Chapter 6 Selecting Model Options

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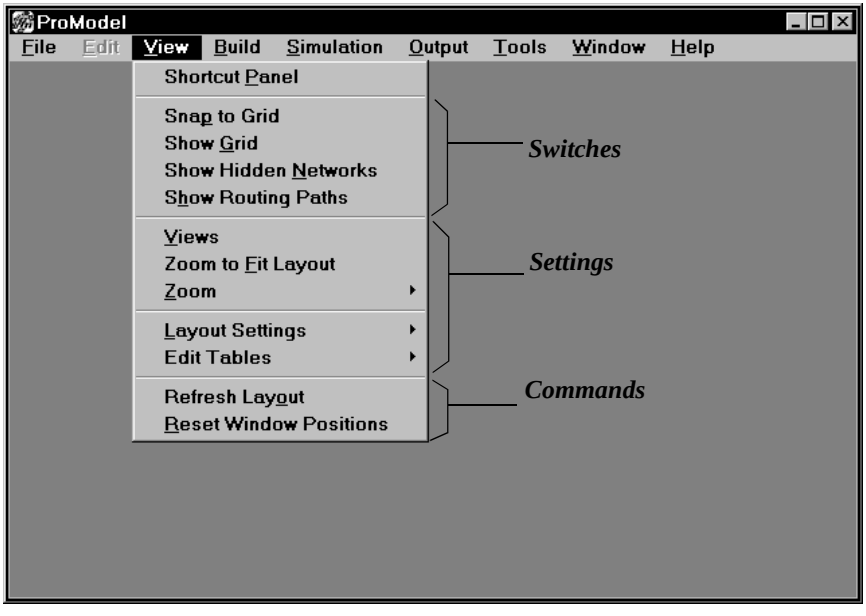
6.0.1 View Menu

The view menu provides options for modifying the model editing environment. These options are defaults, used each time the program is started and thus, are not specific to any particular model. The View menu consists of three categories: Switches, Settings, and Commands. Each of these categories is explained in the following sections.

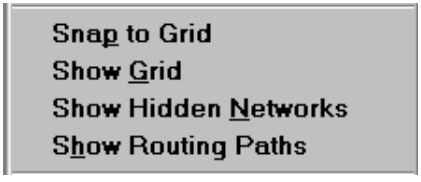


How To **Access the View menu:**

- Select **View** from the menu bar.

6.1 Switches

The following selections are available from the switches section of the View menu. Switches are options you can check or uncheck to turn on or off.



Show Grid Check this switch to show the grid in the layout window.

Snap to Grid Check this switch to cause any object subsequently drawn or placed on the layout to be positioned on the nearest grid line. Snap to grid snaps the upper left corner of a graphic.

Show Networks Check this switch to show the invisible path networks during editing. A path network can be made to be invisible by selecting the "invisible" option for the particular network while in the Path Networks editor.

Show Routing Paths Causes routing paths to be visible during run-time as well as edit time. If the option is not checked, the routing paths are only visible while in the processing editor.

6.2 Settings

The following selections are available from the settings section of the View menu. These selections and their submenus are discussed in more detail on the following pages.

Views Allows you to define, then quickly and easily access specific areas of the model layout. Once the view is defined, you can select it while editing or running the simulation. (See *Views* on page 183.)

Zoom to Fit Layout Shrinks or enlarges the layout to include the entire model.

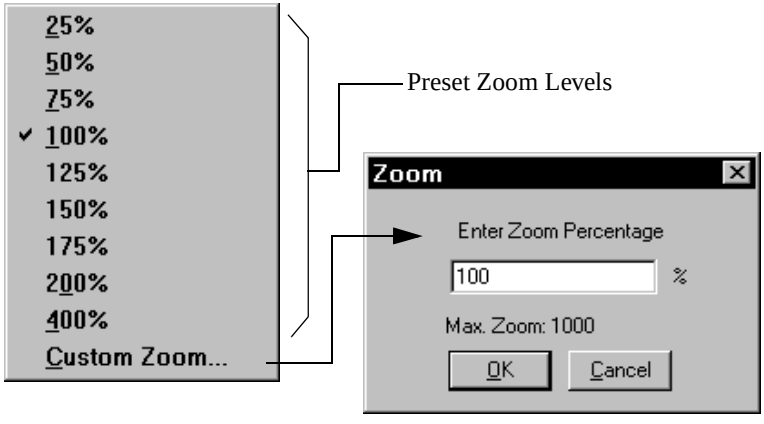
Zoom Allows you to shrink or enlarge the layout by the percentage selected.

6.2.1 Zoom Feature

The Zoom feature allows you to shrink or enlarge the layout by the percentage selected.

How To **Zoom in or Zoom out on the layout:**

1. Select **Zoom** from the **View** menu.
2. Choose any preset zoom level, or the **Custom Zoom** option.



Note The minimum and maximum zoom levels are calculated automatically depending on the total size of the layout at 100% zoom.

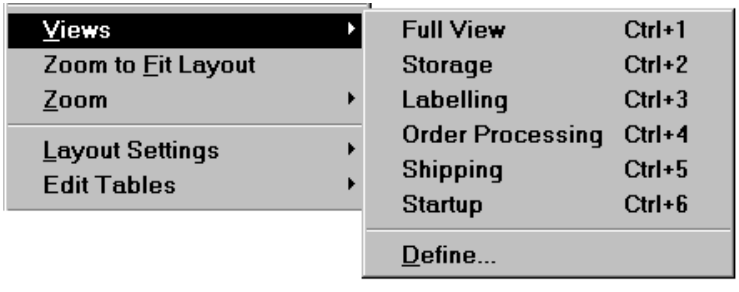
6.2.2 Views

The Views feature allows you to define, then quickly and easily access specific areas of the model layout. Selecting a view scrolls the layout window and adjusts the zoom so you see a specific region of the layout regardless of the layout window's size. Once a view is defined, you can select it while editing or running the simulation by selecting the view from the View menu or by using the keyboard shortcut.

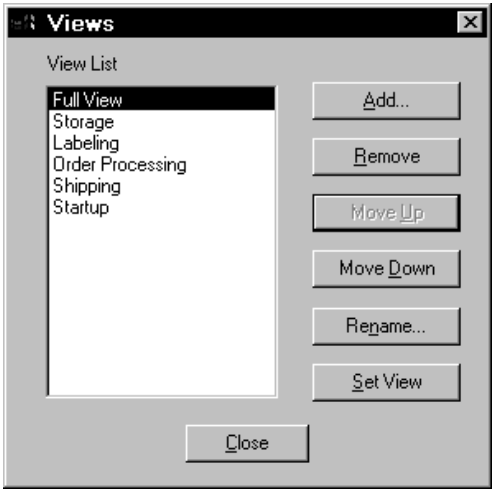
Defining & Selecting Views

How To Define a View:

1. At edit time, select the **View** menu.
2. Select **Views**. If no defined views exist, the Views dialog displays instead of the submenu shown below. If the Views dialog appears, skip step 3.

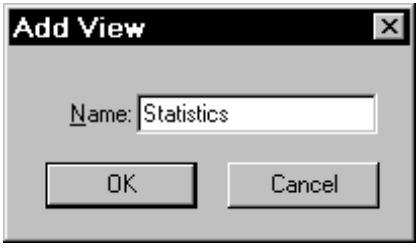


3. Click **Define** from the extended menu and the Views dialog appears.



4. With the Views dialog open, select the area in the layout window you want to define as a view using the scroll bars and zoom feature in the View menu. Or size the layout window to the desired view.

5. With the layout window set, click the **Add** button to define the view you have selected in the current layout window. The Add View dialog is displayed.



