

TeslaSCADA

User Manual

Version 1.45

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Requirements

The TeslaSCADA requires Android operating system and access to SD card memory.

- Android 2.3 or above
- Read/Write access to SD card.

Setup

To install the TeslaSCADA on a mobile device the following steps must be followed.

- Copy the APK package on the device.
- Execute the APK file.

Installation Procedure

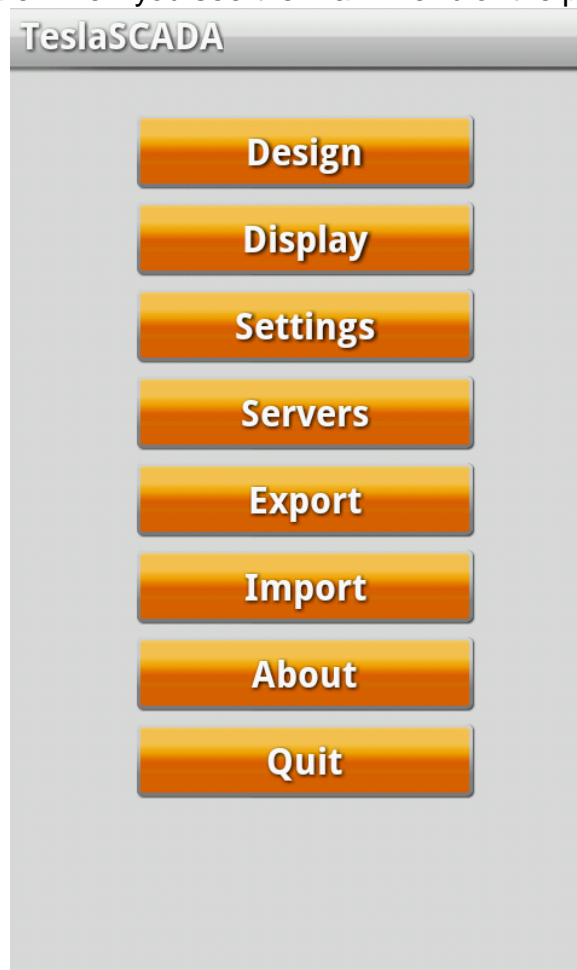
The following step-by-step instruction must be followed when copying and installing the TeslaSCADA manually from a PC.

NOTE: When installing from an android store these steps are not required.

1. Connect PC and phone with USB-cable.
2. Change USB-mode to mass storage (drag down upper menu bar).
3. Copy the installer .apk file from PC onto the phone.
4. Change USB-mode back to 'only charging' / 'none' or just disconnect USB-cable.
5. Use file manager (e.g. ES File-Explorer) navigate to the .apk (SD-card mounted under '/sdcard') and select the .apk
6. Allow access to resources and start TeslaSCADA.

Start TeslaSCADA

On the first startup TeslaSCADA you see the license agreement. You should approve it before using the software. Then you see the main menu of the program.

