

WizLayout	Comments
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Visio Essentials
 CTRL-Drag the edge of a page to extend it
 CTRL-SHIFT-Drag to zoom into an area
 CTRL-SHIFT-W to zoom out to whole page level

Opening the Layout Application
 Click "Open" button in eVSM toolbar and then navigate to "Facility Layout" and from there "Layout". This will open the WizLayout stencil to the left of the page

Floor Plan Setup
 First import the floorplan image onto the page, size it if needed and make it translucent, add it to a Visio layer and then user "layer properties" in Visio to lock it down
 Drag and drop the "set scale" shape from the Layout stencil onto the page. Move the arrow ends to a known dimensional value on the floor plan. Enter in the corresponding actual dimension in the "scaled distance" variable. Right click the **circular orange interaction shape** that came out as a part of the set scale shape and select "update scale". This must be done everytime the scale value is changed or the scale arrow is adjusted

Add Map Title
 Drop Title Block from WizLayout stencil

Loading Data Into the Model - Drag & Drop OR spreadsheet import/export
 eVSM data can be loaded into the system by drag and drop from the layout stencil. However If you right click the **circular orange interaction shape** it also has option for "import spreadsheet" and "export spreadsheet". This an an alternative means of loading data into the model

Defining Activities and their footprint
 Drag out an activity and name it. Then drag out a footprint shape (rectangular, L, T or U) and glue it onto the center of the activity. Enter the length and width making sure to supply the unit, like "3ft or 3m". This shape can be resized interactively and rotated if required. The area is shown on the footprint shape. Note that shape sizing is much easier especially for L and U shaped footprints BEFORE they are glued onto Activities
 Right-click the activity and pick "Change Shapes" to select the activity type

Connect Activities with Relationship Pipes
 First select a single activity and then select all the other activities you want to connect to it. Use the "AutoPipe" command in the toolbar to create the pipe connections. The pipe color represent the strength of the proximity relationship and we will set this later via a right mouse click on the pipe

Create a Key of Materials Transport Types
 Drag out the "Transport Key" shape from the stencil. Right click it and change the transport visual as needed. Type in its ID. Repeat as necessary for all transport types to create a key for the map. Now use "List Variables" button to enter speed and weighting paramaters for each of the transport types. You can add to this key later as needed

Add Material Transports between Activities
 Drag out a transport shape, and glue it onto the pipe between two activities. Right-Click to change the graphic. Create a pipe from the transport key shape to this transport shape so that it inherits speed and weighting factor characteristics. Use "List Variables" to set the number of trips for the transport

Create a Key of Relations
 Drag out the "Relation Key" shape from the stencil. Right click it and change the relation visual as needed. Type in its ID. Repeat as necessary for all relation types to create a key for the map.

