

### 6.5.11 MODIFY EXISTING POINT - via RECONSTITUTE method

The following describes the procedure required to change EXISTING point parameters for a loaded point i.e. tag descriptions, engineering units etc.

Note that to change the majority of point types the point execution status (PTEXECST) will need to be INACTIVE. Should this be required and the user has not INACTIVATED the point then the user will not be able to LOAD the required changes. The DEB (Data Entity Builder) will inform the user if this is the case.

- 1 Invoke the ENGINEERING MAIN MENU via CTL + MENU keys.
- 2 Select BUILDER COMMANDS.
- 3 Select RECONSTITUTE.
- 4 Type in the points TAG NUMBER that is to be modified in the ENTITY NAME port (i.e. 10PIA001\_J) then press ENTER.
- 5 The points configuration data will then be displayed (page forward / back to view all as depending on the point type there can be a number of configuration pages), for example;
  - NAME - tag number
  - NODETYP - node type
  - PNTFORM - point form
  - MODNUM - module number
  - PTDESC - point descriptor
  - EUDESC - engineering unit
  - KEYWORD - point keyword
  - UNIT - unit ID
  - NTKNUM - network number etc.
- 6 Change the configuration as required. Ensure ENTER is pressed after each modification (or after all, as required) to enter the changes. Modifications that have not yet been entered are SHOWN as WHITE text. Once ENTER has been selected the text colour for unentered text becomes CYAN indicating that it has been entered.
- 7 LOAD the changes via CTL + F12 keys. Changes have not yet been

implemented at this point.

As the point already exists the user will be prompted to OVERWRITE existing configuration. To overwrite the existing configuration with the new configuration select OVERWRITE via CTL + F5 keys.

As an example the user could expect to see;

```
10PIA001_J EXISTS - SELECT OVERWRITE OPTION F5 IF
DESIRED
10PIA001_J NOT LOADED
```

- 8 The point information has been successfully changed when OPERATION COMPLETE is displayed. Should any errors have been made the DEB will prompt the user where the errors are. Rectify any errors then LOAD and OVERWRITE the point.
- 9 ACTIVATE the point (PTEXECST).

### 6.5.12 Changing the UNIT for an EXISTING point

Points must be DELETED and REBUILT if the UNIT is required to be changed for existing points (note the same also applies if you require to change the point type or location). The following example describes the quickest method for achieving this for a 'small number' of points. If a large number of points require this then consider doing the tasks via EB's instead.

This example assumes that the points are inactivated and all references to them have been deleted (i.e. references in CL, logic blocks etc.).

- 1 RECONSITUTE the point in the DEB i.e. open the DEB, select RECONSTITUTE, enter the tagname in the ENTITY NAME port then press ENTER.
- 2 Change the UNIT ID in the reconstituted point to the required new unit. The newly entered unit text will be WHITE.
- 3 Select ENTER, the new unit text colour will change to CYAN.