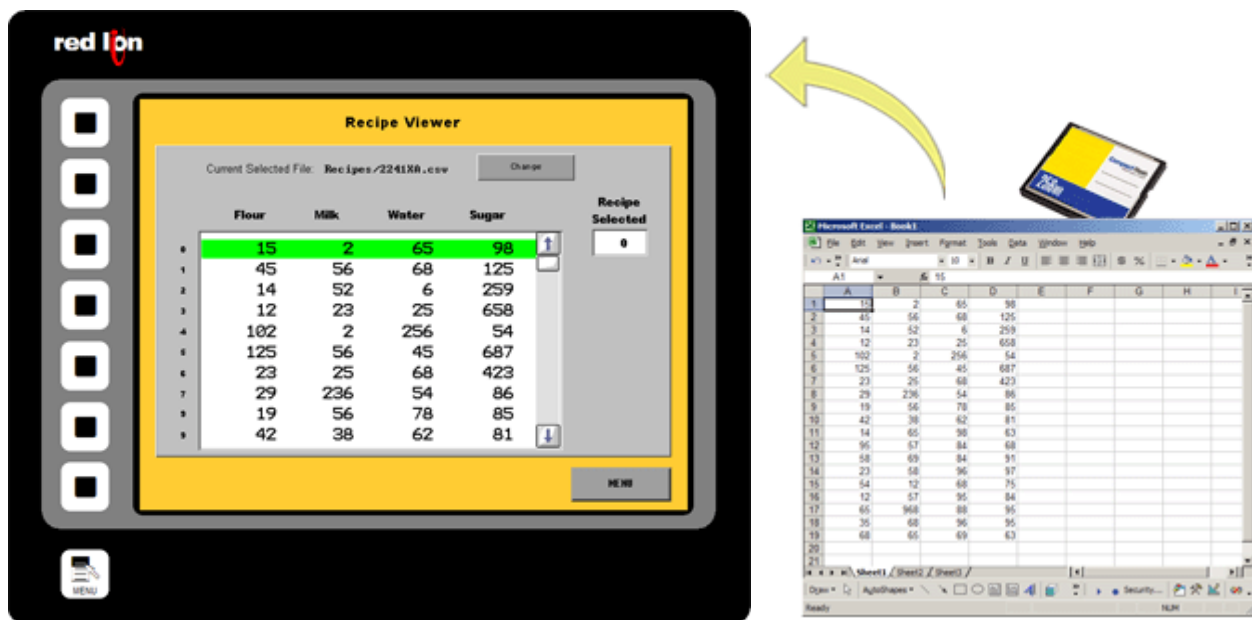


CRIMSON 2 TUTORIAL

TU0020

Title: Recipes and Arrays

DESCRIPTION



The G3 unique data handling capability provides all the necessary tools to manage recipes. You can load or download your process or batch-values to any of the communication devices linked to the HMI.

By storing the recipes to CompactFlash card, you can transfer your production data from one machine to another or from laboratory to production.

BENEFITS

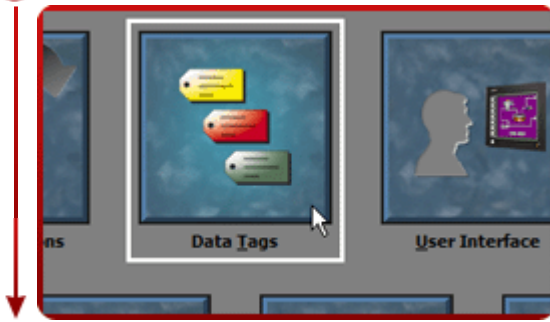
- Handle your different production batch with simplicity by just loading the right recipes,
- No extra PLC memory or complex mapping to handle, everything is saved in the G3.
- Get the recipes straight from the CompactFlash card in the G3 memory.

EXAMPLE

A plant specialized in plastic extrusion handles up to 2000 profiles. Each profile has specifications in colors, shape, density and plastic type. Before each batch, all specs are loaded from the recipes by just typing the part number. If a new plastic is created, the laboratory provides the specs on a CompactFlash card in a CSV file so entering data is not even necessary.