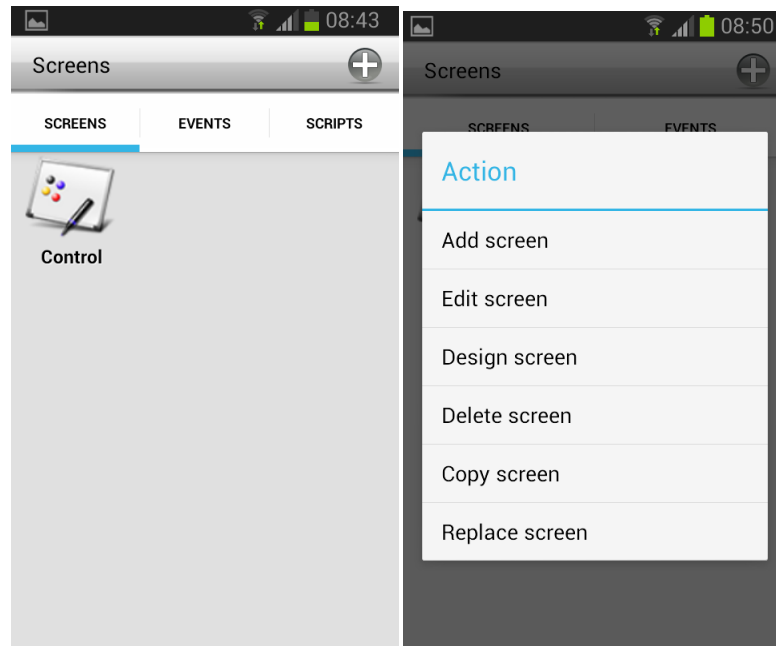


Where:

- **Design**
Development of your project.
- **Display**
Run your project.
- **Settings**
Configure your project settings.
- **Servers**
Configure OPC UA servers of your project.
- **Export**
Export your project on the SD card.
- **Import**
Import project from the SD card.
- **About**
About project and Id of your device.
- **Quit**
Quit the program.

Design

When you select “Design” menu you get to the page “Screens”. In this page you can add, delete, edit, copy, replace, remove screens of your project.



In these figures you can see screens of the project and pop-up menu of the page “Screens”.

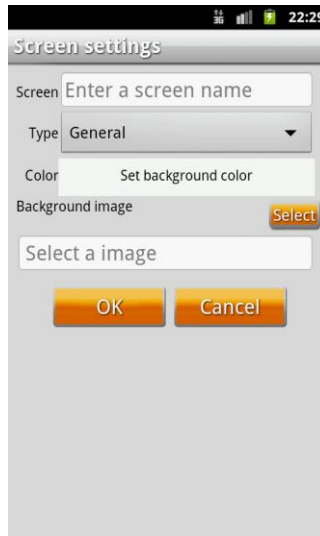
Where:

- **Add screen**
Add a new screen in the project.
- **Edit screen**
Edit the screen settings.
- **Design screen**
Design the screen. You can select this item by simply clicking on the desired screen.
- **Delete screen**
Remove the screen from the project.
- **Copy screen**
Copy the desired screen.
- **Replace screen**
Change the scroll position of the screen. You select the screen you want to change, click “Replace screen”, and then select the screen with which you want to change.

By sliding or clicking tab “Events” you get to the page “Events” where you can add events to your project. See below.

Screen settings

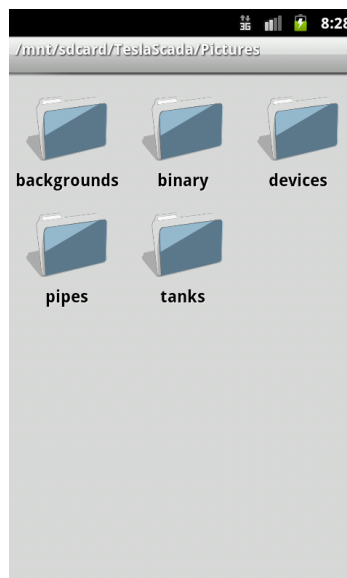
When you select the “Add screen” or “Edit Screen” you get in the “Screen settings” page. You see the next figure.



Where:

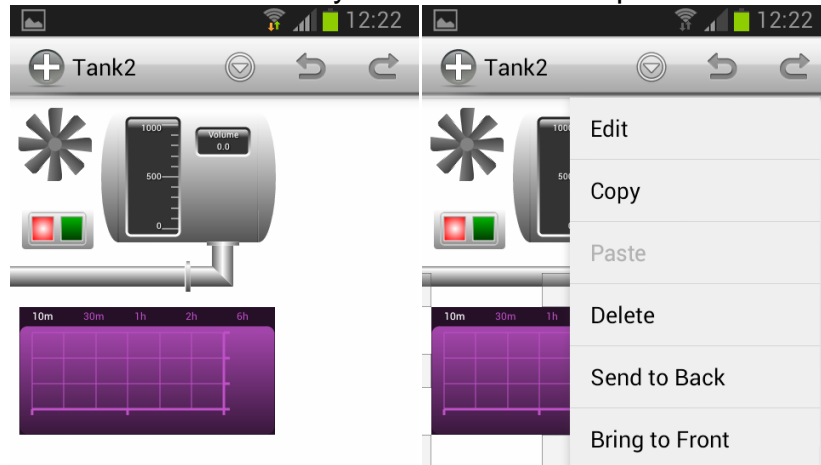
- **Screen**
Name of the screen
- **Type**
Choose type of the screen – general or popup.
- **Color**
Background color of the screen.
- **Background image**
Background image of the screen.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.

