Configurator 2.0 Software

QUICK REFERENCE MANUAL

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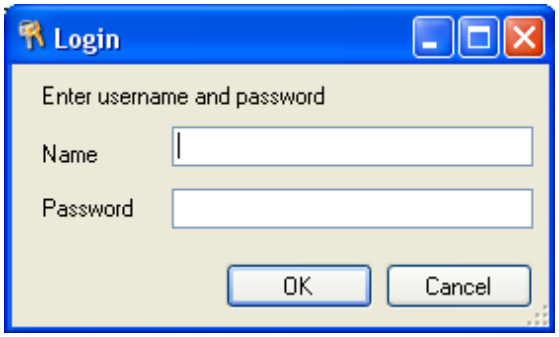
How to Connect

When the program starts, the device is disconnected and the connect button will show . Also, the status bar in the bottom left corner will read "disconnected." To connect to a device, make sure that a device is selected from the drop-down list located on the top right of the form, and click this button. While the Configurator is in the process of connecting, the connect button will show . If a connection is successful, the connect button will show and the status bar in the bottom left corner will read "coms good." If the connection is not successful, the connect button will remain and the status bar in the bottom left corner will read "coms bad." Clicking on this button again will disconnect the device.

How to Login

There are four levels of security with the Configurator – Operator, Supervisor, Administrator, and SSI Special. Each level provides additional functionality with the Configurator software.

When the program starts, the device is logged in as Operator and the login button will show (blue). The Operator level does not require any pass codes. To login at a higher level, click on this button. A dialog box will pop up with a field for a user name and password.

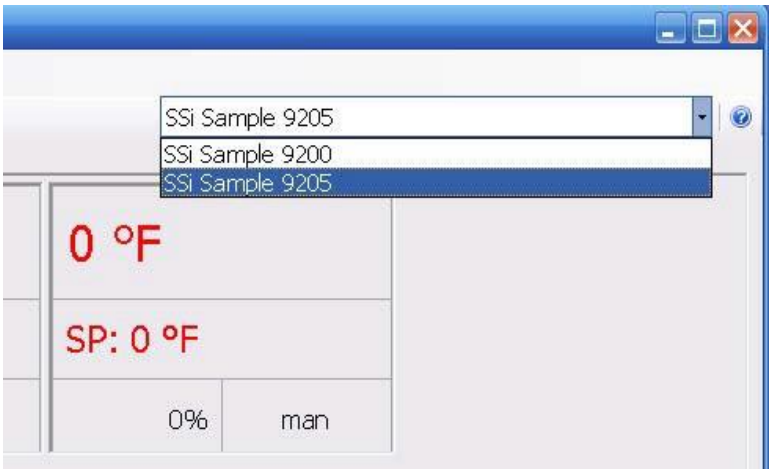


To login as Supervisor, enter "Supervisor" as the user name and enter the level 1 pass code as the password. The user name is not case-sensitive. If the login is successful, the login button will show (gold).

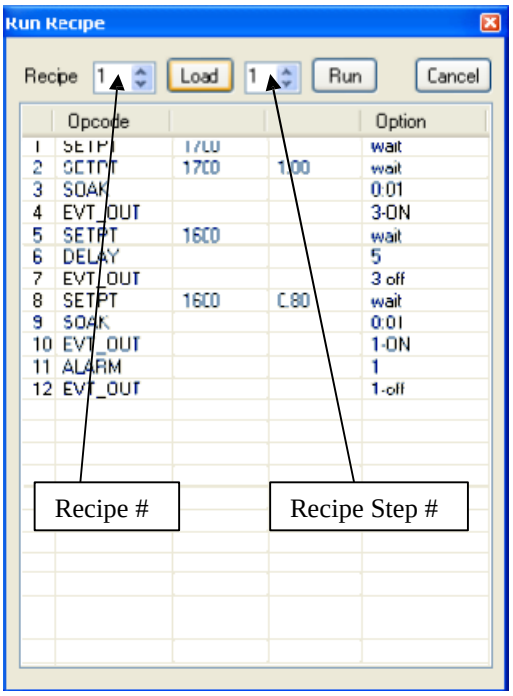
To login as Administrator, enter "Administrator" as the user name and enter the level 2 pass code as the password. The user name is not case-sensitive. If the login is successful, the login button will show (green).

Selecting an Instrument to Connect

To select an instrument to connect with, find the instrument drop-down menu, in the upper right corner of the Configurator display. In the drop-down menu, choose the instrument to connect with Configurator.



