

# Bailey network 90<sup>®</sup>

## Distributed Batch Control

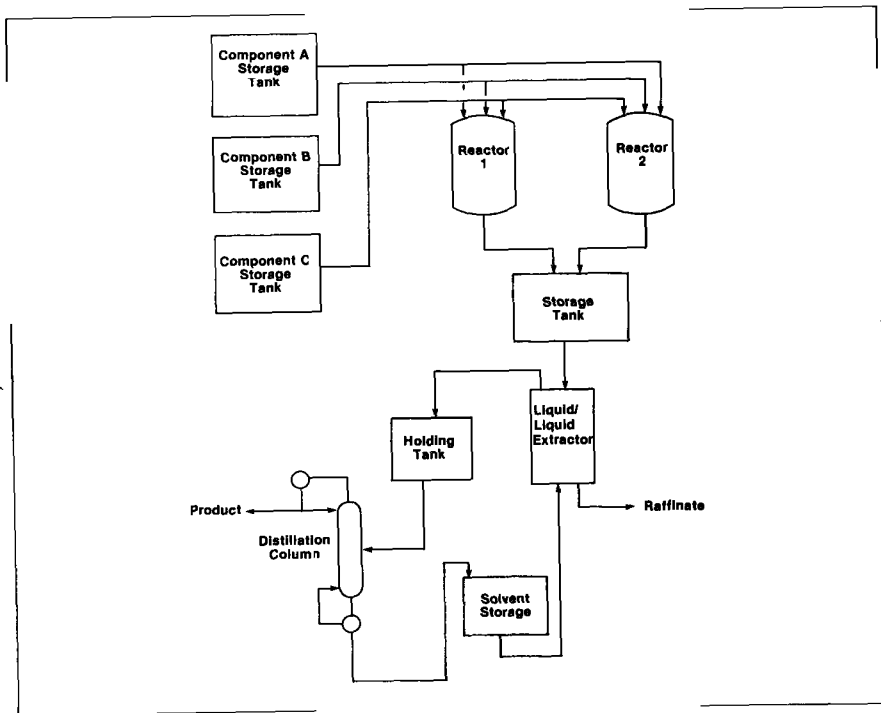


FIGURE 1 Sample Batch Application

### Introduction

Bailey Controls NETWORK 90 is uniquely suited to provide distributed control of batch processes. This implementation guide utilizes a representative batch process to describe the concept of distributed batch control and how it is implemented with standard NETWORK 90 equipment.

### Distributed Batch Control

The basic concept of distributed batch control is to perform batch sequencing and regulatory control at the lowest possible level within a control system hierarchy. This functional distribution provides significantly increased reliability, superior response time, and a "graceful degradation" feature unattainable with any other control system architecture.

**Bailey Controls**  
Babcock & Wilcox, a McDermott company

The building blocks of a NETWORK 90 distributed batch control system are the standard NETWORK 90 control modules, logic master modules, input/output modules and CRT operator interface unit. The specific capabilities of this equipment are outlined in the various Bailey Product Specifications.

A moderate amount of recipe storage can be accommodated with the NETWORK 90 Multi Function Controller (MFC) increased recipe storage and basic batch documentation are provided by the Winchester disk based NETWORK 90 Operator Interface Unit (OIU). For applications which require archiving of batch history and long term batch analysis (e.g. the pharmaceutical industry), Bailey's Management Command System (MCS) or mainframe based 1090 System is utilized.

Configuration of the batch sequences for the Bailey distributed batch control system is accomplished through the NETWORK 90 Operator Interface Unit (OIU). Enhanced configuration features are provided by the Bailey Engineering Workstation (EWS) Management Command System (MCS) and 1090 System.

Although a wide range of recipe storage, batch documentation and configuration capabilities are available from Bailey Controls, the higher level capabilities are incremental additions to the basic NETWORK 90 distributed batch control system. The batch sequencing, regulatory control and emergency actions remain distributed in the NETWORK 90 system maintaining the functionality and benefits of a truly distributed process control system.

Since the standard NETWORK 90 equipment used for batch control is equally applicable to continuous process control, fully distributed batch and continuous control systems can be designed and implemented using identical equipment. These distributed systems are easily integrated into a fully communicating plant-wide NETWORK 90 control system. Further, NETWORK 90 module intercommunication capabilities allow batch and continuous process controllers to share the same information without external wiring. Consequently, costs for installation, training (for engineering, operation and maintenance personnel) and spare parts inventories are minimized.

## Example Application

The concept of distributed batch control is best illustrated through an example. A simple process requiring batch control capabilities is shown in **Figure 1**. Reactants are drawn from several storage tanks into two batch chemical reactors. After the batch reaction is complete, the reaction products are transferred from the reactors to an intermediate storage tank processed through a quench/extractor, and then purified in a distillation column. This process is characterized by several interconnected operations, a flow which must function properly in the proper sequence for the process to operate.

## Control System Partitioning

To be effective a distributed batch control system should be partitioned to group control of interdependent operations (those which could not possibly operate independently from each other) into a single controller module. Operations which can be operated independently from others (at least temporarily) should be isolated in separate controller modules. This method of partitioning maximizes system reliability, fault tolerance and ease of reconfiguration and maintenance (for both the process and control system). To further insure control system integrity both during full operations and when individual units are out of service, data transfer between modules should be on a request basis.

Typical partitioning of a distributed batch control system for the example application is shown in **Figure 2**. A separate controller is provided for each reactor for reactant distribution, for quench/extractor and for distillation. These controller modules may be Bailey Multi Function Controllers, or any of the other NETWORK 90 controllers available.

With the partitioning shown, if the control system for one of the batch reactors suddenly became nonoperative the rest of the process could continue to operate at full capacity until intermediate storage was depleted allowing time for replacement of the malfunctioning component.

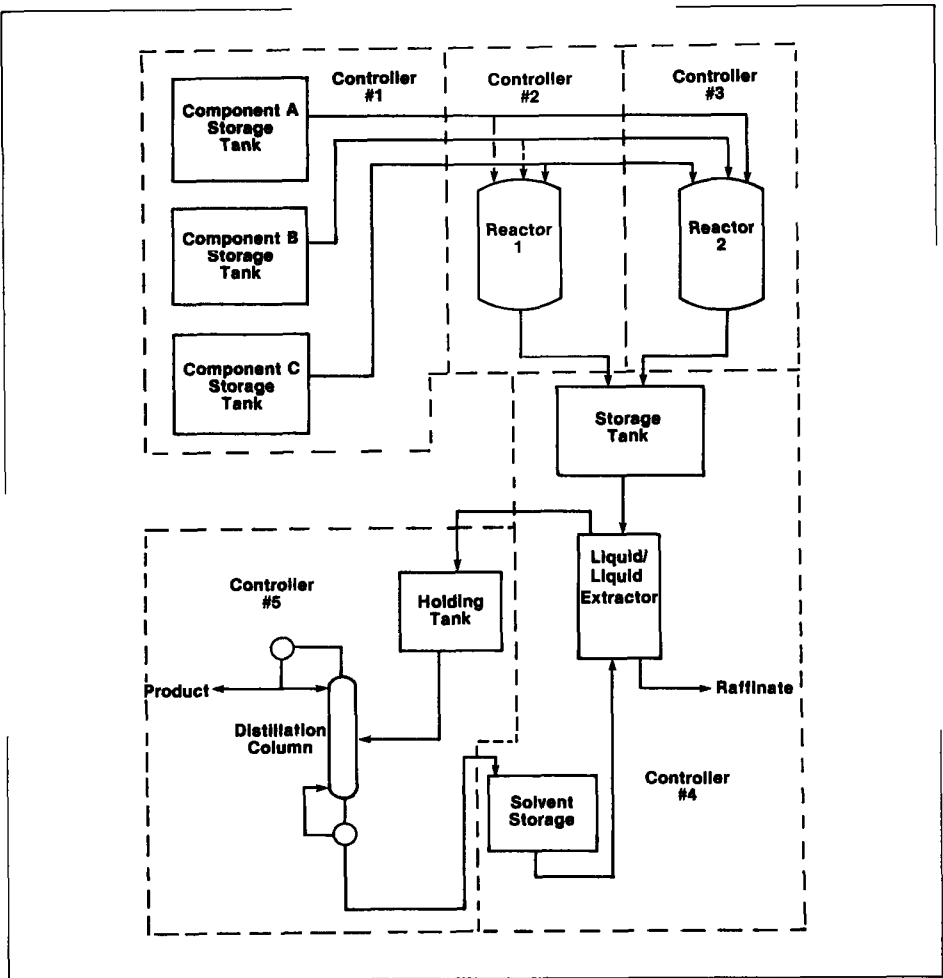


FIGURE 2 Example Control System Partitioning

If a single controller was used for the entire process, the process would be shut down abruptly, and perhaps not gracefully, and would stay shut down until the malfunction could be diagnosed and corrected. As a result, the cost of product on time, the waste resulting from process interruption would be difficult and costly to deal with.

