

Chapter 5 Editing the Model

CHAPTER CONTENTS

Edit Menu	164	Section 4	Editing Logic Windows	171	
Section 1	Editing Tables	165	Section 5	Editing Background Graphics	173
Section 2	Editing Process Records	167	Section 6	Editing & Moving Graphics ..	175
Section 3	Editing Notes Windows	169		Special Considerations for Moving Graphics	176

5.0.1 Edit Menu

The Edit menu is the second selection on the Main menu. It changes forms depending on which window is currently active when choosing Edit.

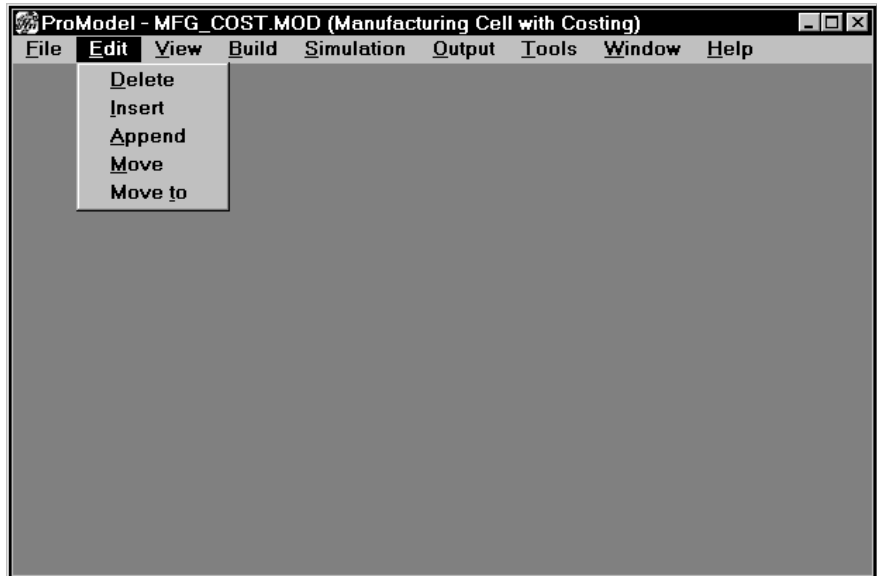
- If the active window is an edit table such as the Locations edit table, the Edit menu contains options for inserting, deleting and moving records.
- If the active window is the Processing edit table, the Edit menu contains two additional options for copying and pasting completed process and routing records.
- If the active window is a Notes window, the Edit menu contains selections for cutting, copying, and pasting text within the current window or transferring it to another window.
- If the active window is a logic window, such as the one for the operation column of the processing module, the Edit menu contains an additional selection, Compile, which checks the syntax of the logic in the logic window. This option is additional to the cut and paste functions normally available in a notes window.
- Finally, if the active window is either the Graphic or Background Editor, the Edit menu contains three sections. The first section has choices for cutting, copying, and pasting graphic objects to and from ProModel's internal clipboard. The second has options to cut and paste items to and from the Windows Clipboard. The third has options to import and export graphics from other applications.

 **Note**

The Edit menu is accessible only while working inside a module such as a processing edit table or a Notes edit window. If no module is currently open, the Edit selection is not available. Because multiple edit tables and windows may appear on the screen at the same time, the Edit menu commands pertain only to the currently active window. (To activate a window, click anywhere inside it.)

5.1 Editing Tables

When creating or modifying records in an edit table such as a Locations or Entities table, the Edit menu appears as shown below.



The following table briefly lists the function of each selection of the Table Edit menu.


Delete Deletes a record from the table.

Insert Inserts a record in the table above the current record.

Append Appends a record to the end of the table.

Move Marks a record for moving to a new position in the table. Only one record may be marked at a time.

Move to Moves the previously marked record in the table above the current record.

 **How To Delete a record from a table:**

1. Select the desired record by clicking in any field of the record.
2. Select **D**el~~e~~te from the Table **E**d~~i~~t menu.

 **How To Insert a record in a table:**

1. Position the cursor in the record *below* where you wish the new record to be inserted.
2. Select **I**n~~s~~ert from the Table **E**d~~i~~t menu.

