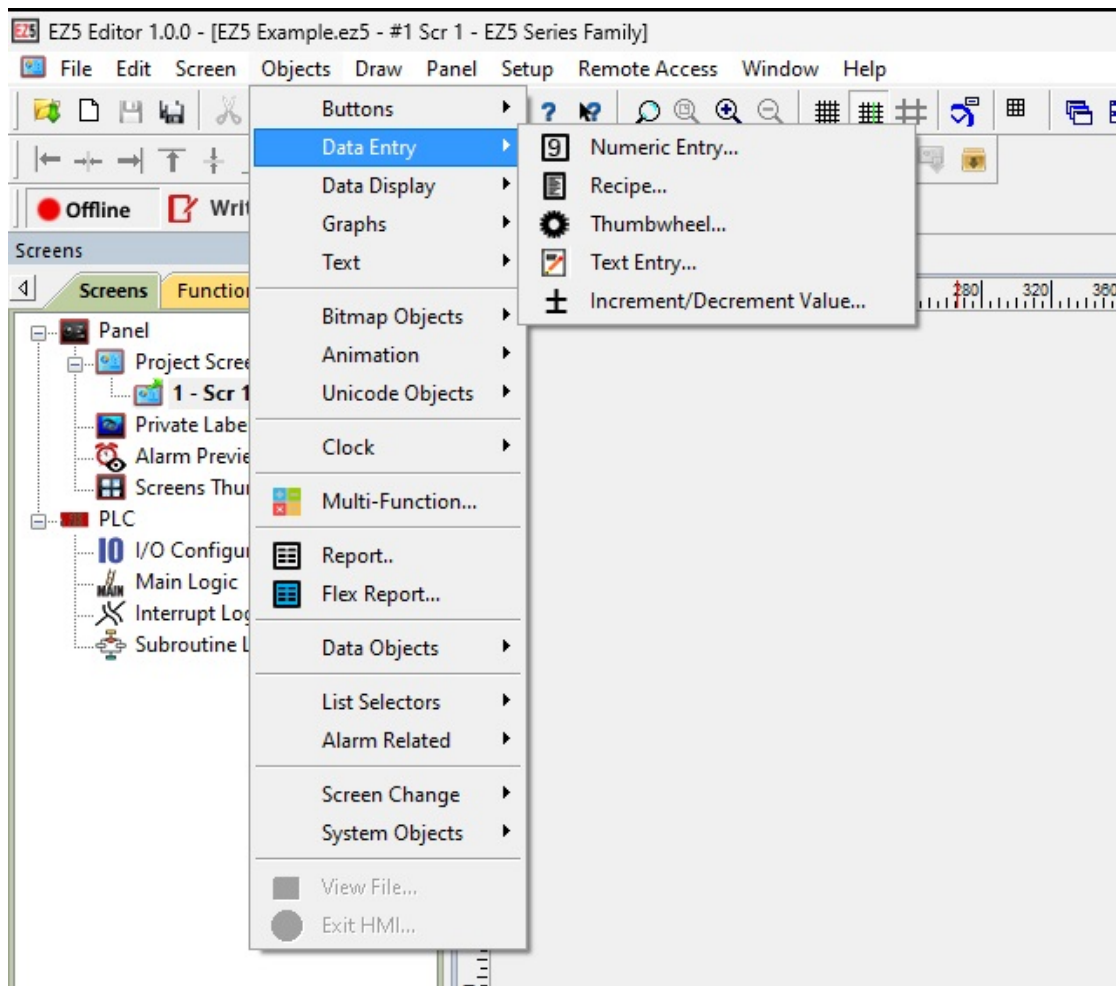


Recipe Function

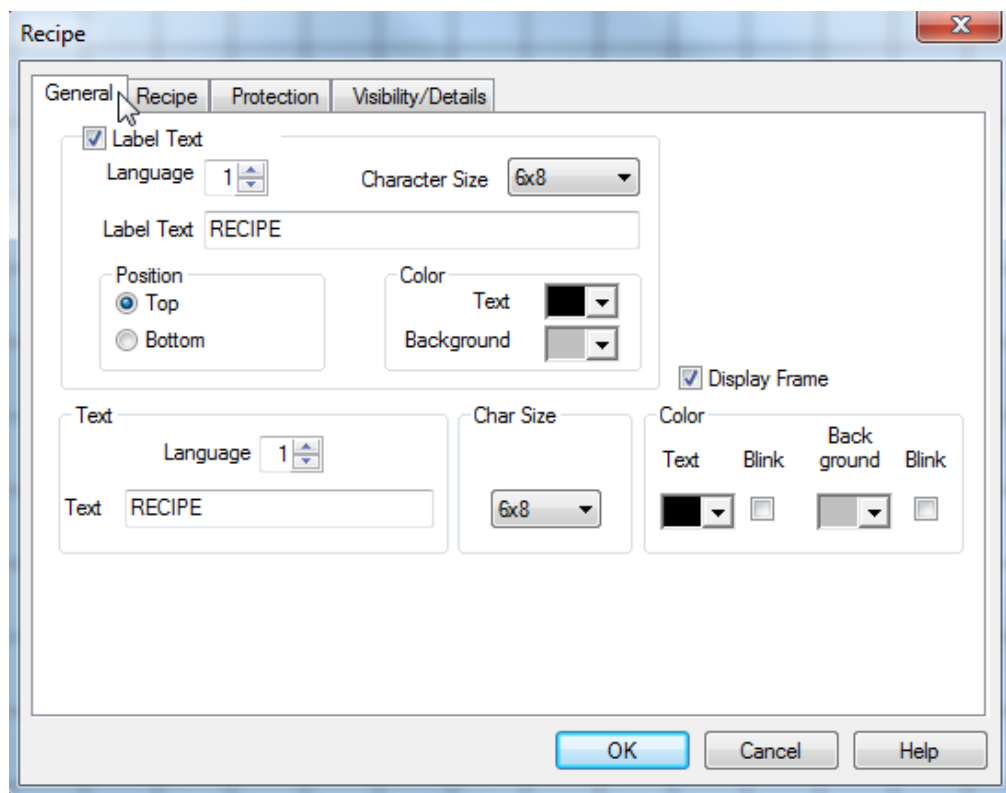
General information and guide

The Recipe function is an HMI function that allows you to move a predetermined and editable set of values to up to 200 tags per recipe to discrete bits and registers in a PLC with the press of a button.

