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DREAM 2

CONSOLE Guide

2015

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DREAM 2

CONSOLE GUIDE

1. General description

The **DREAM 2** irrigation control system is a modern distributed control system based on the powerful **DREAM 2** irrigation controllers that can be communicated through the Internet from everywhere, anytime.

The drawing below demonstrates the physical layout of the communication between users and targets (controllers) in the **DREAM 2** system.

Users have two options for accessing the system: one option is the software package called **CONSOLE** which is loaded and used on **PCs**, the other is just an internet site called **SPOT** which does not need any loading and is meant to be used by **CELLULAR PHONES** and **TABLETS**. The **CONSOLE** which is the subject of this document will be discussed widely below.

Both options enable the users to login to the **SERVICE** which is a sophisticated software package located somewhere in the cloud acting like a mediator between users and their controllers. Additionally the service contains a large **DATA BASE** that stores all the information about all the controllers and the **ADMINISTRATION** software that takes care about who is permitted to access which controller.

On the other end the controllers after power up also login to the **SERVICE** and stay online. The **SERVICE** will interrogate all the online controllers repeatedly in order to keep the **DATA BASE** up to date, so that users interested in some information about some controllers, can find it in the **DATA BASE**.



2. About the CONSOLE

The purpose of the following document is to describe to the potential user the various options offered by the **CONSOLE** for defining programs, obtaining information, analyzing data, generating reports and interfere with the ongoing activities.

For accessing the **SERVICE** each user must have a **Username** and a **Password** recognized by the **ADMINISTRATION** software. Some users have **Usernames** with permission to access through the **SPOT** only, but those that have access through the **CONSOLE** can also use the **SPOT** with the same **Username**. One thing must be pointed out: the **ADMINISTRATION** will not let a second user enter the system with a **Username** which is already logged in.

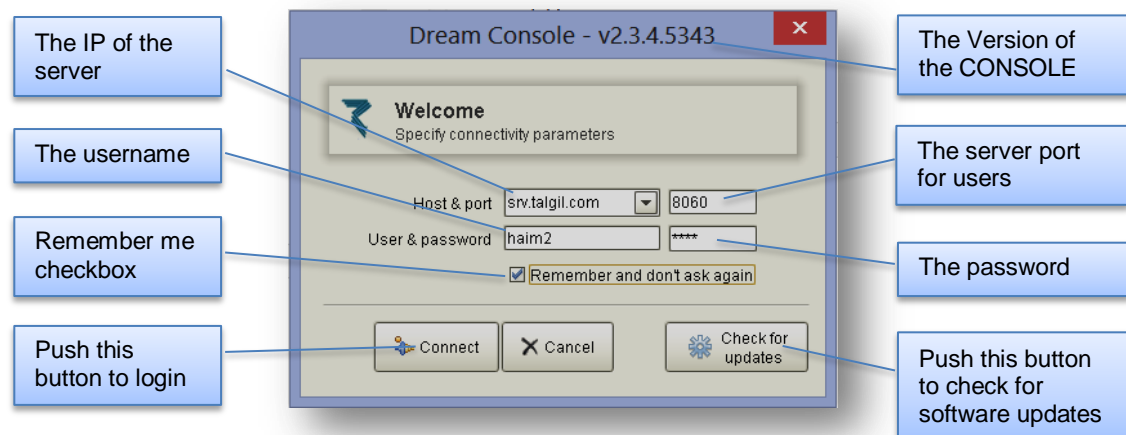
There is no limitation to install the **CONSOLE** at the office and at the user's home and the user will be able to use both sites, but not at the same time, he shall have to logout from the office **CONSOLE** in order to being able to use his home **CONSOLE**.

2.1 Logging in

Double clicking the DREAM CONSOLE's icon



on the computer's



Before trying to login, the **IP address** of the server and the **port** for users need to be defined.

- **IP address of the server** – srv.talgil.com
- **The port** – 8060

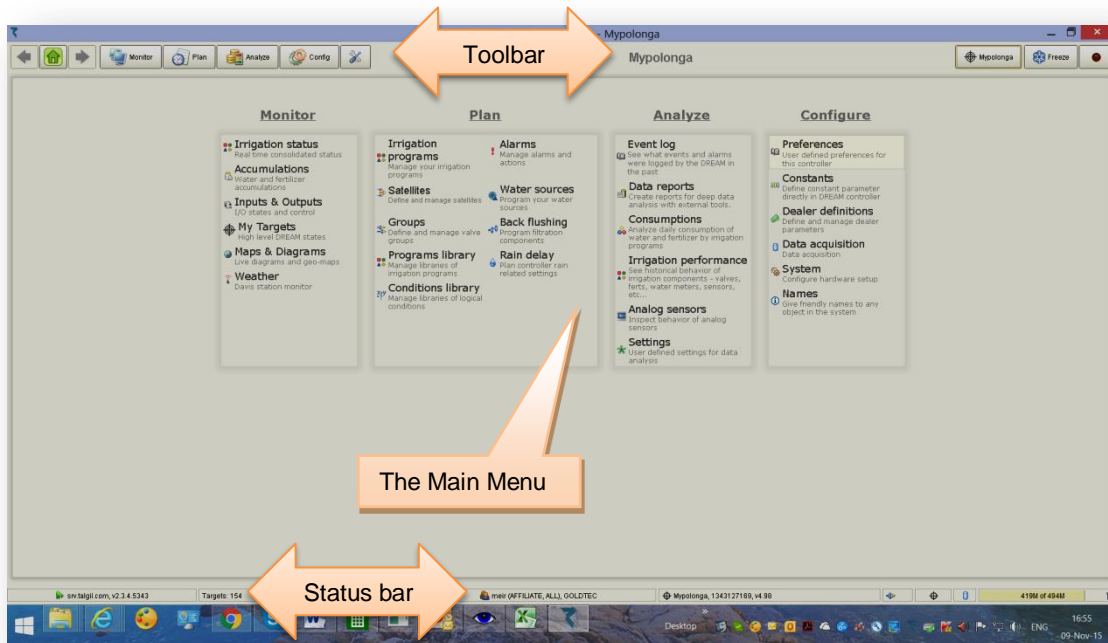
The username and password should be entered in small letters. If we wish the username and password be remembered, we have to click the **Remember me** checkbox.

At this stage we can hit the **Check for updates** button to check if there are new software versions for updating the **CONSOLE**,

For logging in we now have to hit the **Connect** button.

2.2 The Homepage

In general, the **Homepage** contains the menu of all the subjects covered by the **CONSOLE**, it is the place from where the user can reach all of those subjects, but let's have a closer look and see what else is there.

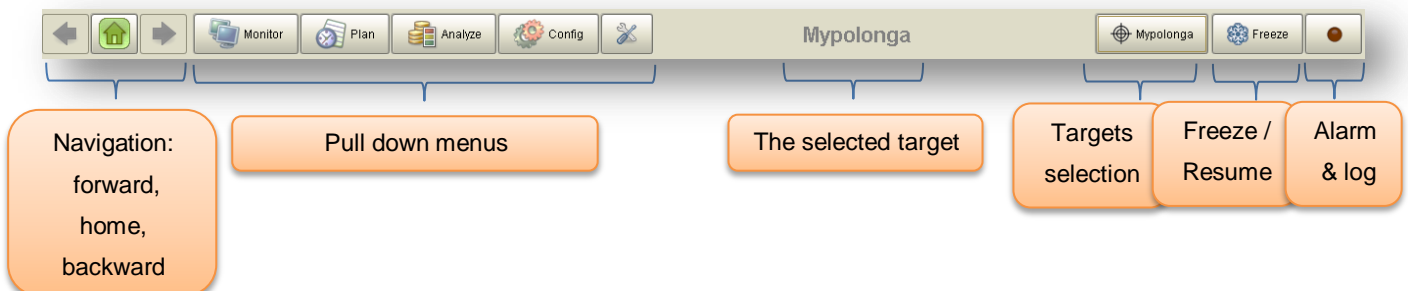


The Main Menu - The subjects of the **Main Menu** are grouped into meaningful groups, each group containing the relevant subjects. There are four groups:

- **Monitor** – deals with monitoring the current activities
- **Plan** – deals with all the planning that users may have to do.
- **Analyze** – deals with analyzing accumulated historical information.
- **Configure** – deals with all the information related with the system setup.

Depending on the configuration of the various targets there may be some differences in the list of subjects included in the menu.

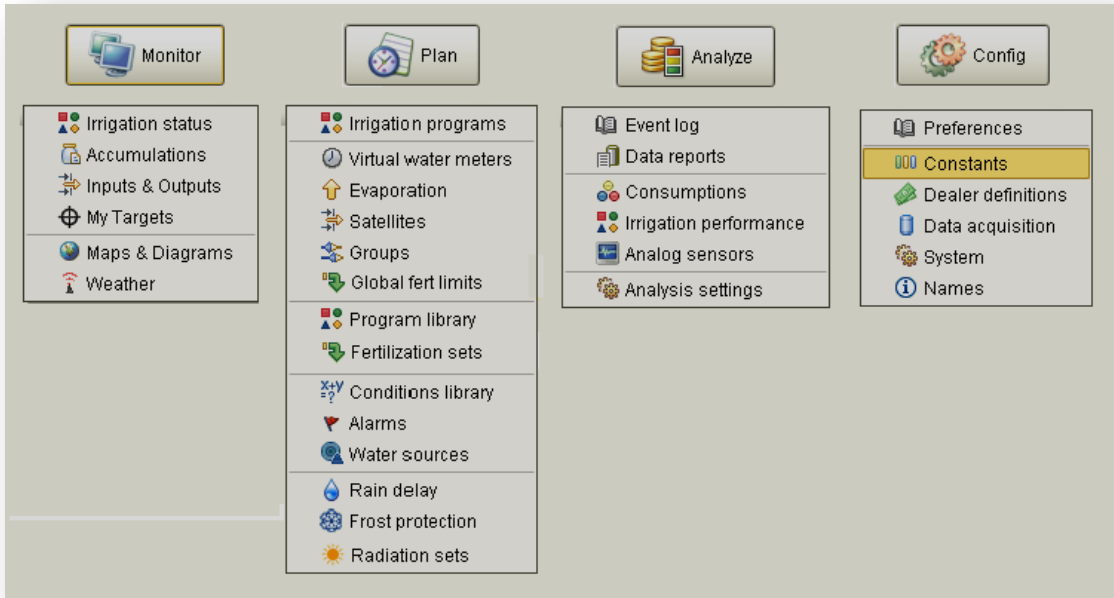
The Toolbar - The **Tool bar** contains the following functions:




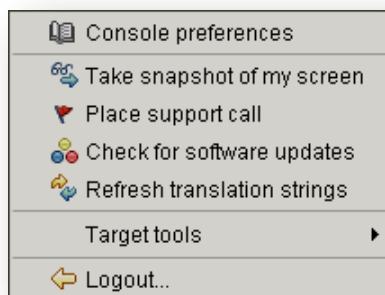
The **Toolbar** appears in all the perspectives of all the subjects giving the user the ability to navigate forward and backward, to select subjects from the **Pull down menus**, to select other target, to execute a **Freeze** command or to go to the **Alarm & log** perspective.

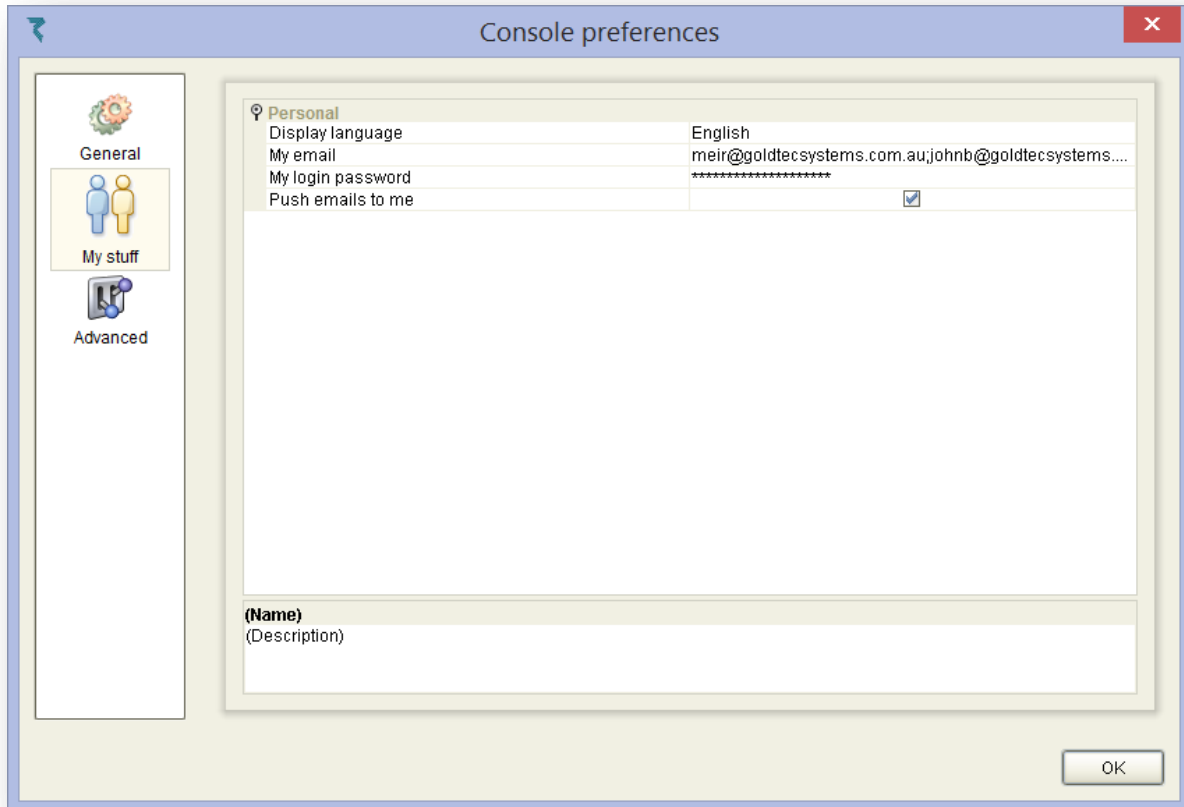
The Pull down menus - You may have probably noticed already that the buttons of the **Pull down menus** have the same names as the **Main Menu** groups: **Monitor**, **Plan**, **Analyze** and **Config**. That is because the **Pull down menus** actually fulfill the same function as the **Main Menu** and that is giving access to the various subjects, so since the **Toolbar** appears in all the perspectives, the included **Pull down menus** serve as shortcuts to all the subjects.

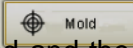
The following picture shows how the **Pull down menus** looks like.




The Tools menu - The following key included in the toolbar  is called **Tools**. This key opens a menu that supplies some useful tools; especially it gives us access to the [Console preferences](#) (see below) which some users will have to use for changing the language of the **CONSOLE**.





The Targets selection key – some users may need to have access to several targets (controllers), most perspectives of the **CONSOLE** deal with a single target, the **selected target** whose name appears in the middle of the **Toolbar**. To be able to change the selected target, the **Targets selection key**  should be clicked, the list of targets permitted for the user will be displayed and the user will be able to select the unit he desires.

The Freeze/ Resume command key– sometimes users may need to have the ability to halt all activities of a selected target, for this purpose the **Freeze** command key -  can be used. After confirming the command, it will be executed, stopping all the active programs, shutting down all the outputs and waiting until the **Resume** command is issued using the same key, the user is then given the option whether to continue or to stop the interrupted programs.

The Alarm & log key– the **Alarm & log** key may have two faces, when there are no alarms in the system it will look like this  otherwise it will have the following look  with the red light blinking.

In any case, hitting the **Alarm & log** key will bring us to the **Alarm & log perspective** that looks as follows:

Outstanding system alarms

Target	Alarm
Mypolonga, 1343127189	Lack of fertilizer

Recent system events

Time stamp	Target	Facility	Context	Subcontext	Message text
31	11 Dec 18:44:48	Mypolonga	Irrigation	two tank mix	Program finished irrigation
21	11 Dec 18:44:48	Mypolonga	Irrigation	two tank mix	End of program cycle '7'
30	11 Dec 18:44:48	Mypolonga	Irrigation	two tank mix	Program valve closed
20	11 Dec 18:29:48	Mypolonga	Irrigation	two tank mix	Start of program cycle '7'
29	11 Dec 18:29:48	Mypolonga	Irrigation	two tank mix	Program valve opened
81	11 Dec 17:15:29	Mypolonga	System		Target is online
82	11 Dec 17:10:56	Mypolonga	System		Target is offline
30	11 Dec 16:44:52	Mypolonga	Irrigation	two tank mix	Program valve closed
21	11 Dec 16:44:52	Mypolonga	Irrigation	two tank mix	End of program cycle '6'
29	11 Dec 16:29:52	Mypolonga	Irrigation	two tank mix	Program valve opened

Total: 32

Navigation– the two arrow keys next to the home key, when they are green, they can be used for navigating backward and forward through the last visited perspectives.

The Status bar– the **Status bar** contains information about the current version of the **CONSOLE**, the currently logged in user and his role in the system, the selected target, its ID and its software version, an Object Tracker and some memory usage information that are mostly for use by the programmers.

62.90.184.92, v2.4.1.5629

haim2 (DEVELOPER, ALL), TALGIL

Sherntov, 1420985481, v4.98

62M of 246M

Current CONSOLE version

Currently logged in user

The selected target

The object tracker

3. Planning activities

In the following chapter we intend to describe the various planning tools offered by the **CONSOLE**.

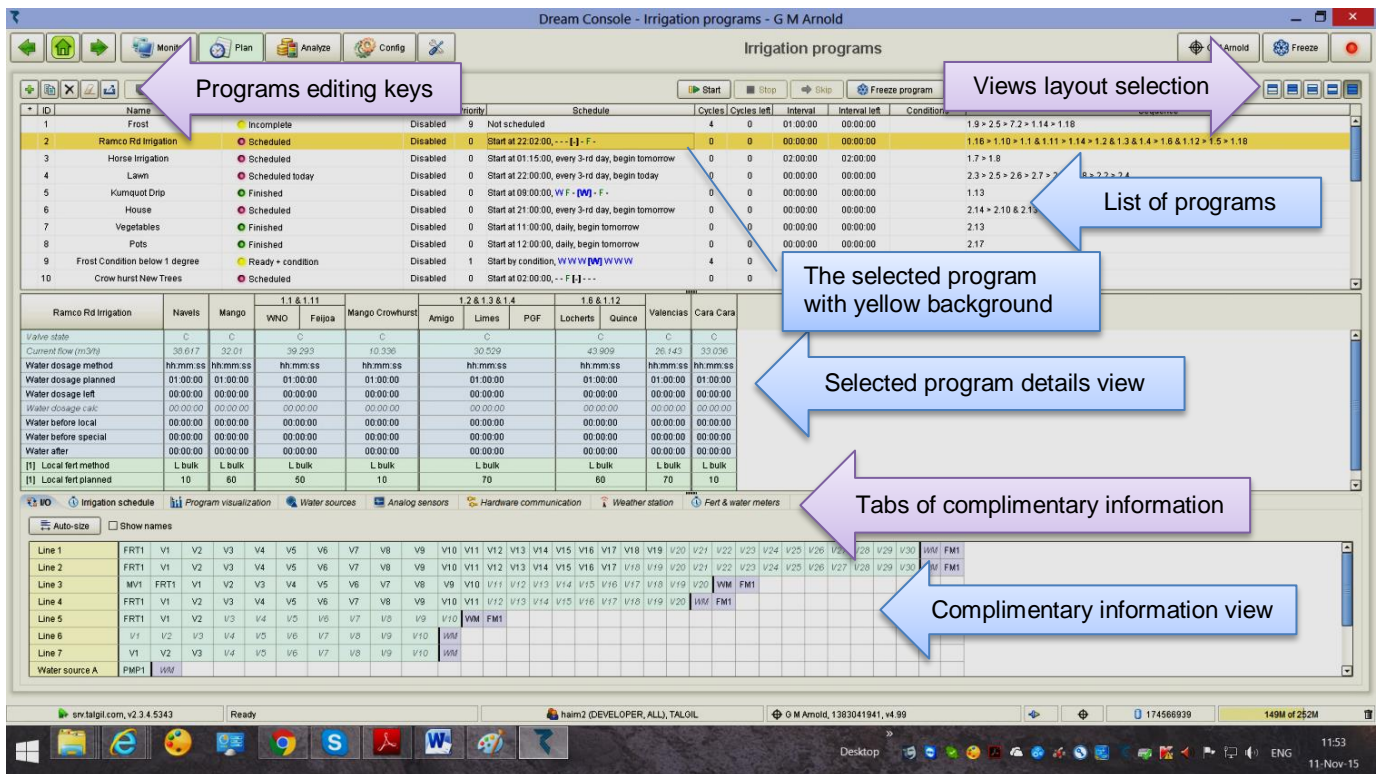
By selecting the **Plan** section of the **Main Menu** or the **Pull down menus** all the planning tools can be reached. We shall start by describing the perspective of the **Irrigation programs** planning.

3.1 Planning – Irrigation programs

The **Irrigation programs** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/ Irrigation programs**.


The design of the perspective took into consideration the needs of the users so that they would be able to get as much related information as they may need, without having to jump back and forth between perspectives and yet not to overload the screen with too much information.

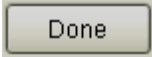
The perspective was divided into three mandatory views and the user can decide which views will be displayed and which will be hidden- at the **Upper part** there is the view of the list of programs, in the **middle** there are the details of a selected program, at the **bottom** there are various tabs with complimentary information.



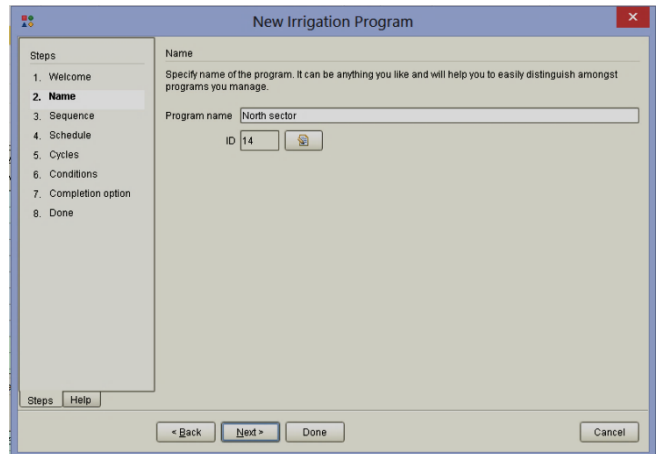
3.1.1 Creating a new irrigation program

Creation of new irrigation programs is done by means of a wizard.

To run the wizard, the new program  key has to be clicked.

The wizard is divided into 8 steps that lead the user through the definition process. Some of the steps may be irrelevant to a particular program and can therefore be skipped. At the end the  key has to be clicked.

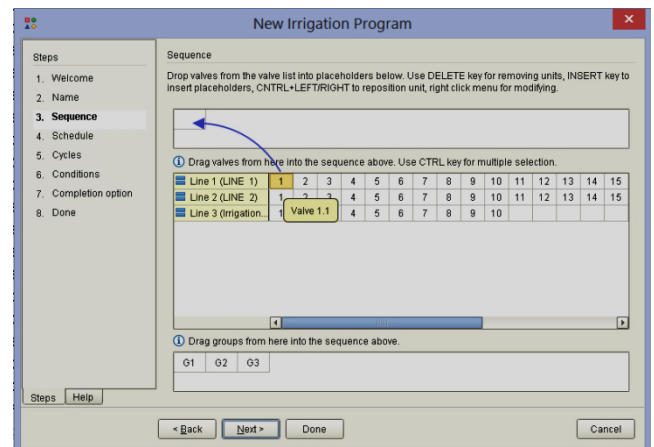
Programs will be identified by a name and by an ID number, both have default values, but can also be defined by the user.



Defining the sequence - Each program must have a definition of the sequence of valves included in the program, so step 3 is essential and cannot be skipped.

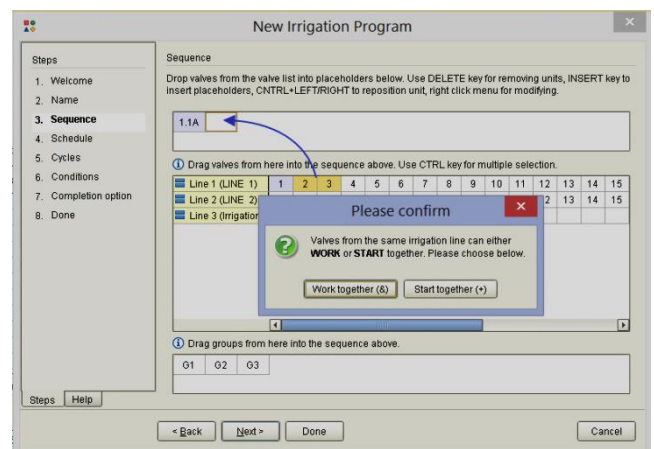
For a single valve to be included in the sequence, the user has to click on the selected valve (it will become yellow) and then it has to be dragged and dropped inside the placeholder as demonstrated at the screenshot to the right.

As a result the valve will be included in the sequence and a new placeholder will be generated. Any valve/valves that will be placed in the new placeholder will irrigate **after** the valve in the first place.



When two (or more) valves of the same line need to be included in the sequence, the **Ctrl** key of the keyboard has to be held down and then the desired valves have to be marked by clicking and then they have to be dragged into the free placeholder.

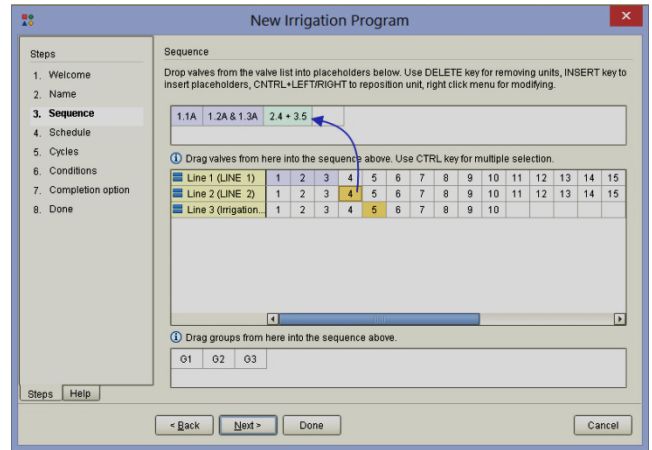
As a result the user will be asked whether he wants the valves to work together (&) as an unnamed group with the same water and fertilizer dosage for the whole group, or just start together (+) and each valve will have its own dosage.



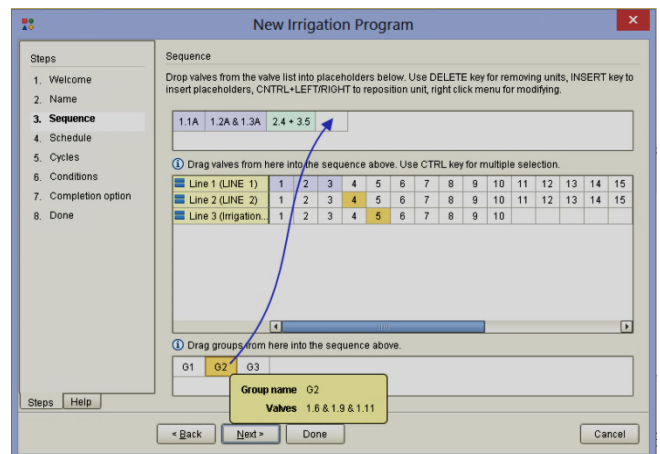
When the valves to be combined are of different Irrigation lines, the only option is to have them start together (+) but with separate water dosage per each valve.

Using of the start together (+) option needs to be enabled at the [Dealers definition](#).

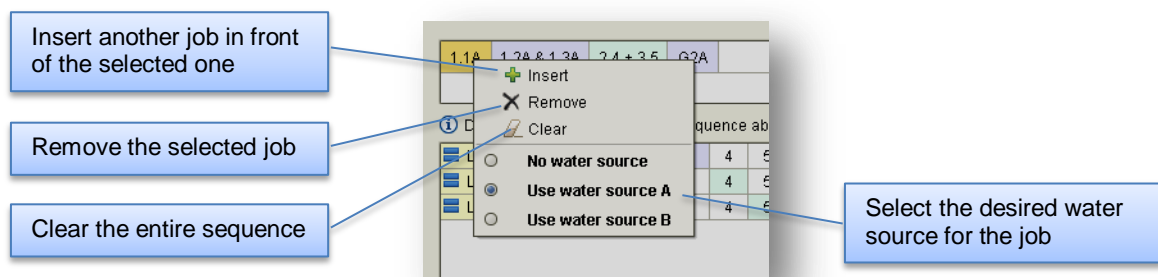
If these valves will have to fertilize from a common fertilizer site, they will need to share a common fertilizer dosage.



[Predefined Named groups](#) can also be included in the sequence the same way as individual valves.

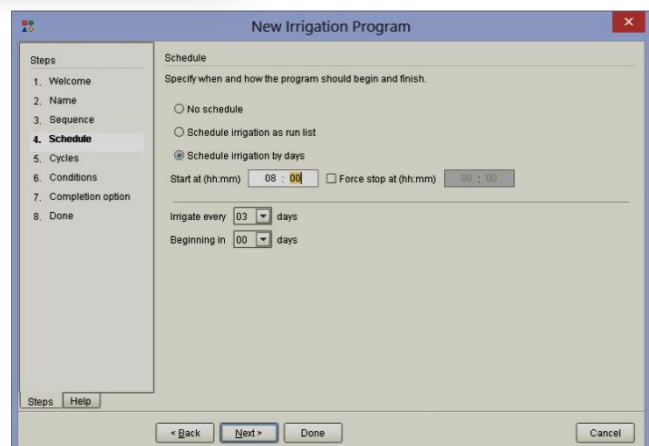


Additional options with the sequence definition - notice that at each stage of the sequence editing you can right click on any of the included valves and get the following options:

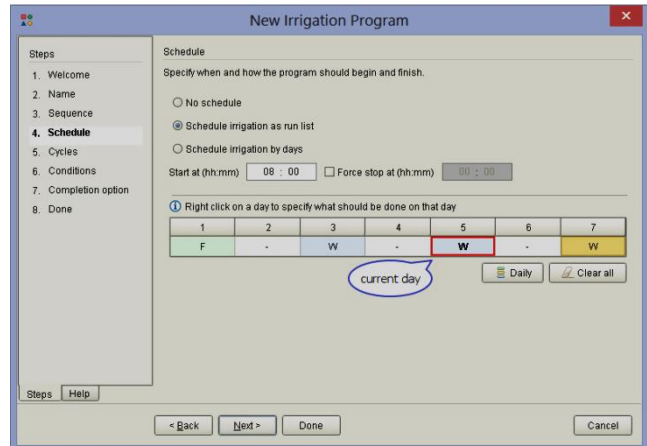


Scheduling the program – there can be two ways to schedule irrigation programs, either by using a **Cycle of days** or by defining a **Run-list**.

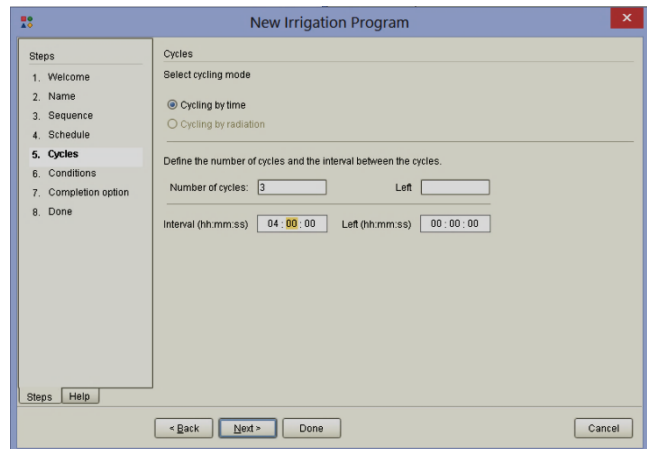
If the **Cycle of days** is selected, the user needs to define the number of days he needs the irrigation repeated: 1 means every day, 2 means every second days, etc...



When using the **Run-list option**, each day of the list can be marked as an irrigation day (**W**), as a fertigation day (**F**), or left free (-). There is an additional option for a single irrigation only, it will be marked by (**S**), in this case the irrigation will only be executed on the selected day but no more.

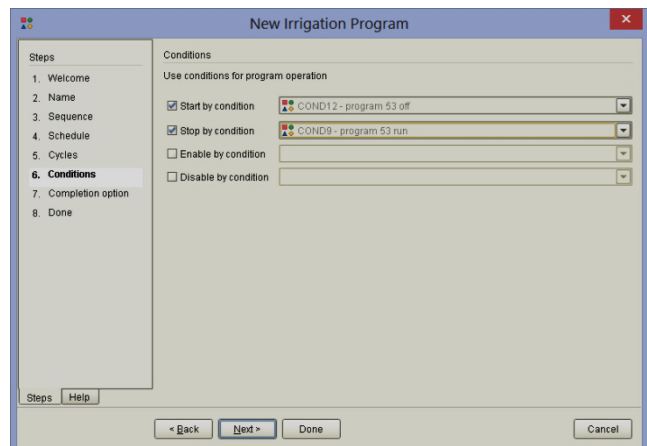


Defining repetition cycles – If the program has to be repeated several times a day, the number of repetition cycles and the interval between the cycles has to be defined.



As a special case, when **Irrigation by accumulated light** is enabled, the triggering of the next cycle will depend on the accumulated light and the user defined parameters.

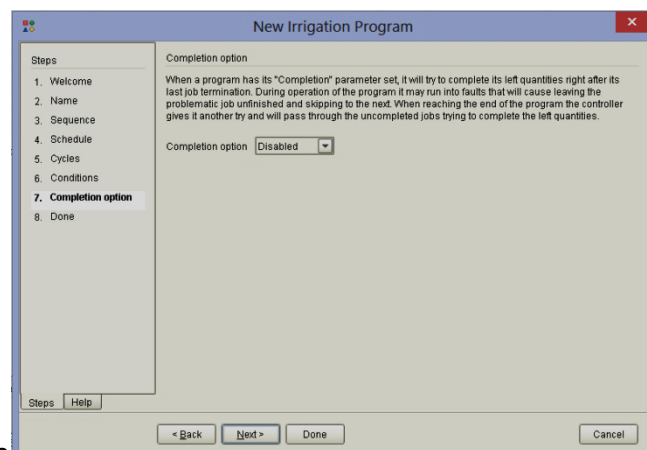
Using conditions - Programs can be influenced by conditions in four ways:



Started by condition, **Stopped** by condition, **Enabled** by condition and **Disabled** by condition

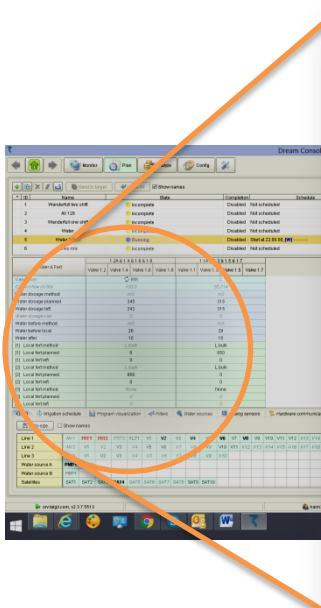
The user can define which condition will make the program **start**, or **stop**, or make it **enabled** or **disabled**.

