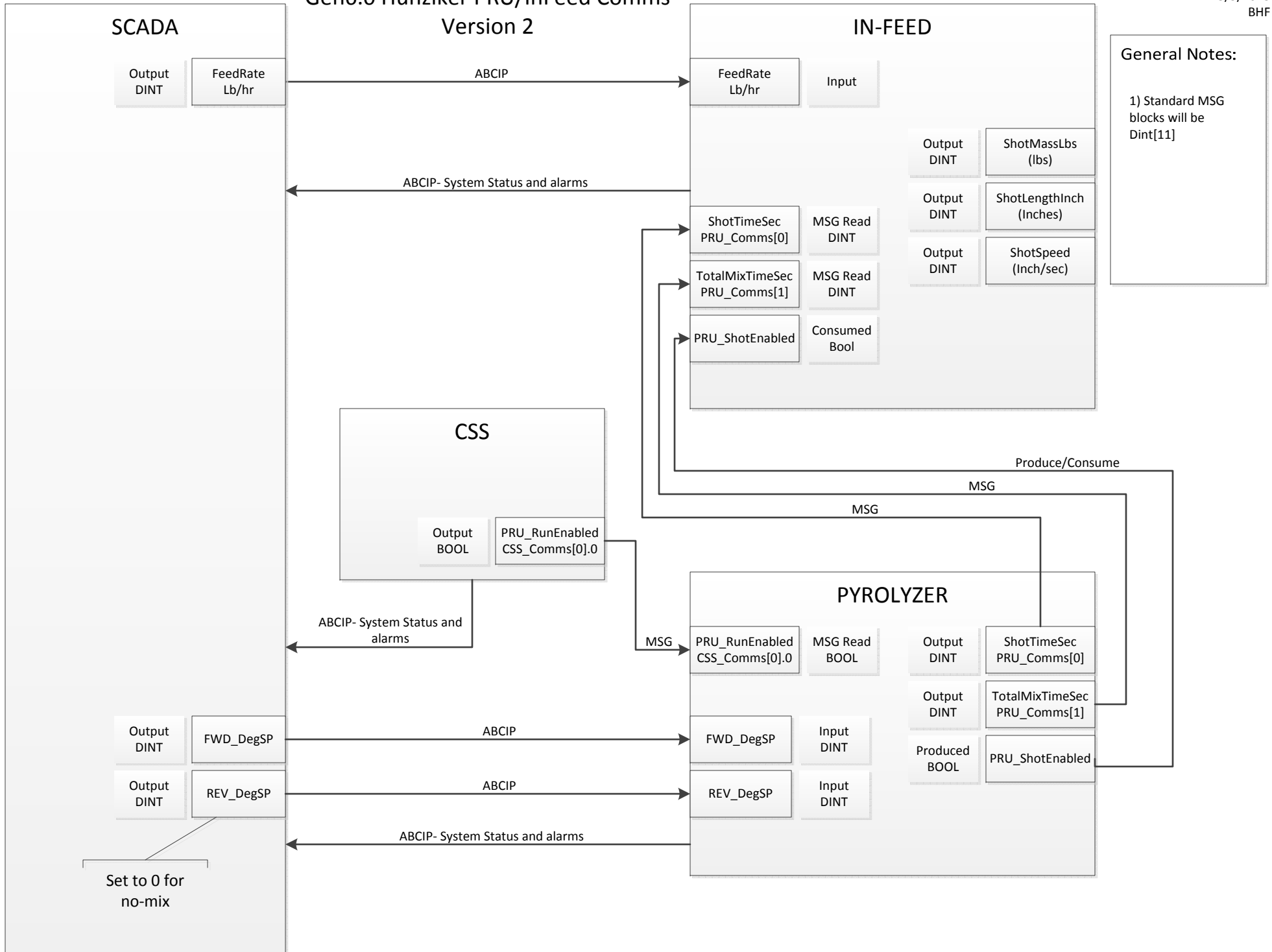


Gen6.0 Hunziker PRU/InFeed Comms Version 2

3/5/2013
BHF



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Version 2

Definition of Terms:

1) Tag Source

Input
Output

2) Tag Types:

BOOLEAN
DINT

3) Communication Types:

ABCIP
MSG
Produce/Consume

4) Tag Naming Standards

CamelCase
Use of Underscores

4) Process Variables

FeedRate = User set-point to define the total mass of raw materials through the system (units of pounds/hour)

FWD_DegSP = User set-point to define the number of forward rotations of the pyrolyzer screws (units of degrees)

REV_DegSP = User set-point to define the number of reverse rotations of the pyrolyzer screws (units of degrees)

- the standard values should be between 150° and 180°.

- to define a "no mix" function, set REV_DegSP = 0°

PRU_RunEnabled = This is the master enable from the CSS that enables heating in the pyrolyzer (synonymous with "ECool" or "PRU_RUN_DISABLE")

ShotTimeSec = PRU-calculated variable defining the timeslice for each shot (units of seconds).

- This is a function of: FWD_DegSP, REV_DegSP, VFD Speed, Gearbox Ratio

- with REV_DegSP = 0 defines a no-mix condition, essentially making the ShotTimeSec approach infinity.

- ShotTimeSec max should be 999999

TotalMixTimeSec = PRU-calculated variable defining the total mix cycle time (units of seconds)

- This is a function of: FWD_DegSP, REV_DegSP, VFD Speed, Accel Time, Decel Time, Gearbox Ratio

- with REV_DegSP = 0 defines a no-mix condition, essentially making the TotalMixTimeSec approach infinity.

- TotalMixTimeSec max should be 999999

PRU_ShotEnabled = on/off conditions that tells the InFeed systems when feed process is allowed. To maximize the feed timing, this tag will utilize produce/consume comms

ShotMassLbs = InFeed-calculated variable defining the pounds of raw material in each shot (units of pounds)

- This is a function of: FeedRate and TotalMixTime

- In a no-mix condition, the ShotMassLbs should be the maximum allowable mass per shot (based on the mechanical/instrumentation limitations)

ShotLengthInch = This is an InFeed measured value (units of inches)

- After the raw material is loaded and compressed, the shot plunger needs to measure the shot height at a pre-defined compression measurement

- Possible measurements: hydraulic pressure or positioner deceleration

ShotSpeed = this is an InFeed calculated variable defining the velocity to add the compressed shot into the PRU

- This is a function of ShotTimeSec

- in the case of the no-mix condition, the shot time will be defined by FeedRate