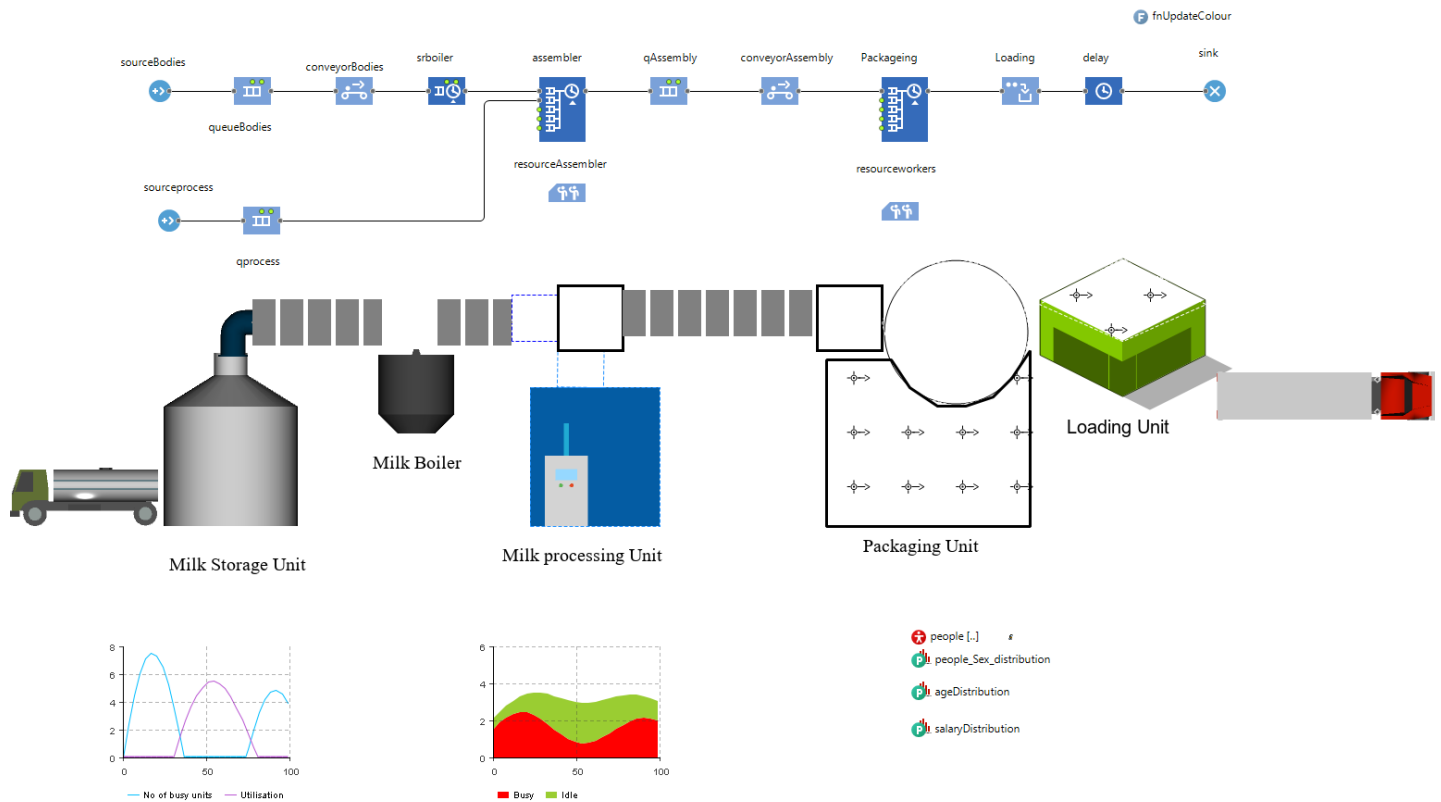


Model: Milkproductionfactory1

Name	Value
General	
Model time units	minutes
System Dynamics solver	
Differentiation Equations Method	Euler
Algebraic Equations Method	Modified Newton
Mixed Equations Method	RK45+Newton
Absolute accuracy	1.0E-5
Time accuracy	1.0E-5
Relative accuracy	1.0E-5
Fixed time step	0.001
Advanced	
Java package name	milkproductionfactory
File Name	C:\unimi\Milkproductionfactory1\Milkproductionfactory1.alp

Agent Type: Main

Name	Value
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Dynamic: Width	500
Dynamic: Height	500
Dynamic: z Height	0
Layout Type	User-defined
Layout Type Apply On Startup	true
Network type	User-defined
Network Type Apply On Startup	true
Enable steps	false
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

Name	Value
General	
Unit	meters
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Function: fnUpdateColour

Name	Value
General	
Return type:	Just action (returns nothing)
Show at runtime	true
Show name	true
Function body	
Body	double util = ((double) resourceAssembler.busy()) / ((double)

Name	Value
	<pre>resourceAssembler.capacity); if(util == 0.0){ shpAssembler.setFillColor(UtilitiesColor.white); } else if (util <= 0.33){ shpAssembler.setFillColor(UtilitiesColor.green); } else if (util <= 0.68){ shpAssembler.setFillColor(UtilitiesColor.yellow); } else { shpAssembler.setFillColor(UtilitiesColor.red); }</pre>
Advanced	
Access type	default
System dynamics units	false

Custom Distribution: people_Sex_distribution

Name	Value
General	
Option list	Sex - Option List
Type	Options
Show at runtime	true
Show name	true
Data	
Load From Database	false

null	null
MALE	48.0
FEMALE	52.0

Custom Distribution: ageDistribution

Name	Value
General	
Custom Distribution Definition Type	Ranges
Type	Discrete
Show at runtime	true
Show name	true
Data	
Load From Database	false

null	null	null
0.0	19.0	0.0
19.0	26.0	50.0
26.0	31.0	30.0
31.0	41.0	20.0
41.0	61.0	10.0

Custom Distribution: salaryDistribution

Name	Value
------	-------

Name	Value
General	
Custom Distribution Definition Type	Ranges
Type	Discrete
Show at runtime	true
Show name	true
Data	
Load From Database	false

null	null	null
0.0	19.0	0.0
19.0	26.0	15.0
26.0	31.0	30.0
31.0	41.0	35.0
41.0	62.0	20.0

Source: sourceBodies

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Arrivals defined by	self.INTERARRIVAL_TIME
Interarrival time	exponential(1.0/10.0)
First arrival occurs	self.AFTER_TIMEOUT
Set agent parameters from DB	false
Multiple agents per arrival	true
Agents per arrival	4
Limited number of arrivals	false
Location of arrival	self.LOCATION_NOT_SPECIFIED
New agent	new milkproductionfactory.Body()
Change dimensions	false
Custom time of start	false
Add agents to:	false
Forced pushing	true

Queue: queueBodies

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Capacity	100
Maximum capacity	false
Agent location	spbodystorage
Queuing	self.QUEUEING_FIFO
Enable exit on timeout	false
Enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Conveyor: conveyorBodies

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Length is:	true
Speed:	1
Accumulating:	true
Agent location:	spBodyconveyor
Grab agent from prev.conveyor:	self.GRAB_SMOOTHLY
Change agent length:	true

Agent Parameters:

Name	Value
Agent length:	2
Restore agent location on exit	false

Sink: sink

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Destroy policy:	com.anylogic.libraries.processmodeling.Sink.DESTROY_ONLY_CREATED_IN_SOURCE

Source: sourceprocess

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Arrivals defined by	self.INTERARRIVAL_TIME
Interarrival time	exponential(1.0/2.5)
First arrival occurs	self.AFTER_TIMEOUT
Set agent parameters from DB	false
Multiple agents per arrival	false
Limited number of arrivals	false
Location of arrival	self.LOCATION_NOT_SPECIFIED

Agent Parameters:

Name	Value
New agent	new milkproductionfactory.Door()
Change dimensions	false
Custom time of start	false
Add agents to:	false
Forced pushing	true

Queue: qprocess

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Capacity	100
Maximum capacity	false
Agent location	spdoorstorage
Queuing	self.QUEUEING_FIFO
Enable exit on timeout	false
Enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Assembler: assembler

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true

Name	Value
Public	false
Logging	true

Agent Parameters:

Name	Value
Quantity 1	1
Quantity 2	1
Quantity 3	0
Quantity 4	0
Quantity 5	0
New agent	new milkproductionfactory.Assemble()
Change dimensions	false
Seize resources	false
Resource sets	{ { resourceAssembler } }
Seize policy	self.SEIZE_WHOLE_SET
Delay time	triangular(5, 15, 10)
Output buffer capacity	0
Location of assembled agent	self.LOCATION_NOT_SPECIFIED
Agent location (delay)	spAssembly
Agent location (queue 1)	spBodiesAwaitingAssembly
Agent location (queue 2)	spProcessAwaitingAssembly
Task priority	0
Task may preempt	true
Task preemption policy	self.PP_NO_PREEMPTION
Customize resource choice	false
Resource selection	self.RESOURCE_SELECTION_SOME_UNIT
Add combined agents to:	false
Force statistics collection	false
On enter delay	fnUpdateColour();
On at exit	fnUpdateColour();

ResourcePool: resourceAssembler

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Agent Parameters:

Name	Value
Resource type	self.RESOURCE_STATIC
Capacity defined	self.CAPACITY_DIRECT
Capacity	8
When capacity decreases	false
New resource unit	new Agent()
Home location is	self.HOME_SINGLE_NODE
Home location (nodes)	{}
Show default animation	true
Specified by	self.DOWNTIME_LIST
'End of shift' priority	100
'End of shift' may preempt	true
'End of shift' preemption policy	self.PP_NO_PREEMPTION
Customize request choice	false
Add units to:	false
Force statistics collection	false

Queue: qAssembly

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Capacity	100
Maximum capacity	false
Queuing	self.QUEUEING_FIFO
Enable exit on timeout	false
Enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Conveyor: conveyorAssembly

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]

Name	Value
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Length is:	true
Speed:	1
Accumulating:	true
Agent location:	spconveyorAssembly
Grab agent from prev.conveyor:	self.GRAB_SMOOTHLY
Change agent length:	true
Agent length:	1.5
Restore agent location on exit	false

Assembler: Packaging

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute: , Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Quantity 1	1
Quantity 2	0
Quantity 3	0
Quantity 4	0
Quantity 5	0
New agent	new milkproductionfactory.Package()
Change dimensions	false
Seize resources	false

Agent Parameters:

Name	Value
Resource sets	{ resourceworkers, resourceworkers }
Seize policy	self.SEIZE_WHOLE_SET
Delay time	triangular(5,10,15)
Output buffer capacity	0
Location of assembled agent	self.LOCATION_NOT_SPECIFIED
Agent location (delay)	spPackaging
Agent location (queue 1)	spAwaitingPackaging
Task priority	0
Task may preempt	true
Task preemption policy	self.PP_NO_PREEMPTION
Customize resource choice	false
Resource selection	self.RESOURCE_SELECTION_SOME_UNIT
Add combined agents to:	false
Force statistics collection	false

ResourcePool: resourceworkers

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Resource type	self.RESOURCE_STATIC
Capacity defined	self.CAPACITY_DIRECT
Capacity	10
When capacity decreases	false
New resource unit	new milkproductionfactory.workers()
Home location is	self.HOME_SINGLE_NODE
Home location (nodes)	{ spWorkers }
Show default animation	true
Specified by	self.DOWNTIME_LIST
'End of shift' priority	100
'End of shift' may preempt	true
'End of shift' preemption policy	self.PP_NO_PREEMPTION
Customize request choice	false
Add units to:	false

Agent Parameters:

Name	Value
Force statistics collection	false
On new unit	unit.shapeBody.setFillColor(UtilitiesColor.green);
On seize	unit.shapeBody.setFillColor(UtilitiesColor.red);
On release	unit.shapeBody.setFillColor(UtilitiesColor.green);

Batch: Loading

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute: , Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute: , Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Batch size	10
Permanent batch	false
New batch	new milkproductionfactory.Batch()
Change dimensions	false
Agent location	spLoading
Location of batch	self.LOCATION_NOT_SPECIFIED
Add batches to:	false
Forced pushing	false
Restore agent location on exit	true
Force statistics collection	false

