Door Data Flow Diagrams

Leon Starr
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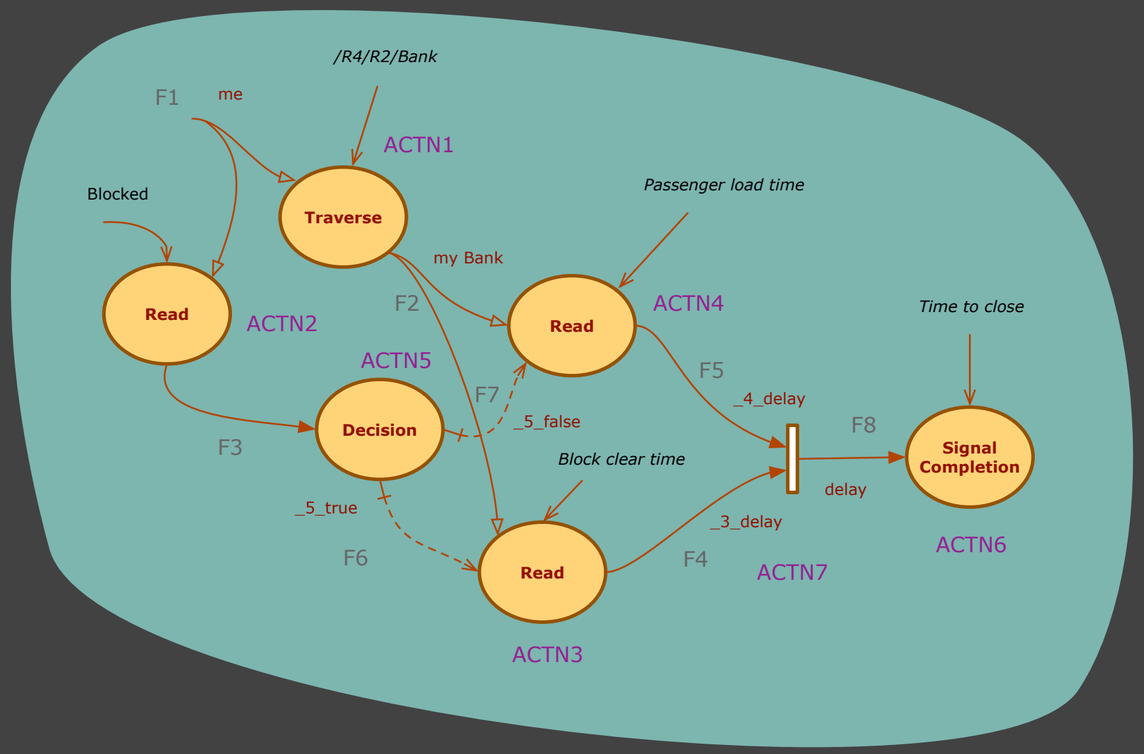
OPEN

