


FUNCTIONAL DESCRIPTION

Indication Elements

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1 General

The Pulp & Paper Function Library for AC800M controller Series also contains a set of simple functions, with direct entry windows (DEW), that give the programmer additional functions for programming of controls for various kinds of industrial processes.

This set of function blocks is intended for entering and/or reading real, integer, boolean or time values in the Operate^{IT}, Operator Station.

2 Bool01, Boolean Input

FUNCTION OF INPUT TERMINALS		Bool01	
Object name	Name	Value	Value
Object description	Description		
Input	Input		
In Parameter	InPar		

Figure 2-1. Function Block Type, Complete symbol

Table 2-1 below illustrates the default properties of each terminal of the Bool01 function block.

Name	Data Type	Attributes	Direction	FD Port	Initial value	Description
Name	string	coldretain	in	yes	'Bool01'	Object name
Description	string	coldretain	in	yes	'Descr'	Object description
Input	bool	retain	in	yes		Input
InPar	Bool01_InPar	by_ref	in	yes		In Parameter
Value	bool	retain	out	yes		Value

Table 2-1. Terminal properties.

2.1 Datatypes

2.1.1 Bool01_InPar

Name	Data Type	Attributes	Initial value	ISP value	Description
Class	dint	coldretain	500		AE class
Severity	dint	coldretain	1000		AE severity
Inverted	bool	coldretain	false		Signal inverted
EnAlarm	bool	coldretain	false		Enable alarm indication when not in normal position
NormPos	bool	coldretain	false		Normal position

2.2 Function

This function blocks is intended for presentation of a boolean values in the Operate^{IT}, Operator Station.

2.2.1 Process connections

The Bool01 is connected to the process via the following terminals:

- Input Input for boolean value to be presented.

2.3 Interaction Window

The interaction window is available in the Control^{IT} Control Builder. The interaction window is an engineering aid used to simplify configuration and blocking of signals not available on the faceplates. Changes to values in the Interaction window are only available in 'Online' mode in Control^{IT}.

2.3.1 Bool01 Interaction Window

Interaction window overview. Name and description are shown. The buttons are links to sub-windows.

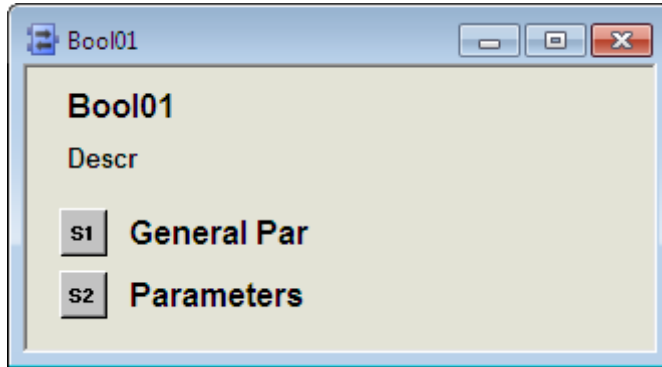


Figure 2-2 Main Interaction Window.

2.3.2 General Parameters

The parameters Class and Severity are not used in this element.

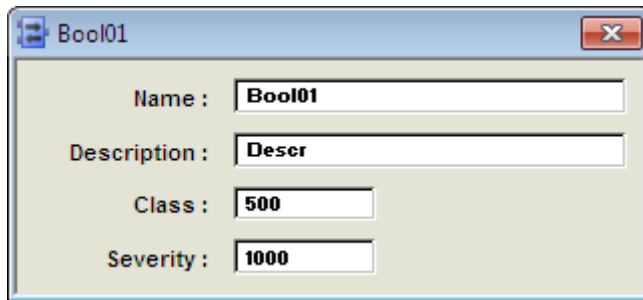


Figure 2-3 General Parameters.

2.3.3 Parameters

Enabling of “alarm presentation” and alarm position (true or false) and inversion of process input are entered in this window.

Note. The object contains no functions for sending alarm messages.

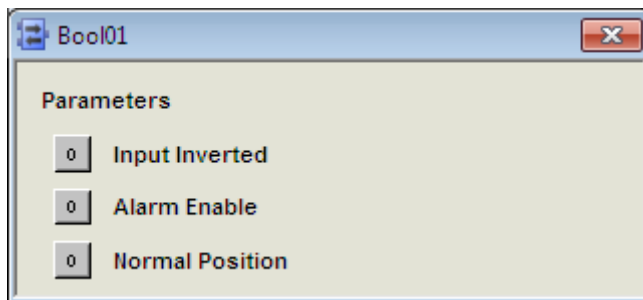


Figure 2-4 Parameters.

2.3.4 Text

Text to be shown for the different states (true or false) are defined in this window.

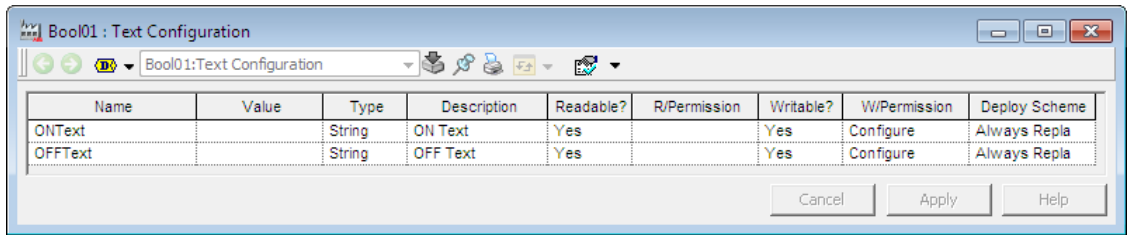


Figure 2-5 Text.