Delay: delay

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false

Name	Value
Logging	true

Agent Parameters:

Name	Value
Type	self.TIMEOUT
Delay time	5
Maximum capacity	true
Agent location	spship
Forced pushing	false
Restore agent location on exit	true
Force statistics collection	false

Service: srboiler

Name	Value
General	
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Population of agents	false
Generic Parameters Substitutes	[Generic Parameter Substitute:]
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Advanced	
Show at runtime	true
Public	false
Logging	true

Agent Parameters:

Name	Value
Seize	false
Resource sets (alternatives)	{ { } }
Seize policy	self.SEIZE_WHOLE_SET
Queue capacity	100
Maximum queue capacity	false
Delay time	triangular(5, 15 ,10)
Send seized resources	false
Agent location (queue)	spbodystorage
Agent location (delay)	spAssembly
Task priority	0
Task may preempt	true
Task preemption policy	self.PP_NO_PREEMPTION
Customize resource choice	false
Resource selection	self.RESOURCE_SELECTION_SOME_UNIT
Queue: exit on timeout	false
Queue: enable preemption	false
Restore agent location on exit	true
Force statistics collection	false

Person: people

Name	Value
General	
Replication	10
Initialization Type	Contains a given number of agents
Population of agents	true
Replication	10
Initialization Type	Contains a given number of agents
Population of agents	true
Show name	true
Initial location	
Place agent(s)	at the agent animation location
Statistics	
Statistics	[]
Advanced	
Show at runtime	true
Public	false
Embedded object collection type	Access by index (ArrayList)
Logging	true

Agent Parameters:

Name	Value
Sex	people_Sex_distribution()
age	ageDistribution()
Salary	salaryDistribution()

Time Plot: plot

Name	Value
General	
Lock	false
Public	true
Data update	
Analysis auto update	true
ANALYSIS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Dataset Samples To Keep	100
Scale	
Time window	100
Time	model time units
Vertical scale	Fixed
Chart Vertical Scale: From	0
Chart Vertical Scale: To	8
Appearance	
Labels horizontal position	DEFAULT
Labels vertical position	DEFAULT
Label format	Model time units
Labels Text Color	darkGray
Chart Area Grid Color	darkGray

Name	Value
Draw line	true
Fill area under line	false
Interpolation	Linear
Position and size	
x	80.0
Width	260.0
y	700.0
Height	210.0
Legend	
Show legend	true
Legend size	30.0
Legend text color	black
Chart area	
Chart Area: X Offset	50.0
Chart Area: Width	180.0
Chart Area: Y Offset	30.0
Chart Area: Height	120.0
Chart Area: Background Color	white
Chart area border color	black
Advanced	
Time window moves	Continuously
Show name	false
Logging	true

Plot Items:

Title	Type	Dataset / Value	Point Style	Color	Line	Width	Interpolation
No of busy units	value	resourceAssembler.busy()	NONE	deepSkyBlue	true	1.0	LINEAR
Utilisation	value	assembler.utilization()*resourceAssembler.capacity	NONE	mediumOrchid	true	1.0	LINEAR

Time Stack Chart: chart

Name	Value
General	
Lock	false
Public	true
Data update	
Analysis auto update	true
ANALYSIS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Dataset Samples To Keep	100
Scale	
Time window	100
Time	model time units
Vertical scale	Auto
Appearance	
Labels horizontal position	DEFAULT
Labels vertical position	DEFAULT
Label format	Model time units
Labels Text Color	darkGray

Name	Value
Chart Area Grid Color	darkGray
Position and size	
x	480.0
Width	260.0
y	700.0
Height	210.0
Legend	
Show legend	true
Legend size	30.0
Legend text color	black
Chart area	
Chart Area: X Offset	50.0
Chart Area: Width	180.0
Chart Area: Y Offset	30.0
Chart Area: Height	120.0
Chart Area: Background Color	white
Chart area border color	black
Advanced	
Time window moves	Continuously
Show name	false
Logging	true

Plot Items:

Title	Type	Dataset / Value	Color
Busy	value	resourceworkers.busy()	red
Idle	value	resourceworkers.idle()	yellowGreen

Text: text

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Milk Storage Unit
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	180.0
y	630.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