 **How To Append a record to the end of a table:**

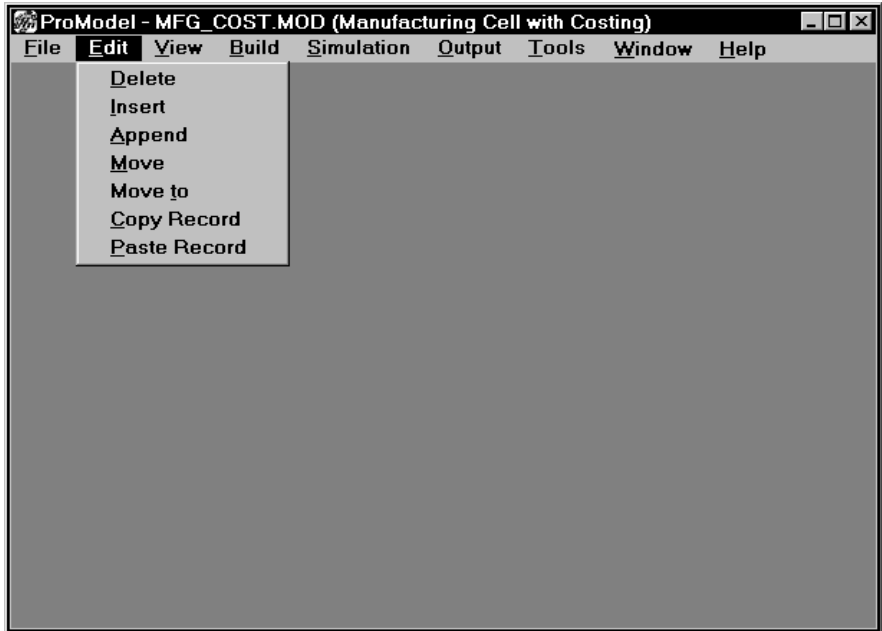
1. Position the cursor in any record of the table.
2. Select **A**pp~~e~~nd from the Table **E**d~~i~~t menu. A new record will appear below the last record of the table.

 **How To Move a record to a new position in a table:**

1. Select the record to be moved by placing the cursor in any field of the desired record.
2. Select **M**ov~~e~~ from the Table **E**d~~i~~t menu.
3. Position the cursor in the record that is *below* the final destination of the selected record and select **M**ov~~e~~ **t**o from the Table **E**d~~i~~t menu.

5.2 Editing Process Records

When editing the records in the Processing edit table, two additional options for copying and pasting entire process and routing records appear in the Edit menu.



The Processing Edit menu's first five selections are identical to the Table Edit menu. The two additional menu items are as follows:

Copy Record Copies all fields of the current record for subsequent pasting.

Paste Record Places a copy of the most recently copied record above the current record.

i Note

Notes on editing process records:

1. A process record consists of all fields in the Process edit table, as well as all corresponding routing records defined in the Routing edit table for the given process.
2. From a Routing edit table, you may only use the Copy Record and Paste Record options to copy routing information to another routing record.
3. These options cannot be used to copy processing or routing records from one model to another.

 **How To** **Copy information from another record:**

1. Select the information to copy from field of the desired record.
2. From the **Edit** menu, select **Copy Record** (or press CTRL + C) to copy the information.
3. In the field you want to place the information, select **Paste Record** from the **Edit** menu (or press CTRL + V).

 **Note**

Alternately, you may copy information between records using the right-click menu.