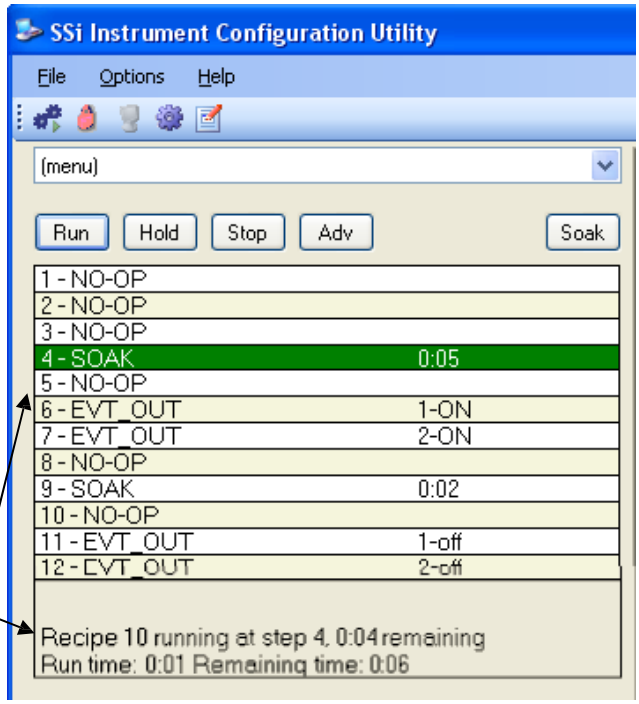
Running a Recipe



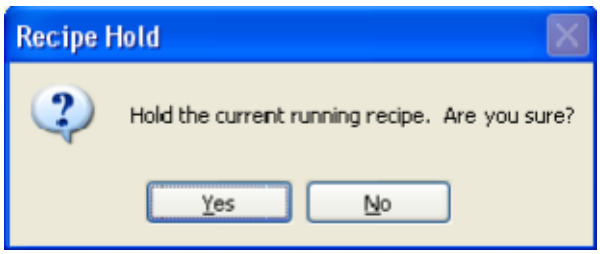
Click on the **Run** button to display the Run Recipe screen, from which the user can select the recipe to run.

Use the number box next to the "Recipe:" to select a recipe number from **1** to **300**. Once the recipe number has been selected, click on the **Load** button. This will display the steps in the recipe in the white area. If the user wants the recipe to start from a step other than step 1, the user can select which step from the number box to the right of the **Load** button.

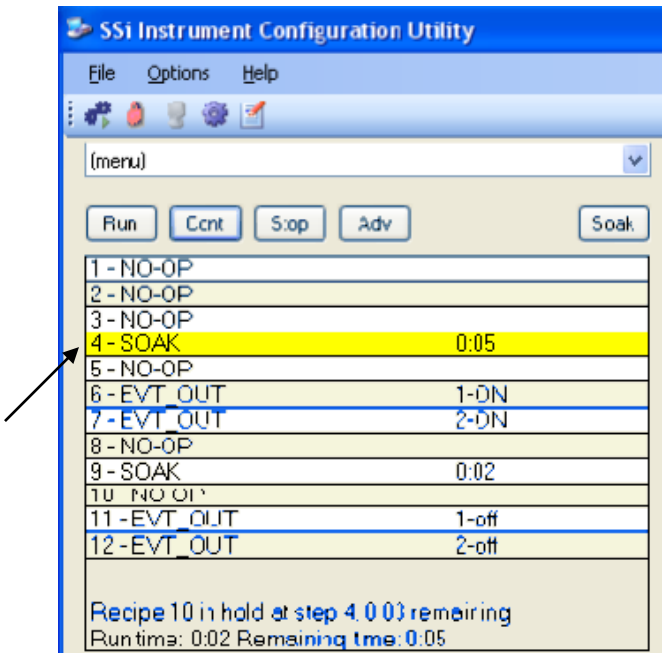
The user can edit the steps in the recipe just like in the Recipe Management screen. Once the recipe number and the starting step number have been chosen, the user can click on the **Run** button. This will begin the recipe. If the user does not wish to run the recipe, clicking on the **Cancel** button will close the form without starting the recipe. While a recipe is running, there will be a green highlight across the program display area.



Holding a Recipe



The **Hold** button will put the recipe on hold, but it will not stop the recipe. To hold a recipe, click on the **Hold** button. The user will have to confirm the action.

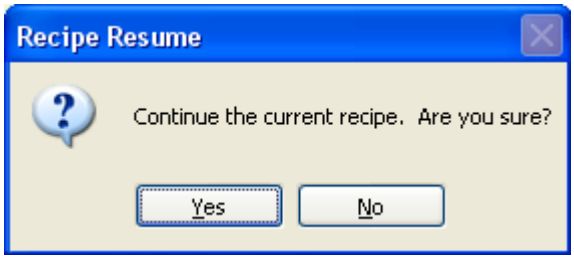


Clicking on **Yes** will hold the recipe, and clicking on **No** will not hold the recipe. Once the program has been held, the **Hold** button will say **Cont**, there will be a yellow highlight across the program display.