After clicking “Select” button you get to the image selection page where you can choose the desired picture.



Design screen

When you select “Design screen” in the page “Screens” you get to the page where you develop your SCADA screens. Below you see some examples of the screens.



Some actions you can do on this page:

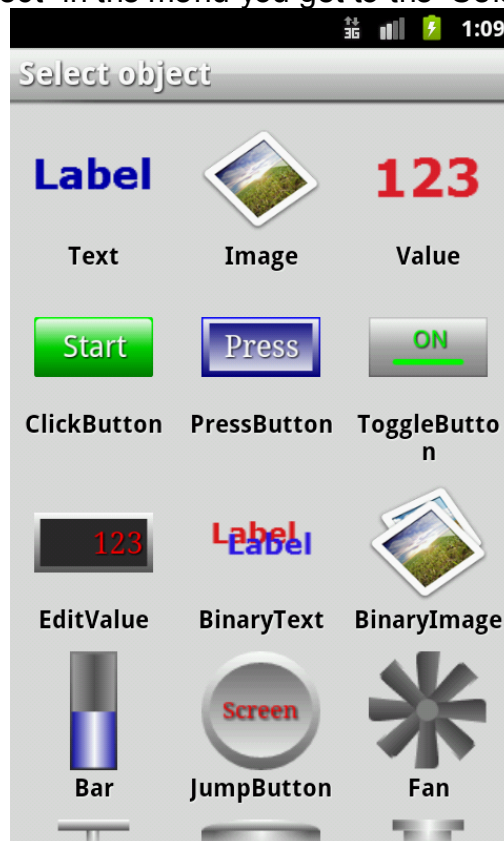
- **Add object**
Press menu button and select “Add object” or click plus icon on the top left of the screen then you get in the page “Select object” where you can select an object you needed.
- **Move object(s)**
To move an object you have to long click on the object you want to move, drag it and drop in the place where you want to. To move objects you have to long click on empty place. The rectangle will be shown. Select items you want to move. Then long click on the rectangle and move it on the place you want to.
- **Resize object**
Select an object by clicking on it. The resize squares will be shown. Resize the object by dragging one of it.
- **Delete object(s)**
To delete object you have to long click on an object you want to delete, drag it to the basket and drop it or you have to select object by clicking on it or by using selecting rectangle to select multi objects. Then you have to press select button on the action bar, and select “Delete” menu item.
- **Edit object**
To edit object you have to double click on an object or you have to select object by clicking on it, press select button and select “Edit” menu item.
- **Copy object(s)**
To copy an object you have to enter to the object settings by clicking on the object and select “Copy” in the menu or you have to select object by clicking on it or by using selecting rectangle to select multi objects. Then you have to press select button on the action bar and select “Copy” menu item.

- **Paste object(s)**
To paste object(s) you have to press select button on the action bar and select “Paste” menu item.
- **Horizontal alignment objects**
To horizontal alignment objects you have to select objects, press select button on the action bar and select “Horizontal alignment”
- **Vertical alignment objects**
To vertical alignment objects you have to select objects, press select button on the action bar and select “Vertical alignment”
- **Bring to back object**
To bring to back object you have to select object, press select button on the action bar and select “Bring to back”
- **Bring to front object**
To bring to front object you have to select object, press select button on the action bar and select “Bring to front”
- **Undo**
To undo actions you have to select “Undo” button on the action bar.
- **Redo**
To redo actions you have to select “Redo” button on the action bar.

