

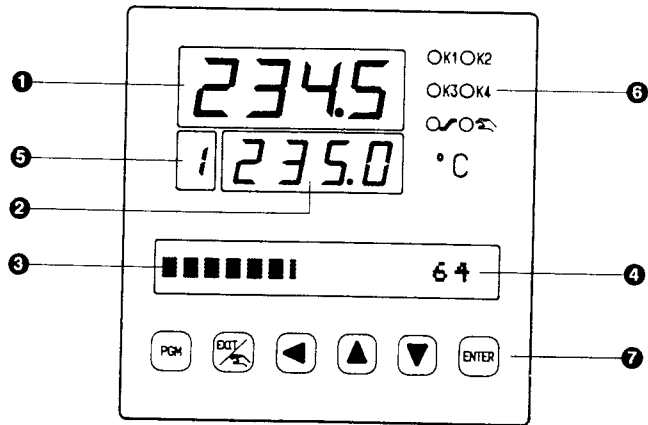
JUMO



JUMO DICON 1000
Universal Process Controller

B 70.3560.1
Operating Instructions
5.96 / H 00318821

DISPLAYS AND KEYS



Displays

①		Display, configurable (factory-set: process value)
②		Display, configurable (factory-set: setpoint)
③, ④		Dot matrix display, configurable (factory-set: output, bargraph / decimal value))
⑤		Channel display lights up when controller 2 is activated

Status indications

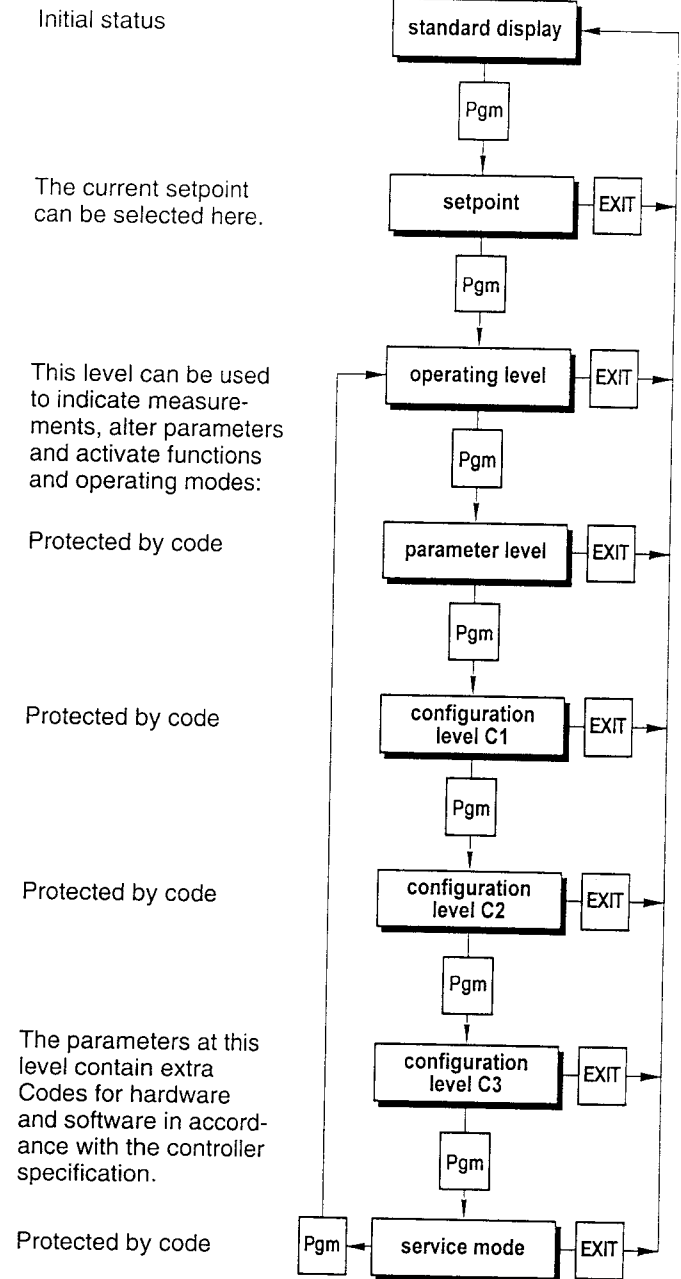
⑥		Lights up when switching outputs 1 to 4 are activated
		Lights up during ramp function
		Lights up during manual operation

