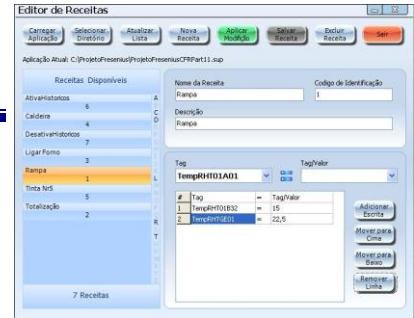# RECIPE EDITOR

INSTRUCTION'S MANUAL - V1.0x

RECIPE EDITOR

The Recipe Editor is a tool that helps the user with its automation user, enabling tag writing in a simple and quick manner. It also allows a better flexibility in the writings, because it allows the parameters written in the tags to be altered dynamically without the need to stop the supervision.

These parameters are accessed by the SuperView in the form of Recipe files (.rcp). It's in these files that the Recipe Editor saves a listing of writing commands to be made in the SuperView, when it accesses a determined recipe.

ACCESSINGTHE RECIPE EDITOR

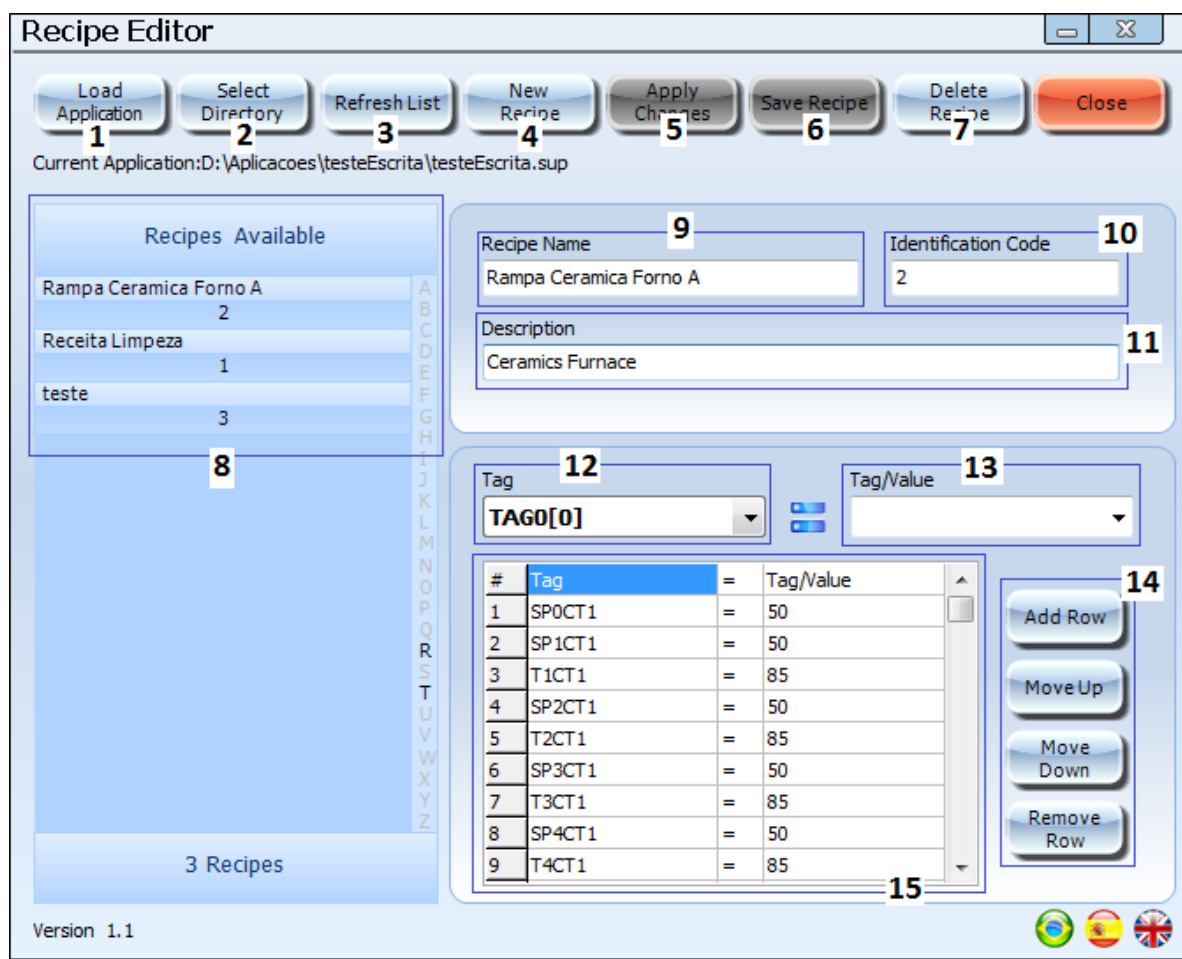Access to the Recipe Editor may be performed in the following ways:

1. Accessing the **Tools** ->**Recipe Editor** menu

2. Clicking the key combinations: **CTRL + ALT + R**.

3. As a button function, in supervision mode.

EXAMPLE OF THE RECIPEEDITOR WINDOW IS FOUND BELLOW:
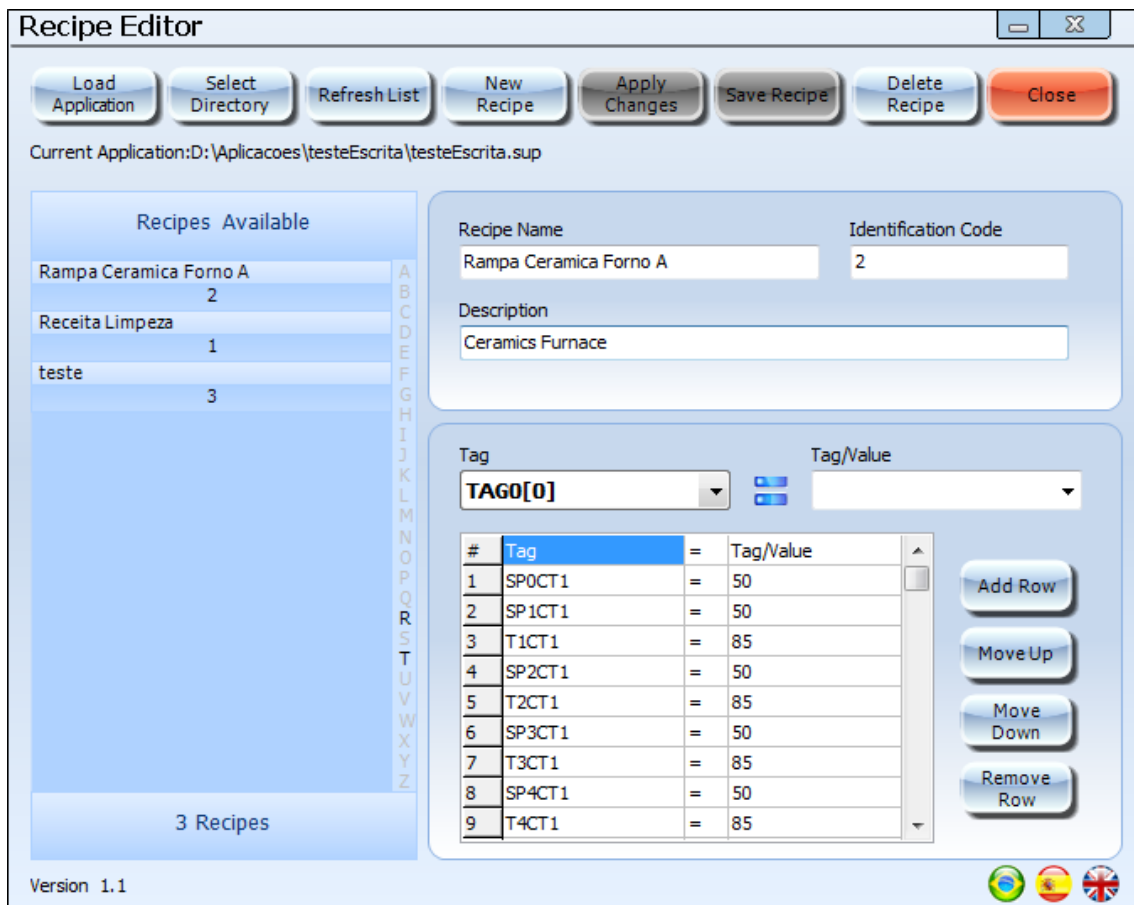
USING THERECIPE EDITOR

Bellow there's an image highlighting the main functions of the Editor:

1. **Load Application Button**: when the Editor is opened for the first time, the user must load a Supervision File (.sup) for the tags to be available. When clicking this button, select the supervision file you wish to load.

2. **Select Directory Button**: By clicking this button, the user may choose the directory in which the recipe files (.rcp) Will be saved, this same directory must be selected later in the SuperView so that the software find the created recipes.

3. **Update List Button**: Updates the recipe list (8) of the software, because the user, during the usage of the Editor, may input recipe files manually into the standard directory.

4. **New Recipe Button:** To Create a new recipe, you need to click this button.

5. **Apply Changes:** When selecting a new recipe in the recipe list (8) it's possible to change the description (11) and the writing commands (15) of the selected recipe, to apply the changes you need to click the "Apply Changes" button.

6. **Save Recipe Button:** When creating a new recipe, and filling the mandatory fields (9, 10, 11 and 15), this button will be enabled, to save the recipe, click it.

7. **Delete Recipe Button:** When selecting a new recipe from the list (8), click this Button to delete it, the recipe file will be deleted from the computer.

8. **Available Recipes List:** In this Field are shown the recipes available in the selected directory, each recipe in the list is identified by its name and its identification number. When selecting a recipe from the list, all properties of the recipe will be shown in the field on the Right side of the screen.

9. **Recipe's Name:** When selecting a recipe from the list (8), its name will be displayed in this field. This field can't be changed after the recipe is created.

10. **Identification Code:** When creating a new recipe, the Editor suggests an identification number to the user, this code may be used only in the moment of the recipe's creation. When selecting an already existing identification code in another recipe, the Editor will request the change of this code before saving the recipe.

11. **Description:** This field is for the user to describe the recipe, a short description of what the recipe does in its automation process.

12. **Tag:** In this field it's selected a tag of the loaded application to receive a numerical value or the value of a second tag which is selected in the ComboBox to the right (13). After selecting the tag which will receive the value or tag, you need to click the "add writing" button (14) to insert the command in the command list (15).

13. **Tag/Value:** In this field it's typed a value or chosen a tag, to be written in the tag selected in the left ComboBox (12). After selecting the tag which will receive the value or tag, you need to click the "add writing" button (14) to insert the command in the command list (15).

14. **Command List Control Buttons:** In these 4 buttons are controlled the actions upon the command list, it's possible to add command lines, delete them, or change the order of the commands, putting them up or down on the list.

15. **Command List:** Are shown here the writings added in the selected recipe, it's possible to add more writings or delete them using the control buttons (14).

