

```
1 {
2   init: function(elevators, floors) {
3     var elevator = elevators[0]; // Let's use the first elevator
4
5     // Whenever the elevator is idle (has no more queued destinations) ...
6     elevator.on("idle", function() {
7       // let's go to all the floors (or did we forget one?)
8       elevator.goToFloor(0);
9       elevator.goToFloor(1);
10    });
11  },
12  update: function(dt, elevators, floors) {
13    // We normally don't need to do anything here
14  }
15 }
```

Reset

Undo reset

Save

Apply

Confused? Open the **Help and API documentation** page

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Source code on GitHub

Run tests