

The Human Resource team is responsible for inspection and drilling, which is done through triggers. The Human Resource Team _CallResources command can contain six variables, including reference to the HumanResourceTeam, task location, served atom, number of Human Resources required, priority value, and required skill. The call and free functions require parameters such as the HumanResourceTeam reference, task location, and the atom requiring serves. The Human Resource team hops constantly between drilling machines and inspection sites, and processing sites that have no Human Resource at their disposal turn red. Predefined logics are available on the triggers of every Server atom to call and .free a Human Resource. The full syntax for these commands is provided