Continuing a Recipe

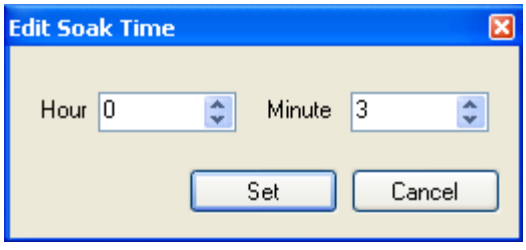
To continue the recipe, click on the **Cont** button. The user will have to confirm the action

Click the **Yes** button to continue the recipe. Click the **No** button to leave the recipe in hold. Once the recipe has been continued, the green highlight will return and the **Cont** button will say **Hold**.



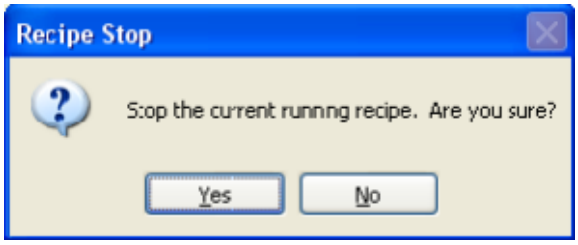
Changing the Soak Time

The **Soak** button will allow the user to manually change the length of a soak time. To do this, click on the **Soak** button. **Note: The recipe must be in a soak step for this button to be enabled**. This will display the Soak Timer dialog box.



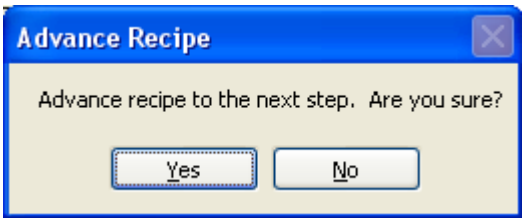
The current soak time will be displayed initially. To set a new soak time, change the hours and/or minutes to the desired values and click on the **Set** button. **Note – This change will only last for the current soak and will not be a permanent change**. To cancel the change, click on the **Cancel** button.

Stopping a Recipe



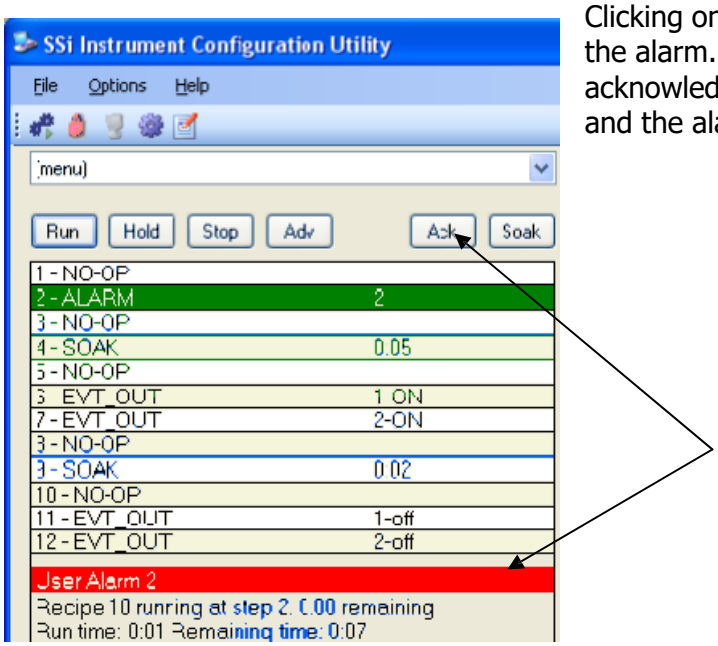
To stop the recipe, click on **Stop**. This will display a message box confirming the action. Clicking on **Yes** will stop the program and clicking on **No** will cancel the action.

Advancing a Recipe

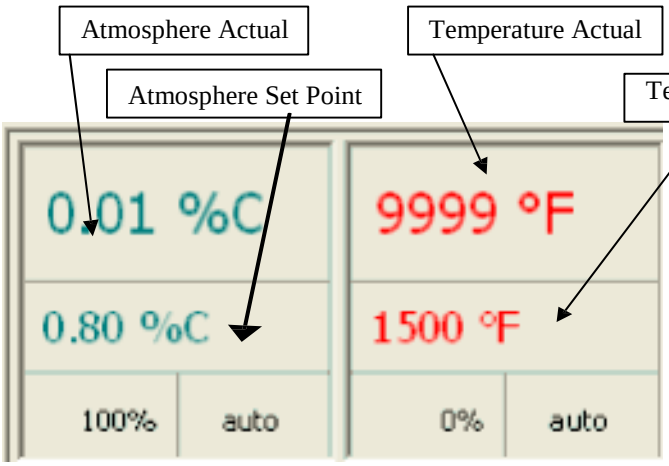


The **ADV** button will allow the user to advance to the next step in the recipe. The user will have to confirm the action. Clicking on the **Yes** button will advance the recipe to the next step, while clicking on the **No** button will cancel the advance. If there is an alarm of any kind, the alarm text will be displayed at the bottom of the program display area with a red highlight, and the **Ack** button will become visible.