6. Enter a name for your view and click **OK**. The view is recorded and placed in the View List of the Views dialog and the Views submenu.

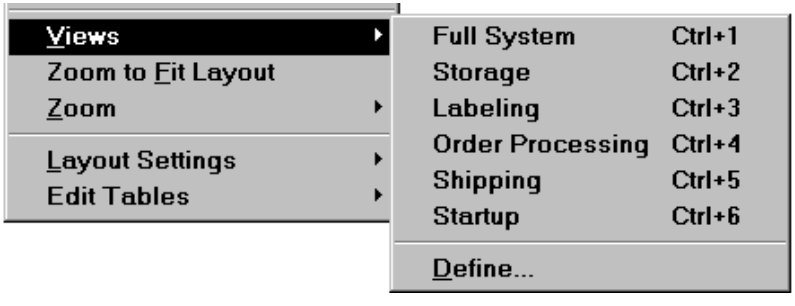
Note Views cannot be defined at run-time.

How To

Select a View from the Menu:

1. At edit time or run-time, select the **View** menu.

2. Select the **Views** menu item to display the submenu list.



3. Click on the desired view from the submenu.

How To

Select a View with Shortcut Key CTRL+ *n*:

- Press CTRL + *n* to select the desired view where *n* is the number (1-9) of its position in the view list (e.g., pressing CTRL + 1 would access Single Screen Zoom from the view list above and CTRL + 3 would access the Waiting Time Zoom view). Views beyond nine will not have a CTRL + *n* shortcut key.

Managing Your Views

When you click on Define from the Views menu, the Views dialog is displayed. It lists the defined views in the Views List and provides buttons for adding views, removing views, and managing the list. The function of each button is described below.

Add Displays the Add View dialog so you can enter the name of the view to be added. Clicking OK adds the name to the View List with the view defined as the current portion of the model visible in the layout window.

Remove Deletes the currently highlighted view from the View List.

Move Up Moves the currently highlighted view up one position in the list creating a corresponding change to the menu and CTRL + *n* order.

Move Down Moves the currently highlighted view down one position in the list creating a corresponding change to the menu and CTRL + *n* order.

Rename Displays the Rename View dialog with the name of the currently selected view shown. Edit the name and click OK to replace the old name in the View List.

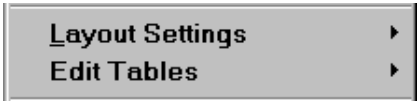
Set View Sets the highlighted name in the View list to the portion of the model currently visible in the Layout window.

Referencing a View in Model Logic

Once a view has been defined, it may be referenced in the model using the VIEW statement (e.g., VIEW “Cell5”). This is useful for illustrating certain parts of the model at specific times during run-time. For syntax and examples, see the *ProModel Reference Guide*.

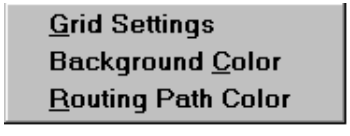
6.2.3 Layout Settings

The following selections are available from the Layout Settings section of the View menu.



The Layout Settings submenu contains selections for changing the grid characteristics, color of the layout window background, and the routing arrow colors. These, as well as default setting changes, apply to any currently loaded model. To change any of these items for the current model only, use the options provided in the General Information dialog. The routing path color can be changed for the current model only by selecting the Path Options button in the Processing module.

The following table defines each of the selections available from the Layout Settings submenu.



Grid Settings Provides options to control the amount of space between grid lines. It also provides the option to define the grid units in terms of distance and time per grid unit.

Background Color Allows the user to change the background color in the layout window.

