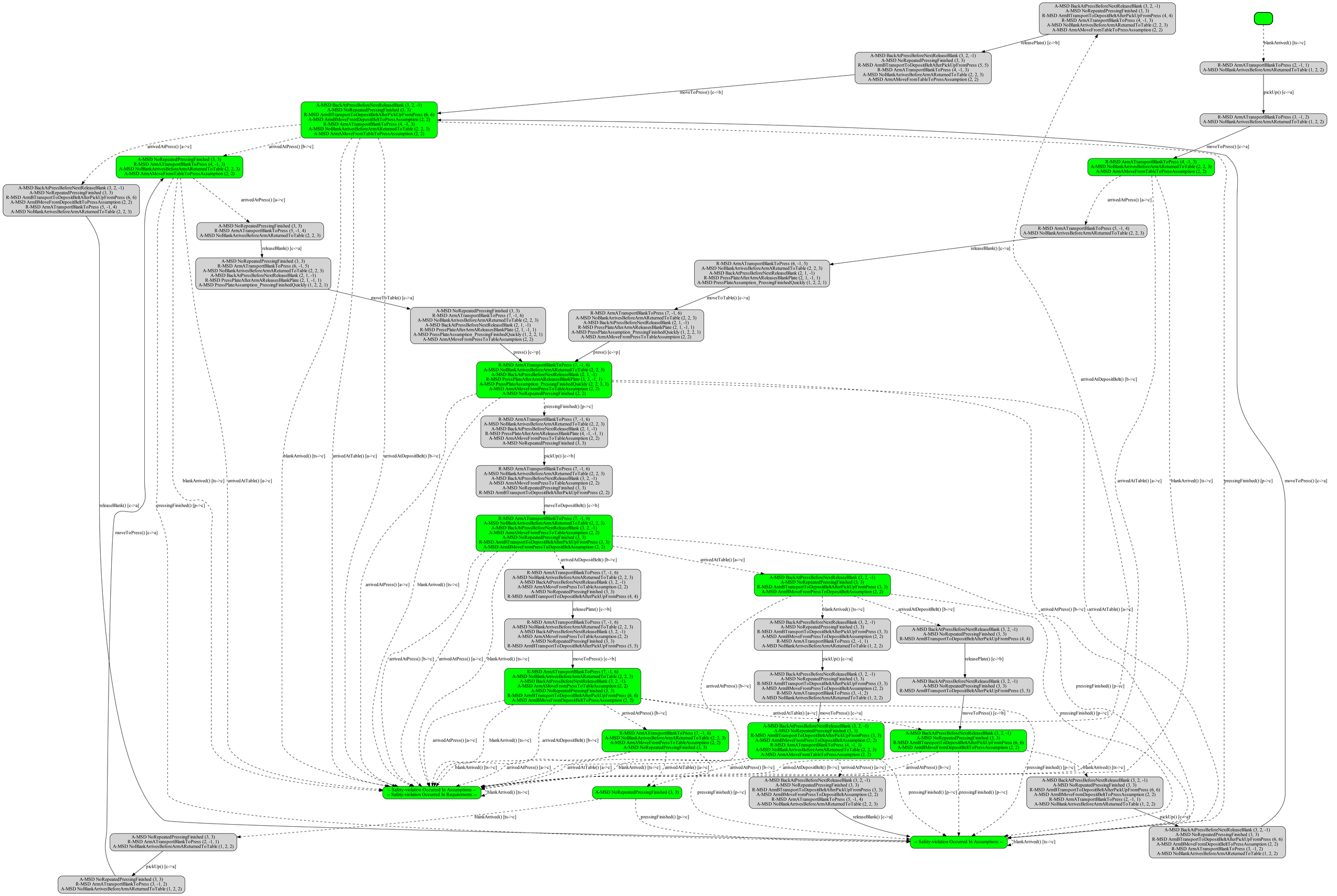
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (4, 4)
R-MSD ArmATransportBlankToPress (4, -1, 3)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD ArmAMoveFromTableToPressAssumption (2, 2)
releasePlate() [c->b]
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (5, 5)
R-MSD ArmATransportBlankToPress (4, -1, 3)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD ArmAMoveFromTableToPressAssumption (2, 2)
moveToPress() [c->b]
blankArrived() [ts->c]
R-MSD ArmATransportBlankToPress (2, -1, 1)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (1, 2, 2)
pickUp() [c->a]
R-MSD ArmATransportBlankToPress (3, -1, 2)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (1, 2, 2)
moveToPress() [c->a]
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (6, 6)
A-MSD ArmBMoveFromDepositBeltToPressAssumption (2, 2)
R-MSD ArmATransportBlankToPress (4, -1, 3)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD ArmAMoveFromTableToPressAssumption (2, 2)
arrivedAtPress() [a->c]
arrivedAtPress() [b->c]
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmATransportBlankToPress (4, -1, 3)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD ArmAMoveFromTableToPressAssumption (2, 2)
R-MSD ArmATransportBlankToPress (4, -1, 3)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD ArmAMoveFromTableToPressAssumption (2, 2)
arrivedAtPress() [a->c]
R-MSD ArmATransportBlankToPress (5, -1, 4)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (6, 6)
A-MSD ArmBMoveFromDepositBeltToPressAssumption (2, 2)
R-MSD ArmATransportBlankToPress (5, -1, 4)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmATransportBlankToPress (5, -1, 4)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
releaseBlank() [c->a]
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmATransportBlankToPress (6, -1, 5)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (2, 1, -1)
R-MSD PressPlateAfterArmAReleasesBlankPlate (2, 1, -1, 1)
A-MSD PressPlateAssumption_PressingFinishedQuickly (1, 2, 2, 1)
moveToTable() [c->a]
R-MSD ArmATransportBlankToPress (6, -1, 5)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (2, 1, -1)
R-MSD PressPlateAfterArmAReleasesBlankPlate (2, 1, -1, 1)
A-MSD PressPlateAssumption_PressingFinishedQuickly (1, 2, 2, 1)
moveToTable() [c->a]
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmATransportBlankToPress (7, -1, 6)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (2, 1, -1)
R-MSD PressPlateAfterArmAReleasesBlankPlate (2, 1, -1, 1)
A-MSD PressPlateAssumption_PressingFinishedQuickly (1, 2, 2, 1)
A-MSD ArmAMoveFromPressToTableAssumption (2, 2)
R-MSD ArmATransportBlankToPress (7, -1, 6)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (2, 1, -1)
R-MSD PressPlateAfterArmAReleasesBlankPlate (2, 1, -1, 1)
A-MSD PressPlateAssumption_PressingFinishedQuickly (1, 2, 2, 1)
A-MSD ArmAMoveFromPressToTableAssumption (2, 2)
press() [c->p]
press() [c->p]
R-MSD ArmATransportBlankToPress (7, -1, 6)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (2, 1, -1)
R-MSD PressPlateAfterArmAReleasesBlankPlate (3, 2, -1, 1)
A-MSD PressPlateAssumption_PressingFinishedQuickly (2, 2, 3, 1)
A-MSD ArmAMoveFromPressToTableAssumption (2, 2)
A-MSD NoRepeatedPressingFinished (2, 2)
pressingFinished() [p->c]
R-MSD ArmATransportBlankToPress (7, -1, 6)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (2, 1, -1)
