



# **Operating instruction BlueEdit**



# Inhalt

<b>Introduction</b>	<b>1</b>
Installation	2
System requirements	3
<b>Using the BlueEdit program editor</b>	<b>5</b>
General information	6
Definitions	7
Opening the BlueEdit program editor	8
Creating a new recipe	9
Insert / delete / copy segments	11
Entering a recipe	12
Practical tips for entry of a table	13
Saving the recipe	14
Deleting a recipe	15
Rename a recipe	16
Editing recipes	17
Importing/exporting recipes	18
Sending a recipe to KS108 / reading a recipe from KS108	20
Sending a recipe to simulation Sim108 / reading a recipe from simulation Sim108	21
Details in the graph: zooming and reading values	22
Printing as PDF file	23
<b>Appendix</b>	<b>25</b>
End User License Agreement	26
<b>Index</b>	<b>a</b>



# 1 Introduction

## Introduction

BlueEdit is editor for the programmer of KS108, KS98, KS98-1 and KS90-1. With the help of BlueEdit recipes can be written to the device or can be read.

# 1.1 Installation

## Installation

See help or operating instruction of the BlueEdit configurator..

## 1.2 System requirements

### System requirements

The software runs under Windows 2000 and XP. As it has not been tested under Windows NT, 95, 98, and ME, MSIndustrie software GmbH provides no support for these operating systems. Apart from the correct operating system, it is also important that .NET Framework (Version 1.1 upwards) has been installed. Apart from the above, at least the following hardware platform is recommended:

- PC (Pentium IV  $\geq$  2 GHz)
- $\geq$  1024 Mbyte RAM
- $\geq$  40 Gbyte hard disk
- CD or DVD drive
- Optionally a CD or DVD burner for data backup
- VGA card and monitor (resolution 1024 x 768 pixels and 256 colours or better)
- Serial interface(s) (if RS 232, then also a converter to RS 422)
- Profibus card(s) if Profibus devices are to be connected
- Ethernet port



# 2 Using the BlueEdit program editor

Using the BlueEdit program editor

---

## 2.1 General information

### General information

After completing the basic settings of the programmer using the configurator, recipes can be created. Basic settings are:

Interface and communication parameters

Directory and name of the recipes on the PC and in KS 108easy, and the settings for the recipes, such as number and name or tracks, etc.

#### NOTE!

When opening the program editor, the project selected last using the configurator is used as a base for recipe creation.

In the program editor, another project can be selected for recipe creation via <File><Select project>.

Configuration changes are stored in the program editor only after opening it again. If the configuration is changed during recipe creation, save the recipe, exit BlueEdit and re-open it.

A valid license number can be entered both in the configurator and in the program editor under <Help><License info>. If the license number is missing, the recipes can be neither transmitted to the target instruments nor read. Recipe import/export aren't possible either.

# 2.1.1 Definitions

## Definitions

Several (KS 108easy) target instruments may be included in a project. Projects are created using the configurator.

