

Sample Templates Document: Recipe.blu

Recipe

<>

1: RecipeFamily1

1: RecipeGroup1

1: Recipe1

Name	Value	Compared Value	Compared Result
Ingredient1	AAAA		
Ingredient2	0		
Ingredient3	50		
Ingredient4	25		
Ingredient5	25		

Save

Send

Load

Compare

SnapShot

Import

Export



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All pertinent state, regional, and local safety regulations must be observed when installing and using this product. For reasons of safety and to help ensure compliance with documented system data, only the manufacturer should perform repairs to components.

When devices are used for applications with technical safety requirements, the relevant instructions must be followed.

Failure to use Schneider Electric software or approved software with our hardware products may result in injury, harm, or improper operating results.

Failure to observe this information can result in injury or equipment damage.

Safety Information



Important Information

NOTICE

Read these instructions carefully, and look at the equipment to become familiar with the device before trying to install, operate, service, or maintain it. The following special messages may appear throughout this documentation or on the equipment to warn of potential hazards or to call attention to information that clarifies or simplifies a procedure.



The addition of this symbol to a “Danger” or “Warning” safety label indicates that an electrical hazard exists which will result in personal injury if the instructions are not followed.



This is the safety alert symbol. It is used to alert you to potential personal injury hazards. Obey all safety messages that follow this symbol to avoid possible injury or death.

DANGER

DANGER indicates a hazardous situation which, if not avoided, **will result in** death or serious injury.

WARNING

WARNING indicates a hazardous situation which, if not avoided, **could result in** death or serious injury.

CAUTION

CAUTION indicates a hazardous situation which, if not avoided, **could result in** minor or moderate injury.

NOTICE

NOTICE is used to address practices not related to physical injury.

PLEASE NOTE

Electrical equipment should be installed, operated, serviced, and maintained only by qualified personnel. No responsibility is assumed by Schneider Electric for any consequences arising out of the use of this material.

A qualified person is one who has skills and knowledge related to the construction and operation of electrical equipment and its installation, and has received safety training to recognize and avoid the hazards involved.

About the Book



At a Glance

Document Scope

This manual describes how to use this product.

Validity Note

This documentation is valid for this product.

The technical characteristics of the device(s) described in this manual also appear online at <http://www.pro-face.com>.

The characteristics presented in the present document should be the same as those that appear online. In line with our policy of constant improvement we may revise content over time to improve clarity and accuracy. In the event that you see a difference between the document and online information, use the online information as your reference.

Registered Trademarks

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Product names used in this manual may be the registered trademarks owned by the respective proprietors.

Related Documents

You can download the manuals related to this product, such as the software manual, from our support site at <http://www.pro-face.com/trans/en/manual/1001.html>.

Product Related Information

If the equipment is used in a manner not specified by the manufacturer, the protection provided by the equipment may be impaired.

In the event this product does not run properly due to whatever reason, it may be difficult or impossible to identify a function. Functions that may present a hazard if not immediately executed, such as a fuel shut-off, must be provided independently of this product. The machine's control system design must take into account the operator being unable to control the machine or making mistakes in the control of the machine.

WARNING

UNINTENDED EQUIPMENT OPERATION

The application of this product requires expertise in the design and programming of control systems. Only persons with such expertise should be allowed to program, install, alter, and apply this product.

- Follow all local and national safety standards.

Failure to follow these instructions can result in death, serious injury, or equipment damage.

For additional information, refer to NEMA ICS 1.1 (latest edition), "Safety Guidelines for the Application, Installation, and Maintenance of Solid State Control" and to NEMA ICS 7.1 (latest edition), "Safety Standards for Construction and Guide for Selection, Installation and Operation of Adjustable-Speed Drive Systems" or their equivalent governing your particular location.

