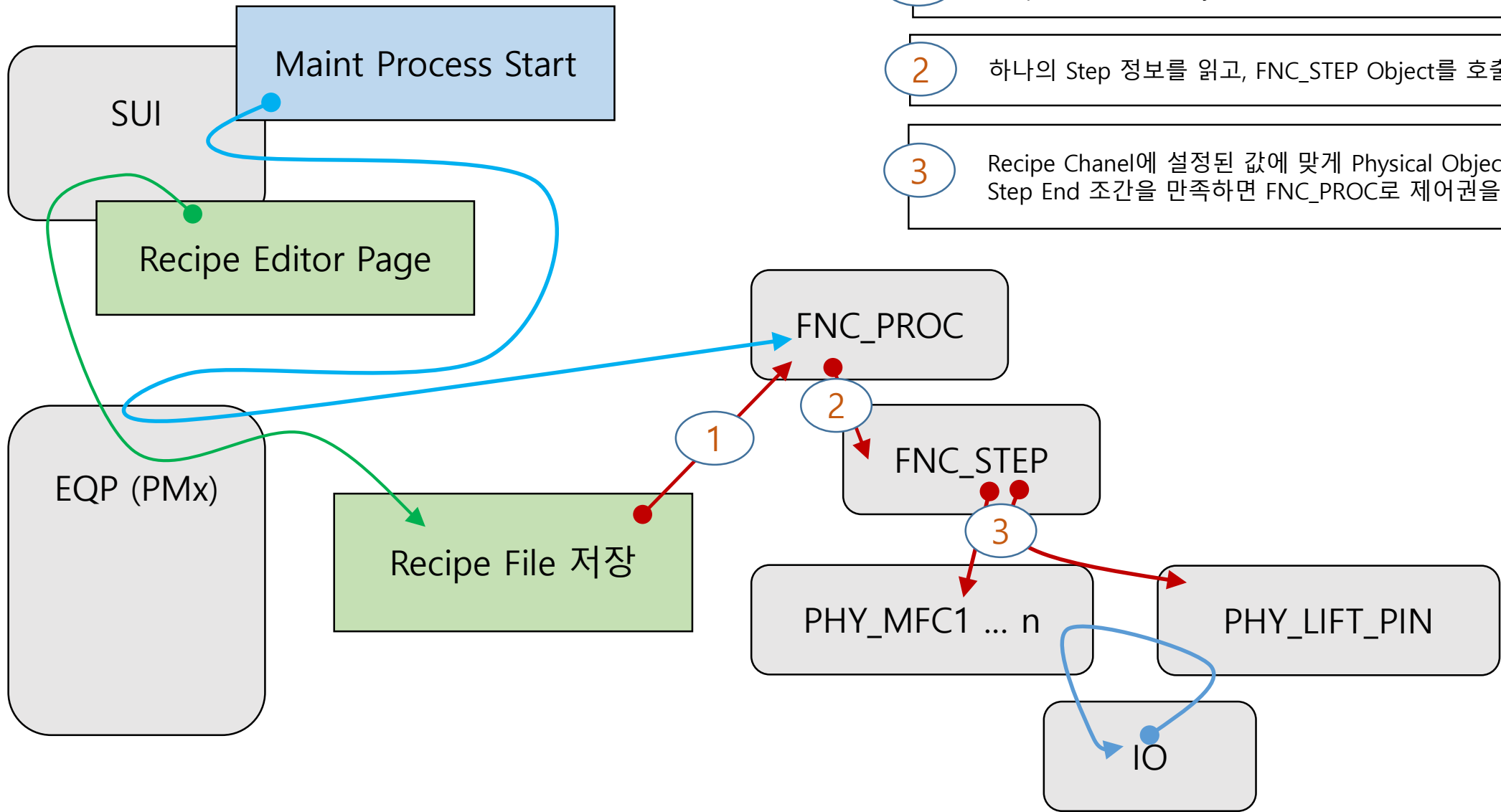


PMC Process Recipe 처리 순서



- 1 Recipe File을 Memory로 업로드 한다.
- 2 하나의 Step 정보를 읽고, FNC_STEP Object를 호출한다.
- 3 Recipe Chanel에 설정된 값에 맞게 Physical Object들을 제어하고, Step End 조건을 만족하면 FNC_PROC로 제어권을 넘겨준다.

EQP : Process Recipe Format

```
@,StepID;  
&,Channel_Type,Channel_Name,Data;
```

```
Ex)  
@,1;  
&,S,FNC_STEP+RCP.STEP.MESSAGE,Stable;  
&,D,FNC_STEP+RCP.STEP.MODE,Time;  
&,A,FNC_STEP+RCP.STEP.TIME,30;  
...  
@,2;  
&,S,FNC_STEP+RCP.STEP.MESSAGE,Tep2;  
&,D,FNC_STEP+RCP.STEP.MODE,Time;  
&,A,FNC_STEP+RCP.STEP.TIME,20;  
...
```

SUI : Process Recipe Editor

##ITEM	YES
#CHANNEL	Channel_String
#TITLE	n._Item_String
#CHANNEL_TYPE	STRING
#TEXTCOLOR	RGB(0,0,0)
#BACKCOLOR	RGB(255,255,255)

##ITEM	YES
#CHANNEL	FNC_STEP+RCP.STEP.MESSAGE
#TITLE	1._Step_Name
#CHANNEL_TYPE	STRING
#TEXTCOLOR	RGB(0,0,0)
#BACKCOLOR	RGB(255,255,255)

##ITEM	YES
#CHANNEL	Channel_Digital
#TITLE	n._Item_Digital
#CHANNEL_TYPE	DIGITAL
#LIST	List1/List2/List3
#TEXTCOLOR	RGB(0,0,0)
#BACKCOLOR	RGB(255,255,255)

##ITEM	YES
#CHANNEL	FNC_STEP+RCP.STEP.MODE
#TITLE	2._Step_Mode
#CHANNEL_TYPE	DIGITAL
#LIST	Time/Stable/End
#TEXTCOLOR	RGB(0,0,0)
#BACKCOLOR	RGB(255,255,255)

##ITEM	YES
#CHANNEL	Channel_Analog
#TITLE	n._Item_Analog
#CHANNEL_TYPE	ANALOG
#RANGE	(0, 10000)
#CH_ALG_MIN	Channel_A_Min
#CH_ALG_MAX	Channel_A_Max
#TEXTCOLOR	RGB(0,0,0)
#BACKCOLOR	RGB(255,255,255)

##ITEM	YES
#CHANNEL	FNC_STEP+RCP.STEP.TIME
#TITLE	3._Time(sec)
#CHANNEL_TYPE	ANALOG
#RANGE	(0, 10000)
#CH_ALG_MIN	
#CH_ALG_MAX	
#TEXTCOLOR	RGB(0,0,0)
#BACKCOLOR	RGB(255,255,255)