

Accord

Template Summary

AT Heating Plant C2 Summary R1.0.docx

Document: Accord Template Summary.

System: Food and Beverage: AT Heating Plant C2

Function: Small Food Plant Product Heating

Revision: R01 15th Sept 2025



Introduction

Accord Template for a product heating system, e.g. in a small Food Plant.

This document is to assist engineering personnel with installation and usage of an Accord Template; using the Accord RunTime Library. The user should be familiar with Accord system. Accord User Guides provide more information on modules and setup.

This Accord Template is for a Small Food plant to take in Product in an Intake (Reception) tank and heat it using a Heat Exchanger and transfer to Holding Tank. The product could be a sauce for example.

The template maybe easily adapted for specific installations by renaming and modifying equipment and program items in Accord Designer for Model and HMI.

The System differs from C1 in that the Heating program starts, controls, and ends the Tank programs. The Heating program is a Master Program and the Tank programs control only their Units and equipment.

Template Contents

The template AT Heating Plant C1 includes the following

<u>Item</u>	<u>Name</u>	<u>Editor</u>
Accord Model	AT Heating Plant C2 C.ctr	Designer
Accord HMI project	AT Heating Plant C2 HMI.zip	Designer

Summary AT Heating Plant C2 Summary.pdf

Simulator AT Heating Plant C2 SimulatorProfile.csv Excel

The items may have revision numbers, but the most of the filename will be as above.

Accord Template Summary



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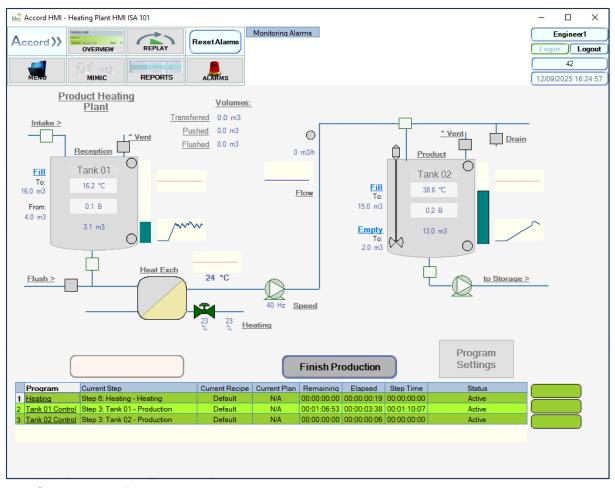
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1. System Description

The system will provide

- 1. Automatic and Manual Operation of all devices and instruments.
- 2. Automatic program for control of Reception Tank 01, with Setpoints.
- 3. Automatic program for Transfer to Tank 2 with Heating, and emptying Tank 02.
- 4. Automatic program for control of Product Tank 02, with Setpoints.



Mimic of the Heating Plant

There is full automatic operation, including the ability to change step on or steps at any time. The program will run according to selections, using the setpoints chosen, automatically stop on critical alarms and resume on Alarms reset and resume commands.

The system may be easily customised; it is easy to modify, add or delete a tank, program or step and also to change any Step Time or Setpoint.

Step Order may be changed in Designer

Setpoint Values may also be changed in Designer or HMI or Recipe Manager.

Decision States may also be changed in Designer or HMI or Recipe Manager.



2. Process Summary

2.1 List of Programs

Common:

There are checks for High Temperature Alarms at both Tanks. These checks will be active at all times.

Production:

Tank 01:

The product is fed into the Tank 01 through Inlet valve. The Tank level is maintained between Fill Enable and Filled Level Setpoints by switching in Filling and Production Steps. There is an activation of a Vent Valve at a High Pressure.

Heating:

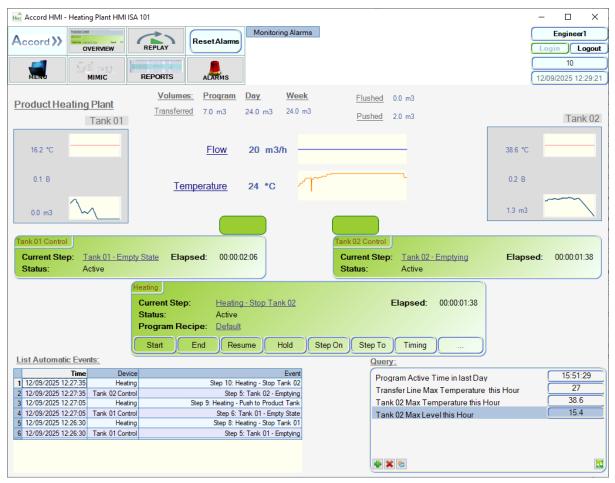
Product is transferred from Tank 01 to Tank 02, and levels are maintained in both tanks. Transfer and Heating are always enabled.

