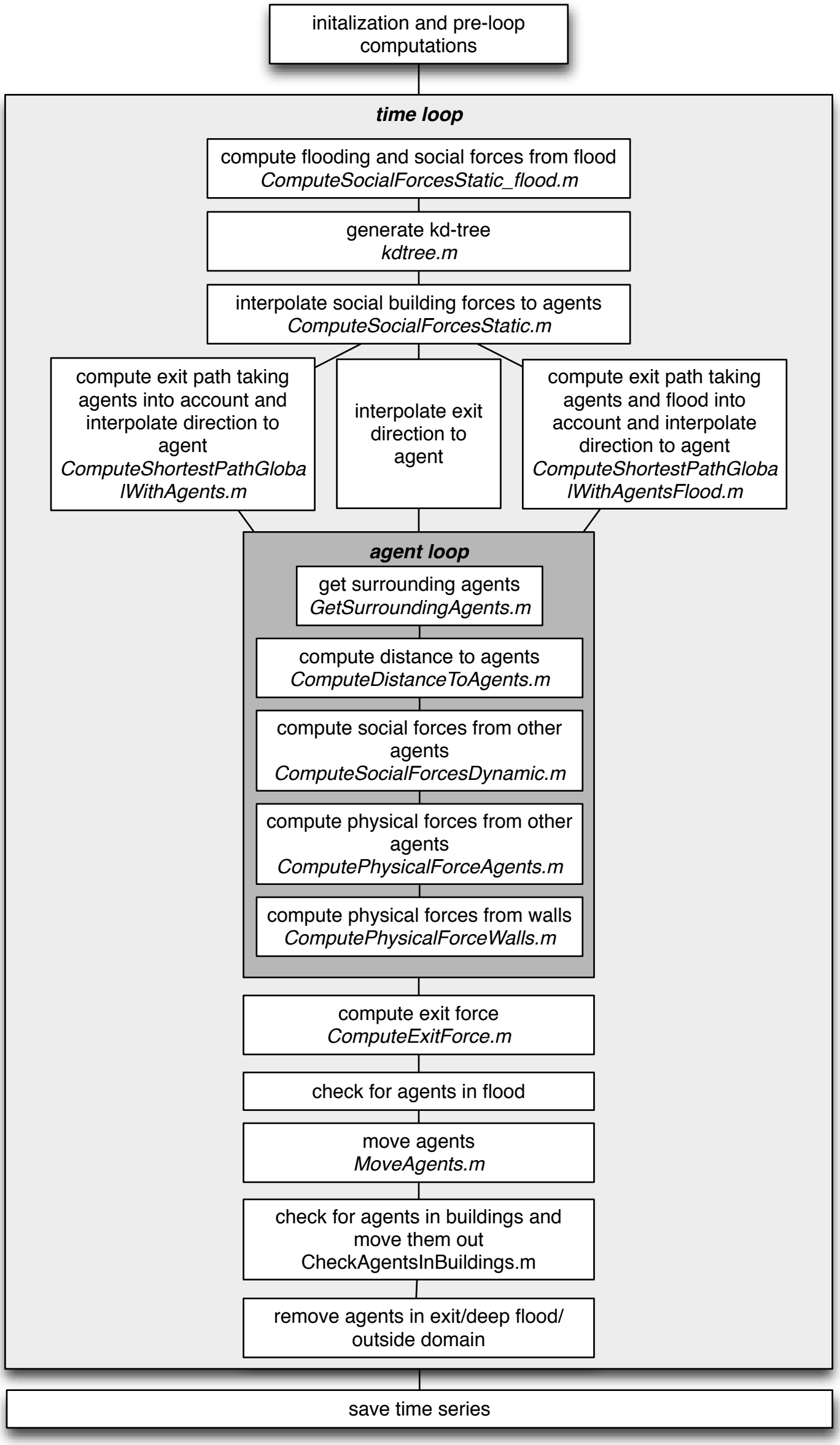
initalization and pre-loop computations
time loop
compute flooding and social forces from flood
ComputeSocialForcesStatic_flood.m
generate kd-tree
kdtree.m
interpolate social building forces to agents
ComputeSocialForcesStatic.m
compute exit path taking agents into account and interpolate direction to agent
ComputeShortestPathGlobalWithAgents.m
interpolate exit direction to agent
compute exit path taking agents and flood into account and interpolate direction to agent
ComputeShortestPathGlobalWithAgentsFlood.m
agent loop
get surrounding agents
GetSurroundingAgents.m
compute distance to agents
ComputeDistanceToAgents.m
compute social forces from other agents
ComputeSocialForcesDynamic.m
compute physical forces from other agents
ComputePhysicalForceAgents.m
compute physical forces from walls
ComputePhysicalForceWalls.m
compute exit force
ComputeExitForce.m
check for agents in flood
move agents
MoveAgents.m
check for agents in buildings and move them out
CheckAgentsInBuildings.m
remove agents in exit/deep flood/ outside domain
save time series