How to define conditions is explained below at the paragraph dealing with **Conditions library**.



Completion option – When the completion option is enabled, then at the termination of the last job of the program, the system will make another pass through the jobs of the program trying to complete all those jobs that got some leftovers due to some interruption.

When the **Done** button is clicked the new program will be displayed at the **Selected program view** of the **Irrigation programs** perspective as follows:



Water & Fert	1.2A & 1.4 & 1.6 & 1.8				1.1A & 1.3 & 1.5 & 1.7			
	Valve 1.2	Valve 1.4	Valve 1.6	Valve 1.8	Valve 1.1	Valve 1.3	Valve 1.5	Valve 1.7
Valve state	IRR				C			
Current flow (m3/h)	100.0				85.714			
Water dosage method	m3				m3			
Water dosage planned	345				315			
Water dosage left	242				315			
Water dosage calc	0				0			
Water before method	m3				m3			
Water before local	20				20			
Water after	10				10			
[1] Local fert method	L bulk				L bulk			
[1] Local fert planned	0				850			
[1] Local fert left	0				0			
[2] Local fert method	L bulk				L bulk			
[2] Local fert planned	850				0			
[2] Local fert left	0				0			
[3] Local fert method	None				None			
[3] Local fert planned	0				0			
[3] Local fert left	0				0			

3.1.2 Defining water and fertilizer dosages

The program is created with the default dosage units, double clicking on the currently selected units will enable selection of different dosing units.

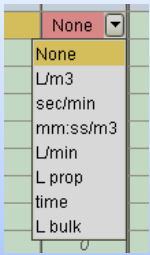
Water & Fert	1.2A & 1.4 & 1.6 & 1.8				1.1A & 1.3 & 1.5 & 1.7			
	Valve 1.2	Valve 1.4	Valve 1.6	Valve 1.8	Valve 1.1	Valve 1.3	Valve 1.5	Valve 1.7
Valve state	IRR				C			
Current flow (m3/h)	100.0							
Water dosage method	m3							
Water dosage planned	345				315			
Water dosage left	242							
Water dosage calc	0							
Water before method	m3							
Water before local	20				20			
Water after	10							
[1] Local fert method	Fert 1				L bulk			
[1] Local fert planned	0				0			
[1] Local fert left	0				0			
[2] Local fert method	Fert 2				L bulk			
[2] Local fert planned	850				0			
[2] Local fert left	0				0			
[3] Local fert method	Fert 3				None			
[3] Local fert planned	0				0			
[3] Local fert left	0				0			

Define the desired amount of water or the desired run time

The left dosage can also be edited, it holds for the current irrigation only

Define the water before fertilization here and water after in the next row


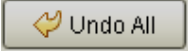
Double click and select fertilizer dosing method




The left fertilizer amount or the actual proportion

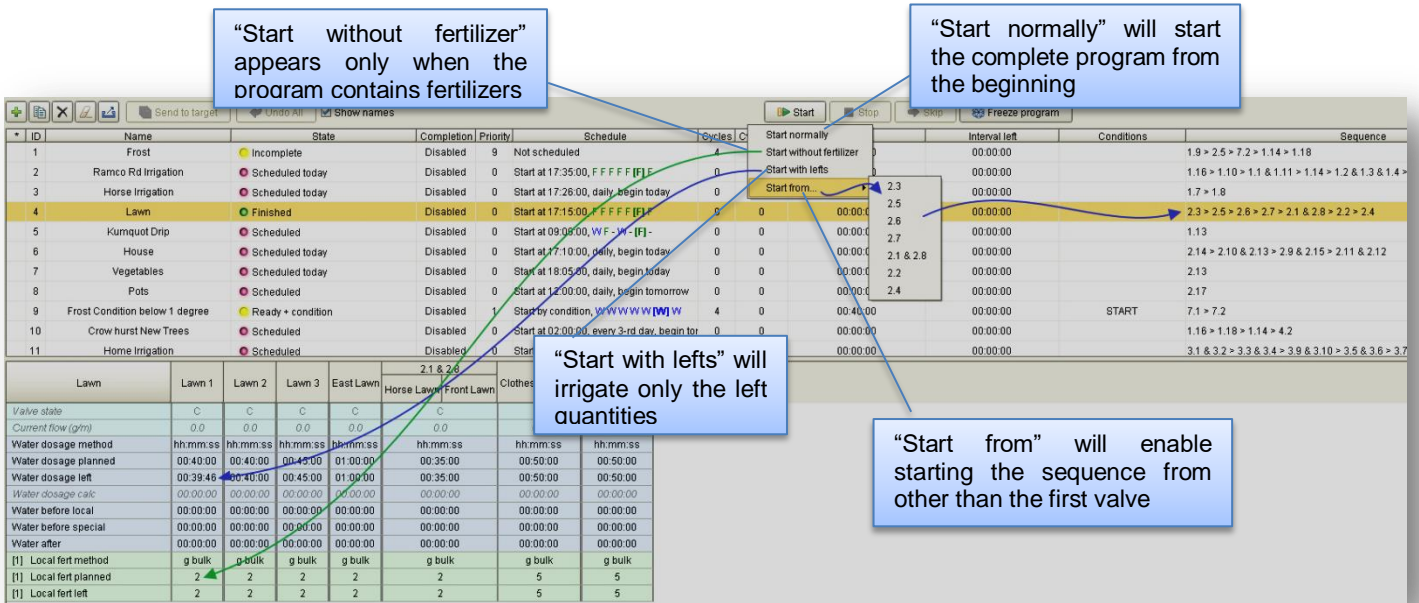
Define the desired fertilizer amount or the desired proportion

Notice that –

- When finished defining all the information in the **Irrigation program view** the information has to be transmitted to the target by clicking the  key, or if we wish to cancel, we shall click .
- The same view that is used for planning the irrigation program is also used for watching the progress while the program is running.
- The view of the irrigation program shows also the statuses of the included jobs and their last flow rates.
- There are two irrigation modes in which the user does not define a **planned water dosage**, instead there is a **calculated water dosage** which will dictate the amount to be irrigated, these modes are the **Irrigation by volume per area**, and **Irrigation by [Evaporation](#)** (see below).
- When the **Water dosage left** is nonzero the program can be started with left quantities instead of the planned quantities.
- The **DREAM 2** system recognizes **Local fertilizer sites** that belong to particular irrigation lines only and **Central fertilizer sites** that may be shared by several irrigation lines. Any site can have up to 6 fertilizer injectors. Views of irrigation programs will change according to the existing fert sites and injectors on the particular irrigation lines.
- In those cases in which the **DREAM 2** is planned to fertilize by **EC/pH control**, the irrigation program view will contain additional information related with the **EC/pH control**.



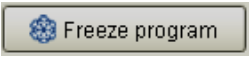
3.1.3 Manually starting/stopping and freezing irrigation programs

- When the user wants to manually start a program he first has to click on the program at the List of programs view, the row of the programs gets yellow to indicate that this is the selected program. Now if we click the **Start** key  we may get several options depending on the status and the type of the program as demonstrated below:



The screenshot shows a software interface with a list of irrigation programs and a detailed view of a selected program. The list includes programs like 'Frost', 'Ramco Rd Irrigation', 'Horse Irrigation', 'Lawn', 'Kumquat Drip', 'House', 'Vegetables', 'Pots', 'Frost Condition below 1 degree', 'Crow hurst New Trees', and 'Home Irrigation'. The 'Lawn' program is selected and highlighted in yellow. The detailed view shows various parameters such as 'Valve state', 'Current flow', 'Water dosage method', 'Water dosage planned', 'Water dosage left', 'Water before local', 'Water before special', 'Water after', and 'Local fert method'. Callouts explain the 'Start' options: 'Start without fertilizer' appears only when the program contains fertilizers; 'Start normally' will start the complete program from the beginning; 'Start with lefts' will irrigate only the left quantities; and 'Start from' will enable starting the sequence from other than the first valve.

Notice that –

- When the program is already running, we shall be able to stop it manually by the **Stop** key. 
- There is an option to make the program skip to the next valve in the sequence by the **Skip** key. 
- Programs can be commanded to Freeze by the **Freeze program** key. The program will be halted until the resume command is issued. 

3.1.4 Added values of the Irrigation programs perspective

The **Irrigation programs** perspective is not just for planning your irrigation programs; it is a very useful workspace that supplies a lot of information and enables the users to get a good picture about the happenings in his system and enables him to interfere.

Table 1: Irrigation Programs

ID	Name	State	Completion	Priority	Schedule	Cycles	Cycles left	Interval	Interval left	Conditions	Sequence
1	Noble Rd (day)	Scheduled	Disabled	0	Start at 07:00:00, F----[-]	0	0	00:00:00	00:00:00		1.1A * 1.2A & 1.3 & 1.4 * 1.5A & 1.5 * 1.7A & 1.9 * 1.8A
3	Noble Rd (Wednesday night)	Running	Disabled	0	Start at 22:00:00, ----W[-]	0	0	00:00:00	00:00:00		1.1A & 1.2 & 1.3 & 1.4 * 1.5A & 1.6 * 1.7A & 1.9 * 1.8A
4	Arena	Incomplete	Disabled	0	Not scheduled	0	0	00:00:00	00:00:00		2.4B
7	Pasture + Arena	Incomplete	Disabled	0	No start time, ---W[-]	0	0	00:00:00	00:00:00		2.3B * 2.4B
20	Virgo Rd (day)	Scheduled	Disabled	0	Start at 06:00:00, W----[-]	0	0	00:00:00	00:00:00		2.4B * 2.3B * 2.1B * 2.2B
22	Virgo Rd (Wednesday night)	Running	Disabled	0	Start at 22:00:00, ----W[-]	0	0	00:00:00	00:00:00		2.3B * 2.1B * 2.2B * 2.4B
30	Noble Rd fert agitation	Incomplete	Disabled	0	Not scheduled	0	0	00:00:00	00:00:00		3.1
32	Program 32	Finished	Disabled	0	Start at 22:00:00, W-W[-]W	0	0	00:00:00	00:00:00		3.2

Table 2: Virgo Rd (Wednesday night) Details

Valve state	C	C	IRR	C
Current flow (m3/h)	18.947	80.0	48.0	1.1, 1.2
Water dosage method	hh:mm:ss	hh:mm:ss	hh:mm:ss	hh:mm:ss
Water dosage planned	01:30:00	01:30:00	01:30:00	00:45:00
Water dosage left	00:00:00	00:00:00	00:02:32	00:45:00
Water dosage calc	00:00:00	00:00:00	00:00:00	00:00:00
Water before local	00:00:00	00:00:00	00:00:00	00:00:00
Water after	00:00:00	00:00:00	00:00:00	00:00:00
[1] Local fert method	None	None	None	None
[1] Local fert planned	0	0	0	0
[1] Local fert left	0	0	0	0
[2] Local fert method	None	None	None	None
[2] Local fert planned	0	0	0	0
[2] Local fert left	0	0	0	0

Table 3: Active Outputs

Line	FRT1	FRT2	V1	V2	V3	V4	V5	V6	V7	V8	V9	V10	V11	V12	V13	V14	V15	WM	FM1	FM2
Line 1	FRT1	FRT2	V1	V2	V3	V4	V5	V6	V7	V8	V9	V10	V11	V12	V13	V14	V15	WM	FM1	FM2
Line 2	FRT1	FRT2	V1	V2	V3	V4	V5	V6	V7	V8	V9	V10	WM	FM1	FM2					
Line 3	V1	V2	V3	V4	V5	V6	V7	V8	V9	V10										
Water source A	PMP1																			
Water source B	PMP1																			
Satellites	SAT1	SAT2	SAT3	SAT4	SAT5															
Indication Contacts	CON1	CON2	CON3	CON4	CON5															

The **I/O view** - when the I/O view is selected the status of the Inputs and Outputs is displayed.

Table 4: I/O View Details

Line	MV1	V1	V2	V3	V4	V5	V6	V7	V8	V9	V10	V11	V12	V13	V14	V15	V16	V17	V18	V19	V20	V21	V22	V23	V24	V25	WM	FM
Line 1	MV1	V1	V2	V3	V4	V5	V6	V7	V8	V9	V10	V11	V12	V13	V14	V15	V16	V17	V18	V19	V20	V21	V22	V23	V24	V25	WM	FM
Line 2	MV2	V1	V2	V3	V4	V5	WM	FM																				
Water source A																												
Satellites	SAT1	SAT2	SAT3																									
Indication Contacts	CON1	CON2	CON3	CON4	CON5																							
Alarms	ALM1	ALM2																										
Free water meters	WM2	WM3																										

The I/O list is arranged in rows, each row dealing with a different irrigation line or a different sitet. The row begins with the outputs indicated by light green background and ends with the inputs colored by light purple background. Pointing at the I/O device will display its name and status. The type of characters used for displaying the outputs and the inputs and the color of the characters indicate their statuses as follows:

Closed outputs will appear in black----- V1

Outputs activated by programs will be in bold black----- V2

Manually opened output will be bold blue----- V9

Not connected output will be in italic gray----- V4

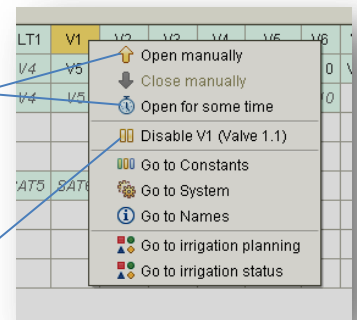
Output with problem will be in bold red----- V3

Water meter with flow or a closed contact input will appear in bold black ----- WM

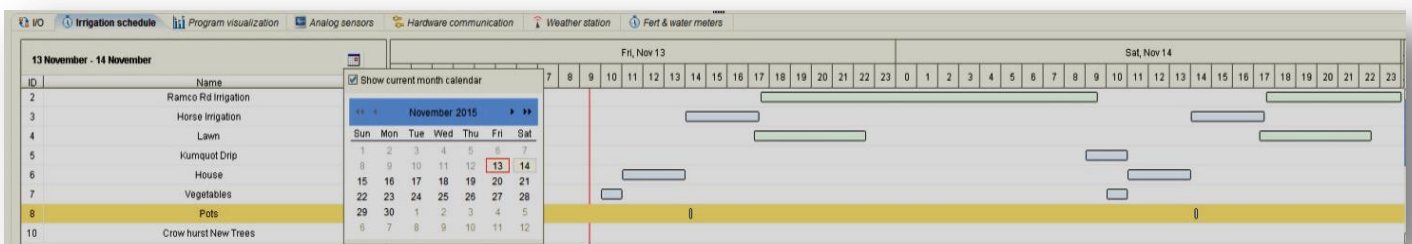
Water meter without flow or open contact input will appear in black ----- WM3

Right clicking on any output will enable executing manual opening of the output, with/without time limit. Manual opening has lower priority than opening by program.

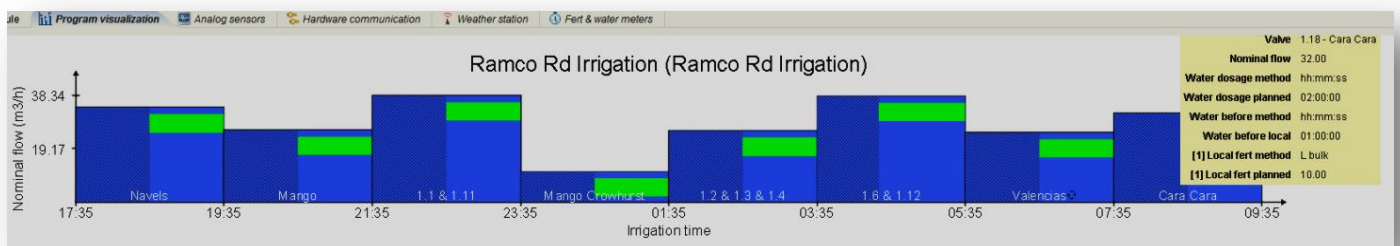
Valves can temporarily be **disabled** so that even if they participate in an irrigation program as individual valves or included in some groups, they will stay closed as long as they remain **disabled**.



The Irrigation schedule view – supplies a graphic picture of the expected irrigation timetable, helps designing the irrigation in the most efficient way.



Program visualization – supplies a graphic picture of the stages of a particular program



Water sources view – supplies information about the activity of the water sources.

Source	Pump	State	Overload	Alarm	OnOff	Pressure	Flow	Total flow	Values
A	1 (W.Pump 1)	Opened						0.00	1.4, 3.4
	2 (W.Pump 2)	Opened						0.00	
B	1 (W.Pump 3)	Closed			Opened (W.Pump 3)		0.00		
	1 (W.Pump 4)	Closed			Opened (W.Pump 4)		226.41		
C	2 (W.Pump 5)	Closed			Opened (W.Pump 5)			226.41	
	1 (W.Pump 6)	Closed			Opened (W.Pump 6)		0.00		
D	2 (W.Pump 7)	Closed			Closed (W.Pump 7)			0.00	
	1 (W.Pump 8)	Closed			Opened (W.Pump 8)		209.17		
E	2 (W.Pump 9)	Closed			Opened (W.Pump 9)			209.17	
	3 (W.Pump 10)	Closed			Closed (W.Pump 10)				
	4 (W.Pump 11)	Closed			Closed (W.Pump 11)				

Analog sensors view – supplies real time information about all analog sensors.

Sensor	Name	Type	Current reading
1	Sensor 1	Tensiometer	16.125 (%)
2	Sensor 2	Temperature	18.875 (C)
3	Sensor 3	Tensiometer	10.5 (%)
4	Sensor 4	Temperature	20.0 (C)
5	Sensor 5	Tensiometer	15.375 (%)
6	Sensor 6	Tensiometer	20.25 (%)
7	Sensor 7	Unknown	0.0 (?)
8	Sensor 8	Unknown	0.0 (?)
9	Sensor 9	Unknown	0.0 (?)
10	Sensor 10	Unknown	0.0 (?)
11	Sensor 11	Unknown	0.0 (?)
12	Sensor 12	Unknown	0.0 (?)
13	Barometer	Atmospheric pressure	764.3 (hg mm)
14	Temperat	Temperature	16.6 (C)
15	Humidity	Humidity	43.0 (%)
16	W. speed	Wind speed	19.0 (km/h)
17	W.direct	Wind direction	323.0 (grad)
18	Radiation	Radiation	274.0 (uv)
19	Daily rain	Daily rain	0.0 (mm)
20	Rain rate	Rain rate	0.0 (index)
21	UV radiat	UV radiation	0.0 (med)
22	ET	Evapotranspiration	4.5 (mm)
23	Dew point	Dew point	4.0 (C)

The colors indicate the position of the actual reading relatively to the lower limit marking and upper limit marking, as defined at the “Analysis settings”. Yellow indicates “bellow limit”, Purple indicate “above limit” and white means “within the limit”.

Hardware communication view – shows the status of the communication with all the peripheral interfaces and RTUs, enables executing the following commands:

- Disabling RTUs – right click on the RTU and confirm by clicking
- Starting/Stopping error count by clicking
- Starting/Stopping RF test by clicking

Address	Type	Status	List of connected RTU states
1	AC	OK	N/A
2	RF	OK	01 02 03 04 05 06 07 08 09 10 11 13 15 17
3	ANALOG	OK	01

Weather Station view – When a weather station is connected to the **DREAM 2** controller, 11 analog values are reported on line to the controller.

Atmospheric pressure	Temperature	Humidity	Wind speed	Wind direction	Radiation	Daily rain	Rain rate	UV radiation	Evapotranspiration	Dew point
765.00 (hg mm)	15.70 (C)	32.00 (%)	8.00 (km/h)	325.00 (grad)	21.00 (uv)	0.00 (mm)	0.00 (index)	0.00 (med)	4.70 (mm)	-1.00 (C)

Water and fertilizer flow view – shows the flow of all water meters and fertilizer meters, optionally it will show the flow of **free water meters** and **virtual water meters** as well.

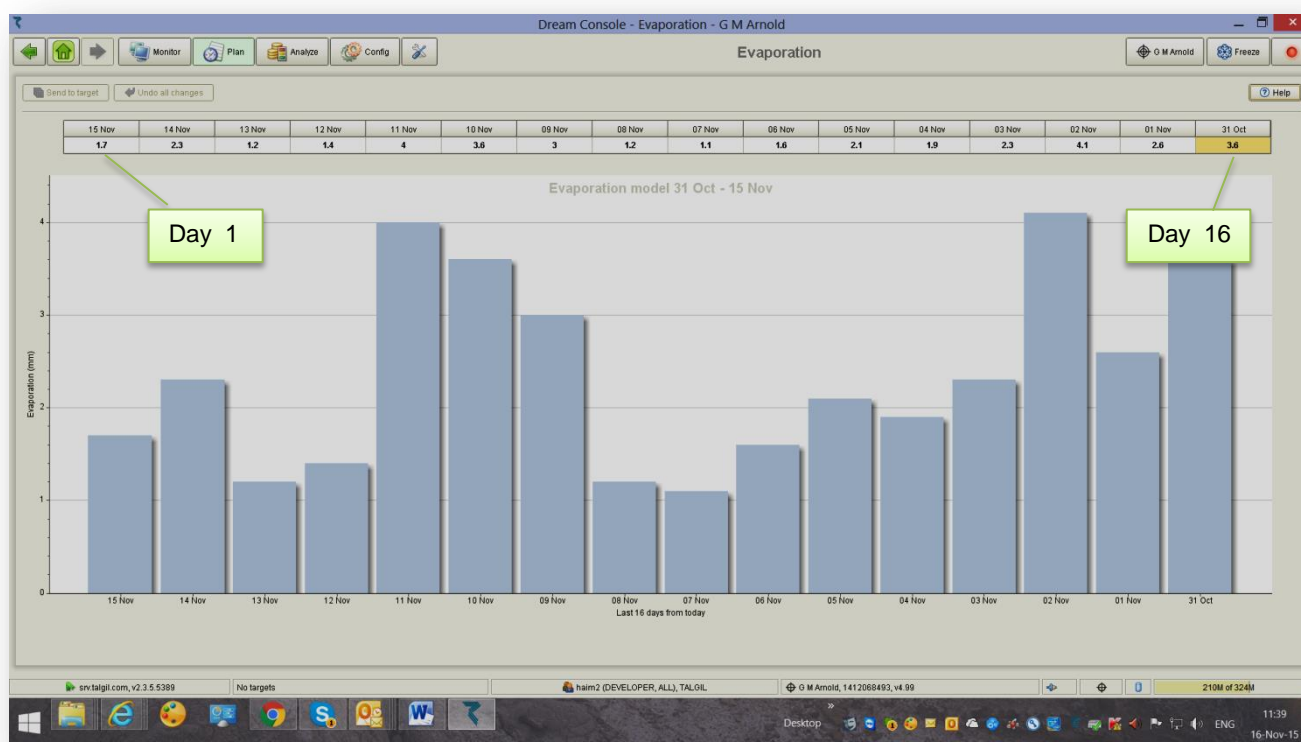
ID	Name	Location	m3/h
WM1	WM Line 1	LINE 1	2.86
WM2	WM Line 2	LINE 2	5.00
WM3	WM Line 3	LINE 3	0.00
WM4	WM Line 4	LINE 4	0.00
WM5	WM Line 5	LINE 5	0.00

Site	Fertilizer	L/h
Line 1	1	0.00
	2	0.00
Line 2	1	1.67
	2	0.00
Line 3	1	0.00
	2	0.00
Line 4	1	0.00
	2	0.00
Line 5	1	0.00
	2	0.00

3.2 Evaporation

The **Evaporation** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/Evaporation**. The subject will be included in the menus only when enabled at **Config/Dealers definitions**.

When Irrigation by **Evaporation** is enabled, instead of the user defining how much water to irrigate, the system will calculate the water dosage based on the **Evaporation** data stored in the controller's memory for the last 16 days.



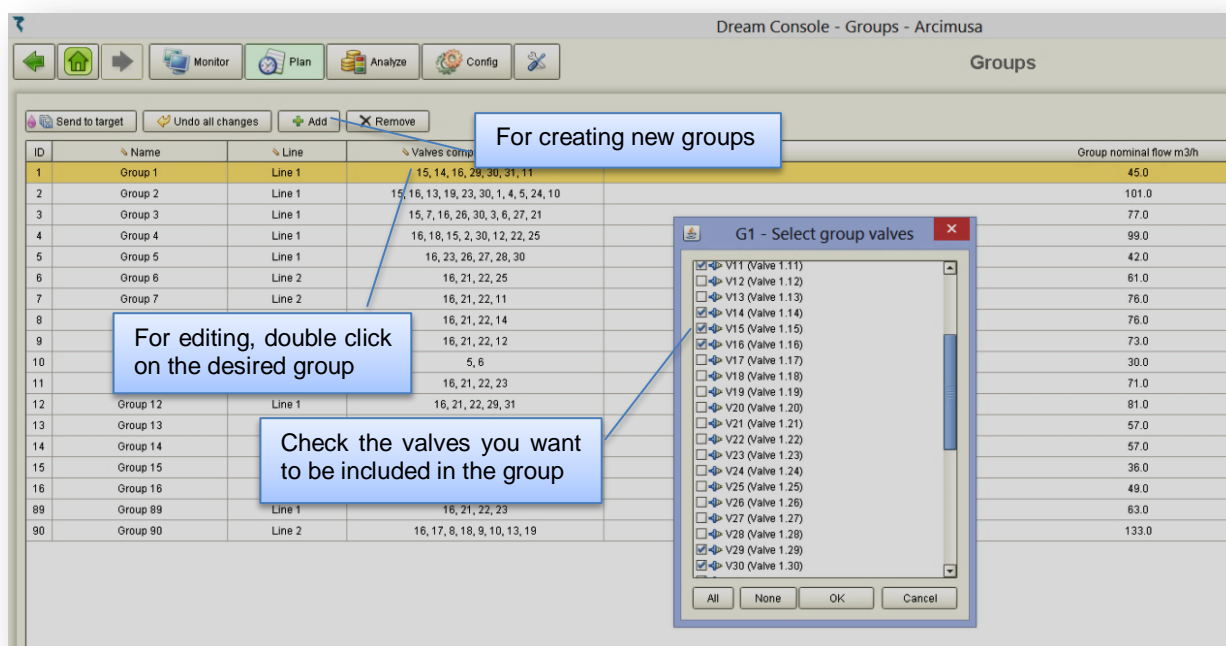
Notice that –

- The **Evaporation** per each of the last 16 days can be inserted **manually** by the user, or received automatically from a **Weather station**. Each midnight the information of the **Evaporation table** is shifted in such a way that the information of 16 days ago is overrun by day 15 and that of day 15 is overrun by day 14, etc. The information of day 1 will assumed to be equal to the day before, until updated automatically from the weather station or manually by the user.
- The calculated **Water dosage** takes into consideration the accumulated **Evaporation** since last irrigation, multiplied by the **Area** covered by the valve to be irrigated and multiplied by a **Crop factor** that can be set per each valve.
- If the program contains several cycles, the water dosage per cycle will be calculated by dividing the calculated **Water dosage** by the number of cycles.
- There is an option to have the calculated **Water dosage** converted to time by dividing the calculated **Water dosage** by the nominal flow of the valve to be irrigated.

3.3 Planning – Groups

The **Groups** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/Groups**. The subject will be included in the **Menus** only when the **Named Groups** were enabled at [Config./Dealers definitions](#).

Named Groups are useful when the same groups of valves are used in various programs, then instead of repeating each time all the valves of the group we only select the name of the group and place it in the **Irrigation sequence**.



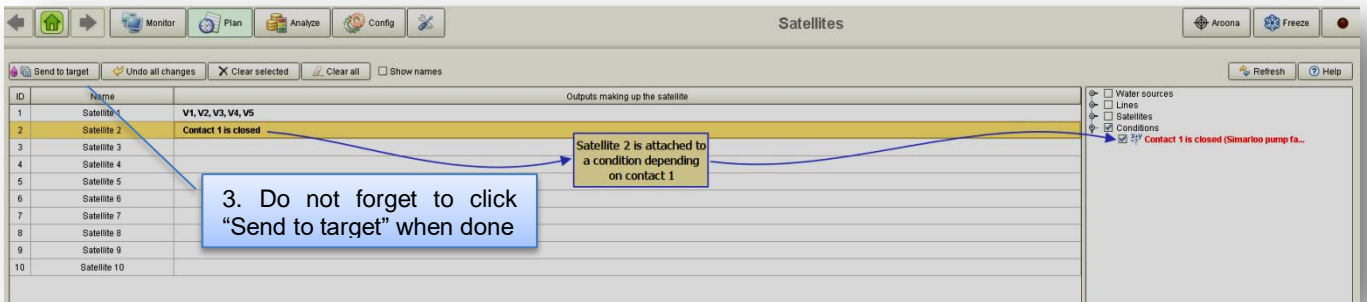
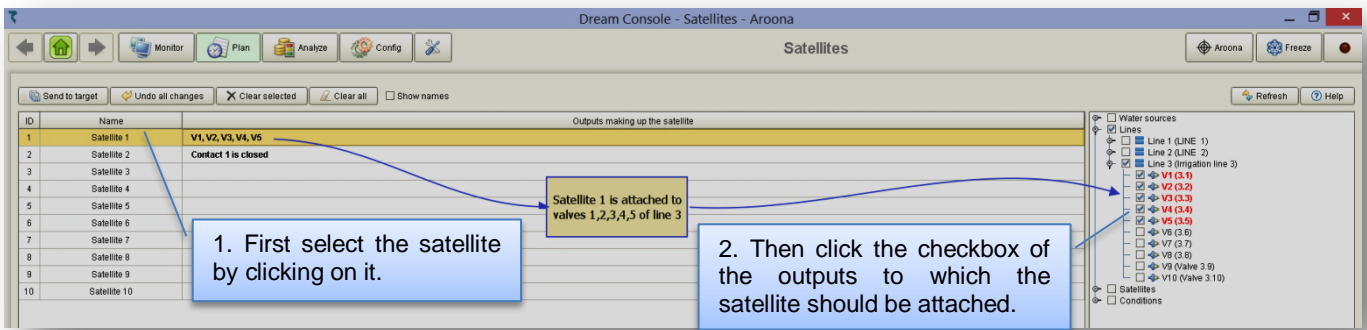
Notice that –

- **Groups** may contain valves of the same irrigation line only.
- When a **Group** is included in a program, there will be only one water dosage defined for the whole **Group**, all the valves included will open together and get closed together (unless **Gradual Opening** was selected).
- If for some reason some valves must temporarily be left out and not open together with the other valves of the **Group** they can be disabled (see paragraph [3.1.4](#) above ([Added values of the Irrigation programs perspective](#))).

3.4 Planning – Satellites operation

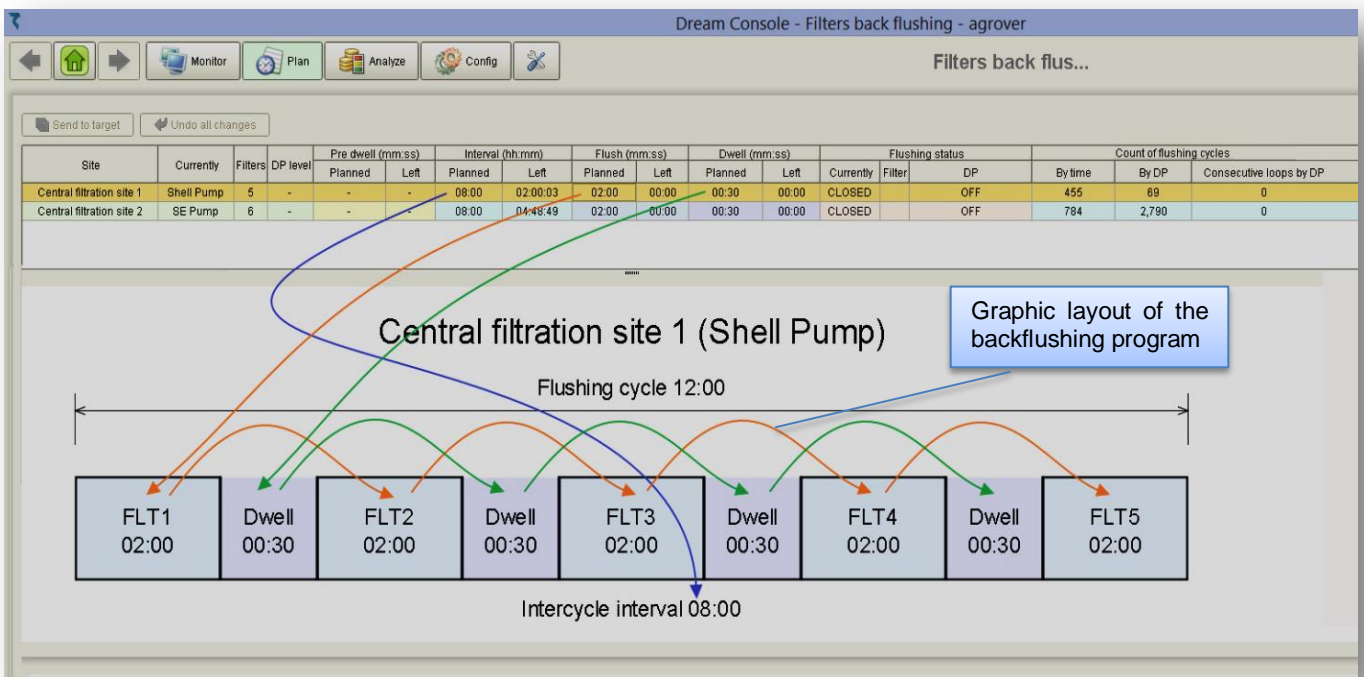
The **Satellites** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/Satellites**. The subject will be included in the **Menus** only when the image of the controller contains **Satellites**.