The heating is controlled by a PID Loop. There are Push Steps to a drain at Tank 02 and Flush steps at Start and End. The times of the Flush steps and the volumes for the Push steps are changeable as Step Times, and Setpoints. The Heating Target temperature is a setpoint also. All programs are configurable for Recipes and the program faceplates allow for Recipe Selection.

Tank 02:

The product is fed into the Tank 02 through Inlet valve and Emptied out by Outlet Valve, and pumped away to other external target. The Tank level is maintained at Filled Level Setpoint. There is an activation of a Vent Valve at a High Pressure.





Overview of the Heating Plant



2.2 Process Steps

Program Step Description				
Program	•	Description		
Heating Startup		Olas Is O. I. D. amana Alaman		
Heating Initial Alarm Check		Check Sub Program Alarms		
Heating Initial Flush		Flush Line before Transfer		
Heating	Wait for Tank 01	Wait for Tank 01 to Fill		
Heating	Push to Drain	Push Flush Water to Drain		
Heating	Heating	Product Heating and Transfer		
Heating	Pause	Pause due to Levels		
Heating	Stop Tank 01	End the Reception Tank Program		
Heating	Push to Product Tank	Push Product to Tank with Water		
Heating Stop Tank 02		End the Product Tank Program		
Heating Final Flush		Flush Line		
Tank 01 Control	Startup	Initial Alarm Check		
Tank 01 Control Filling		Initial Filling. Heating Program starts this Step		
Tank 01 Control Production		Level Control in Tank during Production		
Tank 01 Control Pause		Pause due to Level and Transfer Program		
Tank 01 Control Emptying		Tank is Emptying after Production		
Tank 01 Control Empty State		Tank is Emptied after Production		
Tank 02 Control	Startup	Initial Alarm Check		
Tank 02 Control	Filling	Initial Filling		
Tank 02 Control	Production	Filling into Tank 02 after Product Heating		
Tank 02 Control	Pause Filling	Pause due to Level and Transfer Program		
Tank 02 Control	Emptying	Tank is Emptying after Production		
Tank 02 Control Empty State		Tank is Emptied after Production		



2.3 Process Setpoints

Program	Setpoint	Description	
Heating	Heating VSD Speed SP	Pump Speed for Fast Transfer	
Heating	Line Push Volume SP Volume of the line for Pushouts		
Heating	Heating Temperature SP	Temperature SP for Heating during Transfer	
Tank 01 Control	Fill Enable Level SP	Tank Refill Level	
Tank 01 Control	Filled Level SP	Tank Filled Level	
Tank 01 Control	High Alarm Pressure SP	High Alarm Pressure	
Tank 01 Control	Vent Pressure SP	High Alarm Pressure to Open Vent Valve	
Tank 01 Control	High Alarm Temperature Temperature for High Alarm		
Tank 01 Control End Level SP Empty Level for		Empty Level for Pushouts	
Tank 02 Control	Filled Level SP	Tank Filled Level	
Tank 02 Control	High Alarm Pressure SP	Tank High Pressure reached	
Tank 02 Control	Vent Pressure SP	High Alarm Pressure to Open Vent Valve	
Tank 02 Control	Agitator Enable Level SP	Level at which the Agitator is Enabled	
Tank 02 Control	High Alarm Temperature SP	Temperature for High Alarm	
Tank 02 Control Empty Level SP Level at which		Level at which Emptying pauses	



3. Installation

This Template acts as a working system and a good template for similar systems. Systems may differ in many ways; Item naming, Nr of items, Nr of Tanks, Nr of crystallisation stages, etc. The following are brief guides to help customisation.

Please remember that changes made to the Model in Accord Designer will be also in Designer documents and in PLC or Emulator after import and download. Changes will also be automatically available in Accord Recipe, Plan and Reports.

Accord needs to be installed on a Windows 10 or 11 PC

3.1 PC Software

The following software is needed.

MS SQL Server 2014 or later, preferably with Management Studio, and .Net 4.8 enabled on PC.

Accord Designer

Accord Server

Accord HMI

The template is meant for understanding Accord, using the Emulator, but it could be transferred to a PLC, and in that case the following are required

PLC: Siemens or other that Accord PLC Library is available for.