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Target: ST-6400WAD

Driver: None

BLUE version 3.1 Service Pack1 or later

Template Overview

This template has 2 Recipe Families and its Recipe Group, Recipe and Ingredients, as shown below:

RecipeFamily1	RecipeGroup1	Ingredient1	Recipe1
		Ingredient2	Recipe2
		Ingredient3	Recipe3
		Ingredient4	Recipe4
		Ingredient5	Recipe5
	RecipeGroup2	Ingredient3	Recipe1
		Ingredient4	Recipe2
		Ingredient5	Recipe3
			Recipe4
RecipeFamily2	RecipeGroup1	Ingredient1	Recipe1
		Ingredient2	Recipe2
		Ingredient3	Recipe3
		Ingredient4	Recipe4
		Ingredient5	Recipe5
	RecipeGroup2	Ingredient3	Recipe1
		Ingredient4	Recipe2
		Ingredient5	Recipe3
		Ingredient6	Recipe4
	RecipeGroup3	Ingredient3	Recipe1
		Ingredient4	Recipe2
		Ingredient5	Recipe3
			Recipe4

Input Mode is enabled, and default value is given for each ingredient.

Project structure

- On Screen1, 1 Content display (Layout Object) is placed with navigation switches at top to navigate between four contents.

Content1

The screenshot shows the 'Recipe' screen with a table of ingredients and a sidebar of action buttons. Two navigation switches are highlighted with red circles and arrows: Switch 1 (right arrow) and Switch 2 (left arrow).

Name	Value	Compared Value	Compared Result
Ingredient1	AAAA		
Ingredient2	0		
Ingredient3	50		
Ingredient4	25		
Ingredient5	25		

Buttons: Save, Send, Load, Compare, SnapShot, Import, Export

Content2

The screenshot shows the 'Recipe' screen with a dark theme. The table and buttons are visible.

Name	Value	Compared Value	Compared Result
Ingredient1	AAAA		
Ingredient2	0		
Ingredient3	50		
Ingredient4	25		
Ingredient5	25		

Buttons: Save, Send, Load, Compare, SnapShot, Import, Export

Content3

The screenshot shows the 'Recipe' screen with a light theme. The table and buttons are visible.

Name	Value	Compared Value	Compared Result
Ingredient1	AAAA		
Ingredient2	0		
Ingredient3	50		
Ingredient4	25		
Ingredient5	25		

Buttons: Save, Send, Load, Compare, SnapShot, Import, Export

Content4

The screenshot shows the 'Recipe' screen with a dark theme. The table and buttons are visible.

Name	Value	Compared Value	Compared Result
Ingredient1	AAAA		
Ingredient2	0		
Ingredient3	50		
Ingredient4	25		
Ingredient5	25		

Buttons: Save, Send, Load, Compare, SnapShot, Import, Export

*1- Click Switch1 to move from current screen to next screen.

*2- Click Switch2 to move from current screen to previous screen.

Run Time Behavior

Runtime/Simulation of this template displays selected Recipe ingredients with its value. Ingredient Viewer displays following details of a Recipe: Name, Value, Compared Value and Compared Result.

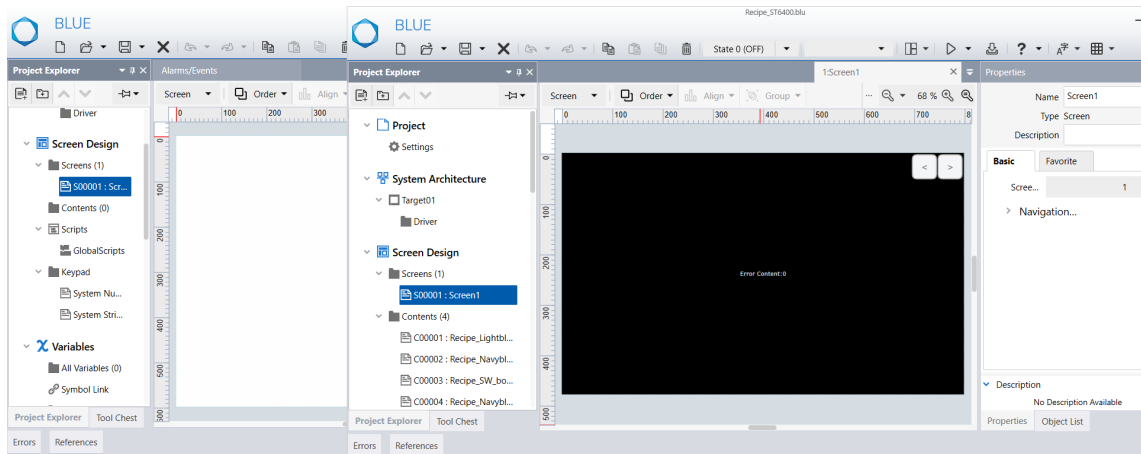
The drop-down selector in top of the screen is used to select Recipe Family/Recipe Group/Recipe

The switches on right/bottom of the screen is used to perform Recipe functions.


