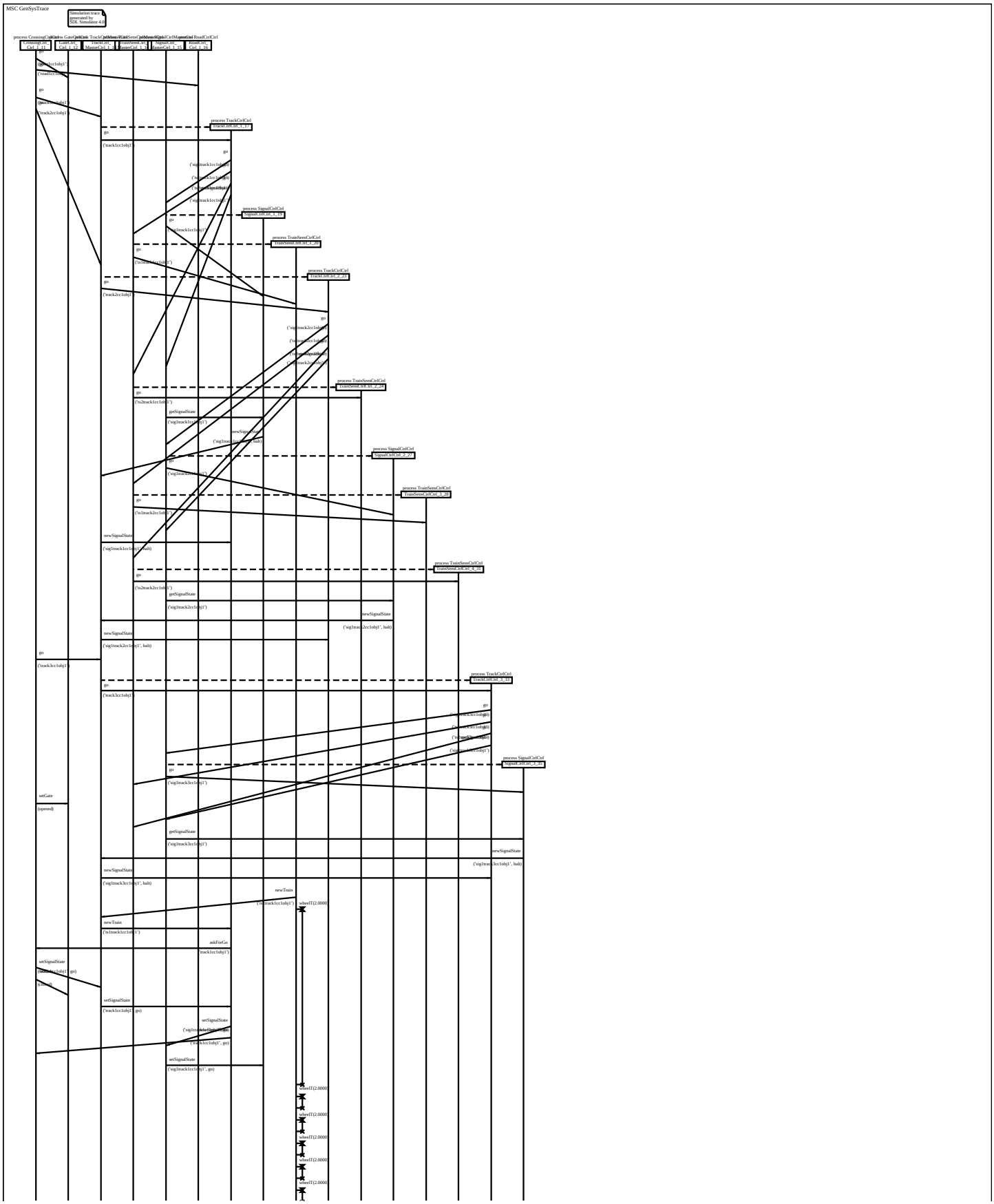
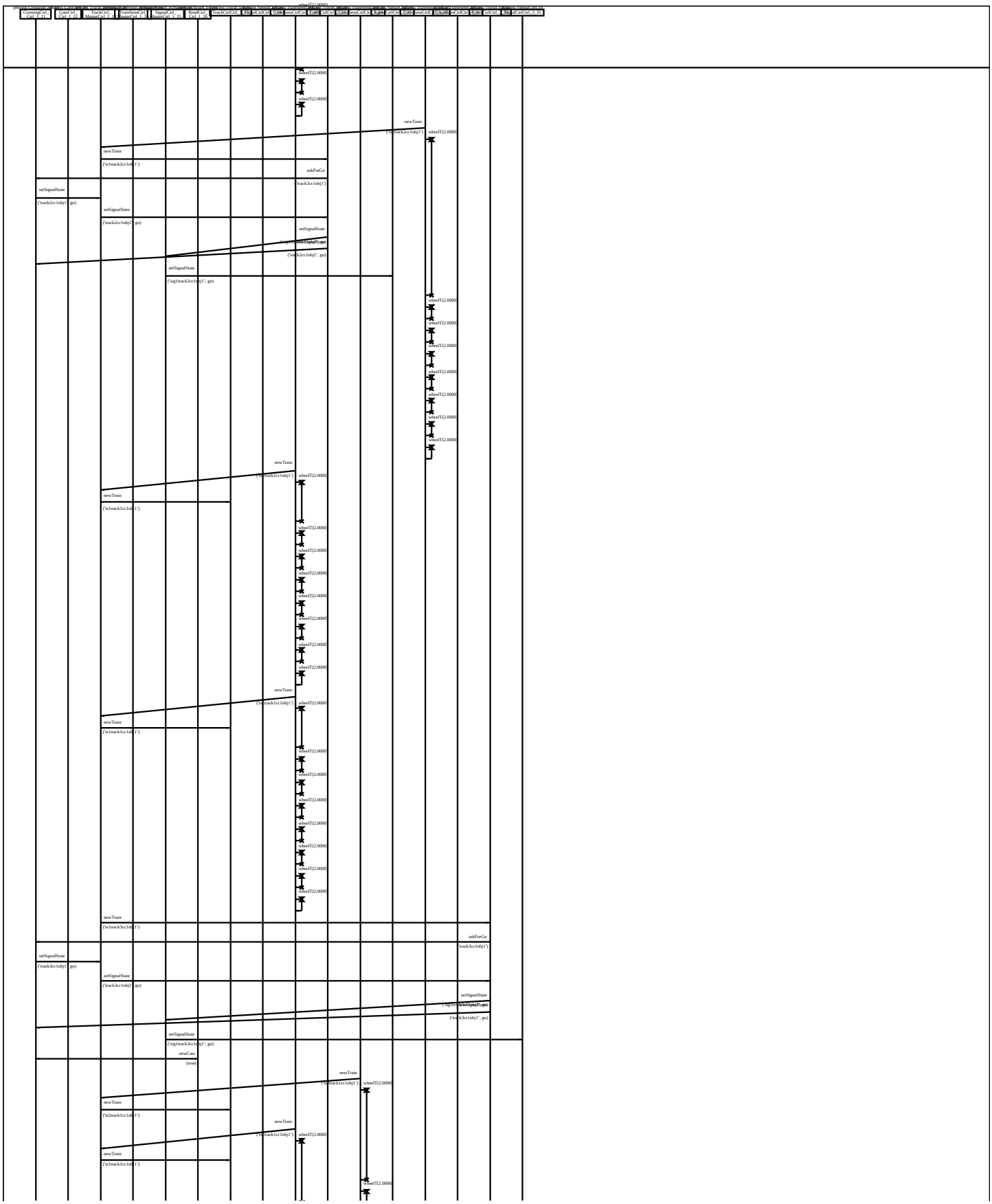
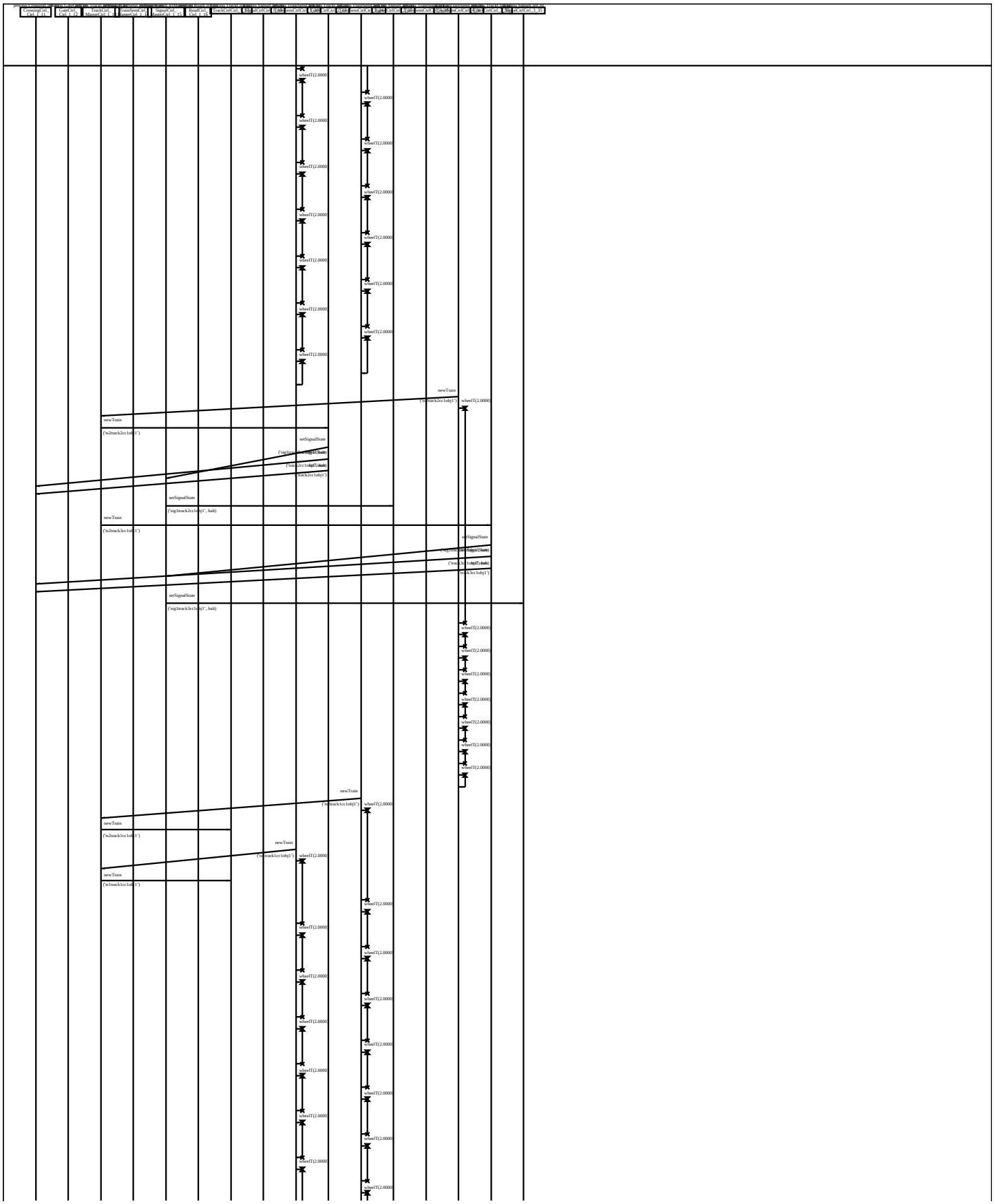

MSC GenSysTrace
Simulation trace generated by SDL Simulator 4.0
process CrossingCtrlCtrl
CrossingCtrl_1_11
process GateCtrlCtrl
GateCtrl_1_12
process TrackCtrlCtrl
TrackCtrl_MasterCtrl_1_13
process TrainSensCtrlCtrl
TrainSensCtrl_1_14
process SignalCtrlCtrl
SignalCtrl_MasterCtrl_1_15
process RoadCtrlCtrl
RoadCtrl_1_16
go
{crossIcc1obj1'}
go
{gateIcc1obj1'}
{track2cc1obj1'}
process TrackCtrlCtrl
TrackCtrl_1_17
go
{track1cc1obj1'}
go
{sig1track1cc1obj1'}
{sig2track1cc1obj1'}
{sig3track1cc1obj1'}