3D Object: bottle_4

Name	Value
General	
Scale	24.3
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/bottle_4.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	260.0
y	600.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: tank_truck

Name	Value
General	
Scale	2.7
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/tank_truck.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	90.0
y	600.0
z	0.0
Rotation	270.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: pipe_corner

Name	Value
General	
Scale	4.5
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/pipe_corner.dae (Resolved: true)
Show at runtime	true

Name	Value
Lock	false
Public	true
Position and size	
x	260.0
y	390.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

3D Object: SpProcessStoragge

Name	Value
General	
Scale	2.9
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/drying_chamber_closed.dae (Resolved:
Show at runtime	true
Lock	false
Public	true
Position and size	
x	640.0
y	600.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

Text: text1

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Milk processing Unit
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	540.0
y	620.0

Name	Value
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Rectangle: shpAssembler

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	white
Line color	black
Line width	3.0
Line style	solid
Position and size	
x	600.0
Width	70.0
y	340.0
Height	70.0
z	0.0
Z-Height	10.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false

Oval: oval

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	white
Line color	black
Line width	1.0
Line style	solid
Position and size	
Circle	true
x	1030.0
Radius X	77.5
y	390.0

Name	Value
z	0.0
Z-Height	10.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false

3D Object: Shipping

Name	Value
General	
Scale	2.5
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/truck.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	1430.0
y	460.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

Text: text2

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Packaging Unit
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	930.0
y	610.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Text: text3

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Text	
Text	Loading Unit
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	1150.0
y	480.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

3D Object: Boiler

Name	Value
General	
Scale	15.0
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/steel_ladle_full.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	450.0
y	500.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

Text: Processing

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false

Name	Value
Public	true
Text	
Text	Milk Boiler
Appearance	
Color	black
Alignment	LEFT
Position and size	
x	400.0
y	520.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Agent Presentation: people_presentation

Name	Value
General	
Show at runtime	true
Public	true
Position and size	
x	1090.0
y	720.0
z	0.0
Rotation	0.0
Scale	Automatically calculated
Advanced	
Show in	2D and 3D
Draw agent with offset to this position	false
Show name	false

Group: store

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Position and size	
x	1210.0
y	370.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Polyline: _ps268

Name	Value
General	
Polyline closed	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Fill color	new Color(0, 0, 0, 80)
Line width	1.0
Line style	solid
Position and size	
x	0.0
y	89.538
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps270

Name	Value
General	
Polyline closed	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Fill color	new Color(131, 200, 0)
Line width	1.0
Line style	solid
Position and size	
x	-89.25
y	44.769
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps271

Name	Value
General	
Polyline closed	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Fill color	new Color(103, 158, 0)

Name	Value
Line width	1.0
Line style	solid
Position and size	
x	0.0
y	89.538
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps272

Name	Value
General	
Polyline closed	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Fill color	new Color(65, 100, 0)
Line width	1.0
Line style	solid
Position and size	
x	-74.375
y	52.231
z	0.0
Z-Height	10.0
Advanced	
Show name	false

Line: _ps273

Name	Value
General	
Show at runtime	true
Lock	false
Public	true
Appearance	
Line color	new Color(103, 158, 0)
Line width	1.0
Line style	solid
Position and size	
x	14.875
dX	0.0
y	82.077
dY	-45.0
z	0.0
dZ	0.0
Z-Height	10.0

Name	Value
Advanced	
Show name	false

Line: _ps274

Name	Value
General	
Show at runtime	true
Lock	false
Public	true
Appearance	
Line color	new Color(131, 200, 0)
Line width	1.0
Line style	solid
Position and size	
x	-14.875
dX	0.0
y	82.077
dY	-45.0
z	0.0
dZ	0.0
Z-Height	10.0
Advanced	
Show name	false

Polyline: _ps275

Name	Value
General	
Polyline closed	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Line color	new Color(32, 50, 0)
Line width	1.0
Line style	solid
Position and size	
x	0.0
y	89.538
z	0.0
Z-Height	10.0
Advanced	
Show name	false

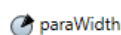
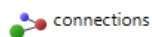
Link to agents: connections