## Batch Definition

Once the control system is effectively partitioned, each of the batch operations can be defined by identifying the devices used, the steps required for the batch sequence, the recipe parameters used and the emergency actions required. The remainder of this guide will focus on implementation of a distributed batch control for one reactor from the example application: a Bailey Multicontrol System (MFC).

First, the devices associated with control of the batch reactor must be identified. These devices include analog measurement sensors, modulating control valves, and discrete devices such as

motors and on/off valves. Discrete device status feedback, such as a motor starter holding contact or a valve interlock, should also be considered. The analog and discrete devices associated with the example batch reactor are shown in **Figure 3**.

Second, a written description of the batch sequence must be prepared. This description should break the sequence into a series of steps and fully describe both the actions taken during each step and the feedback required before the sequence can proceed. The following steps have been defined for the example batch sequence:

**Step 1:** Clean reactor. Open FV4, start M1, and set TIC2 setpoint equal to recipe parameter A. Go to Step 2 when reactor is 80% full.

**Step 2:** Empty reactor. Open FV5. When reactor is less than 5% full, start ten minute timer. When timer timers out, go to Step 3.

**Step 3:** Feed component A. Close FV5 and open FV1. Set FC1 setpoint equal to recipe parameter B. Integrate flow until total amount added is greater than the amount indicated by recipe parameter C. Go to Step 4 when this is done.

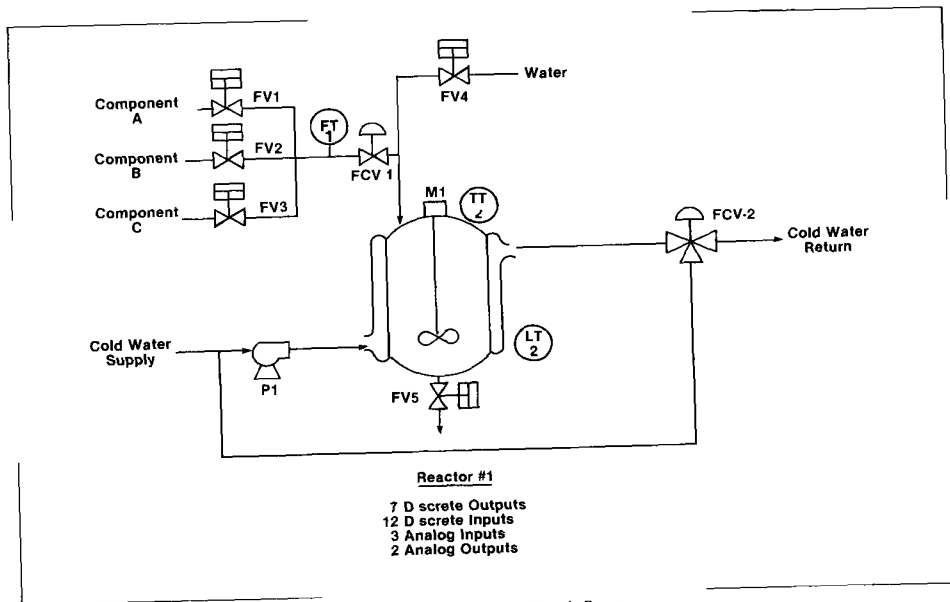


FIGURE 3 Example Batch Reactor

**Step 4:** Feed component B Close FV1 and open FV2 Set T-C-2 setpoint equal to recipe parameter D Integrate flow until total amount added is greater than the amount indicated by recipe parameter E Go to Step 5 when this is done

**Step 5:** Feed component C Close FV2 and open FV3 Integrate flow until total amount added is greater than the amount indicated by recipe parameter F Go to Step 6 when this is done

**Step 6:** Cook reactants Close FV3 Ramp reactor temperature up to recipe parameter G at a constant rate When TT 2 is greater than recipe parameter G go to Step 7

**Step 7:** Empty reactor Open FV5 When reactor level is below 5%, start 10 minute timer When timer times out, go to Step 8

**Step 8:** Cue operator to review and print out batch report After operator acknowledges that he has done this, go to Step 1

Note that this process is not a continuous batch sequence. The process ends in Step 8 and requires operator initiation to restart the batch sequence

Third, the recipe parameters must be defined. These parameters should be selected to allow for variations in time, temperature and relative amounts of reactants from recipe to recipe. The example batch reactor has seven recipe parameters

Parameter A	Starting reactor temperature
Parameter B	Add-on rate of components to reactor (setpoint of F-C-1)
Parameter C	Amount of component A to add to reactor
Parameter D	Reactor temperature for the add-on of components B and C
Parameter E	Amount of component B to add to reactor
Parameter F	Amount of component C to add to reactor
Parameter G	React on completion temperature

Finally, the actions required upon device failure must be defined. One emergency act on may be defined for any and all device failures or a separate emergency action may be defined for each specific device failure. For the example batch reactor, a general safe condition has been defined for response to any device failure

**Step 0:** Emergency stop P1 and M1 are left running and all valves are set to the safe position. This step is only executed when the operator manually initiates an emergency stop, or the controller detects a device failure

## NETWORK 90 Batch Control Function Blocks

Specialized batch control functions on blocks have been developed to simplify implementation of distributed batch control in NETWORK 90. These functions on blocks will be described in general terms here with the interconnections shown diagrammatically in **Figure 4**.

### Device Driver Block (DDB)

The device driver block (DDB) provides a means to either automatically or manually control and monitor a discrete control device. The DDB includes monitoring feedback from the device (opened/closed, running, etc.) and determining if the device is operating properly.

The general specifications for a DDB are shown in **Table 1**. Each device driver has a boolean output and a real output. The boolean output is used to drive the field device through a discrete output channel. The real output goes to the device status monitor (DSM) block and is used to indicate if the field device is in the correct state based on the discrete status inputs. If the real output has a value of 0 then the field device is in the correct state. If real output is 1, then the field device is not in the proper state. If the real output is 2, the DDB is waiting for the feedback timer to time out.

The example batch reactor has five on/off valves, a pump and an agitator. The on/off valves have two limit switches and require a maximum of 5 seconds for full travel, the actual DDB specifications of these valves are shown in **Table 2**. The pump and agitator motors have only one feedback signal and will require a maximum of 2 seconds to confirm operation, the actual DDB specifications for one of these devices are shown in **Table 3**.

### Device Status Monitor (DSM)

A device driver blocks are connected to a device status monitor (DSM) block. The purpose of this block is to monitor the status of the connected device driver blocks, and report if any one is not operating properly. In effect, the DSM block functions as a specialized logic "or" block.

