

Lab Exercise – Add PMK to a Valve Embedded Display

57311304L

08/00

Notices and Trademarks

Copyright 2000 by Honeywell International Inc.
Revision 03 Date 08/09/00

Honeywell IAC courseware is subject to change without notice.

FLEXTRAINING courseware is copyrighted and all rights are reserved by Honeywell International Inc. These materials are intended solely for use in conjunction with Honeywell products. The materials comprising the courseware may not, in whole or in part, be copied, photocopied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior, express written consent of Honeywell Inc.

FLEXTRAINING, Honeywell and **TotalPlant** are trademarks of Honeywell International Inc.

Other brand or product names are trademarks of their respective owners.

This module supports **TotalPlant** Solution (TPS) system network.

TPS is the evolution of TDC 3000^X.

Honeywell
Industrial Automation and Control
Automation College
2500 W. Union Hills Drive
Phoenix, AZ 85027
1-800-852-3211

Lab Exercise

Introduction

In a GUS display, embedded displays are part of your object library. Embedded displays can make use of the PMK (Point Manipulation Key) object and allow the operator to ramp (as in our example) a setpoint value.

Objectives

At the end of this lab exercise, you will be able to do the following:

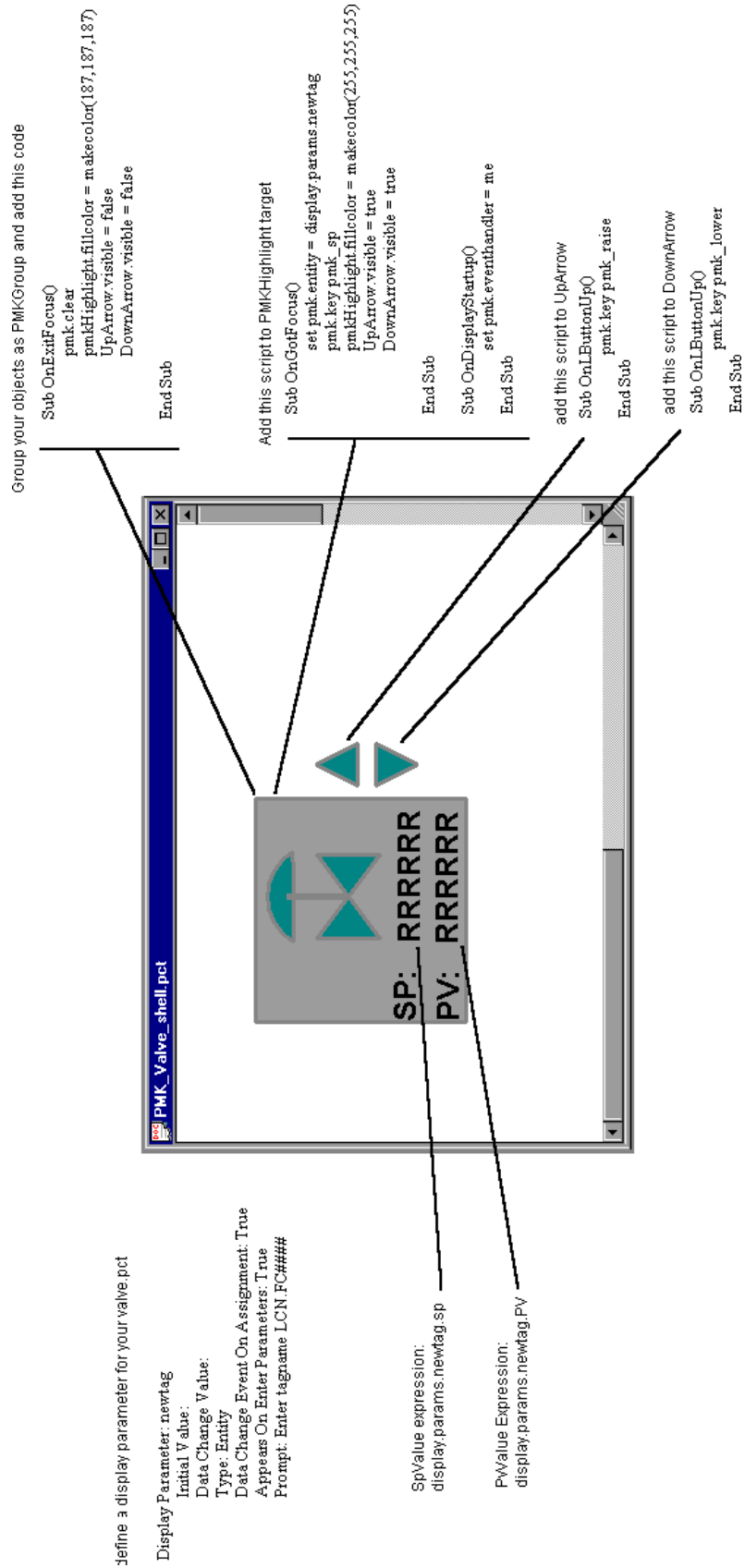
- Add PMK to an embedded display.
- Ramp a setpoint using the point manipulation keys.

Reference

Display Builder User's Guide, Point Manipulation Key Object

Design Criteria

An example display that is already built for you is in your Student folder as PMK_valve_shell.pct and can be used with your partition control points. Add the code to the objects as shown on the following page.



Lab Prerequisites

Lab prerequisites are the following:

- GUS Display Builder
- Native Window is loaded
- One off process LCN control point
- Pre-built GUS display PMK_Valve_shell.pct

Lab Procedure – Raise/Lower PMK

Step	Action
1.	In the GUS Display Builder , open the PMK_Valve_shell.pct display from your Student folder. Select View > Invisible objects.
2.	Define a display parameter (data type: ENTITY) called newtag for your PMK_Valve_shell.pct.
3.	Add value expressions for the objects SpValue and PvValue as shown in the design criteria.
4.	Enter code for the objects as shown in the design criteria section.
5.	Syntax check your scripts.
6.	Validate the display.
7.	Save the display as PMK_Valve.pct into your Student folder.
8.	Open a new display and save it as PMKValve_test into your Student folder.
9.	Insert your PMK_Valve.pct into the PMKValve_test. Display.
10.	Enter a control point from your partition when prompted for one.
11.	Run your display PMKValve_test.
12.	Click on your embedded display and verify that the up/down arrow keys work correctly.
13.	When satisfied that your test display works correctly, save the display as PMKValve_test in your Student folder.

Lab Procedure – Fast Raise/Fast Lower PMK

Step	Action
1.	Add a Fast Raise button (Pmk_fastraize) and a Fast Lower button (Pmk_fastlower) to your display.
2.	Verify that the new buttons work correctly. Save your display.

End of lab

Last Page