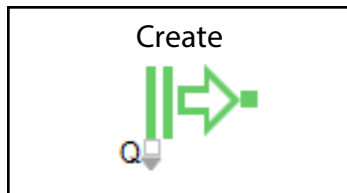
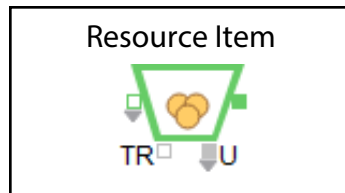


Blocks that **Create** items

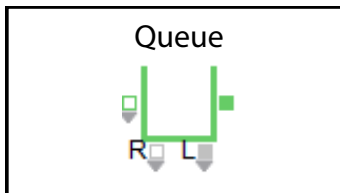


Creates items randomly, by a schedule, and it can have an infinite supply.

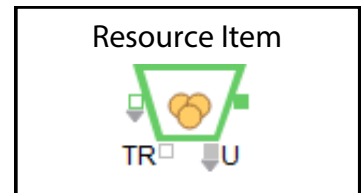


Holds and provides items (cars, workers, orders, etc) to be used in a simulation.

Blocks that provide a **Buffer** for items to sit and wait

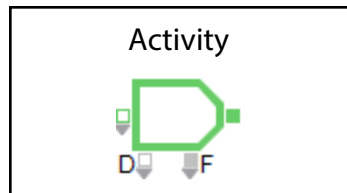


Queues items and releases them based on a user selected queuing behavior.

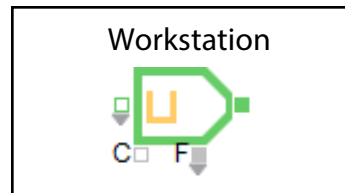


Holds and provides items (cars, workers, order, etc.) to be used in a simulation.

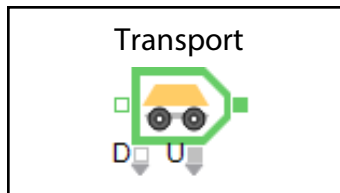
Blocks that **Delay** items



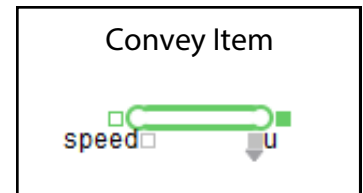
Holds items and passes them out based on the process & arrival time.



Behaves as a workstation that has both processing and queuing aspects.

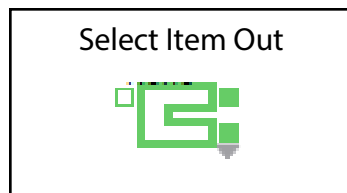


Moves items from one point to another based on distance and speed.

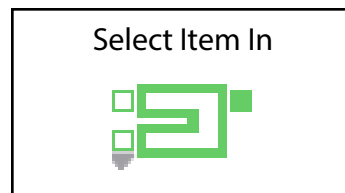


Moves items from one location to another based on speed and distance.

Blocks that **Route** items



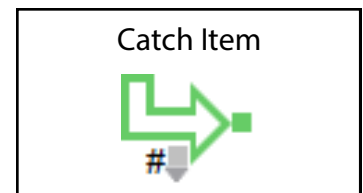
Property, Connector Priority, Random, Select Connector, or Sequential routing options.



Item Priority, Random, Select Connector, Sequential, or Merge routing options.

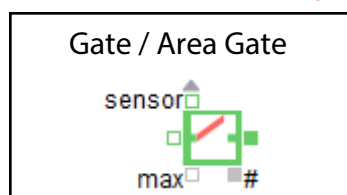


Throws items to a Catch block without an output connection line.

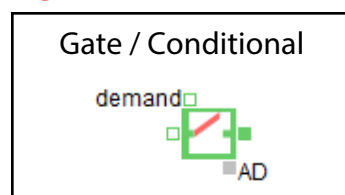


Catches items sent by Throw Item blocks without an input connection line.

The **Gate** controls the passing of items

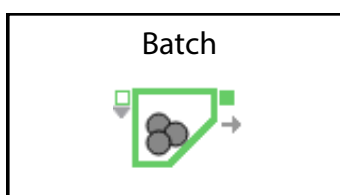


Controls the number of items allowed into a certain section of the model.

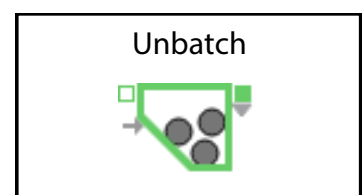


Passes an item only when certain conditions exist at the demand input.

Blocks that **Batch & Unbatch** items



Allows items from several sources to be joined as a single item.



Produces multiple items from a single input item.

Blocks that **Set, Get, & View Item Properties**



Set & Get

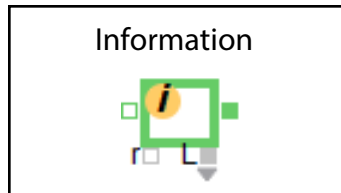
Sets or Gets the properties of items passing through the block.



History

Views and displays information about the items that pass through it.