The general specifications for the DSM block are shown in **Table 4**. The real output from up to sixteen DDB's is fed into the DSM. If any one of

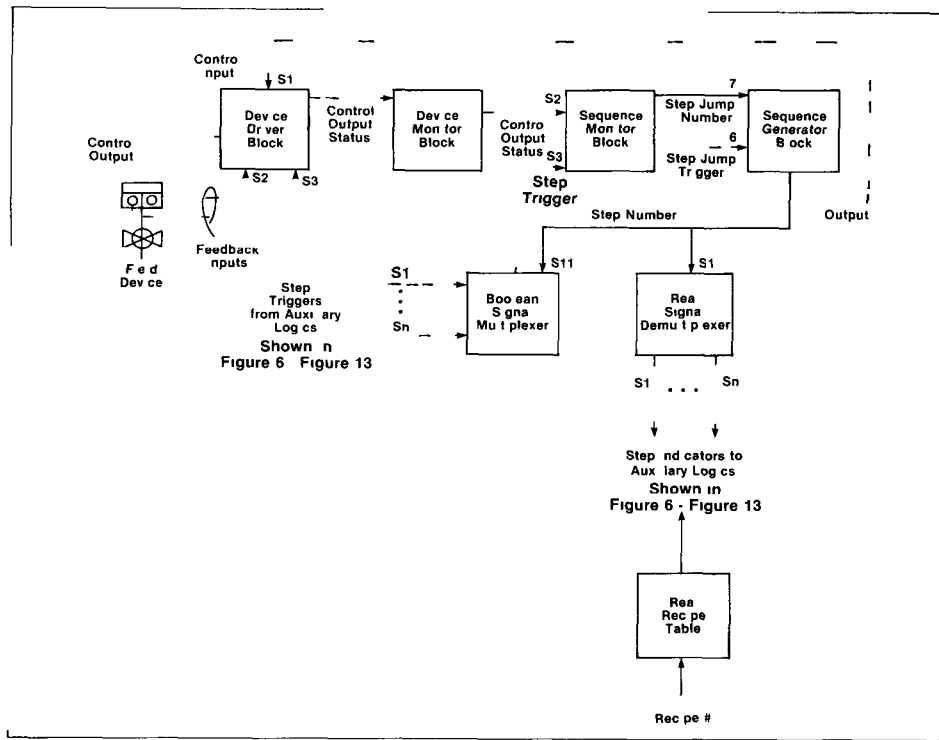


FIGURE 4 Sequence Logic Diagram for Example Batch Reactor

these inputs  $S_1$ , then the output (real) of the DSM is set to 1 if one or more inputs are 2, and the remainder are 0, then the output will be set to 0. If more than sixteen DDB's must be monitored the DSM's can be 'ganged' with the output of one DSM being input to another DSM, just as if it were a DDB.

In the sample batch sequence, all the inputs to the DSM blocks are directly from DDB's.

#### Sequence Monitor Block (SMB)

The device status monitor (DSM) blocks are connected to a sequence monitor block (SMB). The purpose of the SMB's is to determine which steps are to be executed and when. The SMB will execute the next normal step once the device status monitor (DSM) block reports that a

associated device driver blocks (DDB's) are operating normally and once the step trigger to the SMB is activated. Should a device driver block (DDB) indicate a discrete device malfunction, the SMB will execute the specified fault step.

The general specifications for the SMB are shown in Table 5. Each SMB can control up to eight sequence steps. If more than eight steps are required for a sequence, SMB's can be linked with the last step of the first SMB initiating the first step of the second SMB. Each of the steps is defined by four basic specifications:

1. The next 'normal' step to be initiated when the step trigger is set to 1, but only if all the DSM's associated with the SMB indicate that all field devices are in the proper state.

2 The next 'fault' step to be initiated if the DSM indicates that any field device is not in its proper state

3 Enable/disable the operator 'step hold' feature during automatic operation. This specification will prevent the operator from holding the sequence in this step in the case of a tank filling step, it would be desirable to prevent a step hold which could cause tank overflow

4 Enable/disable semi-automatic sequence stepping. This specification will prevent holding a step for operator acknowledgement while in the semi-automatic mode

In the sample batch sequence each next normal step is the next step in sequential order and all fault steps are Step 0. The actual SMB specifications for the example batch sequence are shown in **Table 6**.

### Sequence Generator Block (SGB)

The sequence monitor block (SMB) utilizes a sequence generator block (SGB) to execute discrete outputs and auxiliary logic. The SGB includes an array of up to eight outputs that can be used to automatically control device driver blocks (DDB's) and auxiliary logic associated with each of up to eight sequence steps.

The general specifications for an SGB are shown in **Table 7**. For each of eight steps, there are up to eight discrete outputs which can be specified. For sequences longer than eight steps, the SGB's can be ganged by referencing the previous SGB in the series. For steps requiring more than eight outputs, SGB's can be linked in parallel with the same step trigger activating several SGB's simultaneously.

A matrix representation on (mask or truth table) of the SGB outputs for each step of the example batch sequence is shown in **Table 8**.

### Real Signal Demultiplexer (RSD)

Each step of a batch sequence often requires auxiliary logic to perform functions in addition to activating/deactivating discrete devices (e.g. change controller setpoints, totalizing flow, etc.). As the SGB steps through the batch sequence, the current step number can be read from the SGB step indicator. This step number can be used to trigger the auxiliary logic with a real signal demultiplexer (RSD) block.

The general specifications for an RSD block are shown in **Table 9**. The RSD block has eight boolean outputs. If the input (real, from the SGB

step indicator) is 1, then the first output is 1 and the other seven are 0. If the input is 2 then the second output is 1, and all the rest are 0. These boolean outputs can be used to trigger execution of specific auxiliary logic sequences.

### Boolean Signal Multiplexer (BSM)

Once the auxiliary logic has been successfully completed, the sequence monitor block (SMB) step trigger is activated through a boolean signal multiplexer (BSM). The general specifications for the BSM block are shown in **Table 10**. The BSM has one real input (from the SGB step indicator) and ten boolean inputs (from up to ten auxiliary logic completion flags). When the SGB is executing step 1, boolean input #1 is passed through to the BSM output which is connected to the SMB step trigger. When the SGB is executing step 2, boolean input #2 is passed through to the SMB step trigger.

### Real Recipe Table (RRT)

To accommodate different recipes within the auxiliary logic, a group of real recipe table (RRT) blocks is used to 'route' the recipe parameter values for an operator selected recipe. The general specifications for the RRT block are shown in **Table 11**. Each RRT block can store up to ten values of a specific recipe parameter. The RRT parameter values are numbered zero through nine. When the input to the block (real) is zero, then the zeroth parameter value is passed through to the block output. When the input to the block is one, then the first parameter value is passed through to the output. The RRT's can be grouped in parallel to provide the required number of recipe parameters for a batch recipe. The RRT's can also be grouped in series when more than ten parameter values are required.

## Example Batch Sequence Logic

A representative sequence logic diagram is shown in **Figure 4**, and auxiliary logic diagrams for each step of the example batch sequence are shown in **Figure 5** through **Figure 12**. Cross referencing between the sequence definition, the detailed discussion of the function blocks and these diagrams will provide a good indication of the flexibility available for implementing distributed batch control in NETWORK 90 controller modules. The descriptions/specifications for the standard NETWORK 90 function blocks can be found in Bailey's **Function Code Reference Manual** (Product Instruction E93-900 2).

### Key for Logic Diagrams

Throughout the example logic diagrams, acronyms are placed on function blocks. These function blocks are documented in the **Bailey Function Code Reference Manual** (Product Instruction E93-900-2)

However, to facilitate reading of the logic diagrams, the acronym, function code name, and function code number are listed below

Acronym	Name	Function Code	Acronym	Name	Function Code
ADAPT	ADAPT	34	P D	P D controller	18
AND	AND	37	RRT	Real Rec pe Tab e	118
BSM	Boolean Signal Multiplexer	119	RSD	Real Signal Demultiplexer	126
DDB	Device Driver Block	123	RMSC	Remote Manual Set Constant	68
DMB	Device Monitor Block	125	SGB	Sequence Generator Block	161
DO/L	Digit A Except on Report	45	SMB	Sequence Monitor Block	124
H/L	High/Low Alarm	12	T	Transfer Analog	9
M/A	Manual/Auto Station	80	TD DIG	Time Delay Digit	35
NOT	Not	33	V	Rate Limiter	8
OR	Or	39	f	P D controller without P and D	18