Acknowledging an Alarm



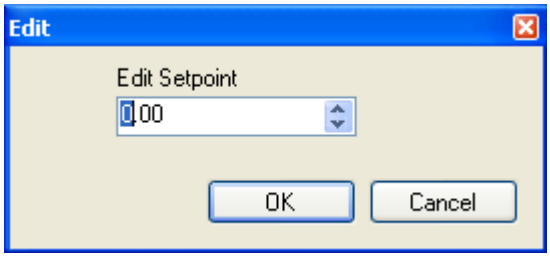
Clicking on the **Ack** button will acknowledge the alarm. Once the alarm has been acknowledged, the **Ack** button will disappear, and the alarm text will disappear as well.



Editing Controller Data

The right side of the screen contains the controller data: atmosphere actual and set point, temperature actual and set point, Probe information, Outputs, and Inputs.

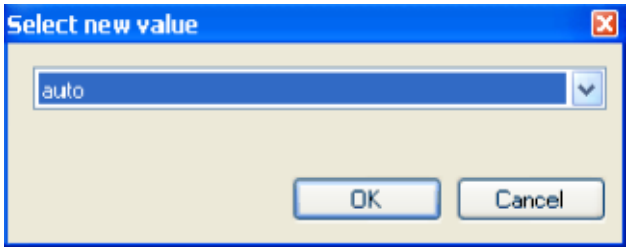
Editing the Atmosphere set point



Click on the atmosphere set point box (middle box in the left column) to alter the set point. Enter the new value or use the up and down arrows to select the new value. Click on the **OK** button to set the new atmosphere set point. Clicking on the **Cancel** button will cancel the action.

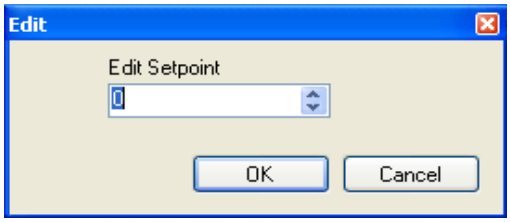
Editing Atmosphere Output Values

The bottom two boxes deal with the output values. Click on the bottom right box to change the value.



Select the new value, either "auto" or "manual". Click on the **OK** button to change the value, or click on the **Cancel** button to cancel the action.

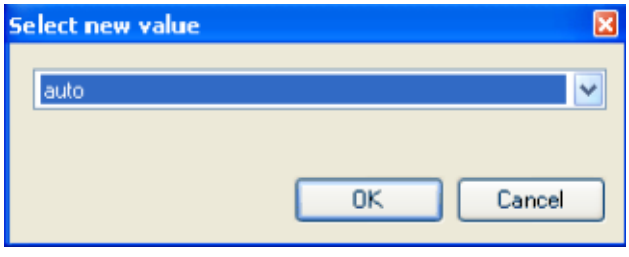
Editing the Temperature set point



Click on the temperature set point box (middle box in the right column) to alter the set point. Enter the new value or use the up and down arrows to select the new value. Click on the **OK** button to set the new temperature set point. Clicking on the **Cancel** button will cancel the action.

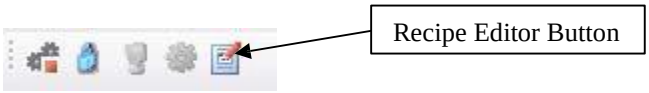
Editing Temperature Output Values

The bottom two boxes deal with the
output values. Click on the bottom right box to change the value.



Select the new value, either "auto" or "manual", and click on the **OK** button to change the value, or click on the **Cancel** button to cancel the action.

