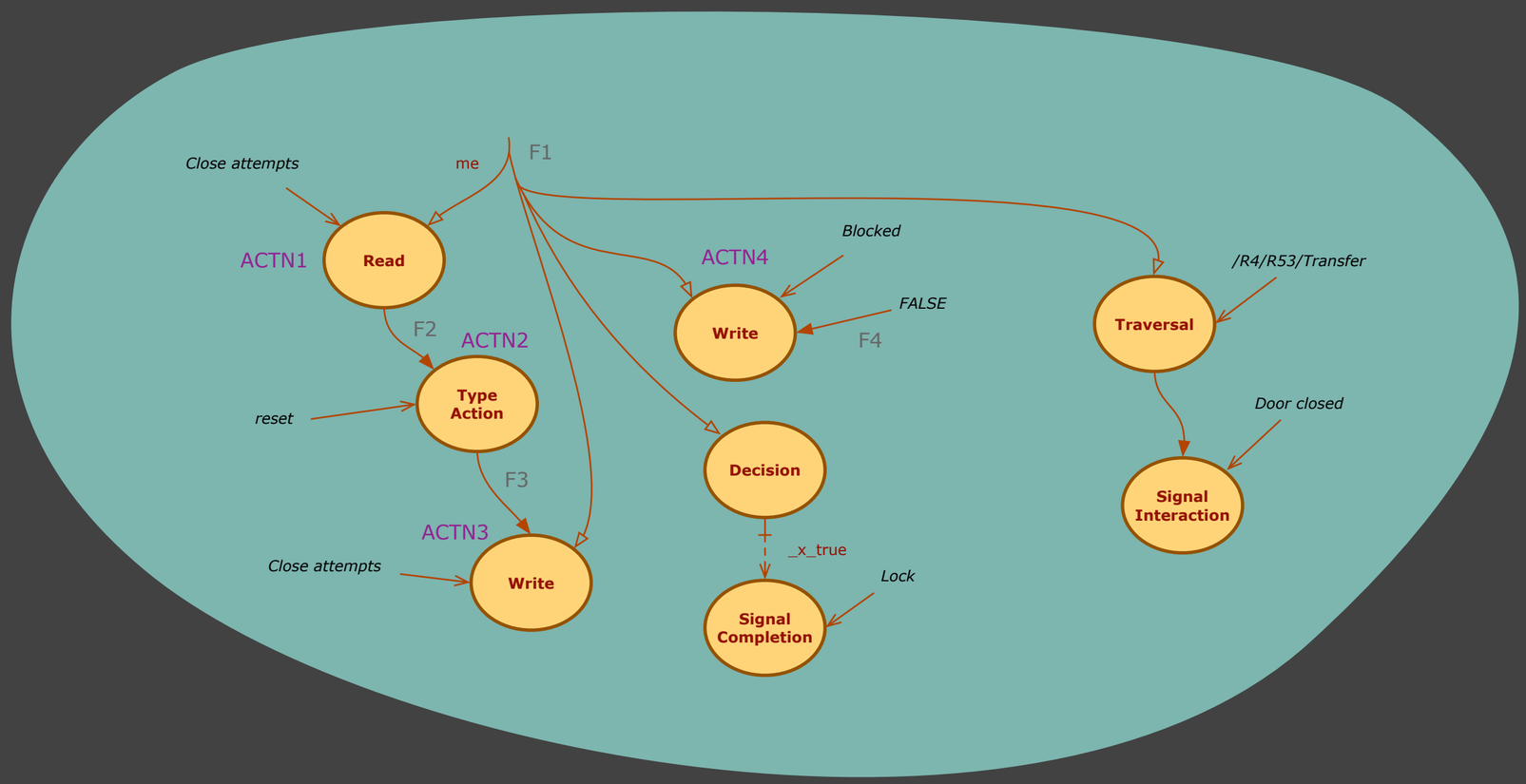
CLOSED

Close attempts.reset
Blocked.unset
Lock requested? Lock -> me
// May be None
Door closed -> /R4/R53/Transfer



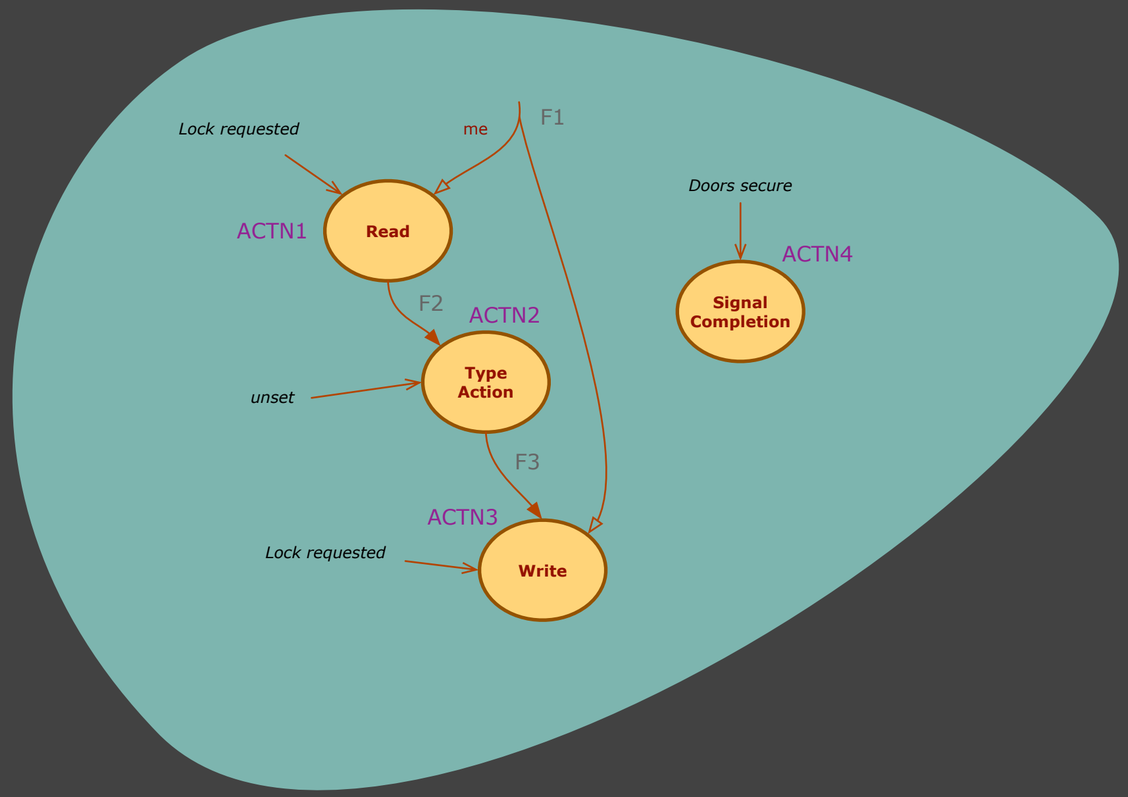


Here we set Blocked to FALSE directly instead of using the boolean set type operation, which is preferred. So we save this alternate, less preferable data flow for reference. Either approach is fine, but I like to avoid explicit constants even though TRUE/FALSE are fairly safe as constants go.



LOCKED

// Tell the cabin that we're ready to go
Lock requested.unset
Doors secure -> /R4/Cabin



Count block

```
Close attempts.increment
(Close attempts > /R4/R2/Bank.Max close attempts) ? Cannot close door -> me : {
   Blocked.set
   Keep trying -> me
}
```