Name	Value
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Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Body

Name	Value
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

Name	Value
General	
Unit	meters
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false

Name	Value
Lock	false
Public	false
Position and size	
x	-40.0
y	-100.0
Rotation	0.0

Parameter: paraWidth

Name	Value
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

3D Object: Milk

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/sphere.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

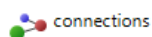
Link to agents: connections

Name	Value
General	
Show at runtime	true

Name	Value
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Door

Name	Value
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

Name	Value
General	
Unit	meters
Scale	3.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	-50.0
y	-90.0
Rotation	0.0

3D Object: bottle_1

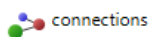
Name	Value
General	
Scale	3.0
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/bottle_1.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

Link to agents: connections

Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Assemble

Name	Value
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

Name	Value
General	
Unit	meters
Scale	3.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	-60.0
y	-140.0
Rotation	0.0

3D Object: bottle_1

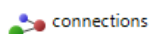
Name	Value
General	
Scale	8.0
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/bottle_1.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	0.0
y	5.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

Link to agents: connections

Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Package

Name	Value
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

Name	Value
General	
Unit	meters
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

3D Object: bottle_1

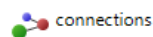
Name	Value
General	
Scale	8.0
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/bottle_1.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	
x	0.0
y	10.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

Link to agents: connections

Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Batch

Name	Value
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

Name	Value
General	
Unit	meters
Scale	2.0
Type	Defined graphically
Length, pixels	60.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	-130.0
y	-70.0
Rotation	0.0

Rectangle: rectangle

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	peru
Line color	white
Line width	1.0
Line style	solid
Position and size	
x	-130.0
Width	60.0
y	-60.0
Height	60.0
z	0.0
Z-Height	10.0
Rotation	0.0
Advanced	

Name	Value
Show in	2D and 3D
Show name	false

Rectangle: rectangle1

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	peru
Line color	white
Line width	1.0
Line style	solid
Position and size	
x	-130.0
Width	60.0
y	10.0
Height	60.0
z	0.0
Z-Height	10.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false

Rectangle: rectangle2

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	peru
Line color	white
Line width	1.0
Line style	solid
Position and size	
x	-60.0
Width	60.0
y	-60.0
Height	60.0
z	0.0
Z-Height	10.0
Rotation	0.0

Name	Value
Advanced	
Show in	2D and 3D
Show name	false

Rectangle: rectangle3

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	peru
Line color	white
Line width	1.0
Line style	solid
Position and size	
x	-60.0
Width	60.0
y	10.0
Height	60.0
z	0.0
Z-Height	10.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false

Rectangle: rectangle4

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	peru
Line color	white
Line width	1.0
Line style	solid
Position and size	
x	80.0
Width	60.0
y	10.0
Height	60.0
z	0.0
Z-Height	10.0

Name	Value
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false

Rectangle: rectangle5

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	peru
Line color	white
Line width	1.0
Line style	solid
Position and size	
x	10.0
Width	60.0
y	-60.0
Height	60.0
z	0.0
Z-Height	10.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false

Rectangle: rectangle6

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	peru
Line color	white
Line width	1.0
Line style	solid
Position and size	
x	80.0
Width	60.0
y	-60.0
Height	60.0
z	0.0

Name	Value
Z-Height	10.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false

Rectangle: rectangle7

Name	Value
General	
Show at runtime	true
Lock	false
Embedded icon	false
Public	true
Appearance	
Fill color	peru
Line color	white
Line width	1.0
Line style	solid
Position and size	
x	10.0
Width	60.0
y	10.0
Height	60.0
z	0.0
Z-Height	10.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false

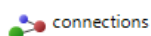
Link to agents: connections

Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: workers

Name	Value
Agent in flowcharts	
Use in flowcharts as	Resource Unit
Dimensions and movement	
Speed	(10 : MPS)

Name	Value
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



Scale: scale

Name	Value
General	
Unit	meters
Scale	3.5
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	-50.0
y	-150.0
Rotation	0.0

Group: worker

Name	Value
General	
Show at runtime	true

Name	Value
Lock	false
Embedded icon	false
Public	true
Position and size	
x	0.0
y	0.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D only
Show name	false

