



Creating Simple Recipe Management

APPLICATIONS NOTE

August 2004



Description: Guide to configuring and running an application with a recipe management.

OS Requirement: The operating system required is Windows 2003/XP/2000/NT/95/98/Me.

General Requirement: General knowledge of GENESIS32 and OPC concepts.

Introduction

In a lot of projects some sort of recipes are needed. This document shows how simple it is to setup a simple recipe manager for a beer brewery.

Symbol Library

1. Open GraphWorX32 and go to the **Symbol Library** (a toolbar on the left side of the screen). If you do not see the Symbol Library, open it by selecting it to be visible in the **View** menu.
2. Go to **3_ScriptWizards** and then **VBA Wizard Symbols**.
3. Select the **Recipe Manager** and drag it into the GraphWorX32 screen. Double-click on the symbol and the **Recipe Manager** window will appear as shown in **Fig. 1**.

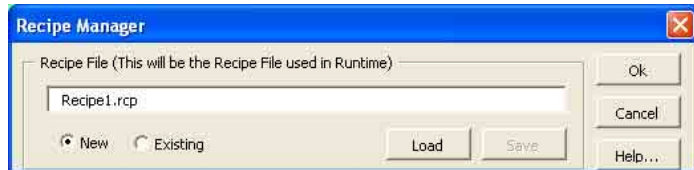


Fig. 1: Simple Recipe manger

4. Call the recipe group **Beer.rcp** and click on **Load**. The window shown in **Fig. 2** will appear.

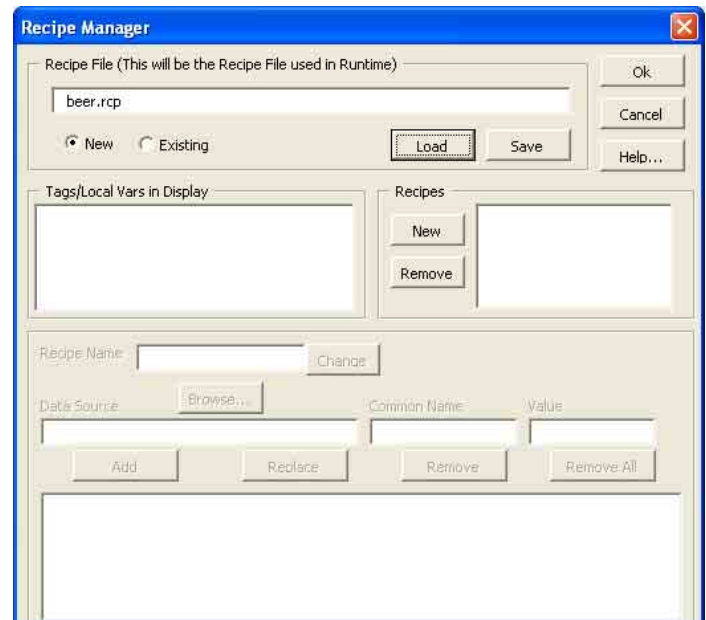


Fig. 2: Simple Recipe Configuration

5. Beer contains mainly four basic ingredients: water, malt, hops, and yeast.
6. The first beer we will consider is Heineken. Click on **New** and name the recipe **Heineken**.
7. The first ingredient is water. Click on **Browse** and select the following OPC tag:

ICONICS.Simulator.1\SimulatePLC.OUTPUTS.FLOAT

8. Fill in **Water** as the **Common Name** and **35** as the **Amount**; then click **Add**. Do the same for Malt, Hops, and Yeast with the following values:

Opc tag	Common name	value
..\SimulatePLC.OUTPUTS.FLOAT1	Malt	3
..\SimulatePLC.OUTPUTS.FLOAT2	Hops	1
..\SimulatePLC.OUTPUTS.FLOAT3	Yeast	0.16