CREATING A SIMPLE RECIPE FUNCTION IN 10 STEPS

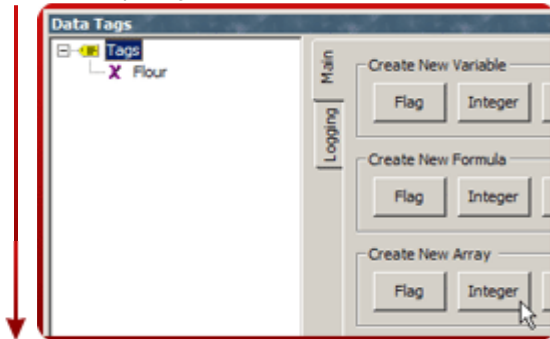
Step 1 Enter the "Data Tags" Module,



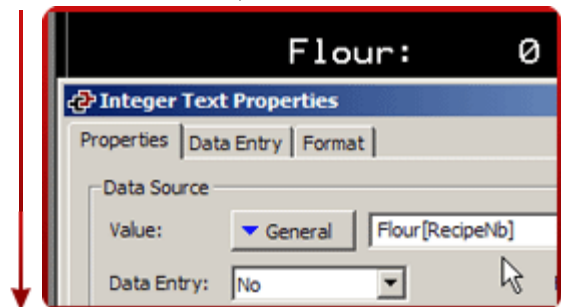
Step 6 In the "User Interface" Module, insert an integer text,



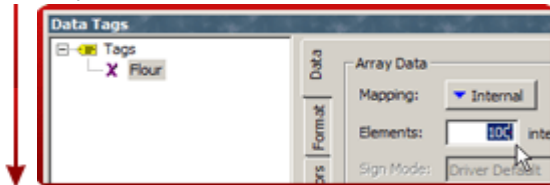
Step 2 Create an Integer array. One array will represent one recipe ingredient,



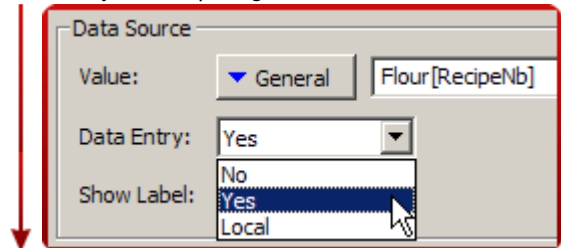
Step 7 In the primitive properties, enter the array name and index variable,



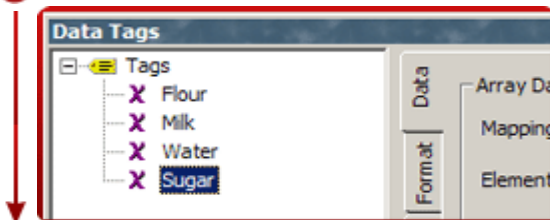
Step 3 Define the array size. This will be the number of recipes,



Step 8 Define the field as Data Entry so that you can modify the recipe ingredient value,



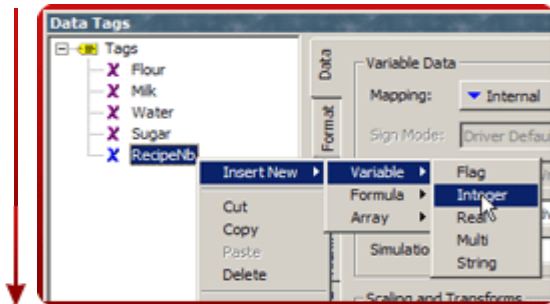
Step 4 Repeat step 2 and 3 for each ingredient,



Step 9 Repeat step 7 and 8 to display each ingredient,



Step 5 Create a variable integer representing the recipe number,



Step 10 on following page.

Step 10 Insert the tag RecipeNb so you can choose the recipe to display. Set the field as Data Entry.



This example is now ready to use. Create recipes by changing values in the ingredients for a defined recipe number. Altering the recipe number will change the recipe being viewed.

Recipe setup complete!

Reference: [http://www.redlion.net/g3features/G3 Feature - Recipes and Arrays.html](http://www.redlion.net/g3features/G3%20Feature%20-%20Recipes%20and%20Arrays.html)

For more information on Crimson 2.0, refer to the manual.