process SignalCtrlCtrl
SignalCtrl_1_18
go
{vs1track1cc1obj1'}
process TrainSensCtrlCtrl
TrainSensCtrl_1_20
go
{vs1track1cc1obj1'}
process TrackCtrlCtrl
TrackCtrl_2_21
go
{track2cc1obj1'}
go
{sig1track2cc1obj1'}
{vs2track2cc1obj1'}
{sig2track2cc1obj1'}
{sig3track2cc1obj1'}
process TrainSensCtrlCtrl
TrainSensCtrl_2_24
go
{vs2track1cc1obj1'}
getSignalState
{sig1track1cc1obj1'}
newSignalState
{sig1track1cc1obj1', halt}
process SignalCtrlCtrl
SignalCtrl_2_27
go
{sig1track2cc1obj1'}
process TrainSensCtrlCtrl
TrainSensCtrl_1_29
go
{vs1track2cc1obj1'}
newSignalState
{sig1track1cc1obj1', halt}
process TrainSensCtrlCtrl
TrainSensCtrl_4_31
go
{vs2track2cc1obj1'}
getSignalState
{sig1track2cc1obj1'}
newSignalState
{sig1track2cc1obj1', halt}
newSignalState
{sig1track2cc1obj1', halt}
go
{track3cc1obj1'}
process TrackCtrlCtrl
TrackCtrl_3_33
go
{track1cc1obj1'}
go
{sig1track3cc1obj1'}
{sig2track3cc1obj1'}
{sig3track3cc1obj1'}
{sig4track3cc1obj1'}
process SignalCtrlCtrl
SignalCtrl_3_34
go
{sig1track3cc1obj1'}
setGate
{opened}
getSignalState
{sig1track3cc1obj1'}
newSignalState
{sig1track3cc1obj1', halt}
newSignalState
{sig1track3cc1obj1', halt}
newTrain
{sig1track3cc1obj1'}
wheelT(2.0000)
newTrain
{vs1track1cc1obj1'}