- Save - Saves to the project data read using Snapshot or recipes modified with the Ingredient Viewer object.
- Send - Send a recipe from the display unit to the external device.
- Load - Discards data read using Snapshot or recipes modified with the Ingredient Viewer object and restores them with recipes saved in the project.
- Compare - Compares recipes on the display unit (working memory) with external device data.
- Snapshot – Copies data on the external device to the display unit. (Not saved to the display unit.)
- Import - Import recipes from the external storage attached to the display unit
- Export - Export recipes saved on the display unit to external storage attached to the display unit

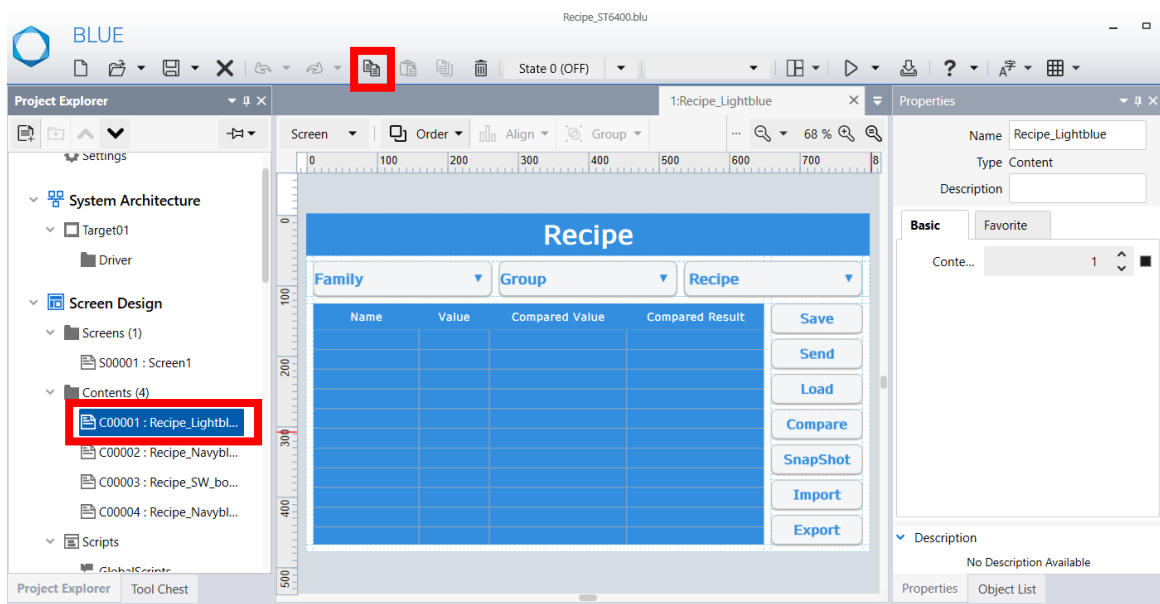
How to copy the objects to your project file

1. Open your project file and downloaded project file simultaneously.



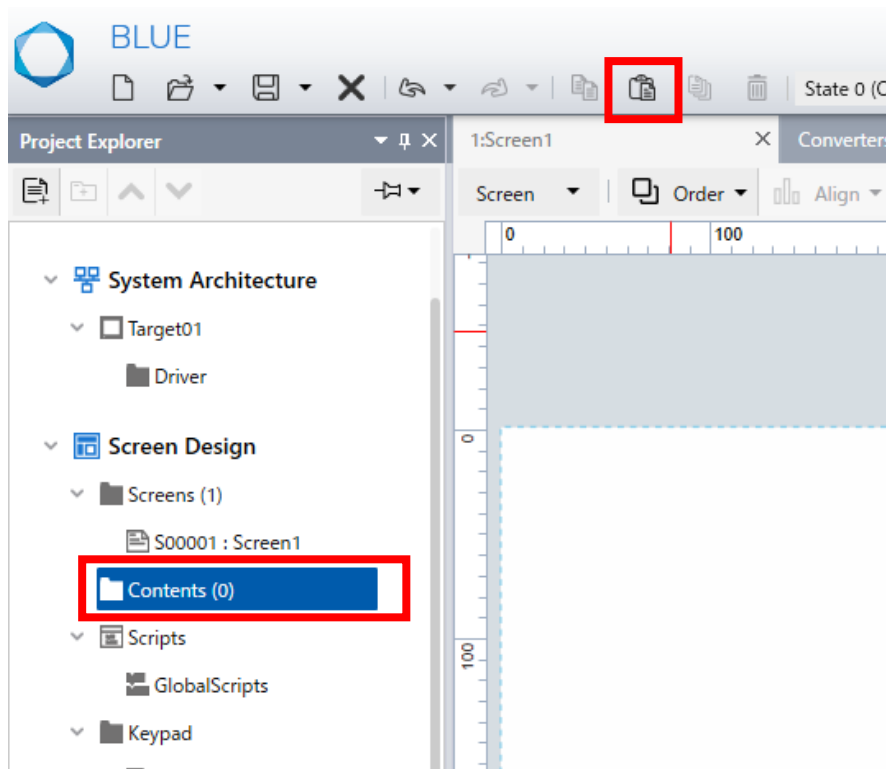
2. Open the downloaded project file.

Click the desired Content from “Contents” and copy the content using  copy icon in global Toolbar.

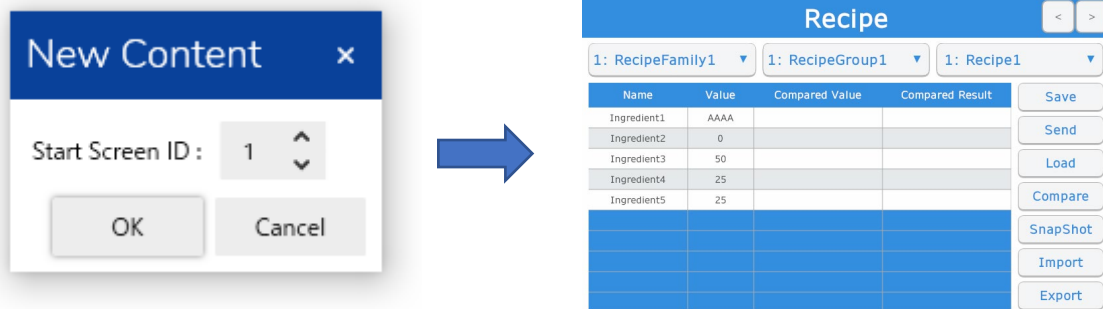


3. Open your project file.

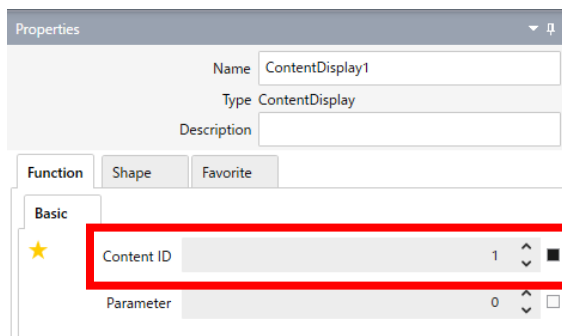
Click “Contents” and paste  icon in global Toolbar.



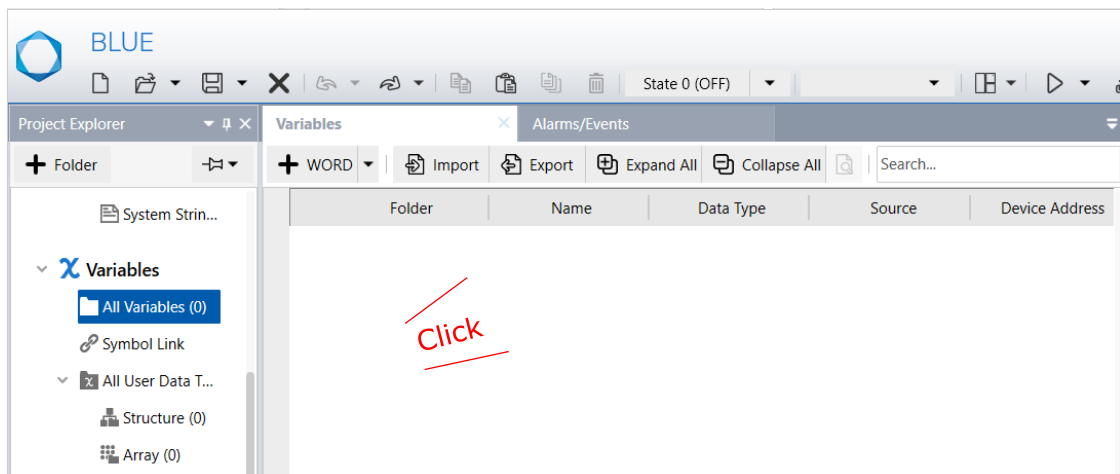
4. Select "Start Screen ID" and "OK". Copied content is successfully pasted in your project.



5. Select "Screen" and place "Content Display" Layout object from "Tool Chest". In "Properties" window, select "Content ID".



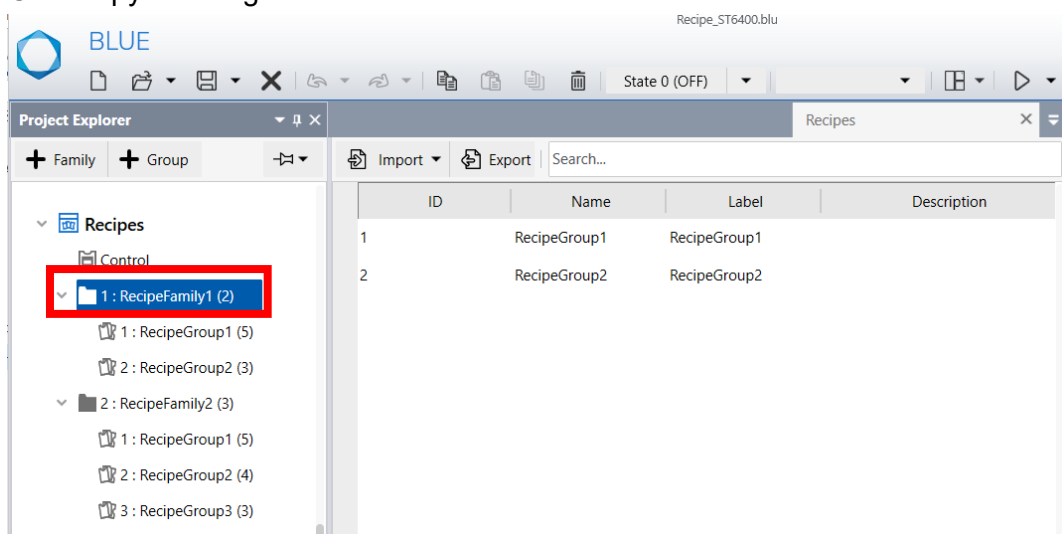
6. Open downloaded file and select "All Variables".
 7. Select all the Variables and click copy icon in global toolbar.
 8. Open your project file and select "All Variables".
- Click an existing variable or a blank Variable and click paste icon in global toolbar.



The copied variable is pasted in your project.

Note: You can also create your own variables.

9. Open downloaded file and select "RecipeFamily1".
- Click copy icon in global toolbar.

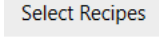


10. Open your project file and select “Recipes”.

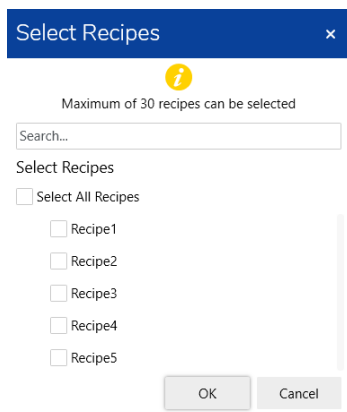
Click paste icon in global toolbar.

The copied Recipe Family is pasted in your project.

Similarly, copy/paste “RecipeFamily2”.

11. Select “RecipeGroup1” and click  icon.

Click “Select All Recipes” and “OK”.



Configure the properties in the displayed editor.