The recipe function can be found under the drop down Objects > Data Entry > Recipe...



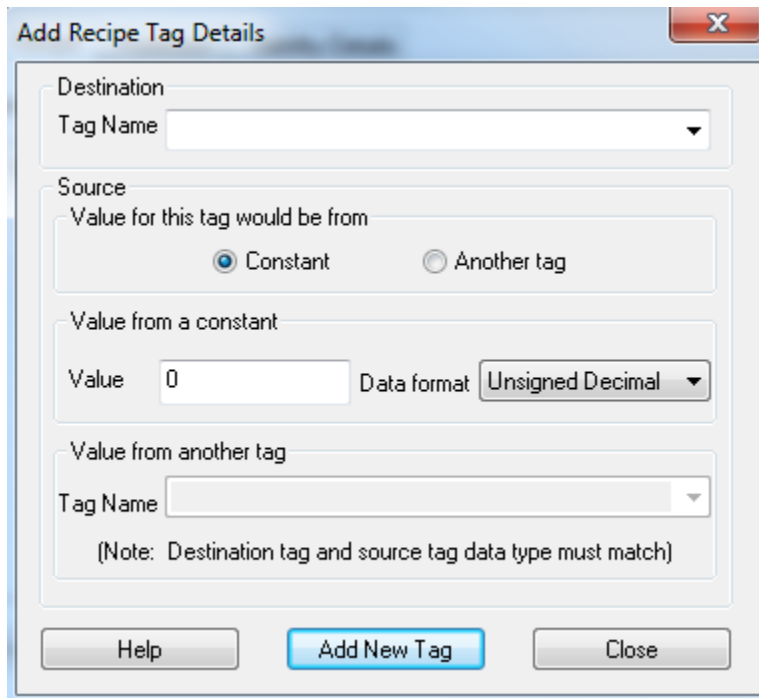
Clicking on “Recipe...” will bring up the Recipe window. It is here that you will configure your recipe. The first tab is the general tab, text and color that will appear on the recipe button can be changed here as shown in the image below.



