

Open communication standards allow seamless integration of multiple technologies (tank gauges, instrumentation, or field devices) for collection of process data, remote instrument configuration, and control

FuelsManager integrates with all major instrumentation and tank gauging technologies, such as float & tape, servo, or radar tank gauges, pressure transmitters, flow meters and leak detection systems. Process data is collected and primarily used in inventory calculations for stock management, but it can also be used to for control and automation.

Process Data for Inventory Calculations

FuelsManager is capable of assigning up to 40 different variables for every tank. This includes process data that has either been manually entered, collected automatically from tank gauges, or calculated from other variables. It also includes other tank point data, such as the engineering units used, the tank strap table, volume correction methods used, alarms, and tank geometry. Once each variable has been defined or selected, it can be displayed with an intuitive graphical interface for your terminal operators.

Remote Configuration and Control of On-tank Instruments

Each instrument field loop is integrated into FuelsManager via Varec's Remote Terminal Unit (8130 RTU), Varec's TankGate Interface (8300 TGI) or a third-party communication interface. Depending on the gauge manufacturer, your operators may able to perform remote tank gauge configuration and control via these devices. For example, gauge commands may be scheduled for known down times or based on a recurring daily schedule, such as performing a daily density profile or water bottom measurement.

Manual Measurement

If your operations require manual measurements, such as a hand-dipped level or water bottom measurement, you can enter these directly into FuelsManager from the Tank Detail display. All inventory data is then re-calculated based on the value you provided.



Integrating Tank Gauging & Instrumentation

for Tank Farms, Terminals & Refineries



