ZIGGY™ LEAN - Process Station Controller

The Process Station Controller is like a foreman within the ZIGGY Architecture.

The operational concept is to process an article by sending it through a series of manufacturing steps. Each step is performed by a Modular Process Units (MPU) under the direction of the AGILE Controller. When there is a need for multiple, coordinated MPUs, that coordination is done by a Process Station Controller.

Multiple, coordinated MPUs may be desired for a number of reasons:

- To increase volume, MPUs may be ganged— like a train at a station
- To handle a timeconsuming task, multiple MPUs may desired
- To consume dead-time while waiting for another operation, timing constraints may suggest multiple MPUs.

The situation with multiple MPUs is a special case requiring a specialized controller. From the perspective of the Mass Customization Controller and the AGILE Controller, they would like to think of the process step as a single step instead of a gang of MPUs in parallel.

Accordingly, the Process Station Controller is built into a HOLOCON Controller for the express purpose of coordinating a parallel arrangement of MPUs. This means that the Process Station Controller is a standardized software package that can be applied across a wide range of manufacturing applications.

The result is:

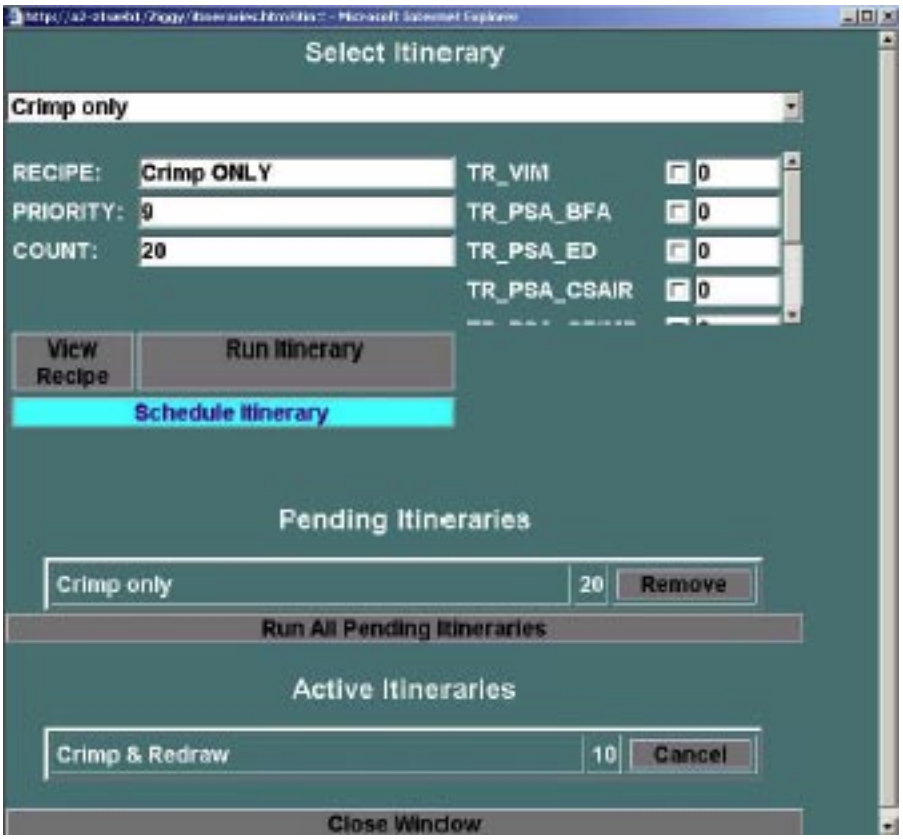
- Lower initial cost
- Faster implementation
- Shorter time to market
- Lower ongoing expenses
- The use of open standards means that factory- floor support is readily available
- Simpler integration with balance of plant information

Western Reserve Controls is an established manufacturer of industrial controls. WRC provides the ZIGGY architecture and components to Machine Builders and Systems Integrators that know your production and process requirements.

ZIGGY is protected by the following US patents:
- 6,615,091
- 6,325,198
- 6,478,134
- 6,681,915

© Western Reserve Controls, 2006

Find more on IEC 61499 Compliant Controllers at http://www.wrcakron.com/holocon.html



Typical MES Architecture (Bottom up)