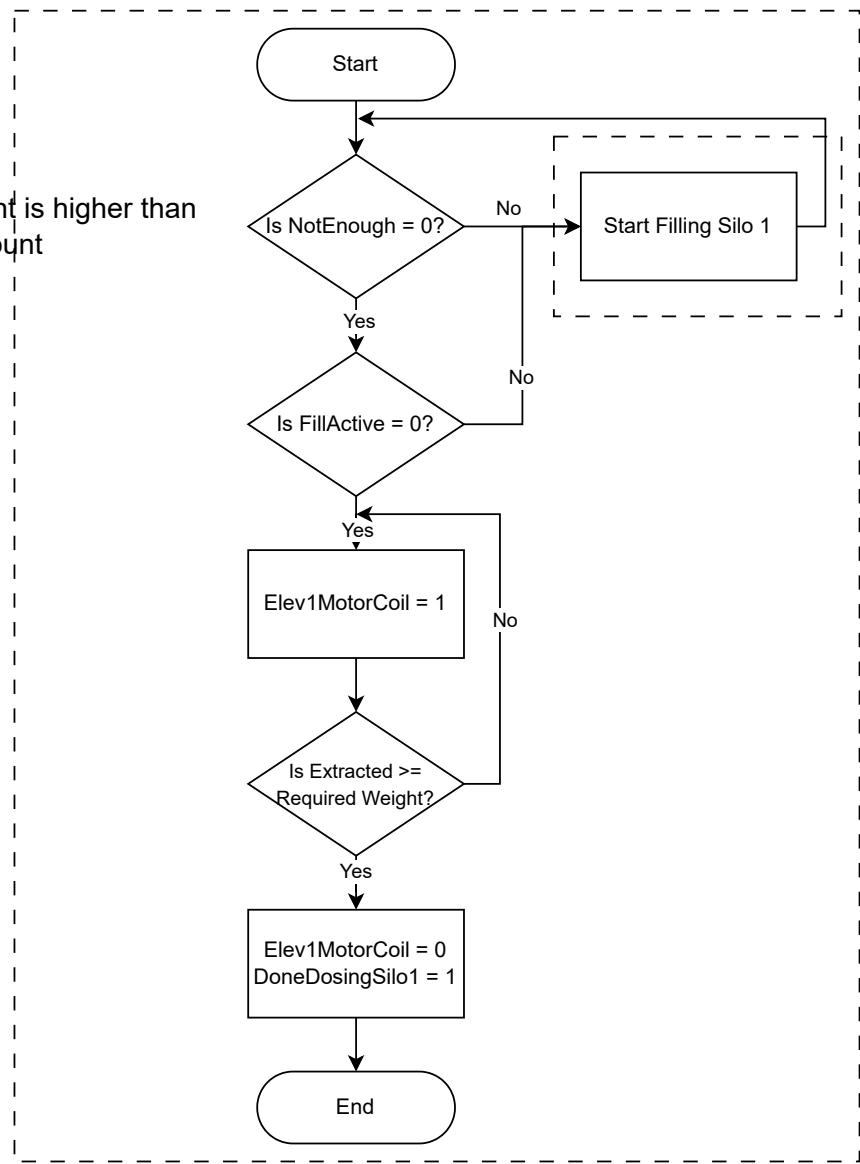


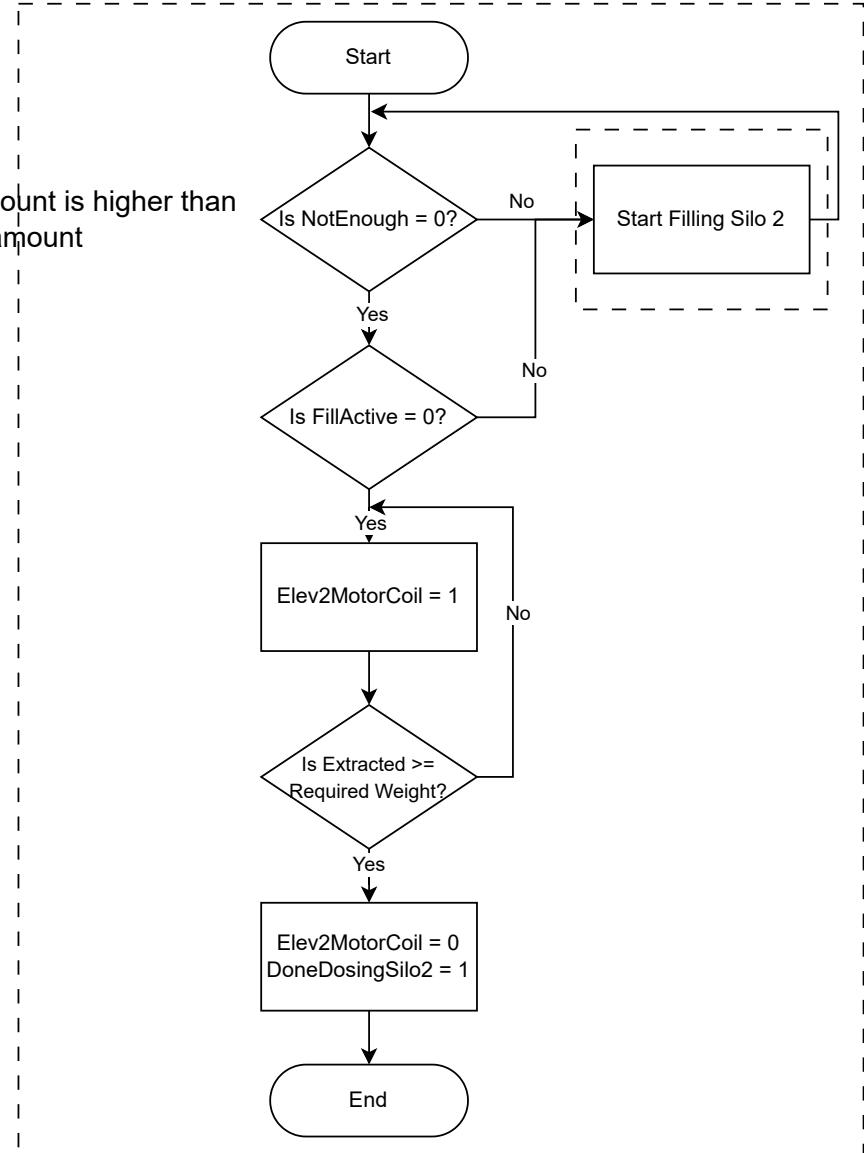
# Silo 1 Dosing

// Check if the required amount is higher than  
