RollCode

» **Connects to downstream processes like slitters and roll edit machines**
» **Downloads the ScrapTracker roll map**
» **Stops the downstream process at each flag and at the roll's end**
» **Identifies the defect type at each flag**

RollCode is a system which connects to a machine such as slitter or roll doctoring machine, or wherever rolls needing scrap removed are processed.

With RollCode an operator no longer needs to be stationed at the unwinding roll to look for up-coming flagged locations to stop the machine at the flags.

RollCode uses the information contained in a roll map created by our ScrapTracker system to auto-matically stop any of these machines at each defect flag and at the roll's end. A touch screen operator interface displays the roll map infor-mation including the flag number, the defect type and the location of the defect within the roll.

The typical manual process of stopping at flags involves the op-erator running the machine slowly to watch for the next flag, guessing when to hit the stop button, and then jogging the machine to the final

location. Since the machine stops automatically at every flag, it can run at maximum process speeds between stops thereby maximizing machine run time and minimizing operator labor.