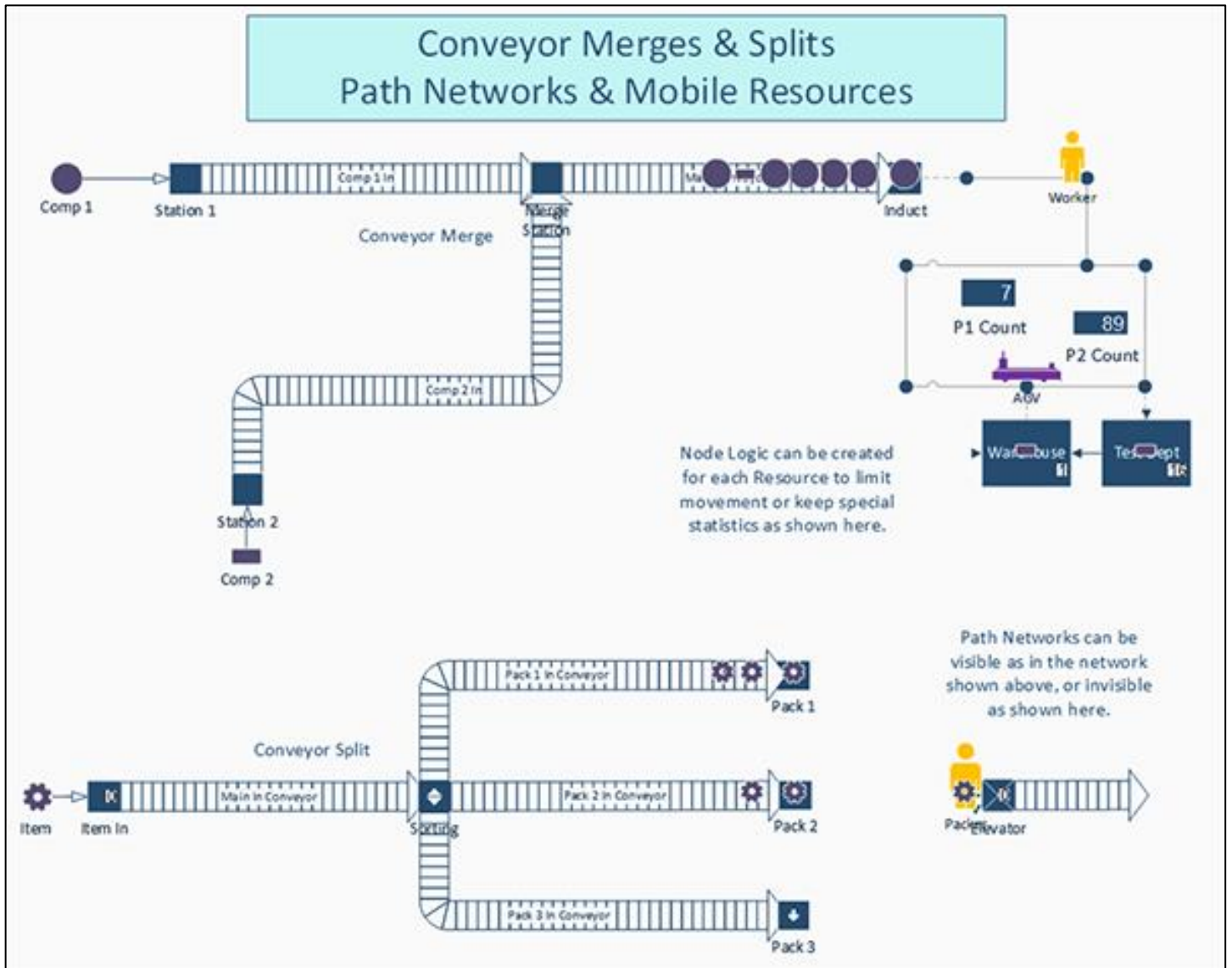


## Process Simulator Professional Material Handling

New Edition | Purchased upgrade required

In this upgrade to the **Process Simulator Professional Material Handling**, you can now model material flow in your Process Simulator model.



Along with the drawing environment being scaled you now will have access to:



## Stations

A new type of activity created to enhance material handling. The **station** can have capacity or capacity can be turned off; designed to be used with conveyors.

- You can inset an onboard station into a conveyor.



**Properties** [X]

**STATION** | LOGIC

Name: Station\_2 [Lock]

Has Capacity:

Capacity: 1

Time: T(3, 5, 10) [Min]

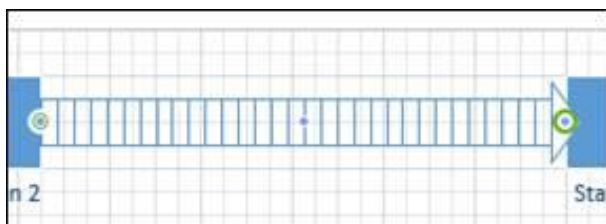
Hourly Cost: 1

> Availability  
 > Resource  
 > Downtimes  
 > Notes  
 > Advanced

## Conveyors

Control how entities flow from activity to activity. Introducing **Stations** in a **conveyor** enhances the ability to control flow from conveyor to conveyor.

- Control speed of conveyors
- Control distance of conveyors
- Control orientation of entities
- Control accumulation of entities



**Properties** [X]

**CONVEYOR** | LOGIC

Name: Conveyor

Capacity: Infinite

Length (ft): 11.5

Speed (fpm): 40

Accumulating:

Entity Orientation: Lengthwise

Hourly Cost: 0

**Percentage**

Type: Percentage

Percent: 100

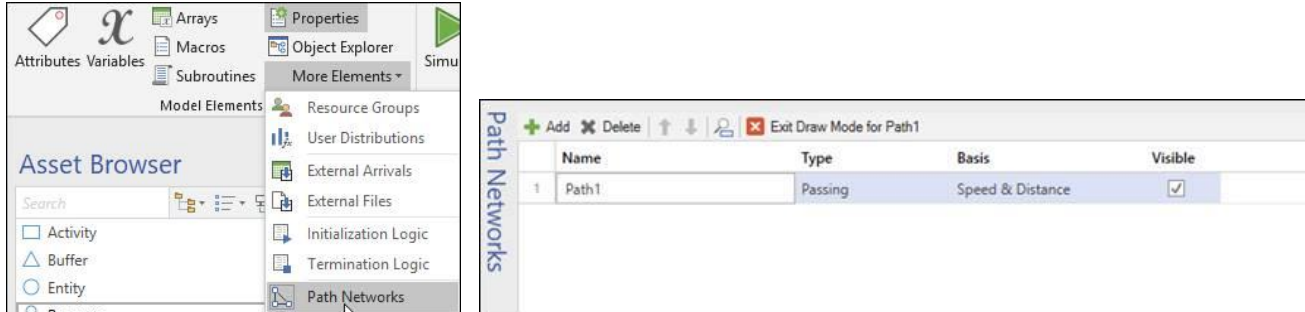
New Name:

> Availability  
 > Downtimes  
 > Notes  
 > Advanced



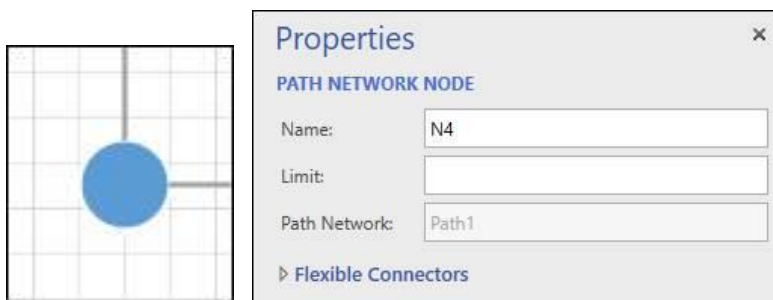
## Path networks

Resource movement can be added to enhance your model with travel, pick up, and deposit time.



## Nodes - decision points of a path network

- Set limits
- Flexible connectors - allow for travel of resources to any part of your Visio file where the resource is requested.



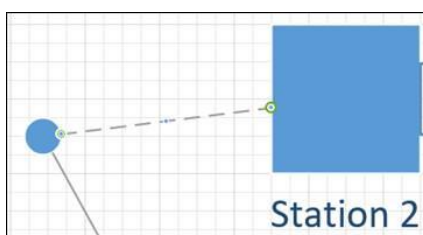
## Path Network Connector - connections between nodes

Distance is automatically configured by the scale or the model, but can be manually set.



## Interfaces - connections from nodes to activities or stations

This is how you can control where resources go to interact with an activity/station.



## Resource Path network section

Choose the path network the resource can move on

- Control starting, off-shift, and break node
- Speed
- Deposit times
- Node logic for better control of resources

The screenshot shows the 'Properties' dialog box for a resource named 'Worker'. The 'Path Network' section is expanded, showing a dropdown menu set to 'Path1' for the 'Path Network' field. Other fields include 'Home Node' set to 'N1', 'Off Shift Node', and 'Break Node' (all empty). Below these are fields for 'Speed Empty (fpm): 150', 'Speed Full (fpm): 150', 'Accelerate (fpss)', 'Decelerate (fpss)', 'Pick-up Time (sec)', and 'Deposit Time (sec)'. At the bottom, there is a 'Node Logic' section with a table header: 'Node', 'Entry Logic', and 'Exit Logic'.

## Entity Conveyor Size

Length and width can be assigned to an entity for flow on conveyors.

The screenshot shows the 'Properties' dialog box for an entity named 'Work\_Unit'. The 'Conveyor' section is expanded, showing fields for 'Width (ft): 1.5' and 'Length (ft): 1.5'. Other fields include 'Name' (locked to 'Work\_Unit') and 'Initial Cost: 0'.

