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**Honeywell**

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# PlantScape Controller Implementation

## Lesson 4

### Building a Flag CM

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#### **Notes**

#### **Introduction**

The purpose of this Lesson is to give you the knowledge to be able to use Flag function blocks. After you complete this Lesson you will have configured the CM that will allow control of four flags. The flags will be used later in the project, with SCMs.

#### **Objectives**

- ❶ Create a new CM named CM#\_FLAGS
- ❷ Add and configure four Flag Function Blocks
- ❸ Operate the flags from Group and Point Detail displays



## Adding and Configuring a new CM

- Create a new CM
- Modify the settings to match the information below
  - **Main** tab
    - Name **CM#\_FLAGS**
    - Description **FLAGS FOR SCMs**
    - Execution period **200MS**
  - **Server** tab
    - Point Detail Page **sysdtlFLAG.dsp**
    - Group Detail Page **sysgrpFLAG.dsp**
- Close **CM#\_FLAGS** and save changes
- Assign **CM#\_FLAGS** to **CEE0101**
- Open **CM#\_FLAGS**
- Add four **Flag** blocks

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## Notes



## Configure Flag Blocks

- Using the information below configure the four **Flag** blocks

Number	Name	Off Normal Alarm Priority
1	XFER_A	NONE
2	TEMP	NONE
3	REACTION	NONE
4	ING_B	NONE

- Close **CM#\_FLAGS** and save changes
- Load and Activate **CM#\_FLAGS**

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## Notes

### Custom Detail Displays

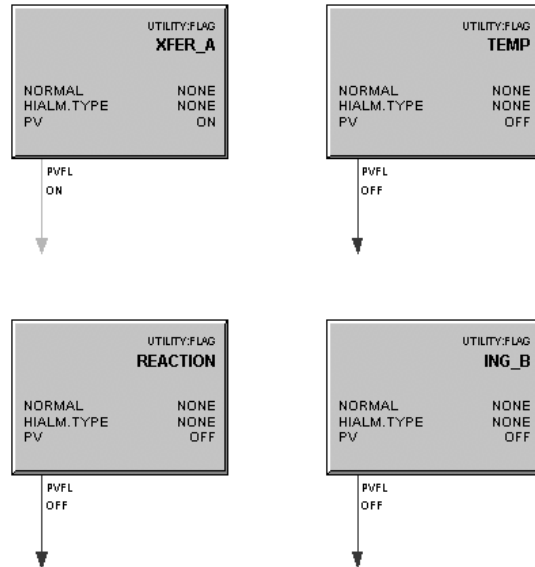
This CM is made up of four unconnected Flag blocks. There is no detail display supplied with PlantScape for this CM. For access to these flags, you could create a Point Detail display, a Group faceplate, and/or a custom display. A Detail display and Group faceplate were created for use in this class.

The only reason to create a separate CM for these flags is for the group faceplate. It is more normal to add flag blocks to existing CMs.



## Solution

- Your CM should look similar to the following:



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## Notes

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## Operation

- Add CM#\_FLAGS to group #2, slot 4; Group #4, slot 6
- To turn a flag on and off, click its check box on and off

CM\_FLAGS

Project Flags

ACTIVE

☐ XFER\_A  
☒ ON/OFF

☐ TEMP  
☐ ON/OFF

☐ REACTION  
☐ ON/OFF

☐ ING\_B  
☐ ON/OFF

ACTIVE ▾

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## Notes

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**This completes....**

**PlantScape Controller Implementation**

**Lesson 4**

**Building a Flag CM**

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**Notes**