To hide action bar you have to click menu button and select “Hide action bar” menu item. When action bar is hided you can do all actions by clicking menu button and select appropriate menu items. To show again action bar you have to click menu button and select “Show action bar” menu item.

Select object

When you select “Add object” in the menu you get to the “Select object” page.



Where:

- **Text**
Simple text object.
- **Image**
Simple image object.
- **Value**
Display the value of the variable.
- **ClickButton**
The value of the Boolean variable is set *true* or *false*.
- **PressButton**
The value of the Boolean variable is set as *true* when button pressed and when button release it is set as *false*.
- **ToggleButton**
The value of the Boolean variable is changed every time you click, switching from the current setting to the other setting *true* or *false*.
- **ImageButton**
The value of the Boolean variable is changed every time you click, switching from the current setting to the other setting *true* or *false*. Image displayed on the button depends on the state of tag.
- **LightButton**
The value of the Boolean variable is changed every time you click. When value is *true* the button is lighten.
- **EditValue**
Set value of the variable.
- **BinaryText**
Display text depending on the Boolean variable.

- **BinaryImage**
Display image depending on the Boolean variable.
- **Bar**
Fill the bar depending on the variable.
- **JumpButton**
Button to quickly move between screens.
- **Fan**
Fan object. Depending on the Boolean variable is rotating or not.
- **Ventilation louvers**
Ventilation louvers object. Depending on the Boolean variable is open or close.
- **Valve**
Valve object. Depending on the Boolean variable is open or not.
- **Tank**
Tank object. Depending on the variable is filling.
- **Vert. cylinder tank**
Vertical cylinder tank object. Depending on the variable is filling.
- **Hor. cylinder tank**
Horizontal cylinder tank object. Depending on the variable is filling.
- **Pipes**
Four type of pipes - straight, end, bow and tee.
- **Pump**
Pump or motor object. Depending on the Boolean variable is on or off.
- **Centrifugal pump**
Centrifugal pump object. Depending on the Boolean variable is on or off.
- **Air blower**
Air blower object. Depending on the Boolean variable is on or off.
- **Light**
Light object. Depending on the Boolean variable is on or off.
- **LightStack**
Stack light object. Depending on the Boolean variable is on or off.
- **Analog meter**
Analog meter object. Display the value of the variable.
- **Digital meter**
Digital meter object. Display the value of the variable.
- **History Trend**
History trend object. Display the trend of history variables.
- **Multi history trend**
Multi history trend object. Display your history values in graphic view.
- **Slider**
Slider object. Set value of the variable.
- **Counter**
Counter object. Set value of the variable.
- **Selector**
Selector object. Set discrete value of the variable.
- **Warning label**
Warning label object. Depending on the Boolean variable is on or off.
- **Indicator**
Indicator object. Depending on the Boolean variable one light is on or other.
- **Call method button**
Call method button object. When you click the button you call the method be bound to this button.

- **Voice input**
Voice input object. When you click the object you are suggested to speak the value you want to write to the variable.
- **Switch**
Switch object. Depending on the Boolean variable is on or off.
- **Line**
Line object. Depending on the Boolean variable is on or off.
- **Contour**
Contour object. Depending on the Boolean variable is on or off.
- **WebView**
Web view object. Show web page or complex image (like animated gif).
- **Binary WebView**
Binary Web view object. Show web page or complex image (like animated gif) depending on the Boolean variable.

Text settings

When you select “Text” you get to the “Text settings” page.

Text settings

Label

Text color

Left

Top

Fontsize

Copy

Where:

- **Label**
Text you will see on the screen.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Fontsize**
Font size.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Image settings

When you select “Image” you get to the “Image settings” page.