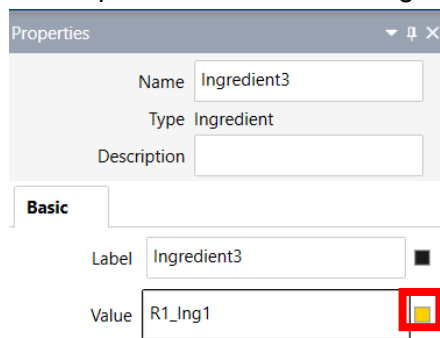
Recipes										
Ingredient Select Recipes + Ingredient + Insert + Insert Copy Move Up Move Down Import Export										
Name	Label	Value	Input M...	Use Vari...	Min In...	Max In...	Recipe1	Recipe2	Recipe3	Recipe4
Ingredient1	Ingredient1	R1_Label	<input checked="" type="checkbox"/>	<input type="checkbox"/>			AAAA	BBBB	CCCC	DDDD
Ingredient2	Ingredient2	R1_Bool	<input checked="" type="checkbox"/>	<input type="checkbox"/>			Off	Off	On	On
Ingredient3	Ingredient3	R1_Ing1	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	100	50	40	45	60
Ingredient4	Ingredient4	R1_Ing2	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	100	25	30	25	20
Ingredient5	Ingredient5	R1_Ing3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	100	25	30	30	20

Similarly, configure for other Recipe Groups.

Note: If you have created new variables, then you must configure it in Recipe group.

How to change Recipe variable

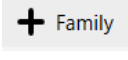
- I. Select “RecipeGroup1” in Project Explorer.
- II. Select the ingredient in displayed row.
- III. In “Properties” window, click right side small square in Variable.



IV. Select “Variable”

V. Add new variable or select existing variable.

How to Add/Delete Recipe Family

To add a Recipe Family, select “Control” and click  icon in Project Explorer.

To delete a Recipe Family, select Recipe Family and click  icon in global toolbar.

How to Add/Delete Recipe Group

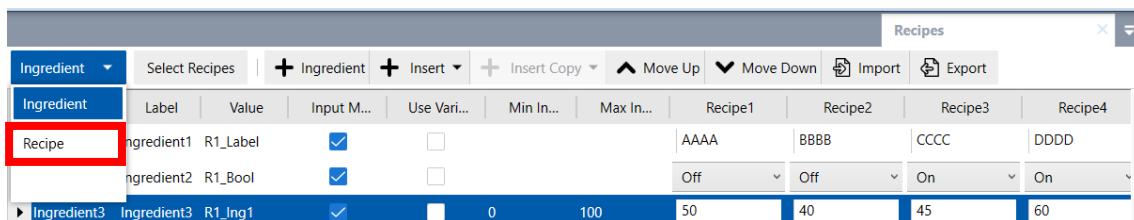
To add a Recipe Group, select a RecipeFamily and click  icon in Project Explorer.

To delete a Recipe Group, select Recipe Group and click  icon in global toolbar.

How to Add/Delete Recipe

To add a Recipe,

- I. select a RecipeGroup and select “Recipe” from the drop-down in top of the editor.

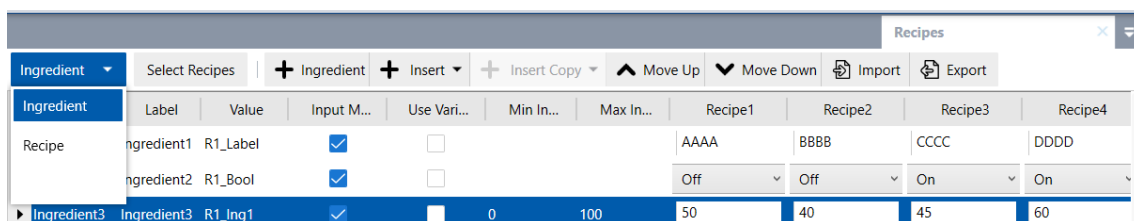


Recipes									
Ingredient	Select Recipes	+ Ingredient	+ Insert	+ Insert Copy	Move Up	Move Down	Import	Export	
Ingredient	Label	Value	Input M...	Use Vari...	Min In...	Max In...	Recipe1	Recipe2	Recipe3
Recipe	Ingredient1	R1_Label	<input checked="" type="checkbox"/>	<input type="checkbox"/>			AAAA	BBBB	CCCC
	Ingredient2	R1_Bool	<input checked="" type="checkbox"/>	<input type="checkbox"/>			Off	Off	On
	Ingredient3	Ingredient3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	100	50	40	45


- II. Click  icon.