In the first time the user opens the Recipe Editor, he must first load a supervision file (1), then select the directory where the recipe files will be saved (2). With that, the user will be able to create his first recipe, by clicking the New Recipe button (4).
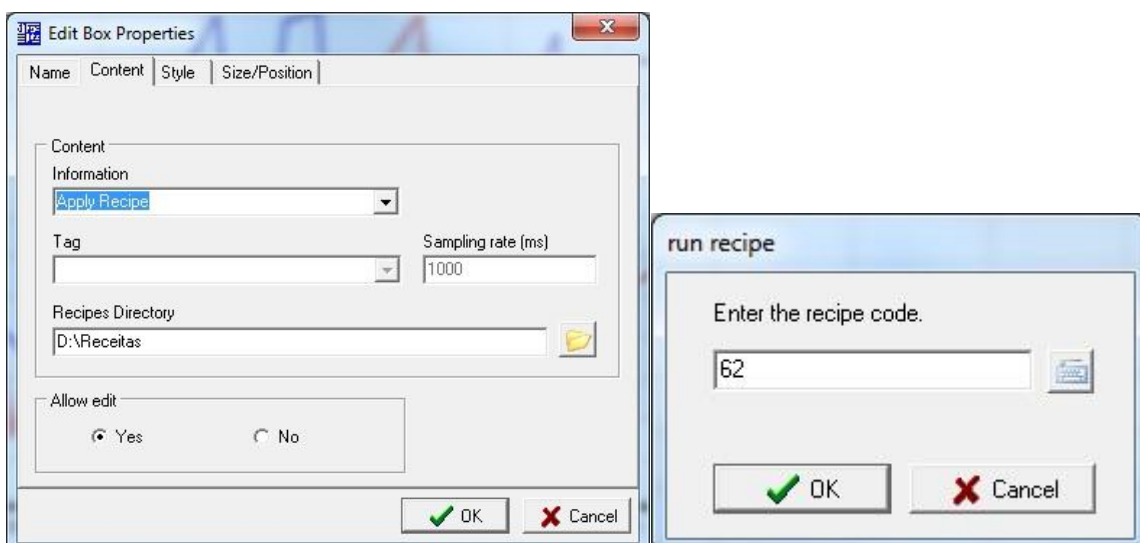
USING RECIPES IN THE SUPERVIEW

There are 3 ways of using the recipes in the SuperView:

1. With the button Function, the user chooses the recipe directory and then chooses the recipe which will be executed by clicking the button, in supervision mode. Bellow is an example image:
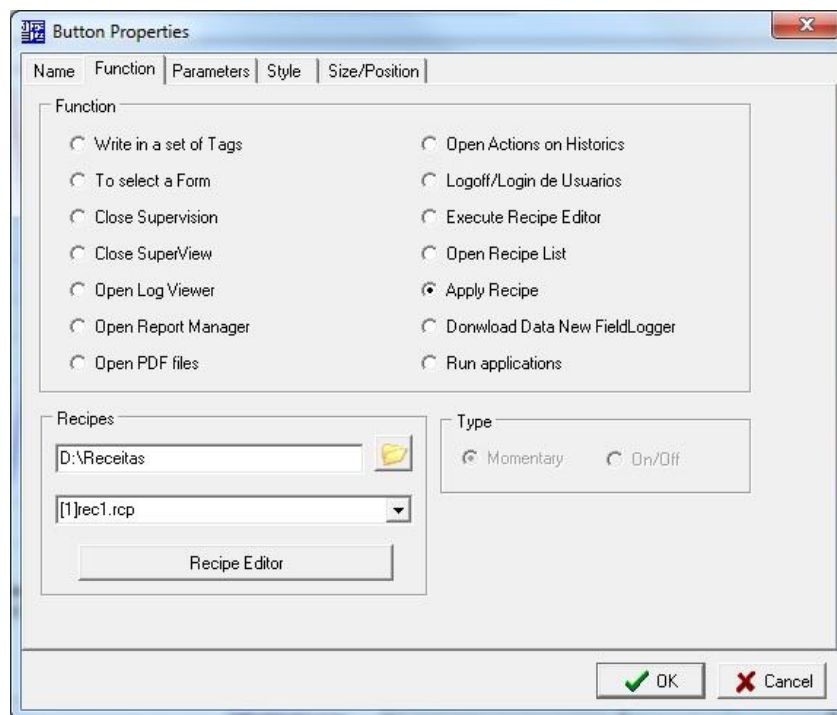
2. With a Text Box Function, in the text box properties, it's selected the "Execute Recipes" option in Information Type, and it's chosen the directory where the recipe files are saved. In supervision mode, by clicking the textbox it's shown a small window where you have to type the code of the recipe you wish to execute. Bellow are exemple images:

3. The Button component has yet another way to execute the recipes, by selecting the "Open Recipes List" Button Function. With this function, the Button when clicked during Supervision will open the list of existing recipes in the previously selected directory, by selecting one or more recipes from the list and click the "Execute Recipe" button. This list also has options such as Selecting other recipe directories, updating the recipe list and calling the Recipe Editor. Bellow is the example image: