Programming in ModL

When you really understand Extend, modeling is so much easier!

Description

This course is for anyone who wants to learn more about how Extend works "behind the scenes." In this 3-day course you focus on how blocks are built and how to build your own blocks to work within Extend's continuous and discrete event simulation architectures. You will learn how blocks post events and how blocks interact with each other. Understanding how blocks communicate is the secret to truly understanding how Extend works.

This course shows you how to tap into the real power of Extend. Extend is an open system; you aren't constrained by the blocks that come with the basic package. The underlying ModL code can be easily accessed to modify existing blocks or create your own blocks from scratch. Have you ever wished that a certain block allowed you to use a dialog override or calculated utilization in a slightly different way? You have control over such things if you understand how Extend works and how to program in ModL, the language that is the basis of all the Extend blocks. In this course you learn to author your own blocks using ModL and you discover how easy it is to modify existing blocks to fit your modeling needs.

When you understand how blocks communicate, you hold the key to successful model building

Prerequisites:

You will find it helpful to have had at least some introduction to programming, but it is not absolutely necessary. (Note: this course is not designed to teach you basic programming.)

Fee

$1600. Includes instructor led course, manuals, computer rental, and solution disks. Group rates available. *We can bring this course to you!* Contact us for on-site or custom training options.

Topics

- Scripting and reasons for using it.
- Constructing a dialog window.
- Becoming familiar with the structure window.
- Using procedures and functions.
- Understanding messages and message handlers.
- Learning how continuous modeling architecture works in Extend.
- Building a custom block.
- Incorporating animation and other tools into your custom block.
- Using the debugging tool.
- Using and capturing data in arrays.
- Importing data from text files / Exporting data to text files.
- Using "include" files.
- Learning how discrete event modeling is implemented.
- Working with Generic library blocks in the DE environment.
- Understanding discrete event messaging.
- Communicating in DE and passing arrays.
- Building an event posting block.
- Making a block "general purpose" for use in many models.
- Understanding block communication.
- Sharing code.

For more information contact:

Robin Clark, Training Director
Simulation Dynamics
576 Foothills Plaza Drive, # 176
Maryville, TN 37801

Email: Training@SimulationDynamics.com

Web: www.SimulationDynamics.com

TEL & FAX: 865-982-7046