Satellites are outputs that can be attached to other outputs in order to work with them together. As long as any of the outputs to which the satellite is attached is open, the **Satellite** will remain open as well. Additionally, **Satellites** can be attached to **conditions** so that as long as the **condition** is true, the **Satellite** will stay open. The following drawings demonstrate how to attach **Satellites** to outputs and to **conditions**.



3.5 Planning – Filters backflushing

The **Filters Back-flushing** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/Filters Back flushing**. The subject will be included in the **Menus** only when filters are included in the target's image.



Notice that –

- The countdown of the **Left interval** to the next flushing cycle stops while there is no irrigation in progress, at the same time the DP status is ignored. That's because **Backflushing** is only needed during irrigation.
- The filter that will be the first to be flushed when a flushing cycle starts, depends on the selection made at the [Config/Dealers definition](#).
- Again at [Config/Dealers definition](#) users may decide whether the DP will be in effect or will be ignored during the line filling delay.
- What will be the status of the irrigation programs while flushing, can be decided while defining the filters constants at [Config/Constants/Filters](#).

3.6 Planning – Virtual water meters

The **Virtual water meters** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/Virtual water meters**. The subject will be included in the **Menus** only when the image of the controller contains **Virtual water meters**.

Virtual water meters are calculated water meters, that are defined by a formula based on real water meters. The **Virtual water meters** can be used for three purposes:

- For measuring the water supplied to an **Irrigation line** for irrigation.
- For measuring the water supplied by a **Water source**.
- For **Network protection**. A **Network protection** meter is supposed to sum up the water meters supplying water into the network and subtract the water meters that are using the water of the network. Under normal conditions the result should be zero, because the water coming in should be equal to the water going out of the network.

3. Third step – define the additional parameters

ID	Name	Function	Formula	Protection limit m3	Object	Action	Ratio m3/pulse
1	Irrigation line 1	Line irrigation	FWM1 - WM2 - WM3		Line 1 (Ramco Rd)		1
2	Source A	Source flow	FWM2 + FWM3		Water source A (Water source A)		1
3	Source B	Source flow	FWM4 + FWM5		Water source B (Water source B)		1
4	Network Protection	Network protection	FWM2 + FWM3 + FWM4 + FWM5 + FWM6 - WM4 - WM5 - WM6 - WM7 - FWM1	20	Satellite 1 (Satellite 1)	Close	

Formula Editor - Network Protection

ID	Name	Location	+	-
WM1	WM Line 1	Line 1	<input type="checkbox"/>	<input type="checkbox"/>
WM2	WM Line 2	Line 2	<input type="checkbox"/>	<input type="checkbox"/>
WM3	4702	Line 3	<input type="checkbox"/>	<input type="checkbox"/>
WM4	WM Line 4	Line 4	<input checked="" type="checkbox"/>	<input type="checkbox"/>
WM5	4647	Line 5	<input checked="" type="checkbox"/>	<input type="checkbox"/>
WM6	WM Line 6	Line 6	<input checked="" type="checkbox"/>	<input type="checkbox"/>
WM7	WM Line 7	Line 7	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FWM1	4618	Free	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FWM2	4681	Free	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FWM3	4617	Free	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FWM4	4644	Free	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FWM5	4646	Free	<input checked="" type="checkbox"/>	<input type="checkbox"/>
FWM6	Free WM 6	Free	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Annotations in the image:

- 1. First step – select the function of the virtual meter (points to 'Network Protection' in the table)
- 2. Second step – define the formula by the Formula editor (points to the formula field in the table)
- 3. Third step – define the additional parameters (points to the 'Formula Editor' window)
- negative part (-) (points to the minus sign in the formula editor)
- positive part (+) (points to the plus sign in the formula editor)

Notice that –

- The formula consists of **Free water meters (FWMi)** and **Irrigation line water meters (WMi)**, some can be on the positive side of the formula (+) and others on the negative side (-).
- The **Object** column serves different functions for different types of **Virtual water meters**. When the **Virtual water meter** is used for **Irrigation line**, the **Object** column will contain the name of the Irrigation line that uses the **Virtual water meter**. In **Source flow** type it will contain the name of the **Water source** using the meter and in **Network protection** type it will contain an output that has to be Closed/ Opened when the **Network protection** event occurs.
- In case of **Network protection** type there are two more parameters to define- the **Protection limit** that defines the volume of water accumulated by the **Virtual water meter** that will indicate a leakage in the network. Remember that under normal conditions the accumulation should stay on zero. The second parameter will define the action, whether to close or to open the selected output.
- In case of **Line Irrigation** type and **Source flow** type virtual meters, the **Ratio** of the **Virtual water meter** has to be defined. Here we actually mean the amount of water calculated by the virtual water meter that will be considered as 1 pulse. Usually one would use the highest ratio out of the ratios of the water meters included in the formula.

3.7 Planning – Conditions

The **Conditions** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/Conditions library**. The subject will be included in the **Menus** only when the **Conditions** were enabled at [Config./Dealers definitions](#).

Conditions can be set for identifying various types of events in the system. When a condition becomes true it may influence the operation of **Irrigation programs** or **Satellites**. An **Irrigation program** may **Start/ Stop/ be Enabled/ be Disabled** by conditions. A **Satellite** attached to a **Condition** will remain activated as long as the **Condition** remains true.

The screenshot shows the 'Conditions library' interface with a table of conditions and a 'Condition Editor - COND4' window. Ten numbered callouts provide instructions:

1. Select the condition you wish to edit
2. Select the type of the condition
3. Select the item the condition refers to
4. Define the set-point or the state to refer to
5. Confirm
6. Enable the condition
7. Define how long the condition has to be true before considered as such
8. Conditions can be limited within a time-zone
9. Conditions can be requested to send notification when becoming true
10. Send

ID	Name	Enabled	State	Duration mm:ss	Condition is TRUE when	From hh:mm	Until hh:mm	Notification	Used by program
1	Start Cooling Temperature	Yes	FALSE	00:00	Sensor 2 value is above 24.0	09:00	15:00	Yes	Cooling (START)
2	Stop Cooling Temperature	Yes	FALSE	00:00	Sensor 2 value is below 23.0	16:00	21:00	No	Cooling (STOP)
3	Frost start	Yes	FALSE	00:00	Sensor 2 value is below 1.0	03:00	06:00	Yes	Frost Condition below 1 ...
4	Condition 4	No	FALSE	00:00		00:00	00:00	No	
5	Condition 5	No		00:00		00:00	00:00	No	
6	Condition 6	No		00:00		00:00	00:00	No	
7	Condition 7	No		00:00		00:00	00:00	No	
8	Condition 8	No		00:00		00:00	00:00	No	
9	Condition 9	No		00:00		00:00	00:00	No	
15	Condition 15	No		00:00		00:00	00:00	No	
16	Condition 16	No		00:00		00:00	00:00	No	
17	Cond	No		00:00		00:00	00:00	No	
18	Condition 18	No		00:00		00:00	00:00	No	
19	Condition 19	No		00:00		00:00	00:00	No	
20	Condition 20	No		00:00		00:00	00:00	No	

Notice that –

- It is very helpful to give the **Condition** a descriptive name that describes its function.
- **Conditions** that are not enabled will not be able to influence the operations of the programs or the satellites attached to them.
- **Conditions** can be combined by a **logic expression** in order to create a **Combined condition** for example the expression (1+2)&(3+4) means that the **Combined condition** will be true when either condition 1 or 2 are true and at the same time condition 3 or 4 must also be true. So the symbol (+) means logical “or” and the symbol (&) means logical “and”.
- In order for receiving a notification when the condition becomes true, the appropriate checkbox at the notifications list must be checked. You can read about notifications at paragraph [6.1 - Configure Preferences - Notifications](#) below.

3.8 Planning – Water sources

The **Water sources** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/Water sources**. The subject will be included in the **Menus** only when the image of the controller contains **Water sources**.

When the **Water sources** contain several water pumps the **Water sources** can be set to work in three different modes:

- **In static mode** – the same combination of pumps will be activated each time.
- **By Actual Flow** – The combination of pumps that will be activated depends on the **Actual flow** of the valves that are irrigating from the water source at any moment. During the line filling time of the valves the **Nominal flow** will be considered.
- **By Nominal flow** – The combination of pumps that will be activated depends on the **Nominal flow** of the valves that are irrigating from the water source at any moment.

In the following example **Water source A** is set to work in the **Static mode** and **Water source B** by **Actual Flow**.

The screenshot shows the 'Water sources' configuration window. At the top, there are navigation icons for Monitor, Plan, Analyze, Config, and a help icon. Below the navigation bar, there are buttons for 'Send to target' and 'Undo all changes'. The main area contains a table with the following data:

ID	Name	Number of pumps	Used in lines	Flow limit	Mode of operation
A	Water source A	2		200	Static
B	Water source B	3		350	Flow

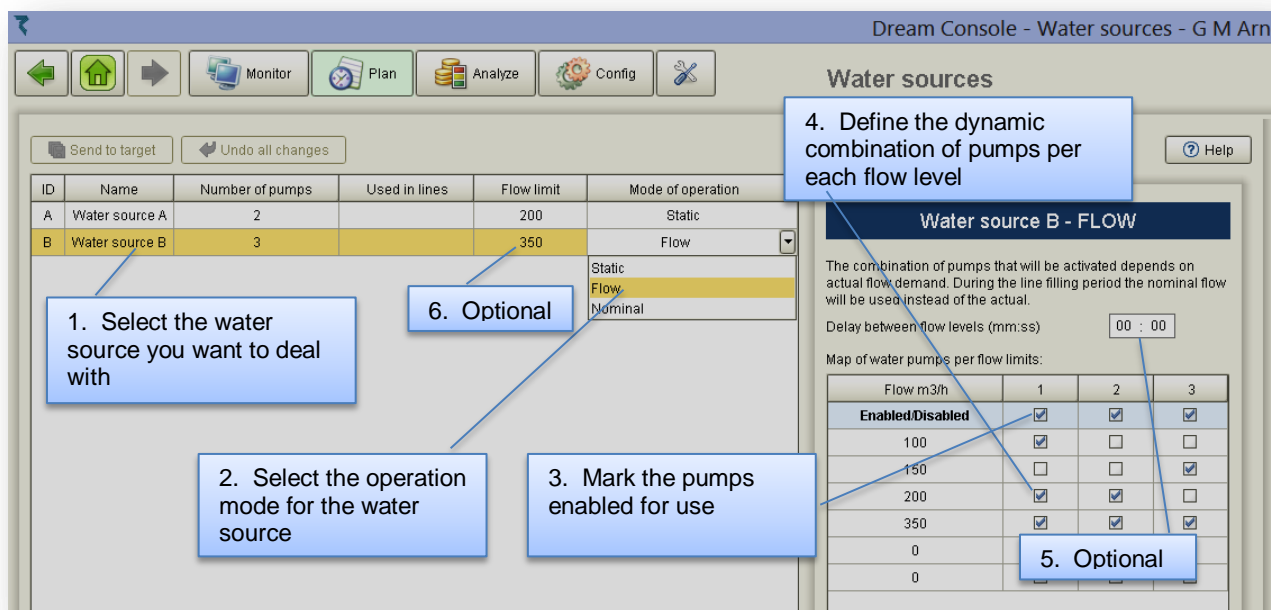
Callout 1 points to the 'Name' column of the table. Callout 2 points to the 'Mode of operation' column. Callout 3 points to the 'Water source A - Static' configuration panel on the right. Callout 4 points to the 'Delay between flow levels (mm:ss)' field in the configuration panel. Callout 5 points to the 'Optional' checkbox in the configuration panel.

Water source A - Static

The combination of pumps that will be activated is independant from the flow demand. Specify below which pumps should be working.

Delay between flow levels (mm:ss)

1	2
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>



Notice that –

- Optionally a **Delay** can be defined that in **Static mode** it becomes effective when the water source shuts down (first the irrigation is terminated and after the delay the source will shut down) and in the other modes the **Delay** will be in effect each time that the combination of valves must change due to change in the flow.
- Optionally a **Flow limit** can be set per each water source that defines the maximal flow that can be obtained from that source. If a program needs to be started, but the flow demand of the valve to be opened added to the flow of the valves already running under that **Water source**, exceeds the limit, it will cause the program to wait.

3.9 Planning – Rain Delay

The **Rain Delay** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/Rain Delay**. The subject will be included in the **Menus** only when enabled at [Config/Dealers definitions](#).

The **Rain Delay** is meant to delay irrigation programs when the amount of the daily accumulated rain reaches the user defined limit. The Programs affected by the **Rain Delay** will be those with priority less than **5**.

- The amount of rain fall that when reached will activate the delay
- The number of days the delay will last
- The number of days still left to delay

Parameter name	Current setup	Description and details
Rain limit	9	Rain level in mm or inches that will trigger rain delay
Days of rain delay	3	Number of days to delay irrigation due rain
Rain delay left	1	Left days of rain delay
Rain delay status	ON	Current state of rain delay, ON or OFF
Measured daily rain	0.0	Amount of rain measured by the rain sensor during current day
Total rain delay days	0	Total number of days with activated rain delay
Rain contact		The contact that will trigger rain delay when the contact gets closed

Notice that –

- When the **Rain Delay left** is manually set to a nonzero value, it will cause the rain delay to be started right away.

3.10 Planning – Frost protection

The **Frost protection** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/ Frost protection**. The subject will be included in the **Menus** only when enabled at [Config/ Dealers definitions](#).

The **Frost protection** algorithm is taking into consideration the **Dew point** for calculating at which temperature the frost protection program should be started in order not to let the crop temperature drop to the **Critical temperature** defined by the user. The **Dew point** is calculated based on the ambient **temperature** and **humidity**. When the **Frost protection** program is activated, all irrigation programs with priority lower than **6** will be halted.

The following table shows how the “Turn on temperature” is obtained. For example if the critical temperature is -1 and the dew point is -8 the frost protection will start at 4.3 c°.

Critical Plant Temperature C°	Dew Point Range C°	Turn On Temperature C°
0	-16 to -12	8.2
	-12 to -9	7.1
	-9 to -6	6.0
	-6 to -4	4.9
	-4 to -2	3.8
	-2 to -1	2.7
	-1 to 0	1.6
-1	-18 to -13	6.6
	-13 to -9	5.4
	-9 to -7	4.3
	-7 to -4	3.2
	-4 to -3	2.1
	-3 to -1	1.0
-2	-18 to -13	4.9
	-13 to -10	3.8
	-10 to -7	2.7
	-7 to -5	1.6
	-5 to -3	0.4
	-3 to -2	-0.7
-3	-18 to -12	2.7
	-12 to -9	1.6
	-9 to -7	-0.4
	-7 to -5	-0.7
	-5 to -4	-1.7

Parameter name	Current setup	Description and details
Critical temperature	-2 degrees C	The temperature that may harm the crop and must not be reached
Temp raise for stopping	2	Raise of temperature above starting point required for stopping frost protection
Frost program number	10	The program to be activated for frost prevention
Frost protection status	Off	Current state of frost protection, ON or OFF
Starting protection temperature	0.0	The temperature at which the frost protection will start
Current temperature	0.0	Current temperature, applicable only when there is temperature sensor
Current dew point	0.0	Current dew point, calculated at the weather station or THD

3.11 Planning – Radiation sets

The **Radiation sets** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/ Radiation sets**. The subject will be included in the **Menus** only when enabled at [Config/ Dealers definitions](#).

The **Radiation sets** are used when defining the parameters needed for triggering irrigation cycles by accumulated light. This irrigation method is based on repeated cycles that are triggered by the accumulated light. Instead of the user defining the number of cycles and the interval between cycles he defines a threshold of accumulated light that whenever reached, an irrigation cycle is triggered. Additionally the user may define the minimal and maximal interval between the cycles as a protection against light sensor failures. For the sake of flexibility, the 24 hours of the day can be divided into three parts and each part may have its own definition of threshold and minimal/maximal intervals.

ID	Using sensor	Coefficient	Valid from	Valid Until	Accumulated radiation threshold	Min interval (hh:mm)	Max interval (hh:mm)	Used by
1	AS6 (Radiation)	1	00:01	05:59	125	01:00	02:30	Program - 24
			05:59	15:59	80	00:30	00:45	
			15:59	23:59	50	02:00	03:00	

Notice that –

- The same **Radiation sensor** can be used by several **Radiation sets**. The **Coefficient** defines in % the part of the sensor's reading taken into consideration by the particular **Radiation set**. **Coefficient** = 0 means disabled set.
- The same **Radiation set** can be used by several irrigation programs.

3.12 Planning – Global fertilizer limits

The **Global fertilizer limits** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/ Global fert limits**. The subject will be included in the **Menus** only when enabled at the local MMI of the target, entering **Setup/ Dealers Definitions**.

The purpose of the **Global fert limit** is to define the total amount of fertilizer of each type to be supplied to the valve per season. Each amount injected will be deducted from the global limit until no more is left and then the injection of that fertilizer will be blocked for that valve.

Line	Valve	Name	Date	Note	Local fertilization (L)						Central fertilization (L)
					1	2	3	4	5	6	1
1	A 1-4	Dec 1, 2015			115	105	105	210	0	0	120
2	Valve 1.2	Dec 1, 2015			120	115	115	230	0	0	160
3	Valve 1.3	Dec 1, 2015			120	115	120	240	0	0	160
4	Valve 1.4	Dec 1, 2015			210	180	190	380	0	0	260
5	Valve 1.5	Dec 1, 2015			150	130	120	240	0	0	180
6	Valve 1.6	Dec 1, 2015			125	115	110	220	0	0	140
7	Valve 1.7	Dec 1, 2015			110	100	90	180	0	0	130

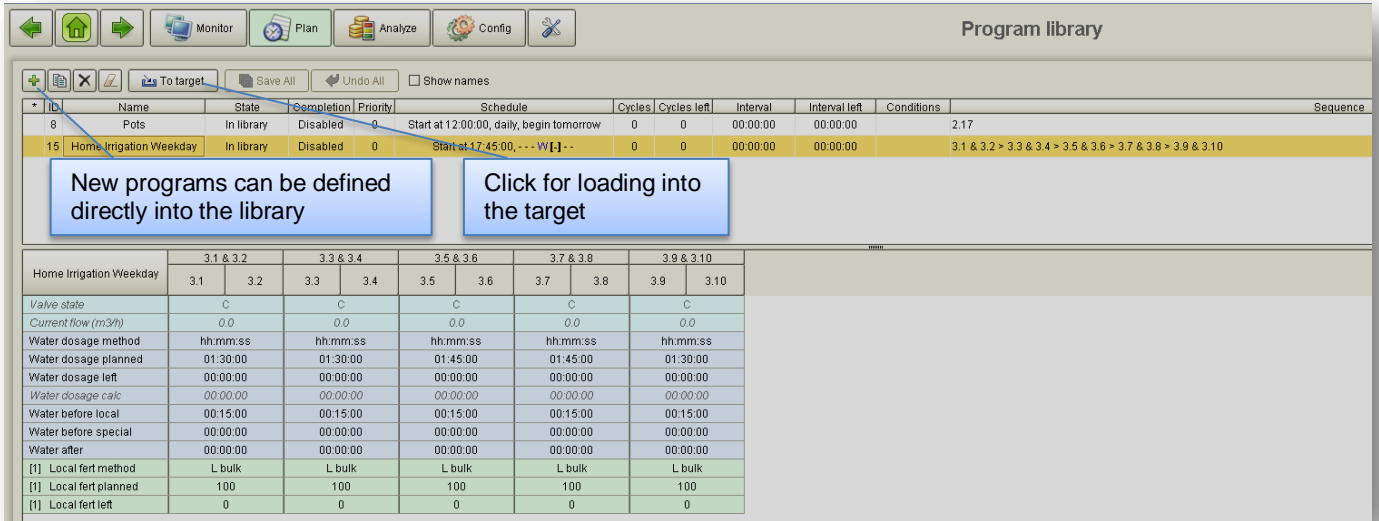
3.13 Program library

The **Program library** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/ Program library**.

The **Program library** enables storing selected programs for later use. Being at **Plan/ Irrigation programs** perspective, the user can export a selected program to the library as demonstrated below.

ID	Name	Completion	Priority	Schedule	Cycles	Cycles left	Interval	Interval left	Conditions	Sequence
10	Crow...	Disabled	0	Start at 02:00:00, every 3-rd day, begin tomon	0	0	00:00:00	00:00:00	1.16 > 1.18 > 1.14 > 4.2	
11	Home Irrigation	Scheduled	Disabled	0	Start at 06:00:00, F - - [] - -	0	0	00:00:00	00:00:00	3.1 & 3.2 > 3.3 & 3.4 > 3.9 & 3.10 > 3.5 & 3.6 > 3.7 & 3.8 > 3.9 & 3.10
12	Schillers	Scheduled	Disabled	0	Start at 21:00:00, - - - - [] F -	0	0	00:00:00	00:00:00	5.1 > 5.2
13	Odgers/Ricc/Halls	Scheduled	Disabled	0	Start at 21:00:00, - - - - [] F -	0	0	00:00:00	00:00:00	4.1 > 4.6 > 4.7 > 4.8 & 4.9 > 4.10 > 4.2 > 4.5 > 4.3 & 4.4 > 4.11
14	Odgers Irrigation During the Week	Scheduled	Disabled	0	Start at 17:45:00, - - - W [] - -	0	0	00:00:00	00:00:00	4.10 > 4.1 & 4.7 > 4.6 & 4.8 > 4.2 & 4.9 > 4.3 > 4.11 > 4.4 > 4.5
15	Home Irrigation Weekday	Scheduled	Disabled	0	Start at 17:45:00, - - - W [] - -	0	0	00:00:00	00:00:00	3.1 & 3.2 > 3.3 & 3.4 > 3.5 & 3.6 > 3.7 & 3.8 > 3.9 & 3.10
16	Mango Only	Incomplete	Disabled	0	Not scheduled	0	0	00:00:00	00:00:00	1.10 > 1.14
17	Schillers Weekly	Scheduled	Disabled	0	Start at 17:45:00, - - - W [] - -	0	0	00:00:00	00:00:00	5.1 > 5.2

The exported program will be stored at the **Program library** from where it can be loaded into the target when desired. The **Program library** storage folder resides at the PC where the **CONSOLE** is running.



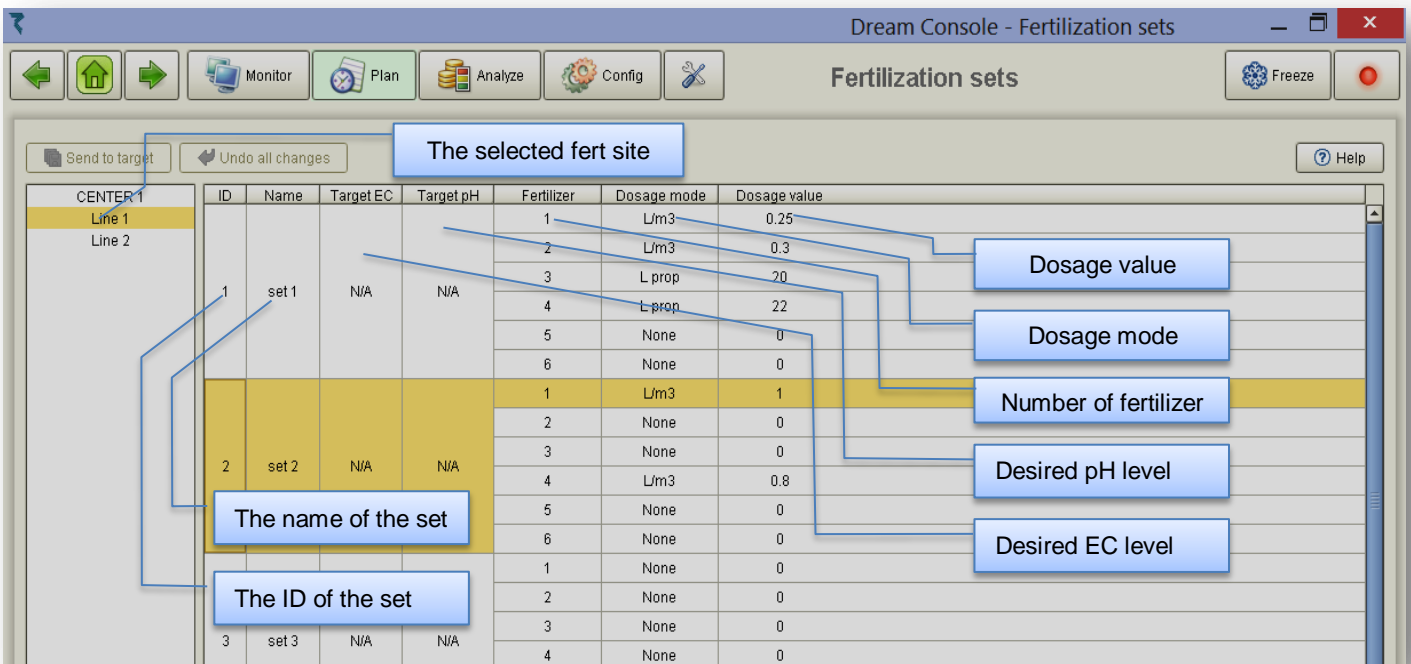
Notice that –

- Programs in the library can be edited the same way as regular irrigation programs.

3.14 Planning – Fertilization sets

The **Fertilization sets** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/ Fertilization sets**. The subject will be included in the **Menus** only when enabled at the local MMI of the target, entering **Setup/ Dealers Definitions**.

Fertilization sets are predefined combinations of fertilizer dosages stored in a library. Instead of redefining frequently used combinations, each time they need to be used, the user can simply point out which fertilization set to use.



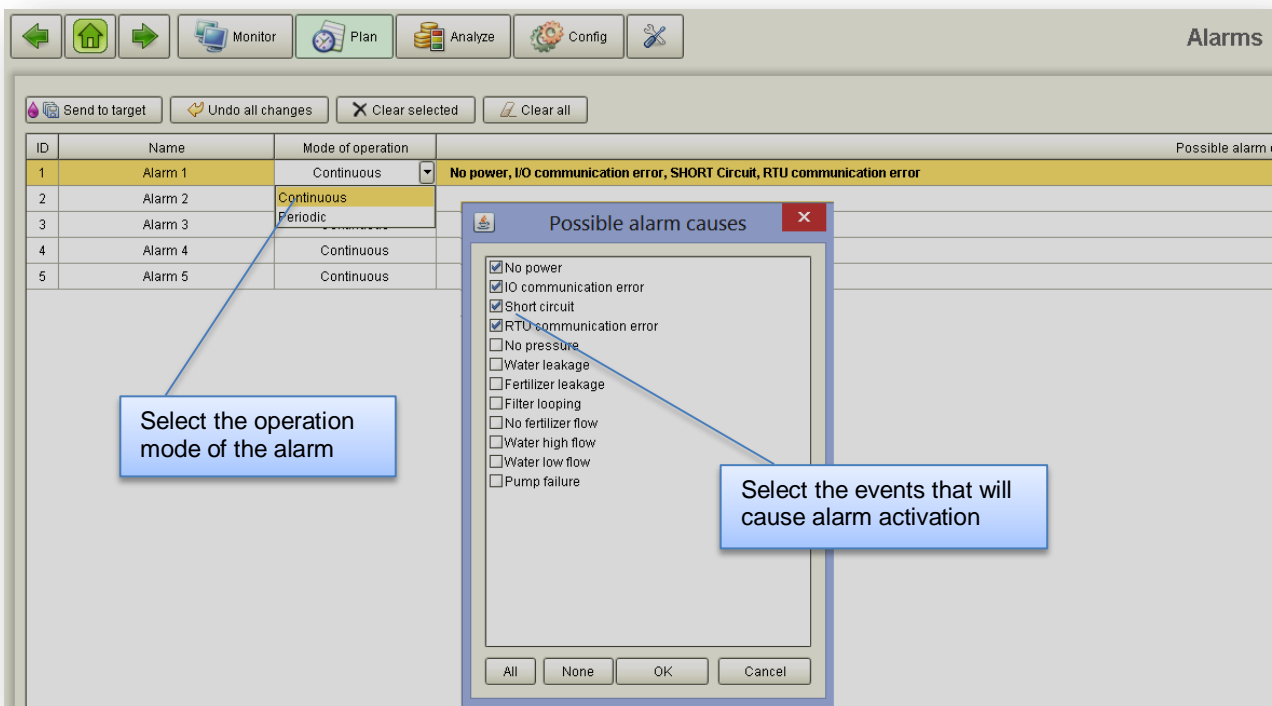
Notice that –

- Each fertilizer site can have 9 sets stored in the library. Each set will include combinations of dosages of the fertilizers included in the specific site.
- When the fertilizer site includes pH and EC control, the fertilizer sets may include set-points of the desired pH and EC levels.

3.15 Alarms

The **Alarms** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Plan/ Alarms**. The subject will be included in the **Menus** only when the image of the controller contains **Alarm outputs**.

When allocated in the target's image **Alarm outputs** can be set to be activated in various **Alarm cases**.



4. Monitoring activities

The following chapter deals with the **Monitoring tools** supplied by the System.

4.1 Monitoring – Irrigation status

The **Irrigation status** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Monitor/ Irrigation status**.

The **Irrigation status** perspective is meant to supply the user the most relevant information about the ongoing activities in his system. The perspective operates in context of multiple targets – the current status of the **Active programs** in all the targets which belong to the user's projects will be displayed.

The perspective is divided into several views and the user can decide which views will be displayed and which will be hidden - at the **top left** there is the **Main view** that shows the **Active programs**, in the **top right** the view of **Flow rates** of all water meters and fertilizer meters, at the **bottom right** the view of the **Outstanding system alarms** and at the **bottom left** the view with **Complimentary information**.

Apart from the **Main view** with the **Active programs**, the contents of the other views is context sensitive. The context can be of the **selected target** or the **selected irrigation line**.

The screenshot shows the 'Irrigation status' window with a main table and several side panels. Callouts are as follows:

- Selected target:** Points to the 'Edenspr...' target in the main table.
- Type of context:** Points to the 'Selected controller context' dropdown menu.
- The active programs view:** Points to the main table of active programs.
- Flow rates view:** Points to the 'Water meters' panel on the right.
- Existing alarms view:** Points to the 'Outstanding system alarms' panel on the right.
- Complimentary information view:** Points to the 'IO - EdenSprings' panel at the bottom.
- Tabs of complimentary information:** A purple arrow points to the 'IO - EdenSprings' panel.

The Active programs view – supplies information about the **Active programs** with the currently running jobs in all the targets that the user has access to.

Per each active program the following information is supplied:

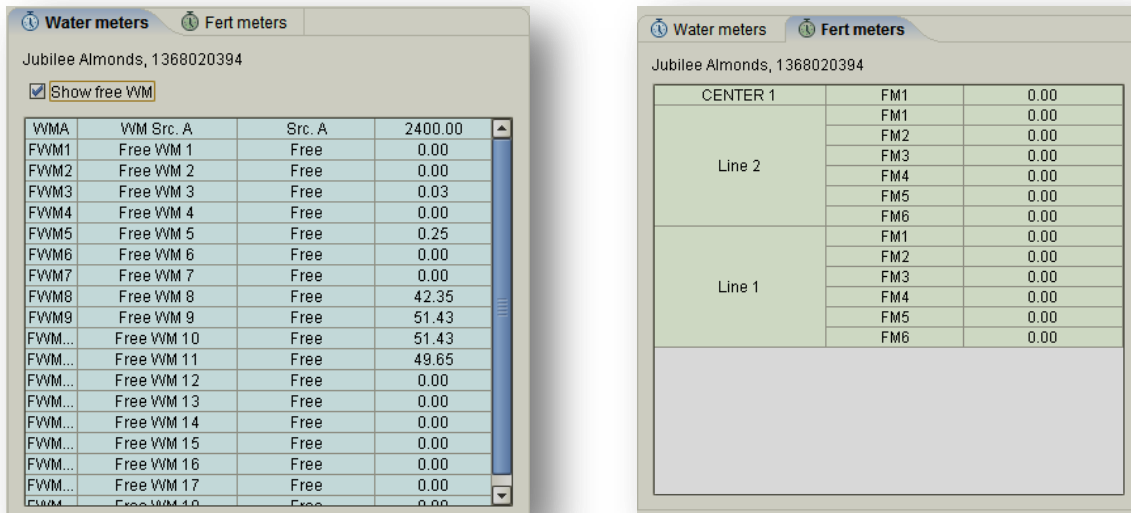
The table in the screenshot provides the following information for each active program:

- Name of the target:** Jubilee Alm...
- Name of the program:** 9 - Replant 201...
- Status of the program:** Running
- The running job:** Replant 1
- Status of the job:** IRR
- Current flow:** 411.68
- Nominal flow:** 424.99
- Left time/volume:** 02:36:58
- Local fert flow & left fert:** 0.0, 00:00:...
- Central fert flow & left fert:** 0.0, 00:00:...

Notice that –

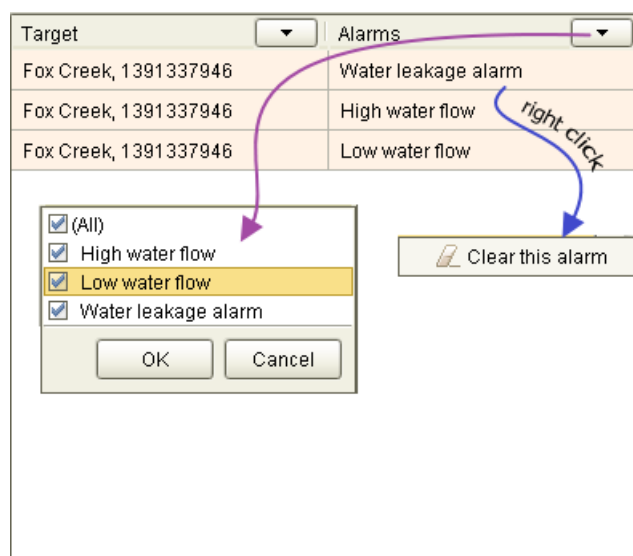
- When an **Active program** contains pH/EC control parameters, there will be additional columns supplying information about the **Planned, Actual, Average** pH/EC levels and the calculated **Scale** (correction factor).

The Flow rates view – supplies information about the **Flow rates** of the water meters and fertilizer meters belonging to the selected line or selected target, depending on the context selection.



The Outstanding system alarms view – supplies information and enables clearing of the **Outstanding alarm events**. Content of the view will depend on the context selection made, line context or target context.

For clearing alarms, right click on the alarm status you wish to clear.



Notice that –

- When clicking on the key in the “Alarms” column, we shall be able to filter the displayed alarms, only the checked alarms will be displayed.