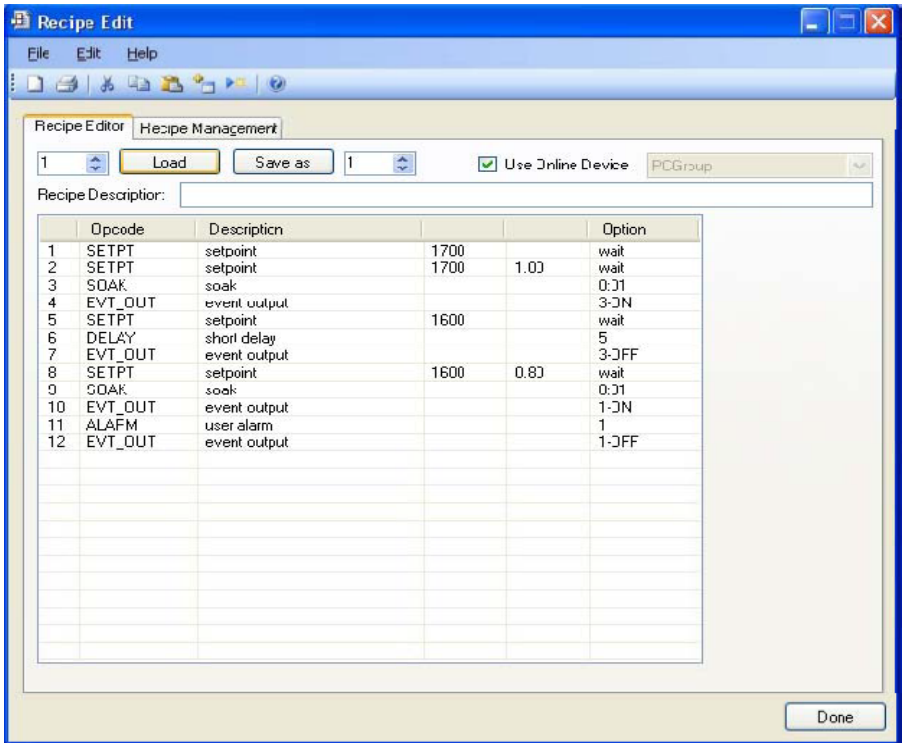
Opening the Recipe Edit Screen



To open the Recipe Editor, click on the Recipe Editor Button. It is available to users of all access levels; however, users with Operator level access cannot save recipes. This form allows users to manually edit a recipe.

Editing a Recipe

The toolbar at the top of the form contains the basic Windows-type functions. From left to right are: New (load a blank recipe), Print (print out the recipe steps), Cut (cut a selected step), Copy (copy a selected step), Paste (paste the cut or copied step), Insert Step (inserts a selected step into the program…all steps below the inserted step will move down), Insert NO-OP Step (insert a NO-OP step into the program…all steps below the inserted step will move down), and Help (display a help page).



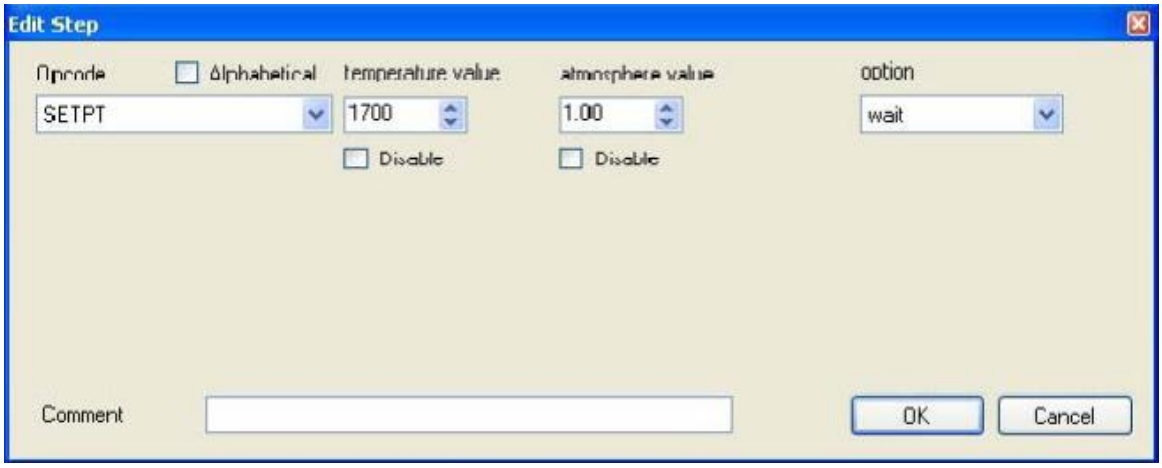
Recipe Editor Tab

Load/Save Recipes

To load a recipe, use the up or down arrows, or just type in the recipe number (0 – 300) and click on the **Load** button. To save the loaded recipe, use the up or down arrows, or just type in the number (0 – 300) in the box next to the **Save As** button and click this button.
Checking the "Use Online Device" check box will load and save the recipes on the currently connected controller. Not checking this check box will load and save the recipes on the local computer.

Modify Recipes

To modify any of the steps in the recipe, double-click on the row of the step that will be modified. This will display the Edit Step form.

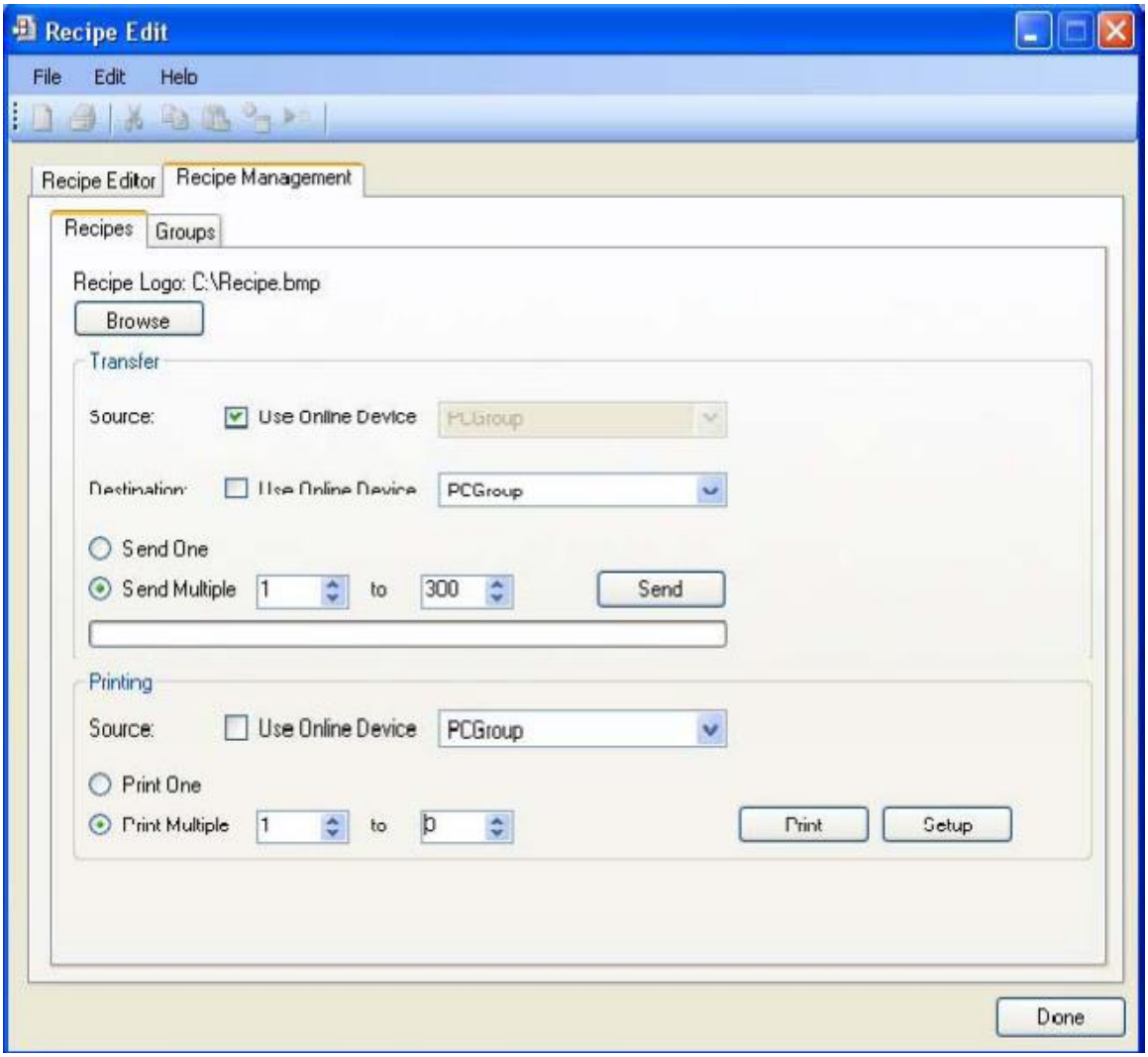


The drop-down list under "Opcode" allows the user to select the specific opcode that will be used in the recipe step. If a temperature value or an atmosphere value is needed, these can be set using the up or down arrows, or by just typing in the value. If these are not needed, check the "Disable" checkbox and the boxes will become unavailable.

Note – for some opcodes, the display text will change and the Edit Step screen will look slightly different to accommodate the different types of values associated with each opcode, but the functionality of each item will remain the same. For an example, see the appropriate section in the Configurator Manual.

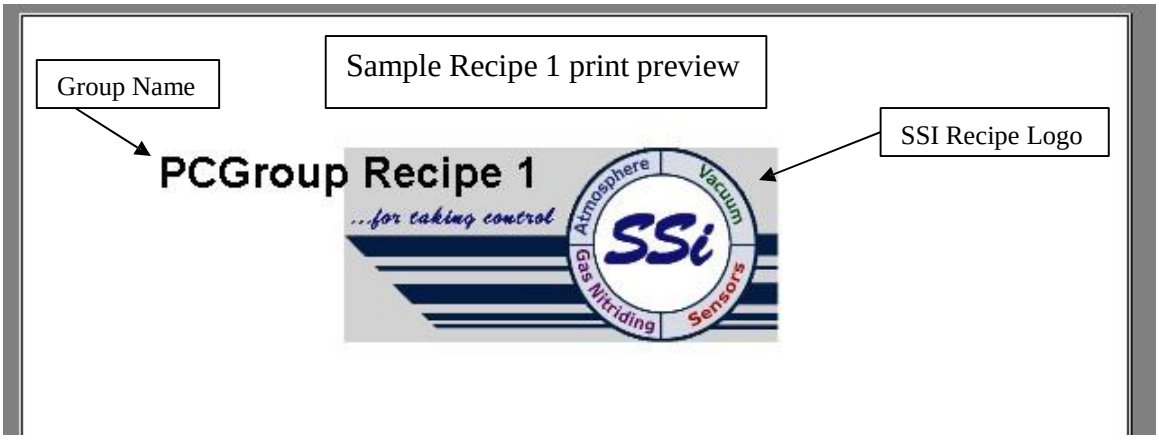
The box(es) on the right side of the form is the action or value that should be taken. The user can add an optional comment to the recipe step in the "Comment" field, if desired. Once all of the changes have been made, the user can click on **OK** to save these changes.