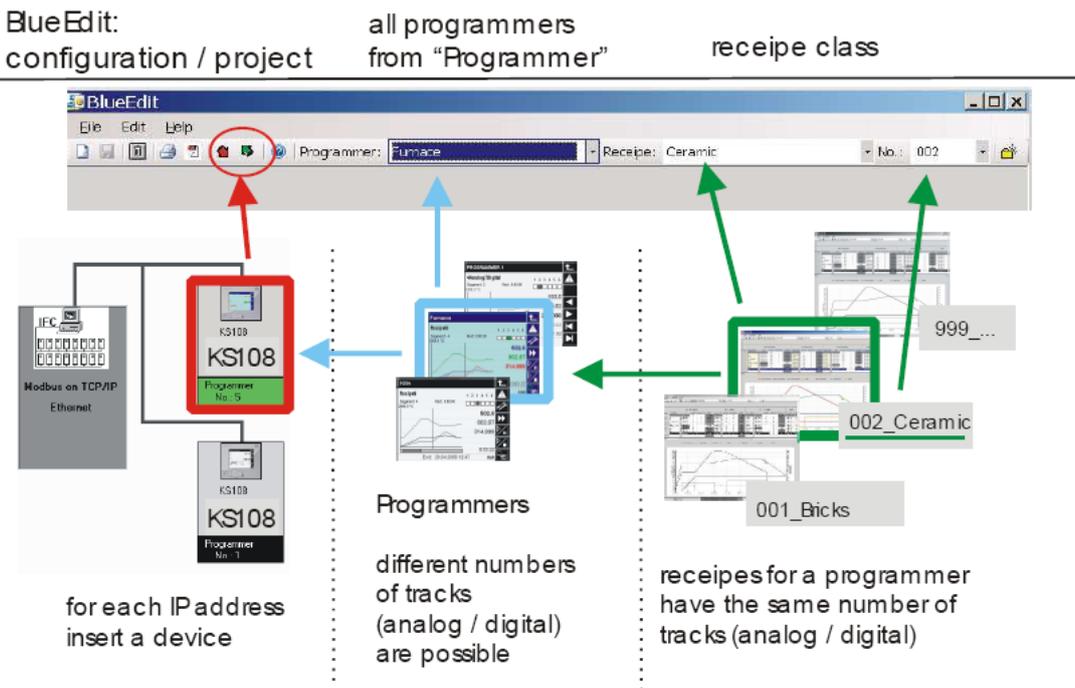


Fig. 28: Configuration project in program editor

Within the (KS 108easy) target instrument, several programmers can be included (e.g. annealing furnace, baking oven, ...). Each programmer has a fixed individual number of tracks. An own (PC) database and an own recipe directory in KS 108 can be created for each programmer.

Recipes are firmly assigned to programmers and always have the same number and type of tracks as the programmer. Recipes are distinguished by the type of products to be processed (brick, pan tile, ceramics, ...) and thus by the number of segments.

Recipes within a database have a unique number (000...999) and can be selected in KS 108 both via this number and via the recipe name. The recipe no. is displayed in KS 108 only when selecting the recipe; it doesn't appear on the operating pages.

In the program editor, the recipe is selected unambiguously using the programmer and recipe number. The assignment of the programmer to an instrument also determines the KS 108easy target address (IP). For this reason, sending recipes to or reading recipes from the target instrument are possible without entry of further parameters.

## 2.2 Opening the BlueEdit program editor

### Opening the BlueEdit program editor

The program editor is found in the start menu under <Start><Software><PMA Tools><BlueEdit><BlueEdit>. A start screen is displayed.

