



If resiDensity < tHold  
donutZone = True  
End If

what kind of things  
matter when they  
are close?

what distant things  
influence my  
activities?

trophic desires

relational networks

activity threshold

node.Potential > currActivity  
node.Build = True

node.Active = False

how is a convenience  
store different from  
a frock shop?

what drives urban  
differentiation?

If nodeType = residential Then  
Call ReduceHoodHeightDesire(node)  
End If

If thisActivity > maxActivity Then  
endVec = hoodNode.Direction  
End If

switch nets