The Complimentary information view – most of the tabs included in the **Complimentary information view** are also included in the **Plan/ Irrigation programs** perspective and were covered already in paragraph [3.1.4 Added values of the Irrigation programs perspective](#).

The only tab which is not included in the above paragraph is the one that deals with **Other programs**, the programs that do not appear in the **active programs** displayed at the **active programs view**.

The Other programs view – The **Other programs view** is arranged as follows:

Normal	Finished		Scheduled			Frozen	Incomplete
	With lets	With problems	For today	For another day	By condition		
		stage area (stage area)	WBWC TANK P...		TANK PUMP, DO NOT DELET...		jim cab mal (jim cab mal)
		cab franc and (cab franc and)					short/long shz (short/long shz)
		shz and sav (shz and sav)					all long row shz (all long row s...
		te (te)					will jim shz (will jim shz)
		cabs (cabs)					cabs (cabs)
		v (v)					White's (White's)
		dam cab plant (dam cab plant)					front shz (front shz)
		will young sav (will young sav)					cab and sav (cab and sav)
		malpas shz (malpas shz)					will shz (will shz)
		jim and short shz (jim and short shz)					mid blocks (mid blocks)
		short row shz (short row shz)					half of long row shz (half of lon...
		sav bl (sav bl)					half of long row shz 1 (half of l...
		new shz (new shz)					12 graphths (12 graphths)
		ver small cab (ver small cab)					1.20&1.27 (1.20&1.27)
		1.9&1.26 (1.9&1.26)					
		1.5&1.8 (1.5&1.8)					

Notice that –

- Incomplete programs are programs that are ready to be started but they are not scheduled to start by themselves. These programs can be started manually.
- Right clicking on any of the programs in the **Other programs view** will enable the user to do some operations as demonstrated below:

Normal	Finished		Scheduled			Frozen	Incomplete
	With lets	With problems	For today	For another day	By condition		
		stage area (stage area)	LL, DO NOT D...		TANK PUMP, DO NOT DELET...		jim cab mal (jim cab mal)
		cab franc and (cab franc and)					short/long shz (short/long shz)
		shz and sav (shz and sav)					all long row shz (all long row s...
		te (te)					will jim shz (will jim shz)
		cabs (cabs)					cabs (cabs)
		v (v)					White's (White's)
		dam cab plant (dam cab plant)					front shz (front shz)
		will young sav (will young sav)					cab and sav (cab and sav)
		malpas shz (malpas shz)					will shz (will shz)
		jim and short shz (jim and short shz)					mid blocks (mid blocks)
		short row shz (short row shz)					half of long row shz (half of lon...
		sav bl (sav bl)					half of long row shz 1 (half of l...
		new shz (new shz)					12 graphths (12 graphths)
		ver small cab (ver small cab)					1.20&1.27 (1.20&1.27)
		1.9&1.26 (1.9&1.26)					
		1.5&1.8 (1.5&1.8)					

4.2 Monitoring – Accumulations

The **Accumulations** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Monitor/ Accumulations**.

The **Accumulations** perspective contains information about the accumulated water and fertilizers for all the valves and all the water and fertilizer meters. As for the valves, the total or the last irrigation's **Accumulation** can be requested.

The screenshot shows the 'Accumulations' window with a toolbar at the top containing icons for Monitor, Plan, Analyze, and Config. Below the toolbar are buttons for 'Total accumulation', 'Last accumulation', 'Reset all', and 'Export'. A 'Show names' checkbox is also present. The main area is divided into three sections: 'Valves', 'Fertilizer meters', and 'Water meters'. A callout box points to the 'Show names' checkbox with the text: 'When checked- instead of numbers we shall have the names of valves'.

Line	Valve	M3	Time	1
1		7158.09	00444 09 33	0.00
2		4106.35	00428 10 05	0.00
3		0.00	00000 00 00	0.00
4		2993.59	00197 27 20	0.00
5		4847.40	00322 41 30	0.00
6		941.29	00327 59 47	0.00
7		940.21	00328 04 47	0.00
8		1814.12	00372 28 05	0.00
9		2380.06	00352 45 58	0.00
10		0.00	00000 00 00	0.00
11		0.00	00000 00 00	0.00
12		0.00	00000 00 00	0.00
13		0.00	00000 00 00	0.00
14		0.00	00000 00 00	0.00
15		0.00	00000 00 00	0.00
16		0.00	00000 00 00	0.00

Fert site	Injector	L
Local fertilization site 1	1	0.00

Water meter	Location	M3
WM1	Line 1	0.00
WM2	Line 2	15373.00
WM3	Line 3	0.00
WM4	Line 4	0.00
FWM1	Free	31869.00
FWM2	Free	25604.00
FWM3	Free	0.00
FWM4	Free	0.00
WMI	Virtual	3727.00

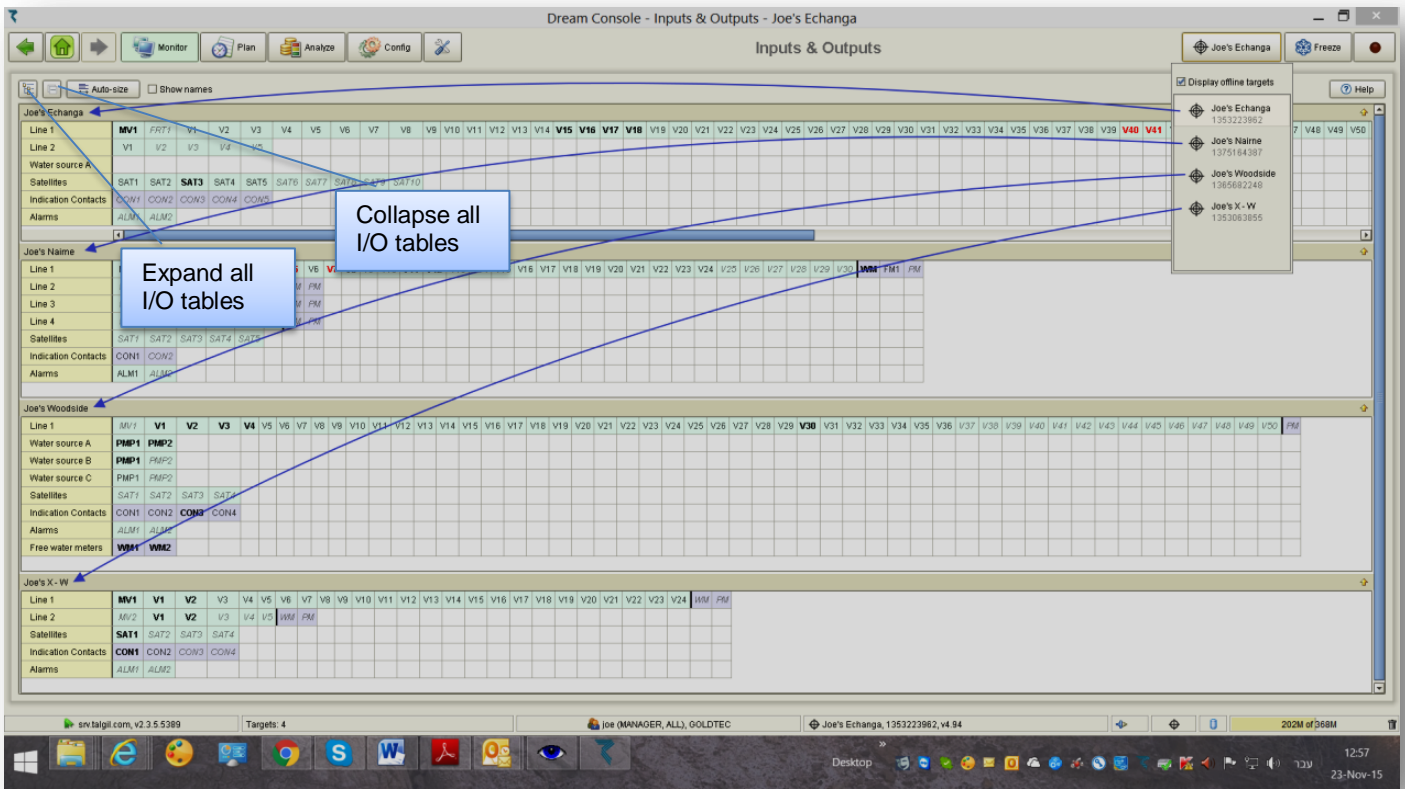
Notice that –

- The contents of the **Accumulation** table can be exported for saving in an Excel formatted (csv) file.
- The contents of the table can be edited.
- The total accumulation contains all that has been accumulated since the last time the accumulation was cleared.
- Valves that irrigate by time will have time accumulation by default, but if the line contains a water meter, there will be volumetric accumulation as well.
- Valves that irrigate by volume will have volumetric accumulation by default, but if we wish to get time accumulation as well, the appropriate parameter at the [Dealers Definitions](#) must be set.

4.3 Monitoring – Inputs & Outputs

The **Inputs & Outputs (I/O)** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Monitor/ Inputs & Outputs**.

The **Inputs & Outputs** perspective gives a consolidated view of the statuses of all Inputs and Outputs of all the controllers accessible by the user.



The explanation about the details of the I/O view and the meaning of the various printing fonts and various colors of the characters is fully covered at paragraph [3.1.4 Added values of the Irrigation programs perspective](#) above at **The I/O view** topic.

4.4 Monitoring – My Targets

My Targets perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Monitor/ My Targets**.

My Targets perspective supplies general information about the targets accessible by the user. The following information is supplied.

Serial #	Name	Affiliate	Project	Firmware	Config	Reset	Time	Battery	AC	Irrigation	Flushing	Interface	RTU	Connection	Disconnection
1353223962	Joe's Ech...	GOLDTEC	Ceravolo Orchards	v4.94	04 Nov, 08:58	10 Oct, 15:12	24 Nov, 00:28	14.5	OK	Irrigating + alarms	Not connected	OK	OK	23 Nov, 15:25	23 Nov, 15:23
1375164387	Joe's Nai...	GOLDTEC	Ceravolo Orchards	v4.98	21 Oct, 16:35	21 Oct, 16:35	24 Nov, 00:28	14.3	OK	Irrigating + alarms	Not connected	OK	OK	23 Nov, 14:55	23 Nov, 14:53
1365682248	Joe's Wo...	GOLDTEC	Ceravolo Orchards	v4.98	25 Nov, 13:20	11 Nov, 17:34	24 Nov, 00:28	13.7	Alarm	Irrigating	Not connected	OK	OK	23 Nov, 17:45	23 Nov, 17:43
1353223955	Joe's X-W	GOLDTEC	Ceravolo Orchards	v4.98	07 Nov, 09:23	07 Nov, 09:23	24 Nov, 00:28	14.3	OK	Not connected	Not connected	OK	OK	23 Nov, 14:55	23 Nov, 14:53

- The ID of the target
- The name of the target
- The dealer in charge
- The project the target belongs to
- The firmware version of the target
- Last configuration date
- Last reset date
- Current time and date
- The battery level
- Status of AC power
- Status of irrigation activities
- Status of filter flushing activities
- Status of communication with interfaces
- Status of communication with RTUs
- Last connection time to server
- Last disconnection from server

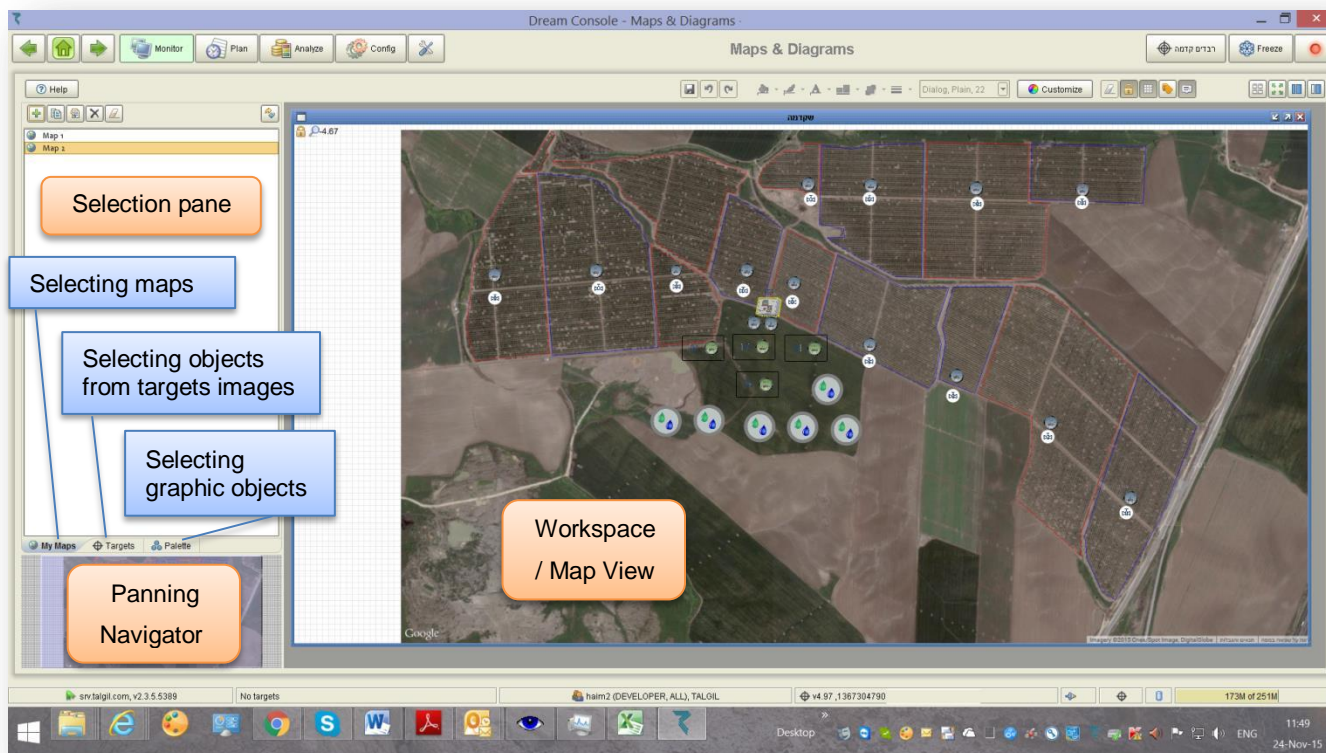
4.5 Maps & Diagrams

The **Maps and Diagrams** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Monitor/ Maps and Diagrams**.

The **Maps** perspective is dedicated for supplying a visual picture of the state and the activities of one or more targets.


Users may construct various maps, give them names and then switch amongst them to access a particular visual slice of the system. As background the user can select to use a **Schematic** drawing of the network or a **Topographic** map view. On this background the user can place an arbitrary combination of objects by dragging and dropping from the selection pane that contains all the components constituting the controllers images. When the map is complete the combination of objects supplies a vivid picture by animation effects and changing colors. The user may combine objects by “pipes” that will give the feeling of flow when there is water flowing from the source toward these objects. Additionally, blocks of the map can be placed inside polygons associated with object placed on the map, so that the status of the object will influence the look of the block on the map.

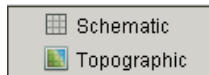
The map layout contains the following parts:



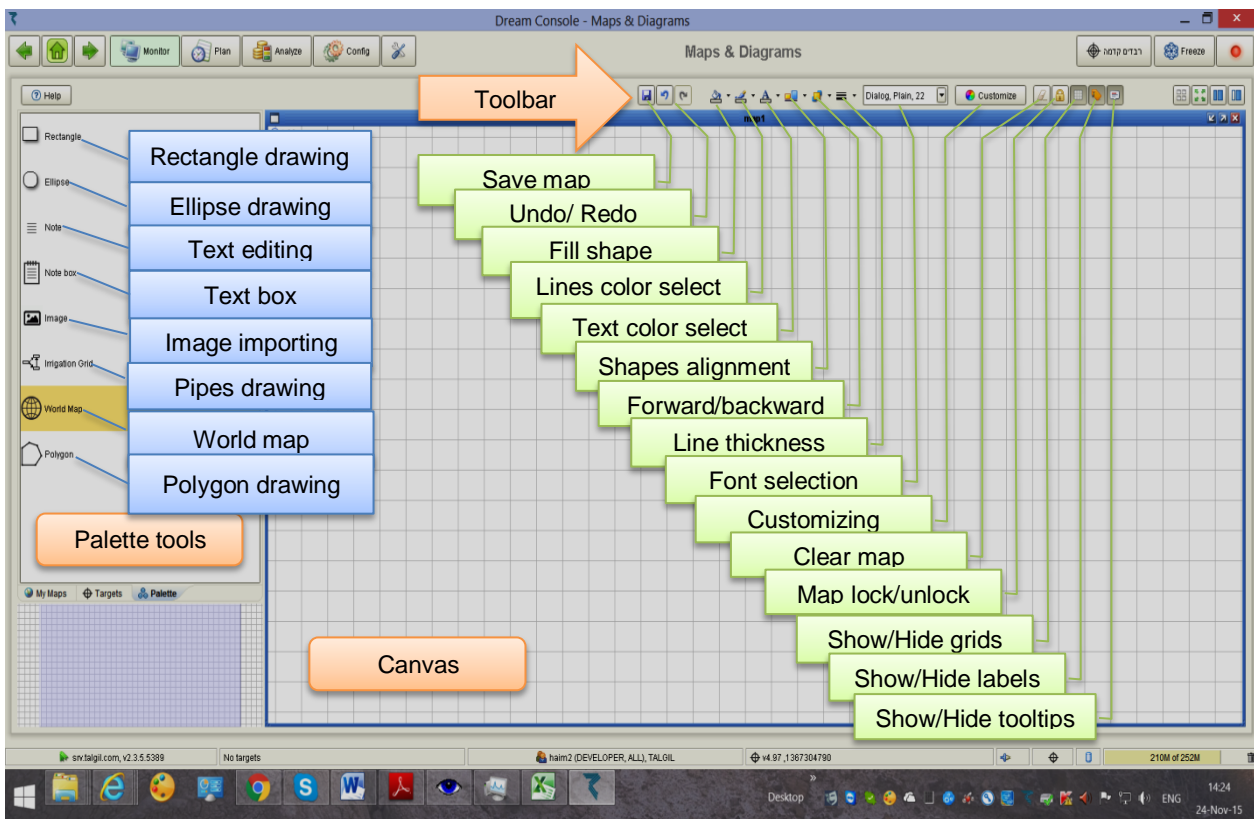
The contents of the **Selection pane** depends on the type of items the user would like to select:

- Selecting maps from the list of maps.
- Selecting objects from the Target's image to be placed on the map.
- Selecting graphic items to be included in the map.

Creating a new map – for creating a new map the  key has to be clicked as a result the user will be asked to select the type of background he would like to use for the map



If the **Schematic map** was selected then after giving a name to the map the workplace of the map perspective will turn into a clear canvas and the user will be able to use the graphic tools supplied in the **Palette pane** and in the **Toolbar** and create/ import a schematic map.



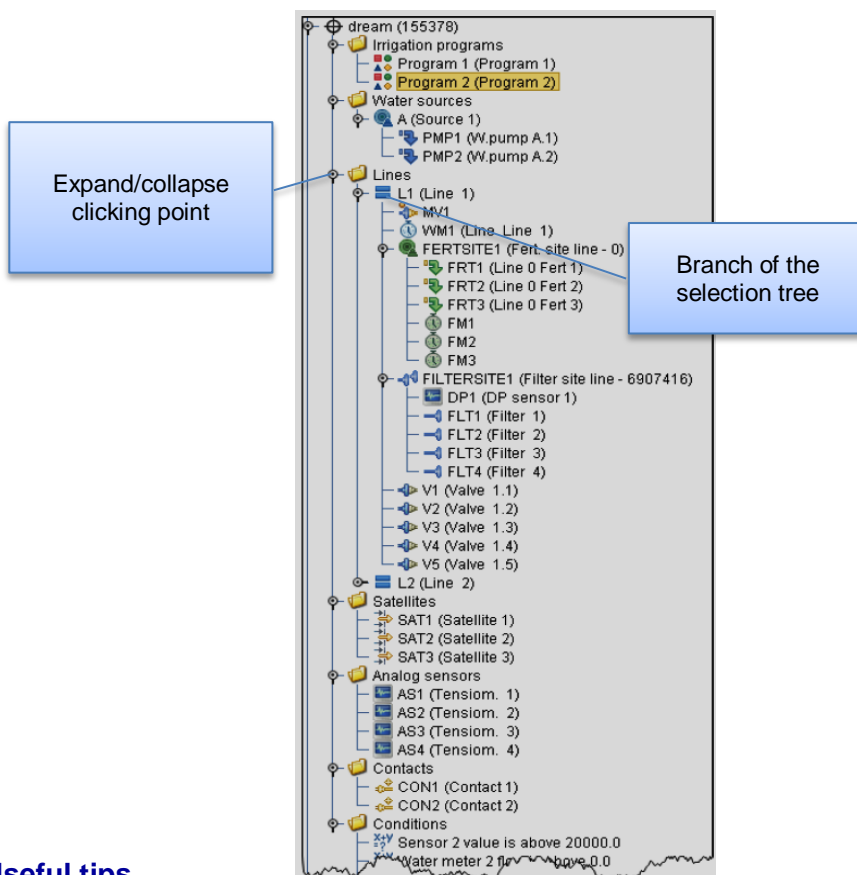
If the **Topographic map** was selected, then after giving a name to the map the workspace will be filled with a GoogleEarth map showing the area where the target is

located. Notice that each target when introduced to the Administration software can have its geographic location defined. Now the mouse scroll-wheel can be used for Zooming in and out the geographical map until a satisfactory view is obtained. The **Palette pane** and the **Toolbar** tools can now be used for completing the map background if needed.

After creating the background of the map whether **Schematic** or **Topographic**, the user will have to add the objects of the **Target's image** that he wishes to appear on the map.

Placing objects in the map – Selecting the **Targets** tab will display in the **Selection pane** the **Selection tree/ trees** of the **Target/Targets** the user has access to. The **Selection trees** contain the objects belonging to the **Targets' image** and which can be placed on the map by **drag and drop** action.

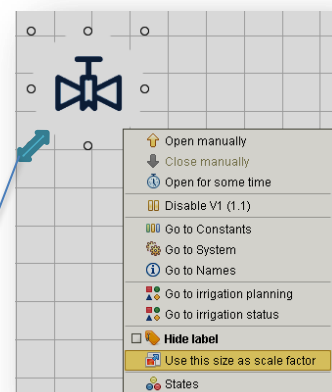
Selection trees can appear in expanded or collapsed form, in order to expand/collapse a branch of a tree, one should click the dot which the branch is starting from.



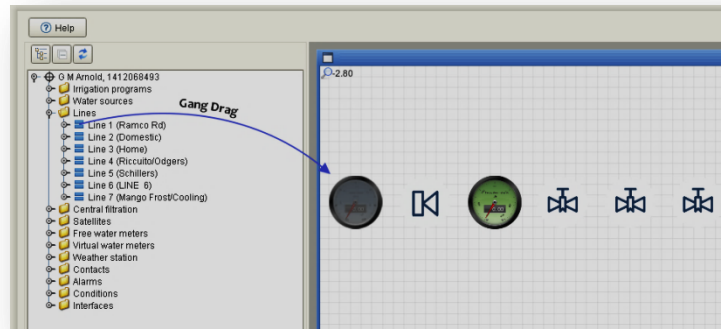
Useful tips –

After placing the first object of a certain type on the canvas, right click on it and you will be able to change its size by dragging one of the corners to or away from the center of the shape. When you are satisfied with the size of the object right click on it again and select the option **“Use this size as scale factor”**, this will make all the objects of the same type that will be added to the map, have the same size.

Change size

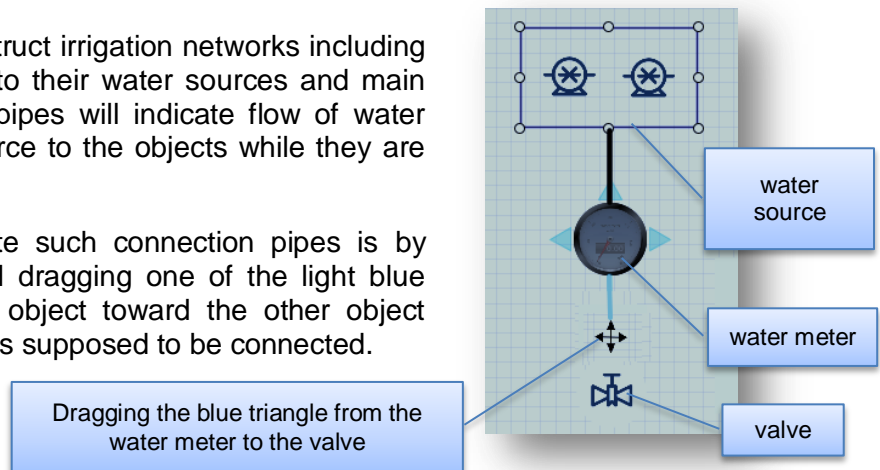


If an irrigation line branch is dragged and dropped into the canvas area in its **collapsed** shape, the whole contents of the irrigation line will be **Gang Dragged** into the map.



Users will be able to construct irrigation networks including pipes connecting objects to their water sources and main valves. Such network of pipes will indicate flow of water and fertilizer from the source to the objects while they are irrigating/fertigating.

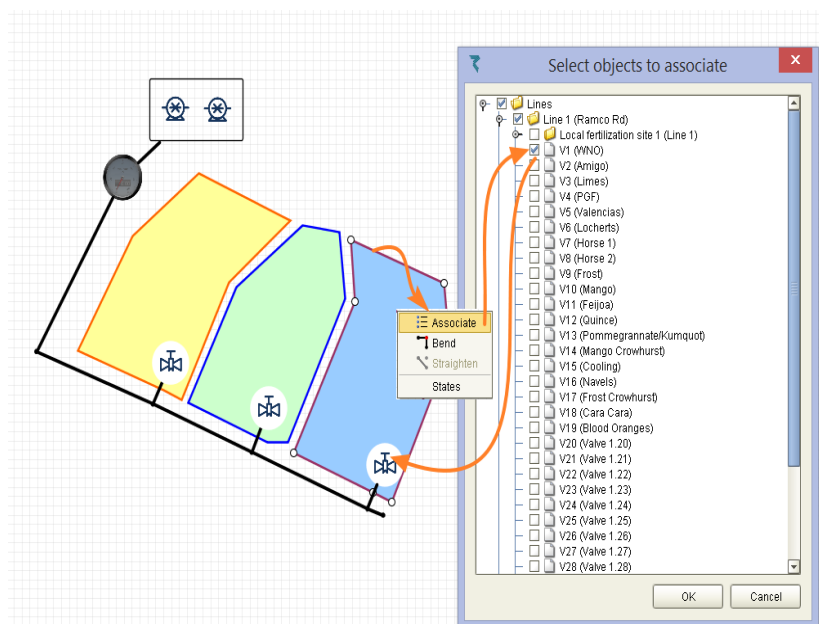
The easiest way to create such connection pipes is by pointing at the object and dragging one of the light blue triangles surrounding the object toward the other object where the end of the pipe is supposed to be connected.



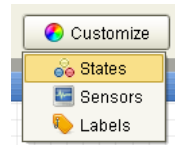
The **polygon** tool should be used in the following way:

First the **polygon** has to be adjusted to the block it is supposed to represent. Right click on the **polygon** and use the **"Bend"** tool wherever a bending point is needed. You can stretch the bending points according to the corners of the block. When you are satisfied with the shape of the **polygon** you can right click on one of its laterals and select the **"Associate"** option. Mark the objects you would like the **polygon** to be associated with.

You better use the **forward/backward** tool to send the polygon to the **back** layer.




Customizing Objects states- the purpose of customizing objects is to define whatever animation and which colored background will represent each status the object may get. The following window is used for defining the **Objects states animation**. It opens when **Customize/ States** is selected.

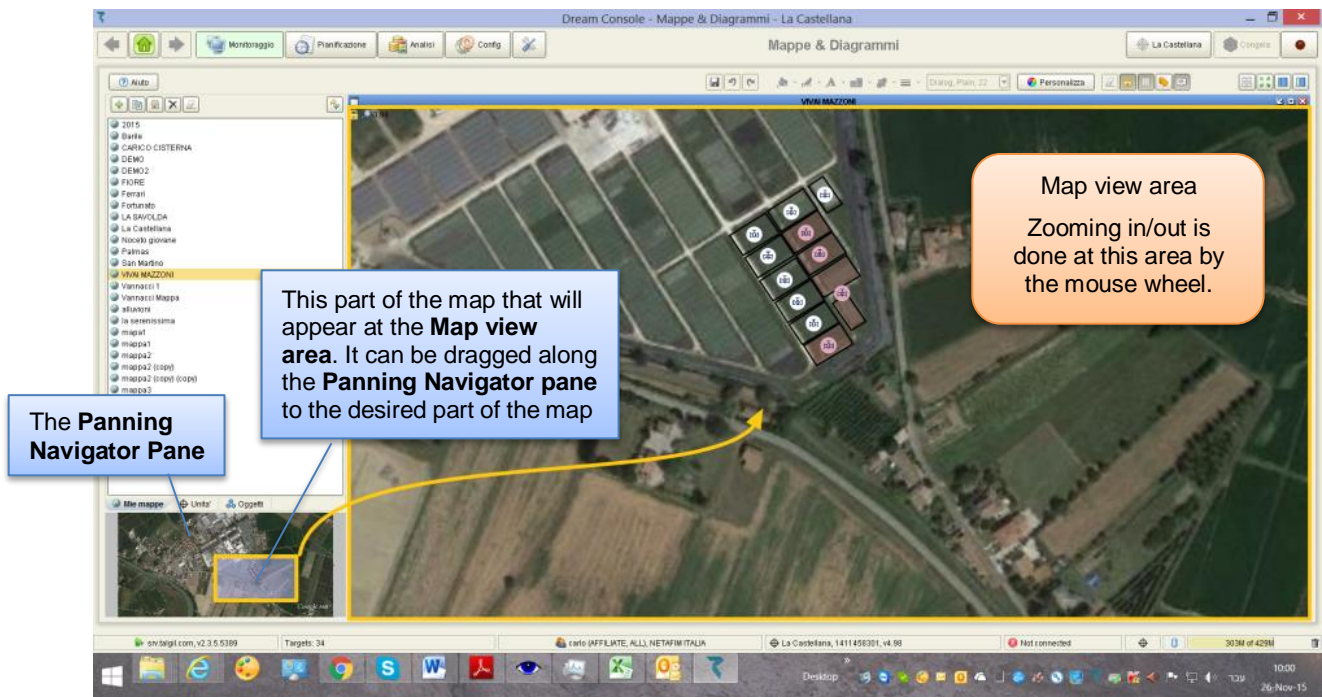


Customizing analog sensors appearance- Analog sensors may be customized to get a different appearance as follows:

Customizing Labels- **Labels of objects** may include several parts such as: **Target name** (optional), **ID of the object** (mandatory - always displayed), **object name** (optional), **Location ID and name** (optional), **State** (optional). The user may decide which parts of the **Labels** he prefers to see and which parts to hide. Remember that there is a key for global **hide/show labels**.

When the whole map is complete and no more changes are needed, do not forget to lock the Map view by clicking the  **lock key.**

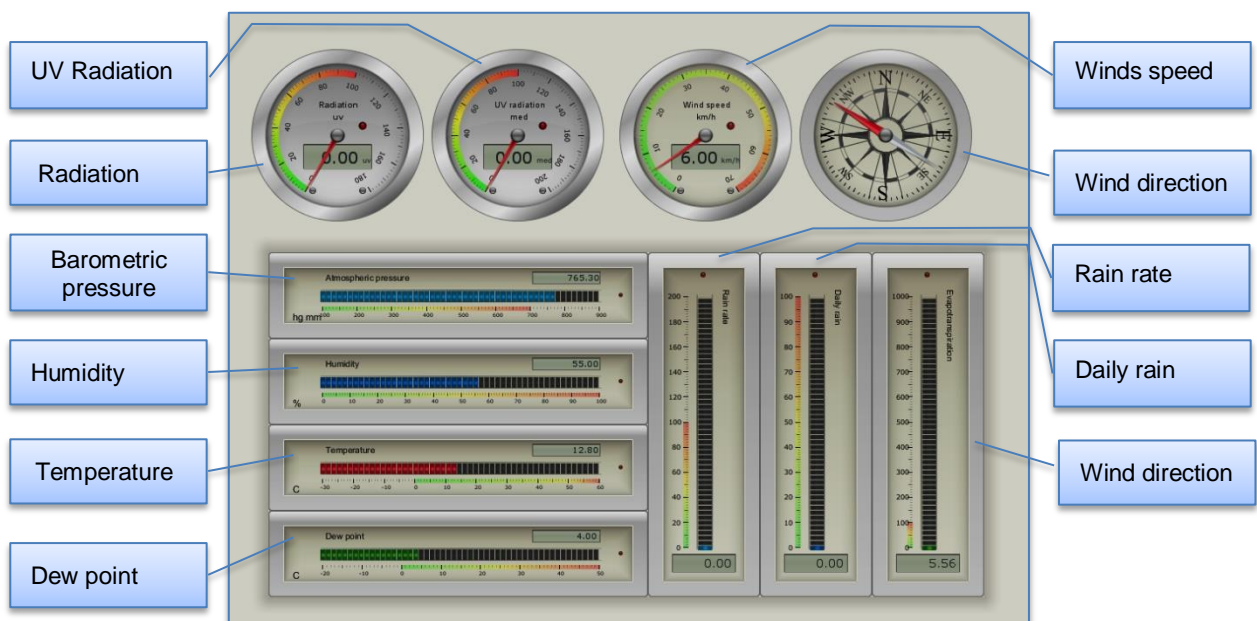
Zooming/ Panning Navigator- the user may decide which part of the map will appear at the **Map view** by using the following tools:- **Zooming in/out** is executed at the **Map view** area by the **Scroll wheel** of the mouse, left mouse button drag at the **Panning Navigator pane** will provide canvas panning.



4.6 Monitoring – Weather station

The **Weather station** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Monitor/ Weather station**. The subject will be included in the **Menus** only when the image of the controller has a **Weather station interface** defined.

There are 11 parameters transmitted from the **Weather station** to the DREAM control system, the **Weather station** perspective presents these parameters in the following way:



Notice that –

- The paramerts arriving from the **Weather station** can be stored in a logfile for later analysis. For this to happen, the data acqizition rate has to be defined as explain below at [Configure/ Data Acquisition](#).

