3rd Assignment. “Separator” and “Split”

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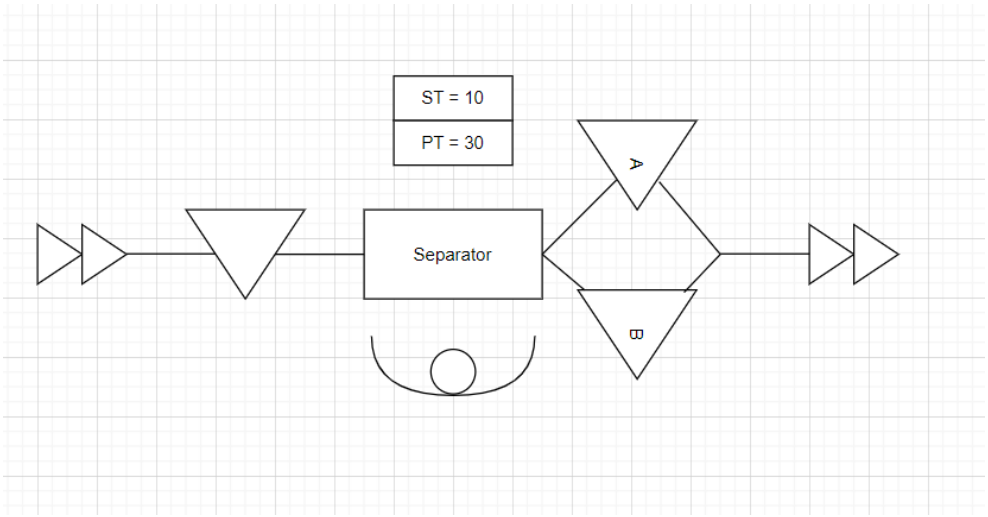
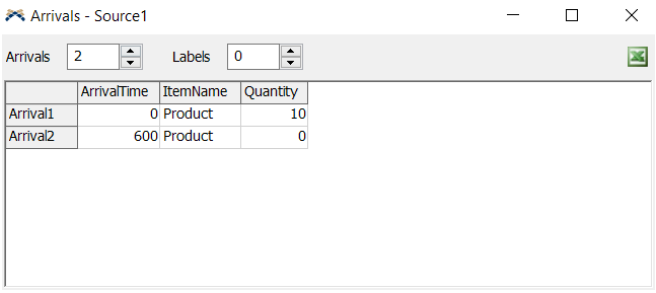
1. VSM



We have added the VSM of the model that we are going to create on FlexSim. We start supplying bars of 6 m length. Then an operator takes them one by one into the separator where the same operator split them into bars of 0.5 m. There are two different colours of bars supplied. When they are split into pieces, they have to be storage in different places depending on the colour.

2. Source



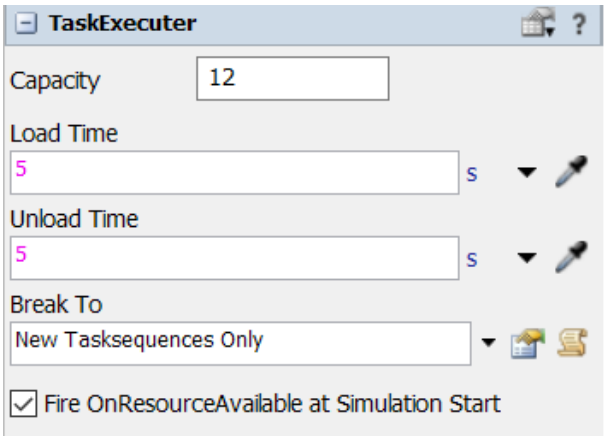
We are going to work with 10 bars each hour.

We create a trigger: Label and colour to associate two types of bars depending on the colour.

The containers after the separator need to have more capacity because after the operation the operator unload 12 pieces.

