



OPERATOR INTERFACE PRODUCTS APPLICATION NOTE

Subject: On Line Recipe Changes

AN# 1002A

Date: 7/16/96

Name: James R. Burrison Jr.

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Description: Use of PC/AT Softscreen to Modify and Save New Recipes During Runtime

Using Softscreen PC/AT Development and Runtime Version 4.1 or higher, it is possible to modify and save those modifications during runtime. Possible uses for this technique include tuning PID loops, changing set points, and adjusting part parameters.

By using the File Manager, Load Selected Recipe feature, and Recipe Entry feature we can accomplish on line recipe changes, recipe saves, and recipe loads.

The first step is to use Softscreen Development to add Recipe Entries to a screen. Place the recipe entry on a screen and configure it according to the applications requirements. For help configuring the recipe entries, see the Application-Load-Screen -Edit-Control chapter in the Softscreen Development manual. Then add two function keys to the screen. The first function key should have its function configured to "Load Selected Recipe." The second function key should have its function configured to "Go To Screen " and its name should be "FileMan" which takes you to the File Manager. The next step is to create a recipe with the recipe modifiers in the correct value locations (i.e. same as called out in the recipe entry configuration form on your screen). For an example of recipe modifiers used in a recipe, refer to the Softscreen Development manual Appendix containing Recipe Modify Registers.

At this point, we can run the application and modify the recipe during runtime. Note that modifying a recipe will change its constant values. Therefore, the following procedure should be followed to insure that both the original recipe and the modified recipe are saved.

- 1) Press the function key that takes you to the File Manager.
- 2) Locate the filename in the C:\Softscrn directory that contains your Appname.REC.
- 3) Highlight your Appname.REC and hit the Enter key.
- 4) A scroll list of all the recipes contained within Appname.REC is now displayed.
Highlight the name of the recipe you wish to copy.
- 5) Hit F2 to copy. A form will appear in which you type a backup name for your original recipe (note: using numbers for the back up recipe name allows using just the keypads for this whole operation).



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- 6) Hit Enter.
- 7) Hit the Esc key twice to return to the Runtime.
- 8) Enter a new value into the recipe entry. The new value is now the constant of the original recipe.
- 9) By pressing the "Load Selected Recipe" function key, you may choose to load the new recipe (original recipe name) or the old recipe (back up recipe name).

By repeating the procedure listed above, you can copy and save recipes until the maximum number of recipe allowed in an application (255) is met.