

MasterClass

Week 10 – Schedules and Timers

Today's Key Topics

- How to schedule events based on day and time
- Control/Alarm based on elapsed time
- Tank Filling Applications (time to fill)
- Keep track of pump run times!



ConsoliDator+

MasterClass

Schedule Events Based on Day and Time

For this type of application, create a new "Channel" and we want the "Function" to be "Schedule" which can be found in the "Control" category.

NOTE: There ARE other ways to schedule events, but this is the best way!

				_
Display Tag: 1. Pump S	chedule		Color Scheme:	Default
Name for the Channel, 15 chan	racters max.			
III Select Function			×	0.00
				100.00
Scale		Sampler		
Math		On-Off Control		
Flow		Select (A or B)		
Compare		Select 1,2,3		
Measure		Schedule		
Filter		Capture		
Control				
Relays	-		-	
		ОК	Cancel	

Schedule Events Based on Day and Time

Units: Unless you WANT to display this channel on a screen, units are <u>NOT</u> <u>needed</u>.

Start/Stop: Select which day(s) of the week and TIME you want this event to start/end

Function: What you want the "event" to be.

isplay Tag: 2. Pump Schedule ame for the Channel, 15 characters max.	Color Scheme	: Default
Function: Schedule	✓ Bargraph 0%	0.00
Units: None	1009	6 100.00
Hour Start: Sunday ▼ Time: 00	Minute	
Function: None		
Stop: Sunday Time: 00	Minute	
Function: None		

FUNCTION CAN BE:

Anything you can program a "soft key" for, is what the function of this channel can be.

For example:

- Force on/off relays
- Manipulate an output
- Change screens
- Acknowledge alarms
- Start/Stop timers

And MORE!!

Schedule Events Based on Day and Time

ah	New Channel					×
C	Channel: 2. 👻]				
With this configuration,	Display Tag: 2.	Pump Schedule		Color So	heme:	Default
the ConsoliDator+ will	Name for the Chan	nel, 15 characters max.		1		
turn on our "Pump 1"	Function: Sched	lule		✓ Bargraph	0%	0.00
relay on SUNDAY at	Units: None				100%	100.00
NUUN.			Hour	Minute		
Then, on SUNDAY at	Start: Sunday	▼ Time:	12 🛟	00		
12:30 pm, the	Function: Force	ON - RY-1. Pump 1				
ConsoliDator+ will turn			Hour	Minute		
OFF our "Pump 1" relay.	Stop: Sunday	▼ Time:	12 📮	30		
	Function: Force	OFF - RY-1. Pump 1				
					Save	e Cancel

THE PROBLEM:

Your customer has a tank which cannot overfill or else it's big trouble! They have an alarm for when the tank gets to 80% capacity. They are monitoring their tank level with the ConsoliDator+ and using the device for the alarm.

However, the external horn for the alarm has a silence button on it. It doesn't clear the alarm, but it makes it quiet. Now, the idea is that the operator will eventually go back and take care of the tank.... But what if they don't?!?

THE SOLUTION:

Using the "Timer" on the ConsoliDator+ can allow us to time how long the high level alarm has been active. If the alarm is active for 20 minutes and nobody has addressed the issue, the ConsoliDator+ can sound a secondary alarm which basically says, *"hey, this high tank alarm has been active for 20 minutes!! Get over here!!"*

Input: For this case, the "input" to this timer is going to be the high level alarm!

Power Up: what does the timer do when power to the unit is cycled?

Error: what does the timer do if there is an error on the alarm?

Options Are: *Stop, Reset, Stop & Reset, Start, Stay As Is*

Display Name f	/ Tag: Tmr1. Alarm Timer or the Timer, 15 characters max.	Color Scheme:	D efault
Input:	A2. Tank High Alarm	Bargraph 0%	00:00:00
Power	Up: Stop & Reset 🔹	100%	00:01:00
Error:	Stay As Is		
Reset:	Falling •		
Start:	Rising -		
Stop:	Falling •		
Decima	als: 0 +		
	00:20:00		

Reset/Start/Stop: How to "tell" the timer when it should start, stop, and reset.

Options Are: None – No action

Falling

Rising

Falling and Rising

WHAT DO THESE MEAN?



Count Down: Because we want to know when a certain amount of time has passed with our high level alarm on, we want this timer to start at 20 minutes, and count down to 0

When this timer "resets" it will actually reset to "00:20:00"

Input: the input to this alarm is going to be the "Alarm Timer" we just created

Set Point: we want this alarm to trigger when our TIMER turns off (reaches 00:00:00) So, our set point is "ZERO"

Reset: We want this alarm to go away when our timer turns back on (is reset to 00:20:00) so our reset point is "ONE"

Display lag.	A3. Alarm Tim	er!	Color Sche	me: Default
Name for the	Alarm, 15 characters	s max.		Sound Hor
Type: Sing	le Source 🔹			✓ Alert!
Input: Tmr	1. High Timer			✓ Automatic
				🖌 Ack Anytin
			Break:	Alarm Off 🔹
Set Pt:	0.0		On Delay:	0.0
Reset:	1.0		Off Delay:	0.0
≀eset:	1.0		Off Delay:	0.0
	C	Delete		

Think in terms of binary...

