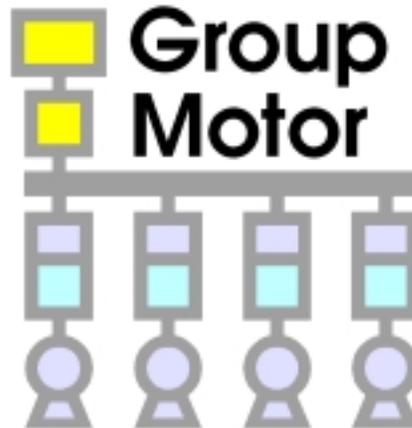




Group Motor Installation Software

Instruction Sheet



Introduction

Overview

This Windows™ software simplifies the design of motor panels using **Group Motor Installation** with either the choice of adherence to NFPA 70 (*National Electrical Code*) or NFPA 79 (*Electrical Standard for Industrial Machinery*). The software guides you through the procedure of designing motor groups. As you enter motors, the software assigns branch short circuit protection and wire sizes. When you exceed wire ampacity or current level, you can easily increase wire size, increase short circuit protection, or start an additional motor group with the buttons on the toolbar.

Installation

Installing Group Motor Installation Software

1. Place the diskette into drive A.

Note: These instructions refer to drive “A”. Replace “A” with the appropriate drive letter if you are using a disk drive other than “A”.

2. Select **Run** from the Windows Program Manager File menu and type **a:setup** in the *Command Line* text box.
3. Click on the **OK** button and follow the instructions and respond to the prompts in the dialog boxes. The installation program allows you to specify the desired installation location for the Group Motor Installation Software. It also reminds you to read any release notes included with the software.

AB Parts

When the installation is complete, the setup program returns you to the Program Manager with the newly created Group Motor program group open. The Group Motor program group contains the following files:

- Program – Group Motor icon that starts the Group Motor Installation Software.
- Instruction Sheet – MANUAL.WRI, an electronic version of this document that can be viewed and printed from Microsoft Write.

Using The Software

Overview Of Software

The Group Motor Installation software is similar to other Windows software applications. While you can choose all functions from the pull-down menus, the most commonly used ones can be selected from the toolbar.

Note: This instruction sheet is intended to help you install and use some of the tools found in this software. Refer to the online Help for detailed explanations on using the software and for obtaining more information on IEC products.

Starting The Software

1. Double-click on the **Group Motor** icon. The first screen that displays introduces the software and its general capabilities to you.

Note: Once you are familiar with the software, you may wish to click on the *Don't show Cue Card on startup* button. This allows you to go directly into the software the next time you run it.

2. Click on the **Continue** button. The *General Parameters* screen displays. This screen allows you to select specific parameters for your motor group.

Note: You may select the *GP* button from the toolbar any time you wish to view or change the General Parameters.

3. Change the parameters as needed and then click on the **OK** button. A *Group Motor Installation* window displays. At this point, you may either begin a new project or open an existing one. To begin a new project, see the *Beginning A New Project* section on the following page. To open an existing project, select **Open** from the File menu or the toolbar.

Beginning A New Project

Define your group motor installation using these motor functions:

- Add new motors
- Copy existing motors
- Edit the application data to change existing motors
- Move or delete motors

Adding A Motor

1. From the toolbar, select **Add Motor**.
2. Fill in the *Motor and Starter Application Data* window.
3. Click on **OK** when you finish.

Copying A Motor

1. Click on the motor you wish to copy.
2. From the toolbar, select **Copy Motor**.

Editing A Motor

1. Click on the motor you wish to edit.
2. From the toolbar, select **Edit Motor** to change the motor data.

Note: You may also double-click on the motor you wish to edit *or* select **Edit Motor** from the Edit menu.

3. Edit the *Motor and Starter Application Data*.
4. Click on **OK** when you finish.

Moving A Motor

1. Click on the motor that you wish to move.
2. While holding down the left mouse key, drag the motor to its new position.
3. Release the left mouse key.

Deleting A Motor

1. Click on the motor that you wish to delete.
2. From the toolbar, select **Delete Motor**.

Correcting Errors

When errors occur (signified by an E in a red box) double click on the error box and note the problem. Typical solutions are to add a branch fuse or increase the wire size. The software gives you the choice of starting a new group with the *Add Branch Fuse* function or increasing the wire size with the *Increase Wire Size* function.

Adding A Branch Fuse

1. Select the motor that you wish to connect to the branch fuse.
2. From the toolbar, select **Add Branch Fuse**. All motors between the selected motor and the next branch fuse to the right will be included in the branch fuse sizing.

Deleting A Branch Fuse

1. Select the motor connected to the branch fuse that you wish to delete.
2. From the toolbar, select **Delete Branch Fuse**. All motors under the deleted branch fuse will be added to the branch fuse to the left of the deleted one.

Increasing Wire Size

Note: The wire sizes are shown above the upper left corner of the fuses and motors.

1. Select the motor that is attached to the wire you wish to modify.
2. From the toolbar, select **Increase Wire Size** to increase the wire one size. Repeat this process until you find the correct wire size.

Resetting Wire Size

Note: The wire sizes are shown above the upper left corner of the fuses and motors.

1. Select the motor that is attached to the wire that you wish to reset.
2. From the toolbar, select **Reset Wire Size**.

Printing The Project

The *Print* functions allow you to do the following:

- Print preview the report and diagram
- Print the report and diagram

Note: The *diagram* is the graphic portion that you have been working on in the software. The *report* is the text data that specifies the products needed to accomplish your group motor installation and includes data on the disconnecting means, the motors, and the controllers.

Saving The Project

1. From the toolbar, select **Save** to save the project for future use.