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



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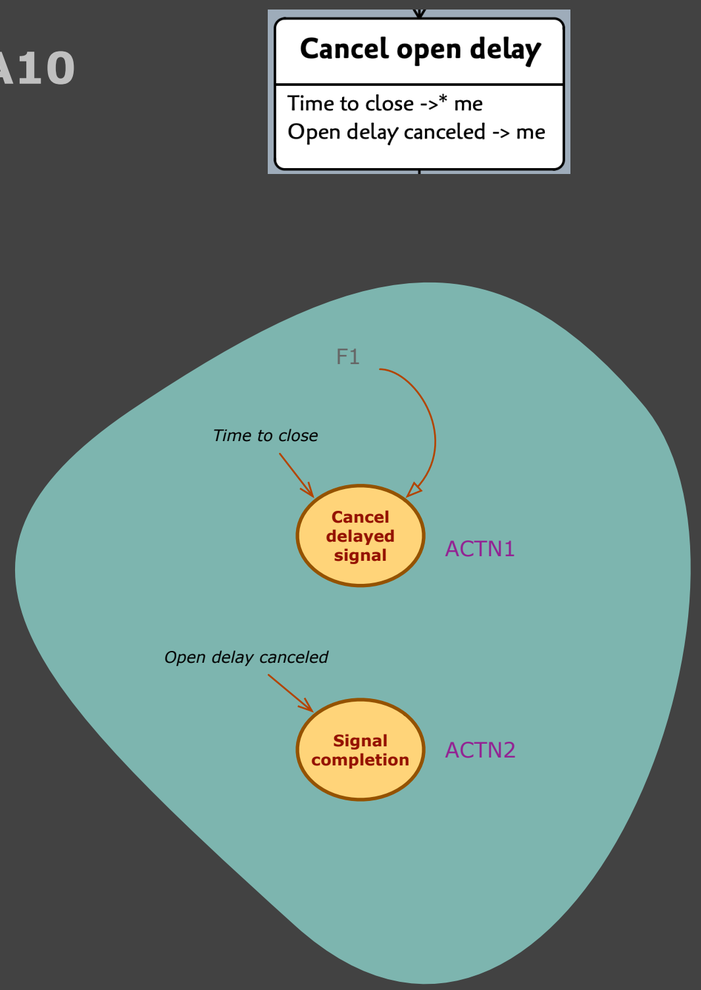

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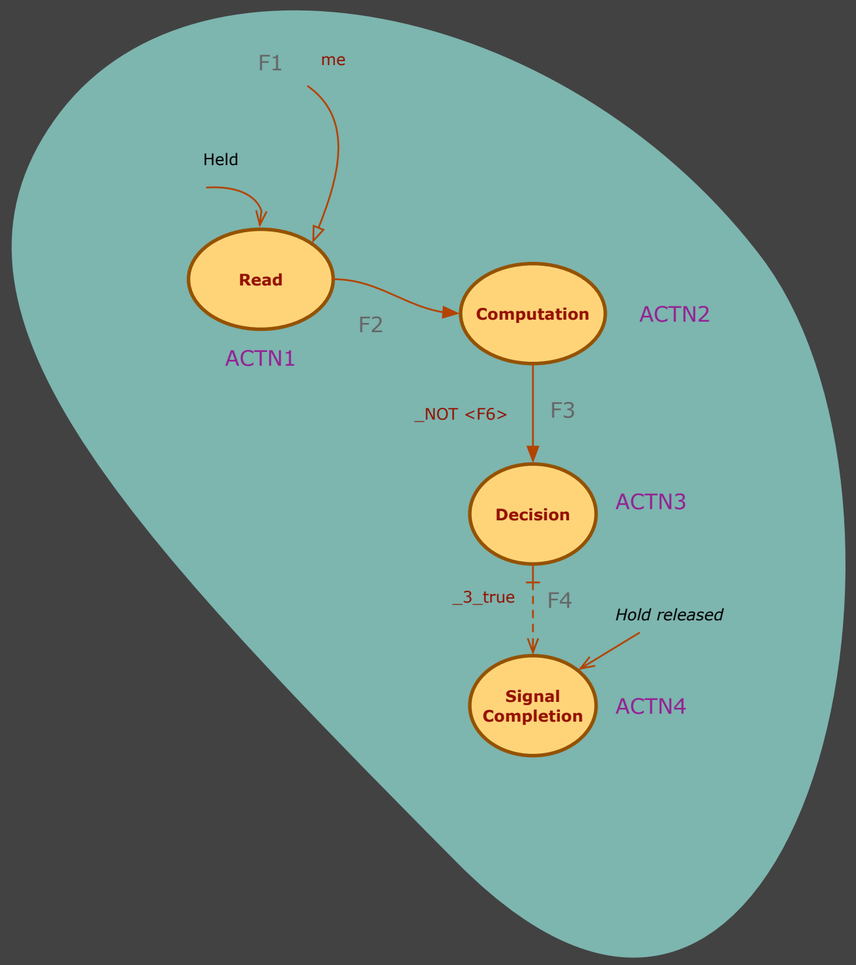
HOLDING OPEN