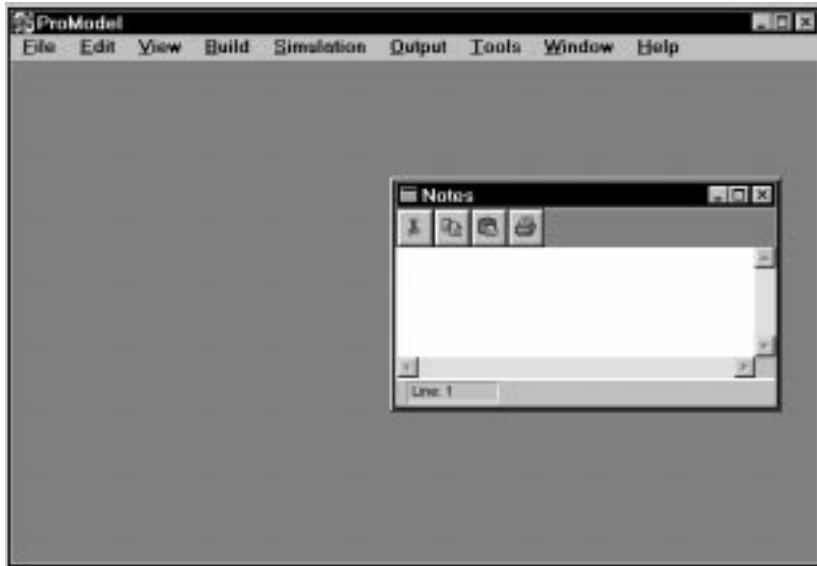
5.3 Editing Notes Windows

You may annotate individual records of the locations, resources and entities tables through Notes windows. When editing the text of a notes window, the Edit menu changes to the form shown below.

How To

Annotate a record:

1. Click inside the record to be annotated.
2. Click on the Notes button at the right of the table.



The selections available from the Notes Edit menu are defined as follows.

Cut Removes the selected text and places it in the clipboard.

Copy Copies the current text and places it in the clipboard.

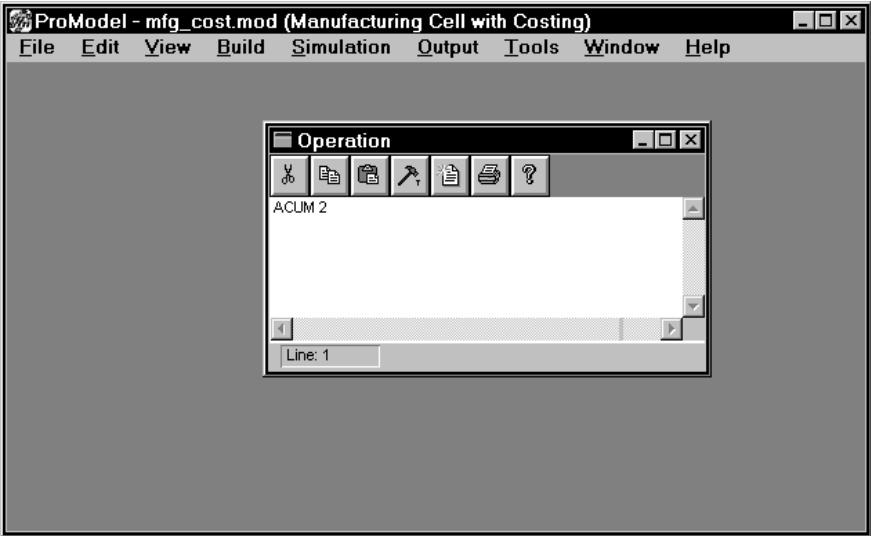
Paste Inserts the contents of the clipboard at the cursor.

Clear Deletes the selected text *without* placing a copy in the clipboard.

In addition to the options in the edit menu, the notes window itself contains four buttons. There are three edit buttons, Cut, Copy, and Paste, which work exactly the same as the corresponding options in the Edit menu, and a Print button. The print button prints the text in the notes window. A status bar appearing at the bottom of the Notes edit windows shows the current line position of the cursor (e.g., Line: 2).

5.4 Editing Logic Windows

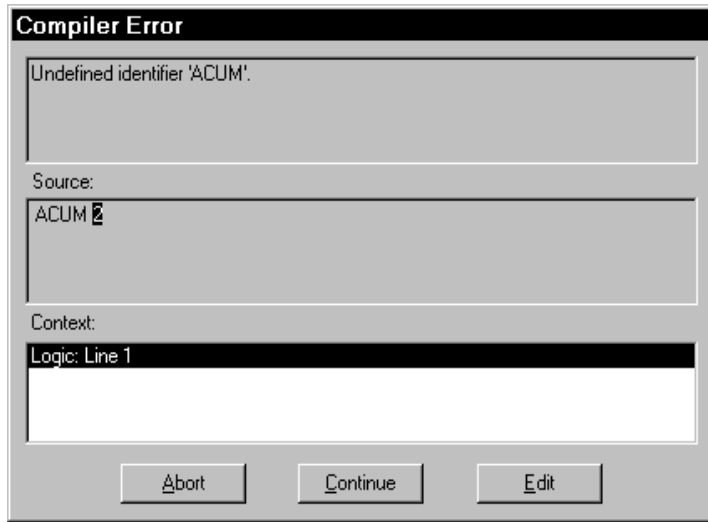
All multi-line logic windows, such as the operation logic window of the Process edit table, include the editing function buttons as shown below. These buttons include cut, copy, paste, build, compile, print, and help. Using the Cut, Copy, or Paste button works exactly the same as using the corresponding option from the Edit menu.



