

## SEQUENCE OF OPERATIONS

### **SP3 LATCH**

A special model of the TDXM-DC is available to latch one of the 3 digital outputs when a trip is detected. The operations are identical between models TDXM-DC and TDXM-DC W/SP3 LATCH except for the latching feature. In the TDXM-DC W/SP3 LATCH version, setpoint values entered for SP3 are first out. If a temperature for a sensor channel rises above the setpoint value stored in SP3 for the channel, SP3 will activate and remain active until the RESET operation is performed or power is cycled on the unit. The display will show SETPOINT 1 2 3 (number 3 is on). The icons for SETPOINT 1 and 2 may be on depending on the status of those setpoints.

If the channel that caused the trip on SP3 clears, the output for SP3 will not clear and the SP History for SP3 will not be overwritten by other SP3 trips.

Example:

If CH21 and CH22 have an SP3 setpoint of 180 and CH21 temperature rises to 190, SP3 OUT will be activated. The SP History will be updated to show SP3 21 as the cause for trip. If the temperature for CH21 falls below 180 or the temperature for CH22 rises above 180 after the trip has occurred, the SP3 OUT will remain active and the SP History will not be changed.

All channels continue to be scanned and compared against SP1 and SP2 setpoint values.

To RESET the SP3 OUTPUT and allow continued scanning of SP3 setpoints, first make sure the display is in the normal scan mode and not displaying the SP HISTORY. Press and hold the SCROLL ENTER button and the DOWN ARROW keys for at least 3 seconds. The display will indicate the latch has been cleared when the number 3 is no longer visible on the SETPOINT icon display. The display will show SETPOINT 1 2 3 (number 3 is not on). The icons for SETPOINT 1 and 2 may be on depending on the status of those setpoints.

If the cause for SP3 trip has not been cleared, the RESET operation has no effect.

NOTE:

Use the included sticker, found in the package with the TDXM-DC W/SP3 LATCH, to affix to the panel or in an instruction manual as a reminder of how the RESET function works.