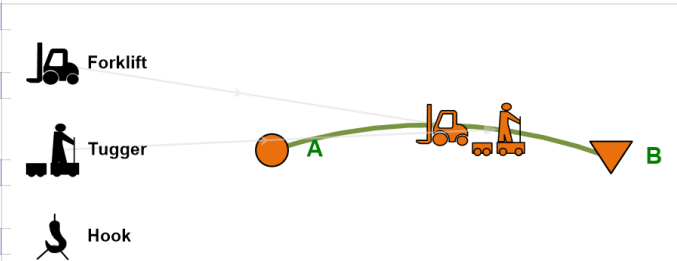
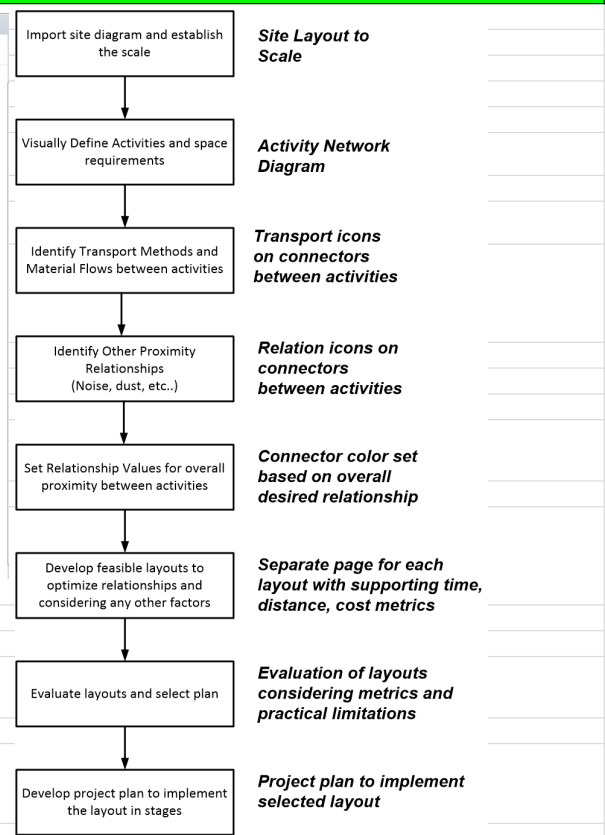
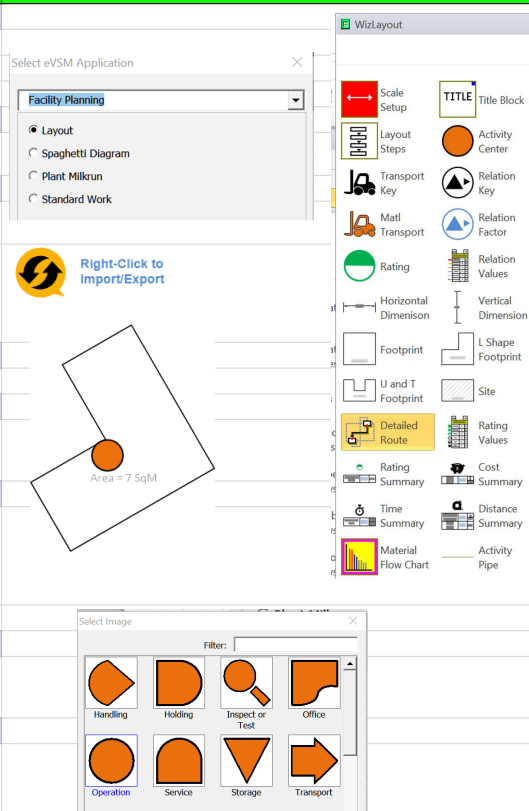
Adding Relation Factors onto the pipes
 Drag out a relation factor, and glue it onto the pipe between two activities. Right-Click to change the graphic. Right click again to change the relationship strength. This will be reflected in the color of the graphic



Establish initial proximity relations between activities
 Based on transport, trips, and other relations set the overall desired proximity relation for each pipe by right clicking it and selecting the relation type

Move activities around to create a feasible solution
 When moving activities also shift-select the footprint. This will allow you to see the footprint during the motion

Compute Travel Distances
 click the solve button. it calculates trail distances based on pipe lengths unless you have defined detailed routes and put a flying connector from the transport shapes onto the route

Pareto Chart of Material Flow



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<p>Drag out the 'Material FLOW Chart' from the stencil. It comes with limit categories tied to weighted travel distance between activities. Set the limit values and plot the material flow chart. Iterate a few times if needed</p>	
<p>Create actual transport paths between activities using the 'Detailed Route' shape</p>	
<p>Initially the pipe connecting two activities will be used to approximate transport distances. You can also draw actual routes between two activities using the detailed route shape. In that case make sure that you "enable leader lines" by right clicking the impacted transport shapes and then GLUE the end of the leader line on the detailed route shape. The detailed route shape has glue points that you can attach the leader line too. This will tell the software to get the distance from the detailed route as opposed to the pipe</p>	
<p>Total Weighted Distance Calculation</p>	
<p>Drag out the "Distance Summary" shape and click solve to get the total weighted distance for the layout</p>	
<p>Make a layout copy using the 'map copy' button in the toolbar and explore another layout solution</p>	
<p>You can use kaizen bursts on each layout to document issues and ideas</p>	
<p>Select the final layout</p>	
<p>Use travel, cost, time criteria and any practical considerations to select the layout</p>	
<p>Create a project plan to implement the layout</p>	
<p>Use the project planning application in eVSM</p>	