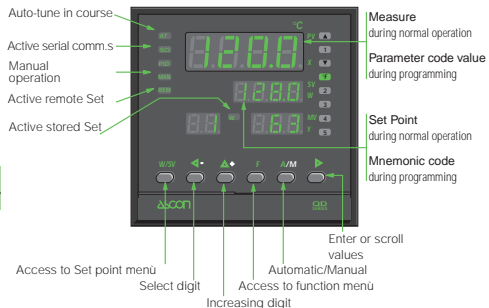
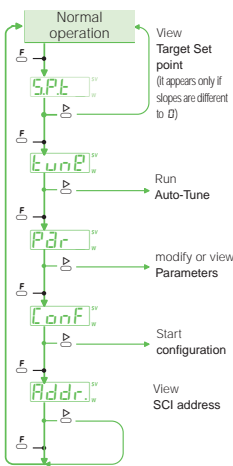


Keys and displays functions



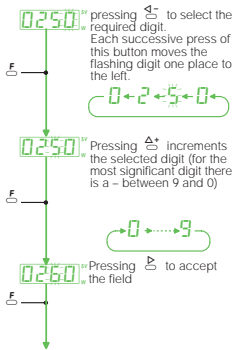
7.0• Function menu



7.1• Modification of a numeric field

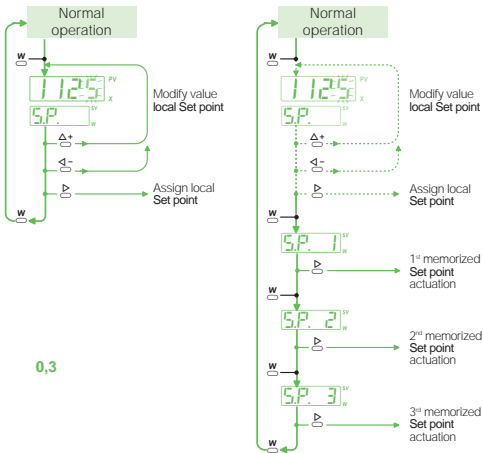
It is possible to modify any numeric field by changing each digit in turn.

Example: to change 250 to 260



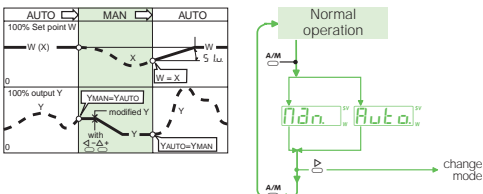
7.2•

7.2.1• Local only 7.2.2• Local +3 memorized Set



0,3

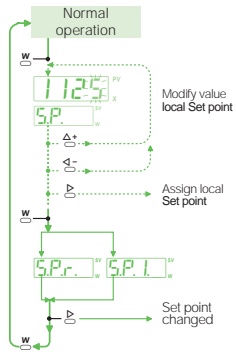
7.3• Auto Man



Menù Set point

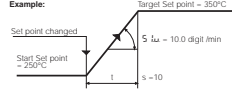
Note

7.2.3• Local + Remote



Note:
After the Set point has been modified the new target Set point will be reached after a period of time, depending upon the values entered in the S_{lu} (Slope up) and S_{ld} (Slope down) gradient parameters.

Example:

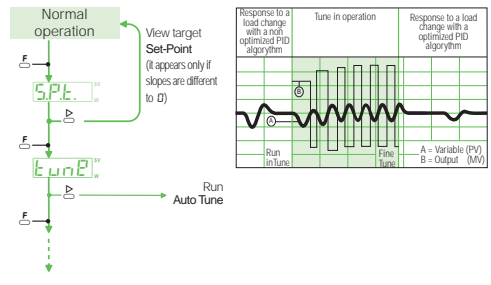


Target Set point

If slope gradient is equal to zero there will be a step change

Whit Remote Set point we suggest, to set S_{Lu} and/or S_{Ld} to 0 (zero)
The new Set point value which must be reached, it is called "target Set point". It appears under S_{Pt} code during the main menu scrolling.

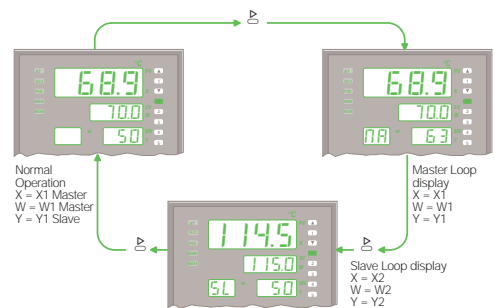
7.4• Auto Tune



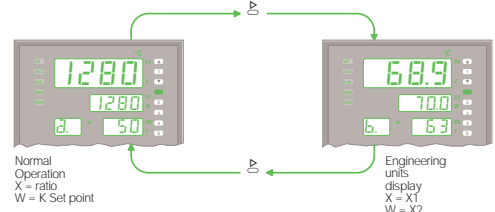
7.5•

Page Scrolling

7.5.2• Cascade Loop



7.5.2• Ratio Loop



7.5.3• 2 Independent Loops