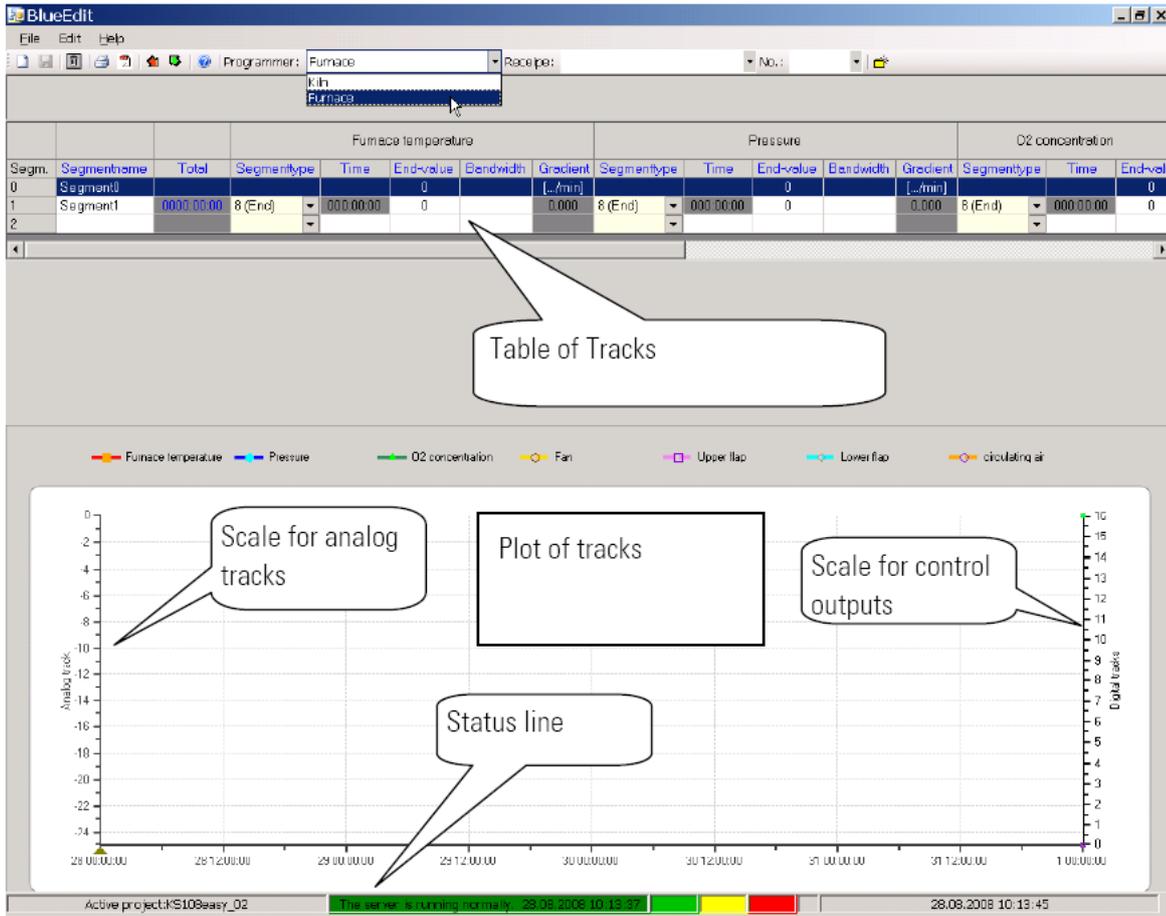


Fig. 29: Start screen and programmer selection

## 2.3 Creating a new recipe

### Creating a new recipe

To start with, create a new recipe. The following steps are required:

- 1.. Select the programmer for which you want to create a recipe (Fig. 29, mouse pointer).
- 2.. Open a new table either via <File><New> or via the button (Fig. 30).

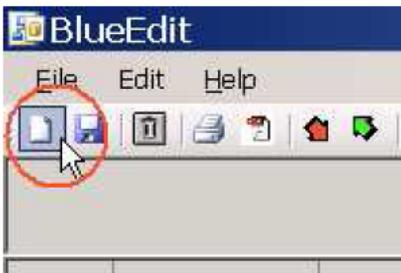


Fig. 30: Creating a new recipe

- 3.. Enter a recipe name (program) and a unique recipe number (recipe no. 1...999) in the following dialog window.

The recipe may be selected both via the engineering and via KS108 operation. The number is not included on the display of the current program.

- 4.. After clicking "OK" to confirm, you can decide whether you want to save changes of the previously active recipe (e.g. imported recipe, <File><Data import>).

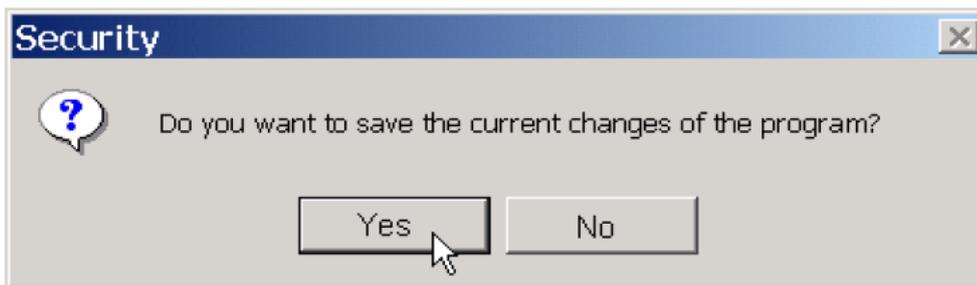


Fig. 31: Saving the recipe change before opening a new recipe

- 5.. After clicking "OK" to confirm, you can decide if you want to save the parameters of the previously active recipe (e.g. imported recipe, <File><Data import>).

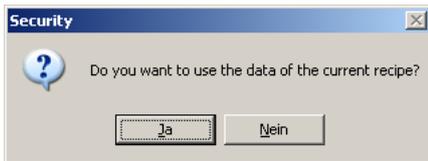


Fig. 32: Saving parameters in a new recipe

According to the example, you can now create the first recipe "Ceramic" for the programmer „Furnace“.

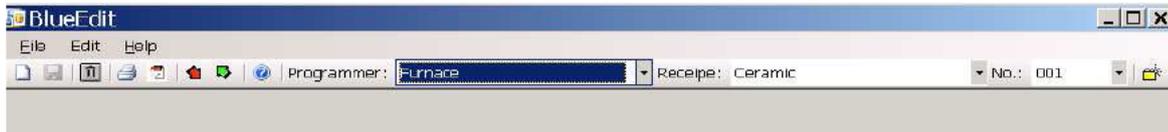


Fig. 33: Entered recipe header line

#### NOTE!

If you want to define recipes for various products , it is purposeful to enter a different numeric range for each product class, e.g.

- Floor tiles 1... 99
- Wall tiles 100...199
- Sink 200...299

etc.

## 2.3.1 Insert / delete / copy segments

### Insert / delete / copy segments

Via context menu, called with right mouse button, segments can be changed:

#### **Delete segments:**

The row is deleted, following segments are moved a row upwards.

#### **Insert a new segment:**

A new segment is inserted with default settings. All following rows are moved a row downwards.

#### **Copy / insert a segment:**

A segment is copied and can inserted at a different row. The marked segment is overwritten while inserting! If the copied segment should be added to the recipe, so the copied segment takes place between two existing segments, a new segment must be inserted in this place first!

# 2.4 Entering a recipe

## Entering a recipe

A blank recipe form is displayed. In the recipe table (upper part), the tracks are given in the horizontal columns and the segments are shown in the vertical columns. The first track in the table is always the „master track“.

Analog and control tracks are determined by the units and physical quantities provided in the process. For this reason, they are already defined with name and unit in the KS108 engineering and are stored in the table automatically (from the XML file).

The number and type of segments are dependent on the products to be processed. Like processing steps or process phases in a batch sequence, segments are defined only in the recipe.

The overall time of the master track is displayed in column Total. The segment time is calculated automatically from the gradients and the segment end value. The overall time is also valid for all control tracks.

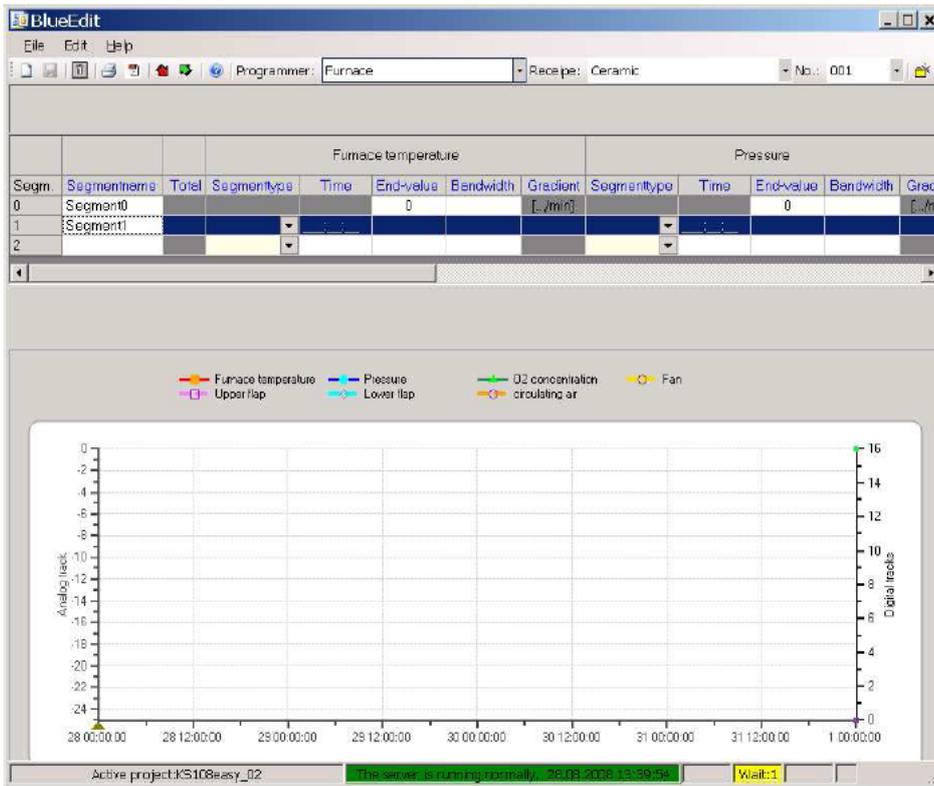


Fig. 34: Blank recipe form

---

## 2.5 Practical tips for entry of a table

### Practical tips for entry of a table:

1.. Determine the segment type for all segments of the master track (first analog track; here: furnace temperature) and assign names to the segments. With each entry, the table is extended by one line automatically.

The first segment (line 0) is the reset segment and determines the initial condition of all tracks (before program start). The last segment determines the program end (end segment).

2.. Then enter the start value for the tracks (line 0, column End-value).

3.. Enter the segment times, end values and bandwidths for the master track (first track). For definition of the segment types, refer to the description of the relevant target instrument (here: KS108easy). Simultaneously, the expected track progress is displayed graphically in the lower section.

