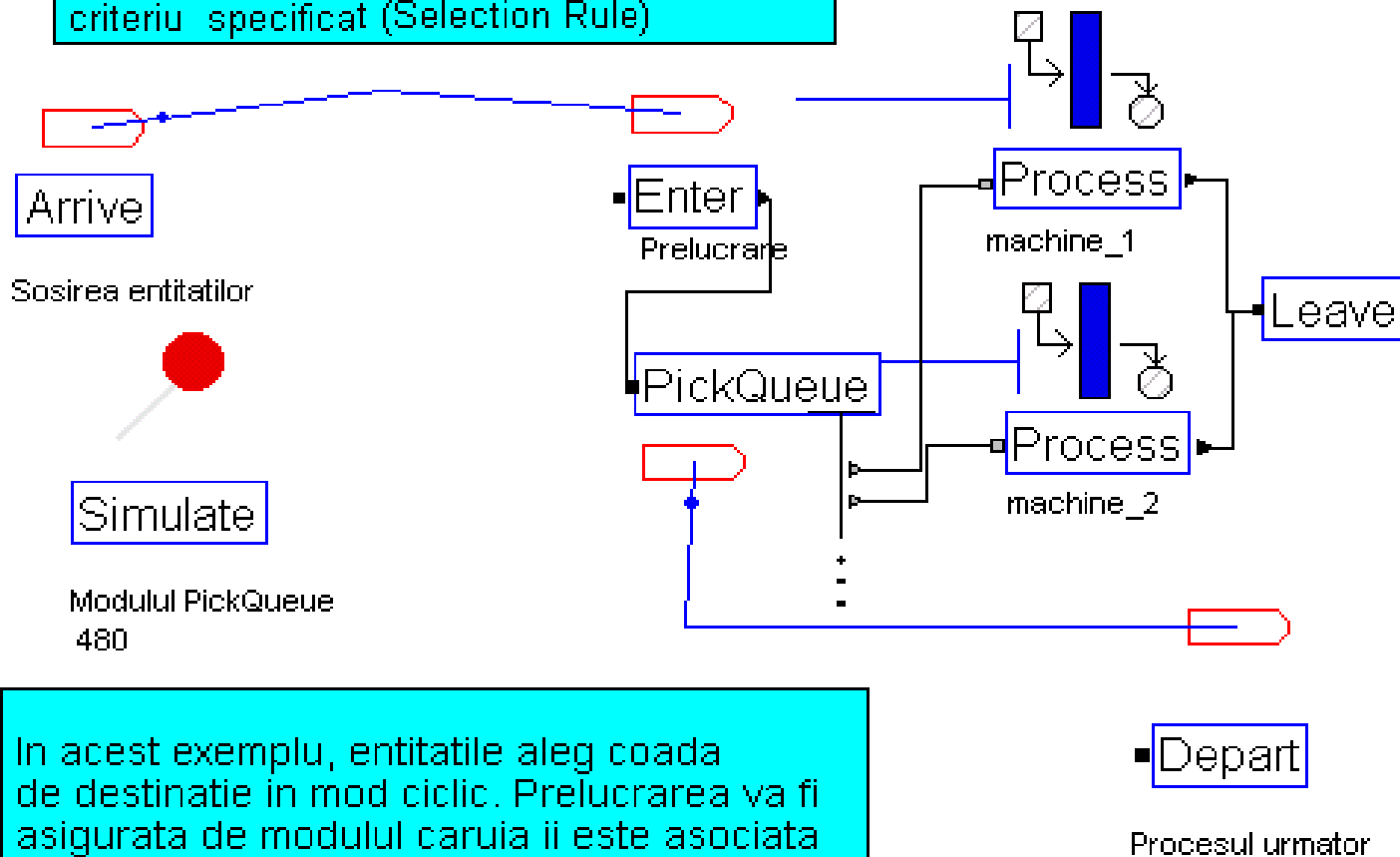


Modulul PickQueue

Odata ajunsa in modulul PickQueue, fiecare entitate isi alege o coada la care se va aseza. Aceasta alegere se face functie de un criteriu specificat (Selection Rule)



In acest exemplu, entitatile aleg coada de destinatie in mod ciclic. Prelucrarea va fi asigurata de modulul caruia ii este asociata coada respectiva.

Arrive [?] [X]

Enter Data

☒ Station Sosirea entitatilor

☐ Station Set

Station... Options...

Arrival Data

Batch Size: 1

First Creation:

Time Between: 2

Max Batches:

Mark Time Attribute:

Assign... Animate...

Leave Data

Tran Out... Count...

☒ Route ☒ StNm ☐ Seg ☐ Expr

☐ Connect

Station: Prelucrare

Route Time: 3

OK Cancel Help

Enter [?] [X]

Enter Data

Label:

☒ Station Prelucrare

☐ Station Set

Station... Unload: 0

☐ Release Resource

☐ Free Transporter

☐ Exit Conveyor

☒ None

Leave Data

Animate... Next Label:

OK Cancel Help

PickQueue [?] [X]

Label:

Rule: Cyclical

☒ Dispose of Bailed Entities

Enter One Per Queue:

<End of list> Add... Edit... Delete

OK Cancel Help

Process [?] [X]

Enter Data
Queue Label:

Process Data

☒ Seize ☒ Resource
☐ Request ☐ Resource Set
☐ None ☐ Specific Member
 ☐ Expression

Resource:

Capacity Type:

Capacity:

☒ Resource Statistics

Process Time:

Leave Data
Next Label:

Leave [?] [X]

Enter Data
Label:

Leave Data
From Station:

☐ Seize
☐ Request
☐ Access
☒ None

Load:

☒ Route ☒ StNm ☐ Seg ☐ Expr
☐ Transport
☐ Convey To Station:
☐ Connect

Route Time: