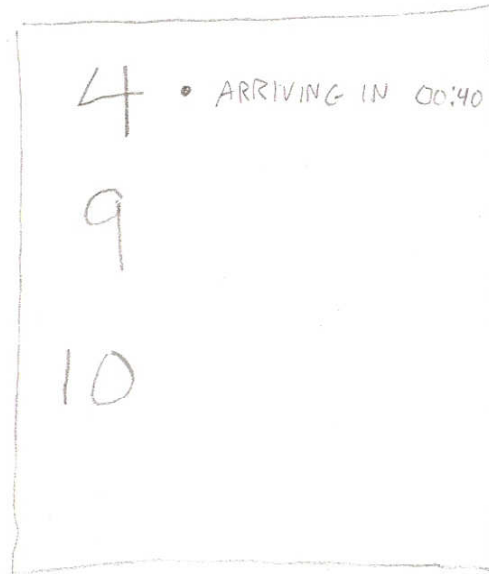
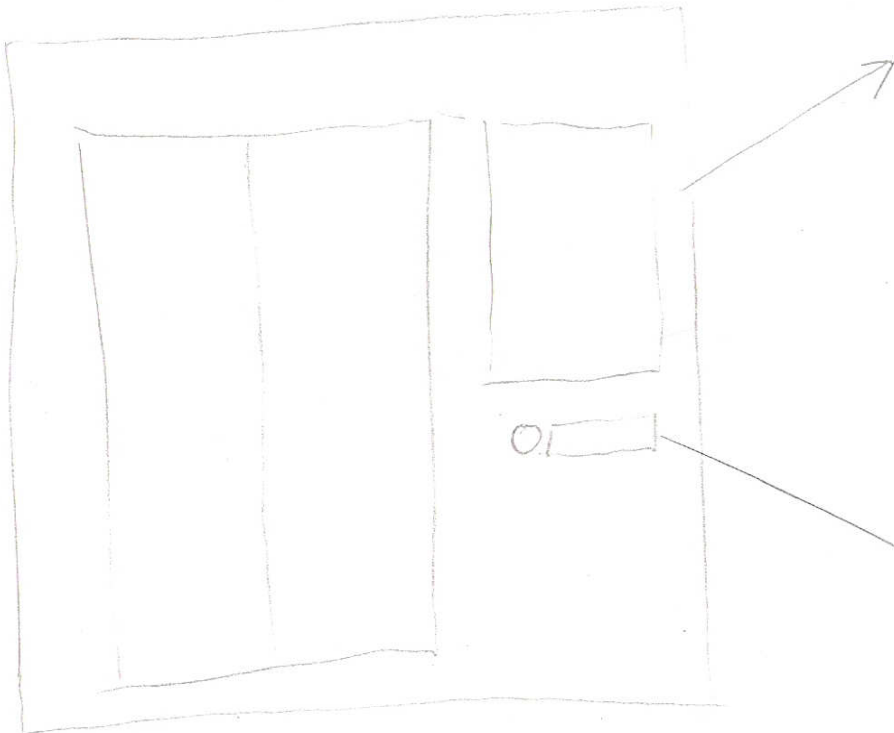


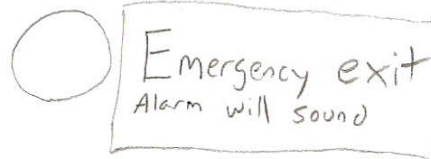
minimal inside interface



List of floors the elevator will stop on

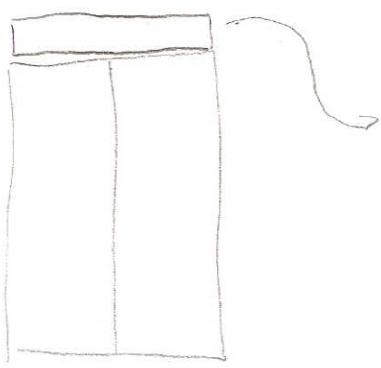
Arrival time beside the closest floor.

Only floors on the queue are visible on the screen

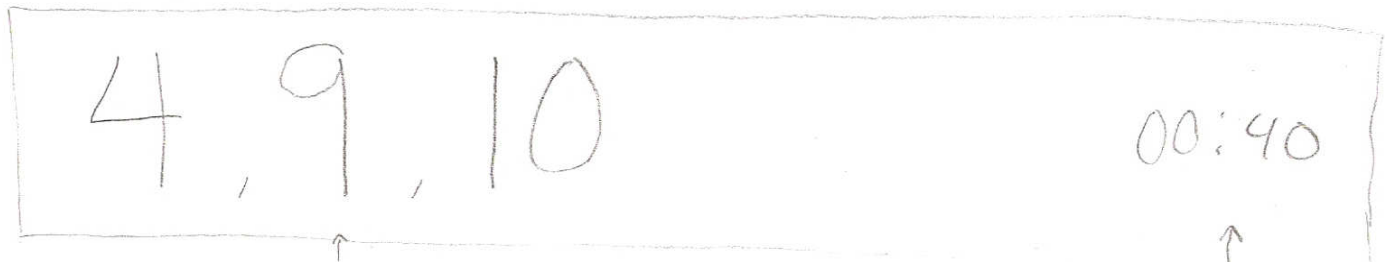


Opens door on closest floor (even floors not in the queue)
Alarm sounds, to prevent abuse

at to elevator; above



(outside elevator)

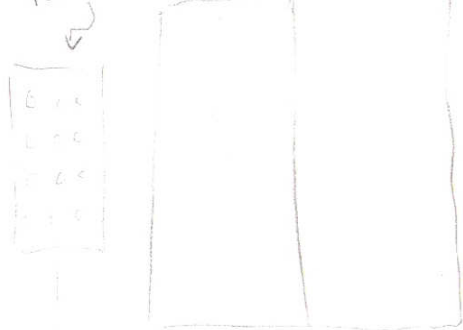
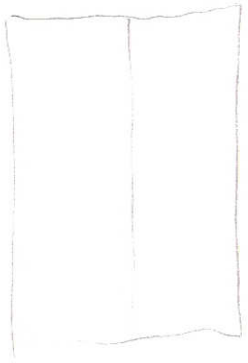


List of floors the elevator is headed to

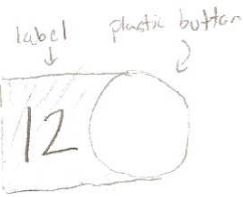
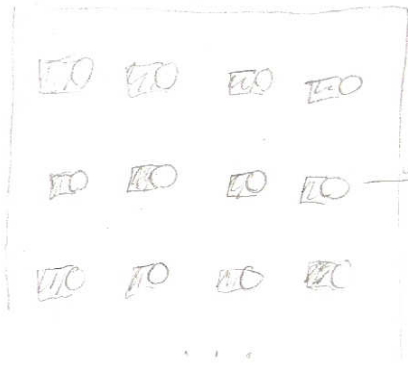
ETA ↗

Physical elevator buttons

Traditional elevator panel
Not associated w/ any 1 elevator



Identical to arrangement and appearance of correct elevators



on press

