Creating a Basic Process Library

Creating process libraries of activity types increases the range of actual activities that can be taken into account when modeling manufacturing processes.

This procedure uses material treatment activities as it explains how to create a user-defined library.

When you create a process library of activity types, you can take the following actions:

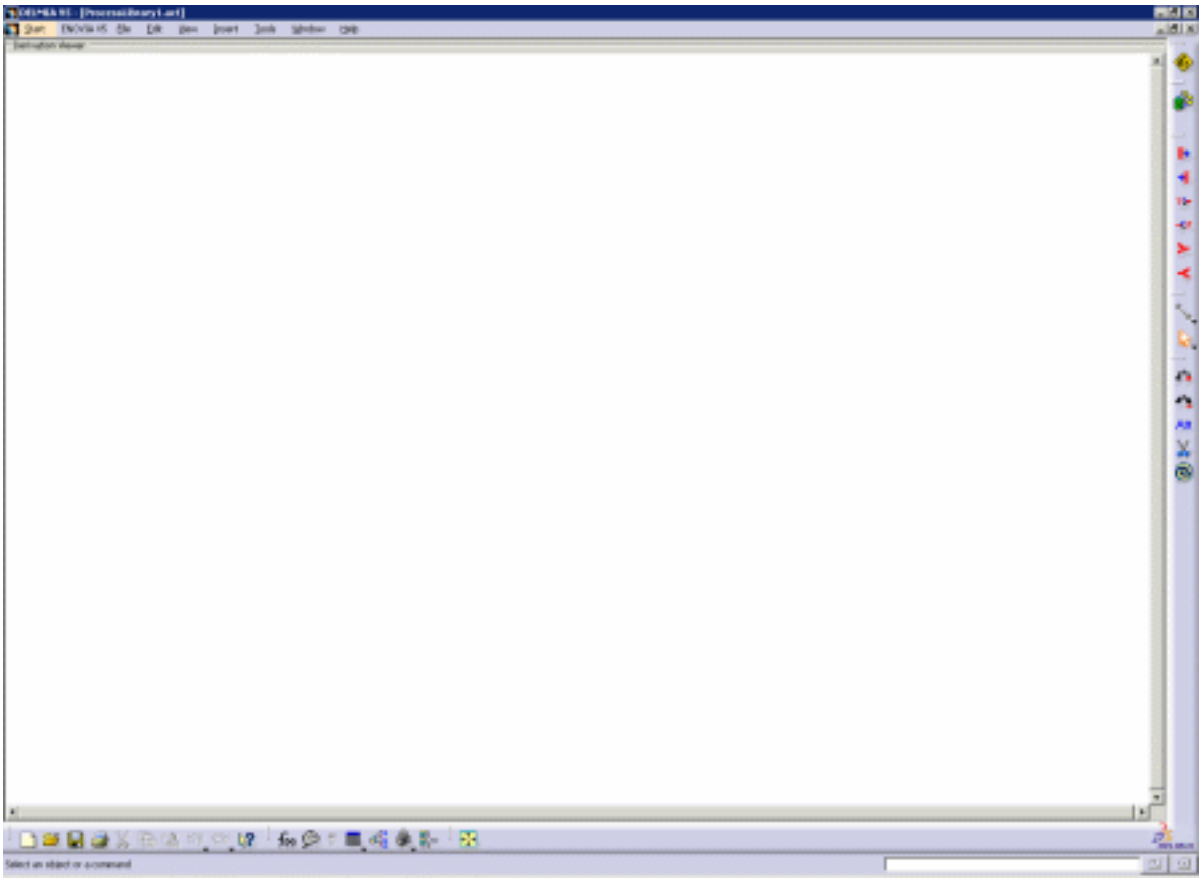
- Creating activity types and subtypes within a library
- Adding attributes to the activity types
- Synchronizing a child activity with its parent
- Setting the associated operator for an activity type

1. From the menu bar, select **File > New**.

   The **New** dialog box appears:

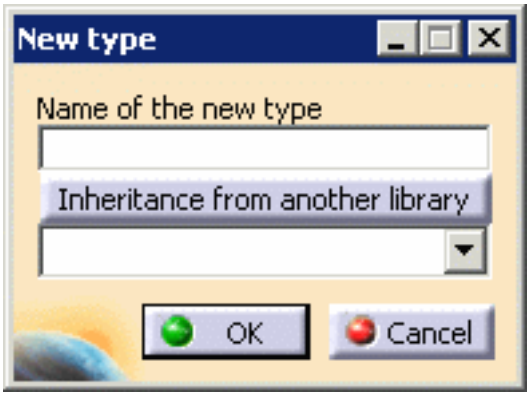
2. Select **Process Library** from the **List of Types**, and click the **OK** button.

   The **Derivation Viewer** appears, which contains the **Activity Type Creation** and **Logical Activity Type** toolbars, appears.



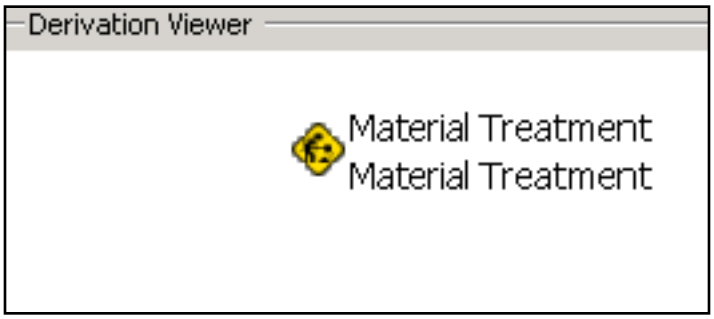
3. Click **Create New Type** .

   The **New Type** dialog box appears.



4. Enter the name of the new activity type, and click **OK**.

   The activity is added to the process library window. A new icon appears on the workbench labeled **Hierarchical creation of *activity_ name***. In the case below, the activity name is Material Treatment.

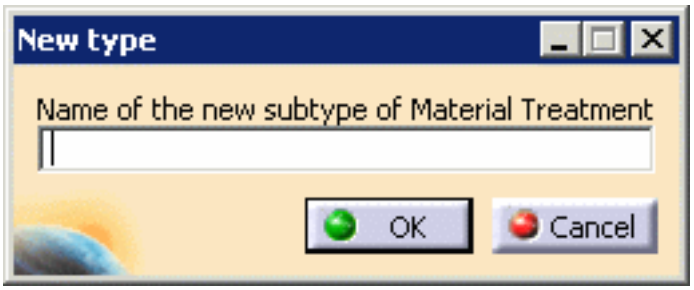


The steps below describe how to create activity subtypes. If you wish to create more activity types at the same level as the first one, repeat steps 3-4. Activity subtypes are not a required part of library creation.

5. Select the parent activity (in the example above, material treatment).

6. Click **Create New Subtype** .

   The **New Subtype** window appears.

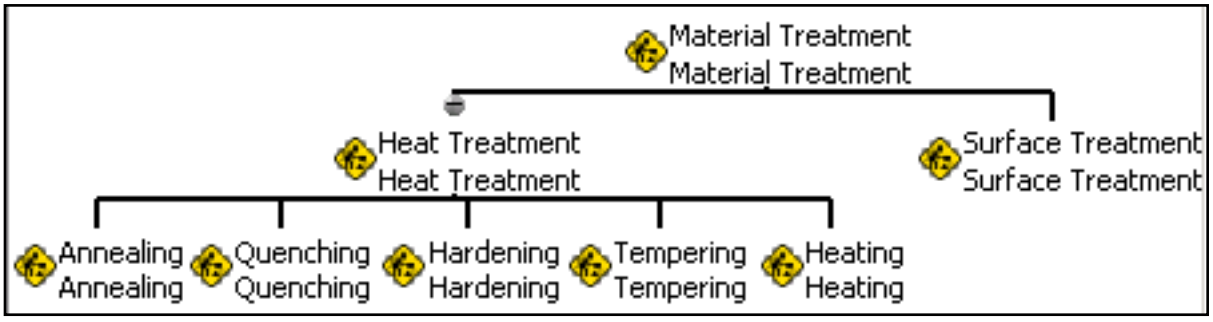


7. Enter the activity subtype name and click **OK**. Note that activity names are case-sensitive.

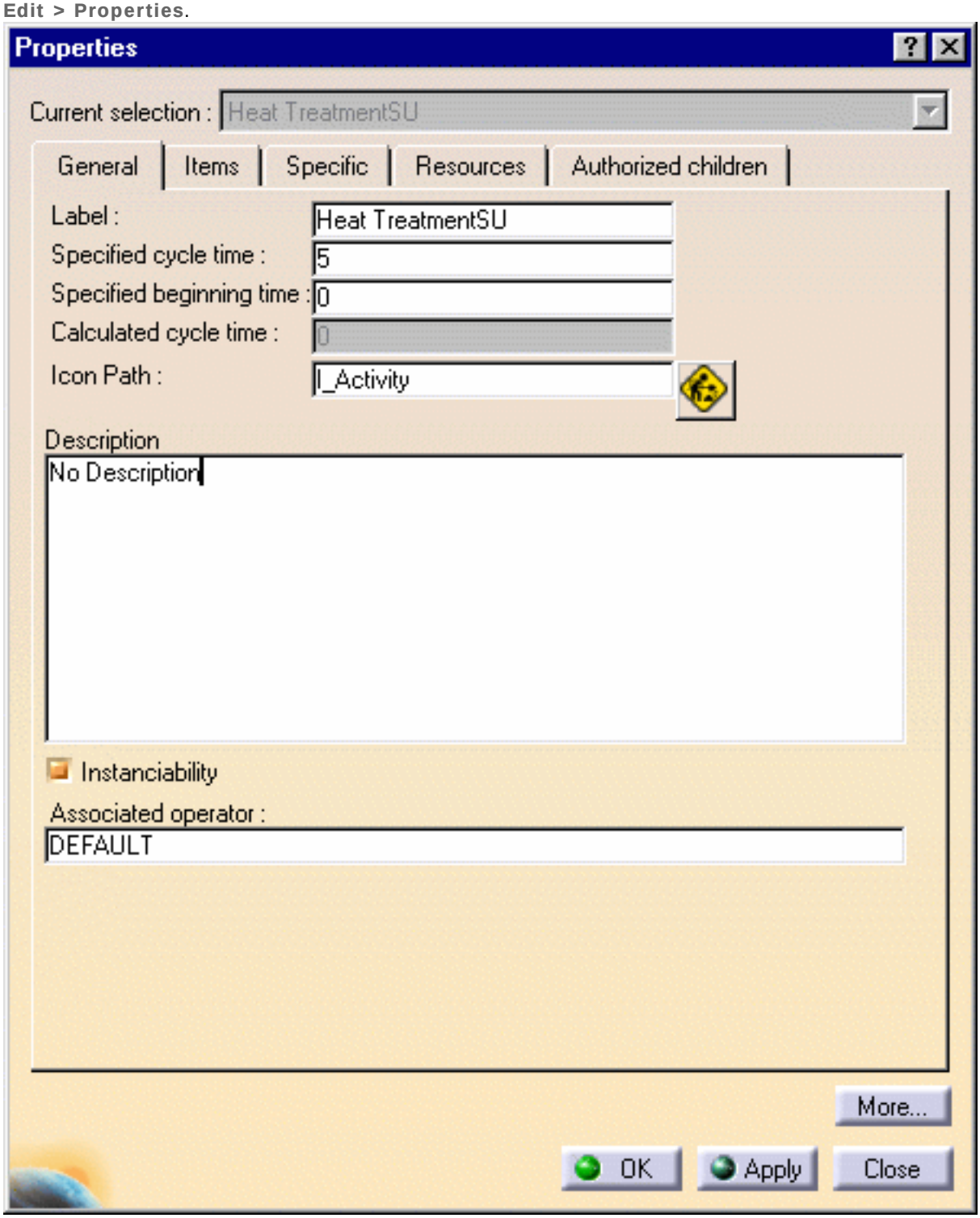
8. Repeat steps 5-8 until the hierarchy contains the subtypes you need.

9. To delete any types or subtypes, click **Remove Types** .

   Below is an example of a process library.



Each activity type or subtype you create is associated with a command icon that is added to the workbench. To associate a different icon with a specific activity type, select the activity type or subtype, and from the menu, select **Edit > Properties**.



Click the **Icon Path** to select a different icon image. An icon assigned to a parent activity type is propagated to all its child activity types. However, as soon as you assign a new icon to a given child activity type, then that icon associated with that activity type. Any further change of icon for the parent type is not reflected back at the modified child activity type.