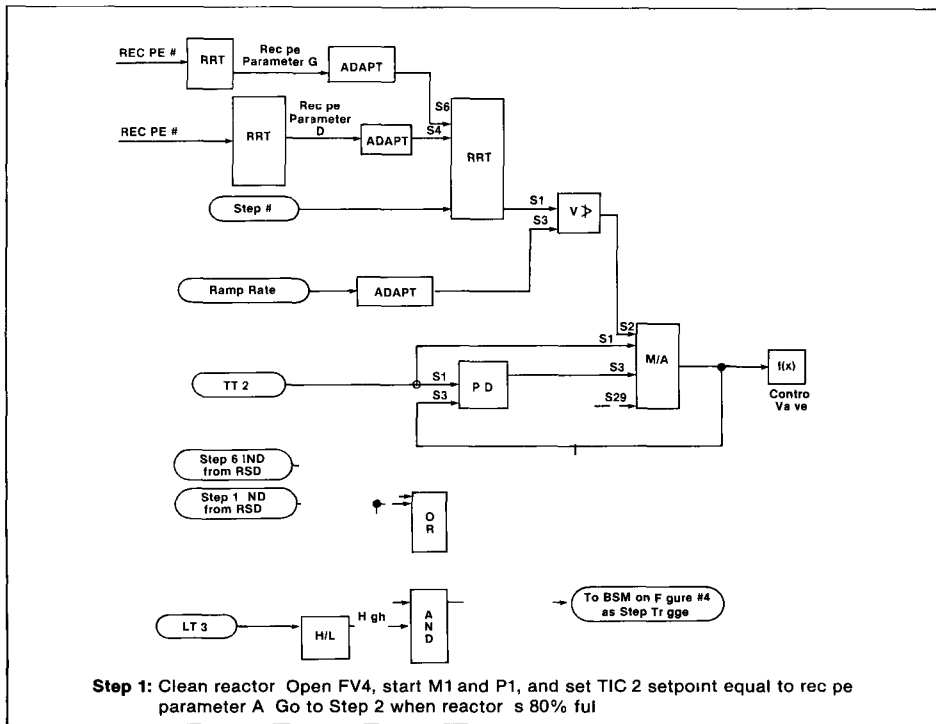


FIGURE 5 Step #1 Auxiliary Logic

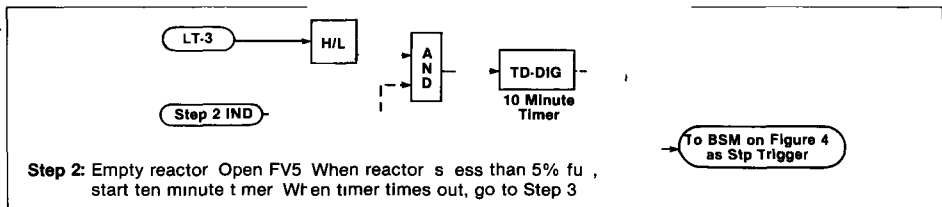


FIGURE 6 Step #2 Auxiliary Logic

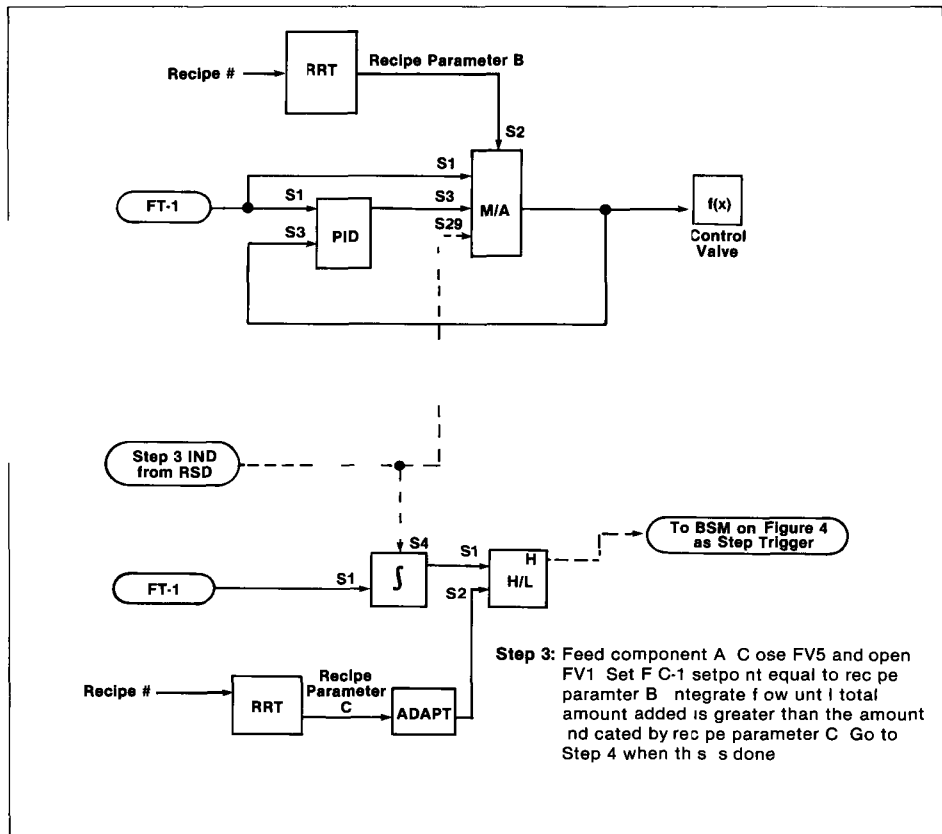


FIGURE 7 Step #3 Auxiliary Logic

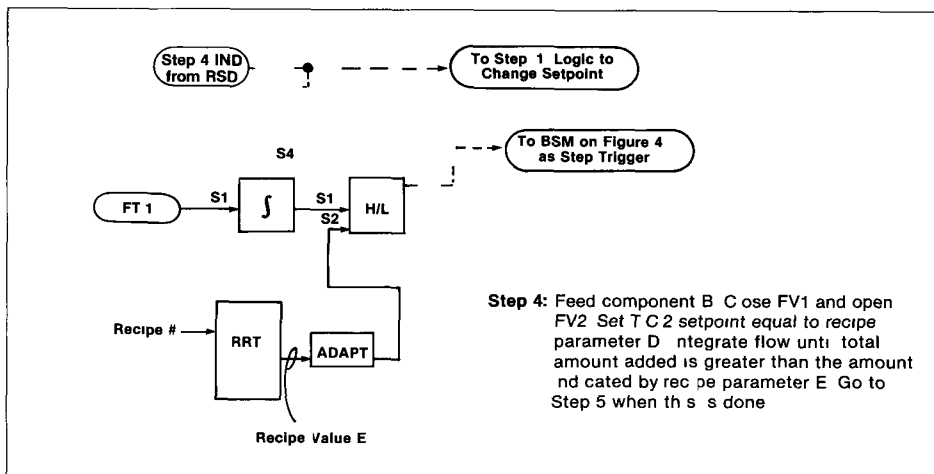


FIGURE 8 Step #4 Auxiliary Logic

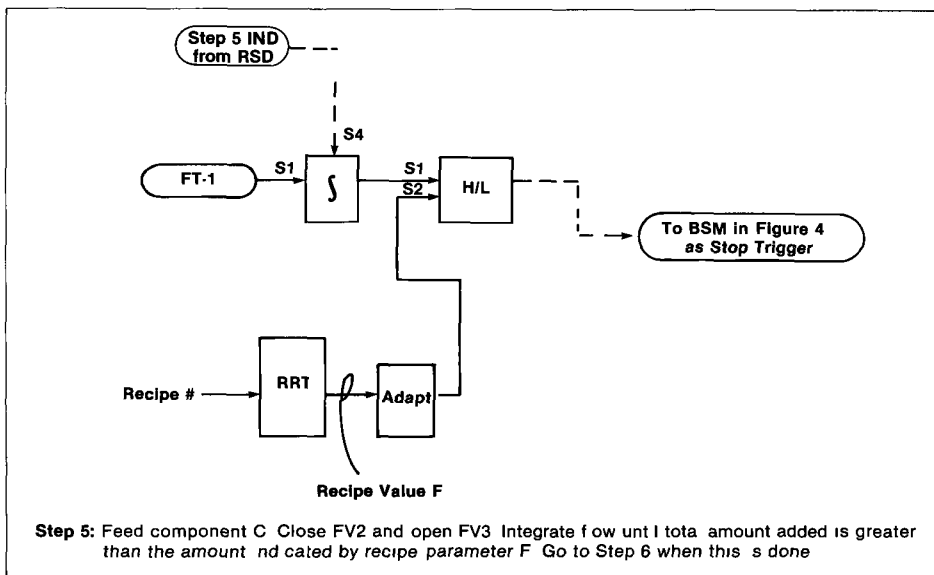


FIGURE 9 Step #5 Auxiliary Logic

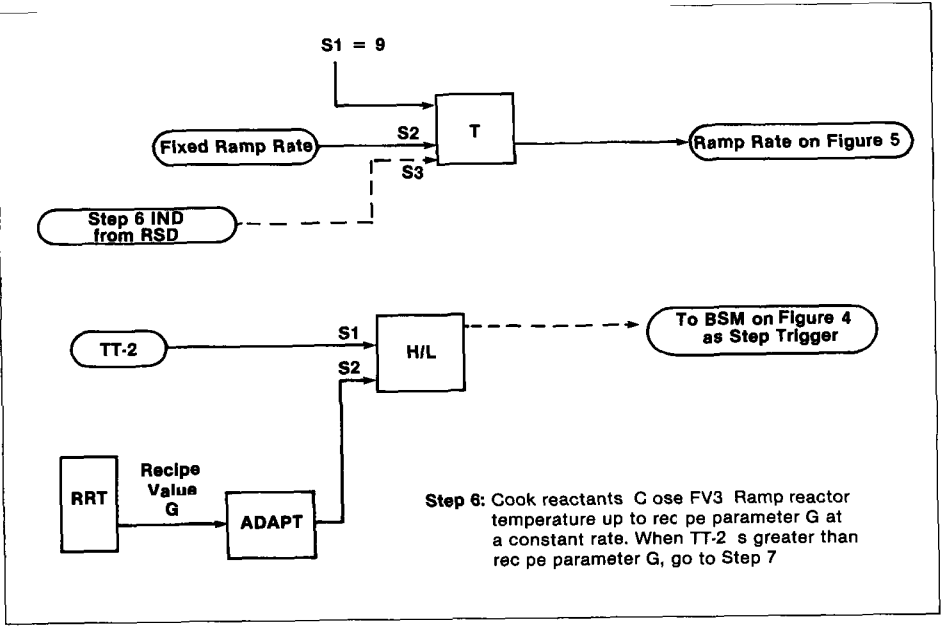


FIGURE 10 Step #6 Auxiliary Logic

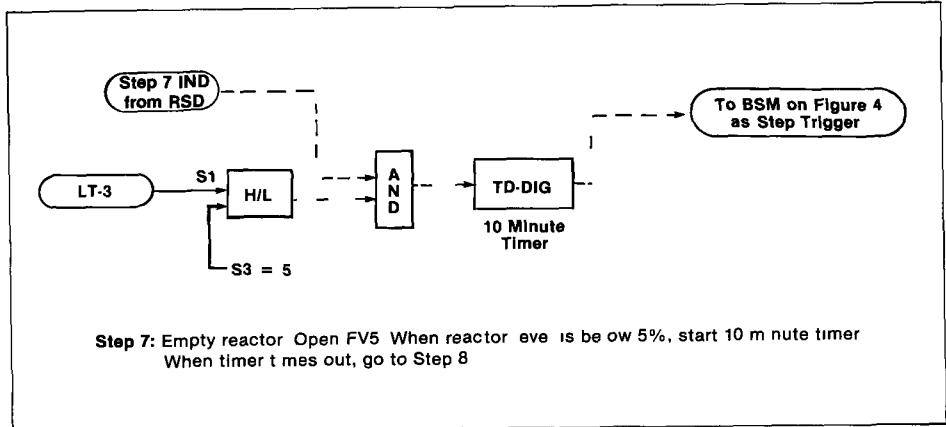


FIGURE 11 Step #7 Auxiliary Logic

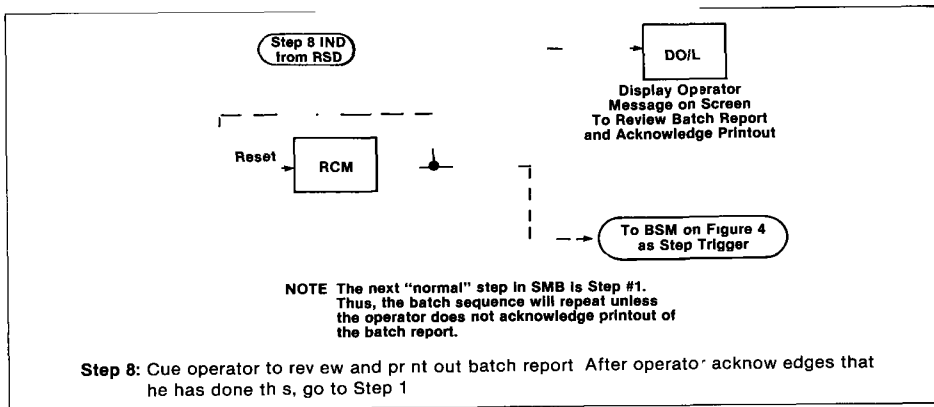


FIGURE 12 Step #8 Auxiliary Logic

### Operator Interface

Effective operator interface is critical to effective batch control. An overview graphic display should diagrammatically represent the batch process and indicate the current step of the batch sequence. The operator should be provided with the capability to manually intervene and semi-automatically step through the sequence. He should also be provided with the facility for modifying recipes online.

#### Process Graphic Display

A representative process graphic display for the example batch reactor is shown in Figure 13. This is an active graphic display which indicates the status of a discrete control devices and the current sequence step through changes in color. This display also provides the operator with the capability to start an automatic batch sequence, stop the sequence, manually advance to the next step in the sequence and manually activate any device in the control system.

The control operator mode is required to allow the operator to manually intervene during a batch sequence as shown in Figure 14. This scheme allows the operator to put the sequence in a hold state, change the step number and then start the sequence at the new step number. If the hold feature is desired for the current step during configuration of the sequence monitor block (SMB), when the operator initiates a sequence

hold, the step will run to completion and then the sequence will stop if operator intervention in the sequence must be periodically inhibited, a manual switch block can be added to set the nonpermissible flag for the remote control manual (RCM) block that starts and stops the sequencer, this block can be changed with the OUI in the tuning mode.

#### Recipe Editing Graphic Display

A representative graphic display for recipe editing is shown in Figure 15. The operator simply adds the recipe number to be changed and the values of the various recipe parameters. Once the values have been verified by the operator, the recipes downloaded to the batch controller by activating the "recipe update" button. The control operator mode is required to allow the operator to change the batch recipe(s) as shown in Figure 16.

### Batch Documentation

An example of the type of batch documentation which can be generated by a distributed batch control system is shown in Figure 17. Data on batch totals, step start/stop times, output materials, and any other parameters of interest are stored in the batch control operator mode. This information is accessed by the graphic display in the Operator Interface Unit (OUI). If for any reason the OUI becomes nonoperative, the data will not be lost.