5. Analyze

The following chapter deals with the **Analytic tools** supplied by the **CONSOLE** for analyzing the accumulated information resulting from the **Target's activities**.

5.1 Event log

The **Event log** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Analyze/ Event log**. The **Event log** perspective is the place at which the user may check the list of events following the activities moment by moment. The **Event log** is stored in the memory of the **SERVER** in a chronological order and can be retrieved from there by a request with specified range of dates.

How long back will the **SERVER** keep the **Event log**? The answer depends on the **Data retention** settings done at the **ADMINISTRATION** software. Check with the person in charge of the system setup that the **Data retention** parameters were properly set.

Users will be able to query system events by combining any of the following criteria choices: time range, severity, facility, context and/or sub-context object(s)

The screenshot shows the 'Event log' window in the Dream Console application. The window title is 'Dream Console - Event log - Mypolonga'. The interface includes a toolbar with buttons for 'Monitor', 'Plan', 'Analyze', 'Config', and 'Freeze'. Below the toolbar, there are search and filter options, including a 'Run query' button and a search box containing '31 events, Central Standard Time (South Australia)'. A calendar on the left shows the current month (November 2015) with the 27th highlighted. The main area displays a table of events with columns for Facility, Context, Subcontext, and Message text. A 'General filter' dropdown is visible above the table. On the right, there is an 'Export' button and a 'Refresh' button. A 'Message text' dropdown menu is open, showing a list of event types with checkboxes. Annotations in blue boxes point to various features: 'Request a new range query' points to the search box; 'Current day' points to the calendar; 'Mark the desired range of dates by pointing at the first day and drag it toward the last day of the range.' points to the calendar's date range selection; 'Filter the list by Severity, Facility or Context' points to the filter dropdowns; 'Filter the list by Sub-context' points to the 'Subcontext type' dropdown; 'Export the list to a csv file' points to the 'Export' button; and 'Activate a filter that will hide unchecked event types' points to the 'Message text' dropdown menu.

Notice that –

- By default the events of the current day will be listed.

5.2 Data reports

The **Data reports** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Analyze/ Data reports**.

The **Data reports** perspective is the place where the user may define formatted documents by which various reports may be generated.

There can be various types of reports: **Consumption** reports, **Raw data** reports or **Event log** reports.

- **Consumption** reports may refer to a selected **group of valves**, to a selected **group of water meters**, to certain **crops**, or to certain **plots**. These reports will supply data about the consumption of the selected items.
- **Raw data** reports may refer to an arbitrary combination of items picked from the target's image and will supply information about their statuses.
- **Event log** reports will contain a list of events taken from the memorized **Event log** and optionally filtered by **Severity**, by **Facility**, and/or by **belonging object**.

The defined reports are just skeletons that do not contain any data until really generated. Users will be able to generate reports on manual demand or reports can be scheduled to be generated automatically in a predefined cycle. The generated reports can be set to be delivered as E-mails to the listed recipients in **Excel worksheet** format (csv).

The **Data reports** perspective has the following structure:

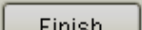
The screenshot shows the 'Data reports' perspective in the Dream Console. The window title is 'Dream Console - Data reports - G M Arnold'. The interface includes a toolbar with buttons for 'Run manually', 'Add new', 'Edit', 'Duplicate', 'Remove', 'Clear all', and 'Refresh'. Below the toolbar is a table of defined reports with columns for Target, Report Name, Report type, Schedule, Last job, and Next job. A calendar on the left shows the date 27 selected. Callouts explain the 'Range selection for Manually generated reports' and the area where 'Manually generated reports will be displayed here'.

Target	Report Name	Report type	Schedule	Last job	Next job
G M Arnold, 1412068493	Report1	Consumptions (valves daily)	Daily		28 Nov 2015 00:00
G M Arnold, 1412068493	Report2	Consumptions (valves daily)	Daily		28 Nov 2015 00:00
G M Arnold, 1412068493	Report3	Consumptions (water meters daily)	Monthly		01 Dec 2015 00:00
G M Arnold, 1412068493	Report4	Raw data	Weekly		30 Nov 2015 00:00
G M Arnold, 1412068493	Report5	Logs	Daily		28 Nov 2015 00:00

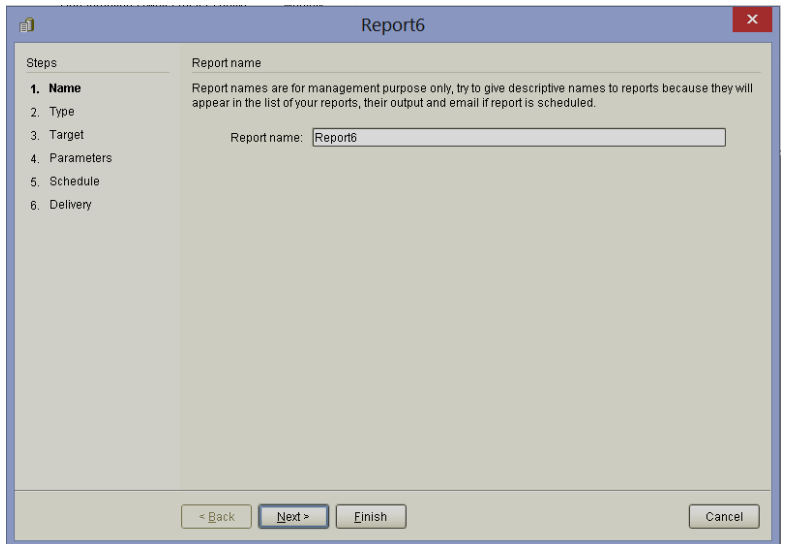
5.2.1 Creating new Reports

Creation of new **Reports** is done by means of a wizard.

To run the wizard, the **Add new** key  has to be clicked.

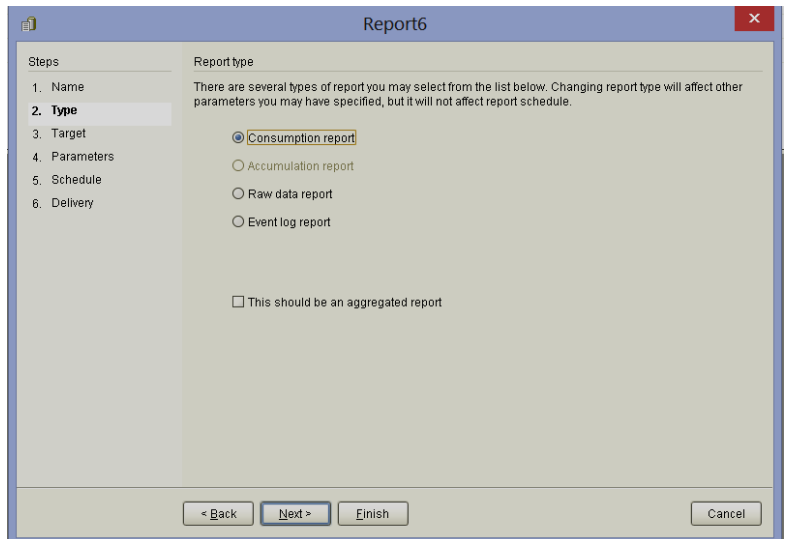
The wizard is divided into 6 steps that lead the user through the definition process. At the end the key  has to be clicked.

The first step is about giving the report a name.



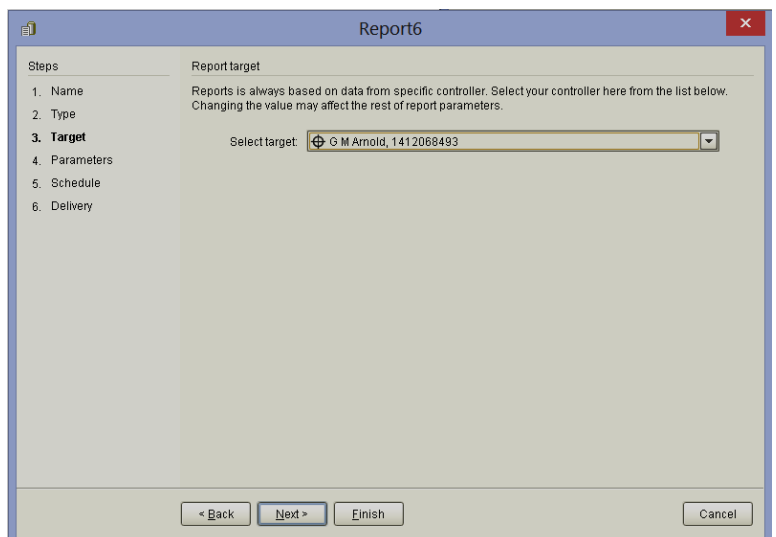
The screenshot shows the 'Report6' wizard window. On the left, a 'Steps' list shows '1. Name' as the current step. The main area is titled 'Report name' and contains the text: 'Report names are for management purpose only, try to give descriptive names to reports because they will appear in the list of your reports, their output and email if report is scheduled.' Below this is a text input field with 'Report6' entered. At the bottom, there are buttons for '< Back', 'Next >', 'Finish', and 'Cancel'.

The second step deals with selecting the type of report we would like to create - **Consumption** report, **Raw data** report or **Event log** report.



The screenshot shows the 'Report6' wizard window at Step 2, 'Type'. The 'Steps' list on the left highlights '2. Type'. The main area is titled 'Report type' and contains the text: 'There are several types of report you may select from the list below. Changing report type will affect other parameters you may have specified, but it will not affect report schedule.' Below this are four radio button options: 'Consumption report' (selected), 'Accumulation report', 'Raw data report', and 'Event log report'. There is also a checkbox labeled 'This should be an aggregated report' which is unchecked. At the bottom, there are buttons for '< Back', 'Next >', 'Finish', and 'Cancel'.

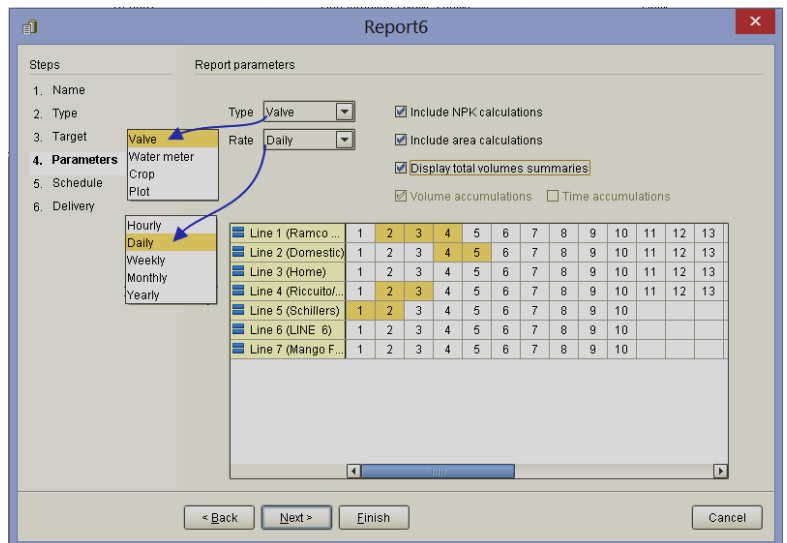
In the third step we need to select the target which the report will be dealing with.



The screenshot shows the 'Report6' wizard window at Step 3, 'Target'. The 'Steps' list on the left highlights '3. Target'. The main area is titled 'Report target' and contains the text: 'Reports is always based on data from specific controller. Select your controller here from the list below. Changing the value may affect the rest of report parameters.' Below this is a dropdown menu labeled 'Select target:' with 'G M Arnold, 1412068493' selected. At the bottom, there are buttons for '< Back', 'Next >', 'Finish', and 'Cancel'.

The fourth step deals mostly with selecting the items that will be included in the report and therefore it depends on the type of the report we are dealing with.

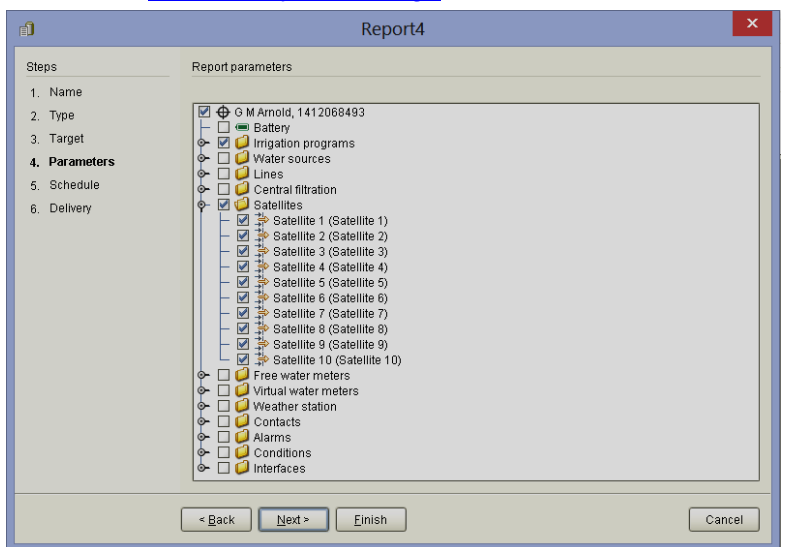
In case of **Consumption** report, the items for selection will be **Valves, Water meters, Crops, or Plots**. First we need to select the **Type of items** and then by clicking on the items we make them included in the report (colored yellow or checked at the checkbox). To complete the definition of the report we need to add some more information about its contents, the **Rate** at which the data will be sliced, whether or not to include **Per area** calculations, **NPK** and **totals** per each time slice.



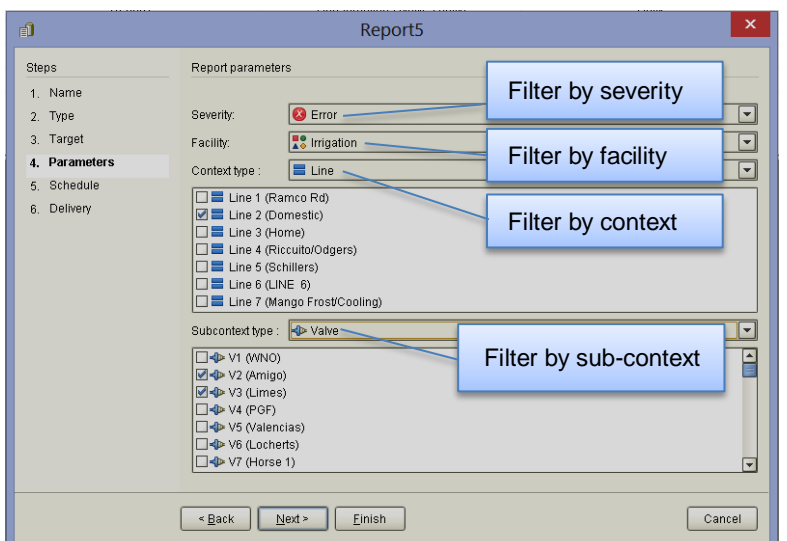
Notice that –

For being able to create **Crop, Plot** reports and for including **NPK** data, there has to be some preparatory work to be done, defining the crops, plots and the fertilizers used. The process will be discussed below at [5.2.2 Analysis settings](#).


In case of **Raw data** report there will be a tree of items presented for selecting the items to be included in the report.



When defining **Event log** reports the user is given multiple filtering tools to be able to pick out the particular events he is interested in.



As mentioned above the defined reports are empty skeletons without any data inside. There are two ways to have them be filled with data –

1. By issuing a  command.
2. By scheduling the report to be created and transmitted in a certain rate.

For generating a report manually the user needs to select the report from the list of reports, define the time range he would like the report to cover and then issue the **Run manually** command.

The other option, the automated report generation is actually defined at the stage the report skeleton is created by defining a **Schedule** for its generation.

- **Daily**- generated at the end of each day covering 24 hours of data.
- **Weekly**- generated at the end of each week, covering 7 days of data.
- **Monthly**- generated at the end of each month, covering 1 month of data.
- **Annual**- generated at the end of each year, covering 1 year of data.
- **Custom**- generated at specified time daily covering specified number of hours.

The automatically generated reports can be delivered to a list of Email recipients, or alternatively stored at a specified location.


5.2.2 Analysis settings

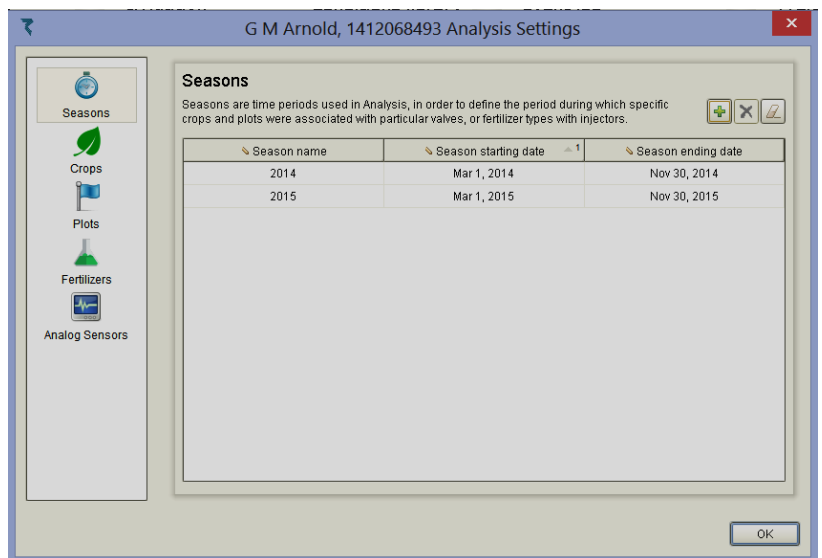
The **Analysis settings** topic can be accessed through the **Main menu** or the **Pull down menu** when selecting **Analyze/ settings**.

Most of the definitions made at the **Analysis settings** deal with complementary data to be used during the reports generation.


If the user would like to generate reports related to the **Crops** and the **Plots** he got, or if he is interested in knowing the contents of **NPK** supplied to each **Valve, Crop** or **Plot**, he has to make these extra definitions.

It is important to understand that all the **Consumption** reports are based on the repeated sampling of the water and fertilizers **Accumulations** recoded per the **Irrigation valves**. So if we want to be able to project that information on the **Crops** and the **Plots**, we need to define which **Irrigation valves** belong to each **Crop** and to each **Plot**. However that correlation may be dynamic and can change by **Seasons**, therefore the user will have to make his definitions based on **Seasons**.

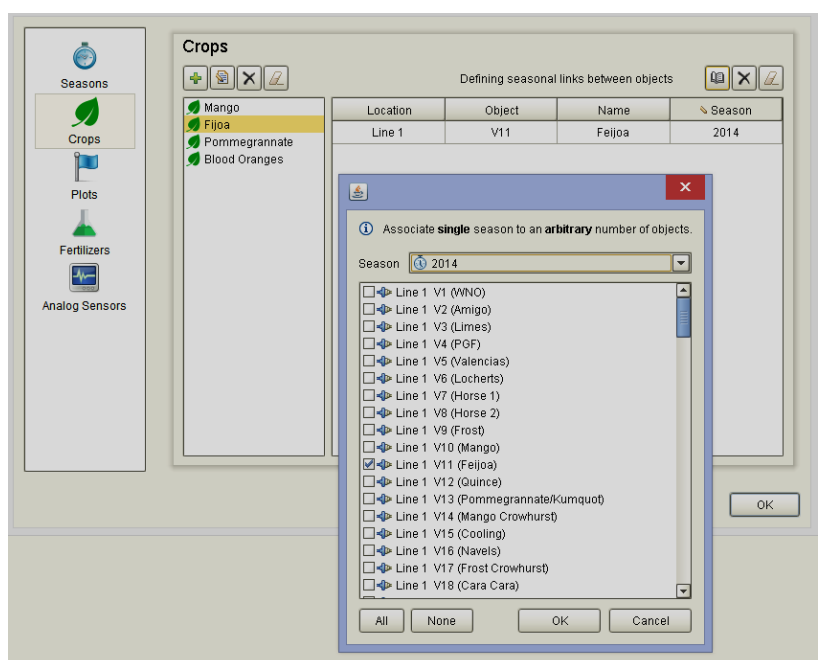
Use the  key to add a new **Season**.



Crops and **Plots** are defined in the same manner-

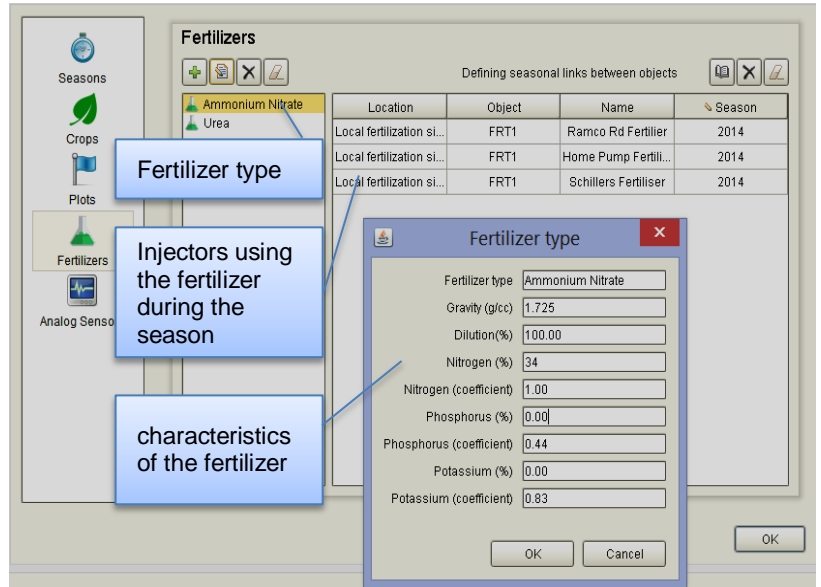
First the name of the new **Crop** or **Plot** is added by using the  key.

Then a table opens at which the user can select the **Season** of interest and mark the **Valves** belonging to the new **Crop** or **Plot** at that **Season**.



The **NPK** rating of a fertilizer describes the amount of **Nitrogen (N)**, **Phosphorus (P)**, and **Potassium (K)** in a fertilizer and these are the three main nutrients needed for the growth of plants.

So in order to be able to tell how much of those nutrients were supplied to each **Valve**, **Crop** or **Plot** in each **Season**, we have to define which kind of fertilizer was in use by each injector along the **Season** and what are the characteristics of those fertilizers. Then the system will convert the accumulated volume of injected fertilizer into amount of **N,P,K** supplied.



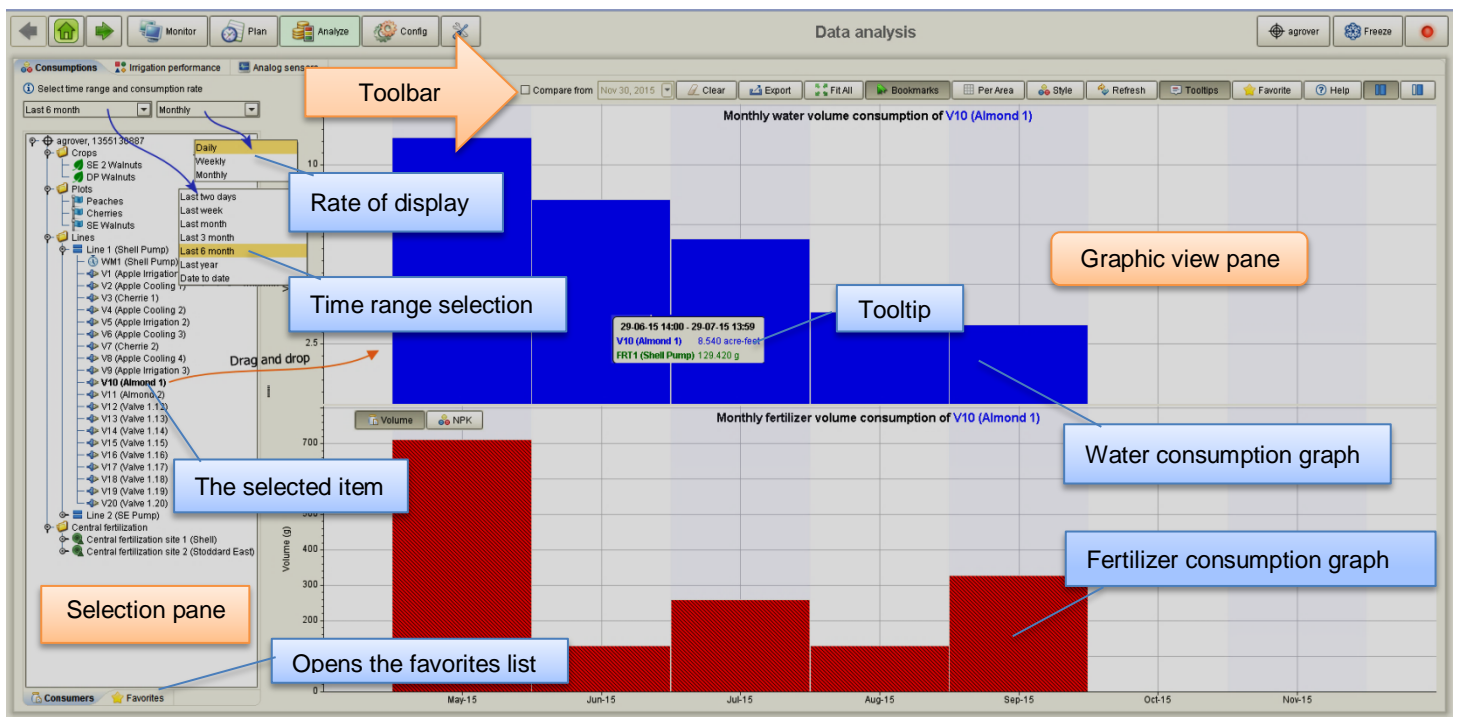
5.3 Analyze – Consumptions

The **Consumptions** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Analyze/ Consumptions**.


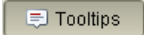
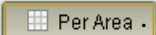
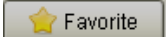
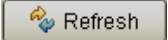
The **Consumptions** perspective supplies various tools that help analyzing the information accumulated in the data base about the water and fertilizers consumed by the **Valves**, **Crops**, **Plots** in the system.

We have mentioned already that all the **Consumptions** data is based on the repeated sampling of the water and fertilizers **Accumulations** recoded per the **Irrigation valves**. In order to make that repeated sampling happen, we must define the **Data acquisition** rate at which the **Accumulations** will be sampled, how to make this setting will be explained in the paragraph [6.4 Data acquisition](#) below.

The following drawing demonstrates the structure of the **Consumptions** perspective:



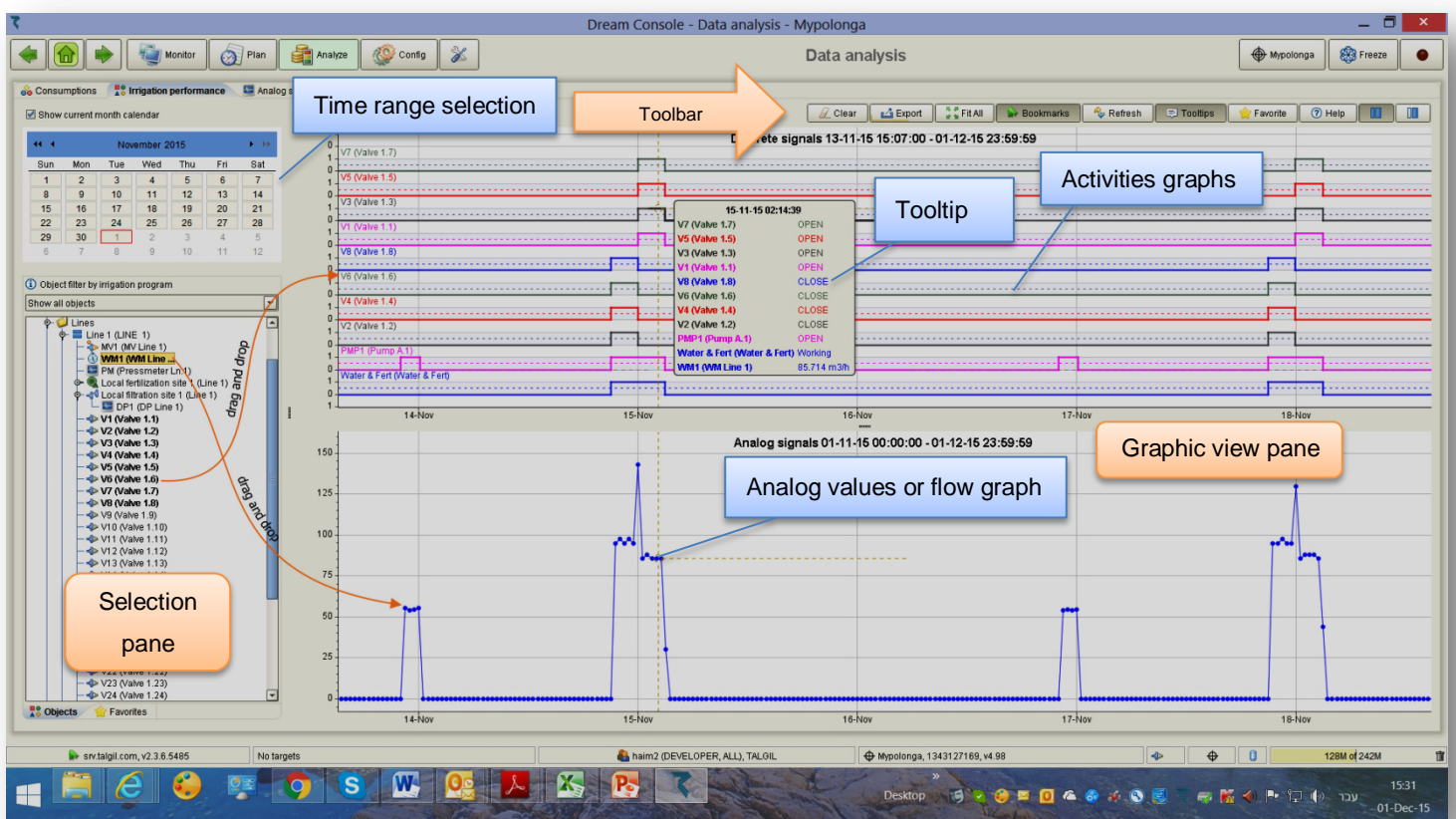
Notice that –

- In order to get the desired information out of this perspective we need at least three steps:
 1. **To select the time range**
 2. **To select the rate of display**
 3. **To drag and drop the desired item into the Graphic view pane**
- The information displayed at the **Graphic view pane** can be **Exported** by clicking . The result will be a table containing the same information in a tabular format. The contents of the table can be saved in a “**csv**” file which is the type of files used by **Excel**.
- Fertilizer consumption can be displayed in two different ways – **by volume** and **by NPK**. When displayed **by volume**, there will be one bar for each fertilizer volume, when displayed **by NPK**, there will be exactly 3 bars, each representing cumulative volume of N, P and K for all fertilizers at the given time span.
- The  key turns on the **Tooltip view** that shows in numeric format the consumption values at each time pointed on the graph.
- The information displayed can be presented as **Consumption per area** by clicking .
- Using the  key enables saving the collection of items included in the graph under a specified name that will be added to the **Favorites list**. When the name of the graph in the list will be double clicked, the system will draw again the graph with fresh data based on the time range selected. This saves the effort of defining frequently used graphs again and again.
- The  tool brings up to date information from the controller and refreshes the graphs.



5.4 Analyze – Irrigation performance


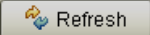
The **Irrigation performance** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Analyze/ Irrigation performance**.

The **Irrigation performance** perspective supplies various tools for analyzing historical data of activities in the system. The selected items activities along the given time span, are presented in a graphical view, enabling to put one against the other for example the starting and stopping of irrigation programs, opening and closing of valves, starting and stopping of pumps, etc. Additionally statuses of digital inputs, statuses of defined conditions, statuses of RTUs and the status of the battery can also be presented in the graph. To complete the picture values of analog sensors or flow of water meters can also be included in the same graph.



Notice that –

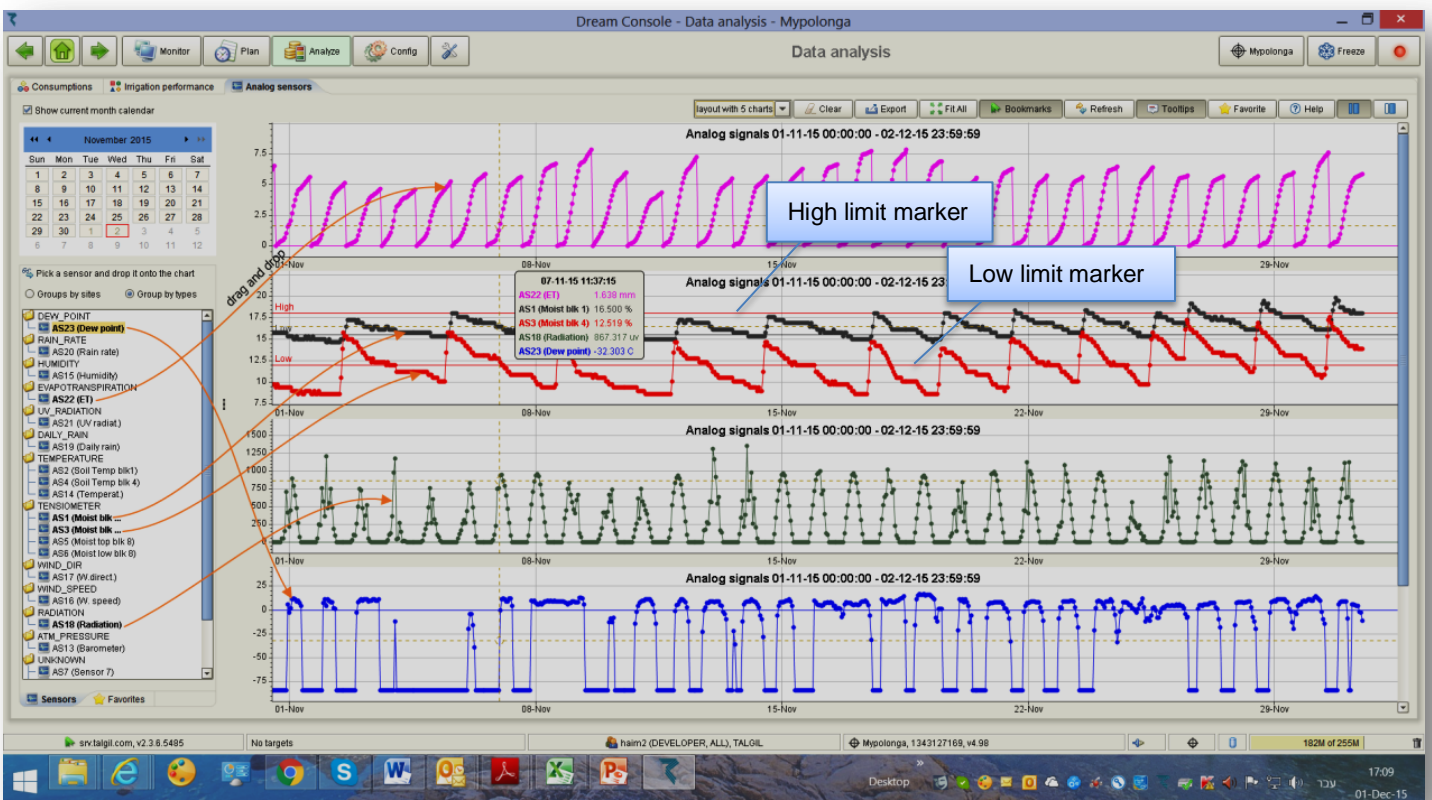
- In order to get the activity graph of an item we need the following steps:
 1. To select the time range
 2. To drag and drop the desired item into the **Graphic view pane**
- The information displayed at the **Graphic view pane** can be **Exported** by clicking . The result will be a table containing the same information in a tabular format. The contents of the table can be saved in a “**csv**” file which is the type of files used by **Excel**.
- The  key turns on the **Tooltip view** that shows the statuses of the selected items and the values of the analog sensors at the time pointed on the graph.

- The colors of the items on the graph are selected randomly, however by right clicking on a selected graph the user may set his preferred color for that item. The selection will be memorized and each time the same item will be selected this color will be reused.
- Using the  **Favorite** key enables saving the collection of items included in the graph under a specified name that will be added to the **Favorites** list. Any time the user wishes to see the graph with the same items again, all he has to do is double click the name of the graph and the system will display the graph with fresh data based on the time range selected. This saves the effort of defining frequently used graphs again and again.
- The  **Refresh** tool brings up to date information from the controller and refreshes the graphs.
- The user can **Zoom in/out horizontally** by rotating the mouse wheel. **Zooming vertically** can be obtained if at the same time the “**Ctrl**” key of the key board is held down.
- Graphs of RTU communication are treated in a special way: the data retention is kept for the last 7 days and if the communication is highly unstable, the graph will show only the first 20 communication failures in each hour.

5.5 Analyze – Analog sensors

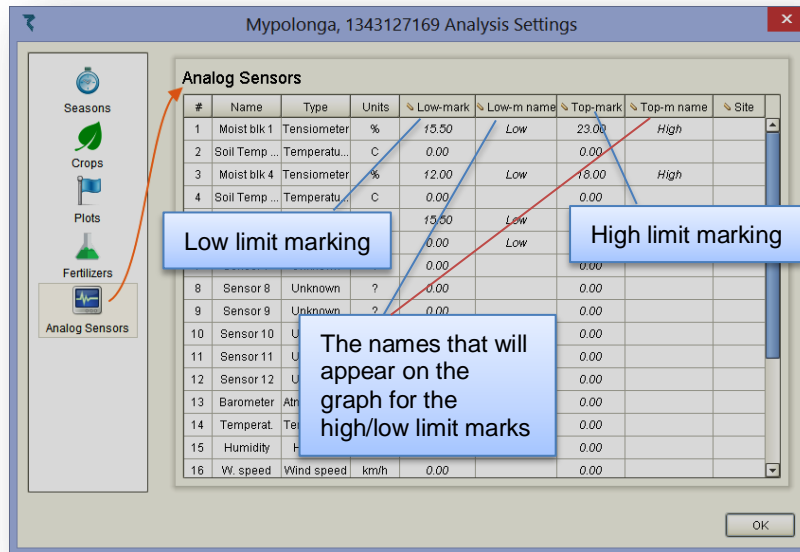
The **Analog sensors** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Analyze/ Analog sensors**.

The specialty of the **Analog sensors** perspective is that it can be divided into 1-5 charts, each chart with its own axes, this enables placing one against the other, sensors with highly different range of values without causing the lower values to become nearly flat line compared with the high values of the other sensor.



Notice that –

- We can still place on each chart several sensors if their range of values does not differ too much.
- The user may define a threshold in % from the last reading so that changes in the sensor's value will only be recorded if the change exceeds the threshold. The threshold definition is done at the [Dealers definitions](#).
- Analog sensors can be defined high/low limit lines to be presented along with the graph of the sensor. This helps the user to easily recognize when the graph of the sensor passes a certain limit. Defining these limit lines is done as follows:



6. Configure

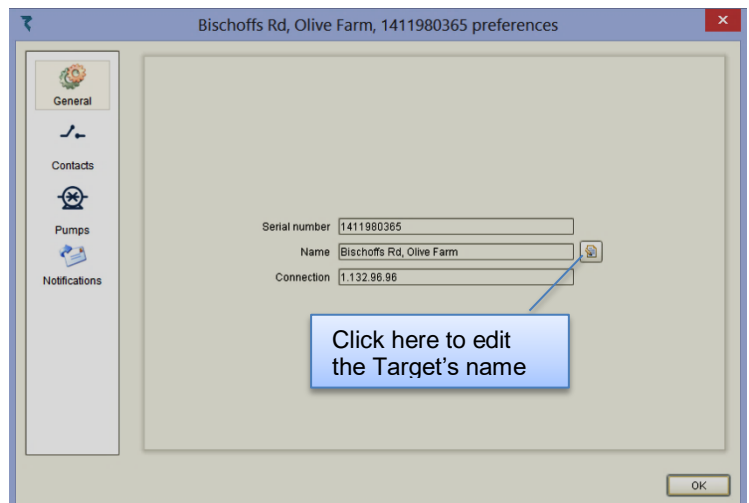
The following chapter focuses on the data involved with the **Configuration** of the controller and with the process of adapting it to the specific application. This is the place to look for information about the system structure, the hardware in use, the connections list of all the accessories, the constant parameters, the user preferences and more.

6.1 Configure – Preferences

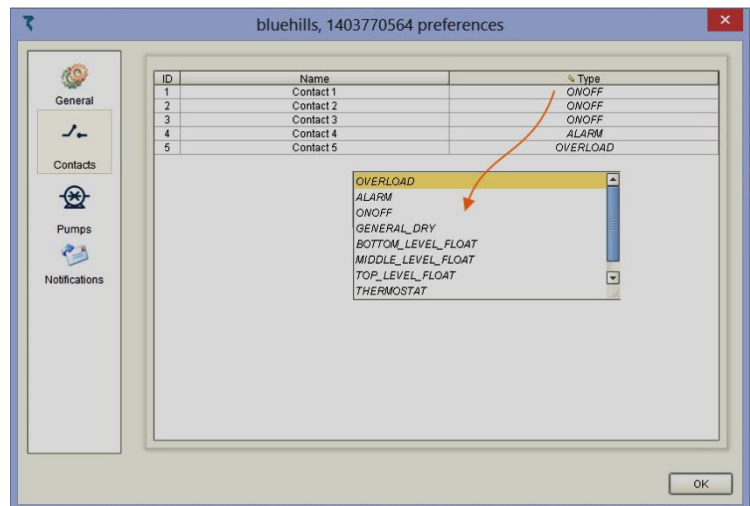
The **Preferences** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Configure/ preferences**.

When selecting the topic of **Preferences** the user gets the assistance of a wizard that helps him define some parameters that may enhance the usability and the friendliness of the software.

General - In the **General** preferences the user may see the serial number (ID) of the controller, the IP address of the controller and its current name. The name of the controller can be edited.



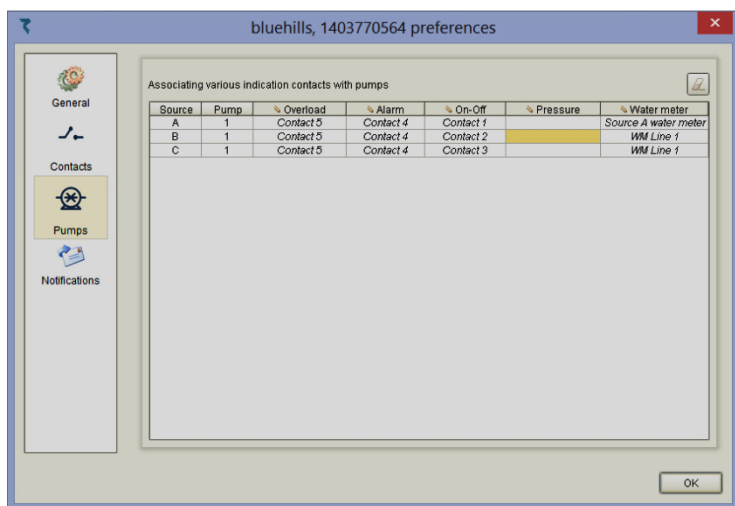
Contacts – When general contacts are included in the configuration of the controller, the function of each contact is not specified. Here we can categorize the contacts by defining the function they are used for.



Pumps – Water source pumps can be associated with some specially categorized contacts.

An **Overload** contact will indicate an overload problem, an **Alarm** contact will indicate an alarm reported by the electric box of the pump, the **ON/OFF** contact indicates whether the pump is running or not.

The pump can also be associated with a water meter that represents its flow.

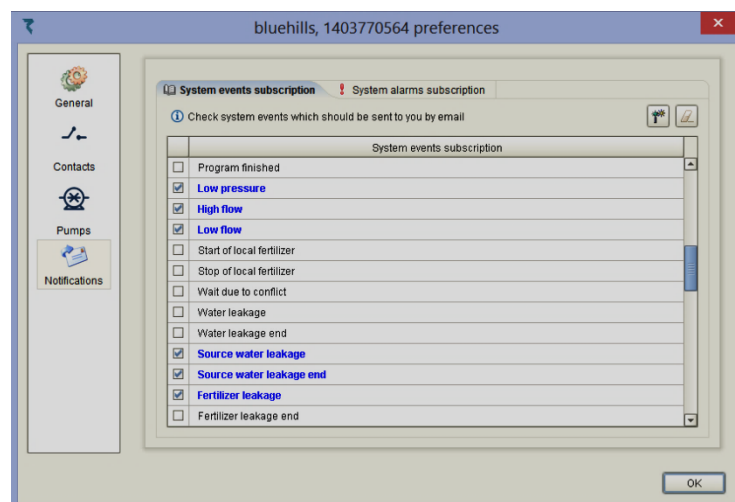


Notifications – there are two options of notifications the user may request:

1. Notification by Emails
2. Notification by popup window

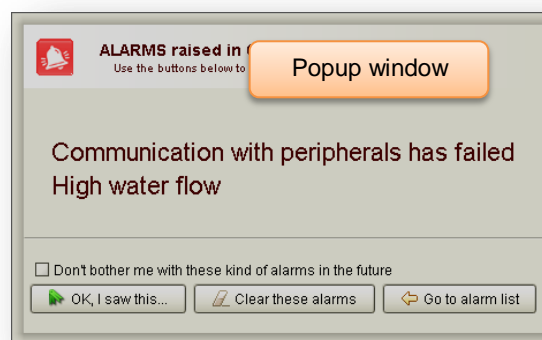
Popup windows are meant for notifying the user while he is next to his PC and **Emails** are meant for notifying the user while he is away from his PC.

In both cases the user is expected to check the boxes of the events he wishes to be notified about.



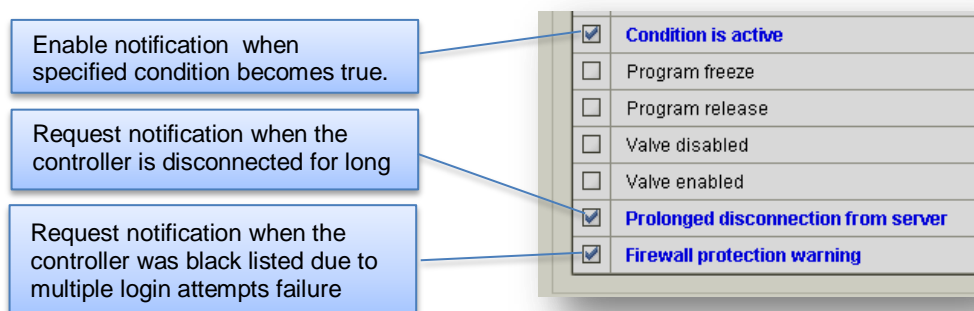
In the case of **popup windows**, the user can respond in three ways:

He can **dismiss** the notification without doing anything, he may **clear the alarm** events that caused the notification, or he may **go to the alarm list** where he can not only clear the alarm but get additional information about the events.



Notice that –

- Notifications requests are set per target, so users of multiple targets need to define their notification requests per each target separately.
- In order to receive **Email notifications** the user must have his Email introduced to the system and **Email notifications** enabled. This is done at the [Console preferences/ My stuff](#) described at paragraph [7.1.2](#) below.
- There are three **Email notifications** that deserve special attention:



6.2 Configure – Constants

The **Constants** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Configure/ Constants**.

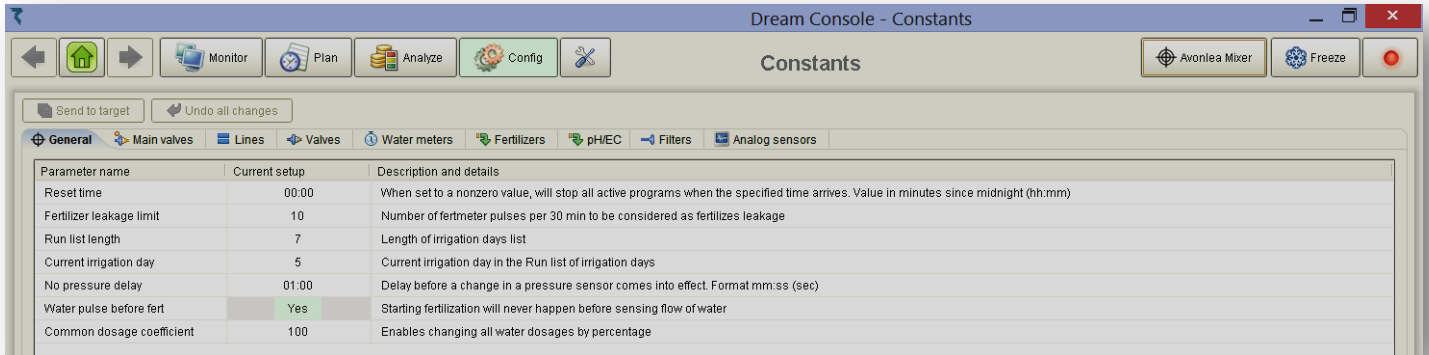
Under the **Constants** topic the user will find all the constant parameters of the items included in the system. The **Constants** are divided into categories accessible through separate tabs and discussed below in the following sections:

- a) **General**
- b) **Main valves**
- c) **Lines**
- d) **Valves**
- e) **Water meters**
- f) **Fertilizers**
- g) **pH/EC**
- h) **Filters**
- i) **Analog sensors.**

The following paragraphs present the various sections of the **Constants** definitions. Notice that some sections will not appear in case the specific item is not included in the image of the selected target.

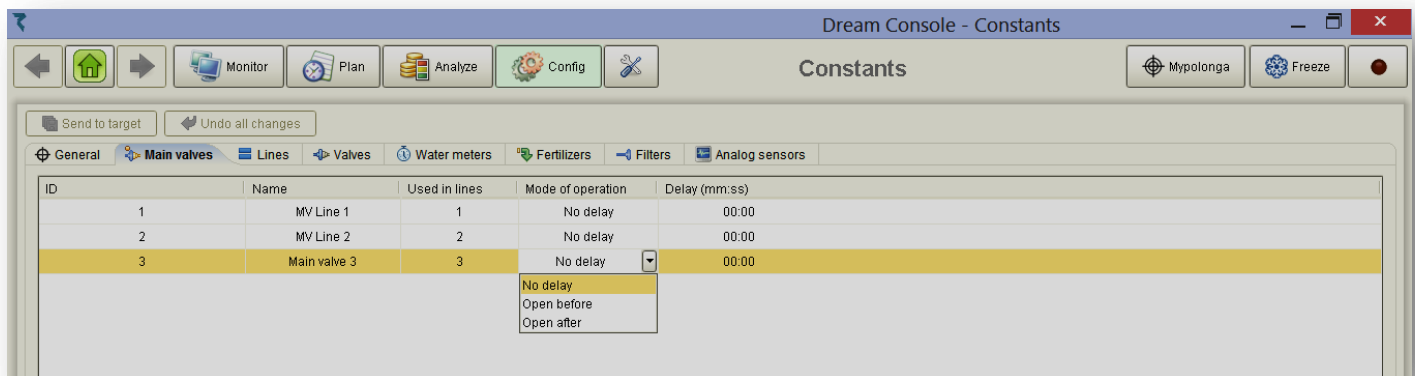
6.2.1 General

The following section deals with some **general** parameters of the system



6.2.2 Main valve

The following section deals with parameters defining the behavior of the main valves.

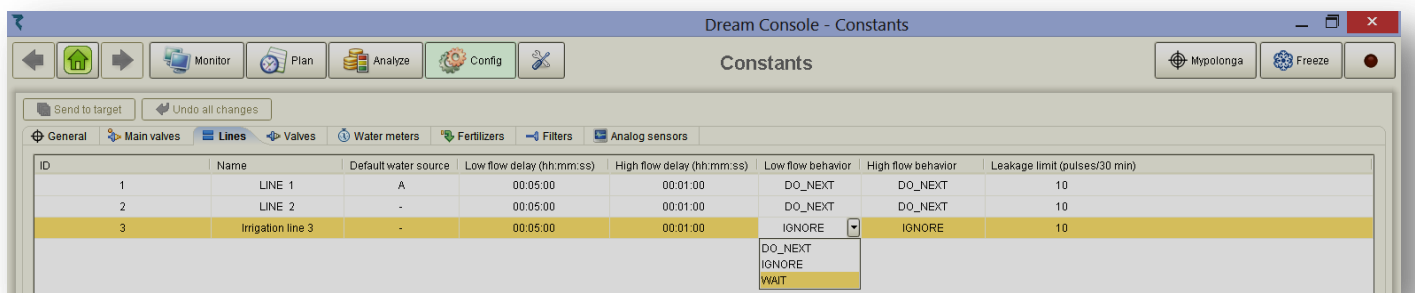


Notice that –

- Main valves can be defined to open before, after or together with the irrigation valves. When the main valve is defined to open before the irrigation valves, it will shut down after the closing of the last valve; the delay will be the same.

6.2.3 Irrigation lines

The following section deals with defining parameters of the Irrigation lines.

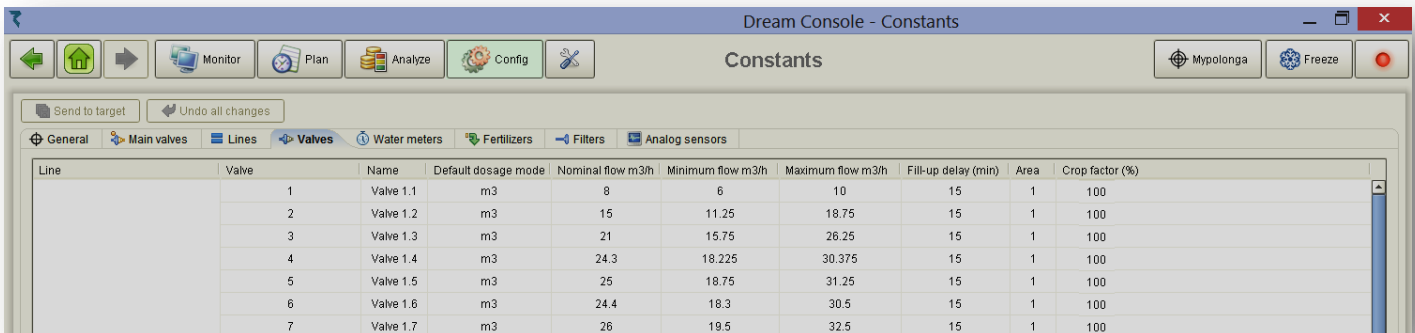


Notice that –

- The **Default water source** of the Irrigation line will be selected whenever a new irrigation job is defined without explicitly specifying the water source to take the water from.
- The **Low flow delay/ High flow delay** define the delay between the detection and the reaction to a High/Low flow event.
- The Leakage limit defines the number of pulses detected while the line is not supposed to irrigate, if the number of these illegal pulses surpasses the defined limit, a leakage alarm is raised.

6.2.4 Irrigation valves

The following section deals with defining parameters of the Irrigation valves.



The screenshot shows the 'Dream Console - Constants' window with the 'Valves' tab selected. The table below lists the parameters for seven valves (Valve 1.1 to Valve 1.7).

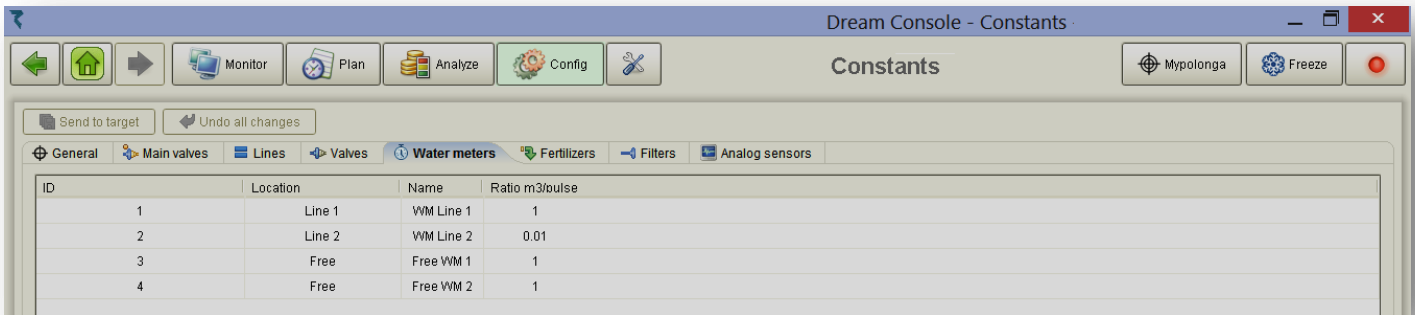
Line	Valve	Name	Default dosage mode	Nominal flow m3/h	Minimum flow m3/h	Maximum flow m3/h	Fill-up delay (min)	Area	Crop factor (%)
	1	Valve 1.1	m3	8	6	10	15	1	100
	2	Valve 1.2	m3	15	11.25	18.75	15	1	100
	3	Valve 1.3	m3	21	15.75	26.25	15	1	100
	4	Valve 1.4	m3	24.3	18.225	30.375	15	1	100
	5	Valve 1.5	m3	25	18.75	31.25	15	1	100
	6	Valve 1.6	m3	24.4	18.3	30.5	15	1	100
	7	Valve 1.7	m3	26	19.5	32.5	15	1	100

Notice that –

- The **Default dosage mode** will be selected automatically whenever a new irrigation job is defined. It saves the need to select each time the desired dosing mode.
- The **Nominal flow** of the valve is the expected normal flow of the valve, it is of high importance, and must not be left undefined.
- The **Minimal flow/ Maximal flow** of the valve define the limits of flow below/above which the flow will be considered out of order. If the user wishes to ignore low flow detection the **Minimum** should be set to "0". For ignoring high flow violations the **Maximum** should be set to a very high flow like 9999.
- The **Fill-up delay** defines in minutes the delay from opening the valve until the line gets full of water and flow stabilizes. During the **Fill-up delay** the system ignores flow violations and low pressure indication on the line.
- The **Area** parameter defines the area covered by the valve and it is taken into consideration when the water dosage is defined by **volume/area**, or when **Irrigation by evaporation** is used. The units by which the area is measured, are defined at the [Dealers definitions](#) in paragraph 6.3 below.
- The **Crop factor** is expressed in % and it is a coefficient that multiplies the calculated dosage when **Irrigation by evaporation** or by **volume/area** are in use.

6.2.5 Water meters

The following section deals with defining the **Ratio** (volume/ pulse) of the **Water meters**.

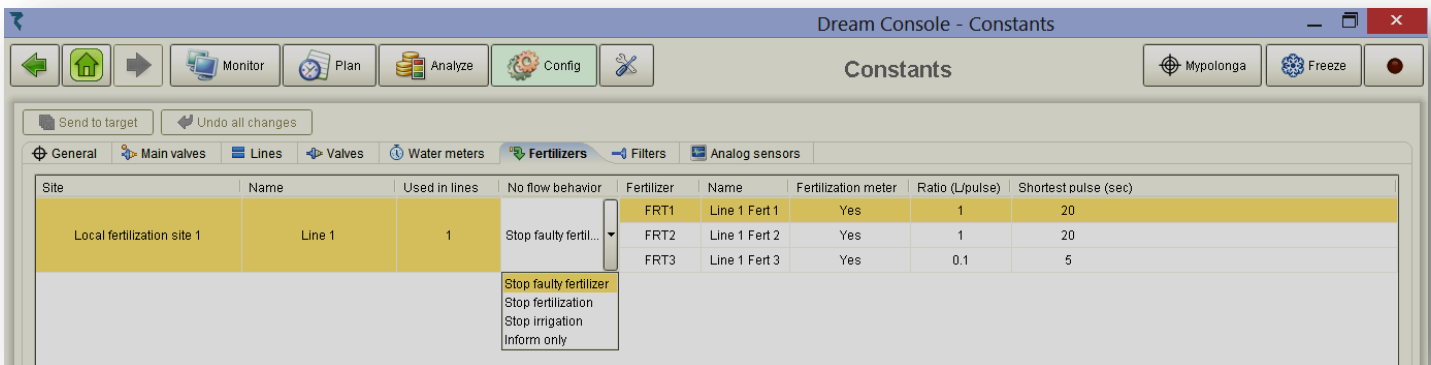


The screenshot shows the 'Dream Console - Constants' window with the 'Water meters' tab selected. The table below represents the data shown in the interface.

ID	Location	Name	Ratio m3/pulse
1	Line 1	WM Line 1	1
2	Line 2	WM Line 2	0.01
3	Free	Free WM 1	1
4	Free	Free WM 2	1

6.2.6 Fertilizers

The following section deals with defining parameters of **Fertilizer sites**.



The screenshot shows the 'Dream Console - Constants' window with the 'Fertilizers' tab selected. The table below represents the data shown in the interface.

Site	Name	Used in lines	No flow behavior	Fertilizer	Name	Fertilization meter	Ratio (L/pulse)	Shortest pulse (sec)
Local fertilization site 1	Line 1	1	Stop faulty fertil...	FRT1	Line 1 Fert 1	Yes	1	20
				FRT2	Line 1 Fert 2	Yes	1	20
				FRT3	Line 1 Fert 3	Yes	0.1	5

Notice that –

- When a **Fertilizer meter** is defined the **Ratio** (volume/pulse) of the **Fertilizer meter** must be specified.
- The **Shortest pulse** parameter defines in seconds the time slice by which the fertilizer pulse will be divided in case of time based proportional fertigation. The purpose is to get a better distribution of the fertilizer in the water.
- A special case – when the fertilizer meter gets damaged, then all the volumetric fertilizer dosages that were defined based on that meter, in all the programs, cannot be used anymore. In order to let the user keep working volumetrically until the fertilizer meter is repaired, he can go and erase the connection of the fertilizer meter from the connections list. This will notify the system that the fertilizer meter is not in use and instead the controller will use the **Ratio** and the **Shortest pulse** parameters for converting the volumetric fertilizer dosages into time and thus save the need to redefine all the fertilizer dosages. This of course requires the user to set the **Ratio** and the **Shortest pulse** properly so that the **Ratio** will really indicate the amount of fertilizer that the injector will inject within the time expressed by the **Shortest pulse**.

6.2.7 pH/EC

When the system includes **pH/EC control** the following parameters need to be defined:

The screenshot shows the 'Constants' configuration window for 'pH/EC'. The main table lists injector modes for three fertilizers:

Site	Used in lines	Fertilizer	Nominal flow L/h	Injector mode
Line 1	Line 1	1	400	pH_CONTROLLED
		2	553	EC_CONTROLLED
		3	480	EC_CONTROLLED

The right-hand panel shows various parameters for pH and EC control, including concentrations, water properties, control settings, and alarms. Callout boxes provide the following explanations:

- The type of material used for pH corrections: acid or base
- Permitted change in % of the concentration for correcting the pH/EC upward or downward
- The pH and EC of the water source
- Low limit of pH and EC for alarming, including the delay and the reaction
- Enable/Disable control of EC and pH
- High limit of pH and EC for alarming, including the delay and the reaction

Notice that –

- The accurate setting of the **Nominal flow** of each injector is highly important and directly affects the ability of the system to stabilize on the desired set-points. The values of the **Nominal flow** are obtained from the **pH/EC interface** by communication and they result of the fert flow calibration.
- Each injector connected to the **pH/EC interface** can function in one of the following modes:
 - Regular** – in this mode the injector functions as any regular fertilizer injector.
 - pH controlled** – in this mode the injector participates in the process of the pH control.
 - EC controlled** – in this mode the injector participates in the process of the EC control.
 - Concentration** – in this mode the injector will maintain the defined concentration as long as the values of the pH/EC are within the permitted limits

6.2.8 Filters

When the system includes Filters Backflushing the following parameters need to be defined:

The screenshot shows the 'Constants' configuration window for 'Filters'. The main table lists filter settings for two sites:

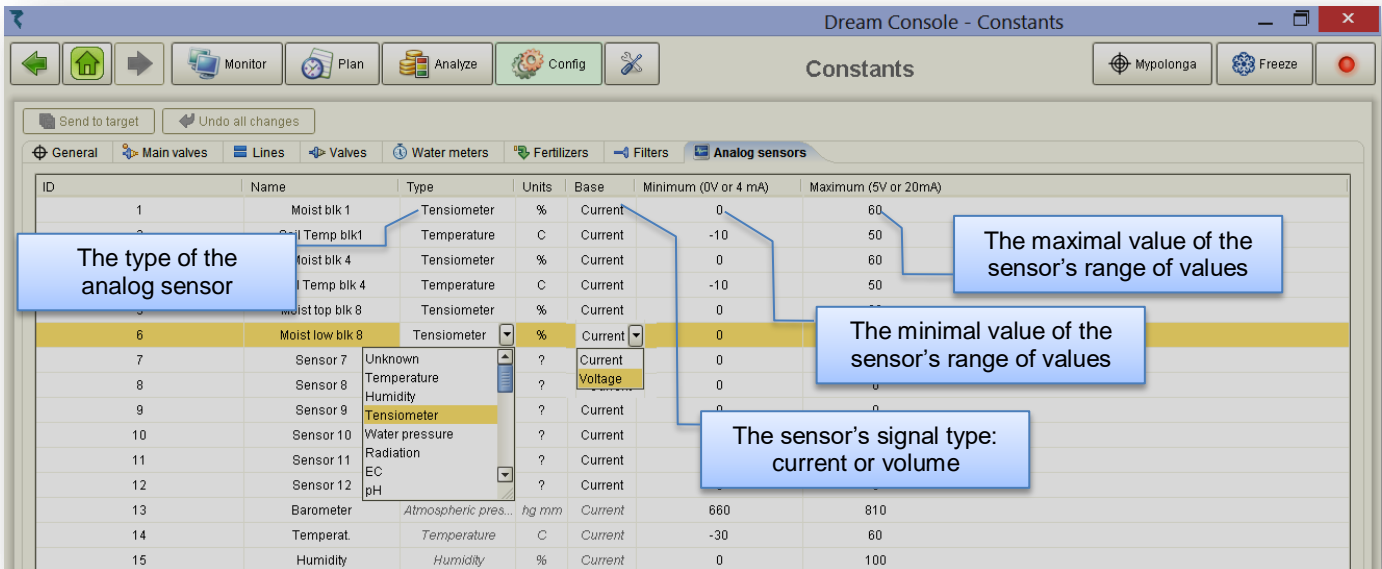
Site	Name	Used in lines	DP delay (sec)	Looping limit	While flushing
Central filtration site 1	Shell Pump	1	30	5	CONTINUE_IRRIGATION
Central filtration site 2	SE Pump	2	30	5	CONTINUE_IRRIGATION

The dropdown menu for 'While flushing' shows options: CONTINUE_IRRIGATION, STOP_IRRIGATION, and NO_FERTILIZATION. Callout boxes provide the following explanations:

- The reaction delay for a change in the DP status
- The number of consecutive cycles by DP considered as endless looping alarm
- What happens with the irrigation during the backflushing process?

6.2.9 Analog sensors

When the system includes **Analog sensors** the following parameters need to be defined:



6.3 Configure - Dealers definitions

The **Dealers definitions** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Configure/ Dealers definitions**.

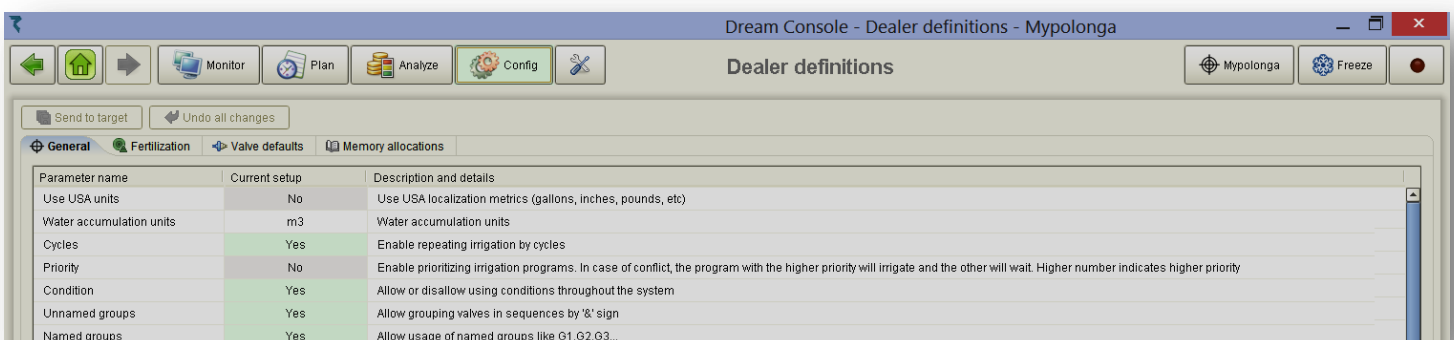
The person in charge of the system setup has been given some tools by which he can do some fine tuning of the system. He can decide to hide unnecessary features and reveal useful ones. He can dictate some global default parameters, he can decide about the system behavior in some special cases and he can make changes in the memory allocation.

Dealer definitions are divided into the following categories and described in the following sections:

- General
- Fertilizers
- Valve defaults
- Memory allocations
- Data acquisition

6.3.1 Dealers definition – General

The following section contains numerous yes/no questions and a few numeric settings that influence the general appearance of the **CONSOLE** and some basic features of the controller.



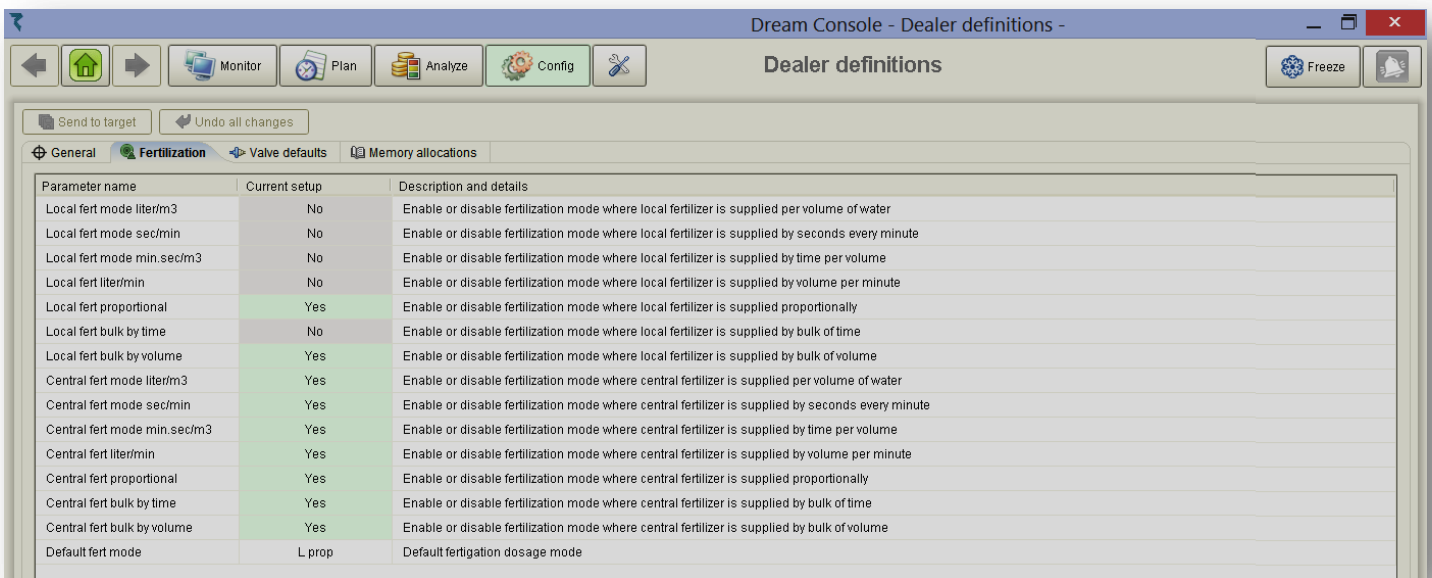
The **General** list of parameters contains the followings:

- **Use USA units** – for using gallons, thg, inches and other American standard units
- **Water accumulation units** – when USA units were selected the accumulation can be by thg, acre-feet or acre-inch.
- **Cycles** – permit using cycles per start.
- **Priority** – permit using priorities for programs. The priorities go from 0 (lowest) to 9 (highest).
- **Condition** – permit using conditions.
- **Unnamed groups** – permit grouping valves in sequences by the “&” symbol that will make them share the same water and fertilizer dosage.
- **Named groups** – permit using named groups like G1,G2,G3 stored in a library of groups.
- **Start together** – permit combining valves in a sequence by “+” symbol which will make them start together but with separate water dosages. If the valves are sharing the same fertilizer site, they will have a common fertilizer dosage plan.
- **Dosage per area** – permit dosing water by volume/area.
- **Evaporation control** – permit dosing water by evaporation.
- **Accumulated radiation** – permit triggering the cycles of irrigation by accumulated radiation.
- **Special water before** – permit using for the first local fertilizer injector a special definition of water before fertilization.
- **Stop time => Max duration** – use the Stop time of a program not as a time at which irrigation must stop, but as a maximal duration period.
- **Reuse valve in sequence** – permit the same valve to appear in the sequence more than once.
- **Sequential fertilization** – instead of injecting fertilizers in parallel, they will be injected one after the other, with a flushing procedure between them. The flushing is done by the last injector.
- **Use fertilizer sets** – permit using predefined sets of fertilizers stored in a library.
- **Use global fert limits** – force using global limits per valve that will define the total amount of fertilizer to be supplied to the valve per season. Each amount injected will be deducted from the global limit until no more is left and then the injection of that fertilizer will be blocked for that valve.
- **Parallel programs in line** – permit irrigation of several programs at the same time on the same irrigation line as long as they do not irrigate the same valve at the same time.
- **Halt on repeated problems** – halt irrigation and freeze irrigation line when a high/low flow problem occurs repeatedly three times.
- **DP control** – permit the flushing to be triggered by the DP sensor during the line filling delay.
- **Frost protection** – permit using the frost protection mechanism.
- **Rain delay** – permit using the rain delay mechanism.
- **Sound alarms** – permit the alarm sound at the main menu of the controller while there exist alarm events.
- **Show I/O problems** – show communication problems at the display of the I/O status.
- **Gradual opening delay** – When irrigating groups of valves, the opening/closing will be gradual with a delay between the valves.
- **Delay for checking valve status** – The delay between the open/close command and the checking of execution, when the system contains sensors (flow switches or similar) to detect physical opening/closing of the valves.

- **Enable long sequences** – by default the length of sequences is limited to 28 members, the use of longer sequences must be explicitly enabled and then editing of sequences will not be permitted at the controller's MMI.
- **Collect communication log** – enable logging of the communication between the controller and its peripherals.
- **Collect time accumulations** – request accumulation by time additionally to volumetric accumulation.
- **Flow log data threshold** – in order to reduce the amount of the flow log data, we define a threshold that only when the change of the flow exceeds the threshold, it will be considered a change, otherwise the last value will be considered and no new value be recorded. The threshold is expressed in % from the last value.
- **Sensor log data threshold** – in order to reduce the amount of the analog sensors log data, we define a threshold that only when the change of the analog value exceeds the threshold, it will be considered a change. The threshold is expressed in % from the last value.

6.3.2 Dealers definition – Fertilizers

In the following section the person in charge of the system setup can decide which options of fertilizer dosage will be revealed to the user. Those that are not going to be utilized will be hidden.



Notice that –

- The list of **Fertilizer dosing** options is the following:
 - Liter/m3** – volume of fertilizer / volume of water.
 - Seconds/minute** – time of fertilizer / time of water.
 - Min:sec/m3** – time of fertilizer / volume of water.
 - Liters/min** – volume of fertilizer / time of water.
 - Proportional** – the proportion is calculated by dividing the desired amount of fertilizer with the desired amount of water.
 - Bulk by time** – continuous injection specified as bulk of time.
 - Bulk by volume** – continuous injection specified as bulk of volume.

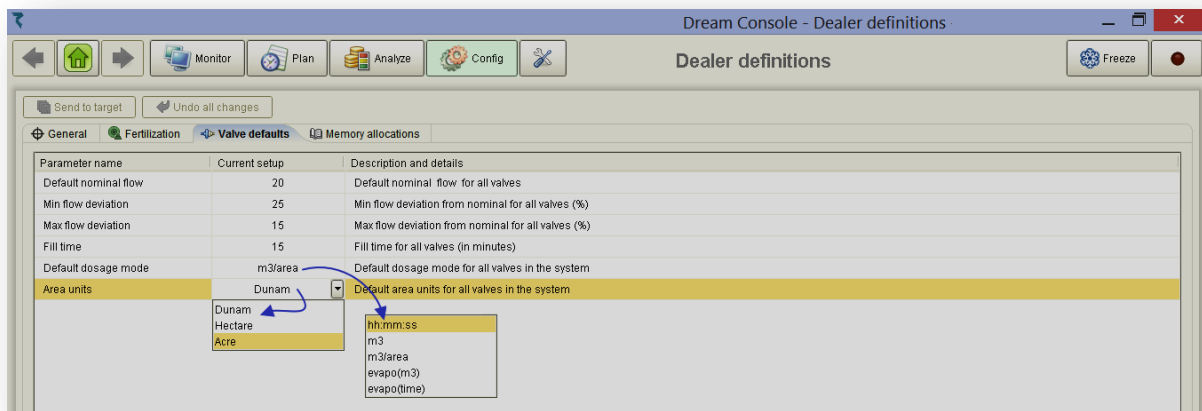
The options “a-e” are all proportional modes of fertigation, in which the fertilizer is injected proportionally to the water. In options “a-d” the user defines the desired proportion, but in option “e” the proportion is obtained by calculation.

The selection of the dosing options is done both for the local and for the central fertilizer sites.

- One of the dosing options can be set as the default dosing mode.
- When the fertilization is controlled by pH and EC the only option permitted is **liter/m3**.

6.3.3 Dealers definition – Valve defaults

The following section deals with default values belonging to the irrigation valves.

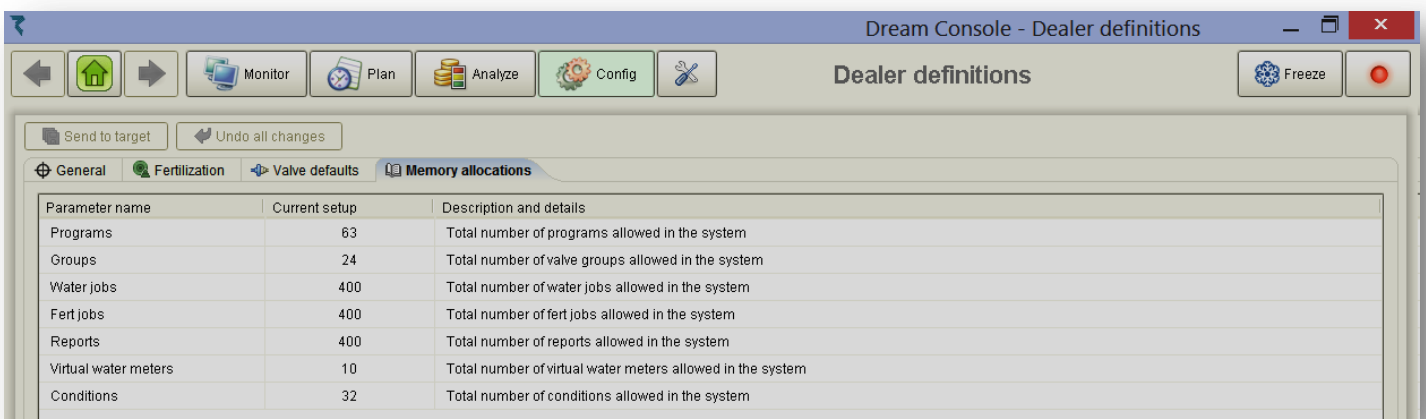


Notice that –

- The values of the **Nominal flow**, **Minimal / Maximal flow** and the **Fill time** will be used as default values for all valves, the user will be able to change and set the accurate values at [the Constants of the Irrigation valves](#) (paragraph 6.2.4 above).
- The **Default dosage mode** will be used whenever a new irrigation job is created.
- The selected **Area units** will be used whenever there will be reference to area based calculations.

6.3.4 Dealers definition – Memory allocations

The following section shows how much memory was allocated for various uses in the system. Usually there will be no need to make any changes here, however memory allocations can be increased when needed without losing any information.



6.4 Configure – Data Acquisition

Category	Location	Object	Name	Sampling rate
Accumulations	Mypolonga, 1343127169	Mypolonga, 1343127169	Mypolonga	1 hour
Analog sensors	Mypolonga, 1343127169	AS1	Moist blk 1	1 hour
	Mypolonga, 1343127169	AS2	Soil Temp blk1	1 hour
	Mypolonga, 1343127169	AS3	Moist blk 4	1 hour
	Mypolonga, 1343127169	AS4	Soil Temp blk 4	1 hour
	Mypolonga, 1343127169	AS5	Moist top blk 8	1 hour
	Mypolonga, 1343127169	AS6	Moist low blk 8	1 hour
	Mypolonga, 1343127169	AS7	Sensor 7	None
	Mypolonga, 1343127169	AS8	Sensor 8	None
	Mypolonga, 1343127169	AS9	Sensor 9	None
	Mypolonga, 1343127169	AS10	Sensor 10	None
	Mypolonga, 1343127169	AS11	Sensor 11	None
	Mypolonga, 1343127169	AS12	Sensor 12	None
	Mypolonga, 1343127169	AS13	Barometer	1 hour
	Mypolonga, 1343127169	AS14	Temperat.	1 hour
	Mypolonga, 1343127169	AS15	Humidity	1 hour
	Mypolonga, 1343127169	AS16	W. speed	1 hour
	Mypolonga, 1343127169	AS17	W.direct	1 hour
	Mypolonga, 1343127169	AS18	Radiation	1 hour
	Mypolonga, 1343127169	AS19	Daily rain	1 hour
	Mypolonga, 1343127169	AS20	Rain rate	1 hour
	Mypolonga, 1343127169	AS21	UV radiat.	1 hour
	Mypolonga, 1343127169	AS22	ET	1 hour
	Mypolonga, 1343127169	AS23	Dew point	1 hour
Water meters	Line 1	WM1	WM Line 1	30 minutes
	Line 2	WM2	WM Line 2	None
	Free	FWM1	Free WM 1	None
	Free	FWM2	Free WM 2	None
Battery	Mypolonga, 1343127169	Battery		1 hour

Varying data such as accumulations of water and fertilizers, flow rates of water meters, values of analog sensors, which are logged by the controllers and kept in their memory for a limited period, can be fetched into the data base of the server where they can be accumulated for longer periods. This perspective shows where we can define which types of data to be brought in and in which rate. The data can later be expected by the analytical tools supplied by the **Console** as explained in **Analysis paragraph 5 above**.

Notice that –

- How long will the **Server** keep the various types of logged information? The answer depends on the **Data retention** settings done at the **ADMINISTRATION** software. Check with the person in charge of the system setup that the **Data retention** parameters were properly set.

6.5 Configure – System

The following section is informative only; it contains information about the **System configuration**, including the contents of the hydraulic network to be controlled, the hardware used for setting up the system and a detailed list of where each item is physically connected.

6.5.1 System – Water sources

When the hydraulic network includes **Water sources** the following information is supplied:

The screenshot shows the 'Water sources' table in the Dream Console software. The table has the following data:

ID	Name	Used in lines	Number of pumps	Water meter
A	Src. A	1	2	No
B	Src. B	1	1	No

Annotations with blue arrows point to the following columns:

- The ID of the water source (ID)
- The name of the water source (Name)
- The irrigation lines utilizing the source (Used in lines)
- Number of pumps in the source (Number of pumps)
- Does the source have a water meter? (Water meter)

6.5.2 System – Lines

This section supplies details about the contents of the **Irrigation lines**.

The screenshot shows the 'Lines' table in the Dream Console software. The table has the following data:

ID	Name	Number of valves	Water meter	Main valve	Water source	Local fert site	Central fertsite	Local filter site	Central filter site	Pressure sensor
1	LINE 1	25	Yes	1	A	Yes		Yes		Yes
2	LINE 2	25	Yes	2		No		No		Yes
3	Irrigation line 3	10	No	3		No		No		No

Annotations with blue arrows point to the following columns:

- ID of the line (ID)
- Name of the line (Name)
- No. of valves in the line (Number of valves)
- Is there a water meter? (Water meter)
- ID of main valve (Main valve)
- Connected to water source (Water source)
- Local fertilizer site? (Local fert site)
- Central fertilizer site? (Central fertsite)
- Local filter site? (Local filter site)
- Central filter site? (Central filter site)
- Local pressure sensor? (Pressure sensor)

6.5.3 System – Fertilization sites

This section supplies information about the contents of the local and central **Fertilization sites**.

ID	Name	Used in lines	Booster	Fertilizer	Name	Fertilization meter
Local fertilization site 1	Line 1	1	No	1	Line 1 Fert 1	Yes
				2	Line 1 Fert 2	Yes
				3	Line 1 Fert 3	Yes

Annotations for Fertilization sites table:

- Type and ID of the fert site
- Name of the fert site
- Lines using the fert site
- Is there a booster included ?
- Number of injectors
- Name of the injector
- Fert meter included ?

6.5.4 System – Filter sites

This section supplies information about the local and central **Filter sites**.

ID	Name	Used in lines	Number of valves	Down stream valve	Differential pressure sensor
Local filtration site 1	Local filter site 1	1	12	No	No
Central filtration site 1	Central filter site 1	1	12	No	No

Annotations for Filter sites table:

- Type and ID of the filter site
- The name of the filter site
- Lines using the filter site
- Number of valves in the filter site
- Downstream valve included ?
- DP sensor included ?

6.5.5 System – Hardware

Supplies information about the **Hardware** used for building up the control system. When speaking about the **Hardware** of the **DREAM 2** we actually mean the ensemble of **Interfaces** through which the **Central Processing Unit** communicates with the peripheral I/O boards, to which all the hydraulic accessories are connected. To each type of **Interface** there is a parameter supplying some additional information about that specific type of interface.

Type	Address	Parameter	Firmware
DC	1	16/8	1
RF	2	10 sec	0
RF	3	10 sec	0
AC	4	32/16	1
ANALOG	5	usual	0

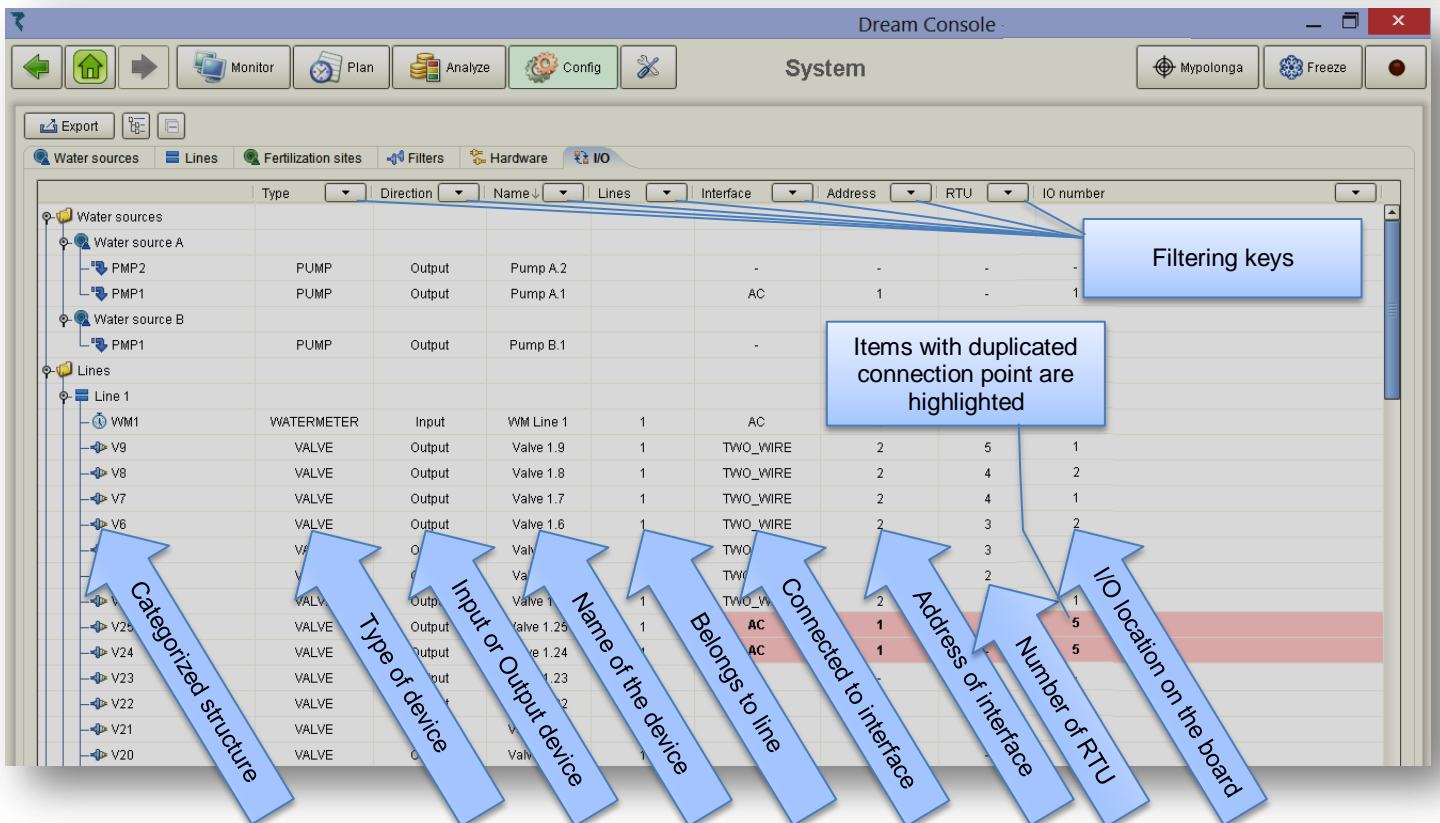
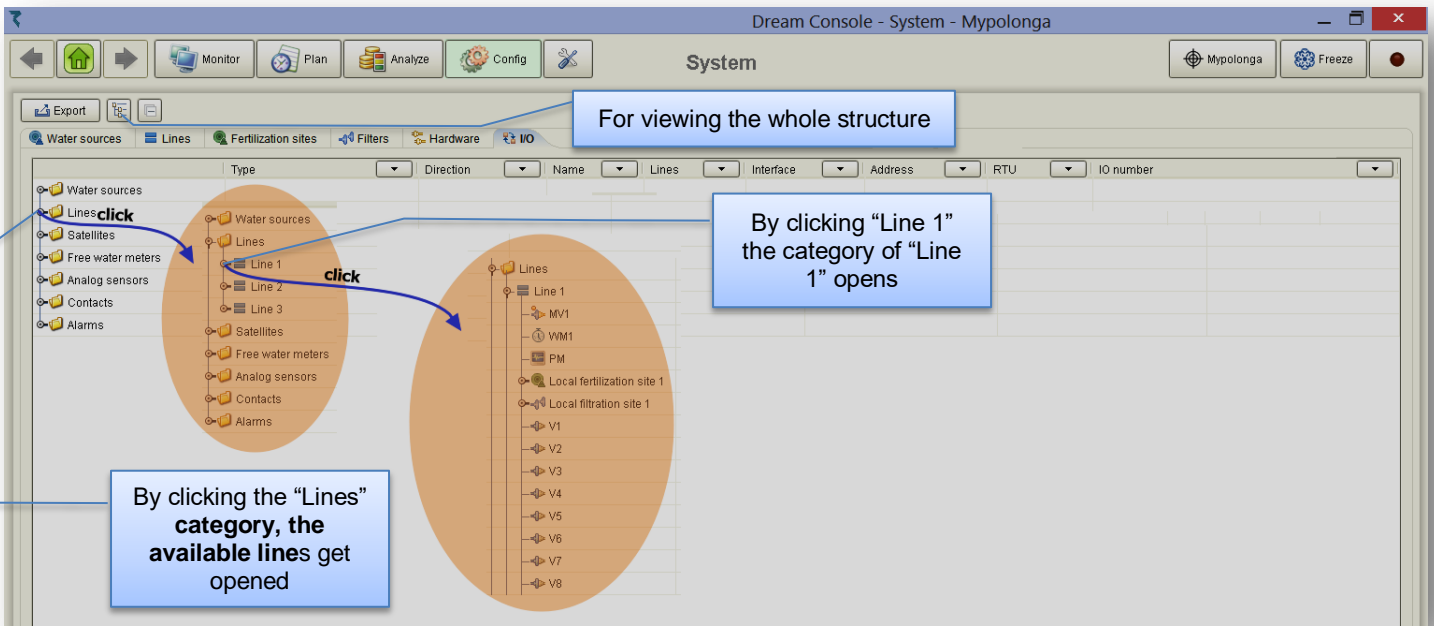
Notice that –

- Each **Interface** must be given a unique address, the address appearing in the hardware list must be equally set at the **DIP switches** (the address switches) of each **Interface**. The addresses need not be sequential.
- The following type of interfaces exist:
 - a. **Interface DC** - the additional parameter defines how many outputs and inputs will the interface control: 16/8 or 32/16 (output/inputs). The outputs are **12 DC latching** and the inputs are of dry contact type.
 - b. **Interface AC** - the additional parameter defines how many outputs and inputs will the interface control: 16/8 or 32/16 (output/inputs). The outputs are of **24v AC** and the inputs are of dry contact type.
 - c. **Interface of 4 wired RTUs** - no additional parameter needed.
 - d. **Interface of 2 wired RTUs** - no additional parameter needed.
 - e. **Interface of RF RTUs** - the additional parameter defines the polling rate by which the Master is communicating with the RTUs
 - f. **Interface of pH/EC control** - the additional parameter defines the fertilizer site to which the interface belongs.
 - g. **Interface of Analog inputs** - the additional parameter defines the type of analog interface in use. The following options exist: **Usual**, **Davis**, **THD**. The **Usual** is for standard Analog inputs, the **Davis** is for a weather station and the **THD** is for a special device that measures Temperature, Humidity and Dew point.

6.5.6 System – I/O

The following section deals with the connections list of all the items included in the **Hydraulic network** definition, to the available Inputs and outputs (I/O) boards and the various RTUs.

The connections list is arranged in a categorized structure, so that the user can decide to view only the categories he is interested in or the whole structure if he likes to.



Notice that –

- The list can be filtered by any category, so one can ask to see for example only the inputs connected to interface 1, or all the outputs belonging to RTU 8 etc. ...
- When more than one output or input is assigned to the same connection point, the items will be highlighted.
- The contents of the displayed part of the list can be exported into a “csv” (Excel) file, and then saved or printed as needed.

6.6 Configure – Names

The **Names** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Configure/ Names**.

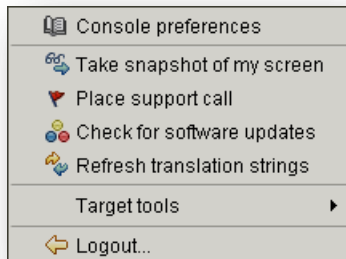
The **Names** section enables the user to define desired names to all the items included in the **Target’s image**, including abstract items such as irrigation programs and conditions. All items are given default names by the system; however it makes it much friendlier when the user can define each item a name which is more descriptive and better suiting the particular case.

The screenshot shows the 'Configure - Names' interface. On the left, there is a tree view of object types, with 'Valve' selected. On the right, there is a table with columns for ID, Location, and Name. The table lists 22 valves (V1 to V22) all located at 'Line 1'. Two callout boxes are present: one pointing to the 'Valve' item in the tree view with the text 'Select the type of items', and another pointing to the 'Name' column in the table with the text 'Define the desired name of the item'.

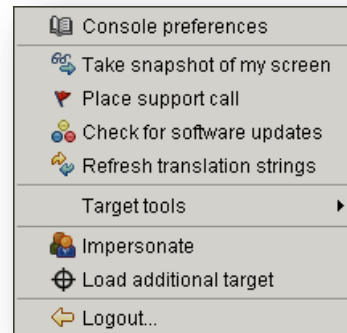
ID	Location	Name
V1	Line 1	Valve 1.1
V2	Line 1	Valve 1.2
V3	Line 1	Valve 1.3
V4	Line 1	Valve 1.4
V5	Line 1	Valve 1.5
V6	Line 1	Valve 1.6
V7	Line 1	Valve 1.7
V8	Line 1	Valve 1.8
V9	Line 1	Valve 1.9
V10	Line 1	Valve 1.10
V11	Line 1	Valve 1.11
V12	Line 1	Valve 1.12
V13	Line 1	Valve 1.13
V14	Line 1	Valve 1.14
V15	Line 1	Valve 1.15
V16	Line 1	Valve 1.16
V17	Line 1	Valve 1.17
V18	Line 1	Valve 1.18
V19	Line 1	Valve 1.19
V20	Line 1	Valve 1.20
V21	Line 1	Valve 1.21
V22	Line 1	Valve 1.22

7. Tools

The following chapter supplies information about some useful tools for setting some preferences, checking for updates, sending support calls and doing some operations with the target. Some of the tools may serve the end users and some are meant for the people in charge of the system setup and maintenance, let's call them technicians. The additional tools of the technicians will be discussed at [chapter 8](#) below.



For end users



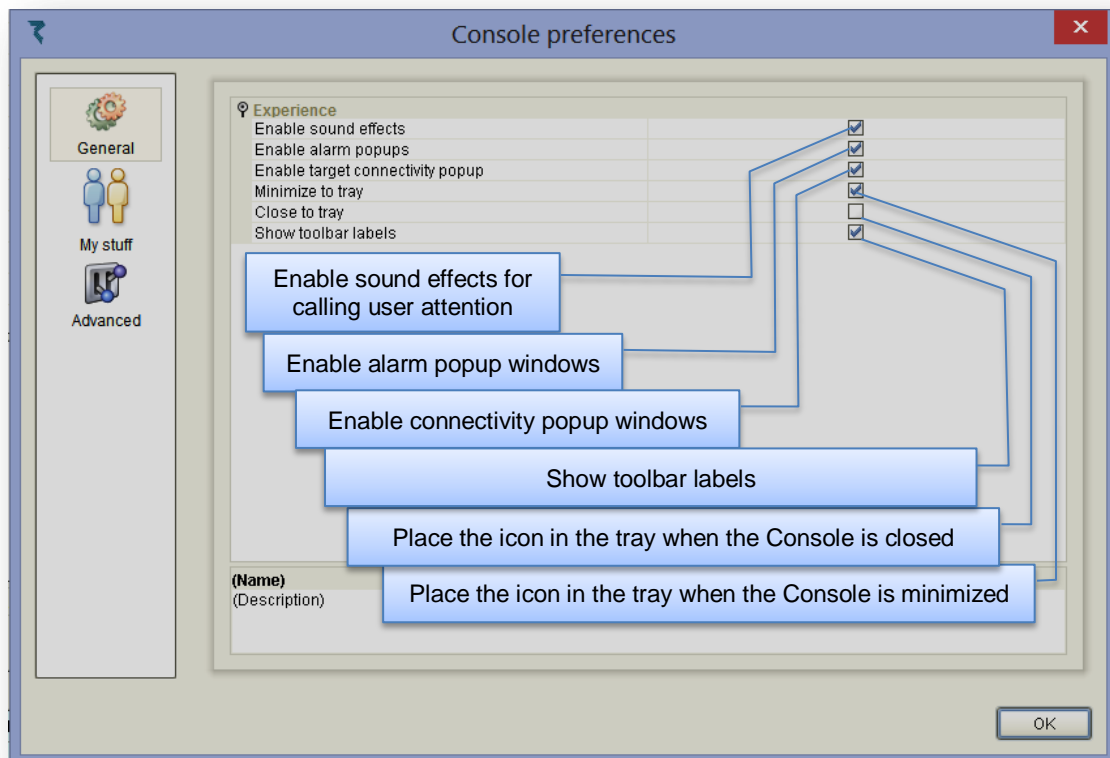
For technicians

7.1 Tools – Console preferences

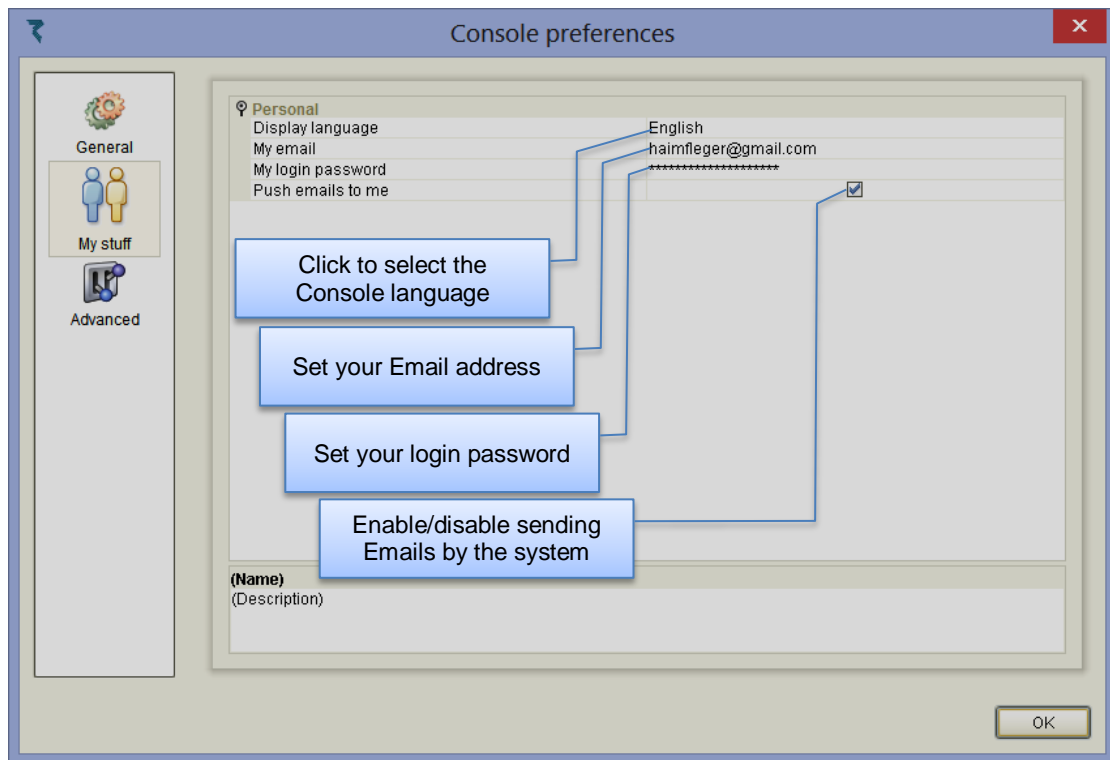
The **Console Preferences** perspective can be reached from the **Main menu** or the **Pull down menu** by selecting **Tools/ Console preferences**.

Obviously this section deals with setting some parameters that will affect the appearance and the behavior of the **Console**.