2.4 Operator Functions

The Operator functions includes the following parts:

- Presentation (Display elements)

2.4.1 Presentation

Display elements, which can be used for different display types, are available for use in the functional unit Bool01.

The display elements show the status of the process variable.

2.4.1.1 Process Display

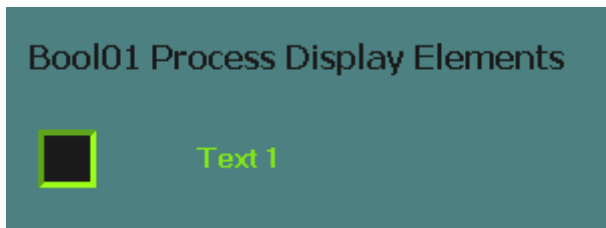


Figure 2-6 Process Display Elements.

3 Bool02, Boolean Output

FUNCTION OF INPUT TERMINALS	Bool02		FUNCTION OF OUTPUT TERMINALS
Object name	Name	Value	Value
Object description	Description	Pulse	Pulse
Enable object	Enable	Opr	Operator order
Color selection	Color		
Set to 1	Set		
Set to 0	Reset		
In Parameter	InPar		

Figure 3-1. Function Block Type, Complete symbol

Table 3-1 below illustrates the default properties of each terminal of the Bool02 function block.

Name	Data Type	Attributes	Direction	FD Port	Initial value	Description
Name	string	coldretain	in	yes	'Bool02'	Object name
Description	string	coldretain	in	yes	'Descr'	Object description
Enable	bool	coldretain	in	yes	true	Enable object
Color	dint	coldretain	in	yes	1	Color selection
Set	bool	retain	in	yes		Set to 1
Reset	bool	retain	in	yes		Set to 0
InPar	Bool02_InPar	by_ref	in	yes		In Parameter
Value	bool	retain	out	yes		Value
Pulse	bool	retain	out	yes		Pulse
Opr	Bool02_Opr	by_ref	out	yes		Operator order

Table 3-1. Terminal properties.

3.1 Datatypes

3.1.1 Bool02_InPar

Name	Data Type	Attributes	Initial value	ISP value	Description
Class	dint	coldretain	500		AE class
Severity	dint	coldretain	1000		AE severity
PulseTime	time	coldretain	0s		Pulse Time

3.2 Function

This function blocks is intended for setting of a boolean value in the Control^{IT} controller from the Operate^{IT}, Operator Station.

3.2.1 Process connections

The function block has two outputs, one steady output which can be toggled on/off and one pulse output with a defined pulse time. The pulse time is entered in the "Interaction Window". If the entered pulse time is shorter than the sample time of the program, the pulse time will be equal to the sample time. The output can also be controlled from program logic via the inputs :Set and :Reset

The Bool02 is connected to the process via the following terminals:

- Set Value set to 1.
- Reset Value set to 0.
- Value Output for boolean value to the process. The display element BoolIPD02 and BoolIPD04 will toggle the Value output parameter. The display element Bool02Text is controlled by the value of the Value output parameter.
- Pulse Output for pulsed boolean value to the process. Bool02PD01 and Bool02PD03 will set a puls with a pulse length defined in Interaction Window. The value of the output parameter Value is unchanged.

3.3 Interaction Window

The interaction window is available in the Control^{IT} Control Builder. The interaction window is an engineering aid used to simplify configuration and blocking of signals not available on the faceplates. Changes to values in the Interaction window are only available in 'Online' mode in Control^{IT}.

3.3.1 Bool02 Interaction Window

Interaction window overview. Name and description are shown. The buttons are links to sub-windows.

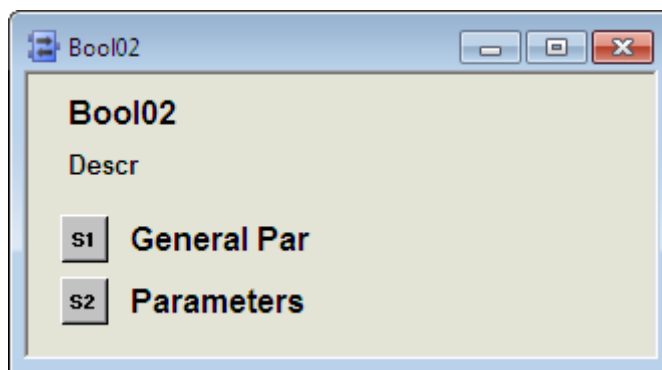


Figure 3-2 Main Interaction Window.

3.3.2 General Parameters

The parameters Class and Severity are not used in this element.

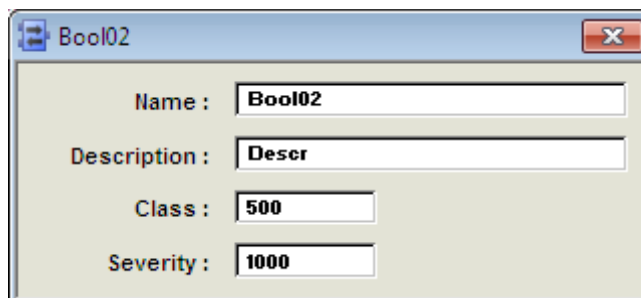


Figure 3-3 General Parameters.

3.3.3 Parameters

Setting of the pulse output time is done in this window.

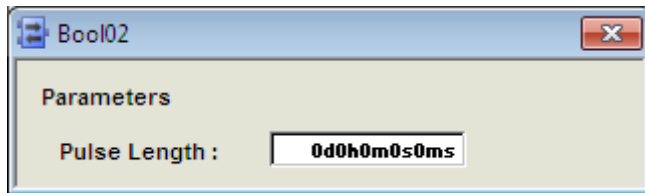


Figure 3-4 Parameters.

3.3.4 Text

Text to be shown for the different states (true or false), and the text presented on the command buttons are defined in this window.

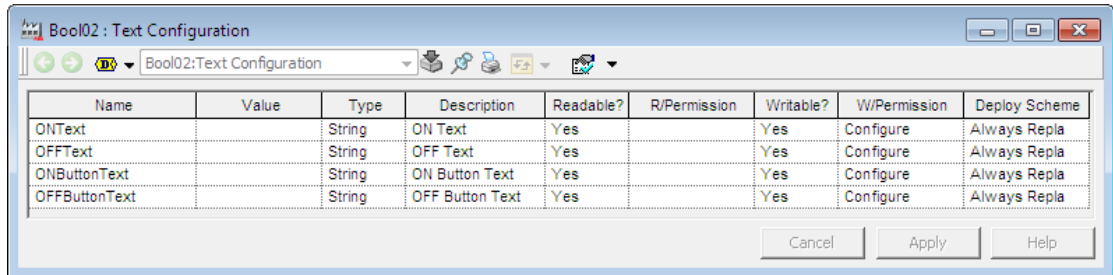


Figure 3-5 Text.

3.4 Operator Functions

The Operator functions includes the following parts:

- Presentation (Display elements)

3.4.1 Presentation

Display elements, which can be used for different display types, are available for use in the functional unit Bool02.

The display elements show the status of the process variable.

3.4.1.1 Process Display



Figure 3-6 Process Display Elements.

4 DInt01, Integer Input

FUNCTION OF INPUT TERMINALS	DInt01		
Object name	Name		
Object description	Description		
Input	Input		
Color selection	Color		
In Parameter	InPar		

Figure 4-1. Function Block Type, Complete symbol

Table 4-1 below illustrates the default properties of each terminal of the DInt01 function block.

Name	Data Type	Attributes	Direction	FD Port	Initial value	Description
Name	string	coldretain	in	yes	'DInt01'	Object name
Description	string	coldretain	in	yes	'Descr'	Object description
Input	dint	retain	in	yes		Input
Color	dint	coldretain	in	yes	1	Color selection
InPar	DInt01_InPar	by_ref	in	yes		In Parameter

Table 4-1. Terminal properties.

4.1 Datatypes

4.1.1 DInt01_InPar

Name	Data Type	Attributes	Initial value	ISP value	Description
Class	dint	coldretain	500		AE class
Severity	dint	coldretain	1000		AE severity
Range	RangeDInt	coldretain			Range

4.2 Function

This function blocks is intended for presentation of double integer values in the Operate^{IT}, Operator Station.

4.2.1 Process connections

The DInt01 is connected to the process via the following terminals:

- Input Input for double integer value to be presented.
- Color Input for color selection of presentation.

4.3 Interaction Window

The interaction window is available in the Control^{IT} Control Builder. The interaction window is an engineering aid used to simplify configuration and blocking of signals not available on the faceplates. Changes to values in the Interaction window are only available in 'Online' mode in Control^{IT}.

4.3.1 DInt01 Interaction Window

Interaction window overview. Name and description are shown. The buttons are links to sub-windows.

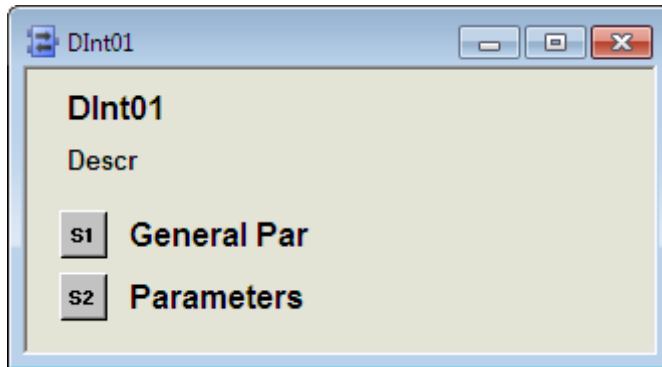


Figure 4-2 Main Interaction Window.

4.3.2 General Parameters

The parameters Class and Severity are not used in this element.

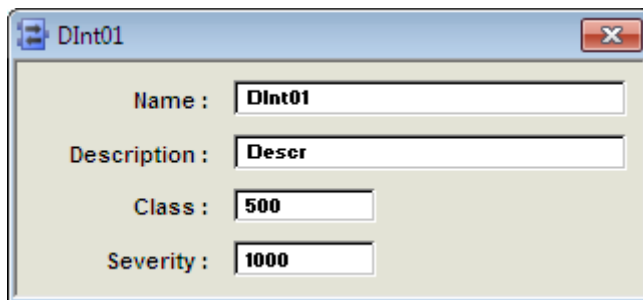


Figure 4-3 General Parameters.

4.3.3 Parameters

Entering of max and min range and unit is done in this window.

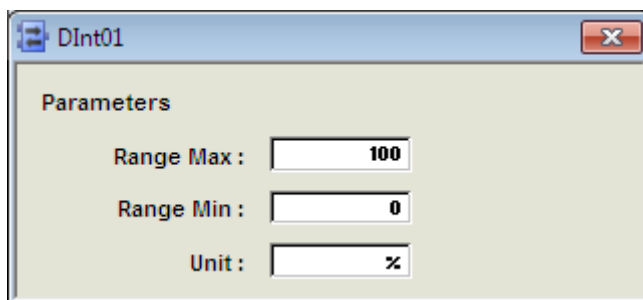


Figure 4-4 Parameters.

4.4 Operator Functions

The Operator functions includes the following parts:

- Presentation (Display elements)

4.4.1 Presentation

Display elements, which can be used for different display types, are available for use in the functional unit DInt01.