askForGo
{track1cc1obj1'}
setSignalState
{track1cc1obj1', go}
{opened}
setSignalState
{track1cc1obj1', go}
setSignalState
{sig1track1cc1obj1', go}
{track1cc1obj1', go}
setSignalState
{sig1track1cc1obj1', go}
wheelT(2.0000)
wheelT(2.0000)
wheelT(2.0000)
wheelT(2.0000)
wheelT(2.0000)


wheelT(2.0000)
newTrain
('m1track2cc1obj1')
ankForGo
('track2cc1obj1')
setSignalState
('track2cc1obj1', go)
('sig1track2cc1obj1', go)
newTrain
('m1track1cc1obj1')
('m2track1cc1obj1')
('m1track3cc1obj1')
('track3cc1obj1')
('sig1track3cc1obj1', go)
newCars
(true)


Crossing0_inf_1
Cnt_1_15
Cont_inf_1
Cnt_1_16
Train3_inf
Messen0_inf_1
TrainSend_inf_1
Messen_inf_1
Signal0_inf
Counter_inf_1_15
Cond0_inf
Cnt_1_16
Train1_inf_inf_1
Train2_inf_inf_1
Train3_inf_inf_1
Train4_inf_inf_1
Train5_inf_inf_1
Train6_inf_inf_1
Train7_inf_inf_1
Train8_inf_inf_1
Train9_inf_inf_1
Train10_inf_inf_1
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Train13_inf_inf_1
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Train15_inf_inf_1
Train16_inf_inf_1
Train17_inf_inf_1
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Train38_inf_inf_1
Train39_inf_inf_1
Train40_inf_inf_1
Train41_inf_inf_1
Train42_inf_inf_1
