

# More Flexsim Functions

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# Flexsim Data Types and Functions

## Data Type

- **int**: ex. int i-row; int j-column
- **double**: ex. double enter-queue-time
- **string**: ex. string labelname = "enter-queue-time"
- **treenode**: ex. treenode involved = item

## Flexsim Functions, See MM1 Note

- **getoutput**(current)
- **getinput**(current)
- **getlabelnum**(item,"labelname")
- **setlabelnum**(item,"labelname",time())
- **gettabelnum**("tablename", i-row, j-column)
- **settabelnum**("tablename", i-row, j-column, enter-queue-time)

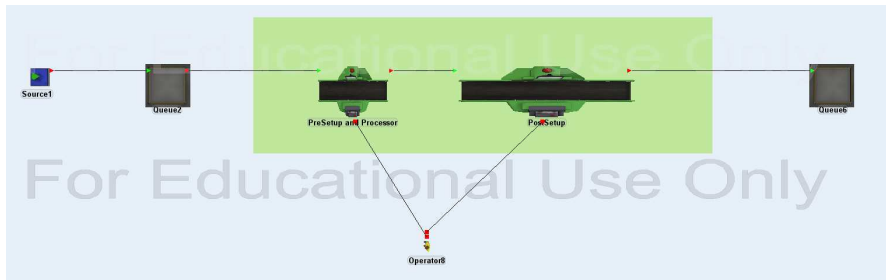
# More Flexsim Functions

Recall help > Commands

## Flexsim Functions about treenodes

- `inobject(current,1)`
- `node("/Processor3",model())`
- `setnodelist(spatialsx(current),10)`
- `getnodelist(spatialsx(current))`
- `setnodelist(rank(variables(centerobject(current,1))), 6), 5)`
- `getnodelist(rank(variables(centerobject(current,1))), 6))`
- `setnodelist(label(item, "XRay_Label"), 1)`
- `getnodelist(label(item, "XRay_Label"))`
- `label(item, "XRay_Label")`

# EX: Model Overview



# Practices

- 1. The "whole process" include pre-setup (2 min.), process (20 min.) and post-setup (2 min.)
- 2. A new item is allowed to enter pre-setup only if the whole process is completed (ie. until the post-setup is completed)
- 3. Let "spatialsx=1 cm" when an item enters post-setup, "spatialsx=10 cm" when the item departs post-setup
- 4. Speed for the operator: 5 meter/cm when item enters pre-setup, 100 when item departs post-setup
- 5. Replace the flexsim object by sketchup image

# Practice 1

- The "whole process" include pre-setup(2 min.),process(20 min.) and post-setup(2 min.)
  - 1.PreSetup and Processor > Processor > Setup Time:2 and Choose Use Operator(s) to Setup
  - 2.PreSetup and Processor > Processor > Process:20
  - 3.PostSetup > Processor > Setup Time:2 and Choose Use Operator(s) to Setup

## Practice 2

- A new item is allowed to enter pre-setup only if the whole process is completed (ie. until the post-setup is completed)
  - PreSetup and Processor > Triggers > OnEntry > Custom Code >  
closeinput(current);
  - PostSetup > Triggers > OnExit > Custom Code >  
  
`treenode previous = inobject(current,1);`  
or  
`treenode previous = node("/PreSetup and Processor",model());`  
`openinput(previous);`
- We prefer "`inobject(current,1)`" because it does not depend on the process name



# Practice 3

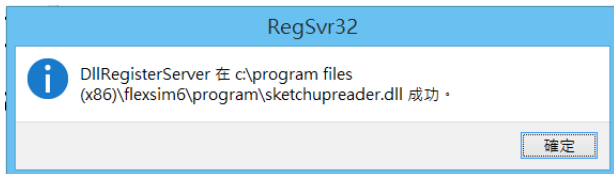
- Let “spatialsx=1 cm” when an item enters post-setup, “spatialsx=10 cm” when the item departs post-setup
  - PostSetup > Triggers > OnEntry > Custom Code >  
`setnodenum(spatialsx(current),1);`
  - PostSetup > Triggers > OnExit > Custom Code >  
`setnodenum(spatialsx(current),10);`

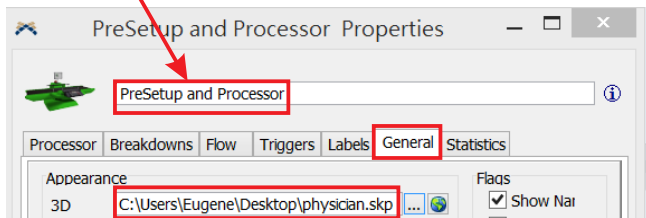
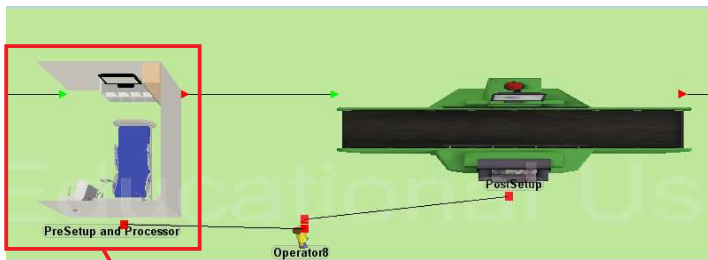
# Practice 4

- Speed for the operator: 5 meter/cm when item enters pre-setup, 100 when item departs post-setup
  - PreSetup and Processor > Triggers > OnEntry > Custom Code >  
`setnodenum(rank(variables(centerobject(current,1)),6),5);`
  - PostSetup > Triggers > OnExit > Custom Code >  
`setnodenum(rank(variables(centerobject(current,1)),6),100);`

# Practice 5

- Run the CMD(命令提示字元) as an Administrator
- Execute: `regsvr32 "c:\program files (x86)\flexsim6\program\sketchupreader.dll"` (Note: In one line. If command succeed, the image will show up. See figure below.)
- Go to <https://3dwarehouse.sketchup.com/> and download a sketchup image
- Object > General > Appearance > 3D > load your sketchup image (See next page)





# getnodenum and getlabelnum

- In PE model, comparing two ways to get label number(see next page)
- XRay > Flow > Send to > Custom Code:
- 1.getnodenum(label(item,"XRay\_Label"));
- 2.getlabelnum(item,"XRay\_Label");



```
1 /**Custom Code*/
2 treenode item = parnode(1);
3 treenode current = ownerobject(c);
4
5 //int xray=getnodenum(label(item,"XRay_Label"));
6 //int ultrasound=getnodenum(label(item,"Ultrasound_Label"));
7 //int electrocar=getnodenum(label(item,"Electrocar_Label"));
8
9 int xray=getlabelnum(item,"XRay_Label");
10 int ultrasound=getlabelnum(item,"Ultrasound_Label");
11 int electrocar=getlabelnum(item,"Electrocar_Label");
12
13 int value=xray+ultrasound+electrocar;
14
15 if(value==3)|
16 {
17     return 1;
18 }
19 else
```