COMAS Electronics

Engine Controller System

General Description

The system provides a complete solution for engine room control. All necessary functions can be accommodated, but the system is modular: the system can be small, using a single controller with some inputs, or can span the whole ship, with hundredths of inputs, tens of displays and numerous control functions.

Low maintenance system with very easy repair and upgrade.

Modular: no single failure can put the system out. Easy to repair: module replacement, automatic configuration.

Devices

Controllers

Models: Basic Controller Extended Control Device Ballast Controller Loading Controller

	•1	READ _G • 11	READ Q
	• 2	READ H 12	READ R
F1 F2 F3 F4	• 3	READ • 13	READ s
	• 4	READ J • 14	READ T
	• 5	READ K • 15	READU
	• 6	READ L • 16	READ V
	•7	READ M • 17	READ
	• 8	READ N • 18	READX
	• 9	READ 0 • 19	READ Y
	• 10	READ P 0	READ z
ENGINE ROOM CONTROLLER	1	11	Electronics And Automation

The controllers can work autonomously or in networks with a main control computer.

Every standard unit has 20 inputs that can be configured as analog or digital (input from contacts). 4 isolated inputs can accept signals from other equipment and can be used as pulse counters or voltage inputs.

Every input has programmable limits.

6 relay outputs: Alarm, Critical Alarm, Malfunction, and 3 programmable outputs that are programed to be activated from some special input.

2 PID loops provide 4-20 mA analog outputs for control.

User interface:

2x20 display, numeric keypad and function keys. The unit can be programmed from there. 20 input leds with keys that display input status.

3 ways to program the unit: from the keypad and the local display, from the local RS232 port or from the control computer.

Inputs:

The 20 general purpose inputs are dual mode. They can be used either as 4-20mA or 0-10V analog inputs or as digital inputs (contacts or similar). The functions are selected by jumpers. The 4-20 mA inputs detect shorted and cut cables. Digital inputs can be terminated or not. If they are terminated the system can detect cable cut, and with proper connection (dual termination) shorted cables.

Special digital inputs, with optocouplers, are used either as pulse inputs or to connect to voltage, not to a simple switch. Hz and RPM modes are available.

Туре	Fault Detection	Limits	Filter type	
Analog 4-20mA	Detects short	Engineering	Analog	
	and open	units limit		
Analog 0-10V	Detects only	Engineering	Analog	
	overvoltage	units limit		
Digital simple	no options	No limits, just	Timer (counter)	4
		good/bad level		
Digital with	open	Fixed limits in	Analog	
simple		analog domain		
termination		good/bad level		
Digital with	Short and open	Fixed limits in	Analog	
double		analog domain		
termination		good/bad level		
Pulse counter		Integer Limits		
(frequency)				

Configuration option: Input type

Outputs

Relay: Alarm, critical alarm (or high alarm), malfunction, equipment shut down

Serial Interfaces RS485: I/O, network, connection with control computer RS232: I/O, local setup NMEA: Output for SVDR

Interfaces

Sensor Amplifiers Pt100, thermocouple to 4-20mA Grouped in small boxes (1-5 per box), multi-adder cables to each box

Isolated interfaces for control computers offer protection from engine floor incidents.

Control Computers

The control computers provide a central overview of the whole system.

They use a control program with very good alarm display, database with all alarms and reporting capability. Graphic user interface for programming the unit. There is possibility for redundant computers with automatic switch-over in case of failure. The units continue to work and provide alarms in case of computer failure.

A special, protected, high reliability Power Supply is used.

PC PROGRAM Features list

System Setup

- Graphic environment for setup
- Computer assisted, safe PID setup
- Device setup save and recall
- On setting change, test and cancel possibility

Alarm display

- Database of all alarms
- Periodic status save
- Protected data transfer
- Reporting / control PC and external PC

Displays

System

Connections

Engine Control System

Connections between control computers, interfaces and controllers

Controllers

Connections to engine floor

Bridge

Ethernet for display, auxiliary RS485 for backup function

Auxiliary Displays

Accommodation ect, not to be used as controllers, WiFi, backbone ethernet

Functional Description

Local Function

Alarms Control Display

Function of the keys of the controller

	• 1 READ	G ●11 READ Q
	• 2 READ	H • 12 READ R
F1 F2 F3 F4	• 3 READ	I 13 READ S
	• 4 READ	J 14 READ T
	• 5 READ	к • 15 READ U
	● 6 READ	L • 16 READ V
	• 7 READ	M • 17 READ W
	• 8 READ	N • 18 READ X
	• 9 READ	о • 19 READ ү
	• 10 READ	P 20 READ Z
ENGINE ROOM CONTROLLER		Electronic: And Automation

The standard controller has 39 keys. Most keys are dual function: when setting the controller they are used to enter letters.