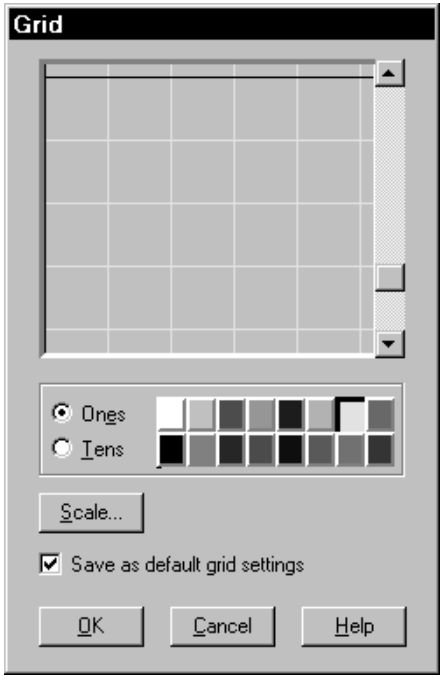
Routing Path Color Provides the option to change the routing color used in processing logic.

Note Changes to these settings are saved as the default settings.

Grid Size

By using the grid dialog box, you may set the resolution of the grid lines to your preference.

Note You may save the grid settings for the model by checking the Save as default grid settings check box.



How To

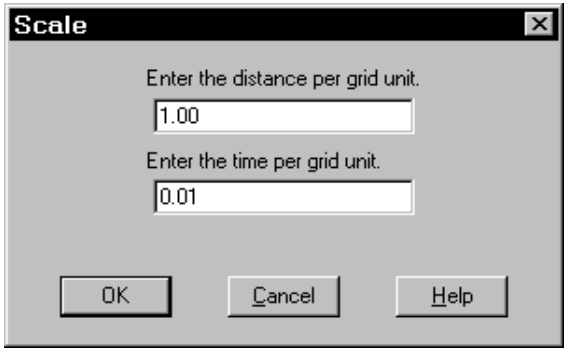
Change the colors and resolution of the grid lines:

1. Select **Layout Settings** from the **View** menu.
2. Select **Grid Settings** from the **Layout Settings** submenu.
3. Select the **Ones** or **Tens** option button.
4. Select the desired color.
5. Use the scroll bar to adjust the resolution.

Note To change the color of the grid lines, select the Ones button and choose a color. To change the color of every tenth grid line, select the Tens button and choose a color.

Grid Scale

In addition to setting the resolution of the grid lines, you may also associate a time and distance value to each grid unit. This is extremely useful when you are creating conveyors, queues, or path networks to scale and you want the time or distance between nodes to be based on the number of grid units between the nodes.



How To **Set the default time and distance per grid unit:**

1. Select **Layout Settings** from the **View** menu.
2. Select **Grid Settings** from the **Layout Settings** submenu.
3. Select the **Scale** button from the Grid Dialog.
4. Enter the desired time and distance per grid unit.

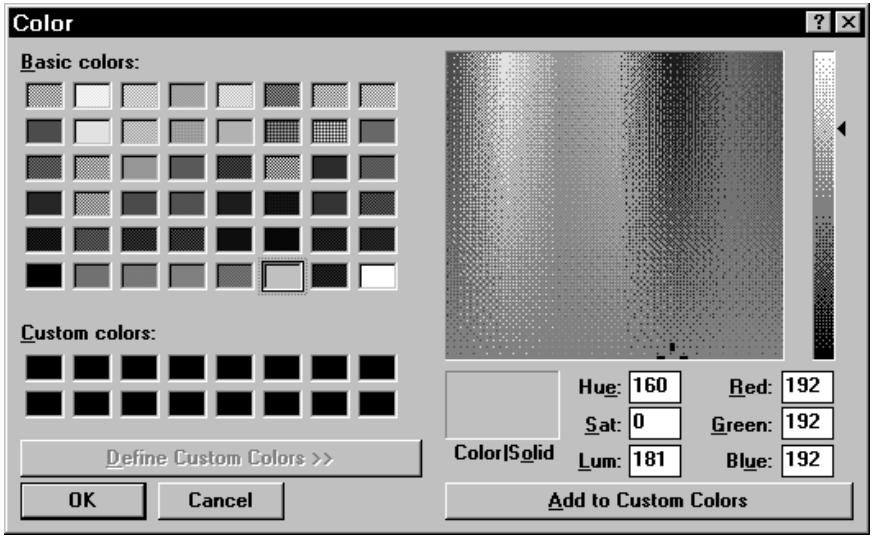
Note The "Recalculate path lengths when adjusted" option applies to path networks, conveyors, and queues. For details regarding recalculation of times and distances when editing path segments, see *Path Networks* on page 243.