1 = ON, 0 = OFF



PRECISION DIGITAL ÷

THE PROBLEM:

Your customer has a really large tank that can take HOURS to fill. However, the operator doesn't want to stand around and wait until the tank is full before working on something else. They want to be able to walk away from the tank, and then come back and monitor the tank when there is only 15 minutes left until the tank is completely full. Otherwise, the tank may over fill!

THE SOLUTION:

The ConsoliDator+ can monitor the "rate of change" in the tank over time, and then calculate (AND display) how many minutes until the tank is completely full. The ConsoliDator+ is smart enough to be able to compensate for a varying fill rate so that the amount of time until the tank is full is always accurate, regardless of changing process conditions.

When the tank is 15 minutes away from being full... the ConsoliDator+ can sound an alarm to tell an operator to get back to the tank!

The first thing we want to do is create a "Constant Channel". This channel is going to be a constant value, and it will represent the full capacity of our tank!

In the "Math" category, you will find "Constant"

That is the channel function we want.

Display Tag: 3.	TANK CONSTANT		Color Scheme:	Default
Name for the Chann	el, 15 characters max.			
Select Function			\times	
Scale		Constant		100
Math		Summation		
Flow		Difference		
Compare		Abs Difference		
Measure		Absolute Value		
Filter	_	Average		
Control		Weighted Average		
Relays	▼	Multiply	▼	
			_	

Let's assume that the full capacity of our tank is	Channel 3	
1,000 gallons	Display Tag: 3. TANK CONSTANT	Color Scheme: Default
	Name for the Channel, 15 characters max.	
Be sure to select the	Function: Constant	✓ Bargraph 0% 0.00
correct units for however the user measures their	→Units: Gallons	100% 1000.00
tank	Decimals: 2 +	
Be sure to enter in the	Value: 1000.00	
full capacity of the tank in the "Value" box	New Copy Delete	

NOTE: If you had a million-gallon tank, then you would enter "1000000.00" for the "Value".

Next, we want to create a NEW channel.

This time, we want use subtraction.

Under the "Math" category, you will find "Difference" and you want to select that.

Name for the Channe	MAINS		Color Scheme:	Default
Name for the Channe	el, 15 characters max	r		
II Select Function			×	0.00
Scala		Constant		100.00
Math		Summation		
Flow		Difference		
Compare		Abs Difference		
Measure		Absolute Value		
Filter	_	Average		
Control		Weighted Average		
Relays	•	Multiply	▼	
		ОК	Cancel	
			Current	

NOTE: "Abs Difference" is what is known as absolute difference, and we do NOT want to use that function!

For this channel, we want to take our tank constant channel (1,000 gallons) and subtract the actual level reading from our constant.

This is how the ConsoliDator+ will know how far away the tank is from being full. The smaller the value of this channel, the closer to the top the tank is!

Display Tag: 4. M	ATHS	Color So	:heme:	Default
lame for the Channel, 1	5 characters max.			
unction: Difference		Bargraph	0%	0.00
nput: (A - B - C)			100%	100.00
A: 3. TANK CONSTAN	IT			
B : 1. Tank 1				
C: Constant Entry		0.00		
C: Constant Entry Units: Gallons		0.00		
C: Constant Entry Units: Gallons Decimals: 2 + -		0.00		
C: Constant Entry Units: Gallons Decimals: 2 + -		0.00		

NOTE: If you only need to subtract two values, then leave the third value as "0" so the math won't be affected

Now we want to create my FAVORITE type of channel...

"Rate of Change"

We looked at this last week with the "leak detection" configuration.

This channel will simply look at the rate of change in our level, and report that back in UNITS/TIME.

blay Tag: 2. Tank Fill F ne for the Channel, 15 chara	Rate Colo cters max.	r Scheme: Defa	ult
ction: Rate of Change	Bargrap	oh 0%	0.0
ut: 1. Tank 1		100%	100.0
ts: Gallons/min	4		

Be sure your units match (if you scaled your tank to read in gallons, use gallons) and make sure the units for this channel is in:

UNITS/MINUTE

NOTE: If your customer uses a flow meter to fill their tank, they could just make a regular flow rate channel based on the output from a flowmeter instead of using the "Rate of Change". The Rate of Change is simply replacing the need for a flow meter.

The last channel we want to create is another Math channel with the "Divide" function.

We want to take our "Maths" channel (Constant minus Level Reading) and divide that by our tank fill rate (rate of change channel)

Display Tag:	5. Time	e Until Full	Color S	cheme:	Default	Be sı
Name for the	Channel, 15 (characters max.				of th
Function: [Divide		Bargraph	0%	0.00	
Input: (A / B)			100%	100.00	is in
A: 4. MATH B: 2. Tank F	S ill Rate					Rem to ha
Units: /min	2 + -]	•			Cons how

Be sure that the "Units" of this particular channel is in MINUTES!

Remember, we are trying to have the ConsoliDator+ display how many MINUTES are left until the tank is full!

NOTE: The value of this channel is going to be in "minutes" since we are taking a channel of "Gallons" and dividing it by "Gallons/Min" – the result leaves us with how many minutes until the tank is full!

The next step is to simply create a new alarm with the input being the "Time Until Full" channel we created, and have the alarm trigger when the "Time Until Full" channel reads "15 minutes".

Now, if you wanted to get really fancy with this type of setup, you could also data log the alarm timers.

This would allow a plant manager to take a look through how long their alarms stay active before an operator takes care of the issue.