# Pumped irrigation controller

**CLONK** 

# **Contents**

1	Seti	ир	1
	1.1	Compatibility	1
	1.2	Installation	1
	1.3	Configuration	2
2	Оре	eration	4
	2.1	Normal operation	4
	2.2	Pump protection	4
		2.2.1 Tank level	5
		2.2.2 Flow rate	5
3	Out	put formats	6
	3.1	Screen outputs	6
		3.1.1 Pump and float switch states	6
		3.1.2 Valve states	6
		3.1.3 System statistics	7
		3.1.4 Error states	7
	3.2	Serial outputs	8
4	Tro	uble-shooting	10
	4.1	Error 1	10
	4.2		10
	43		11

# 1 Setup

# 1.1 Compatibility

This controller will work with a wide range of pumps, valves and flow meters. The compatibility requirements are outlined below.

#### **Valves**

• 24V AC non-latching valves

#### Flow meter

Flow meter must output a pulse for a set volume. Volume per pulse can be changed during setup.

## **Pump**

Pump should be connected to controller through 24V novolt-release machine actuator.

# 1.2 Installation

The control unit is compatible with standard DIN rails and should be mounted accordingly. A 24V AC power supply (not supplied) will also be required.

The terminals blocks are arranged as follows:

Terminal No.	IO	Function
1	OUTPUT	Pump
2	OUTPUT	Valve 1
3	OUTPUT	Valve 2
4	OUTPUT	Valve 3
5	OUTPUT	Valve 4
6	OUTPUT	Valve 5
7	OUTPUT	Valve 6
8	OUTPUT	Valve 7
9	OUTPUT	Valve 8
10	INPUT	Float switch top
11	INPUT	Float switch bottom
12	OUTPUT	Serial output
13	OUTPUT	Common
14	INPUT	Active power
15	INPUT	Common power

# 1.3 Configuration

After a reset or power cycle the control unit gives the operator 3 seconds to enter CONFIGURE mode. Press any button to do so; if no button is pressed the control unit will enter RUN mode. Once in RUN mode, a reset or power cycle is necessary to return to CONFIGURE.

The control unit will retain all parameters, even after a power cycle. If you wish to return to factory conditions, you must enter CONFIGURE mode, select FACTORY RESET and then cycle the power.

CONFIGURE mode allows the operator to change a number of settings on the control unit. The settings include:

 PROGRAM TYPE - Choose between delivering a volume or time-based allocation to each valve. Default: TIME.

- NUMBER OF VALVES Choose the number of valves connected. Default: 8.
- VALVE ALLOCATION Choose the allocation for each valve.
  Default: 1 minute or 10 L depending on PROGRAM TYPE.
- PULSE VOLUME Specify the volume per pulse from your system's flow meter. Default: 1L.
- NO-FLOW RATE Specify the minimum pumped volume per minute required to protect your system's pumpas described in Section 2.2.2. If set to 0L per minute this protection mechanism is deactivated. Default: 0L
- FACTORY RESET Returns all the above parameters to their default values. Operator must cycle the power after selecting this option.
- EXIT Save all changes and return to RUN mode.

# 2 Operation

This controller is intended to operate with a system consisting of a tank, two float switches, a pump, a set of valves and a flow meter. Each valve can be given an individual allocation measured in either litres or seconds. A number of pump protection measures exist to avoid running the pump dry.

# 2.1 Normal operation

The steps of operation are as below:

- 1. The controller does not start pumping until both float switches register HIGH indicating that the tank is full.
- Once pumping has started each valve is sequentially delivered its allocation.
- 3. When both float switches register LOW the tank is empty and the pump switches off.
- 4. After the tank has refilled and both float switches register HIGH again, pumping restarts on the same valve and the remainder of that valve's allocation is delivered.

# 2.2 Pump protection

Pump protection is mainly about ensuring that adequate flow is being made in order for the pump to run under its intended operational parameters.

### 2.2.1 Tank level

The controller will not run if the bottom float switch registers empty. This float switch should have been placed so that the pump intake is fully submerged as described in Section 1. This will ensure that there is sufficient water in the tank for the pump to run.

#### 2.2.2 Flow rate

Integrating a flow meter allows the controller to measure flow rate through the pump and de-allocate a particular valve if the minimum flow rate is not being met while delivering to that valve. If there is a blockage on one valve, reducing the flow to below the minimum flow rate, only this valve will be de-allocated. However, if there is a systemic issue, such as a blockage at the inlet, each valve will be sequentially de-allocated as they each fail to reach the minimum flow rate. After all valves have been de-allocated the controller will turn off the pump, stop all operations and display an error message. See Section 4 for more information on error states.

The minimum allowable flow rate can be set by the user in the configuration menu as described in Section 1.