the available amount

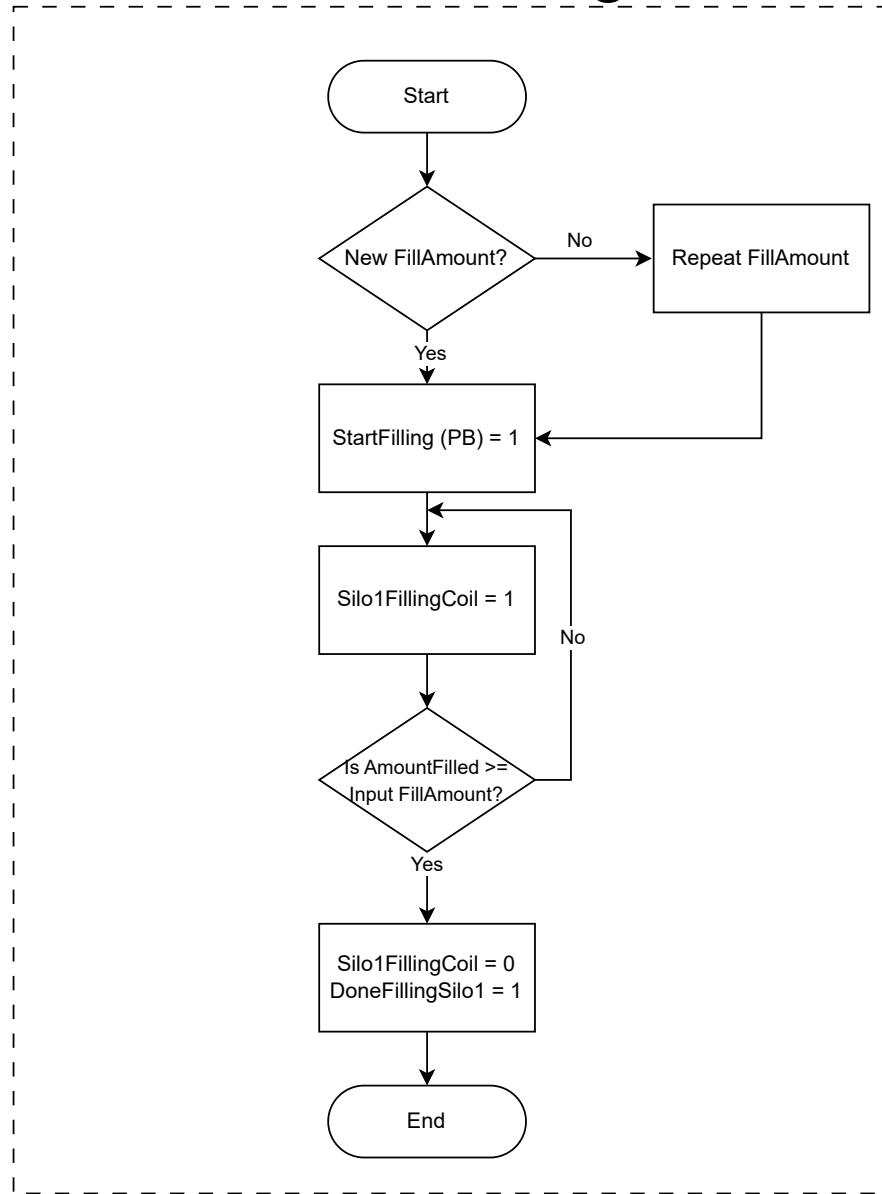


# Silo 2 Dosing

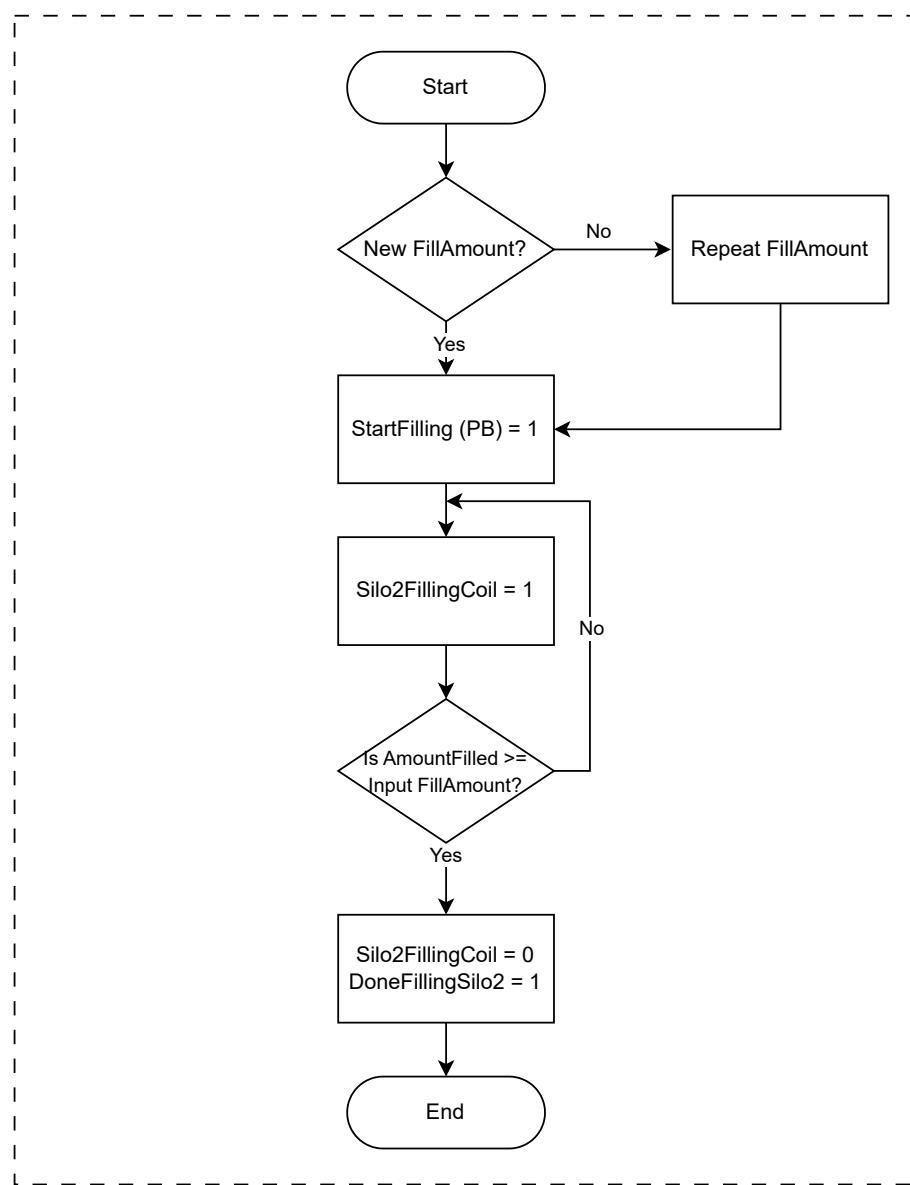
// Check if the required amount is higher than the available amount



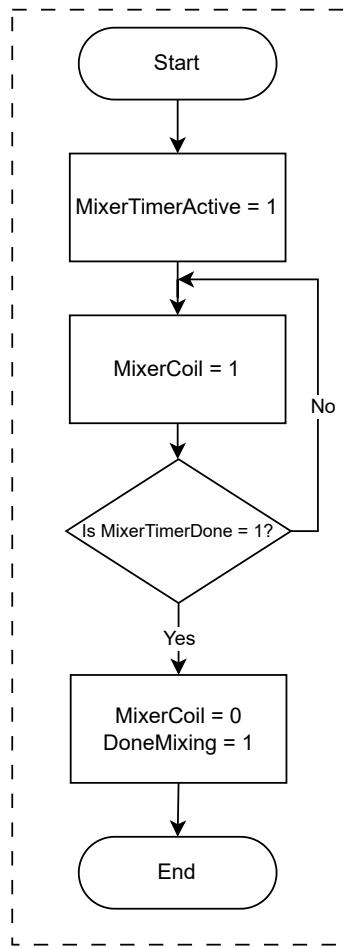
# Silo 1 Filling



# Silo 2 Filling



# Mixing



# Gate