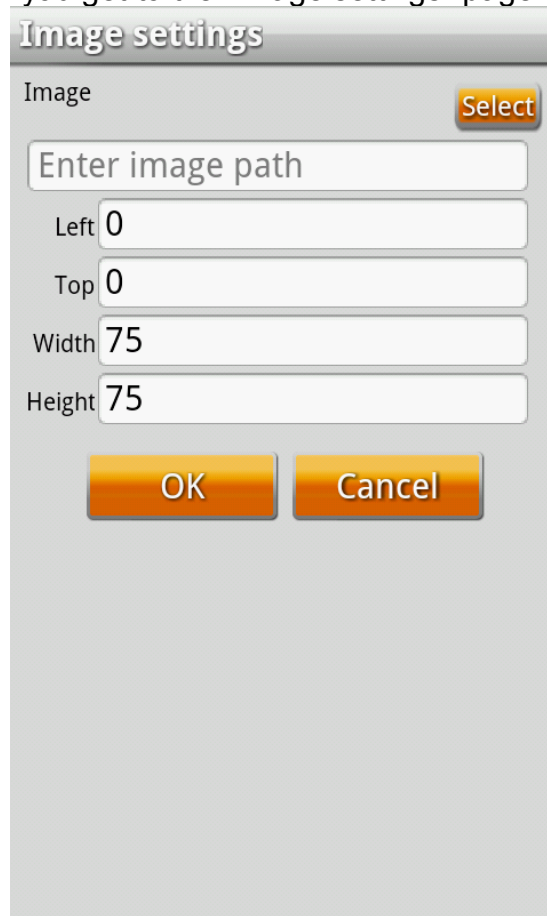


Image settings

Image Select

Enter image path

Left 0

Top 0

Width 75

Height 75

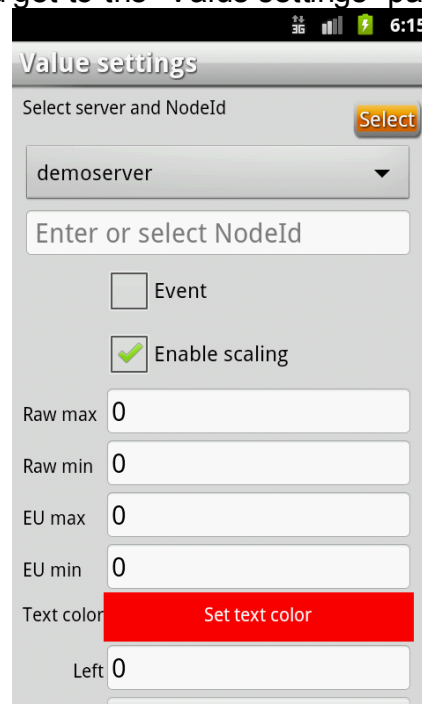
OK Cancel

Where:

- **Image**
Path to the image you will see on the screen.
- **Select**
Select image.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the image.
- **Height**
Height of the image.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Value settings

When you select “Value” you get to the “Value settings” page.



Where:

- **Select server and NodeId**
Select the tag to be displayed. *See below.*
- **Event**
Check to monitor events of this tag.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **EU max**
Maximum value in engineering units.
- **EU min**
Minimum value in engineering units.
- **Dec. places**
Number of decimal places.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Fontsize**
Font size.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Click button settings

When you select “ClickButton” you get to the “Click button settings” page.

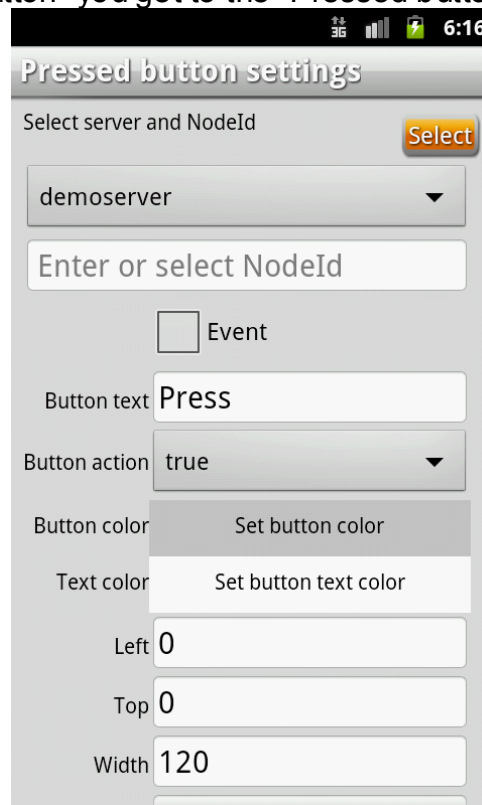
The screenshot shows a mobile application interface titled "Click button settings". At the top, there is a status bar with "3G", signal strength, battery, and time "6:16". Below the title, there is a section "Select server and NodeId" with a "Select" button. A dropdown menu shows "demoserver". Below that is a text input field "Enter or select NodeId". There is a checkbox labeled "Event". The "Button text" field contains "Set". The "Button action" dropdown shows "true". Below these are two buttons: "Set button color" and "Set button text color". At the bottom, there are three text input fields: "Left" with "0", "Top" with "0", and "Width" with "120".

