



Visual Aspects of Lean Enabled by SeQent's Marquee Manager

Key Features

- Display real-time data from a wide range of data sources to visual / audible display devices
- Full suite of flexible administration tools, all accessible remotely
- Sorts and prioritizes messages
- Faults and Alarms can override KPI and OEE data
- Multiple applications can publish to the same board

Visual and Audible Display Devices

- Line Matrix LED Andon Boards
- Full Matrix LED Andon Boards
- Stack Lights
- Sounders and PA Systems
- Adaptive Micro Systems
- Static Controls Corporation
- Electro-Matic Products Inc.
- Allen-Bradley InView
- Nu-Media Display Systems
- Uticor Technology
- NETCON Technologies Native Unit

Use Cases

- Employee Motivation – Actual vs. Target
- Team Communication
- Maintenance and Production Related Fault Messages
- Andon Station Alerts - (Audible/Visual)
- Administrative Messaging
- Health & Safety Messages

In today's global manufacturing environment where customers are requiring manufacturers to do more and more with less and less, continuous improvement initiatives with a specific emphasis on lean manufacturing is emerging as a corporate mantra. Lean manufacturing is a comprehensive term referring to manufacturing methodologies based on maximizing value and minimizing waste in the manufacturing process. Many of the most recognizable phrases, including Andon and Kanban are Japanese terms that have become standard terms in lean manufacturing adopted by leading U.S manufacturers.

Andon-Visual Display Management

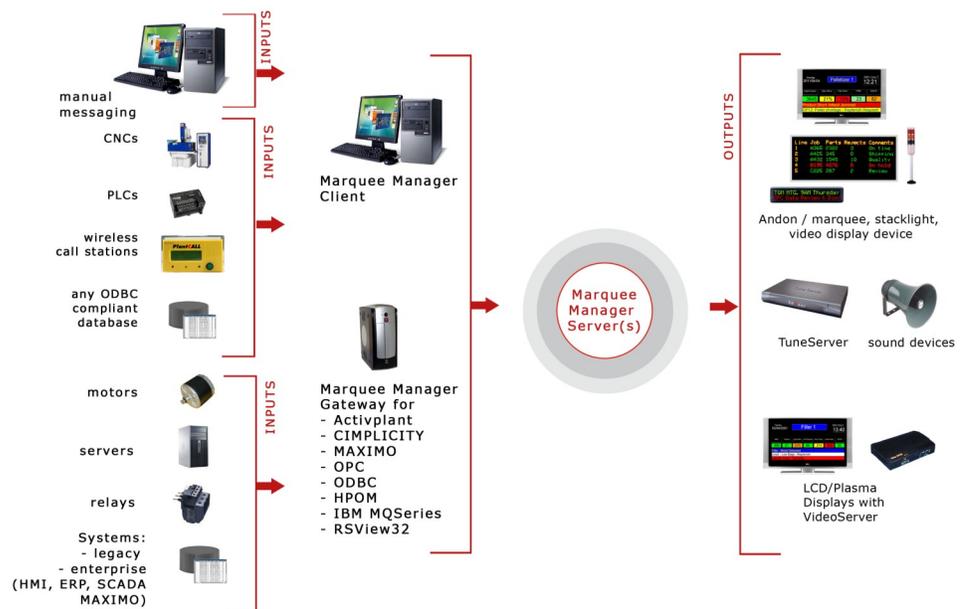
Andon systems are production quality control and monitoring systems that support plant management. Functioning as communication systems, Andon systems aid plant line workers, team leaders, and supervisors in completing assembly operations in-station.

If there is a problem at a station, an operator can pull the Andon cord, or activate a push button causing the conveyor to stop and the marquee board to display the problem.

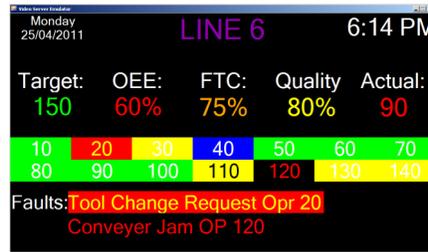
The Andon marquee boards inform every team member of the status of the assembly process. When a problem is reported, using the Andon system, the LED or LCD display will illuminate the appropriate station number and play the associated music or vocal announcement. Other information displayed on the board could include production information, material calls, quality checks, system faults, OEE, and health and safety messages.

Functionality

- Each transaction is tagged with a transaction number so it may be updated or removed
- Engine receives requests in MM Protocol from the clients and gateways and output requests in manufacturer specific protocol
- Sorts and prioritizes messages to be displayed ensuring those with high priority are displayed first



Marquee Manager Usage Examples



Marquee Manager Features

- Control event-driven messages to visual displays
- Trigger events when a data value or bit reaches a certain value
- Display KPI data with real-time embedded data
- Easily browse for and embed real-time values from your OPC/ODBC servers in messages to marquees
- Forward HMI/SCADA event messages
- Utilize existing HMI/SCADA business rules to control Andon displays

Marquee Manager Family of Products (Partial list)

- **Marquee Manager Server** is the core message management engine for the Marquee Manager product family. Marquee Manager Server implements all connection management, protocol drivers, queuing, prioritization and distribution list management for the Marquee Manager product family.
- **Marquee Manager Gateway for ODBC** collects & dispatches data from any SQL compliant database supporting ODBC. Implementing business rules against the collected data Marquee Manager Gateway for ODBC monitors the data for exception conditions and displays messages or plays tunes as required.
- **Marquee Manager Gateway for OPC** collects & dispatches data from any OPC DA or HDA compliant server. Implementing business rules against the collected data Marquee Manager Gateway for OPC monitors the data for exception conditions and displays messages or plays tunes as required.
- **Marquee Manager Gateway for File Systems** collects & dispatches data from any file system or specific file. Implementing business rules against the collected data Marquee Manager Gateway for File Systems monitors the data for exception conditions and displays messages or plays tunes as required.
- **Marquee Manager Gateway for CIMPLICITY** provides a bridge between CIMPLICITY project alarms and your Marquee Manager Server. Various routing rules can be defined by selecting available Resources, Alarms, Classes and alarm message text that have been configured in your CIMPLICITY project. When one of these rules is met, message text can be dispatched to your Marquee Manager Server, including embedding alarm and point values within the message text.
- **Marquee Manager Gateway for Activplant/CDC** provides you with a high performance, easy to configure interface between Activplant and Marquee Manager Server. Using wildcard routing rules, Asset to Marquee incident mapping can be quickly and easily be configured.
- **Marquee Manager Gateway for RSView32** provides a bridge between RSView32 alarms and Marquee Manager Server. Alarms occurring in RSView may be sent directly to any marquee.
- **Marquee Manager Gateway for MQSeries** collects and dispatches data from IBM MQSeries hosted queues. Implementing business rules against the collected data Marquee Manager Gateway for MQSeries monitors the data for exception conditions and displays messages or plays tunes as required.
- **Marquee Manager VideoServer** provides a robust display management solution which implements both visual and audible control of a display device. Implementing various display objects and sound control the VideoServer product controls all aspects of an Andon or digital signage display. Supporting simple text objects and video streaming the VideoServer product manages all aspects of display control. Available in both a hardware and software form the VideoServer product enables Marquee Manager to control any display technology.