To delete a Recipe,

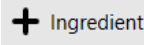
- I. Select a RecipeGroup and select “Recipe” from the drop-down in top of the editor.



Recipes									
Ingredient	Select Recipes	+ Ingredient	+ Insert	+ Insert Copy	Move Up	Move Down	Import	Export	
Ingredient	Label	Value	Input M...	Use Vari...	Min In...	Max In...	Recipe1	Recipe2	Recipe3
Recipe	Ingredient1	R1_Label	<input checked="" type="checkbox"/>	<input type="checkbox"/>			AAAA	BBBB	CCCC
	Ingredient2	R1_Bool	<input checked="" type="checkbox"/>	<input type="checkbox"/>			Off	Off	On
	Ingredient3	Ingredient3	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	100	50	40	45

- II. Select Recipe in the row and click  icon in global toolbar.

How to Add/Delete Ingredients

To add an ingredient, select a Recipe Group and click  icon in top of the editor.

To delete an ingredient, select a Recipe Group and an ingredient in the row and click



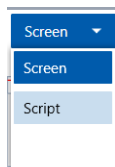
icon in global toolbar.

How to Configure Switches

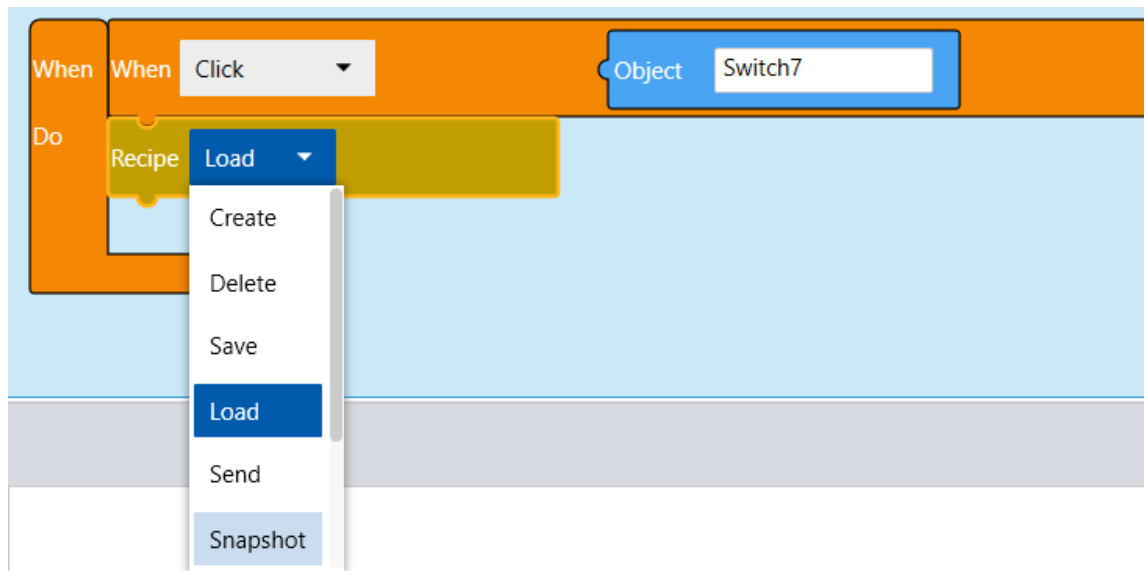
Basic recipe functions like save, send, load, compare, snapshot, import and export are added in the screen.

To add any new recipe function,

- I. Select “Content1” and place “Switch” from Parts in “ToolChest”. Switch can be placed in right or bottom of the screen depending on the selected template.
- II. Select Scripts from drop-down in the top of the screen.



- III. In Script editor, add logic as shown below.




In Object block, edit the name of the newly added switch.

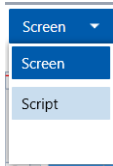
In drop-down, you can select the required recipe function.

To delete a recipe function,


- I. Select “Content1” and select the desired “Switch” in screen.

Click  icon in global toolbar.

- II. Select Scripts from drop-down in the top of the screen.



- III. In Script editor, select the logic related to deleted switch object.

Click  icon in global toolbar.