The display elements show the status of the process variable.

4.4.1.1 Process Display

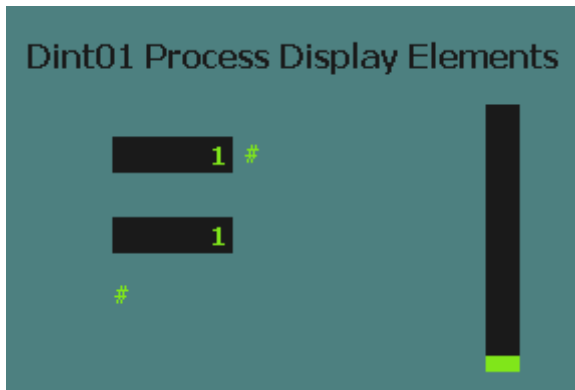


Figure 4-5 Process Display Elements.

5 DInt02, Integer Output

FUNCTION OF INPUT TERMINALS	DInt02		FUNCTION OF OUTPUT TERMINALS
Object name	Name	Value	Output Value
Object description	Description		
Enable object	Enable		
Color selection	Color		
In Parameter	InPar		

Table 5-1. Terminal properties.

Table 5-1 below illustrates the default properties of each terminal of the DInt02 function block.

Name	Data Type	Attributes	Direction	FD Port	Initial value	Description
Name	string	coldretain	in	yes	'DInt02'	Object name
Description	string	coldretain	in	yes	'Descr'	Object description
Enable	bool	coldretain	in	yes	true	Enable object
Color	dint	coldretain	in	yes	1	Color selection
InPar	DInt02_InPar	by_ref	in	yes		In Parameter
Value	dint	coldretain	out	yes		Value

Table 5-1. Terminal properties.

5.1 Datatypes

5.1.1 DInt02_InPar

Name	Data Type	Attributes	Initial value	ISP value	Description
Class	dint	coldretain	500		AE class
Severity	dint	coldretain	1000		AE severity
Range	RangeDInt	coldretain			Range

5.2 Function

This function blocks is intended for setting of integer values in the Control^{IT} controller from the Operate^{IT}, Operator Station.

5.2.1 Process connections

The DInt02 is connected to the process via the following terminals:

- Color Input for color selection of presentation.
- Value Output for double integer value to the process.

5.3 Interaction Window

The interaction window is available in the Control^{IT} Control Builder. The interaction window is an engineering aid used to simplify configuration and blocking of signals not available on the faceplates. Changes to values in the Interaction window are only available in 'Online' mode in Control^{IT}.

5.3.1 DInt02 Interaction Window

Interaction window overview. Name and description are shown. The buttons are links to sub-windows.

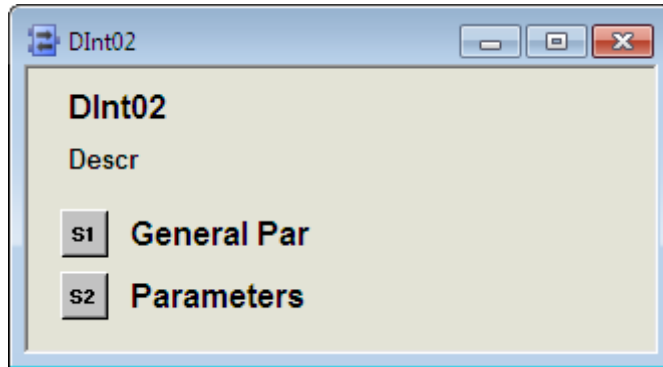


Figure 5-2 Main Interaction Window.

5.3.2 General Parameters

The parameters Class and Severity are not used in this element.

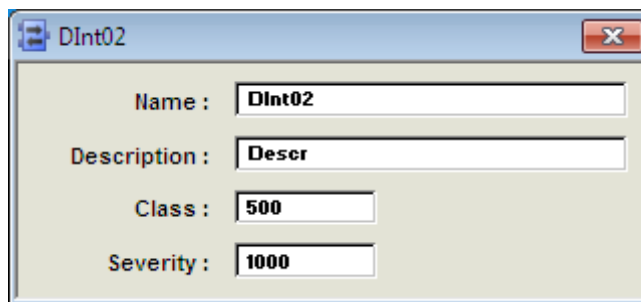


Figure 5-3 General Parameters.

5.3.3 Parameters

Entering of max and min range and unit is done in this window.

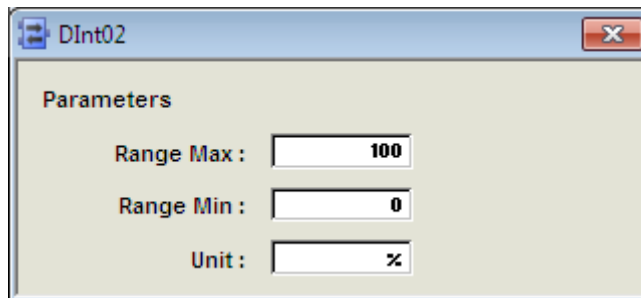


Figure 5-4 Parameters.

5.4 Operator Functions

The Operator functions includes the following parts:

- Presentation (Display elements)

5.4.1 Presentation

Display elements, which can be used for different display types, are available for use in the functional unit DInt02.

The display elements show the status of the process variable.

5.4.1.1 Process Display

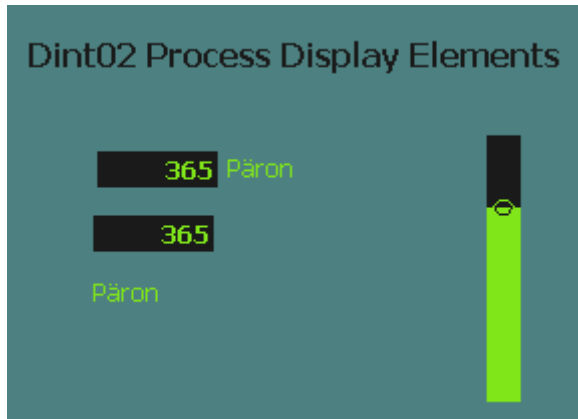


Figure 5-5 Process Display Elements.

6 Real01, Real Input

FUNCTION OF INPUT TERMINALS	Real01		
Object name	Name		
Object description	Description		
Input	Input		
Color selection	Color		
In Parameter	InPar		

Figure 6-1. Function Block Type, Complete symbol

Table 6-1 below illustrates the default properties of each terminal of the Real01 function block.

Name	Data Type	Attributes	Direction	FD Port	Initial value	Description
Name	string	coldretain	in	yes	'Real01'	Object name
Description	string	coldretain	in	yes	'Descr'	Object description
Input	real	retain	in	yes		Input
Color	dint	coldretain	in	yes	1	Color selection
InPar	Real01_InPar	by_ref	in	yes		In Parameter

Table 6-1. Terminal properties.

6.1 Datatypes

6.1.1 Real01_InPar

Name	Data Type	Attributes	Initial value	ISP value	Description
Class	dint	coldretain	500		AE class
Severity	dint	coldretain	1000		AE severity
Range	RangeReal	coldretain			Range

6.2 Function

This function blocks is intended for presentation of real values in the Operate^{IT}, Operator Station.

6.2.1 Process connections

The Real01 is connected to the process via the following terminals:

- Input Input for real value to be presented.
- Color Input for color selection of presentation.

6.3 Interaction Window

The interaction window is available in the Control^{IT} Control Builder. The interaction window is an engineering aid used to simplify configuration and blocking of signals not available on the faceplates. Changes to values in the Interaction window are only available in 'Online' mode in Control^{IT}.

6.3.1 Real01 Interaction Window

Interaction window overview. Name and description are shown. The buttons are links to sub-windows.

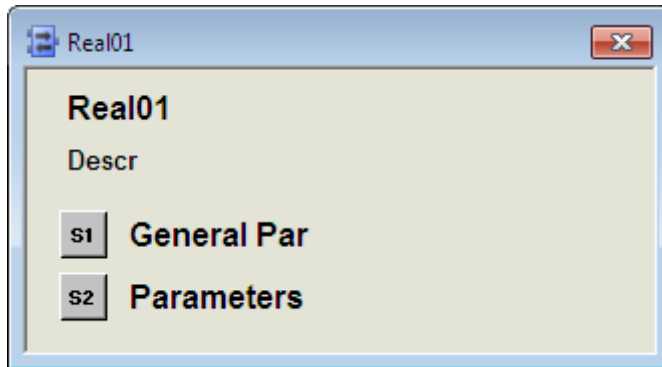


Figure 6-2 Main Interaction Window.

6.3.2 General Parameters

The parameters Class and Severity are not used in this element.

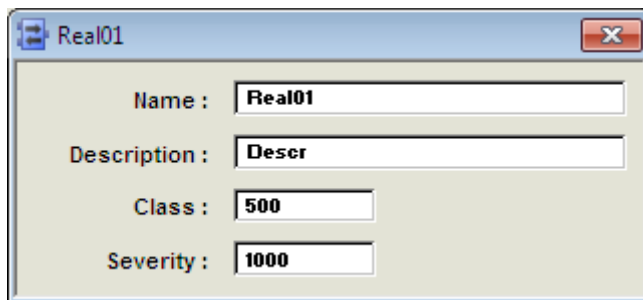


Figure 6-3 General Parameters.

6.3.3 Parameters

Entering of max and min range, decimal and unit is done in this window.

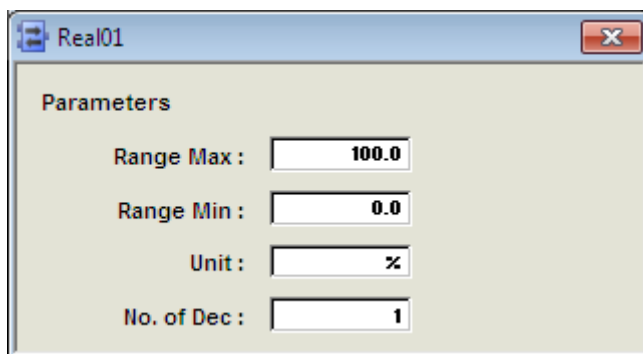


Figure 6-4 Parameters.

6.4 Operator Functions

The Operator functions includes the following parts:

- Presentation (Display elements)

6.4.1 Presentation

Display elements, which can be used for different display types, are available for use in the functional unit Real01.

The display elements show the status of the process variable.

6.4.1.1 Process Display

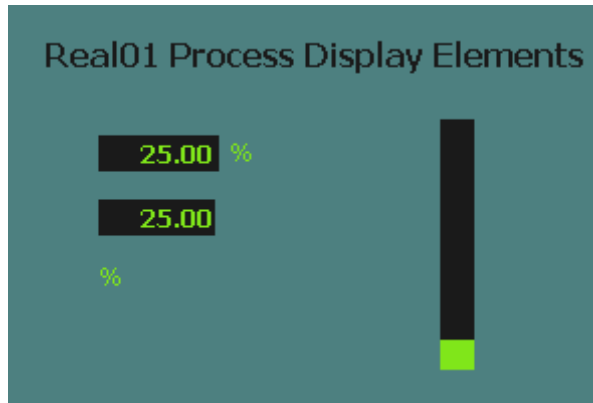


Figure 6-5 Process Display Elements.

7 Real02, Real Output

FUNCTION OF INPUT TERMINALS	Real02		FUNCTION OF OUTPUT TERMINALS
Object name	Name	Value	Value
Object description	Description		
Enable object	Enable		
Color selection	Color		
In Parameter	InPar		

Table 7-1. Terminal properties.

Table 7-1 below illustrates the default properties of each terminal of the Real02 function block.

Name	Data Type	Attributes	Direction	FD Port	Initial value	Description
Name	string	coldretain	in	yes	'Real02'	Object name
Description	string	coldretain	in	yes	'Descr'	Object description
Enable	bool	coldretain	in	yes	true	Enable object
Color	dint	coldretain	in	yes	1	Color selection
InPar	Real02_InPar	by_ref	in	yes		In Parameter
Value	real	coldretain	out	yes		Value

Table 7-1. Terminal properties.

7.1 Datatypes

7.1.1 Real02_InPar

Name	Data Type	Attributes	Initial value	ISP value	Description
Class	dint	coldretain	500		AE class
Severity	dint	coldretain	1000		AE severity
Range	RangeReal	coldretain			Range

7.2 Function

This function blocks is intended for setting of integer values in the Control^{IT} controller from the Operate^{IT}, Operator Station.

7.2.1 Process connections

The Real02 is connected to the process via the following terminals:

- Color Input for color selection of presentation.
- Value Output for real value to the process.

7.3 Interaction Window

The interaction window is available in the Control^{IT} Control Builder. The interaction window is an engineering aid used to simplify configuration and blocking of signals not available on the faceplates. Changes to values in the Interaction window are only available in 'Online' mode in Control^{IT}.

7.3.1 Real02 Interaction Window

Interaction window overview. Name and description are shown. The buttons are links to sub-windows.

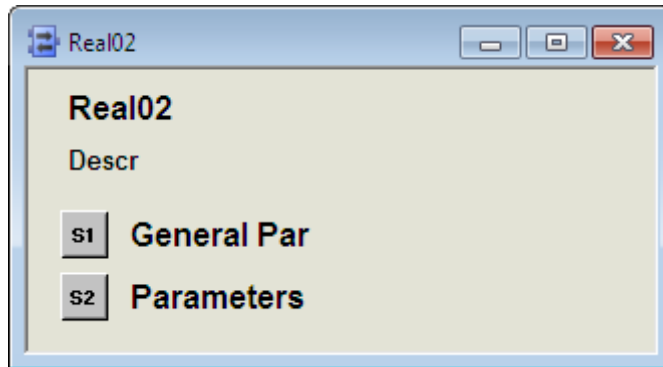


Figure 7-2 Main Interaction Window.

7.3.2 General Parameters

The parameters Class and Severity are not used in this element.

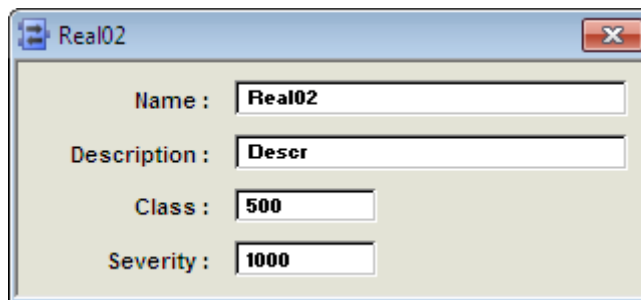


Figure 7-3 General Parameters.

7.3.3 Parameters

Entering of max and min range, decimals and unit is done in this window.

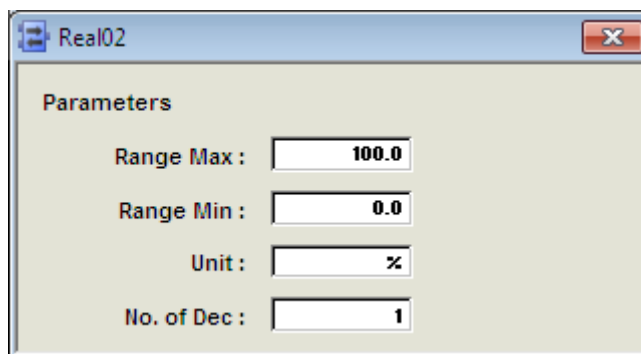


Figure 7-4 Parameters.

7.4 Operator Functions

The Operator functions includes the following parts:

- Presentation (Display elements)

7.4.1 Presentation

Display elements, which can be used for different display types, are available for use in the functional unit Real02.

The display elements show the status of the process variable.

7.4.1.1 Process Display

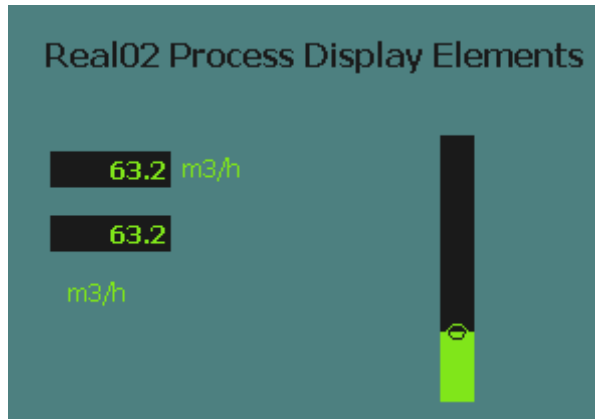


Figure 7-5 Process Display Elements.

8 Text01, Text Input

FUNCTION OF INPUT TERMINALS	Text01		
Object name	Name		
Object description	Description		
Input	Input		
Color selection	Color		
In Parameter	InPar		

Table 8-1. Terminal properties.

