

TMOS OPERATIONS TRAINING

Prerequisite

Attendees should be familiar with the operation of the Frame 7 units at site and with GE Speedtronic Mark V control systems.

Goal

The goal of this course is to introduce the participants to the features and capabilities of the TMOS HMI system and to allow participants to interact with this system in a “hands-on” environment. The participant will review the screens provided, the system navigational and search tools, the data gathering and archiving functions, system maintenance and programming tools and control system troubleshooting tools,

Objectives

Upon successful completion of this school, using the materials provided and the TMOS instruction manual, the participant should be able to:

1. Understand the TMOS server based architecture and the benefits associated with this architecture
2. Understand the file structure and software programs that are associated with TMOS
3. Understand how to navigate in the SCADA Operator Interface (Animview)
4. Use the Animview menus and features for unit operation and troubleshooting.
5. Use the TMOS Historian function to access, present and analyze historical data
6. Use TMOS tools for troubleshooting, calibrations and modifications
7. Identify the function of all the TMOS screens.

Duration

Training will be scheduled for two (2) 8-hr sessions

COURSE OUTLINE

(Subject titles are general and times are approximate)

Course Introduction

Explain the goal and objectives for the course.

TMOS SCADA Introduction

- Server – Client Architecture
- Server Based Software
- Client Based Software
- Programs and data flow
- File structure
- Site folder
- TMOS Program start-up

- Licensing

Using and Navigating the Animview Operator Interface

- Introduction
- Starting the Main Display
- Menus
- Alarms
- Displays
- Signal Information
- Administrator Functions
- Advanced Functions

Historian

- Introduction
- DEAviwer
- Pre-configured Logs
- Exporting Reports
- Trendviewer

Tools

- Introduction
- Realtime TrendViewer
- Rung Displays
- Reports
- Rung Edits
- Forcing Points

Special Function

- Power Block Control