Curve: shapeBody

Name	Value
General	
Polyline closed	true
Show at runtime	true
Lock	false
Public	true
Appearance	
Fill color	black
Line width	1.0
Line style	solid
Position and size	
x	-27.6
y	-96.409
Advanced	
Control points are set automatically	true
Show name	false

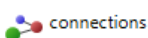
Link to agents: connections

Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Agent Type: Person

Name	Value
Agent in flowcharts	
Use in flowcharts as	Agent
Dimensions and movement	
Speed	(10 : MPS)

Name	Value
Rotate animation towards movement	true
Rotate vertically as well (along Z-axis)	false
Space and network	
Space Type	Continuous
Advanced Java	
Generic	false
Advanced	
Logging	true
Auto-create datasets	true
AOC_DATASETS_UPDATE_TIME_PROPERTIES	- Recurring Event Properties
Limit the number of data samples	false



6



Scale: scale

Name	Value
General	
Unit	meters
Scale	10.0
Type	Defined graphically
Length, pixels	100.0
Show at runtime	false
Lock	false
Public	false
Position and size	
x	0.0
y	-150.0
Rotation	0.0

Parameter: Sex

Name	Value
General	
Array	false
Type	Sex

Name	Value
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: age

Name	Value
General	
Array	false
Type	int
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

Parameter: Salary

Name	Value
General	
Array	false
Type	double
Show at runtime	true
Show name	true
Value editor	
Editor control	Text
Advanced	
System dynamics units	false
Save in snapshot	true

3D Object: worker

Name	Value
General	
Scale	1.0
Auto scale	true
File Name	ResourceReference: milkproductionfactory.3d/worker.dae (Resolved: true)
Show at runtime	true
Lock	false
Public	true
Position and size	

Name	Value
x	0.0
y	0.0
z	0.0
Rotation	0.0
Advanced	
Show in	2D and 3D
Show name	false
Internal lights	Off

Link to agents: connections

Name	Value
General	
Show at runtime	true
Show name	true
Communication	
Message type	Object
Animation	
Draw line	false

Option List: Sex

null
MALE
FEMALE

Simulation Experiment: Simulation

Name	Value
General	
Bypass Initial Simulation Screen	true
Maximum available memory	512
Agent type	Main
Model time	
Execution mode	Real time with scale
Real time scale	1.0
Stop option	Stop at specified date
Initial time	0.0
Initial date	Wed Aug 10 00:00:00 GMT 2022
Final date	Wed Aug 10 23:00:00 GMT 2022
Randomness	
Random Number Generation Type	Fixed seed (reproducible simulation runs)
Seed value	20220810
Window	
Title	Milkproductionfactory : Simulation
Enable zoom and panning	true
Enable developer panel	true
Show developer panel on start	false
Advanced	

Name	Value
Load root from snapshot	false

Milk Production factory

Text: text

Name	Value
General	
Show at runtime	true
Lock	false
Text	
Text	Milk Production factory
Appearance	
Color	dodgerBlue
Alignment	LEFT
Position and size	
x	630.0
y	40.0
z	0.0
Rotation	0.0
Advanced	
Show name	false

Simulation Experiment: Simulation1

Name	Value
General	
Bypass Initial Simulation Screen	true
Maximum available memory	512
Agent type	Main
Model time	
Execution mode	Real time with scale
Real time scale	1.0
Stop option	Stop at specified date
Initial time	0.0
Initial date	Wed Aug 10 00:00:00 GMT 2022
Final date	Wed Aug 10 23:00:00 GMT 2022
Randomness	
Random Number Generation Type	Fixed seed (reproducible simulation runs)
Seed value	1
Window	
Title	Milkproductionfactory1 : Simulation1
Enable zoom and panning	true
Enable developer panel	true
Show developer panel on start	false
Advanced	
Load root from snapshot	false

Milkproductionfactory1

Text: text

Name	Value
General	
Show at runtime	true
Lock	false
Text	
Text	Milkproductionfactory1
Appearance	
Color	royalBlue
Alignment	LEFT
Position and size	
x	50.0
y	30.0
z	0.0
Rotation	0.0
Advanced	
Show name	false