The main portion of the recipe window is under the tab “Recipe” as shown below. It is here that you will see a spread sheet of the tags and their different attributes listed. In the image it is currently blank, as we have yet to add any tags.

[illegible]

To add the first value to your recipe list double click on the spread sheet or click add/edit tag. You will then be presented with the Add Recipe Tag Details. It is here that you can select the destination tag. The destination tag is the tag that will have the recipe value moved to it once the recipe button is pressed. Below that we can select the source, either a constant value or the value from another tag which can vary. Once all parameters are configured to your program needs click add new tag. This will add it to the spreadsheet and clear the Add Recipe Tag Details box to allow you to enter the next recipe variable.



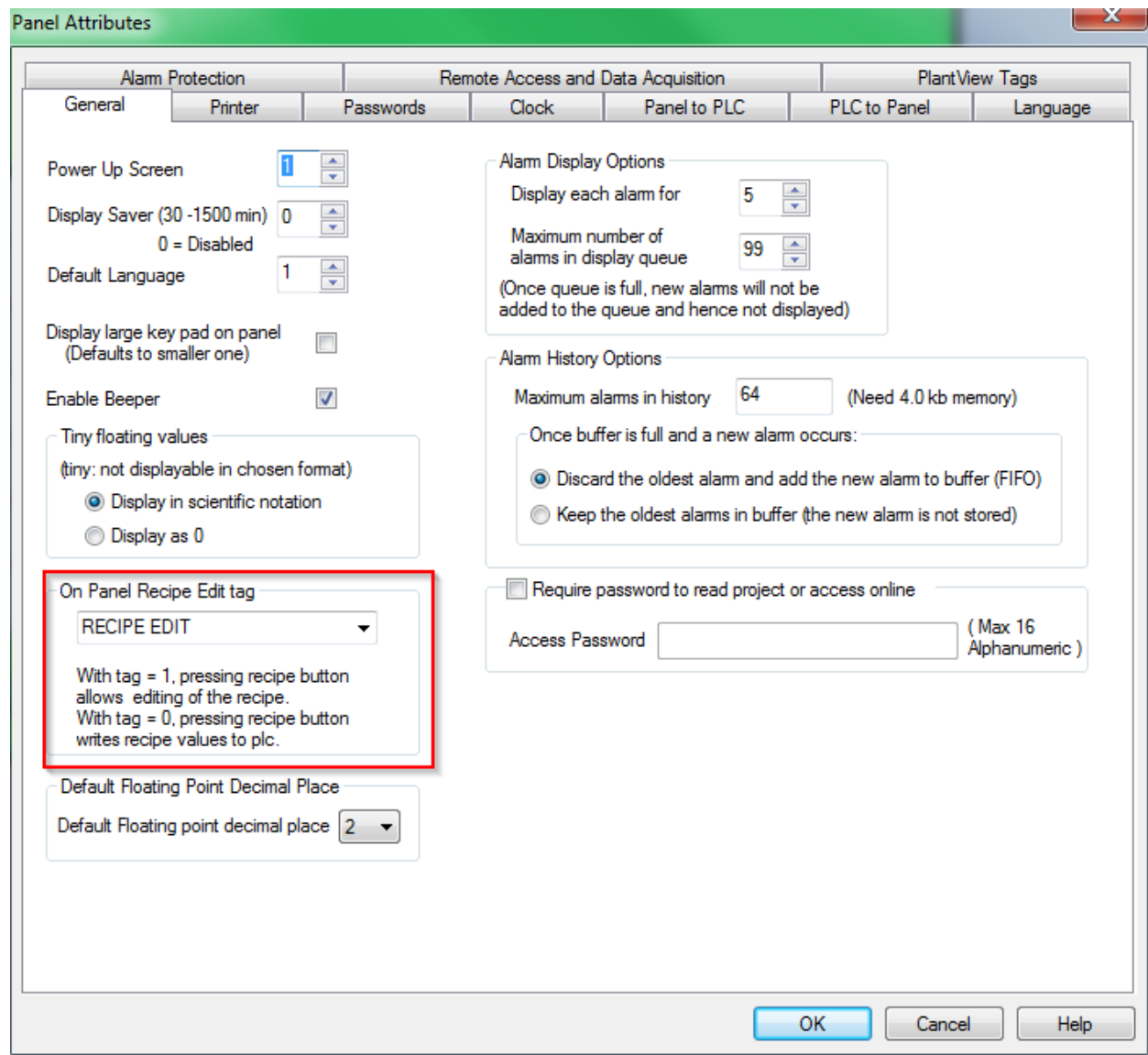
The dialog box is titled "Add Recipe Tag Details" and contains the following fields and controls:

- Destination:** A dropdown menu labeled "Tag Name".
- Source:** A section titled "Value for this tag would be from" containing two radio buttons:
 - ☒ Constant
 - ☐ Another tag
- Value from a constant:** A section containing a "Value" input field with the number "0" and a "Data format" dropdown menu set to "Unsigned Decimal".
- Value from another tag:** A section containing a "Tag Name" dropdown menu.
- Note:** A text label stating "(Note: Destination tag and source tag data type must match)".
- Buttons:** At the bottom, there are three buttons: "Help", "Add New Tag" (highlighted in blue), and "Close".

You can see here that I have added 2 tags for this example. When the Recipe button is pressed, the values that are shown under Value/Tag name will be moved into the address of the tags under Tag Name in the PLC.

[illegible]

Below is the Panel Attributes screen. On General Tab shown by the red box is the On Panel Recipe Edit Tag assignment box. You must assign a discrete address. When this tag is true if you press the recipe button you will be presented with a screen allowing you to edit the values in the recipe. When the tag is false pressing the recipe button will move the recipe values into their assigned tags.



The image shows the 'Panel Attributes' dialog box with the 'General' tab selected. The 'On Panel Recipe Edit tag' is highlighted with a red box. The tag is set to 'RECIPE EDIT'. Below the tag, there is a note: 'With tag = 1, pressing recipe button allows editing of the recipe. With tag = 0, pressing recipe button writes recipe values to plc.' The 'Default Floating Point Decimal Place' is set to 2.

Alarm Protection		Remote Access and Data Acquisition		PlantView Tags	
General	Printer	Passwords	Clock	Panel to PLC	PLC to Panel
<p>Power Up Screen: 1</p> <p>Display Saver (30 -1500 min): 0 0 = Disabled</p> <p>Default Language: 1</p> <p>Display large key pad on panel (Defaults to smaller one): <input type="checkbox"/></p> <p>Enable Beeper: <input checked="" type="checkbox"/></p> <p>Tiny floating values (tiny: not displayable in chosen format)</p> <p><input checked="" type="radio"/> Display in scientific notation</p> <p><input type="radio"/> Display as 0</p> <p>On Panel Recipe Edit tag</p> <p>RECIPE EDIT</p> <p>With tag = 1, pressing recipe button allows editing of the recipe. With tag = 0, pressing recipe button writes recipe values to plc.</p> <p>Default Floating Point Decimal Place</p> <p>Default Floating point decimal place: 2</p>					

Alarm Display Options

Display each alarm for: 5

Maximum number of alarms in display queue: 99
(Once queue is full, new alarms will not be added to the queue and hence not displayed)

Alarm History Options

Maximum alarms in history: 64 (Need 4.0 kb memory)

Once buffer is full and a new alarm occurs:

☒ Discard the oldest alarm and add the new alarm to buffer (FIFO)

☐ Keep the oldest alarms in buffer (the new alarm is not stored)

☐ Require password to read project or access online

Access Password: (Max 16 Alphanumeric)

OK Cancel Help