Entity Transfer

- **Basic: Connect Modules**
  - direct transfer, no transfer time

- **Transporters:** grab a routable device
  - sections 8.2, 8.3
  - fork lift, truck, boat, person …

- **Conveyors:** hop on a moving device
  - section 8.4
  - conveyor belts, escalators, moving sidewalks, …
Transporters

- Create Transporter in Spreadsheet
Transporters: Leave Module

- Seize a transporter
- Select destination

for animation: add a station in front of leave
Transport: Enter Modules

- Release transporter
- Defines a station
Simple Transport System

Station

Create Package -> Entrance -> Leave 1

Leave

Destination -> Remove Package

Enter
Transport Animation

- From “animate transfer” toolbar:
  - drop station and match to stations in logical model
  - connect stations with “distance” paths
    - (both directions)
  - add transporter animation and select picture for the transporter
  - add graphics
Transporter Simulation
Conveyors

- Accumulating conveyors
  - stop for loading and unloading
  - example: elevators

- Non-accumulating conveyors
  - do not stop for loading and unloading
  - example: escalators
Conveyors

- **Cell size:**
  - determines minimum amount of seize-able space
  - entities getting on conveyor will wait for a specific number of contiguous free cells

- **Speed**
  - determines how fast conveyor moves
Conveyor

- Create a conveyor in spreadsheet
Conveyor: Leave Module

- Access conveyor
  - (seizes conveyor cells)
- Select destination
- for animation: add a station in front of leave
Conveyor: Enter Module

- Exit conveyor (frees conveyor cells)
- Defines a station
Conveyor: Segment

- A segment defines the flow of the conveyor between stations
Conveyor System Logic

1. Station
   - Create Part
   - Entrance
   - GoTo P1

2. Leave
   - Out
   - Leave System

3. Enter
   - GoTo P2
   - GoTo P3
   - GoTo Exit

4. Process
   - Enter P1
   - P1
   - Enter P2
   - P2
   - Enter P3
   - P3
Conveyor: Animation Model

- Station
- Segment
- Queue size display