3. Operator

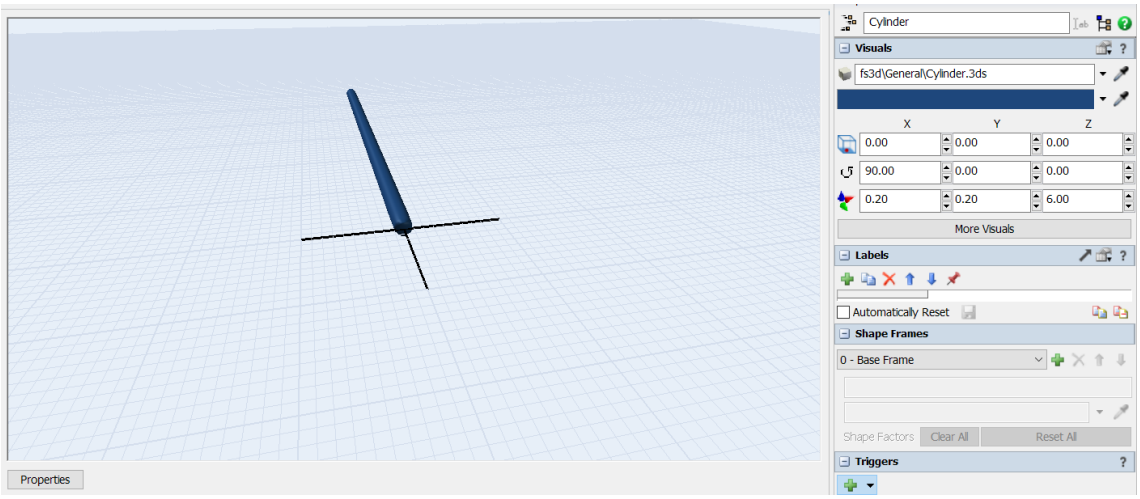
We defined the 10 seconds of Setup Time of the VSM as 5 s of load and 5 of unload. The operator is in charge of the transportation between containers and the separator.

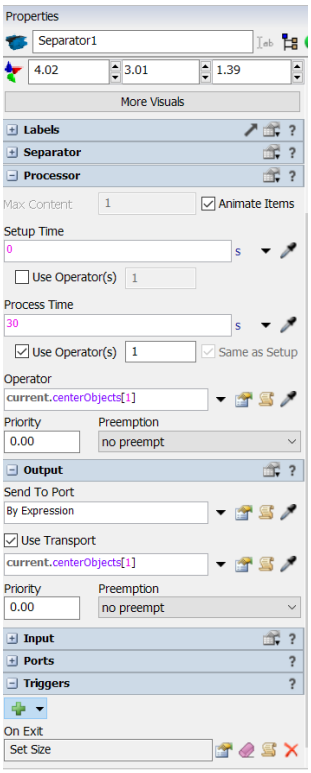


4. Separator

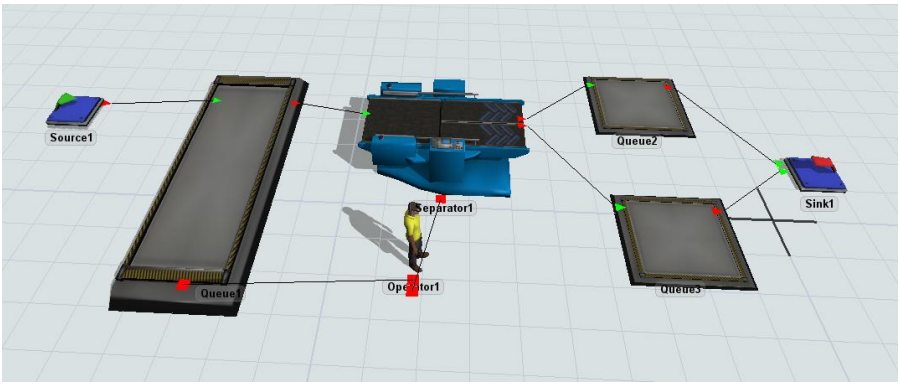
We use the operator to load and unload the bars with the centred union. We specified a 30 s duration of the process, like the VSM.

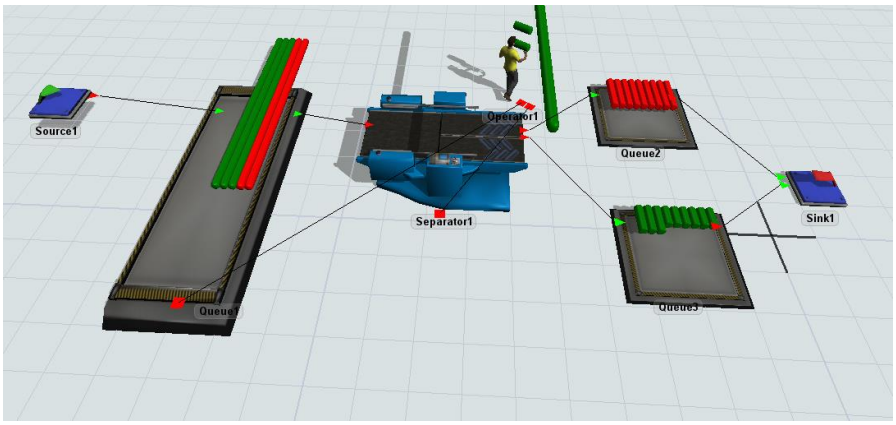
Then we need to change unpack to split. Each bar is 6 m long, so we change to split into 12 so that the final bars are 0.5 m each one. Then we need to create a trigger to change the size of the object at the exit of the separator. We need to specify on the output to select by the type created, in this case the colour.





5. Model





The different batches are 240 for red and 120 for green.