#### NOTE!

Depending on segment type, either the segment time or a gradient must be entered. Disabled fields are shown with a gray background. For hold segments, the end value of the previous segment is taken over automatically.

Bandwidths are switched off, when the corresponding field is empty. "0" means that the effective bandwidth is zero (any deviation would interrupt the program).

4.. Now, define the slave tracks analogously to the master track.

#### NOTE!

If "Time from track 1 " was activated for an analog track in the configurator, column "Time" in the program editor isn't displayed. The time of the master (track 1) is used automatically.

Finally, the control tracks are defined. Control tracks are firmly coupled to the master track segmentation. Within a segment, a delay and switching time for each control track can be set.

The right scale of the graph shows the control track numbers. I.e. the digital track 3 "Lower flap" in the example is shown as a value of 3.

## 2.6 Saving the recipe

### Saving the recipe

You can save the recipe under <File><Save> or using the disk icon. To save the recipe under a new name and a new recipe no., click <File><Save as>.

## 2.7 Deleting a recipe

### Deleting a recipe

You can delete the recipe under <File><Delete recipe> or using the trash can icon.

## 2.8 Rename a recipe

### Rename a recipe

You can rename a recipe under <File><Rename recipe>. It is stored with the same recipe number.

#### NOTE!

If a recipe is renamed in BlueEdit, sending it to the device results in a recipe with the selected number and the new name. An recipe already sendt to the device with the old name becomes invalid and must be deleted manually.

---

## 2.9 Editing recipes

### Editing recipes

To edit a recipe, select it via Programmer and Recipe or Programmer and No. and edit it as described.

# 2.10 Importing/exporting recipes

## Importing/exporting recipes

Menu items <File><Data export> can be used to save recipes as text files, in order, for example, to send them. Analogously, received recipes may be read via <File><Data import>.