R-MSD PressPlateAfterArmAReleasesBlankPlate (4, -1, -1, 1)
A-MSD ArmAMoveFromPressToTableAssumption (2, 2)
A-MSD NoRepeatedPressingFinished (3, 3)
pickUp() [c->b]
R-MSD ArmATransportBlankToPress (7, -1, 6)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD ArmAMoveFromPressToTableAssumption (2, 2)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (2, 2)
moveToDepositBelt() [c->b]
R-MSD ArmATransportBlankToPress (7, -1, 6)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD ArmAMoveFromPressToTableAssumption (2, 2)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (3, 3)
A-MSD ArmBMoveFromPressToDepositBeltAssumption (2, 2)
arrivedAtDepositBelt() [b->c]
arrivedAtTable() [a->c]
R-MSD ArmATransportBlankToPress (7, -1, 6)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD ArmAMoveFromPressToTableAssumption (2, 2)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (4, 4)
releasePlate() [c->b]
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (3, 3)
A-MSD ArmBMoveFromPressToDepositBeltAssumption (2, 2)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (1, 2, 2)
pickUp() [c->a]
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (4, 4)
releasePlate() [c->b]
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (5, 5)
moveToPress() [c->b]
R-MSD ArmATransportBlankToPress (7, -1, 6)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD ArmAMoveFromPressToTableAssumption (2, 2)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (6, 6)
A-MSD ArmBMoveFromDepositBeltToPressAssumption (2, 2)
arrivedAtPress() [b->c]
R-MSD ArmATransportBlankToPress (7, -1, 6)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD NoRepeatedPressingFinished (3, 3)
arrivedAtTable() [a->c]
moveToPress() [c->a]
moveToPress() [c->b]
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (3, 3)
A-MSD ArmBMoveFromPressToDepositBeltAssumption (2, 2)
R-MSD ArmATransportBlankToPress (4, -1, 3)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (2, 2, 3)
A-MSD ArmAMoveFromTableToPressAssumption (2, 2)
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (6, 6)
A-MSD ArmBMoveFromDepositBeltToPressAssumption (2, 2)
-- Safety-violation Occurred In Assumptions --
-- Safety-violation Occurred In Requirements --
A-MSD NoRepeatedPressingFinished (3, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (3, 3)
A-MSD ArmBMoveFromPressToDepositBeltAssumption (2, 2)
R-MSD ArmATransportBlankToPress (5, -1, 4)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (1, 2, 3)
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (6, 6)
A-MSD ArmBMoveFromDepositBeltToPressAssumption (2, 2)
R-MSD ArmATransportBlankToPress (2, -1, 1)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (1, 2, 2)
-- Safety-violation Occurred In Assumptions --
A-MSD BackAtPressBeforeNextReleaseBlank (3, 2, -1)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmBTransportToDepositBeltAfterPickUpFromPress (6, 6)
A-MSD ArmBMoveFromDepositBeltToPressAssumption (2, 2)
R-MSD ArmATransportBlankToPress (3, -1, 2)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (1, 2, 2)
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmATransportBlankToPress (2, -1, 1)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (1, 2, 2)
pickUp() [c->a]
A-MSD NoRepeatedPressingFinished (3, 3)
R-MSD ArmATransportBlankToPress (3, -1, 2)
A-MSD NoBlankArrivesBeforeArmAReturnedToTable (1, 2, 2)