# 3 Output formats

# 3.1 Screen outputs

The screen is designed to display the current state of the system at a glance. The screen can be divided

# 3.1.1 Pump and float switch states

The top-left of the screen displays information about the float switches and pump state. It is formatted as follows:

#### $T \lor B \land PR$

The T denotes the top float switch and the next symbol, either  $\land$  or  $\lor$ , represents whether the switch is HIGH or LOW respectively). B gives the same information about the bottom float switch.

The final symbol, P, gives information about the pump state and is either running, R, or stopped, S.

## 3.1.2 Valve states

The top-right of the screen displays information about the valve states. It is formatted as follows:

AOXAA--

Each valve is given represented by a symbol in this section of the screen. The symbol's position corresponds to the valve terminal position on the controller ie the left-most symbol corresponds to the left most valve terminal on the controller.

O denotes OPEN. An O symbol means that this particular valve has a non-zero allocation and is currently delivering that allocation.

A denotes ALLOCATION. An A symbol means that this particular valve has a non-zero allocation but is currently in the closed position.

X denotes BLOCKED. An X symbol means that the flow rate on this particular valve has not reached the minimum flow rate specified during setup and the controller has deallocated it in order to protect the pump. Check for a blockage or faulty valve on this valve's circuit. See Section 4.3: Error 3.

- denotes UN-ALLOCATED. This valve was not given an allocation during setup. See Chapter 1 for instructions on how to specify each valve's allocation.

# 3.1.3 System statistics

The bottom line of the screen displays some statistics about the whole system. It alternates between displaying a short term FLOW RATE and the TOTAL VOLUME PUMPED since the controller was last reset. Units are in litres per minute and litres respectively.

## 3.1.4 Error states

If the controller enters an error state, the controller will stop the pump, close all valves and will display an error number on the screen alongside a brief description of the problem. More information on each error message can be found in Section 4.

# 3.2 Serial outputs

All controller operations are accompanied by an output over the serial bus. 9600 baud is used for all serial communications. The serial codes follow the general pattern:

All fields are fixed length and undelimited. This table gives a short description for each serial output.

Code	Description	Parameters
IAA	Info start	
IFR	Info factory reset	
IES	Info end setup	
IGV	Info globals valid	
IVP	Info volume pumped (total)	uint32_t total_volume_pumped
IVV	Info volume pumped (valve)	uint32_t valve_volume_pumped
INV	Info new valve	int16_t valve_ID
IOV	Info open valve	int16_t valve_ID
ICV	Info close valve	int16_t valve_ID
IDV	Info deallocate valve	int16_t valve_ID
IPS	Info pump start	
IPP	Info pump stop	
ICF	Info count flow	
WCF	Warning count flow	
IS0	Info status 0	int16_t num_valves
IS1	Info status 1	char use_volume_alloc
IS2	Info status 2	uint32_t volume_per_pulse
IS3	Info status 3	uint32_t pump_no_flow_rate
IS4	Info status 4	uint32_t milliseconds_per_pulse
IS6	Info status 6	int16_t valve_ID,
		uint32_t valve_vol_alloc[i]
IS7	Info status 7	int16_t valve_ID,
		uint32_t valve_time_alloc[i]
IS9	Info status 9	int16_t valve_ID,
		char valves[i].is_open
		(O: open, S: shut)
ISA	Info status A	int16_t valve_ID,
		uint32_t valves[i].vol_allocation
ISB	Info status B	int16_t valve_ID,
		uint32_t valves[i].time_allocation
E01	Error 01	
E02	Error 02	
E03	Error 03	

# 4 Trouble-shooting

## 4.1 Error 1

One or more of the configuration variables is not in the valid range. This could be due to the controller's memory being corrupt or the user entering invalid configuration variables.

### Suggestions

- 1. Restart the controller, enter CONFIGURE mode, make sure all variables are reasonable and then try RUN mode again.
- Factory reset the controller. To do this restart the controller, enter CONFIGURE mode, scroll to FACTORY RESET, select ENTER and then power cycle the controller.

# 4.2 Error 2

The top float switch has registered FULL while the bottom float switch was registering EMPTY.

## Suggestions

 Float switches have been connected incorrectly. The top switch has been wired into the controller as the bottom float switch. Interchange the float switch terminals at the controller. 2. Faulty switches or connections. Check all connections and switches. Replace as necessary.

## 4.3 Error 3

All valves have zero allocation.

## Suggestions

- 1. Stations were all given an allocation of 0L or 0s during CONFIGURE. Restart the controller, enter CONFIGURE mode and adjust the allocations as desired.
- 2. Stations are deallocated if minimum flow requirements are not being met in order to protect your pump. If there is a system-wide issue, all stations will be sequentially deallocated as each station fails to meet flow requirements. This indicates an issue with either the pump, the flow meter or a blockage somewhere before the valves. Restart the controller and inspect your setup looking for pump failures or a blockage. If no issues can be found, check the flow meter and its connections with the controller.