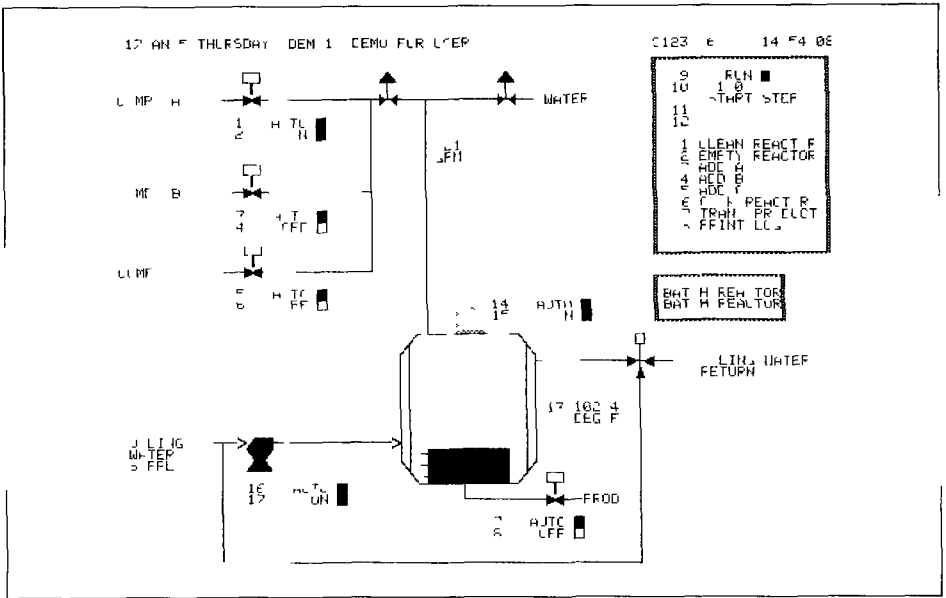


FIGURE 13 Sample Process Graphic Display

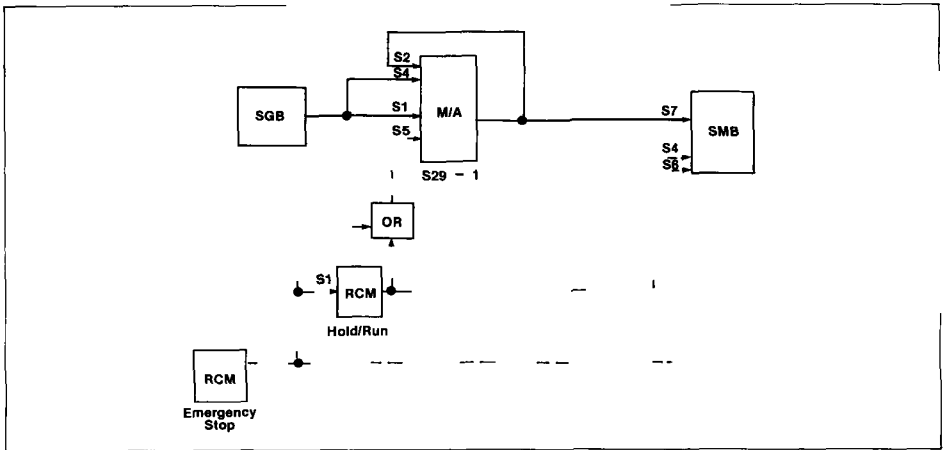


FIGURE 14 Manual Intervention Logic for Batch Sequence

DESCRIPTION	EXTENSION VALUE	HEU HL E
FLUENT TO HOC	0.01 GAL	1 500 GAL
TMA TO ADE	0.01 GAL	2 294 GAL
AMM O T AED	1.00 GAL	3 400 GAL
N BULI TO AED	0.01 GAL	4 300 GAL
OXYGEN TO AED	0.01 CU FT	5 275 CU FT
WATER TO AED	0.01 GAL	6 700 GAL
COOH TEMP	100 F	7 115 F
COOK TIME	05 MIN	8 30 MIN
PUMP RATE	1 F / MIN	9 1 1 F / MIN
CIRCULON RATE	2 F / MIN	10 5 0 F / MIN
AGITATION SPEED	30 RPM	12 40 RPM
N B LI ALI RATE	0.01 GPM	12 0 GPM

FIGURE 15 Sample Batch Recipe Editing Graphic

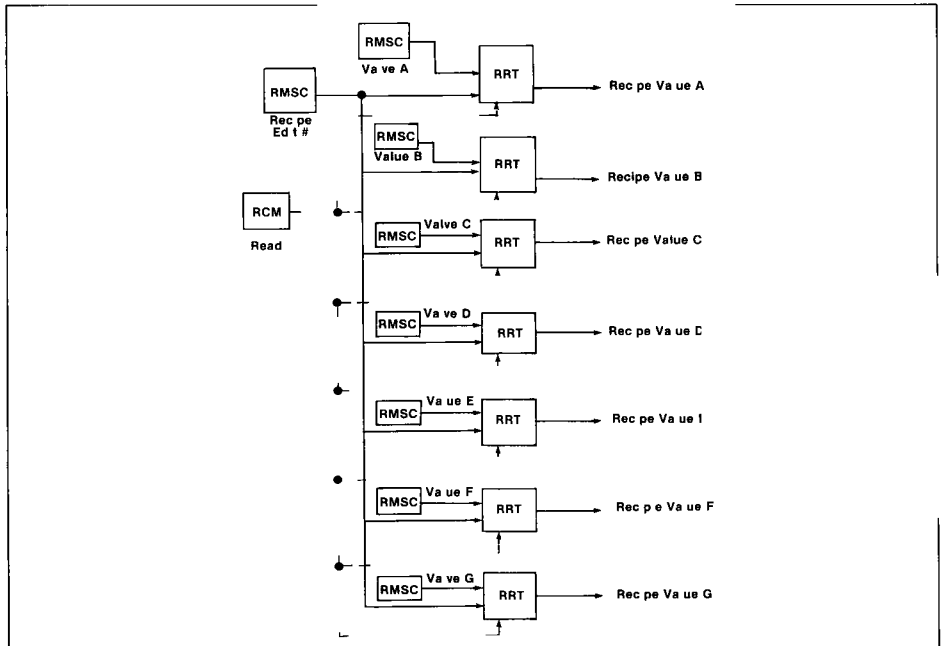


FIGURE 16 On Line Recipe Editing Logic

17 JAN 85 THURSDAY DCCLMT BATCH RECORD

S123 6 14 55 26

## BATCH RECORD

BATCH NUMBER 514  
 START TIME 1121  
 END TIME 1315

RECIPE NUMBER 29

COMPONENT	TARGET VALUE	ACTUAL	MISCELLANEOUS
SOLVENT	800 GAL	800 GAL	
TMH	200 GAL	207 GAL	MAX TEMP 117 F
CHMA D	150 GAL	154 GAL	
N BULI	225 GAL	226 GAL	ADD FLOW RATE 20 GPM
JYGEN	800 CU FT	809 CU FT	
WATER	700 GAL	302 GAL	

## CONDITIONS

COOL TEMP IN STEP #4 110 F  
 COOL TIME IN STEP #4 25 MIN  
 RAMP RATE IN STEP #6 1.5 F/MIN  
 COOLDOWN RATE IN STEP #8 2.7 F/MIN  
 AGITATION SPEED IN STEP #11 30 RPM

FIGURE 17 Sample Batch Record

## FUNCTION CODE 123

### DEVICE DRIVER BLOCK

#### Description

The Device Driver function code interfaces the control system to a real time device. It provides control and accepts feedback from its assigned device. It receives a Control Input from the sequencing logic and sets its Control Output equal to its Control Input. This Control Output is then supplied to its associated real device.

The Device Driver also accepts either 1 or 2 Feedback Inputs from the feed (S2 & S3) which define the actual state of the device. The Feedback Status Masks (S7 & S8) define the "Normal" states of the Feedback Inputs corresponding to a Control Output of 0 (S7) and to a Control Output of 1 (S8).

The Control Output Status represents the status of the associated Real Device. The Control Output Status is 'GOOD' ( 00) when the Feedback Wa t n g T m e (e.g. v a v e stroke t m e)

has elapsed and the Feedback Inputs from the feed are equal to the corresponding "Normal" Feedback Status Mask. The Control Output Status is 'BAD' ( 10) when the Feedback Wa t n g T m e has elapsed and the Feedback Inputs from the feed are not equal to the corresponding "Normal" Feedback Status Mask. The Control Output Status is WA T N G ( 20) when the Feedback Wa t n g T m e has not elapsed.

The Control Output Status can be overridden by setting the block address in S4 = 1. This would be done when a device failure (such as a bad limit switch) caused the DDB to indicate a bad status and the operator wanted to override the failure to proceed with a sequence.

The control output status normally set to the state the block address in S1 is 'n'. However, if S5 = 1 then the function block will pass the boolean value read in from S6 to the output.

The Device Driver generates an exception on report summary to that of a Remote Control Memory (RCM function code #62). The Device Driver exception report contains a one or a zero (indicating its output) and an alarm (indicating whether the feedbacks confirm that the device is working correctly). The Device Driver can be given a tag (in OIU revisions later) and this tag can be used in either group or graph commands. Commonly, the tag is used to change colors of dynamic symbols for indicating device status to operators.