Network: using Ethernet.

PLC Editor: (Siemens TIA or equivalent)
OPC Server (Kepware or equivalent)

The aspects of the template can be expanded and the following can be used

Accord Recipe

Accord Plan

Accord Reports

MS Word, Excel

The following steps for restoration of Model (Controller) and HMI may not be necessary if the template is being shipped as part of Accord Installer.

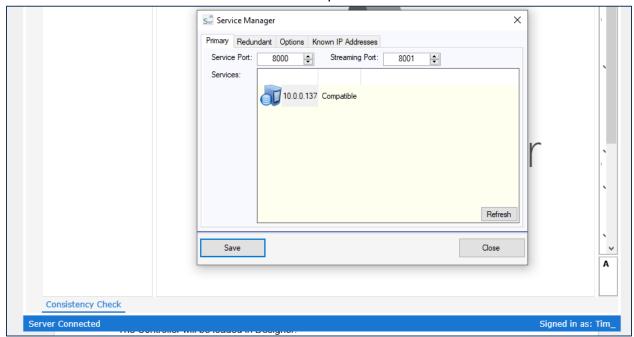


3.2 Initial Start of Designer

Start Accord Server and Accord Designer and connect Designer and login to begin loading and editing.



Click on Server area to access the Server search panel.



Click on Refresh if necessary to find the IP of the PC hosting Accord Server. When the required IP appears then double-click to select it.

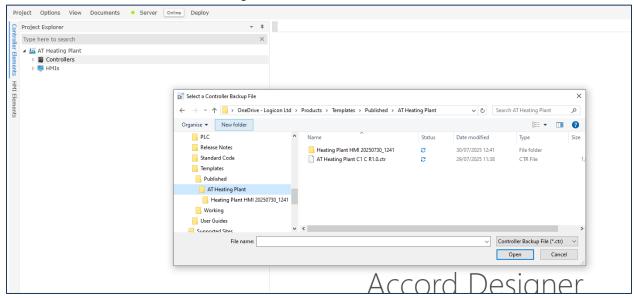
A login popup will then appear. Engineer1 and password Engineer is available for initial use. The name or password may be changed in Server or Designer later.



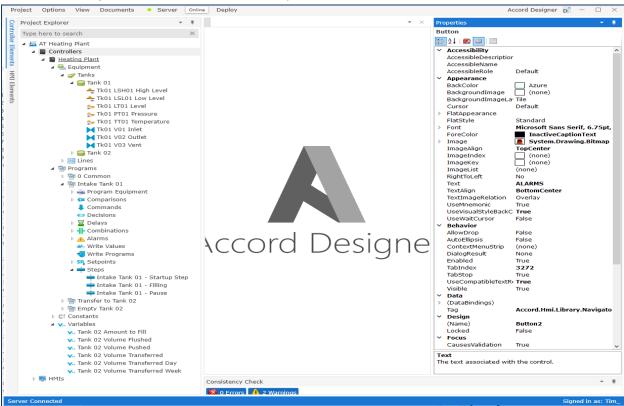
3.3 Restoration of Controller in Designer

When Designer is open, then select Restore in Controllers section and browse to and select the AT Heating Plant C2 C R1.0.ctr file (or similar if R Nr has changed) and confirm by Open.

The Controller will be loaded in Designer.



Screen showing loaded Controller which may be modified.



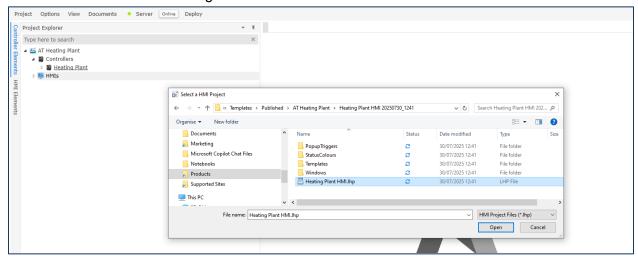


3.4 Restoration of HMI in controller

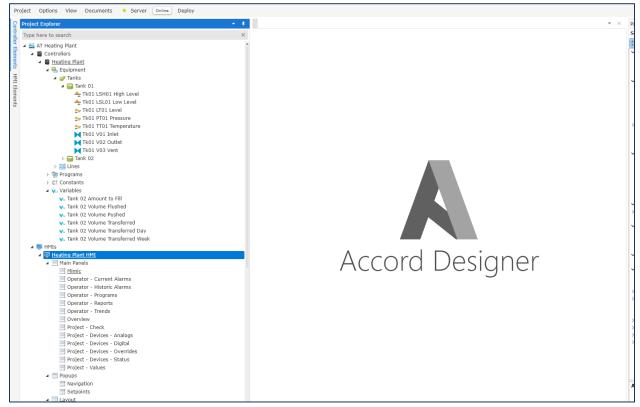
The HMI may be received as a zipped file and needs to be extracted to a folder.

Select Restore in HMI section in Designer and browse to and select the AT Heating Plant HMI folder and select the .lhp file and confirm by Open.

The HMI will be loaded in Designer.



Screen showing loaded HMI which may be modified.





4. Using the Controller and HMI

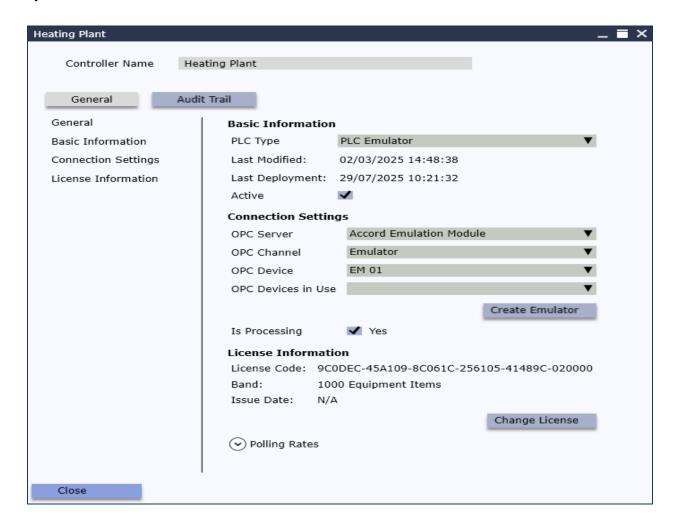
The following is for initial information, there is more information in the Designer Manual.

4.1 Controller Properties and Deployment.

The Controller needs to be deployed to the Emulator, (or PLC) initially and after changes.

The screen shows the initial set-up, for an Emulator. The Emulator will have to be set up in Server, and selected, if not already set up. See Server / Settings / Emulator

If the Controller process model information is to be downloaded to a PLC, then the Accord PLC Library must be copied into the PLC project and an OPC profile must be setup for communication. Obtain the PLC Library and instructions from vendors. The PLC type would be selected in the dropdown, and the PLC can be selected from an OPC profile, which can be automatically read in by Accord.



Setup for Emulator. Names are Generic and similar may be used / selected.



Deployment to a PLC, or Emulator, is carried out by Right-clicking and selecting Deploy or Partial Download. A consistency check is performed and advised before the deployment and the summary for changes is presented,

Deployment Summary –					
	Modified	Total			
<u>Devices</u>	0	375			
<u>List Spaces</u>	0	0			
<u>Data (Download)</u>	0	1542			
Data (Config)	0	1437			
<u>Recipes</u>	0	7			
<u>Transitions</u>	0	3			
References	0	0			
Download Option: Partial Download (Changes Only) Continue Cancel					

Clicking on the underlined links brings up more information if needed. Space may be reserved for spare items to be added using Partial Downloads.

The deploy is then completed by pressing Continue.

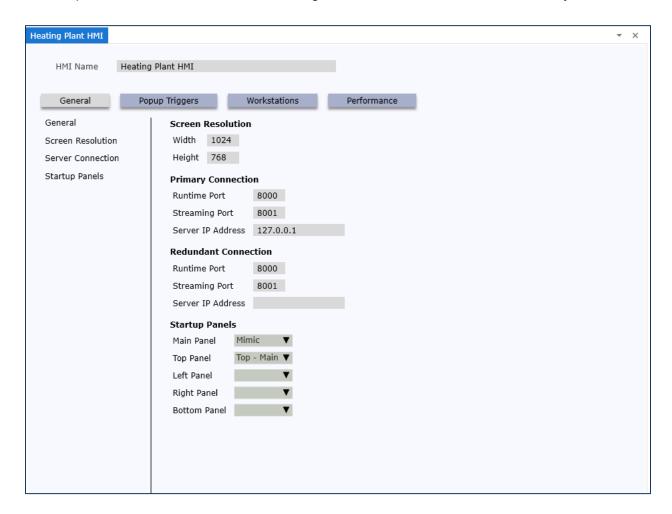
See Designer and Server Manuals for setting up or changing Logging, User Security, Start-Up Module selection, or other aspects of setting up the Server side.



4.2 HMI Properties and Deployment.

The HMI is composed of screens, and objects on the screens.

The initial properties above include the application resolution and the IP Address of the Server that will provide information for the HMI during Runtime. The HMI acts as a client only at all times.



Other common settings may also be configured here.

The Template HMI contains initial screens for a Mimic, an Overview dashboard and list screens for Alarms, and Device States.

Mimic Screen, showing Tanks, and controls for devices and Programs and Recent Events.

The HMI may be emulated by pressing the Play button the top left hand corner. There are also buttons for alignment and other design aspects and changes may be saved using Save or Save All.

All changes are stored in the Database and available immediately for Runtime client applications. See the HMI Runtime manual for starting a client application.



4.3 Customisation

Items in the Controller process model may be easily renamed or changed and the Cross Reference and Consistency Checks will help ensure secure modifications.

Accord is an integrated environment so all changes to Model are available in HMI, Recipe, Reports, as appropriate. Depending on the change, an item may need to be re-assigned using Project Explorer in Accord HMI.

Data should be uploaded from PLC to Designer Model, using the Sync Function, before modifications.

Controllers and HMI's can be copied within the project or copied between projects.

4.3.1 Adding an Equipment Item

Equipment Items are: Valve, Motor, Digital In, Digital Out Signal, Instrument or Drive

1. In the controller:

Drag in the appropriate icon into the unit

Or

Copy an existing item, using right-click copy and paste

Or

Right-click on the Unit and use Add Valve, etc....

Configure the item and give the new item an appropriate I/O address. Use the I/O Table from the top menu to see all the existing I/O and to modify for the new item if required. Remember that this table can be copied to excel, modified and copied back, if required.

When an Analog Output; a Drive or Control Valve, that has a PID Loop controller, is copied then PID Loop Controller is also copied automatically. The Process Variable for the PID Loop will have to be changed or confirmed.

2. In the HMI:

The new device will be available for placing on screen as required. The quickest way is to copy an existing device and select the new device name using the built-in HMI Explorer.



4.3.2 Adding a Program Item

Program Items are: Program, Step, Setpoint, Alarm, Comparison, Decision, Delay, Combination, Write.

1. In the controller:

Drag in the appropriate icon into the unit

Or

Copy an existing item, using right-click copy and paste

Or

Right-click on the container and use Add Write, etc....

Configure the item and add to / enable in Steps etc. as required.

2. In the HMI:

The new item will be available for placing on screen if appropriate. The quickest way is to copy an existing device and select the new device name using the built-in HMI Explorer.

4.3.3 Renaming an Item

Item objects are based in the Controller, so must be renamed there. Renaming can be done by right-clicking on the item and selecting Rename. The new name must not be used already. The new name will be used in all lists and references.

Items must be reselected, or renamed using properties in the HMI also. The Replace Text function can be used for this.

If the values or states of the object were logged in Server, then those records are retained under the original item name in case they are required in Reports. New values will be logged under the new name.

4.3.4 Removing or Deleting an Item

An Item can be removed or deleted using Right-ckick and Delete. An item which is removed from the controller must also be removed from the Screens. If an item was being logged, but is removed from the model then the logging of values will be stopped, but values will be retrained.

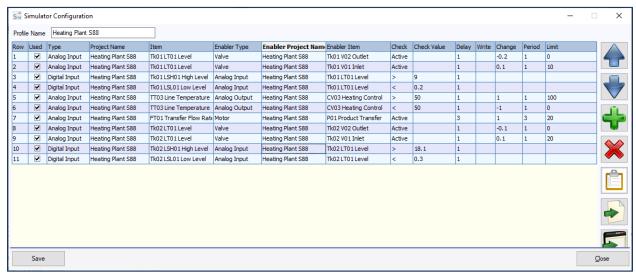
4.3.5 Changing Interlocks or Activations

Interlocks or Activations can be changed by selecting the requried aspect within the Proerties of the object. This applies to Digital Devices and Outputs.



5. Simulator

The small plant can be used in Emulator and with the Simulator. The Simulator will modify Analog Transmitter values and Digital Input results, to allow the operation of the plant to be tested. The Simulator can be accessed within Designer as of Release 4.10.



Rows may be edited using the Edit button. They may be reordered or removed and new rows may be added. The Profile may be exported and modified in Excel and imported using the arrow buttons.

The Play and Stop buttons provide for the profile to be made Active and Stopped. Rows whose enablers are true are shown in blue when the profile is Active.