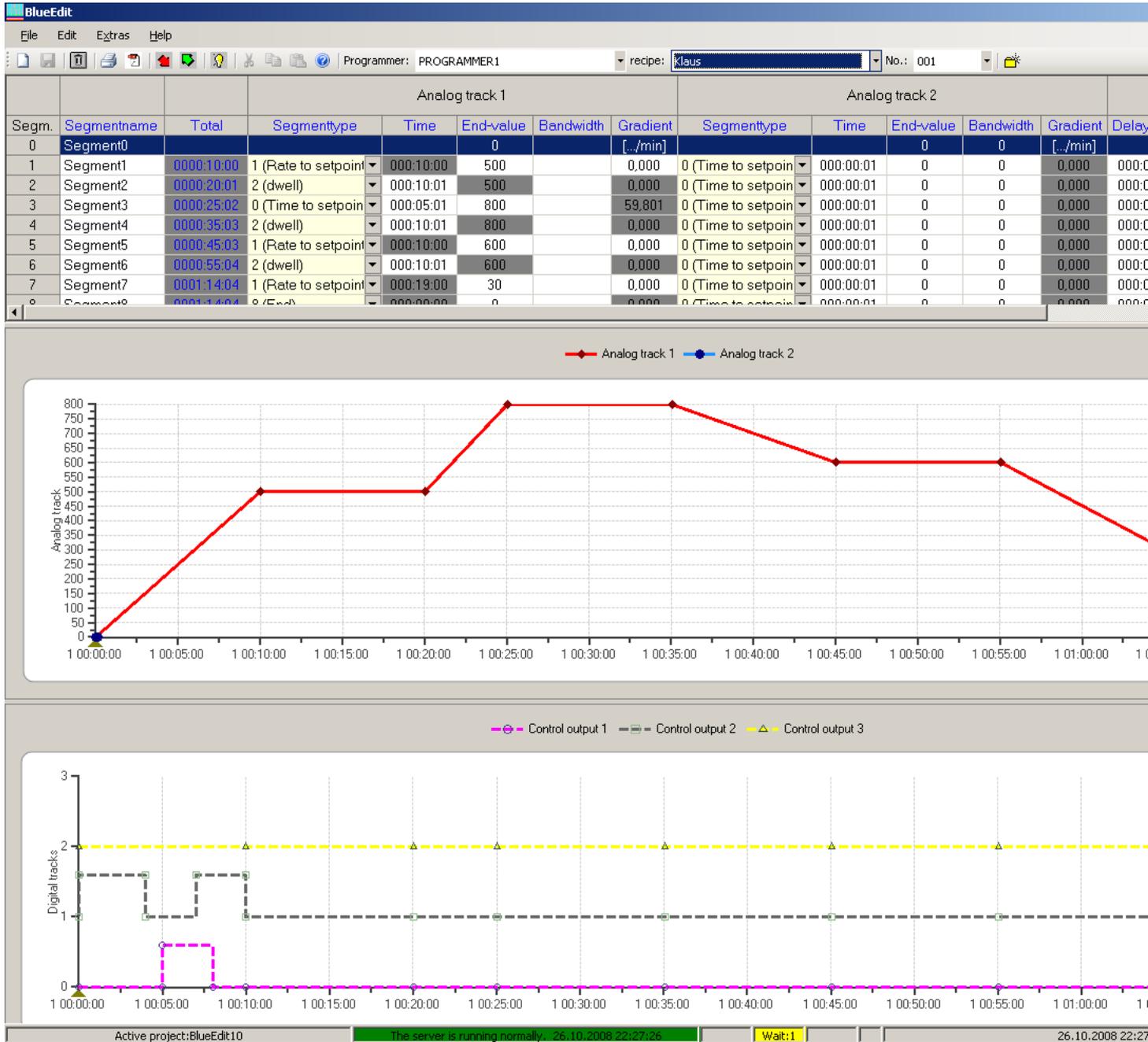


Fig. 35: Completed recipe form with graphic display of tracks

The data export is done for the active recipe of BlueEdit. By default the export filename is recipe number\_recipe name.txt. Of course also other filename can be used.

The data import of the selected import file is done into the active recipe of BlueEdit. If import file and active recipe of BlueEdit use different configurations then may be not everything can be imported. Please check everytime after importing the active recipe.

## 2.11 Sending a recipe to KS108 / reading a recipe from KS108

### Sending a recipe to KS108 / reading a recipe from KS108

Buttons  of the toolbar can be used to transmit the active (displayed) recipe to a (KS 108) instrument. The device IP address was set during configuration. Accordingly, a recipe can be read from an instrument.

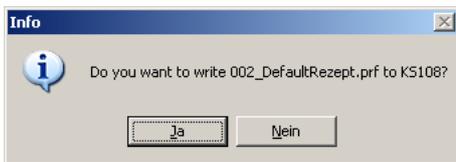


Fig. 36: Sending of recipe into KS108

#### NOTE!

To read a recipe from an instrument, all communication parameters must be set appropriately in the configurator. Additionally, the recipe name and the number must have been created in the program editor consistently.

## 2.12 Sending a recipe to simulation Sim108 / reading a recipe from simulation Sim108

### Sending a recipe to simulation Sim108 / reading a recipe from simulation Sim108

With <Tools><Communication with device > chosen, buttons   of the toolbar can be used to transmit the active (displayed) recipe to a (KS 108) instrument. This is default setting of BlueEdit. On the right end of the toolbar the icon for communication with the device is displayed:



Fig. 37: Kommunikation with device KS1088

Analogously, recipes can be transmitted to the simulation Sim108 of the device.

Choose <Tools><Communication with simulation >. The communication is switched to simulation, indicated with the following icon at the right end of the toolbar:



Fig. 38: Kommunikation zur Simulation Sim108

If simulation is not automatically addressed with the correct setting, the setting of the simulation can be changed. Choose <Tools><Settings simulation>. A dialog opens for you to verify the settings of the communication with the simulation Sim108. You can change them if necessary.

# 2.13 Details in the graph: zooming and reading values

## Details in the graph: zooming and reading values

Check the values of the tracks in positioning the cursor (small green triangle under the left scala) to the point of question. The values of all tracks are displayed.



Fig. 39: Read values of any position with the cursor

Have a detailed look with pushed key [Alt] and drawing a rectangle on the area you want to see zoomed.