9. The end result will look like **Fig. 3**.



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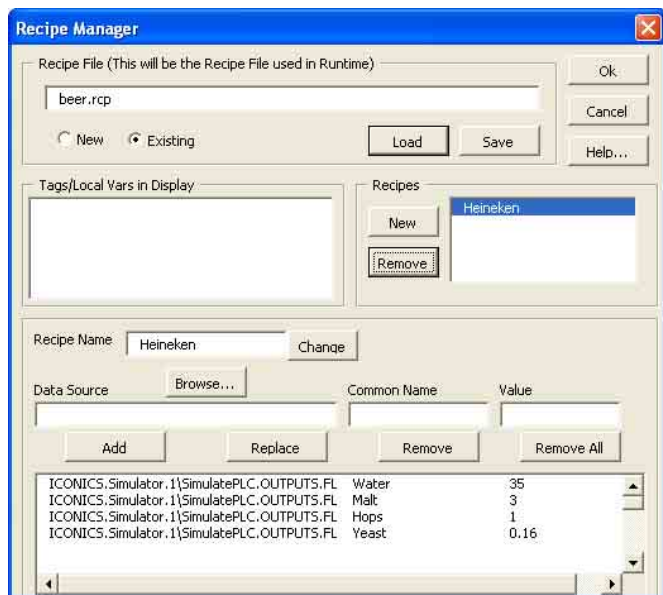


Fig. 3: Heineken Beer Recipe

10. The second recipe is Bud. This beer contains more water and less hops and malt. Click on new, fill in the name **Bud** and click on **Change**.
11. Click on **Heineken**, select **Water**, and then click on **Bud**. Change the **Value** to **40** and click **Add**. Do the same for the other values. Set the **Malt** value to **2.5**, **Hops** to **0.8**, and keep the **Yeast** the same.
12. The end result will look like Fig. 4.

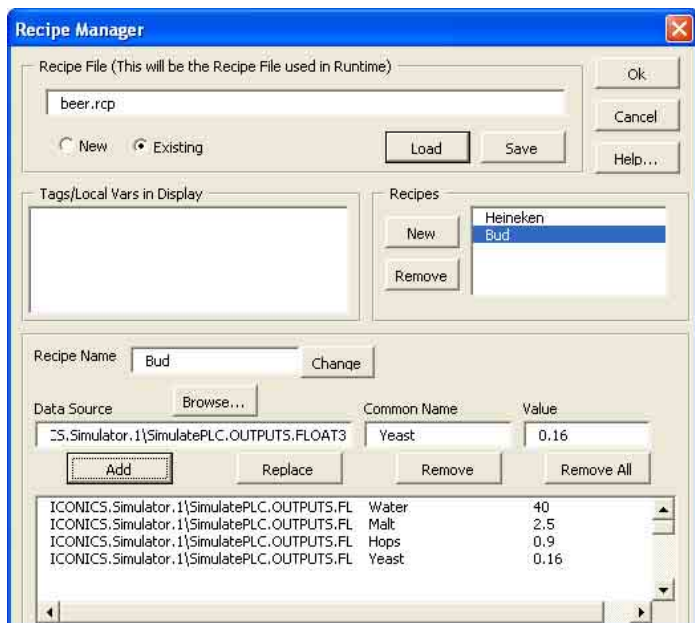


Fig. 4: Bud Beer Recipe

13. Click on **Save** and then click **OK**. Create a text field and set the name to **Water**. Create a process point and set the OPC tag to:

ICONICS.Simulator.1\SimulatePLC.OUTPUTS.FLOAT

14. Copy and paste the text and process point three times. Set the first copy text to **Malt** the second to **Hops** and the third to **Yeast**. Set the first process point copies to following tags respectively:

ICONICS.Simulator.1\SimulatePLC.OUTPUTS.FLOAT1

ICONICS.Simulator.1\SimulatePLC.OUTPUTS.FLOAT2

ICONICS.Simulator.1\SimulatePLC.OUTPUTS.FLOAT3

15. Enter Runtime and you will see that the Recipe button is changed to **Select Recipe**. Click on it and select **Heineken**.
16. You will see that the values of the process point are changed. Select the **Bud** recipe to see the values change to those of the Bud recipe.