Main function

F1-F4: menu selection. The second row of the display shows the function of every key, depending on the state of the system. Example: Below are 3 special keys and a numeric keypad with enter and cancel keys. ACK: alarm acknowledge. If the display shows general alarms, siren shut off. If shows an input, input acknowledge. TEST: controller self-test LAMPS: lamp test C: Cancel E: Enter, Accept READ keys: when pressed, the display shows state of relevant input.

Engine Room and Bridge Control Computers

Active control computer gathers data from Engine Controllers, displays and gives data to other computers.

Normally 2 control computers in engine room and one in the bridge.

If active control computer fails, automatic or manual takeover from others.

Program description

Main screen

🖳 Engine Room Control	- 🗆 🗙
Hardware Test 1 O.K.	
Settings	Machines
Points	Controllers
	Communications

Machines: display status of ships machines (for example, main engine, generators, ...) Controllers: Display engine controllers Communications: RS485 data, mainly for test and verification

Settings, points: used for setup, see relevant section

Communications

•	RS485_protocol		1 X
Frames Send - Received	Errors CRC - Format	Update	Clear
7E 09 03 01 09 6E C0 7F 7E 09 03 01 00 F3 01 7F 7E 03 09 01 00 81 5A 1B 7E 03 09 01 00 F9 F8 EE 7E 03 09 01 00 BD 4F 57	WE WE 40 BE C0 7F SR 3F 32 F2 7F SR 41 27 61 7F SR		*
Port Open COM5			:

Controller Display

•			Contr	olle	r 1: Upp	er	Floor				-		×
Ad	Idress	9 Active Inputs	10										
^	No	Name	Reading			9	Status	Hia	h Limit	Low Limit		•	^
•	1	Water Temp	61,92		oC	L	w	90		80	6		-
	2	Pressure	2,42		PSI	н	IGH	2		1,5	1		-
	3	Water Temp	1,86		oC	L	w	95		80	1		-
	4	Oil Pressure	13,45		PSI	Н	IGH	3		2	1		
	5	Exsaust Temp	13,47		oC	L	wc	200		100	1		
	6	temp3	-19,99		оC	L	WC	50		20	6		
	7	ggii	0,00		kala	L	WC	4		1	7		_
			8,51			N	ORMAL						_
			0,01			L	WC						~
<		1	1		1	1		1		1		>	
C	Digital	Inputs					Out	puts	;				
	No	Name	Reading	State	JS			No	Name			Stat	us
*					- 11		•						_
													-1
													_
													-1
													-1
							*						
					<< >>	>	Send		Read	Save		Clos	e
Pulse Inp	outs												.::

to be changed!

Machine display

				Machine 2	: Gen 3			- 🗆 ×
Мас	hine Nam	e Ge	n 3					
	Contro	lnput	Name	Reading	Units	Status	High Limit	Low Limit
•	1	3	Water Temp	1,86	οС	LOW	95	80
	1	4	Oil Pressure	13,45	PSI	HIGH	3	2
	1	5	Exsaust Temp	13,47	οС	LOW	200	100
*	1	6	temp3	-19,99	οС	LOW	50	20
	_							
						<<	Sa Sa	ave Close

Ship devices view

User display

Accommodation Auxiliary Displays

Tablet like displays in every place where a display is needed. Connection with WiFi. Possibility for smart phone displays.

Setup

General Rules

The most significant setup items are the name, function and limits for every input. Every engine controller has its own setup. The setup can be saved and recalled from the control computer. Adjustments can be made either in the controller or in the control computer and can be transmitted to the controller.

In the control computer all settings are in a database file, "EngineRoom.accdb". The database must be consistent: for example, if a machine is described as having 12 inputs, these 12 inputs must exist in the inputs table. Some errors may stop the program from starting, if it cannot handle them. In that case, you must open the database with the auxiliary program "DBViewer" and correct the error before continuing. These errors will not stop the controllers from continuing their operation.

This database file, "EngineRoom.accdb", must be saved and kept as a backup as soon as we get the setup right.

Controller

Setup menu

Input setups.

