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interpreting lithic raw material variability in Middle Palaeolithic contexts: a modeling approach with applications to the Bau de l'Aubesier (Southeastern France)

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```
[moveInfo['Coordinate']])[0]
if conf['edgeCondition'] == "Bounce" and \
    (mx < 0 or mx > gs - 1 or my < 0 or my > gs - 1):
    # Encountered edge in an edge 'bounce' world.
    while mx < 0 or mx > gs - 1 or my < 0 or my > gs - 1:
        moveInfo = model.GetRandPositionInNeighbourhood(agentLocation)
        mx = moveInfo['Coordinate'][0] # aux
        my = moveInfo['Coordinate'][1] # aux
        gs = conf['gridSize'] # aux
    agentLocation = moveInfo['Coordinate']
elif conf['edgeCondition'] == "NoTurn":
    (mx < 0 or mx > gs - 1 or my < 0 or my > gs - 1):
    # Encountered edge in a 'no turn' world. Drawn agent.
    agent = copy.deepcopy(agent)
```



Cornel M. Pop