Table 8-1 below illustrates the default properties of each terminal of the Text01 function block.

Name	Data Type	Attributes	Direction	FD Port	Initial value	Description
Name	string	coldretain	in	yes	'Text01'	Object name
Description	string	coldretain	in	yes	'Descr'	Object description
Input	string	retain	in	yes		Input
Color	dint	coldretain	in	yes	1	Color selection
InPar	Text01_InPar	by_ref	in	yes		In Parameter

Table 8-1. Terminal properties.

8.1 Datatypes

8.1.1 Text01_InPar

Name	Data Type	Attributes	Initial value	ISP value	Description
Class	dint	coldretain	500		AE class
Severity	dint	coldretain	1000		AE severity

8.2 Function

This function blocks is intended for presentation of text strings in the Operate^{IT}, Operator Station.

8.2.1 Process connections

The Text01 is connected to the process via the following terminals:

- Input Input for real value to be presented.
- Color Input for color selection of presentation.

8.3 Interaction Window

The interaction window is available in the Control^{IT} Control Builder. The interaction window is an engineering aid used to simplify configuration and blocking of signals not available on the faceplates. Changes to values in the Interaction window are only available in 'Online' mode in Control^{IT}.

8.3.1 Text01 Interaction Window

Interaction window overview. Name and description are shown. The buttons are links to sub-windows.

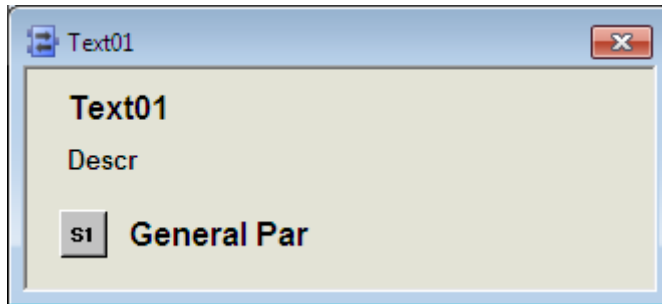


Figure 8-2 Main Interaction Window.

8.3.2 General Parameters

The parameters Class and Severity are not used in this element.

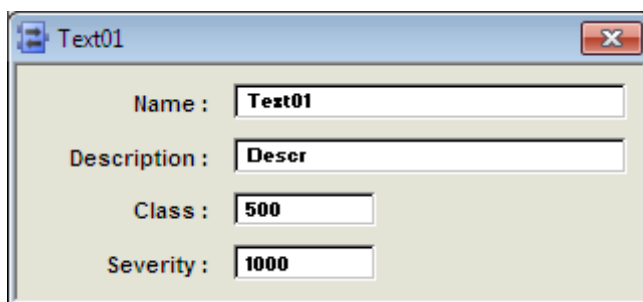


Figure 8-3 General Parameters.

8.4 Operator Functions

The Operator functions includes the following parts:

- Presentation (Display elements)

8.4.1 Presentation

Display elements, which can be used for different display types, are available for use in the functional unit Text01.

The display elements show the status of the process variable.

8.4.1.1 Process Display

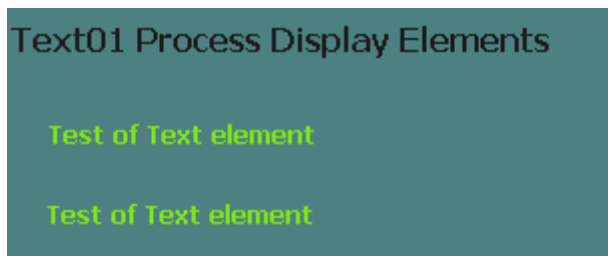


Figure 8-5 Process Display Elements.

9 Time01, Time & Date Input

FUNCTION OF INPUT TERMINALS	Time01		FUNCTION OF OUTPUT TERMINALS
Object name	Name	OutTime	Output indicating time
Object description	Description	OutReal	Output indicating time as real
Enable object	Enable	CurrTime	Current system time
Time reference in E1 mode	E1Time	CurrDate	Current system date
Order mode to Man	SeqMan	Man	Man mode
Order mode to E1	SeqE1	E1	E1 mode
Date format	DateFormat	OutPar	Out Parameter
In Parameter	InPar	Opr	Operator order
Event name	EventName		

Table 9-1. Terminal properties.

Table 9-1 below illustrates the default properties of each terminal of the Time01 function block.

Name	Data Type	Attributes	Direction	FD Port	Initial value	Description
Name	string	coldretain	in	yes	'Time01'	Object name
Description	string	coldretain	in	yes	'Descr'	Object description
Enable	bool	coldretain	in	yes	true	Enable object
E1Time	time	retain	in	yes		Time reference in E1 mode
SeqMan	bool	retain	in	yes	true	Order mode to Man
SeqE1	bool	retain	in	yes		Order mode to E1
DateFormat	string	coldretain	in	yes	'yy-mm-dd'	Date format
InPar	Time01_InPar	by_ref	in	yes		In Parameter
EventName	string	coldretain	in	yes	' Time01_'	Event name
OutTime	time	retain	out	yes		Output indicating time
OutReal	real	retain	out	yes		Output indicating time as real
CurrTime	dint	retain	out	yes		Current system time
CurrDate	string	retain	out	yes		Current system date
Man	bool	retain	out	yes		Man mode
E1	bool	retain	out	yes		E1 mode
OutPar	Time01_OutPar	by_ref	out	yes		Out Parameter
Opr	Time01_Opr	by_ref	out	yes		Operator order

Table 9-1. Terminal properties.

