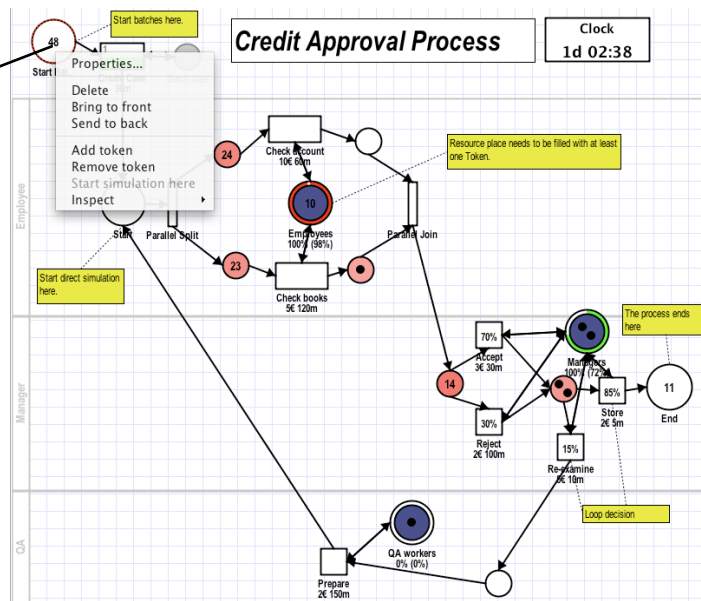
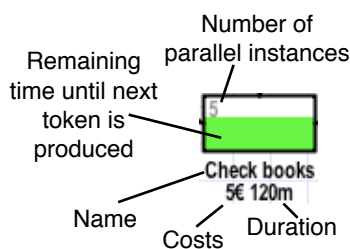


ProcessEditor Petri net Simulation Reference Sheet v1.0

Start the simulation with the context menu of a place. Use the context menu to edit properties of all elements.

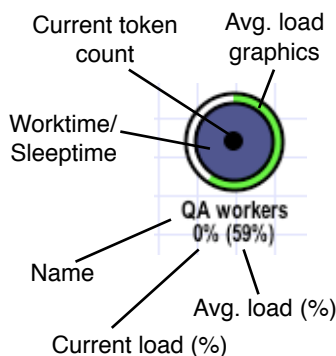


Use the context menu at the background to create/open/save models and configure the simulation.



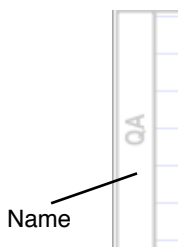
Transition

A transition performs work in a process. It has a name, costs and duration per execution attached to it. It additionally shows the remaining time until the next token is produced as well as the number of parallel instances. A transition requires one token of a certain process instance in all preceding places and produces one token of the same process instance for all downstream places.



LaborPlace

A labor place is a place with working times for the tokens contained (typically representing labor). A labor place shows if it's worktime or not (white vs. blue background). Furthermore, the average load is shown graphically in different colors depending on the average load. The current load and the average load is also shown in percent at the bottom.

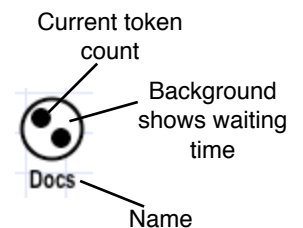


Lane

A lane shows a participant of the process. The transitions inside a lane are counted separately for statistics and evaluations.

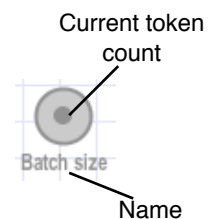
Place

A place holds tokens (representing documents or work items) that are worked on by transitions. The background color of a place changes to red if it contains tokens with long waiting times. Each token belongs to a certain process instance and each place can contain tokens of several process instances.



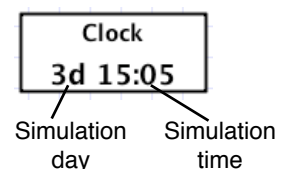
ResourcePlace

A resource place is a place where the contained tokens match to all process instances. Hence it represents universal work items (or resources) that can be processed by any process instance.



Clock

A clock shows the current simulation day and time.



Subnet

A subnet holds a link to another Petri net. The color of the subnet changes to red if the file containing the referenced net cannot be found. It is currently not supported for simulation purposes.

