Arena: basic process panel modules

Logic 1: 80% of the arriving parts are part type B and rest are part type A. run the model for 4 hours.

Things to do:

1. Create an attribute from basic process panel and name it “myPartType”
2. Get an assign module from basic process panel and place it between create and process module.
3. Make an attribute assignment.
4. Name : myPartType
5. Value: DISC (0.2,1,1.0,2)
6. DISC stands for Discrete probability distribution and it is a cumulative function.

Logic 2: assign picture to Part A and Part B for better animation visualization

Things to do:

1. Create a set from basic process panel and name it, “myPictureSet”
2. Type: Entity.Picture
3. Member:
4. Picture.GreenBall
5. Picture.RedBall
6. Edit the assign module between create and process
7. Add an attribute assignment
8. Name: Entity. Picture (Default built-in Arena Attribute)
9. Value:
10. Right Click > Build Expression
11. Under Basic Process Variable > Set > Symbol Number of Members
12. Select “myPictureSet”
13. Set Index: myPartType

So Far