

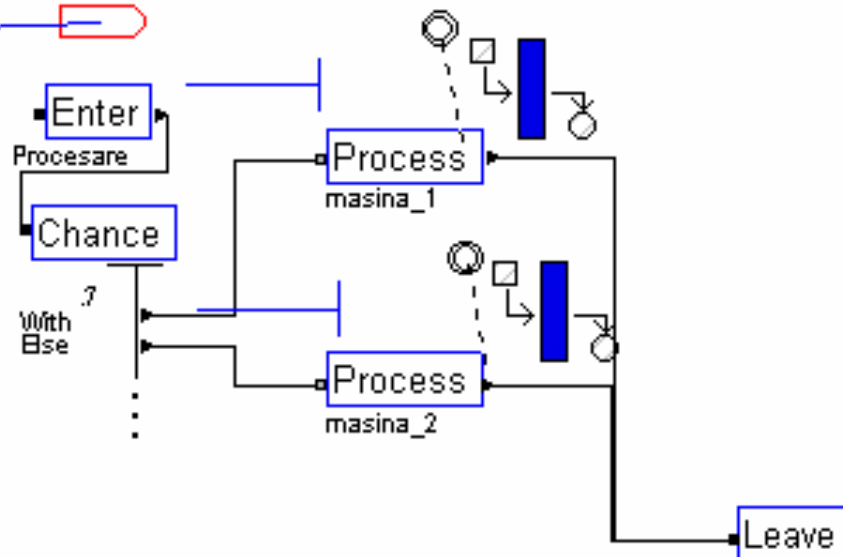
## Exemplu de utilizare a modului "Chance"

Entitatile sosesc la fiecare 3 unitati de timp si sunt directionate pe un traseu (route) catre statia de Procesare.

Arrive

Sosirea entitatilor

Entitatile aleg o masina pe baza unei probabilitati. Masina\_1 este aleasa in 70% din timp, iar Masina\_2 este aleasa in rest.



Depart

Iesirea entitatilor

Simulate

Utilizarea modului Chance  
480

**Arrive** [?] [X]

Enter Data

Station  Station Set

Station: Sosirea entitatilor

Station... Options...

Arrival Data

Batch Size: 1

First Creation:

Time Between: 3

Max Batches:

Mark Time Attribute:

Assign... Animate...

Leave Data

Tran Out... Count...

Route  StNm  Seg  Expr

Connect

Station: Procesare

Route Time: 3

OK Cancel Help

**Chance** [?] [X]

Label:

Probabilities:

With .7

Else

<End of list>

Add... Edit... Delete

OK Cancel Help

**Chance Based Probabilities** [?] [X]

With  Else

Probability: 0.7

Next Label:

OK Cancel Help

**Process** [?] [X]

Enter Data

Queue Label:

Process Data

Seize  Request  None

Resource  Resource Set  Specific Member  Expression

Resource: masina\_1

Capacity Type: Capacity

Capacity: 1

Resource Statistics

Process Time: NORM(4,4)

Options... Resource... Queue...

Animate...

Leave Data

Next Label:

OK Cancel Help

**Enter** [?] [X]

Enter Data

Label:

Station  Station Set

Station: Procesare

Station... Unload: 0

Release Resource

Free Transporter

Exit Conveyor

None

Leave Data

Animate... Next Label:

OK Cancel Help

**Leave** [?] [X]

Enter Data  
Label:

Leave Data  
From Station:

Seize  
 Request  
 Access  
 None

Storage  
 Set Member  
 No Change  
 Unstore

Load:

Route     StNm     Seg     Expr  
 Transport  
 Convey  
 Connect

To Station:

Route Time:

**Entity Animation Options** [?] [X]

Change Picture When Leave

Picture    Picture:   
 Set Member  
 No Change  
 None

**Depart** [?] [X]

Enter Data  
Label:

Station      
 Station Set

Count

Individual Counter  
 Counter Set Member  
 None

Tally

Individual Tally  
 Tally Set Member  
 None

Current Library: c:\...objects.plb

Value:

red  
 yellow

Size Factor:   Auto Scale