Keys

⑦		Programming		Digit
		EXIT/ manual		Increment
		ENTER		Decrement

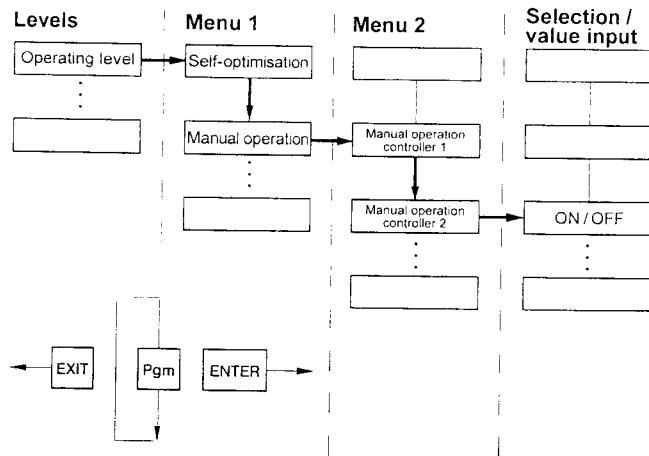
1

LEVELS AND MENUS



2

LEVELS AND MENUS



After the operating level, each level is divided into menus whose number can vary.

This results in a tree-like structure. In order to alter a particular parameter, you go through the levels and menus according to the menu items and eventually reach either a **selection** (of functions) or a **value input**.

The controller is provided for operator guidance with a matrix display which permits displaying alphanumeric characters. In this way the operator is assisted by messages and notes in plain language.

During programming of the controller the menu items contained in the level and menu structure appear on the matrix display in plain language.

The selection from a list of functions and the value input are also presented with messages in plain language.



Time-out function

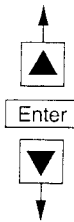
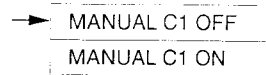
The time-out function is activated when the controller is in the operating, parameter or configuration mode.

If no key is pressed for about 30 seconds (factory setting) the controller automatically returns to the standard display.

Matrix display (plain language messages)

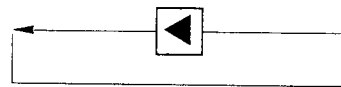
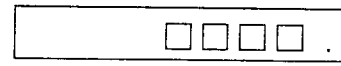
LEVELS AND MENUS

Selection



- * Select function with and (matrix display is flashing!)
- * Enter with

Value input



- * Select digit with
- * Alter value or shift decimal point with and . The sign is altered in the fourth place from the right (- / -1).
- * Enter with



- If an illegal value is input the matrix display shows the minimum or maximum permitted value. The display is flashing.

* Repeat the input

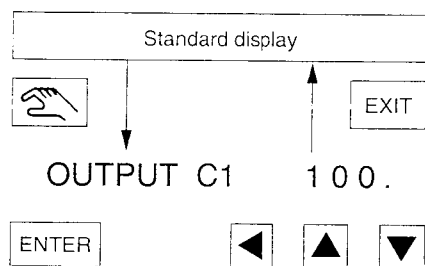
- If the value can not be represented using the selected decimal point, special characters appear instead of the numbers.

SETPOINT * * . * *

* Shift decimal point

- A value consists of a maximum of 4 places. (before + after the decimal point)

MANUAL OPERATION



- * Change to manual operation with
 - * Alter the controller output with , and
 - * Enter with .
The new controller output is now effective.
 - * Terminate manual operation with
- The control loop is closed again and the output is determined by the controller.

Operating through menu item at the operating level:

- * Selection:

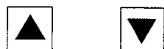
MANUAL C1 ON

- * Quit operating level with
- * Alter the controller output with , and
- * Enter with .
The new controller output is now effective.
- * Terminate manual operation by selecting:

MANUAL C1 OFF

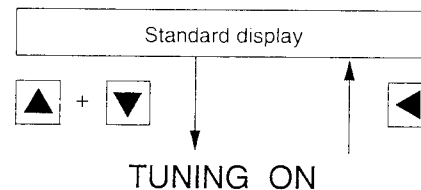
Special case: Modulating controller

- * Operation of the actuator motor (clockwise/anticlockwise rotation) using the keys



SELF-OPTIMISATION CHANNEL CHANGEOVER

Self-optimisation



- * Start with and (press both keys simultaneously)
The duration of self-optimisation is approximately 10 times the delay time (T_u) of the control loop.
- * Abort with

Operating through menu item at the operating level:

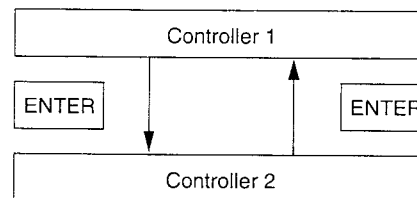
- * Start self-optimisation by selecting:

TUNE C1 ON

- * Terminate self-optimisation by selecting:

TUNE C1 OFF

Channel changeover



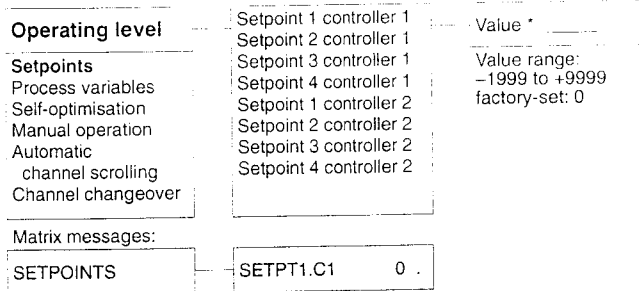
- * Changeover controller 1 – controller 2 with



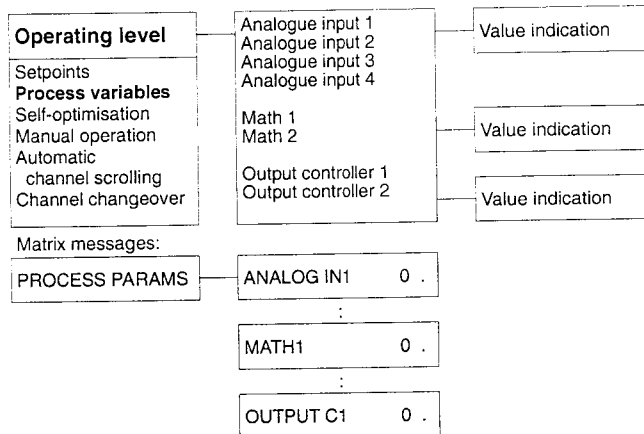
Operating through the keys (setpoint alteration, start of self-optimisation, manual operation) refers to the controller whose process variables are shown on the displays.

OPERATING LEVEL

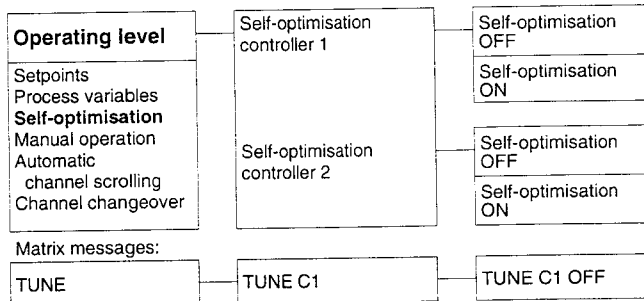
Setpoints



Process variables



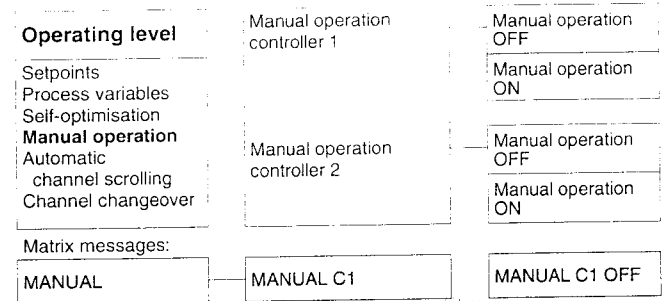
Self-optimisation



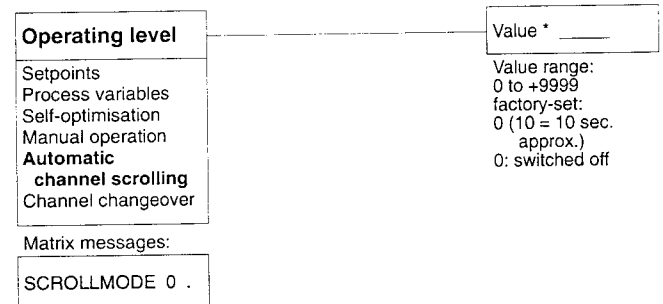
Matrix display (plain language messages)

OPERATING LEVEL

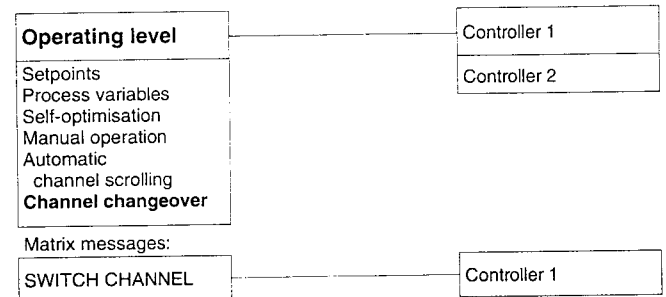
Manual operation



Automatic channel scrolling



Channel changeover



Matrix display (plain language messages)

CONFIGURATION LEVEL C3

Item	Display	Notes
Version	VERSION	Version number of software
Inputs 3+4	ADC MODULE 2	<ul style="list-style-type: none"> - exist - do not exist
Output 1	OUTPUT 1	<ul style="list-style-type: none"> - does not exist - Relay - Semiconductor relay - Analogue output - Logic output
Output 2	OUTPUT 2	
Output 3	OUTPUT 3	
Output 4	OUTPUT 4	
Setup interface	SETUP INTERFACE	<ul style="list-style-type: none"> - connected - not connected
Interface	INTERFACE	<ul style="list-style-type: none"> - does not exist - RS422 / RS485
External relay module	RELAY MODULE	<ul style="list-style-type: none"> - exists - does not exist
Number of controllers	CONTROLLERS	<ul style="list-style-type: none"> - Single-channel controller - Double-channel controller
Maths and logics module	MATHS-LOGICS	<ul style="list-style-type: none"> - exists - does not exist

Matrix display (plain language messages)

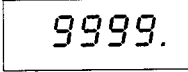
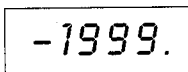
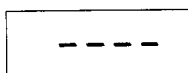
ALARMS

Alarm messages in plain language (matrix display)

Display	Notes
PROBE BREAK IN1	Probe break or short-circuit
OVERRANGE IN1	Overrange
UNDERRANGE IN1	Underrange
MATH 1 ERR	Mathematical error
LOGICS 1 ERROR	Logics error
LOOP ERROR C1	Load short-circuit or interruption
ADC ERROR	Error A/D converter
RELAY MODULE ERR	Error on relay module

IN1 to 4 = analogue input 1 to 4; M1 or 2 = math 1 or 2

Alarm messages in numerical display

Display	Note
 INPUT 1 9999 .	<ul style="list-style-type: none"> - Overrange - Probe break (segment display is flashing)
 INPUT 1 -1999 .	<ul style="list-style-type: none"> - Underrange (segment display is flashing)
 INPUT 1 ----	No measurement