obj.Nodes{nodeIdx}

nrGNB with properties:

Name: "Node1"

Position: [1700 600 0]

Read-only properties:

NoiseFigure: 6

ReceiveGain: 11

TransmitPower: 32

NumTransmitAntennas: 1

NumReceiveAntennas: 1

DuplexMode: "FDD"

CarrierFrequency: 2.5000e+09

ChannelBandwidth: 10000000

SubcarrierSpacing: 30000

NumResourceBlocks: 24

NumHARQ: 16

ConnectedUEs: 1

ID: 1

Constant properties:

MCSTable: [28×4 table]

obj.nodenextinvoketimes1:

0.0760 0.0760 0.0760 0.0760

obj.currenttime1:

0.0760

obj.nodenextinvoketimes2:

0.0765 0.0760 0.0760 0.0760

obj.currenttime2:

0.0760

obj.Nodes{nodeIdx}

nrGNB with properties:

Name: "Node2"

Position: [3000 600 0]

Read-only properties:

NoiseFigure: 6

ReceiveGain: 11

TransmitPower: 32

NumTransmitAntennas: 1

NumReceiveAntennas: 1

DuplexMode: "FDD"

CarrierFrequency: 2.5000e+09

ChannelBandwidth: 10000000

SubcarrierSpacing: 30000

NumResourceBlocks: 24

NumHARQ: 16

ConnectedUEs: 1

ID: 2

Constant properties:

MCSTable: [28×4 table]

obj.nodenextinvoketimes1:

0.0765 0.0760 0.0760 0.0760

obj.currenttime1:

0.0760

obj.nodenextinvoketimes2:

0.0765 0.0765 0.0760 0.0760

obj.currenttime2:

0.0760

obj.Nodes{nodeIdx}

nrUE with properties:

Name: "UE-1"

Position: [1838 363 0]

Read-only properties:

NoiseFigure: 6

ReceiveGain: 11

TransmitPower: 23

NumTransmitAntennas: 1

NumReceiveAntennas: 1

GNBNodeID: 1

ConnectionState: "Connected"

RNTI: 1

ID: 3

obj.nodenextinvoketimes1:

0.0765 0.0765 0.0760 0.0760

obj.currenttime1:

0.0760

obj.nodenextinvoketimes2:

0.0765 0.0765 0.0765 0.0760

obj.currenttime2:

0.0760

obj.Nodes{nodeIdx}

nrUE with properties:

Name: "UE-1"

Position: [3284 942 0]

Read-only properties:

NoiseFigure: 6

ReceiveGain: 11

TransmitPower: 23

NumTransmitAntennas: 1

NumReceiveAntennas: 1

GNBNodeID: 2

ConnectionState: "Connected"

RNTI: 1

ID: 4

obj.nodenextinvoketimes1:

0.0765 0.0765 0.0765 0.0760

obj.currenttime1:

0.0760

obj.nodenextinvoketimes2:

0.0765 0.0765 0.0765 0.0765

obj.currenttime2:

0.0760

"recentlyRanNodesIdx: 1"

"recentlyRanNodesIdx: 2"

"recentlyRanNodesIdx: 3"

"recentlyRanNodesIdx: 4"

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0760 0.0760 0.0760 0.0760

min(obj.NodeNextInvokeTimes)

0.0760

nextNodeDt:

0.0760

nextActionTimes:

0.0760 0.0760 0.0762 0.0762 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076

next Run time:0.076

obj.Nodes{nodeIdx}

nrGNB with properties:

Name: "Node1"

Position: [1700 600 0]

Read-only properties:

NoiseFigure: 6

ReceiveGain: 11

TransmitPower: 32

NumTransmitAntennas: 1

NumReceiveAntennas: 1

DuplexMode: "FDD"

CarrierFrequency: 2.5000e+09

ChannelBandwidth: 10000000

SubcarrierSpacing: 30000

NumResourceBlocks: 24

NumHARQ: 16

ConnectedUEs: 1

ID: 1

Constant properties:

MCSTable: [28×4 table]

obj.nodenextinvoketimes1:

0.0760 0.0760 0.0760 0.0760

obj.currenttime1:

0.0760

obj.nodenextinvoketimes2:

0.0765 0.0760 0.0760 0.0760

obj.currenttime2:

0.0760

obj.Nodes{nodeIdx}

nrGNB with properties:

Name: "Node2"

Position: [3000 600 0]

Read-only properties:

NoiseFigure: 6

ReceiveGain: 11

TransmitPower: 32

NumTransmitAntennas: 1

NumReceiveAntennas: 1

DuplexMode: "FDD"

CarrierFrequency: 2.5000e+09

ChannelBandwidth: 10000000

SubcarrierSpacing: 30000

NumResourceBlocks: 24

NumHARQ: 16

ConnectedUEs: 1

ID: 2

Constant properties:

MCSTable: [28×4 table]

obj.nodenextinvoketimes1:

0.0765 0.0760 0.0760 0.0760

obj.currenttime1:

0.0760

obj.nodenextinvoketimes2:

0.0765 0.0765 0.0760 0.0760

obj.currenttime2:

0.0760

obj.Nodes{nodeIdx}

nrUE with properties:

Name: "UE-1"

Position: [1838 363 0]

Read-only properties:

NoiseFigure: 6

ReceiveGain: 11

TransmitPower: 23

NumTransmitAntennas: 1

NumReceiveAntennas: 1

GNBNodeID: 1

ConnectionState: "Connected"

RNTI: 1

ID: 3

obj.nodenextinvoketimes1:

0.0765 0.0765 0.0760 0.0760

obj.currenttime1:

0.0760

obj.nodenextinvoketimes2:

0.0765 0.0765 0.0765 0.0760

obj.currenttime2:

0.0760

obj.Nodes{nodeIdx}

nrUE with properties:

Name: "UE-1"

Position: [3284 942 0]

Read-only properties:

NoiseFigure: 6

ReceiveGain: 11

TransmitPower: 23

NumTransmitAntennas: 1

NumReceiveAntennas: 1

GNBNodeID: 2

ConnectionState: "Connected"

RNTI: 1

ID: 4

obj.nodenextinvoketimes1:

0.0765 0.0765 0.0765 0.0760

obj.currenttime1:

0.0760

obj.nodenextinvoketimes2:

0.0765 0.0765 0.0765 0.0765

obj.currenttime2:

0.0760

"recentlyRanNodesIdx: 1"

"recentlyRanNodesIdx: 2"

"recentlyRanNodesIdx: 3"

"recentlyRanNodesIdx: 4"

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0760 0.0760 0.0762 0.0762 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076017

next Run time:0.076017

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0761 0.0761 0.0762 0.0762 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076053

next Run time:0.076053

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0761 0.0761 0.0762 0.0762 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076089

next Run time:0.076089

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0761 0.0761 0.0762 0.0762 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076124

next Run time:0.076124

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0762 0.0762 0.0762 0.0762 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.07616

next Run time:0.07616

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0762 0.0762 0.0762 0.0762 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076196

next Run time:0.076196

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0762 0.0762 0.0762 0.0762 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076232

next Run time:0.076232

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0762 0.0762 0.0763 0.0763 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.07625

next Run time:0.07625

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0763 0.0763 0.0767 0.0767 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076267

next Run time:0.076267

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0763 0.0763 0.0767 0.0767 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076303

next Run time:0.076303

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0763 0.0763 0.0767 0.0767 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076339

next Run time:0.076339

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0764 0.0764 0.0767 0.0767 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076374

next Run time:0.076374

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0764 0.0764 0.0767 0.0767 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.07641

next Run time:0.07641

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0764 0.0764 0.0767 0.0767 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076446

next Run time:0.076446

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0765 0.0765 0.0767 0.0767 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.076482

next Run time:0.076482

obj.NodeNextInvokeTimes in dt=nextInvokeTime(obj):

0.0765 0.0765 0.0765 0.0765

min(obj.NodeNextInvokeTimes)

0.0765

nextNodeDt:

0.0765

nextActionTimes:

0.0765 0.0765 0.0767 0.0767 0.0800

dt in if ~isempty(obj.ActionInvokeTimes): 0.0765

next Run time:0.0765

obj.Nodes{nodeIdx}

nrGNB with properties:

Name: "Node1"

Position: [1700 600 0]

Read-only properties:

NoiseFigure: 6

ReceiveGain: 11

TransmitPower: 32

NumTransmitAntennas: 1

NumReceiveAntennas: 1

DuplexMode: "FDD"

CarrierFrequency: 2.5000e+09

ChannelBandwidth: 10000000

SubcarrierSpacing: 30000

NumResourceBlocks: 24

NumHARQ: 16

ConnectedUEs: 1

ID: 1

Constant properties: