Recipe _ Transferring

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1. Overview and Operation

Overview

EasyBuilder Pro enhanced the funtion of using and editing Recipes. Users can define the needed data type in system parameter settings then use Recipe Records Object to set the values and view the edited recipe data via Recipe View Object. The edited recipe can be operated or adjusted using Data Transfer (Trigger-Based) Object or the designated register. This demo project demonstrates how to use Recipe View Object and Data Transfer (Trigger-Based) Object to set the content of the common beverage recipes.
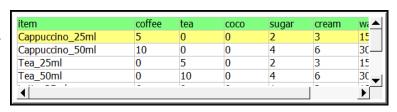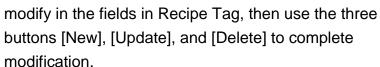
Operation

Several parts can be seen in this demo project:

1. On Recipe View Object, the beverage recipes can be seen. Directly click on the record to be checked, and use the slider bar to check the whole table.

item	coffee	tea	coco	sugar	cream	wa
Cappuccino_25ml	5	0	0	2	3	15
Cappuccino_50ml	10	0	0	4	6	30
Tea_25ml	0	5	0	2	3	15
Tea_50ml	0	10	0	4	6	30

2. To add, delete or modify data in Recipe View Object, select the record to be adjusted,

Item	Cappuccino_25ml					
	Coffee	Tea	Coco	Sugar	Cream	Water
	5	0	0	2	3	15

modify in the fields in Recipe Tag, then use the three buttons [New], [Update], and [Delete] to complete modification.
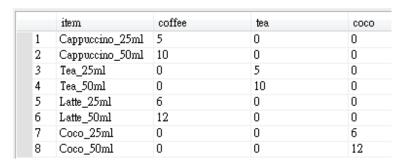
Recipe Tag — New / Update / Delete

3. Recipes can be transferred between PLC and HMI.
   - Upload from PLC: Transfer data from PLC to HMI.
   - Download to PLC: Transfer data from HMI to PLC.

   PLC — Upload from PLC / Download to PLC

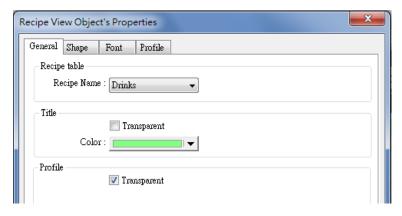   - If select [Upload from PLC], click [Update] button to finish updating.
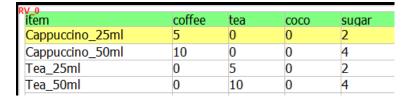
2. Setting up the Screen

1. Go to System Parameter Settings -> Recipes to define data type, and set the items:Item, Coffee, Tea, Chocolate, Sugar, Cream, Water
For detail please refer to EasyBuilder Pro User Manual Chapter 5 System Parameter Settings.

2. After creating recipes, click ▥ Recipe Records for relevant settings. For detail please refer to EasyBuilder Pro User Manual Chapter 24 Recipe Editor.

	item	coffee	tea	coco
1	Cappuccino_25ml	5	0	0
2	Cappuccino_50ml	10	0	0
3	Tea_25ml	0	5	0
4	Tea_50ml	0	10	0
5	Latte_25ml	6	0	0
6	Latte_50ml	12	0	0
7	Coco_25ml	0	0	6
8	Coco_50ml	0	0	12

3. After setting use Recipe View Object to display recipe items.

4. Upon completion of the settings, a new Recipe View Object is created.

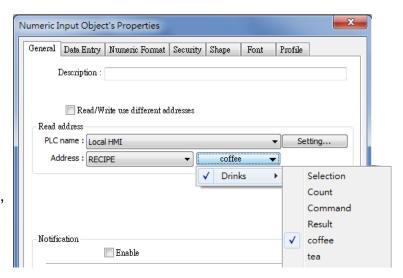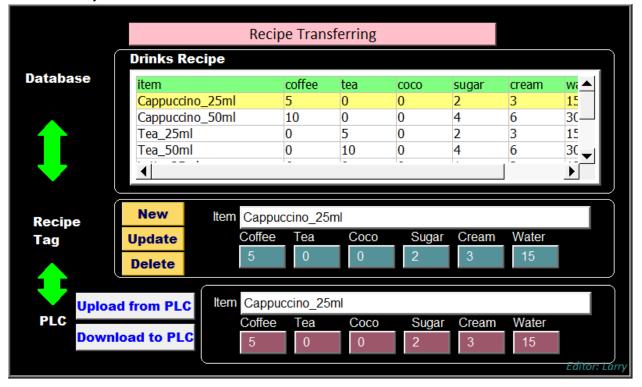| item	coffee	tea	coco	sugar
Cappuccino_25ml	5	0	0	2
Cappuccino_50ml	10	0	0	4
Tea_25ml	0	5	0	2
Tea_50ml	0	10	0	4

5. Create three Set Word Objects to write a specific value to Recipe -> Command to update or modify data. Command settings:

- Command 1: Add a new Recipe Record to the last row.
- Command 2: Update the selected Recipe Record.
- Command 3: Delete the selected Recipe Record.

6. Create several Numeric Input Objects and Numeric Display Objects to display recipes. The items to be displayed can be selected from the address pull-down list. To add or modify data on Recipe View Object, use the three buttons: [New], [Update], and [Delete].

7. Create 2 Data Transfer (Trigger-Based) Objects to transfer data of HMI and RECIPE. If on Recipe View object select the first record, all the data of the first record will be sent and received. As shown, the second record: Cappuccino_50ml is selected, Data Transfer Object will send out the data of this record.

3. Addresses

The object addresses used in this demo project are listed below, the addresses and object ID can be modified based on actual usage.

Object	Address	Object ID	Description
Window 10			
Recipe View		RV_0	View the data of the specified recipe.
Set Word	RECIPE_Command	SW_0	Write Command 1
	RECIPE_Command	SW_1	Write Command 2
	RECIPE_Command	SW_2	Write Command 3
ASCII Input	RECIPE_item	AE_0	Item Name
	LW-0	AE_1	
Numeric Input	RECIPE_coffee	NE_0	The amount of coffee
	RECIPE_tea	NE_1	The amount of tea
	RECIPE_chocolate	NE_2	The amount of chocolate
	RECIPE_sugar	NE_3	The amount of sugar
	RECIPE_cream	NE_4	The amount of cream
	RECIPE_water	NE_5	The amount of water
	RECIPE_coffee	NE_6	The amount of coffee
	RECIPE_tea	NE_7	The amount of tea
	RECIPE_chocolate	NE_8	The amount of chocolate
	RECIPE_sugar	NE_9	The amount of sugar
	RECIPE_cream	NE_10	The amount of cream
	RECIPE_water	NE_11	The amount of water
Data Transfer Trigger Based	LW-0 -> RECIPE_Drinks	RP_0	
	RECIPE_Drinks -> LW-0	RP_1	