!Held ? Hold released -> me



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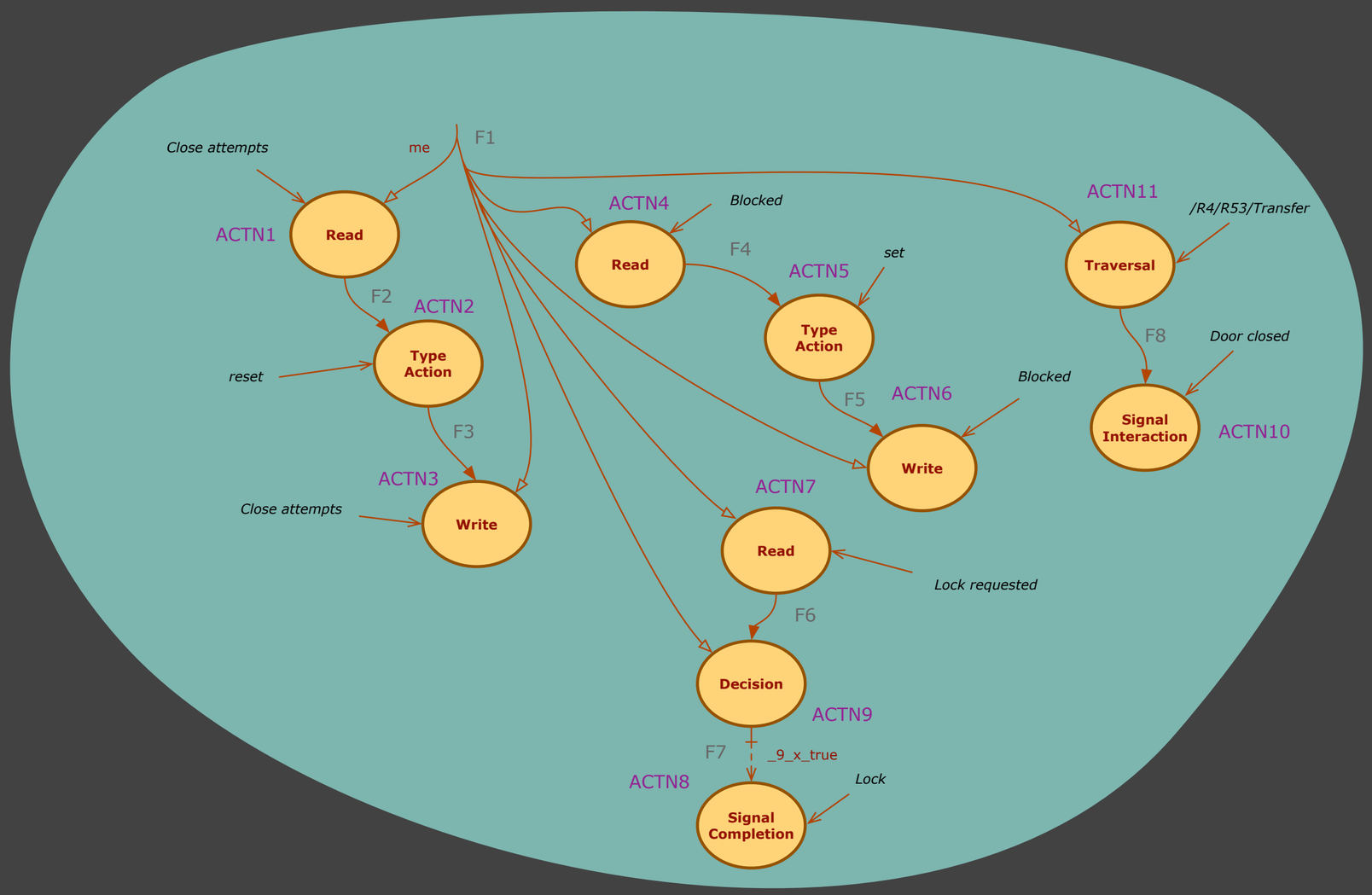
CLOSED