Recipe Management Tab



Recipes Tab

The "Recipe Logo:" will allow the user to select a bitmap (.bmp) image to act as a logo for the recipes. Clicking on the **Browse** button will open up a dialog box that will allow the user to browse to the desired picture.



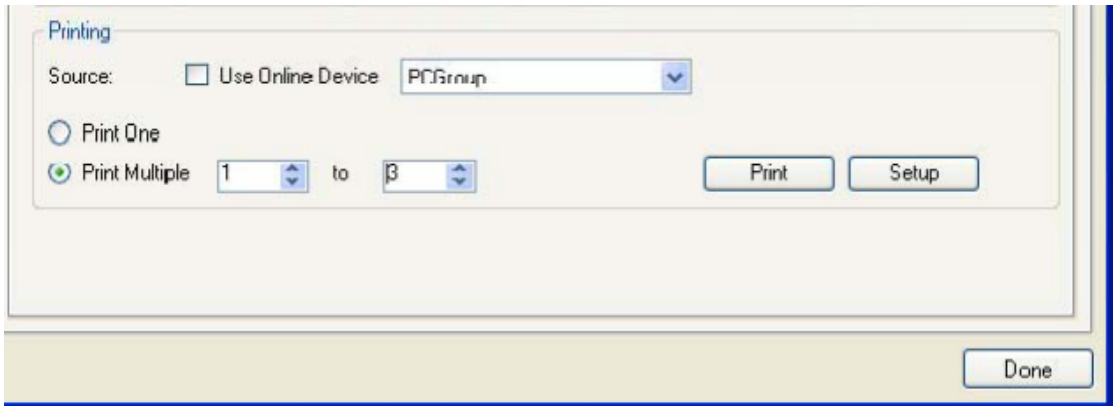
Transfer Section

The Transfer section will allow the user to transfer one or more recipes from one location to another. The "Source" field could either be the currently connected device ("Use Online Device"), or one of the offline groups ("PCGroup"). The "Destination" field could either be the currently connected device ("Use Online Device"), or one of the offline groups ("PCGroup").
The "Send One" option will send only one recipe from the source to the destination. The recipe to send will be based upon the numeric value within the box next to the "Send Multiple" option.

The "Send Multiple" option will send any number of sequential recipes from the source to the destination. When the "Send Multiple" option is selected, there will be another numeric value box visible next to the first numeric value box. This second box will be invisible when the "Send One" option is selected.

Once all of the required information is present (source, destination, recipe to send), clicking on the **Send** button will send the recipes. The progress bar at the bottom of the section will update the send process. **Note: Transferring recipes from or to a controller may take a few minutes**.

Printing Section



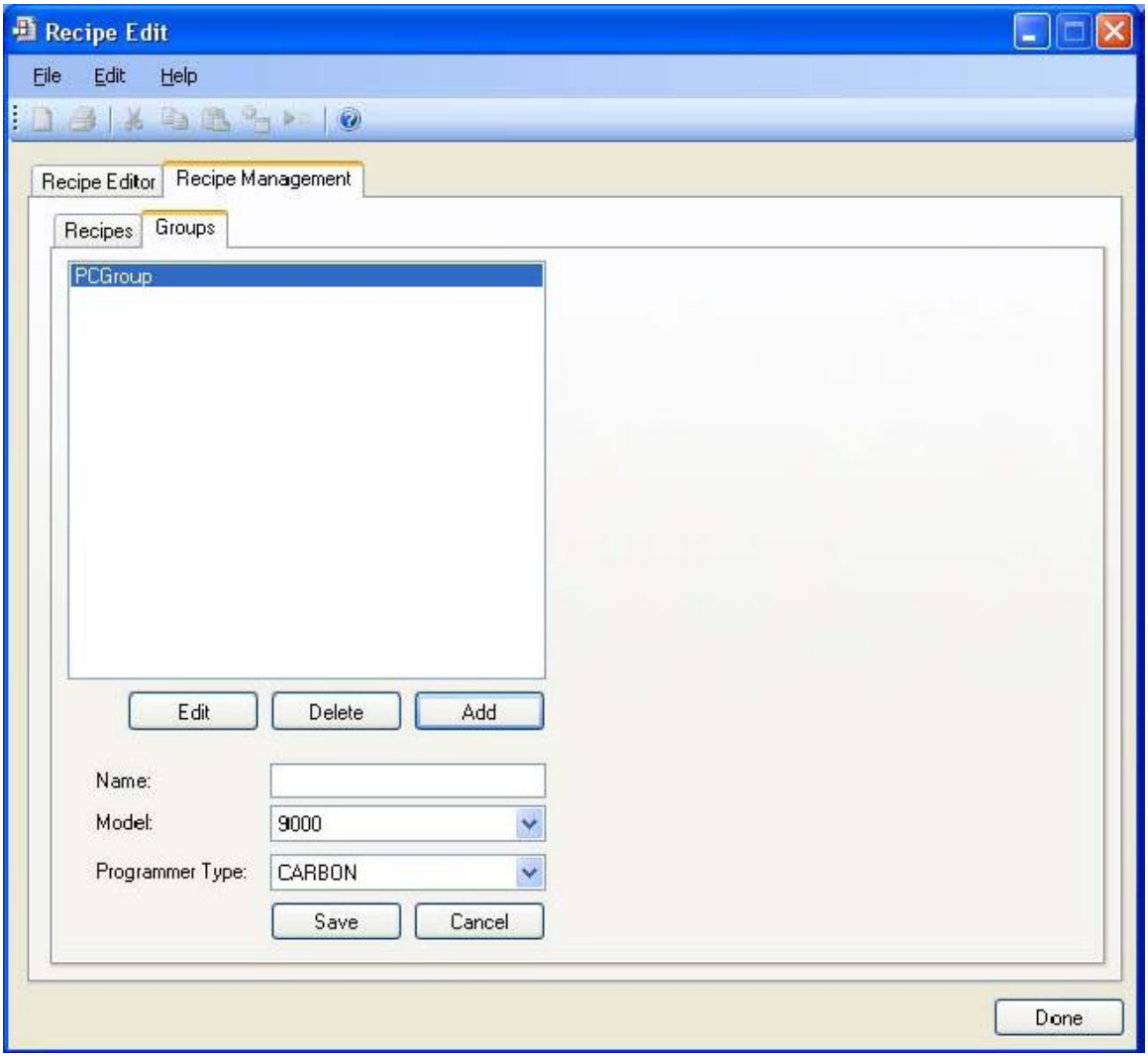
The Printing section allows the user the ability to print out recipes. The "Source" field could either be the currently connected device ("Use Online Device"), or one of the offline groups ("PCGroup").

The "Print One" option will print only one recipe from the source. The recipe to print will be based upon the numeric value within the box next to the "Print Multiple" option.

The "Print Multiple" option will print any number of sequential recipes from the source. When the "Print Multiple" option is selected, there will be another numeric value box visible next to the first numeric value box. This second box will be invisible when the "Print One" option is selected. Clicking on the **Print** button will display a print preview dialog, where the user will be able to view and/or print the recipes.

Clicking on the **Setup** button will display a Page Setup screen, which will allow the user to set up the page settings for printing, as well as select the printer. **Note: Printing recipes from a controller may take a few minutes**.

Groups Tab

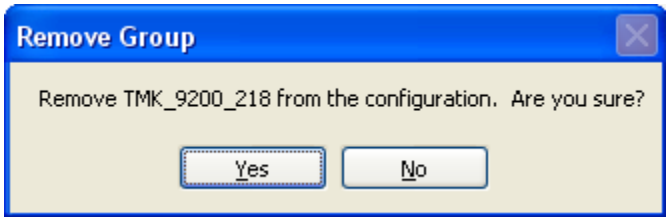


The Groups tab will allow the user to add, modify, or delete the offline groups of recipes. The offline recipe groups are used throughout the Recipe Edit screen, both on the Recipe Editor tab and the Recipe Management tab.

To add a recipe group, click on the **Add** button. This will display the recipe group fields: Name, Model, and Programmer Type. Enter or select the desired values and click the **Save** button to save the new group, or click the **Cancel** button to cancel the add process.

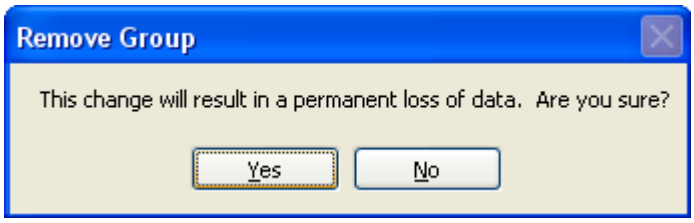
To edit a recipe group, click on the group name to edit from the list and click on the **Edit** buttons, or double-click the group name in the list. This will display the recipe group fields with the selected recipe group's information loaded. Modify the desired values and then click the **Save** button to save the changes, or click on the **Cancel** button to cancel the edit process.

To delete a recipe group name, click on the group name to delete and click on the **Delete** button. The user will have to confirm the delete.



Clicking on the **Yes** button will continue with the delete, while clicking on the **No** button will cancel the delete process. Since deleting a recipe group will result in the loss of data, the user will have to confirm the delete a second time.

Clicking on the **Yes** button will delete the recipe group, while clicking on the **No** button will cancel the delete process.



Clicking on the **Done** button will close the screen down.

Revision History

Rev.	Description	Date	MCO #
-	Initial Release	6/23/08	N/A