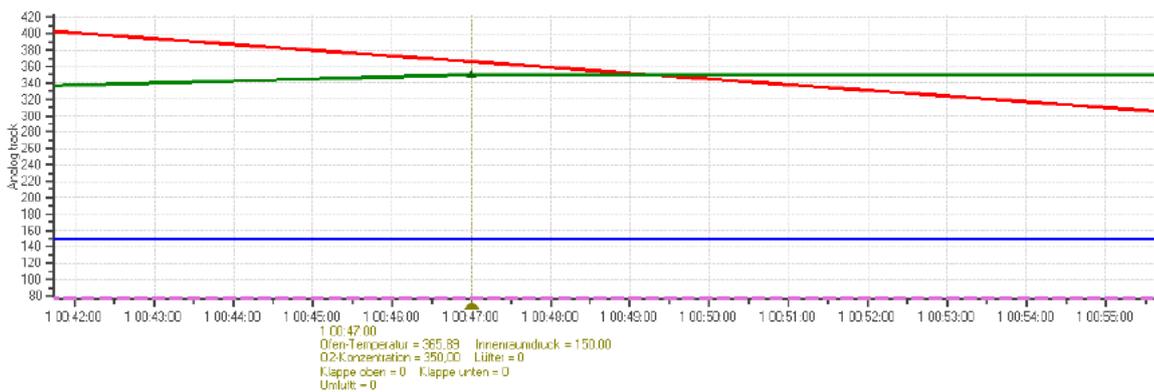


Fig. 40: [Alt] + left mouse click for zoom, [Alt] + right click for normal view

## 2.14 Printing as PDF file

### Printing as a PDF file

The table of each analog track is printed on a separate page. Control tracks are grouped pairwise on one page. The graph is printed on the last page.



# 3 Appendix

## Appendix

The Appendix contains several useful tips and hints on the following topics:

1. End user license agreement (EULA)

---

# 3.1 End User License Agreement

## End User License Agreement

### Product: BlueEdit

END-USER LICENSE AGREEMENT for software from MSIndustrie software GmbH.

**IMPORTANT - READ CAREFULLY:** This End-User License Agreement ('EULA') is a legal agreement between you (either an individual or a single legal entity) and MSIndustrie software GmbH (hereinafter called MSInd), the manufacturer of this software product (hereinafter called SOFTWARE).

By installing, copying, downloading, accessing or otherwise using the SOFTWARE, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, you may not install, use or copy the SOFTWARE, and you should promptly contact Manufacturer for instructions on return of the unused product(s) in accordance with Manufacturer's return policies.

Note, however, that any software, documentation, or web services that are included in the SOFTWARE, or accessible via the SOFTWARE, and are accompanied by their own license agreements or terms of use are governed by such agreements rather than this EULA. The terms of a printed EULA which may accompany the SOFTWARE supersede the terms of any on-screen EULA found with the SOFTWARE. This EULA is valid and assures the rights of the end user ONLY if the SOFTWARE is an original product.

### 1. COPYRIGHT

This SOFTWARE is the property of MSIndustrie software GmbH and is protected by the Intellectual Properties Act. The SOFTWARE is licensed, not sold.

### 2. LICENSE

MSInd grants you the right to install and use one (1) copy of the SOFTWARE on a single computer.

**THIS LICENSE MAY NOT BE SHARED, TRANSFERRED TO OR USED CONCURRENTLY ON DIFFERENT COMPUTERS.**

The SOFTWARE may only be used on a single COMPUTER, as defined in this EULA.

You may permanently transfer all of your rights under this EULA, provided you retain no copies, if you transfer all of the SOFTWARE (including all component parts, the media and printed materials, any upgrades, this EULA), and the recipient agrees to the terms of this EULA. If the SOFTWARE is an upgrade, any transfer must also include all prior versions of the SOFTWARE.

### 3. MANDATORY ACTIVATION

**THIS SOFTWARE CONTAINS TECHNOLOGICAL MEASURES THAT ARE DESIGNED TO PREVENT UNLICENSED OR**

**ILLEGAL USE OF THE SOFTWARE.** The license rights granted under this EULA are limited to the first thirty (30) days after you first run the SOFTWARE unless you supply information required to activate your licensed copy in the manner described during the setup sequence (unless Manufacturer has activated for you). You can activate the SOFTWARE through the use of the Internet or telephone; toll charges may apply.

Moreover, you may also need to reactivate the SOFTWARE if you modify your hardware or the operating system. MSInd only uses these measures to confirm that you have a legally licensed copy of the SOFTWARE. If you are not using a licensed copy of the SOFTWARE, you are not allowed to install the SOFTWARE or future SOFTWARE updates. During this procedure, MSInd will not collect any personal information from your computer.

#### **4. BACK-UP COPY**

YOU MAY MAKE A SINGLE BACK-UP COPY OF THE SOFTWARE.

YOU MAY USE THE SINGLE (1) BACK-UP COPY SOLELY FOR YOUR ARCHIVAL PURPOSES AND TO REINSTALL THE SOFTWARE ON THE COMPUTER. UNLESS EXPRESSLY PROVIDED IN THIS EULA OR BY LOCAL LAW, YOU MAY NOT OTHERWISE MAKE COPIES OF THE SOFTWARE. YOU MAY NOT LOAN, RENT, LEASE, LEND OR OTHERWISE TRANSFER THE CD OR BACK-UP COPY TO ANOTHER USER.

You may make any number of copies of the printed documentation.

#### **5. REVERSE ENGINEERING**

You may not reverse engineer (decompile, disassemble ...) the SOFTWARE or use it in any other way or manner that is not expressly mentioned in this agreement.

#### **6. SOFTWARE TRANSFER**

You may permanently transfer all of your rights under this EULA to third parties. As the SOFTWARE is licensed as a single product, you are not entitled to separate its component parts. Therefore, the SOFTWARE transfer to the recipient must include all its component parts. At the moment of SOFTWARE transfer, the recipient agrees to the terms of this license agreement. You must destroy all copies of the SOFTWARE you might have.

#### **7. EFFECTIVENESS AND TERMINATION**

This license agreement is effective until termination. This agreement terminates without prior notice, if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE, and return the original SOFTWARE to the manufacturer.

#### **8. EXPORT RESTRICTIONS**

You acknowledge that the SOFTWARE is subject to U.S. export jurisdiction. You agree to comply with all applicable international and national laws that apply to the products, including the U.S. Export Administration Regulations, as well as end-user, end-use, and destination restrictions issued by U.S. and other governments.

## 9. LIMITED WARRANTY

MSInd warrants that the SOFTWARE will be free from defects in materials and workmanship under normal use and service for a period of six (6) months from the date of receipt. Within this period, a defective data carrier will be replaced free of charge.

ANY FURTHER CLAIMS REGARDING THE DATA CARRIER AND THE ASSOCIATED MATERIALS, THEIR QUALITY OR FITNESS FOR A PARTICULAR PURPOSE ARE EXCLUDED.

MSInd notes that it is not possible given the current state of the art to create computer software so that it will work without any errors in all applications. Therefore, no liability is assumed for the SOFTWARE's functionality.

### 9.1 LIMITATIONS OF LIABILITY

The manufacturer is liable in cases of tort, gross negligence, personal injury to life or limb, as well as claims according to the Product Liability Act or legal regulations. The manufacturer is not liable to any further extent. This applies for every basis of liability, including unlawful acts.

### 9.2 CUSTOMER REMEDIES

Manufacturer's and its suppliers' entire liability and your exclusive remedy shall be, at Manufacturer's option, either (a) return of the price paid, or (b) repair or replacement of the SOFTWARE or hardware that does not meet this Limited Warranty and which is returned to Manufacturer with a copy of your receipt. This Limited Warranty is void if failure of the SOFTWARE or hardware has resulted from accident, abuse, or misapplication. Any replacement SOFTWARE or hardware will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer.

### 9.4 NO LIABILITY FOR CONSEQUENTIAL DAMAGES

To the maximum extent permitted by applicable law, in no event shall Manufacturer or its suppliers be liable for any damages whatsoever (including without limitation, direct or indirect damages for personal injury, loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the SOFTWARE or hardware, even if Manufacturer has been advised of the possibility of such damages. In any case, Manufacturer's and its suppliers' entire liability under any provision of this agreement shall be limited to the amount actually paid by you for the SOFTWARE.

## 10. GOVERNING LAW

For SOFTWARE purchased in Germany, this EULA is governed by the laws of Germany. If the SOFTWARE was purchased outside Germany, local law may apply. If any provision of this EULA is held invalid, the remainder of this EULA shall continue in full force and effect.

## Index

### A

Appendix 25

### C

Creating a new recipe 9

### D

Definitions 7

Deleting a recipe 15

Details in the graph: zooming and reading values 22

### E

Editing recipes 17

End User License Agreement 26

Entering a recipe 12

EULA 26

### G

General information 6

### I

Importing/exporting recipes 18

Insert / delete / copy segments 11

Installation 2

Introduction 1

### L

Lizenzvereinbarung 26

### O

Opening the BlueEdit program editor 8

### P

Practical tips for entry of a table 13

Printing as PDF file 23

### R

Rename a recipe 16

### S

Saving the recipe 14

Sending a recipe to KS108 / reading a recipe from KS108 20

Sending a recipe to simulation Sim108 / reading a recipe from simulation Sim108 21

System requirements 3

### U

Using the BlueEdit program editor 5