#### OUTPUTS (Function Code 123)

Block No	Data Type	Description
N N+1	Boolean Real	Control Output Control Output Status (00 Good 10 Bad 20 Wa t n g)

#### SPECIFICATIONS (Function Code 123)

Spec No	Tune	Default Value	Data Type	Range		Description
				Min	Max	
S1	No	0	2	0	2047	Block Address of Control Input
S2	No	0	2	0	2047	Block Address of Feedback Input #1
S3	No	0	2	0	2047	Block Address of Feedback Input #2
S4	Yes	0	1	0	1	Control Output Status Override
S5	No	1	2	0	2047	Block Address of Output Override Permissives
S6	No	0	2	0	2047	Block Address of Output Override
S7	Yes	0	1	0	2047	Feedback Status Mask Output 0
S8	Yes	0	1	0	2047	Feedback Status Mask Output 1
S9	Yes	00	R3	0	Full	Feedback Wa t n g T m e (Seconds)
S10	No	0	1	0	255	Device Driver Display Type

TABLE 1 Device Driver Block Description

**BLOCK DETAILS**

DEVICE DRIVER			CODE - 123 PCU41 MOD3 BLK 50
S1	201	2	Block Address of Control Input
S2	545	I2	Block Address of Feedback Input #1
S3	546	I2	Block Address of Feedback Input #2
S4	0	1	Control Output Status Override
S5	1	I2	Block Address of Output Override Permissive
S6	0	I2	Block Address Override Output Status
S7	01	1	Feedback Status Mask Output 1
S8	10	11	Feedback Status Mask Output 0
S9	5	R3	Feedback Waiting Time Seconds
S10	0	11	Device Driver Display Type

TABLE 2 Example Device Driver Specifications (On/Off) Valve

**BLOCK DETAILS**

DEVICE DRIVER			CODE — 123 PCU41 MOD3 BLK 50
S1	202	2	Block Address of Control Input
S2	547	I2	Block Address of Feedback Input #1
S3	0	I2	Block Address of Feedback Input #2
S4	0	1	Control Output Status Override
S5	1	2	Block Address of Output Override Permissive
S6	0	I2	Block Address Override Output Status
S7	10	1	Feedback Status Mask Output 1
S8	00	1	Feedback Status Mask Output 0
S9	2	R3	Feedback Waiting Time Seconds
S10	0	1	Device Driver Display Type

TABLE 3 Example Device Driver Specifications (Motor)

**FUNCTION CODE 125****DEVICE MONITOR BLOCK****Description**

The Device Monitor Block function code links together up to 16 Device Drivers Function Code 123) or Device Monitor Blocks to provide a common control output status output. When all inputs are good (00) the outputs are good (00). When any input is BAD (10) the outputs are BAD (10). When any input is waiting (20), and no input is BAD (10), then the output is waiting (20).

**OUTPUTS (Function Code 125)**

Block No.	Data Type	Description
N	Real	Control Output Status (00 Good 10 Bad 20 Waiting)

**SPECIFICATIONS (Function Code 125)**

Spec No	Tune	Default Value	Data Type	Range		Description
				Min	Max	
S1	No	5	2	0	2047	Block Address of Control Output Status #1
.						
.						
S16	No	5	2	0	2047	Block Address of Control Output Status #16

TABLE 4 Device Monitor Block Description

**FUNCTION CODE 124****SEQUENCE MONITOR****Description**

The Sequence Monitor function block controls the execution of an associated Sequence Generator function block (Function Code 161). Each step within the sequence has two associated step numbers to which it can proceed. One represents the step number of the 'Fault' step. The sequence proceeds to this step, if, at any time, the Control Status Input (S2) is BAD (10). The other represents the step number of the 'NORMAL' step. The manner in which the sequence proceeds from an existing step to its associated 'NORMAL' step depends on the 'STEP TYPE' (S9) of the existing step. 'STEP TYPE' (S9) is a two digit number. If the second digit is a 0, the sequence will proceed to the next step when both the Control Status Input (S2) is "GOOD" (00) and the Step Trigger (S3) is

on (1) if the second digit is a 1, the sequence will proceed to the next step when the Control Status Input (S2) is "GOOD" (00). If the second digit is a 2, then the sequence will proceed to the next step when the step triggers on (the control status input is ignored).

The sequence will proceed as described above when the Sequence Monitor is in the 'Automatic' mode (S8). When the Sequence Monitor is placed in the 'Semi Automatic' mode, the operator's indirect taking manual control of the sequence. As mentioned previously, 'STEP TYPE' (S9) is a two digit number with the second digit a ready having been addressed. If the first digit is either a 0 or 1, 'manual control' is permitted. The operation of the Sequence Monitor can then be summarized as follows:

1. If the Sequence Monitor is in 'Automatic' (S8 = 1) the sequence proceeds as described in the preceding paragraph.

TABLE 5 Sequence Monitor Description

2 If the Sequence Monitor is in "Semi-Automat c" (S8 = 0) the sequence proceeds from one step to the "Normal" step by operator activation of the "Semi-Automat c Trigger" (S5), except in those cases where the first digit of the "Step Type" (S9) is a 2. For those steps the sequence proceeds as if in the "Automat c" mode.

The Sequence Monitor can also be held at certain steps, specifying those steps whose first digit of its "STEP TYPE" (S9) is a 0. The "HOLD" on the Sequence Monitor is activated

through the "HOLD/INITIAL ZE" switch (S4), the Sequence Monitor proceeds to the "Initial Step Number" (S7) when S4 goes from 1 to 0.

The "Emergency Stop" specification (S6) will drive the SGB to step 0 (the reset step) whenever function at the block address in S6 has a value of 1. This is normally a RCM block (function code 62) that is set up as a "panic" button.

Each Sequence Monitor can handle eight individual steps. Sequence Monitors can be chained together in a series fashion through the use of Specification #1.

#### OUTPUTS (Function Code 124)

Block No.	Data Type	Description
N	Real	Jump Step Number
N + 1	Boolean	Jump Step Trigger

#### SPECIFICATIONS (Function Code 124)

Spec No.	Tune	Default Value	Data type	Range		Description
				Min	Max	
S1	No	0	2	0	2047	Block Address of Next Sequence Monitor Block
S2	No	5	2	0	2047	Block Address of Control Status Input
S3	No	0	2	0	2047	Block Address of Step Trigger
S4	No	0	1	0	2047	Block Address of Hold Initialize
S5	No	0	2	0	2047	Block Address of Semi Auto Trigger
S6	No	0	2	0	2047	Block Address of Emergency Stop
S7	No	5	11	0	2047	Block Address of Initial Step Number
S8	Yes	0	11	0	1	Semi Auto Permissive
S9	Yes	00	11	0	21	Step #1 Type
S10	Yes	0	R3	Full		Step #2 Type
S11	Yes	00	R3	Full		Step #3
.						.
.						.
.						.
S16						Step #8 Type
S17						Step #1 Next
S18						Step #2 Next
.						.
.						.
.						.

TABLE 5 — Sequence Monitor Description (continued)

## SPECIFICATIONS (Function Code 124)

Spec No.	Tune	Default Value	Data Type	Min	Max	Description
S24						Step #8 Next
S25						Step #1 Fault
S26						Step #2 Fault
.						.
.						.
.						.
S32						Step #8 Fault

TABLE 5 Sequence Monitor Description (continued)

## BLOCK DETAILS

SEQUENCE MONITOR			CODE — 124 PCU4 MOD3 BLK120
S1	0	2	Block Address of Next Sequence Monitor Block
S2	112	I2	Block Address of Control Status Input
S3	127	I1	Block Address of Step Trigger
S4	127	I2	Block Address of Hold/Initalize
S5	152	I2	Block Address of Sem Auto Trigger
S6	153	I2	Block Address of Emergency Stop
S7	6	R3	Initial Step Number
S8	1	1	Sem Auto Permissive
S9	00	1	Step #1 Type
S10	2	R3	Step #2 Type
S11	0	R3	Step #3 Type
.			.
.			.
.			.
S16	4	R3	Step #8 Type
S17	0	R3	Step #1 Next
S18	00	1	Step #2 Next
.			.
.			.
.			.
S24	00	1	Step #8 Next
S25	7	R3	Step #1 Fault
S26	0	R3	Step #2 Fault
.			.
.			.
.			.
S32	0	R3	Step #8 Fault

TABLE 6 Example Sequence Monitor Block Specifications

## FUNCTION CODE 161

### SEQUENCE GENERATOR BLOCK

#### Description

The sequence generator function (SGB) code contains up to eight output masks corresponding to eight steps. The purpose of the function code is to output a unique mask for each step. For example, in step #1 then output mask #1 will be output (S10). If the SGB is reset, it is the zeroth step and the output disable mask is output (S9). This is normally reserved for an emergency step.

There are two different ways to go from one step to another. First, if one needs to go from one step to another in a straight numerical order then a transition of the step trigger (S2) from a 0 to a 1 will cause the SGB to go to the

next step. Secondly, if one needs to "skip" steps out of numerical sequence, then load the step number you want to jump to into S7 and on a transition of the step jump trigger (S6) from 0 to 1 the step jump number will be executed. If the sequence has more than eight steps, SGBs can be linked together in series. This is done by having each SGB pointing to the previous one by having the block address of the previous one as the function specifier S1. Note that a transition and step jump numbers must be fed into a set of the SGBs simultaneously. Furthermore, use only the outputs and step number from the last SGB in the series.

