

# train\_intruder-4.imi

Generated by IMITATOR 3.4-beta "Cheese Durian"  
 Build: develop/6908f5d  
 Generation time: Tue Jan 23, 2024 09:33:46

3 clocks	9 parameters	2 discrete	Initial
	<p>p_far p_approaching p_very_near p_waiting p_emergency_waiting p_emergency_lowering p_lowering p_walking_sensor p_walking_house</p>		<p>p_approaching &gt;= p_very_near &amp; p_very_near &gt; 0 &amp; p_waiting &gt;= 0 &amp; p_emergency_waiting &gt;= 0 &amp; p_emergency_lowering &gt; 0 &amp; p_far &gt; 0 &amp; p_walking_sensor &gt; 0 &amp; p_walking_house &gt; 0 &amp; x_gate &gt;= 0 &amp; p_lowering &gt;= p_emergency_lowering &amp; x_train = 0 &amp; x_intruder = 0</p>
	<p>x_train x_gate x_intruder</p>	gate_down sensors_active	