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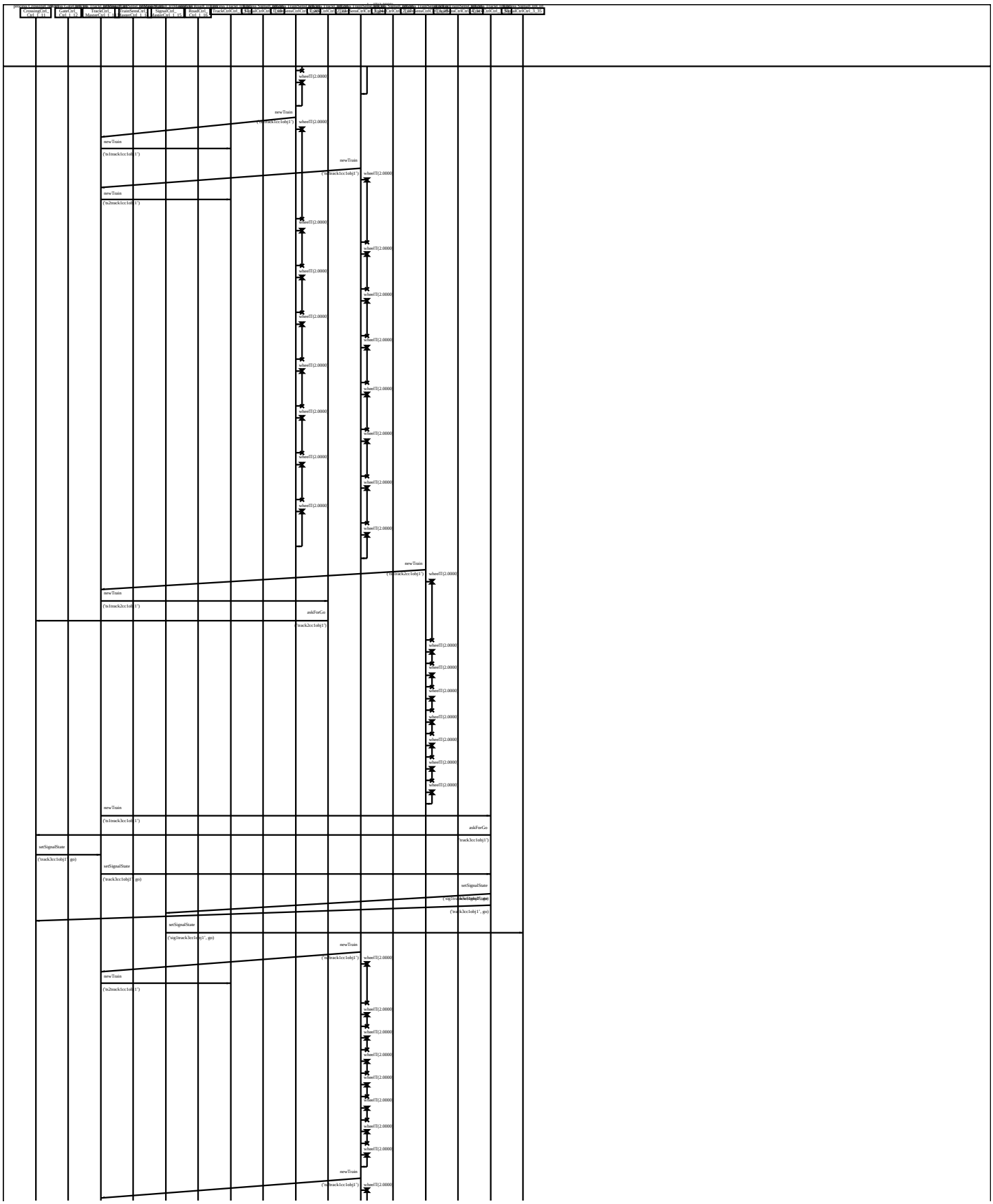
Train44_inf_inf_1
Train45_inf_inf_1
Train46_inf_inf_1
Train47_inf_inf_1
Train48_inf_inf_1
Train49_inf_inf_1
Train50_inf_inf_1
wheniT(2.0000)
newTrain
('m2track2cc1obj1')
setSignalState
('sig1track2cc1obj1', halt)
('track2cc1obj1')
('m2track3cc1obj1')
('sig1track3cc1obj1', halt)
('track3cc1obj1')
('m1track1cc1obj1')
('m1track1cc1obj1')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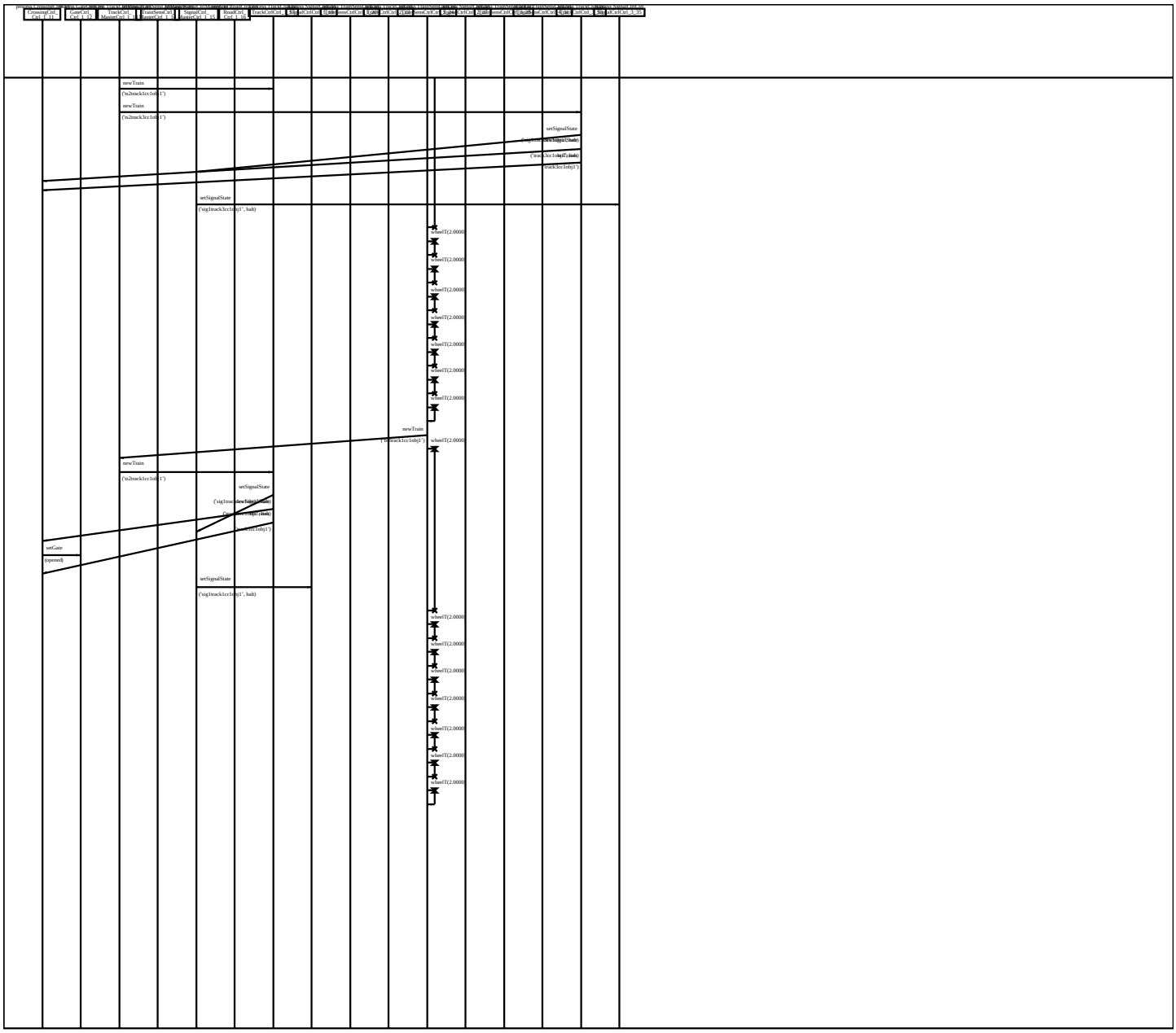
Crossing[Cnt = 1]
Gate[Cnt = 1]
Track[Cnt = 1]
GateSensor[Cnt = 1]
SignalCtrl[Cnt = 1]
TrainCtrl[Cnt = 1]
Main[Cnt = 1]
Main[Cnt = 1]
Main