

Use Target Actors

L5211

AG

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Honeywell
Industrial Automation and Control
Automation College
2820 West Kelton Lane
Phoenix, AZ 85023
(602) 313-5669

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References

Publication Title	Publication Number	Binder Title	Binder Number
<i>Actor's Manual</i>	SW09-555	Implementation/Engineering Operations-2	TDC 3032-2

Introduction

Module Overview

About this module

This course module reviews the syntax for using actors in custom display Targets. After looking at on-line displays that show you the syntax diagrams, rules, tips, and techniques related to actors, you will correct syntax errors in prebuilt Targets.

Objectives

Given syntax diagrams and Targets with syntax errors, correct the errors so that the Targets enter successfully.

Sample test item

This course module's Criterion Test includes the following item:

1. Ask your course manager to choose one or more Targets from those you completed in the lab exercise.
 2. Explain your corrections to your course manager.
-

Lab Exercise

Target Actors

Objective

In this lab exercise you will review the syntax for Target actors, then correct syntax errors in prebuilt Targets.

Instructions

Actor Syntax:

1. Select TARGET AND BUTTON ACTORS from MOOSE.
2. Go through all of the blue targets. When you are finished, continue with the exercise.

Correcting Syntax Errors:

3. The Text File Editor can be used to write the entry port of a Target, Variant, or Condition to a text file. Then, the text file can be read into the entry port of a different Target, Variant, or Condition.

Targets containing actor syntax errors have been written to text files (.XX) in directory TARG, (disk AGB1).

Read the text file into a Target entry port, then modify the Target to eliminate the actor syntax error.

Refer to Table 1 for instructions on how to use the .XX files in these directories.

Correct as many of the syntax errors in directory TARG as you feel you have time for. If you have questions about the exercises, ask your course manager for assistance.

Work with the files in TARG in the following order:

ONE, TWO, THREE, FOUR, FIVE, SIX, SEVEN, EIGHT, NINE, TEN, ELEVEN, TWELVE, THIRTEEN, FOURTEEN, FIFTEEN, SIXTEEN, SEVENTEEN, EIGHTEEN, NINETEEN, TWENTY, TWENTY1, TWENTY2, TWENTY3, TWENTY4, TWENTY5, and TWENTY6.

Continued on next page

Target Actors, Continued

Instructions, continued

Table 1 Instructions for Using .XX Files

Step	Action
Set Up	
1	Use SP to set your User Path to WORK (AGB1), then enter SP by itself.
2	Set the Temp File DIR to the same path as the User Path. Press [ENTER], then [CTL] [HELP] to return to the Command Processor.
3	Copy all the files in directory TARG to WORK (AGB1).
4	Enter PE.
5	Add a Target. RESULT: Target port appears.
Text File Editor	
6	Press [CTL] [F2] RESULT: This takes you to the Text Editor.
7	Press [CTL] [F7] RESULT: The FILE commands menu appears.
8	Press [CTL] [F1]
9	Enter the filename. (Example: ONE.XX)
10	Press [CTL] [F2] to Get the file.
11	Press [CTL] [F1] to Quit the editor.
12	Press [CTL] [F2] to Exit with write back to the PE.
Picture Editor	
13	NOTE: Notice that the Target appears twice, once within comment braces { } and again without braces. The comments are a record of the original syntax error(s). When you eliminate the syntax error(s), your course manager will compare your solution to the original. Do not delete the comments! Press [ENTER].
14	Do what is necessary to create a successful target, then compile the target.

Directions



DIRECTIONS—This is the end of the study material for this module. Discuss questions concerning the study material or the lab activities with a colleague or a course manager

If you are satisfied that you have achieved the objectives of this module, continue with the next section, the Student Proficiency Evaluation.

Student Proficiency Evaluation

Criterion Test

Instructions

Successful completion of the lab exercise satisfies the test requirement.

To demonstrate successful completion of the lab exercise:

1. Make a screen print to show your course manager the syntax changes.
 2. Ask your course manager to choose one or more Targets from those you completed in the lab exercise.
 3. Explain your corrections to your course manager.
-

Self-Evaluation

Solutions

ONE.XX

```
SCHEM("MOOSE")
```

TWO.XX

```
S_STR(STR01G,"HELP")
```

THREE.XX

```
IF (CMP_I(G_INT(INT01G),GT,5));
  S_INT(INT02G,SUB_I(G_INT(INT01G),1));
ELSE;
  IF (CMP_I(G_INT(INT01G),LT,5));
    S_INT(INT02G,ADD_I(G_INT(INT01G),1));
  ENDIF;
```

FOUR.XX

```
RS_LOC(ENT01G,0,1,10,"ENTER ENTITY NAME FOR
ENT01G",FALSE,0);
S_STR(STR02G,IE_ENT(ENT01G))
```

FIVE.XX

```
RS_LOC(VAR01G,0,1,10,"ENTER VARIABLE FOR VAR01G",FALSE,0);
S_STR(STR03G,IE_VAR(VAR01G))
```

SIX.XX

```
S_BOOL(BOOL01G,OFF);
S_BOOL(BOOL02G,OFF);
S_REAL(REAL01,GS_REAL(RAMP331.PV));
IF (CMP_R(G_REAL(REAL01),LT,10.0));
  S_BOOL(BOOL01G,ON);
ELSE;
  S_BOOL(BOOL02G,ON);
ENDIF;
```

SEVEN.XX

```
DET_PAGE(R_STR(0,1,16,"ENTER POINT NAME",FALSE,0),
R_INT(0,1,2,"ENTER PAGE NUMBER",FALSE,0))
```

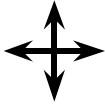
EIGHT.XX

```
SCHEM(R_STR(0,1,8,"ENTER SCHEMATIC NAME",FALSE,0))
```

NINE.XX

```
IF (G_BOOL(BOOL01G)); SS_ENM(FVL21841.OP,"OPEN");
ELSE;
SS_ENM(FVL21841.OP, "OFF");ENDIF
```

Directions



DIRECTIONS—This is the end of this module.

Use your course map to

- Get your course manager to sign off this module.
- Choose your next eligible module.

If you have a question

- Ask your course manager.
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Industrial Automation and Control
Honeywell Inc.
2820 West Kelton Lane
Phoenix, Arizona 85023

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