OCS Training Workshop
LAB3

Recipes Editor

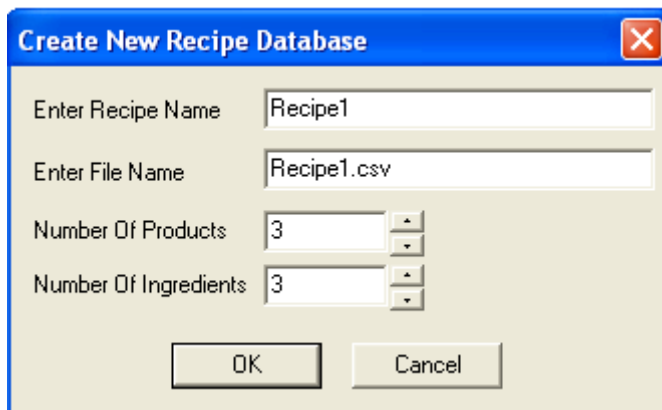# Lab 3: Using Recipes Editor

Objective:

This lab will train you to use Recipes Editor. Recipes can be used when a certain set of variables need to be changed for manufacturing different products on the machine, while the process remains the same.

Procedure:

Step 1

➢ **Creating the Recipes**

Click on the **Program** menu and select **Recipe Editor.** A window to enter the Recipes Database is opened. Enter the Recipe Name. The File name assigned needs to be in 8.3 format which means 8 characters for the filename followed by '.csv'

Enter the no. of Ingredients and Products.

Note: The numbers of ingredients and products can be increased or decreased using icons in the tool bar.

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Step 2

➢ **Add names to the Items and Products**

The **Recipe Editor** displays the Items and Products in a matrix. We consider an example of 3 Liquids viz. A, B and C used to prepare Mixture 1, Mixture 2 and Mixture 3 as products in variable composition.

Double click on the Items and Product to define properties, assign variable registers and change name.

Auto Allocation

The ingredient registers can be random or consecutive. If consecutive registers are assigned for the ingredients, then **Auto Allocation** can be used. In Recipe Editor, Click Edit/ Auto Allocate Ingredient Registers
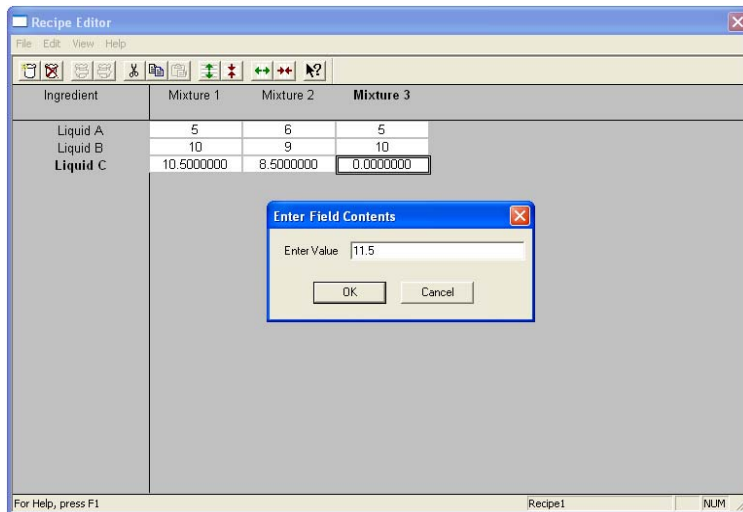
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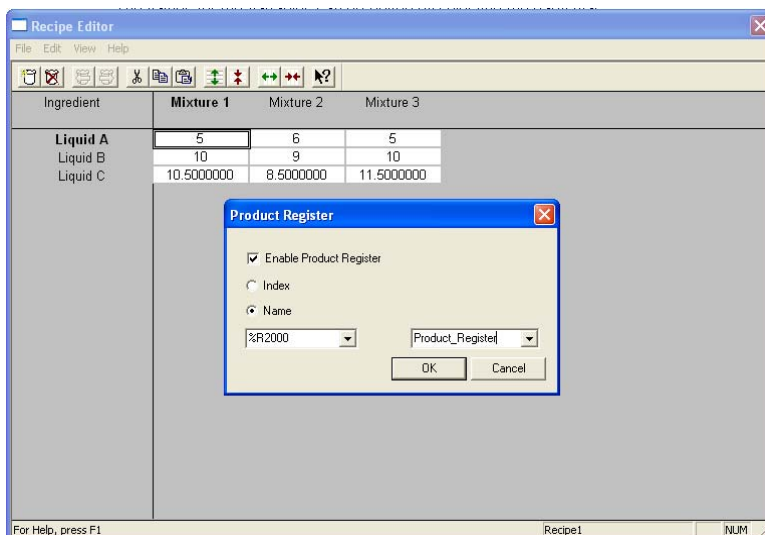
Step 3
➢ **Edit Values for the variables**
 The values for the variables can be edited by selecting the particular ingredient in the product.

Step 4
➢ **Configure Product register**
 The Product loaded or being used currently can be displayed as an Index no. or as the product name. In Recipe Editor, Click Edit/ Configure Product Register. This window offers a register to be enabled for product name and allows selection for displaying the Product name or Index no.
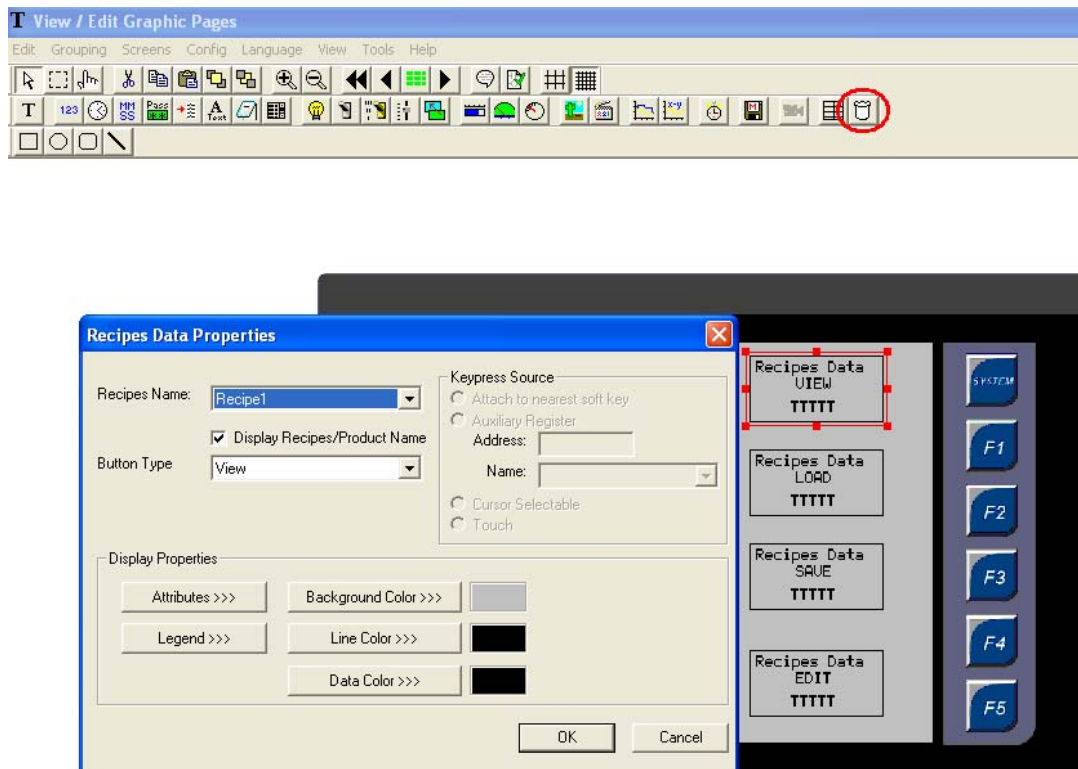
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Step 5
➢ Configure Recipes Data in Graphics Editor
Open Graphics Editor and select the Recipes Data icon (marked with Red ellipse in the diagram given below). Place the icon in screen edit area. On double-clicking this icon, Recipes Data Properties window is opened. You can select the Recipe name from the drop down box and select the Button Type.

The available Button Types are:

VIEW: This displays the name/ index (as configured) of the product in use.

LOAD: This loads the selected product, transferring their values to the registers.

SAVE: This saves the values loaded for the registers of the selected product.

EDIT: This button allows the operator to edit the values of any products of the recipe.