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



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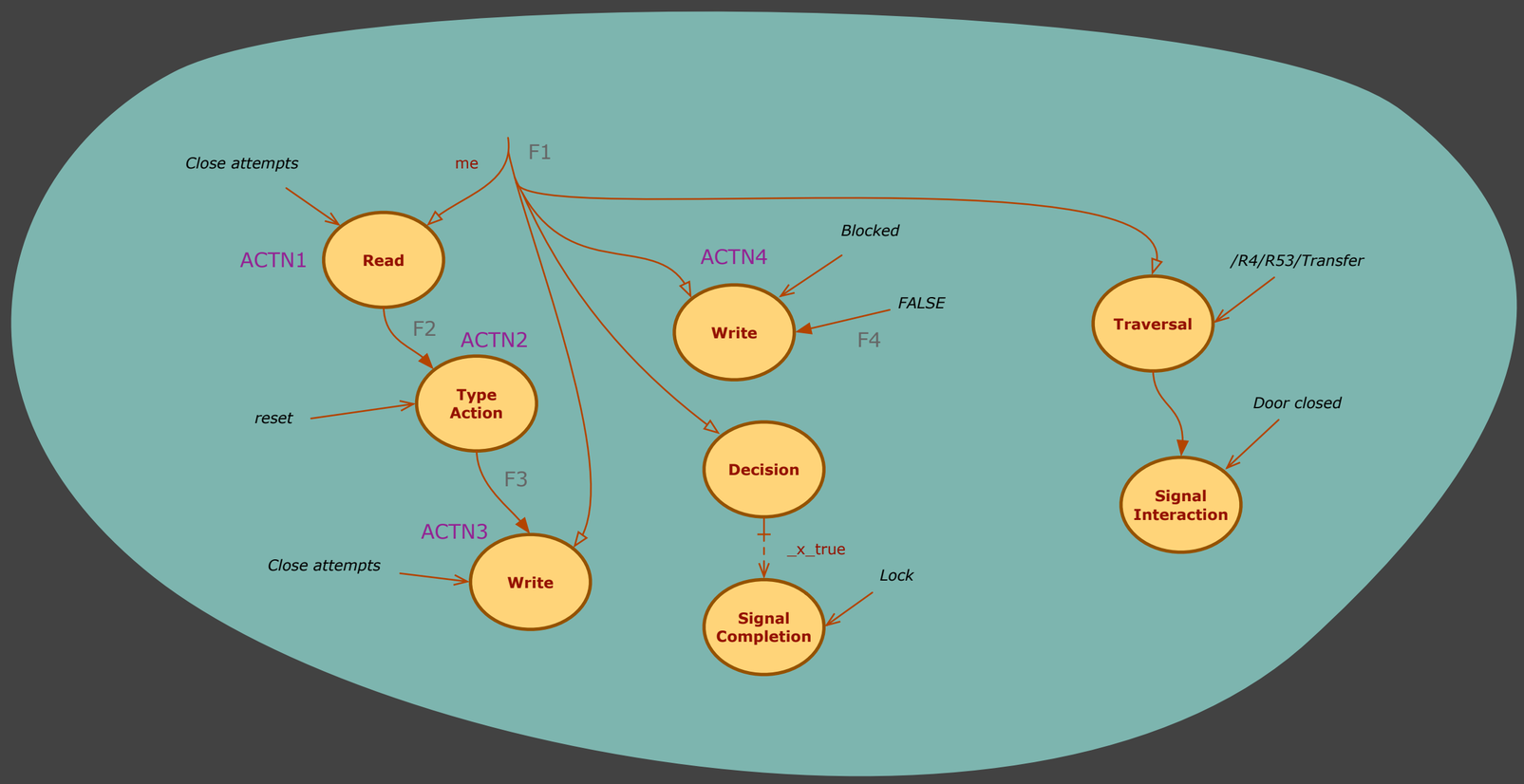
CLOSED

Close attempts.reset
Blocked = FALSE
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.



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