#### OUTPUTS (Function Code 161)

Block No.	Data Type	Description
N	Boolean	Output 1 of current step
N + 1	Boolean	Output 2 of current step
N + 2	Boolean	Output 3 of current step
N + 3	Boolean	Output 4 of current step
N + 4	Boolean	Output 5 of current step
N + 5	Boolean	Output 6 of current step
N + 6	Boolean	Output 7 of current step
N + 7	Boolean	Output 8 of current step
N + 8	Real	Current step number
N + 9	Real	Seconds remaining in current step
N + 10	Boolean	Step taken (Logic 0 to 1 transition)

TABLE 7 Sequence Generator Block Description

## SPECIFICATIONS (Function Code 161)

Spec No.	Tune	Default Value	Data Type	Range		Description
				Min	Max	
S1	No	0	nt	0 to 255/2047		Starting block address of previous Sequence Generator Series (0 for first series)
S2	No	0	nt	0 to 255/2047		Block Address of Step Trigger (0 to 1 transition)
S3	No	0	nt	0 to 255/2047		Block Address of Step Hold 0 release 1 hold
S4	No	0	nt	0 to 255/2047		Block Address of Step timer Hold 0 release 1 hold
S5	No	0	nt	0 to 255/2047		Block Address of Reset Trigger (0 to 1 transition)
S6	No	0	nt	0 to 255/2047		Block Address of Step Jumper Trigger (0 to 1 transition)
S7	No	5	nt	0 to 255/2047		Block Address of Step Jump Number
S8	No	0	nt	0 to 255/2047		Block Address of Output Disable Flag
S9	Yes	0 000	Rea (2)	Fu		Disable Mask
S10	Yes	0 000	Rea (2)	Fu		Step #1 Output Mask
S11	Yes	0 000	Rea (3)	Fu		Step #1 time in seconds
S12	Yes	0 000	Rea (2)	Fu		Step #2 Output Mask
S13	Yes	0 000	Rea (3)	Fu		Step #2 time in seconds
S14	Yes	0 000	Rea (2)	Fu		Step #3 Output Mask
S15	Yes	0 000	Rea (3)	Fu		Step #3 time in seconds
S16	Yes	0 000	Rea (2)	Fu		Step #4 Output Mask
S17	Yes	0 000	Rea (3)	Fu		Step #4 time in seconds
S18	Yes	0 000	Rea (2)	Fu		Step #5 Output Mask
S19	Yes	0 000	Rea (3)	Fu		Step #5 time in seconds
S20	Yes	0 000	Rea (2)	Fu		Step #6 Output Mask
S21	Yes	0 000	Rea (3)	Fu		Step #6 time in seconds
S22	Yes	0 000	Rea (2)	Fu		Step #7 Output Mask
S23	Yes	0 000	Rea (3)	Fu		Step #7 time in seconds
S24	Yes	0 000	Rea (2)	Fu		Step #8 Output Mask
S25	Yes	0 000	Rea (3)	Fu		Step #8 time in seconds

\*Maximum value is 255 for all modules except MFC which is 2047

TABLE 7 Sequence Generator Block Description (continued)

STEP	1	FV5	M1	P1	FV4	FV3	FV2	FV1
0		0	1	1	0	0	0	0
1		0	1	1	1	0	0	0
2		1	1	1	0	0	0	0
3		0	1	1	0	0	0	1
4		0	1	1	0	0	1	0
5		0	1	1	0	1	0	0
6		0	1	1	0	0	0	0
7		1	1	1	0	0	0	0
8		1	1	1	0	0	0	0

TABLE 8 Example Sequence Generator Mask

## FUNCTION CODE 126

## REAL SIGNAL DEMULTIPLEXER

## Description

The Real Signal Demultiplexer function code selects boolean outputs from the real input via the  $N$  input. An unlimited number of these blocks may be joined together to demultiplex the real input into the required boolean outputs. When more than one block is used, the block designated as the group master (the first block in the linked list) accepts the input signal and drives the outputs for the group. The master is able to drive an unlimited number of slave blocks only for the select state.

## OUTPUTS (Function Code 126)

Block No.	Data Type	Description
$N$	Boolean	Output #0 (Least Significant Bit)
.		
.		
.		
$N + 7$	Boolean	Output #7 (Most Significant Bit)

## SPECIFICATIONS (Function Code 126)

Spec No.	Tune	Default Value	Data Type	Range		Description
				Min	Max	
S1	No	5	2	0	2047	Block Address of Select Input
S2	No	0	1	0	2	Conversion type 0 Select (Unlimited) 1 Integer (4 blocks) 2 BCD (4 blocks)
S3	No	0	12	0	2047	Block address of next slave block

TABLE 9 Real Signal Demultiplexer Description

**FUNCTION CODE 119****BOOLEAN SIGNAL MULTIPLEXER****Description**

This block selects a single signal from 10 inputs and provides this signal as its output. An unlimited number of these blocks may be joined together to multiplex an unlimited number of signals. When more than one block is used the

first block in the link list, the block designated as the group's master, accepts the input signal and provides the output. This master is able to search an unlimited number of slave blocks with which it is linked to find the selected signal.

**OUTPUT (Function Code 119)**

Block No	Data Type	Description
N	Boolean	Selected Boolean

**SPECIFICATIONS (Function Code 119)**

Spec No	Tune	Default Value	Data Type	Range		Description
				Min	Max	
S1	No	5	2	0	2047	0 Boolean input
S2	No	5	2	0	2047	1 Boolean input
S3	No	5	12	0	2047	2 Boolean input
S4	No	5	2	0	2047	3 Boolean input
S5	No	5	2	0	2047	4 Boolean input
S6	No	5	2	0	2047	5 Boolean input
S7	No	5	2	0	2047	6 Boolean input
S8	No	5	2	0	2047	7 Boolean input
S9	No	5	2	0	2047	8 Boolean input
S10	No	5	2	0	2047	9 Boolean input
S11	No	5	12	0	2047	Select Boolean input
S12	No	0	2	0	2047	Next Boolean Signal Multiplexer

TABLE 10 Boolean Signal Multiplexer Description

## FUNCTION CODE 118

### REAL RECIPE TABLE

#### Description

The Real Recipe Table function code selects a single real parameter value from the configured recipe table based on a selection input and provides it as the output. Each block contains 10 real recipe parameter values. The blocks can be linked together to obtain a maximum of 10 real values in the recipe table. The first block in the link is designated as the group master. The master accepts the parameter selection input and searches the slave blocks in the link to find the selected parameter. The 10

parameters in the master block are accessed by the range 0 to 9. The range 10 to 19 is associated with the next block in the link and so on. Editing of the parameters in the recipe tables is accomplished by the edit selection, and edit value inputs. When a 0 to 1 transit occurs on the edit selection input, the master block replaces the recipe table parameter specified by the edit selection input with the real value obtained from the edit value input. Recipe parameter editing only occurs in RAM and not in EEROM.

#### OUTPUTS (Function Code 118)

Block No.	Data Type	Description
N	Real	Parameter value selected

#### SPECIFICATIONS (Function Code 118)

Spec No	Tune	Default Value	Data Type	Min	Max	Description
S1	Yes	00	Real (3)	Full		Value of parameter 0
S2	Yes	00	Real (3)	Fu		Value of parameter 1
S3	Yes	00	Real (3)	Fu		Value of parameter 2
S4	Yes	00	Real (3)	Fu		Value of parameter 3
S5	Yes	00	Real (3)	Fu		Value of parameter 4
S6	Yes	00	Real (3)	Fu		Value of parameter 5
S7	Yes	00	Real (3)	Fu		Value of parameter 6
S8	Yes	00	Real (3)	Fu		Value of parameter 7
S9	Yes	00	Real (3)	Fu		Value of parameter 8
S10	Yes	00	Real (3)	Fu		Value of parameter 9
S11	No	5	nt (2)	0 to 2047		Block Address of Parameter Select
S12	No	0	nt (2)	0 to 2047		Block Address of Link to Next Slave Block (0 end)
S13	No	0	Int (2)	0 to 2047		Block Address of Edit Selection
S14	No	5	nt (2)	0 to 2047		Block Address of Edit Parameter Select
S15	No	5	nt (2)	0 to 2047		Block Address of Edit Value

TABLE 11 Real Recipe Table Description





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