Build The Logic Builder, which may also be accessed by clicking the right mouse in the logic window button, is a tool that allows you to build logic without typing a single keystroke. Primarily for building logic in the logic windows, it may also be used for building expressions in expression fields.

Compile The Compile menu item checks the logic in the edit window to see if it is complete and syntactically correct. If an error is found, an information box with details regarding the error(s) appears. For example, the following error is a result of the incorrectly spelled statement "Acum 2."

5.4



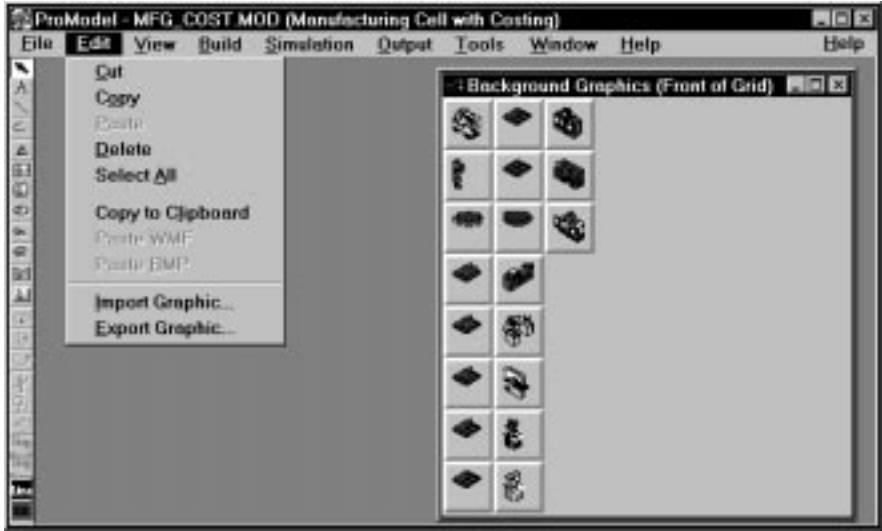
Print Prints text, such as the operation logic for a single location, in a logic window and is helpful when you are trying to debug a model and need to work with particularly complex logic at certain locations.

Help Provides context-sensitive help. ProModel will provide help with select words or any word with the cursor next to it.

Note A status bar is displayed at the bottom of a Logic edit window, and shows the current line position of the cursor (e.g., Line: 2).

5.5 Editing Background Graphics

When working with graphic objects in the Background Graphics module, the Edit menu appears as follows.



Cut Removes the selected object(s) and makes a temporary copy that may be pasted back into the layout window later.

Copy Makes a temporary copy of the selected object(s) for pasting later.

Paste Adds the most recently cut or copied object(s) to the layout window.

i Note

While in the Background Graphics module, **CUT**, **COPY**, and **PASTE** all use ProModel's internal clipboard. Any objects copied to this clipboard cannot be pasted into other Windows applications. To copy objects to other applications, use **COPY TO CLIPBOARD**.

Delete Deletes the selected objects from the layout window.

Select All Selects all of the objects comprising the layout window.

Copy to Clipboard Copies the *entire* contents of the workspace to the Windows clipboard. Objects cannot be copied individually to the clipboard. ProModel copies the workspace as a bitmap or windows metafile for easy transfer to other graphics packages that use the Windows clipboard.

Paste WMF Pastes a Windows metafile (WMF) from the Windows clipboard into the Edit window. You must have previously copied a Windows metafile to the Windows clipboard.

Paste BMP Pastes a bitmap file (BMP) from the Windows clipboard into the Edit window. You must have previously copied a bitmap to the Windows clipboard.