Every input point has the following parameters:

Name of Parameter	Data type	Comments
ControllerID	Integer	The ID of the relevant controller
PortNumber	Integer	port number of that I/O type
Туре	3 digits	Input/Output, Digital/Analog type
		determines use of limits, see below
Description	text	16 letters name of point
а	Number	Value in engineering units is computed as ax+b
b		
Units	text	
ShipDeviceID		Ship device it belongs
Low Limit		
High Limit		
Filter	seconds	Time constant of noise filter
Used	Yes/No	Input can be unused

these setups are the same in the controller and the computer

Туре

Input function is characterized by a 3-digit code.

First digit: Relay to use 0: default relay

Second digit: input function

ALARM	10	normal high-low alarm
CONTROL	20	window control: start on low limit, stop on high limit
	20	

CALARM 30 window control with alarm if out of window

Third digit: input/output type

NOT_PRESENT	0	this input number is not used
IN_ANALOG	1	
IN_VOLT	2	
IN_DIGITAL	3	analog working as digital

IN_PULSE	4	with opto - frequency
IN_RPM	5	rpm – rounds per minute
OUT_DAC	6	
OUT_PWM	7	
OUT_RELAY	8	

Examples:

type style 431 => analog in, windows control with alarm, out on 4
011 analog in, simple alarm, use only default alarm relay (0)
311 analog in, alarm, use additionally relay 3
221 analog in, control, out on relay 2, no alarm if out
use this if alarms are wider than control, connect second input for alarm

Engine Room Computers and Interfaces

Main Setup Functions

The two setup buttons on the main window give full access to the database. All setups can be changed from here, although there are other possibilities, too.

Setups Button

2	DBViewer -					
	Group	Entity	Setting	Value1		^
►	Connections	Display Host	IP Address	192.168.1.89		
	Connections	Display Host	Port	7000		
	Controllers	Controller1	Address	9		-
	Controllers	Controller1	Input Number	10		-
	Controllers	Controller1	Model	STD		-
	Controllers	Controller1	Name	Upper Floor		-
	Controllers	Controller1	Version	1		-
	Controllers	Controller2	Address	7		-
	Controllers	Controller2	Input Number	24		-
	Controllers	Controller2	Model	STD		-
	Controllers	Controller2	Name	Base left		-
	Controllers	Controller2	Version	2		-
	Controllers	Controller3	Address	8		
	Controllere	Controller?	Inout Number	15		

Points Button

									DB	Viewer					-	- 🗆 🗙
]		ID	ControllerID	Туре	PortNumber	Description	а	b	Units	ShipDeviceID	LowLimit	LowLowLimit	HighLimit	HighHighLimit	Used	Filter
	•	1	1	431	1	Water Temp	6	-20	оC	1	80		90		-	1
		2	1	011	2	Pressure	1	0	PSI	1	1,5		2		•	1
		3	1	311	3	Water Temp	1	0	оC	2	80		95		-	1
		4	1	221	4	Oil Pressure	1	0	PSI	2	2		3		•	1
		5	1	011	5	Exsaust Temp	1	0	оC	2	100		200		-	1
		6	1	011	6	temp3	6	-20	оC	2	20		50		-	0,1
		7	1	011	7	ggii	7	0	kala	1	1		4			2
	*															

Controller Setup

			Controlle	er 1: Upp	er	Floor			- 1	×
	Address	9 Active Inputs	10							
	Anala	alaauto								
	No	y inputs Name	Reading			tatus	Hiah Limit	Low Limit	a	^
•	1 Water Temp		61,88	oC	LO	W	90	80	6	_
	2	Pressure	2,42	PSI	H	GH	2	1,5	1	_
	3	Water Temp	1,86	oC	LOW		95	80	1	
	4	Oil Pressure	13,44	PSI	H	GH	3	2	1	
	5	Exsaust Temp	13,47	оС	LO	w	200	100	1	
	6	temp3	-19,99	оС	LO	W	50	20	6	
	7	ggii	0,00	kala	LO	W	4	1	7	
			8,58		NC	ORMAL				_
			0,01		LO	W				~
<		•	·							>
	Digital Inputs Outputs									
	No	Name	Reading Sta	tus			No Name			Status
*				- 81		•				
					L	*				
				~ >>	>	Send	Read	Save		Close
Pulse	Inputs									.:

Send: Send setup from screen to controller Read: Read Setup from controller Save: Save Setup to Database

To reload setup from database you must restart the program

Bridge

WiFi and Auxiliary Display

Calibration