

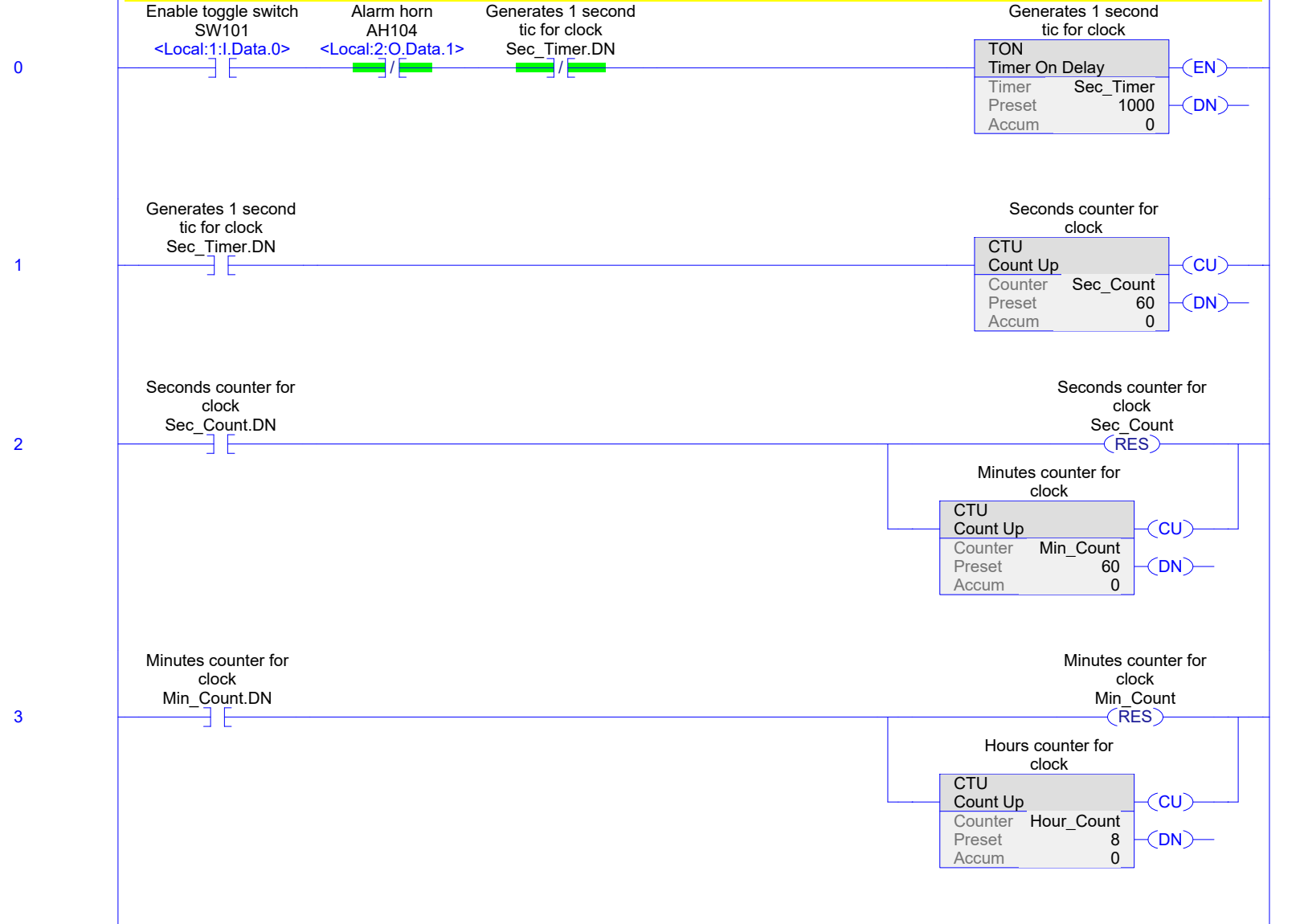
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***** Revised Plant Waterer *****

Internal memory from SP5-6 (no additional internal memory required):