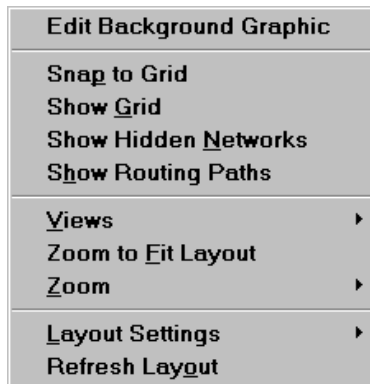
Import Graphic Imports a WMF, BMP, PCX or GIF file into the layout window.

Export Graphic Exports the graphic in the layout window to a WMF or BMP file.

 **How To**

Right-click editing for background graphics:

1. Right click on the background graphic you wish to edit.
2. Select **Edit Background Graphic** from the right-click menu.



3. Edit the graphic as desired.

5.6 Editing & Moving Graphics

ProModel allows easy adjustment and fine tuning of the graphics in one window rather than opening each individual module to move each object. This makes it possible to move or rearrange a whole submodel or model after it has been merged. To move any or all graphics in a model, ProModel must be in *common mode* (all modules must be closed, leaving only the layout window open).

While in common mode, graphics that can be moved and arranged in the layout window include locations, path networks, static and dynamic resources, variables, and background graphics. Multiple graphics can be selected and moved simultaneously. When graphics are selected, the layout can be scrolled and the graphics will remain selected.

How To

Move graphics:

1. Close all build modules leaving only the layout window open.
2. Left click and drag the selected graphic to the desired position.
3. To move multiple graphics, hold down the Shift key while left clicking the desired graphics to select them and then drag them to the desired position. Using the shift key with a left click deselects a selected graphic.
4. Fine tune the position of the selected graphic(s) by using the arrow keys on the keyboard to move one pixel at a time.

When a submodel or model is merged into another model, all graphics associated with it are selected. This allows for immediate movement by left-clicking on the graphics and dragging them to the desired position in the Layout window. You may also scroll the layout first and then move the selected graphics.

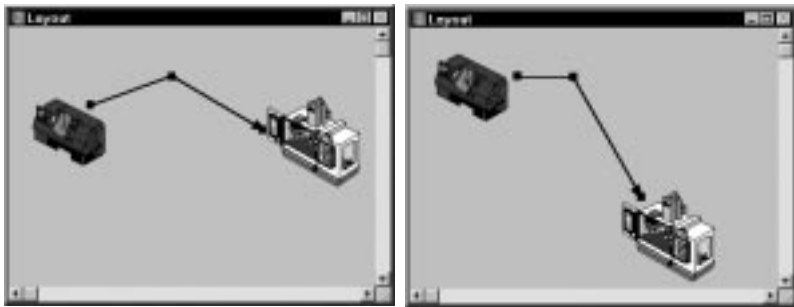
Note

Multiple graphics can also be selected by dragging a bounding box around the graphics. Holding the left mouse button down, drag the mouse from one corner of the graphics to the opposite corner. The bounding box must completely enclose the graphics you wish to select.

5.6.1 Special Considerations for Moving Graphics

Locations When you click on a location with multiple graphics defined for it (i.e., counter, status light, label, etc.) in common mode, it is selected as one graphic. Multiple units of a location can be moved individually. Adjusting the position of an individual graphic in a multiple graphic location must be done in the locations module.

Routing Paths Routing paths defined in the Processing module cannot be selected for movement but will move when a location to which they are connected is moved. If a routing path has multiple segments, only the segment connected to the location being moved gets readjusted. However, when both locations on the routing path are moved simultaneously, the whole routing path is moved.



In the examples above, the machine on the right is moved. The routing paths remain connected to each graphic while the path segment connected to the moved graphic is adjusted accordingly.

Path Networks Path networks are not resized when moved. Any resource points defined for a dynamic resource are moved when the path network is moved. The resource points remain relative to the node for which they were defined.

Resources When a dynamic resource is moved, the resource point associated with it moves but not the entire path network.

Sizing Graphics cannot be sized in common mode.

Snap to Grid Graphics will not snap to the grid in common mode, but their position can be fine-tuned using the arrow keys on the keyboard to move the selected graphic(s) one pixel at a time.

Labels To view the label or edit a location, path network, resource, or variable graphic, right click on the item. If you double left-click on an item, ProModel opens the build module and highlights the record where you defined the element.