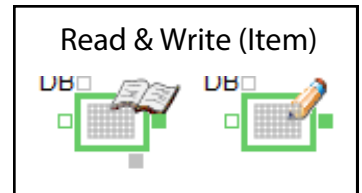
Cycle Time & more



Information

Use the timing attribute to determine the start time for the CT Calculation.

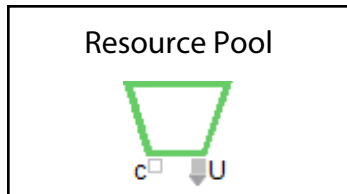
Read & Write data



Read & Write (Item)

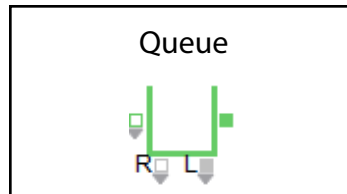
Read & Writes to the database as the item passes through it.

Blocks that model **Resources** (also includes the Resource Item)



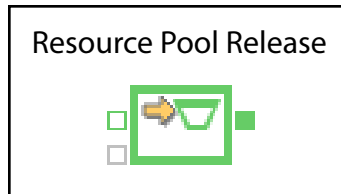
Resource Pool

Holds resource pool units to be used in a simulation.



Queue

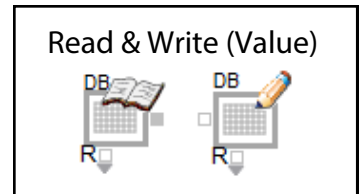
Release items when their required resources are allocated.



Resource Pool Release

Releases a specified type and number of resources.

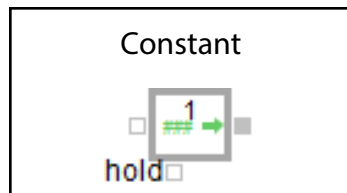
Read & Write data



Read & Write (Value)

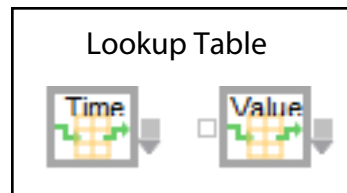
Read & Writes to the database (or other sources) as the connectors wake it up.

Common **Value** blocks



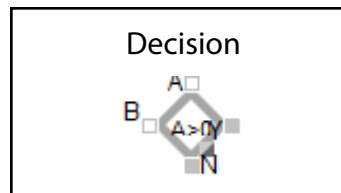
Constant

Provides a constant value typically used for setting the inputs at other blocks.



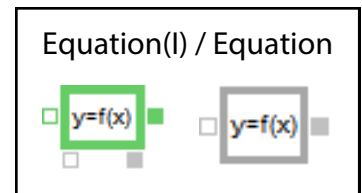
Lookup Table

Contains table of values to calculate an output value based on time or input.



Decision

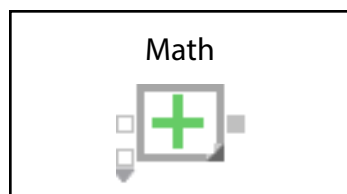
Makes a Yes / No decision based on comparing the A value to the B value.



Equation(I) / Equation

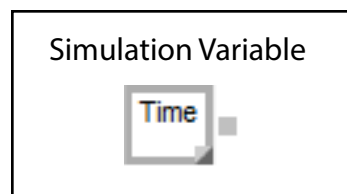
Calculates a user defined equation from connectors and other input variables.

Common **Value** blocks



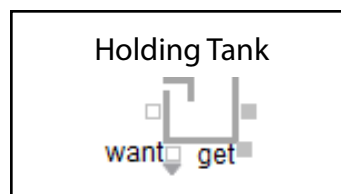
Math

Common functions include add, subtract, multiply, fix decimal place, divide, round.



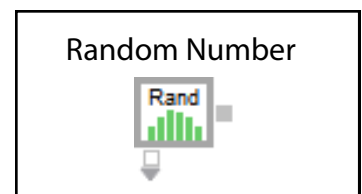
Simulation Variable

Outputs the value of a simulation variable like the Current Time.



Holding Tank

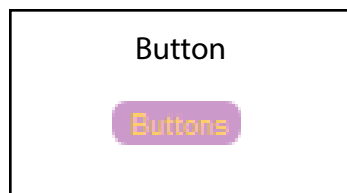
Accumulates the total of the input values.



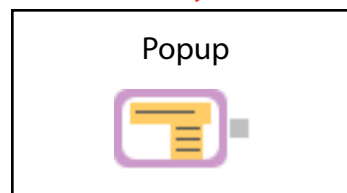
Random Number

Generates a random number from the selected distribution.

Common **Interface** blocks (Utilities library)

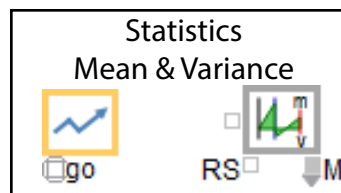


Button



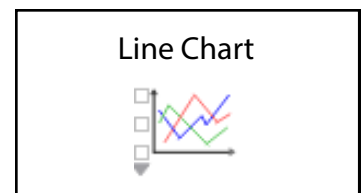
Popup

Common **Stats** blocks



Statistics
Mean & Variance

Common **Chart** block



Line Chart