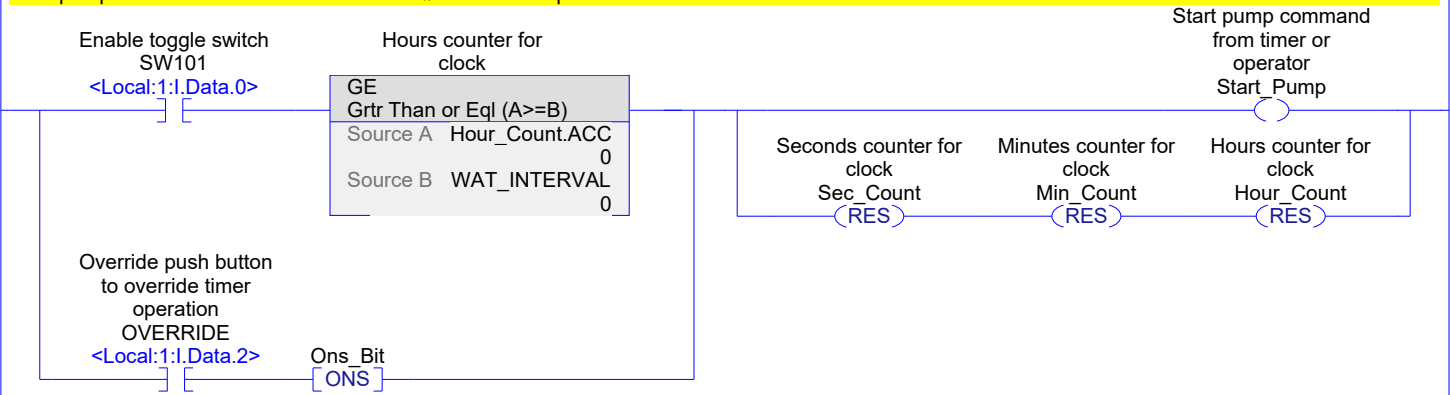
Tag	Data Type	
Sec_Count	COUNTER	Seconds counter for clock
Min_Count	COUNTER	Minutes counter for clock
Hour_Count	COUNTER	Hours counter for clock
Sec_Timer	TIMER	Generates 1 second tic for clock
Max_Wtr_Tmr	TIMER	Times maximum watering interval
Start_Pump	BOOL	Start pump command from timer or operator
Ons_Bit	BOOL	One-shot storage bit
Ons2_Bit	BOOL	One-shot storage bit

Clock. Generate a tick every second that is counted for seconds.
When 60 seconds counted, increment minutes.
When 60 minutes counted, increment hours.

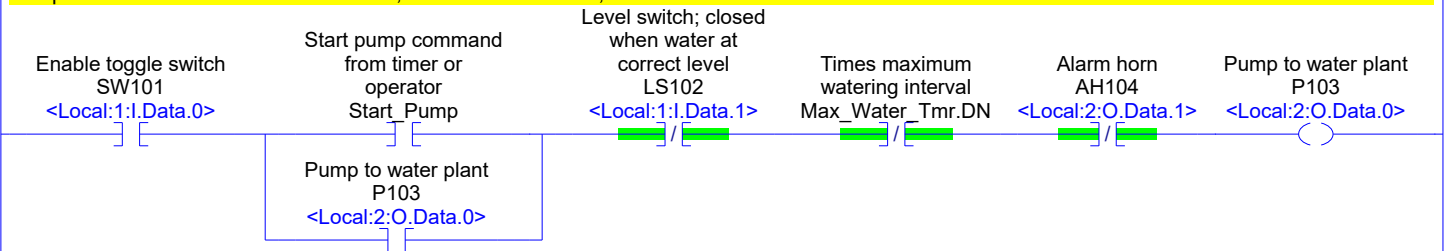


***** Revised for SP7-4 *****

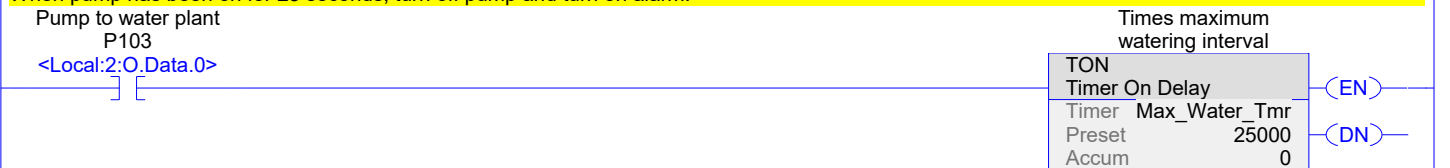
Start pump command when reached desired # of hours or operator override.



Pump control. Turns off when level correct, maximum water time, or alarm.



When pump has been on for 25 seconds, turn off pump and turn on alarm.



Alarm if level switch off when attempting to start pump or if maximum watering time reached.
Set/reset used instead of "sealing" so that only positive transition of override clears alarm. Alarm will reactivate if alarm conditions met.