Background Color

The Background Color option allows the user to change the background color in the layout window.

How To — Set the background color of the layout:

1. Select **Layout Settings** from the **View** menu.
2. Select **Background Color** from the **Layout Settings** submenu.
3. Select the desired color.
4. Click **OK**.



Custom Colors

ProModel allows you to create up to 16 custom colors for use anywhere a color selection is available. Entity, location, and resource icons, as well as background graphics can use any custom color defined in the colors menu.

When creating a custom color, the nearest solid color is shown next to the dithered color for reference.

How To Create a custom color and add it to the color menu:

1. Select **Layout Settings** from the **View** menu.
2. Select **Background Color...** from the **Layout Settings** submenu.
3. Move the cursor to the area on the multi-color chart closest to the custom color you desire and click the left mouse button.
4. Adjust the color by moving the custom color adjustment slider up or down until the desired shade is obtained. Alternately, you can manually adjust any of the color definition fields (Hue, Sat, Lum, Red, Green, Blue).
5. Select **Add to Custom Colors**. The color now appears in one of the 16 custom color boxes.

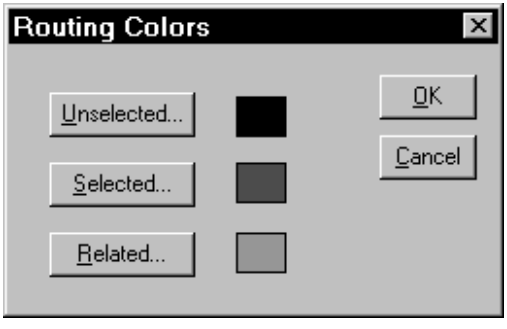
Routing Path Color

ProModel allows you to select which colors to use when showing selected, unselected and related routings in the Processing module. This helps in visually identifying the origin and destination of a process routing.

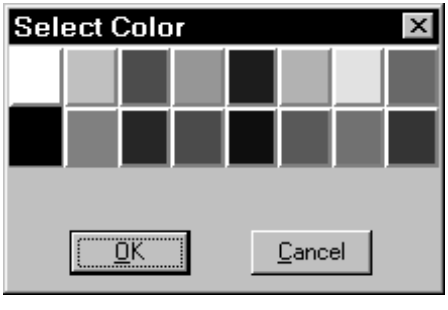
How To

Specify the routing colors:

1. Choose **Routing Path Color** from the **View** menu.
2. Select the desired routing type, **Unselected**, **Selected**, or **Related** from the menu.



3. Select the desired color.



4. Click **OK**.

Routing Path Types

Unselected All routing lines *not* for currently highlighted process record.

Selected Routing line for currently highlighted routing record.

Related Routing lines for highlighted process record, except highlighted routing record.

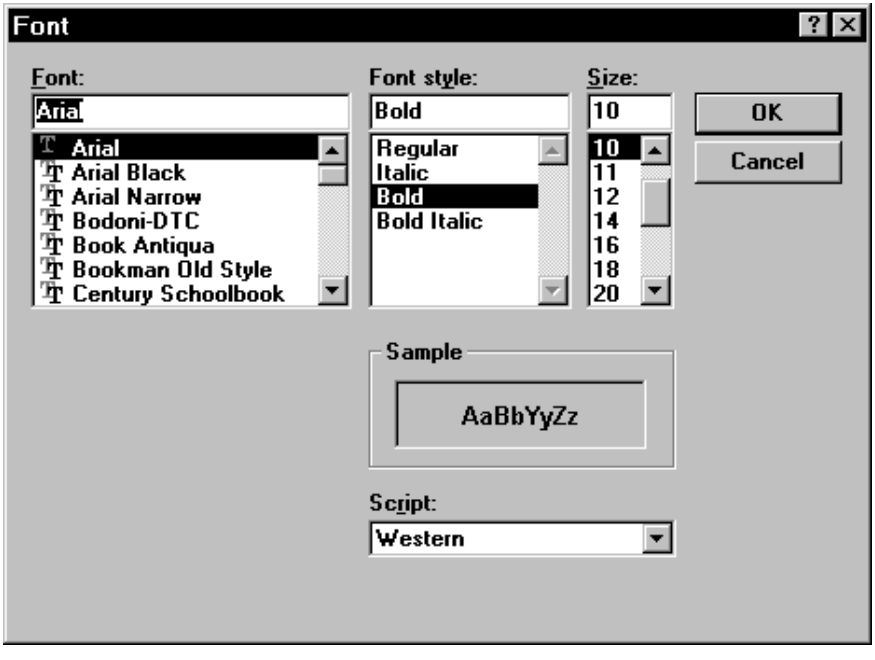
6.2.4 Edit Tables

Edit Table Fonts

Edit tables are used extensively in ProModel for data entry. ProModel allows you to specify the font used in these tables.

How To **Change the edit table font:**

1. Select **Edit Tables** from the **View** menu.
2. Select **Font** from the **Edit Tables** submenu.
3. Choose the desired font by scrolling through the Font selection list box.
4. Choose the Font Style.
5. Choose the Font Size.
6. Click **OK**.

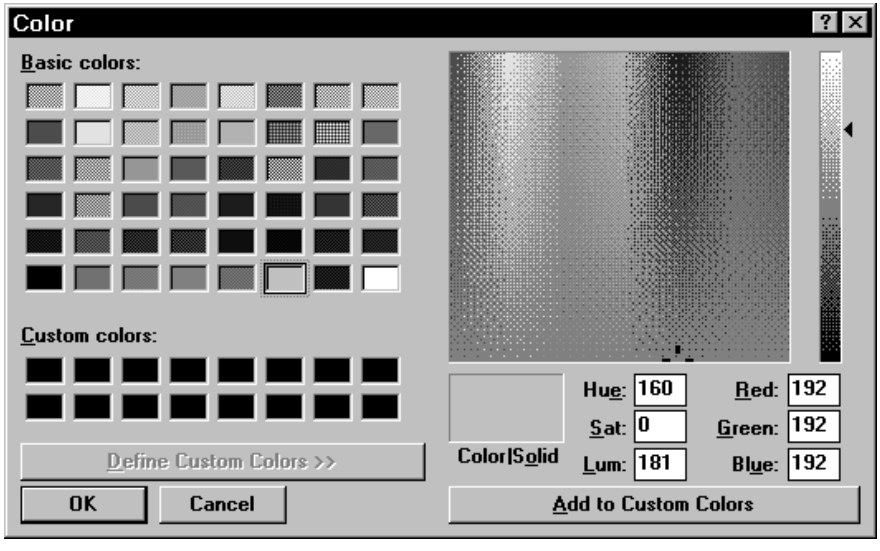


Edit Table Color

ProModel allows you to specify the table color used in edit tables.

How To **Change the edit table background color:**

1. Select **Edit Tables** from the **View** menu.
2. Select **Color** from the **Edit Tables** submenu.
3. Choose the desired color.
4. Click **OK**.



Note For information on creating custom colors, see *Background Color* on page 189.

6.3 Commands

The Commands section of the View menu contains various selections for controlling the modeling environment.

Refresh Layout Clears and redraws the graphics in the layout window.

Reset Window Positions Causes all edit tables to return to their original positions and sizes.