9.1 Datatypes

9.1.1 Time01_InPar

Name	Data Type	Attributes	Initial value	ISP value	Description
Class	dint	coldretain	500		AE class
Severity	dint	coldretain	1000		AE severity
InitMode	dint	coldretain	7		Init mode (5 = Man ; 7 = E1)
ManBlk	bool	coldretain	false		Block operator order Man mode
E1Blk	bool	coldretain	false		Block operator order E1 mode
SeqManEvBlk	bool	coldretain	true		Block event for SeqMan
SeqE1EvBlk	bool	coldretain	true		Block event for SeqE1

9.1.2 Time01_OutPar

Name	Data Type	Attributes	Initial value	ISP value	Description
Mode	dint	retain			Active mode
NormalMode	bool	retain			Normal mode (Active mode = Init mode)

9.1.3 Time01_Opr

Name	Data Type	Attributes	Initial value	ISP value	Description
Man	bool	retain			Operator order Manual mode
E1	bool	retain			Operator order E1 mode
ManTime	time	coldretain			Operator enter time

9.2 Function

This function blocks is intended for presentation of time and date in the Operate^{IT}, Operator Station.

9.2.1 Process connections

The Time01 is connected to the process via the following terminals:

- E1Time Input for time value to be presented.
- SeqMan Input to set the mode to Man
- SeqE1 Input to set the mode to E1
- OutTime Output for E1 Time
- OutReal Output for E1 time (real)
- CurrTime Output for system time
- CurrDate Output for system date

9.3 Interaction Window

The interaction window is available in the Control^{IT} Control Builder. The interaction window is an engineering aid used to simplify configuration and blocking of signals not available on the faceplates. Changes to values in the Interaction window are only available in 'Online' mode in Control^{IT}.

9.3.1 Time01 Interaction Window

Interaction window overview. Name and description are shown. The buttons are links to sub-windows.

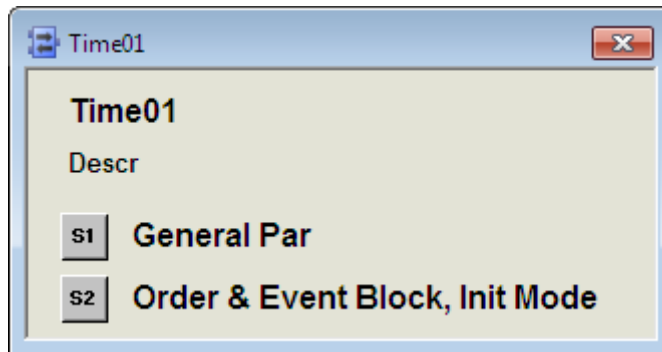


Figure 9-2 Main Interaction Window.

9.3.2 General Parameters

“Class” defines the process section or area in which alarms are grouped. By utilizing class the alarms can be filtered. Valid values are user defined. A suggestion would be to use mill area numbers as class values.

“Severity defines the alarm priority for general alarms. The severity for MV-alarms is entered in window “Alarm & Event”. Valid values are 1 –1000 where 1000 is the highest priority.

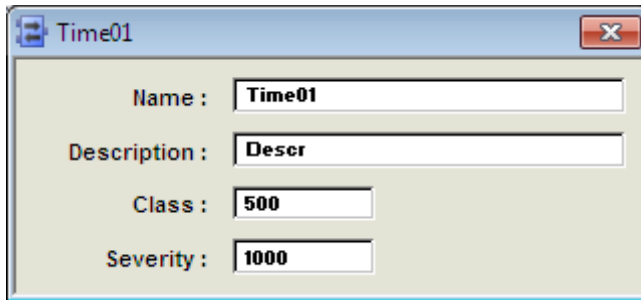


Figure 9-3 General Parameters

9.3.3 Order and Event Blocking

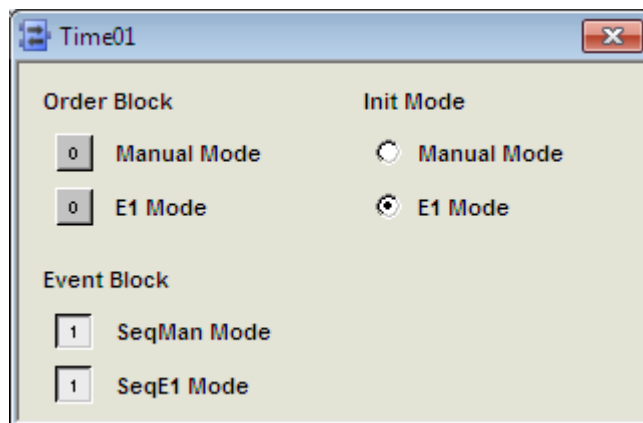


Figure 9-4 Orders.

9.4 Operator Functions

The Operator functions includes the following parts:

- Presentation (Display elements)

9.4.1 Presentation

Display elements, which can be used for different display types, are available for use in the functional unit Time01.

The display elements show the status of the process variable.

9.4.1.1 Process Display



Figure 9-5 Process Display Elements.

9.5 Alarm and Event Handling

9.5.1 General

This section contains a description of all alarms and events in the functional unit Time01.

Time01 has no alarm handling only event handling.

9.5.2 Event Handling

The following event texts are generated. The “Message Description” text are stored in the Alarm and Event Translator aspect and can be NLS handled.

SourceName	ObjectDescription	Condition	Message Description
<Name>	<Description>		SeqMan Mode
<Name>	<Description>		SeqE1 Mode

REVISION

Rev.	Page (P) Chapt. (C)	Description	Date Dept./Init.
- A B C D E	2	First release Initialization Rev 3.1/2 Rev 4.0/1 Rev 4.0-5 New Layout of Interaction Window Update for Rev 5.1-0	03-05-26/MP 04-04-14/FM 050319/MP 050902/MP 070627/BP 101101/BP