7.1.1 Console preferences – General

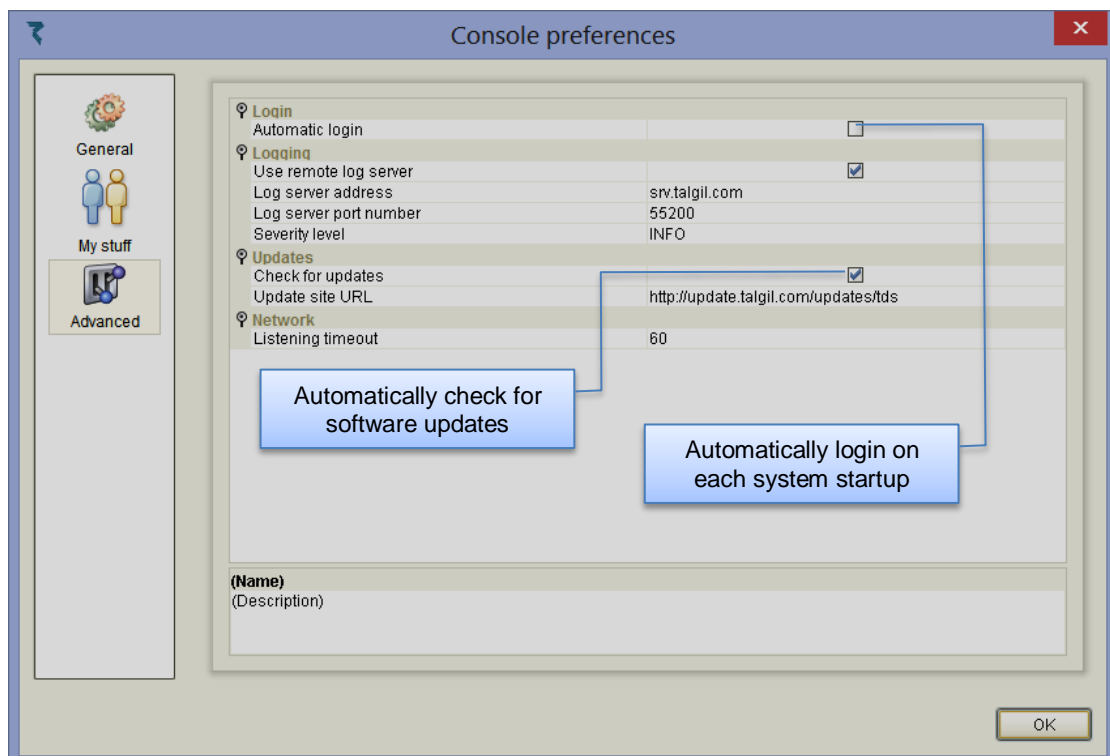


7.1.2 Console preferences – My stuff



7.1.3 Console preferences – Advanced

The **Advanced** preferences are meant for use mostly by the professional people. Except for **Automatic login** setting and **Check for software updates**, any changes made by nonprofessional users may have undesired consequences.



7.2 Tools – Taking snapshots of my screen

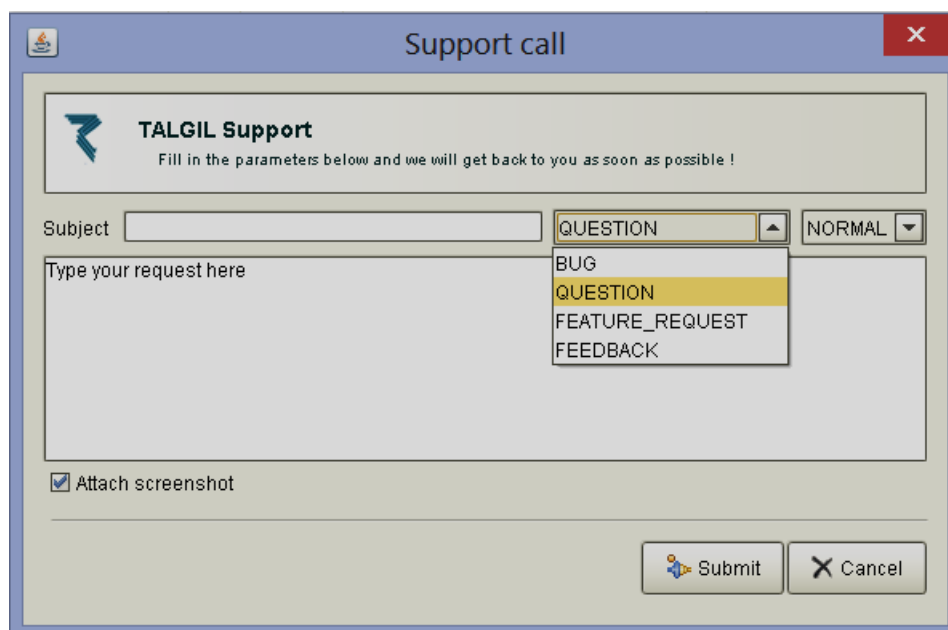
The **tool of taking screen snapshots** can be reached from the **Main menu** or the **Pull down menu** by selecting **Tools/ Take snapshots of my screen**.

The outcome of this tool is a “png” type file that contains a screenshot of the current perspective of the **CONSOLE**.

7.3 Tools – Place support call

The **Place support call tool** can be reached from the **Main menu** or the **Pull down menu** by selecting **Tools/ Place support call**.

The **Place support call tool** enables the user to report errors, send feedback, ask questions the technical support team of Talgil. Once the Support call is submitted, an Email is sent automatically to the support team.



7.4 Tools – Check for software updates

The **Check for software updates tool** can be reached from the **Main menu** or the **Pull down menu** by selecting **Tools/ Check for software updates**.

The technical staff of Talgil releases a new version of the **CONSOLE** software from time to time. The new versions usually contain bug fixes and new features. It is strongly recommended to have the **CONSOLE** up to date. The software updates are supplied free of charge. In paragraph [7.1.3](#) above it is shown that an **Automatic Check for updates** can be requested, however the user may issue a check for update command whenever he wishes to do so, by use of the **Check for software updates tool**.

7.5 Tools – Refresh translation strings

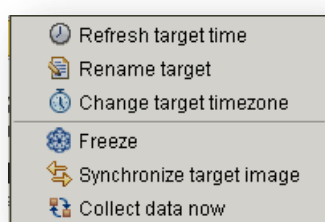
The **Refresh translation strings tool** can be reached from the **Main menu** or the **Pull down menu** by selecting **Tools/ Refresh translation strings**.

The purpose of the **Refresh translation strings tool** is to enable viewing the result of translated strings right on the perspectives of the **CONSOLE**. This is a helpful tool for those who are translating the screens of the **CONSOLE** to other languages.

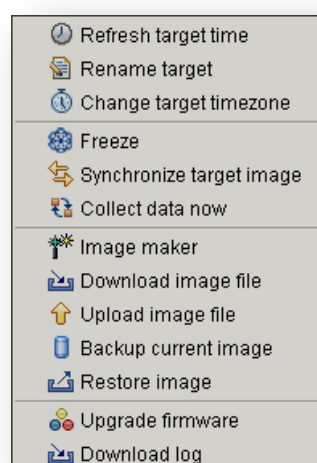
7.6 Tools – Target tools

The **Target tools** can be reached from the **Main menu** or the **Pull down menu** by selecting **Tools/ Target tools**.

The list of **Target tools** for the end user and for the technicians is not the same, the additional target tools of the technicians will be discussed in [chapter 8](#) below.



For end users



For technicians

The end user target tools enable doing the followings:

Refresh target time – the targets are running their own internal clock, this clock is synchronized from the **SERVER** each time the target reconnects to the **SERVER**. However if the user wishes to refresh the target clock he can use this target tool.

Rename target – this tool enables the user to define a new name to the target.

Change target time-zone – each target has its **time-zone** defined according to its physical location. When the **SERVER** is sending the current time to the target for synchronization it is sending the **GMT (Greenwich Mean Time)** and the target adjusts its internal clock by adding its displacement based on its **time-zone**.

Freeze – the **Freeze** command halts all activities of the target closing all outputs and staying in that position until the **Resume** command is issued.

Synchronize target image – the **SERVER** keeps an updated image of each of the targets, so that when a user needs any information from the target, he actually gets it from the target's image stored at the **SERVER**, however if the user has reason to believe that the image of the target kept at the **SERVER** is not perfectly up to date, he can use the **Synchronize target image** tool for updating.

Collect data now – the **Data acquisition** settings define the rate at which various types of data will be sampled and logged. The information is kept at the target log files and fetched into the **SERVER**'s data base from time to time. If the user wishes to get that logged data right away, he can ask to **Collect data now**.

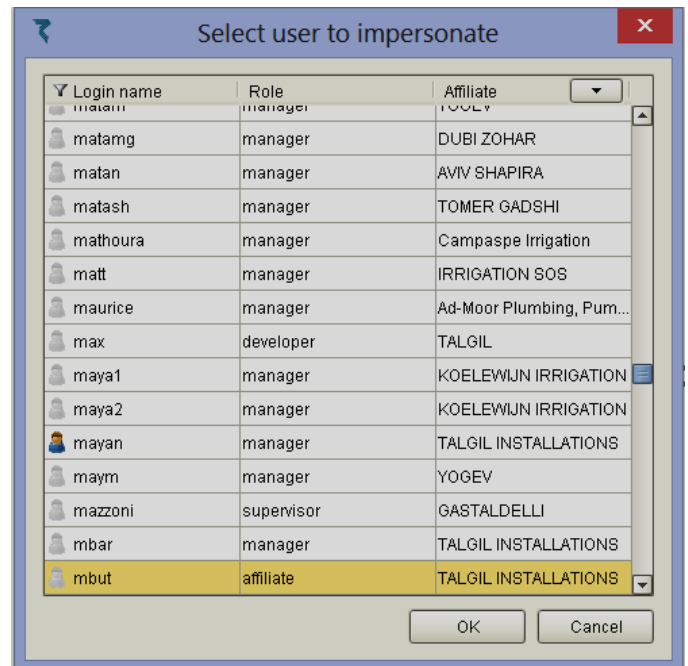
8. Tools for technicians

The following chapter supplies information about some tools that are available for use by technicians only, the list of tools of the regular end user will not include these special tools.

8.1 Tools – Impersonate

The **Impersonate tool** enables the technician to enter the system using the identity of one of his enlisted users so that he will see the system from the angle of the selected user.

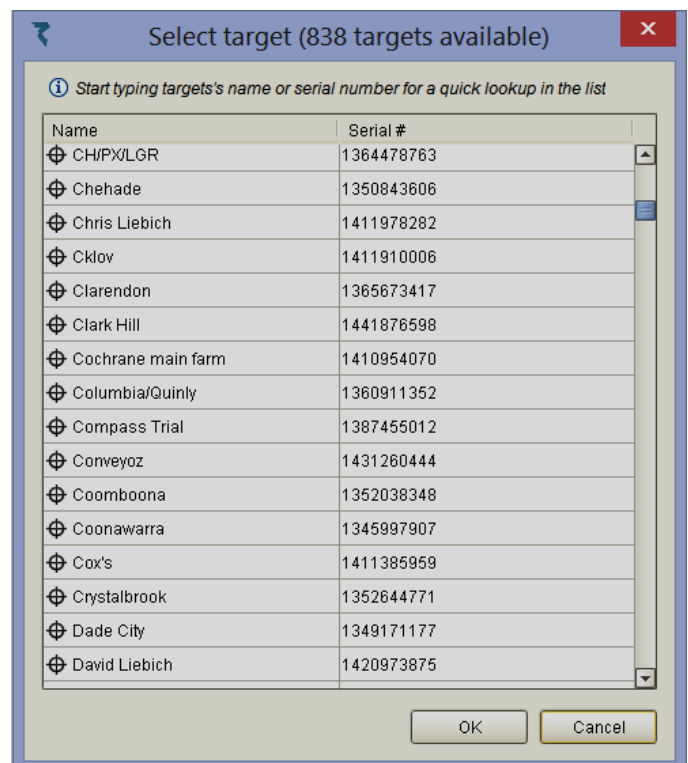
He just has to point at the row in the list or just start spelling his username.



8.2 Tools – Load additional target

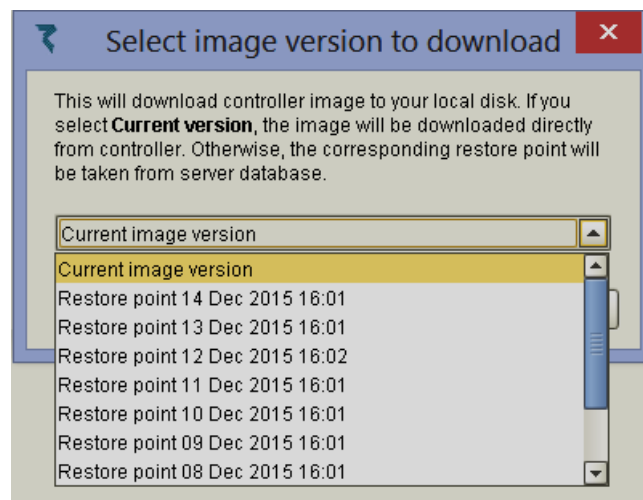
Technicians can decide which targets out of those they are in charge of, they would like to access. So they can pick the target from the list and ask it to be loaded into their actual access list.

The selection can be done by pointing at the target in the list, or by start spelling the target's name or the targets ID.



8.3 Target tools – Download image file

The **Download image file** tool enables the technician to download and save one of the images appearing in the list of saved images of the target. It is important to know that the server saves automatically a copy of the target's image each day, 1 hour before midnight (GMT), the last 10 of these images are kept at the **SERVER**'s data base, so if the technician decides to download an image of the target, then apart from the current image there are the images of the last 10 days to select from. The downloaded image file is actually a text file that can be saved, can be processed by the [Image maker](#) tool (see below), can be reloaded into the target, or used by the simulation software.



8.4 Target tools – Upload image file

The **Upload image file** tool enables the technician to upload a saved image file into the target's memory.

Notice that –

- Uploading an image file is possible only when the target is online.
- At the end of the uploading procedure the target will automatically **Reboot** and start running with the new image loaded, obviously if there were some programs running before issuing the update command, the left quantities of these programs will not be kept.

8.5 Target tools – Backup current image

The **Backup current image** tool enables the technician to force the **SERVER** to save a copy of the current image of the target in the **SERVER**'s data base.

Notice that –

- Back-upping the current image file is possible only when the target is online.
- The backup file created will include the left quantities of the running programs so that when this backup file will be reloaded into the target the user will be able to start the interrupted programs with the left quantities.

8.6 Target tools – Restore image

The **Restore image tool** enables the technician to force the **SERVER** to load into the target's memory one of the backup images saved by the **SERVER**.

Notice that –

- Restoring the image of a target is possible only when the target is online.
- The restored file will include the left quantities of the programs that were running before the image file was created so that the user will be able to start these programs with their left quantities.

8.7 Target tools – Upgrade firmware

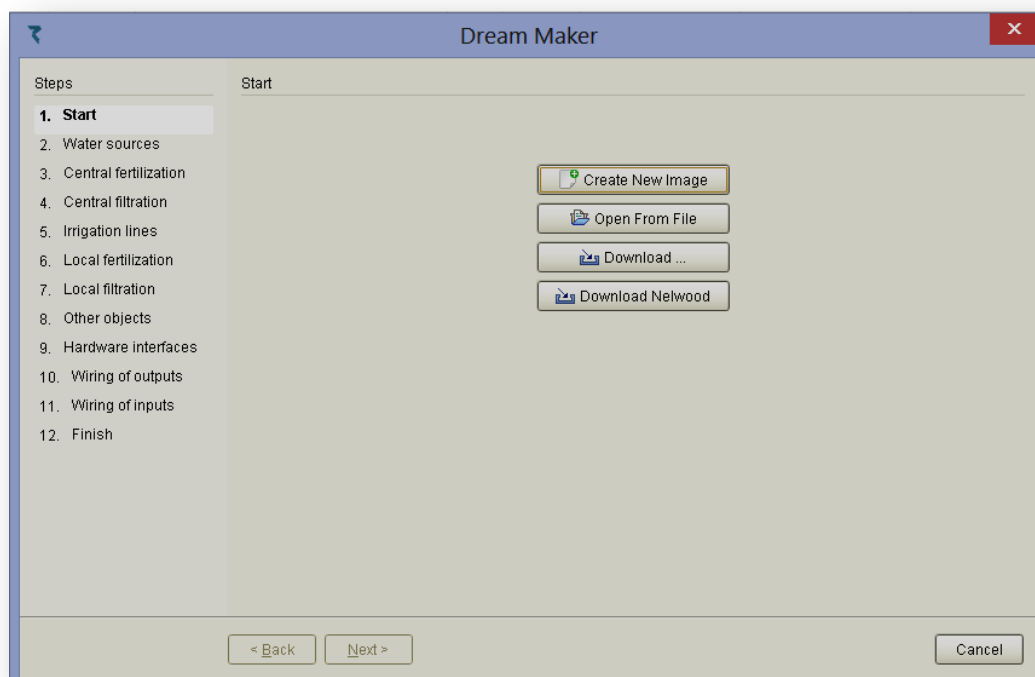
The **Upgrade firmware** tool enables the technician to force the server to load into the target's memory the latest version of the software.

Notice that –

- Upgrading the image of a target is possible only when the target is online.
- The upgrading procedure may take a few minutes and at the end of the upgrading the target will automatically **Reboot** and start running with the new software loaded, obviously if there were some programs running before the upgrade command, the left quantities of these programs will not be kept.

8.8 Target tools – Image maker

The **Image maker** tool enables the technician to create new target images or make changes to existing ones. The procedure is supported by a wizard that contains 12 steps as detailed below.



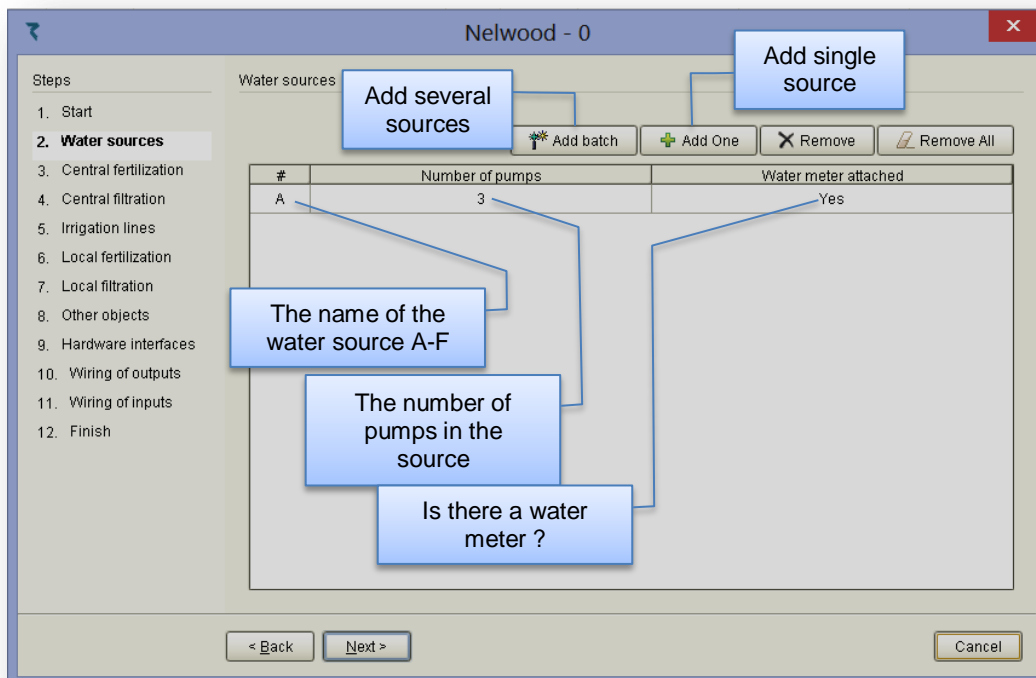
8.8.1 Image maker – step 1 – start

In the first step the technician has to decide about the source of the image file he wants to deal with, the options are as follows:

- a. **Create a new image from scratch**
- b. **Open a saved image file.**
- c. **Download an image file from a target that is included in his list of targets.**
- d. **Download the image file of the target he is currently connected with.**

8.8.2 Image maker – step 2 – Water sources

In the second step the technician defines the **Water sources** existing in the system.

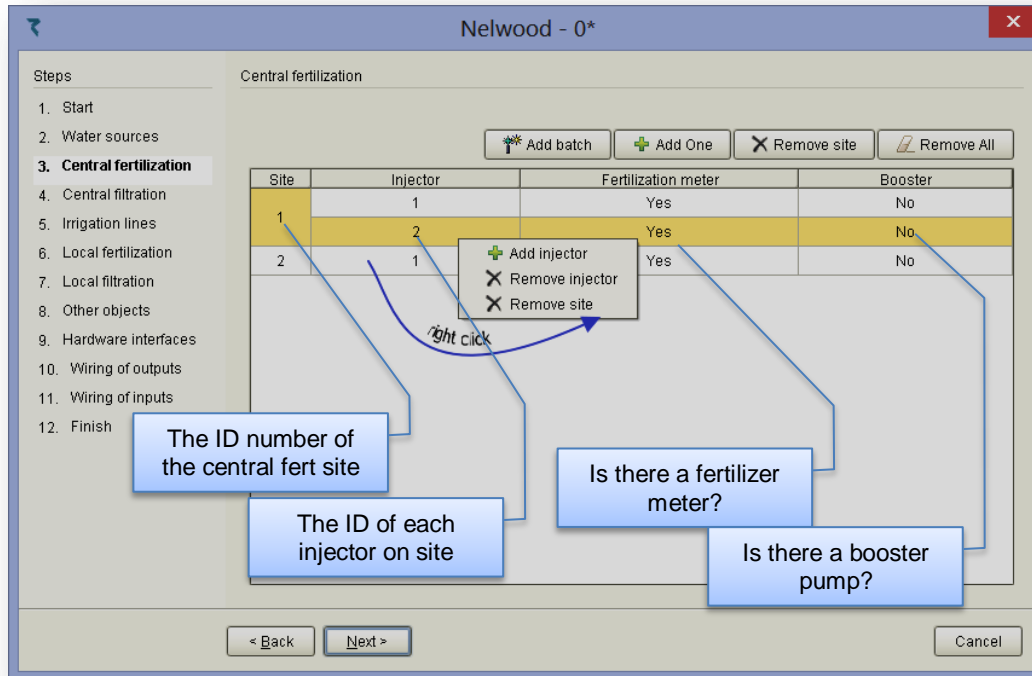


Notice that –

- Altogether the technician can define up to 6 **Water sources**, each water source with up to 6 **pumps** and a single **water meter**.
- When the image of a target contains only a single **Water source** and this **Water source** has no pumps to handle, there is no need to define a **Water source**.
- When making changes to already saved or loaded images, items can be added but cannot be removed, so the **Remove** key can only be used when defining a new image.

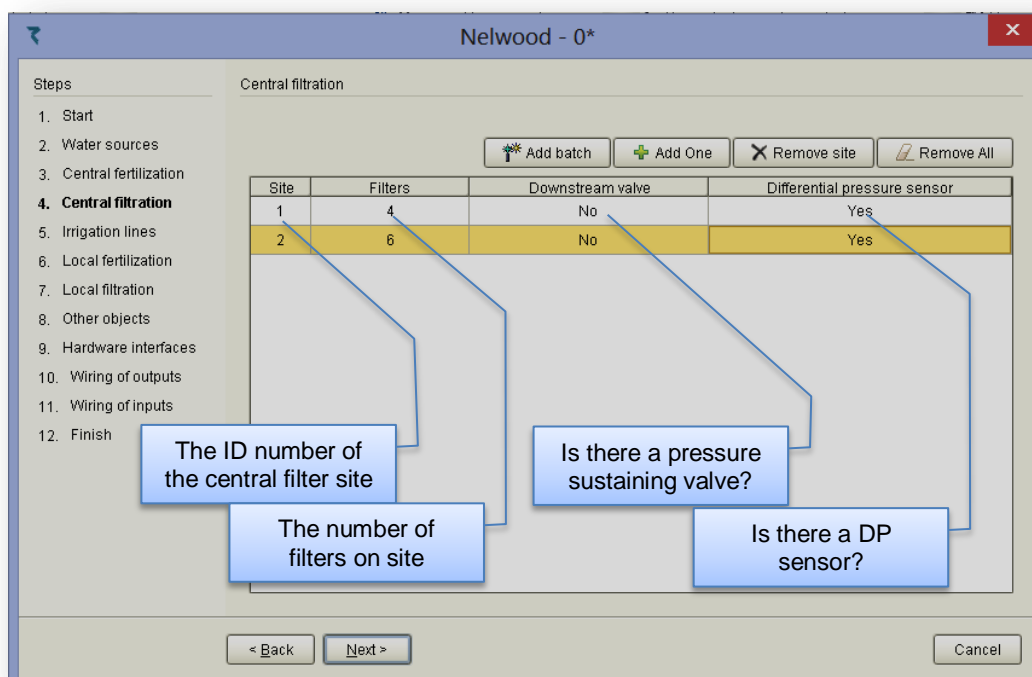
8.8.3 Image maker – step 3 – Central fertilization

The third step deals with defining **Central fertilizer sites**. The **Central fertilizer sites** are the places from where fertilizers are injected to several irrigation lines. A fertilizer site may include up to 6 injectors of fertilizers.



8.8.4 Image maker – step 4 – Central filtration

The fourth step deals with defining **Central filter sites**. The **Central filters sites** are places where the included filters are serving several irrigation lines.



8.8.5 Image maker – step 5 – Irrigation lines

In the fifth step the details of the **Irrigation lines** are defined.

#	Valves	Local fertilization	Local filtration	MV	WM	Central fertilization	Central filtration	WS	PM
1	20	Yes	No	1	Yes	1	1	A	No
2	10	No	No	2	Yes	2	2	A	No
3	25	Yes	No	3	Yes	1	1	A	No
4	20	No	No	-	No	2	2	A	No

Notice that –

- There must be at least one **Irrigation line** defined.
- **Irrigation lines** may/may-not have **Local fertilization**.
- **Irrigation lines** may/may-not have **Central fertilization** and when they have, the ID of the **Central fertilization** site must be specified.
- **Irrigation lines** may/may-not have **Local filtration**.
- **Irrigation lines** may/may-not have **Central filtration** and when they have, the ID of the **Central filtration** site must be specified.
- The **Default water source** will be used each time a new irrigation job is defined on the line, unless other water source is specified.
- The **Pressure sensor** is a dry contact sensor that when defined, will cause the irrigation line to wait each time there is no pressure in the line.

8.8.6 Image maker – step 6 – Local fertilization

Step six deals with the details of the local fertilizer sites which are very much the same as of the central fertilization sites explained above.

8.8.7 Image maker – step 7 – Local filtration

Step seven deals with the details of the local filter sites which are very much the same as of the central filtration sites explained above.

8.8.8 Image maker – step 8 – Other objects

Step No. 8 deals with several types of objects that may be needed to complete the Target's image definition. For all the objects the technician needs to define how many of each is needed.

Object type	Amount
Free water meters	0
Virtual water meters	0
Satellites	5
Analog sensors	0
Alarm outputs	0
Contacts	5
Valve groups	99
Conditions	99
Radiation sets	0

- a. **Agitators** – when the checkbox of the agitators is checked, there will be an additional output allocated against each fertilizer injector for the purpose of agitating the fertilizers.
- b. **Flow contacts** – when the flow control checkbox is checked there will be an additional digital input allocated against each irrigation vail for connection of flow switches that will indicate whether the valve is open or closed.
- c. **Free water meters** – these are water meters that are not allocated to irrigation lines or water sources. The free water meters can be used for defining virtual water meters.
- d. **Virtual water meters** – are calculated water meters that are formed out of a combination of water meters of irrigation lines and free water meters. The virtual water meters can be used in three ways: they can be allocated to irrigation lines **in place of real water meters**, they can be allocated as a **water meter of a water source**, and they can be used for **network protection**.
- e. **Satellites** - are outputs that can be attached to other outputs in order to work in parallel with them. Satellites can also be activated by conditions, and there can be conditions defined on the status of satellites.
- f. **Analog sensors** – are inputs that supply a range of values, unlike the contacts that have two states only (open or closed).
- g. **Alarm outputs** – are outputs that will be activated in case of specified alarm conditions.
- h. **Contacts** – are dry contact inputs for general use.
- i. **Valve groups** – are groups of valves that are given names like G1,G2,G3.. and they can be saved in a library for being used in various irrigation programs.

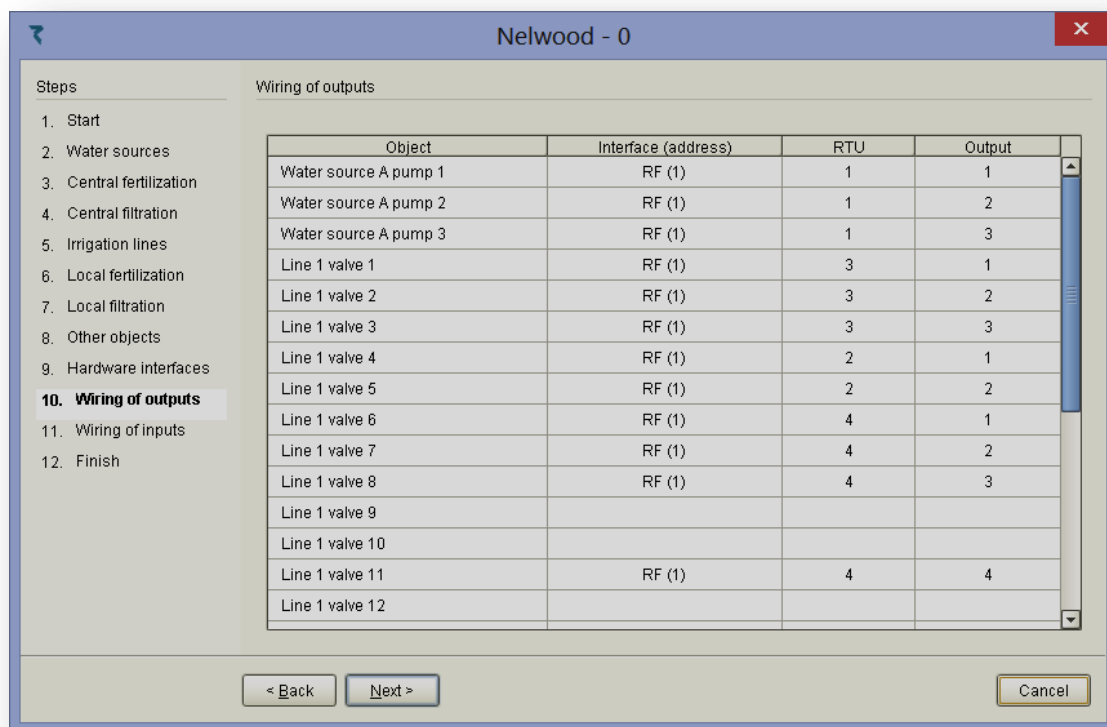
- j. **Conditions** – can be defined on various events that can be true or false, and when becoming true the condition can influence irrigation programs by starting the program, stopping the program, enable its operation or disable its operation. Additionally conditions may cause sending an E_mail when becoming true.
- k. **Radiation sets** – are used for defining the parameters needed when triggering of irrigation cycles by accumulated light is used.

8.8.9 Image maker – step 9 – Hardware interfaces

In step nine the various hardware interfaces in use by the system, are declared. See the explanation about the [System Hardware](#) at paragraph [6.5.5](#) above.

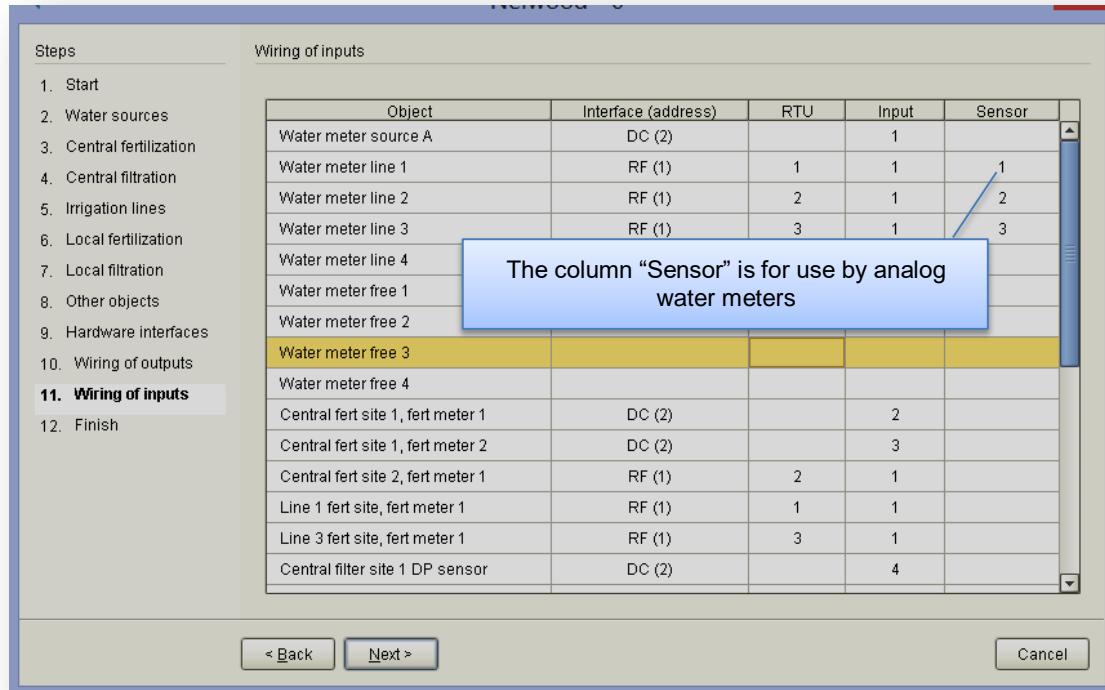
8.8.10 Image maker – step 10 – Wiring of outputs

In step ten we define the wiring list of all the **output devices** declared above in the previous steps of the **Image maker**.



8.8.11 Image maker – step 11 – Wiring of inputs

In step eleven we define the wiring list of all the **input devices** declared above in the previous steps of the **Image maker**.



Notice that –

- Each analog water meter needs an additional definition of an analog sensor. The wiring of the water meter will be as defined for the analog sensor and in the row of the water meter we only need to fill the column of the “Sensor” indicating the appropriate analog sensor.

8.8.12 Image maker – step 12 – Finish

In the last step the technician has to decide what to do with the image file he was dealing with, the options are as follows:

- Save the image in the same file it was loaded from.**
- Save the image in a new location.**
- Deploy the image file to a desired target that is included in his list of targets.**
- Deploy the image file to the target he is currently connected with.**