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the button. See below.
- **Event**
Check to monitor events of this tag.
- **Button text**
Text to be displayed on the button.
- **Button action**
The action of clicking the button – *true* of *false*.
- **Button color**
Color of the button.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the button.
- **Height**
Height of the button.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Pressed button settings

When you select “PressButton” you get to the “Pressed button settings” page.



The screenshot shows a mobile application interface titled "Pressed button settings". At the top, there is a status bar with signal strength, battery level, and the time 6:16. Below the title, there is a section "Select server and NodeId" with a "Select" button. A dropdown menu shows "demoserver". Below that is a text input field labeled "Enter or select NodeId". There is a checkbox labeled "Event". The "Button text" field contains "Press". The "Button action" dropdown menu shows "true". Below these are two more dropdown menus: "Button color" with the option "Set button color" and "Text color" with the option "Set button text color". At the bottom, there are three text input fields: "Left" with "0", "Top" with "0", and "Width" with "120".

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the button. *See below.*
- **Event**
Check to monitor events of this tag.
- **Button text**
Text to be displayed on the button.
- **Button action**
The action when pressing the button – *true* of *false*.
- **Button color**
Color of the button.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the button.
- **Height**
Height of the button.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Toggle button settings

When you select “ToggleButton” you get to the “Toggle button settings” page.

Toggle button settings

Select server and NodeId Select

demoserver

Enter or select NodeId

☐ Event

Unpressed text OFF

Selected text ON

Button color Set button color

Text color Set button text color

Left 0

Top 0

Width 80

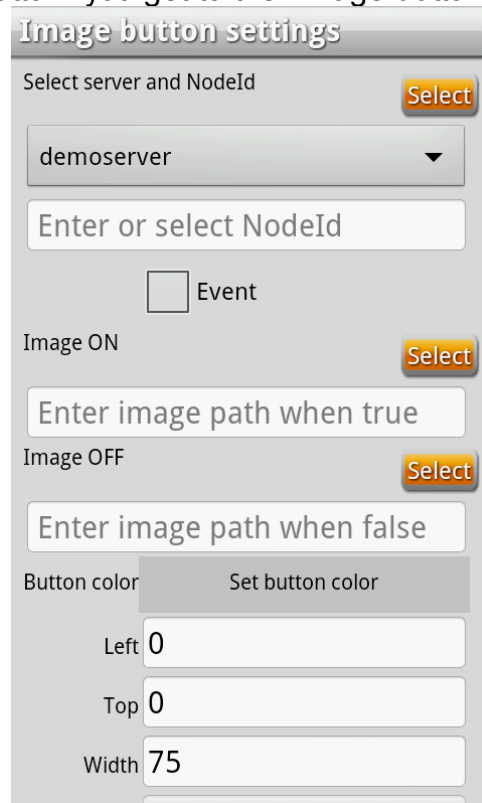
Height 80

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the button. *See below.*
- **Event**
Check to monitor events of this tag.
- **Unpressed text**
Text to be displayed when the button is not pressed.
- **Selected text**
Text to be displayed when the button is pressed
- **Button color**
Color of the button.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the button.
- **Height**
Height of the button.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Image button settings

When you select “ImageButton” you get to the “Image button settings” page.



The screenshot shows a dialog box titled "Image button settings". It contains several sections: "Select server and NodeId" with a dropdown menu showing "demoserver" and a "Select" button; "Enter or select NodeId" with a text input field; an "Event" checkbox; "Image ON" with a "Select" button and a text input field "Enter image path when true"; "Image OFF" with a "Select" button and a text input field "Enter image path when false"; and "Button color" with a "Set button color" button. Below these are input fields for "Left" (0), "Top" (0), and "Width" (75).

Where:

- **Select server and tag**
Select the tag that has to be tied to the button. *See below.*
- **Image ON**
Image to be displayed on the button when the tag is *true*.
- **Image OFF**
Image to be displayed on the button when the tag is *false*.
- **Button color**
Color of the button.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the button.
- **Height**
Height of the button.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Light button settings

When you select “LightButton” you get to the “Light button settings” page.

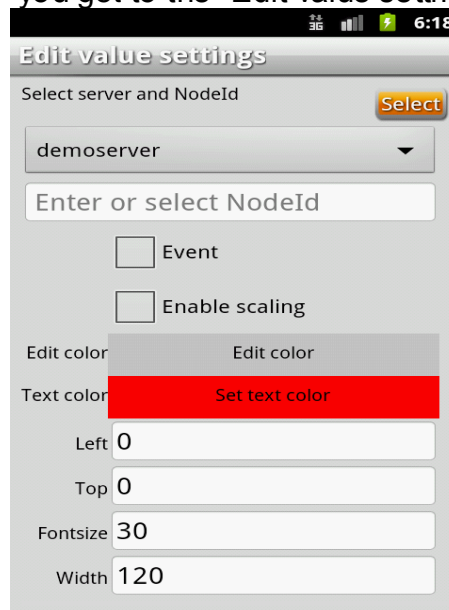


Where:

- **Select server and NodeId**
Select the tag that has to be tied to the button. *See below.*
- **Event**
Check to monitor events of this tag.
- **Button action**
The action when pressing the button – *true* of *false*.
- **Type**
The shape type of the button – rectangle or oval
- **Color ON**
Color of the button when ON.
- **Color OFF**
Color of the button when OFF
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the button.
- **Height**
Height of the button.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Edit value settings

When you select “Editvalue” you get to the “Edit value settings” page.



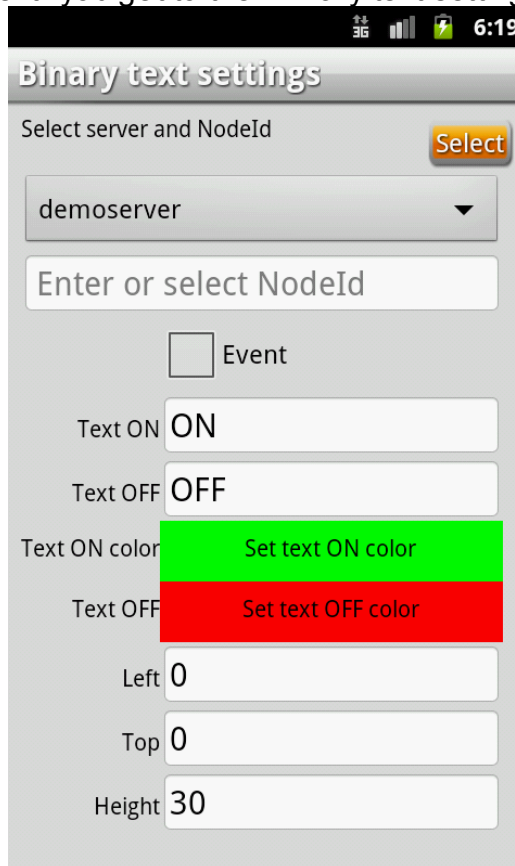
The screenshot shows a mobile application interface titled "Edit value settings". At the top, there is a status bar with signal strength, battery, and time (6:18). Below the title, there is a section "Select server and NodeId" with a "Select" button. A dropdown menu shows "demoserver". Below that is a text input field "Enter or select NodeId". There are two checkboxes: "Event" and "Enable scaling". Below these are two "Edit color" buttons. The "Text color" button is highlighted in red and labeled "Set text color". At the bottom, there are input fields for "Left" (0), "Top" (0), "Fontsize" (30), and "Width" (120).

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the edit bar. *See below.*
- **Event**
Check to monitor events of this tag.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **EU max**
Maximum value in engineering units.
- **EU min**
Minimum value in engineering units.
- **Dec. places**
Number of decimal places.
- **Edit color**
Color of the edit bar.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Fontsize**
Font size.
- **Width**
Width of the edit bar.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Binary text settings

When you select “Binarytext” you get to the “Binary text settings” page.



Where:

- **Select server and NodeId**
Select the tag that has to be tied to the text label. *See below.*
- **Event**
Check to monitor events of this tag.
- **Text ON**
Text to be displayed when the tag is *true*.
- **Text OFF**
Text to be displayed when the tag is *false*.
- **Text ON color**
Color of the text when the tag is *true*.
- **Text OFF color**
Color of the text when the tag is *false*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Fontsize**
Font size.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Binary image settings

When you select “BinaryImage” you get to the “Binary image settings” page.



The screenshot shows a mobile application interface titled "Binary image settings". At the top, there is a status bar with "3G", signal strength, battery, and time "6:20". Below the title, the first section is "Select server and NodeId", featuring a dropdown menu currently set to "demoserver" and a "Select" button. Below this is a text input field labeled "Enter or select NodeId". The next section has an unchecked checkbox labeled "Event". Following this are two sections for image paths: "Image ON" with a "Select" button and a text input field labeled "Enter image path when true", and "Image OFF" with a "Select" button and a text input field labeled "Enter image path when false". At the bottom, there are four numeric input fields: "Left" (0), "Top" (0), "Width" (75), and "Height" (75).

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the image. *See below.*
- **Event**
Check to monitor events of this tag.
- **Image ON**
Image to be displayed when the tag is *true*.
- **Image OFF**
Image to be displayed when the tag is *false*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the image.
- **Height**
Height of the image.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Bar settings

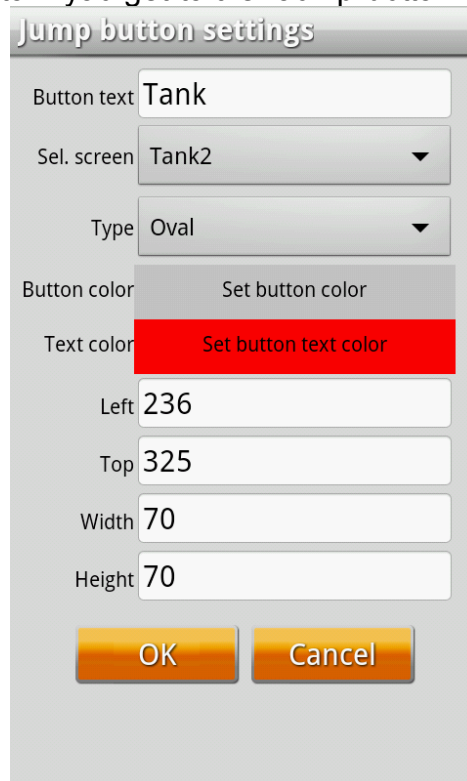
When you select “Bar” you get to the “Bar settings” page.

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the bar. *See below.*
- **Event**
Check to monitor events of this tag.
- **Color fill**
Color that fill the bar.
- **Background**
Background color of the bar.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the bar.
- **Height**
Height of the bar.
- **Max**
Value when the bar is filled completely.
- **Min**
Value when the bar is not filled at all.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Jump button settings

When you select “JumpButton” you get to the “Jump button settings” page.



Jump button settings

Button text Tank

Sel. screen Tank2

Type Oval

Button color Set button color

Text color Set button text color

Left 236

Top 325

Width 70

Height 70

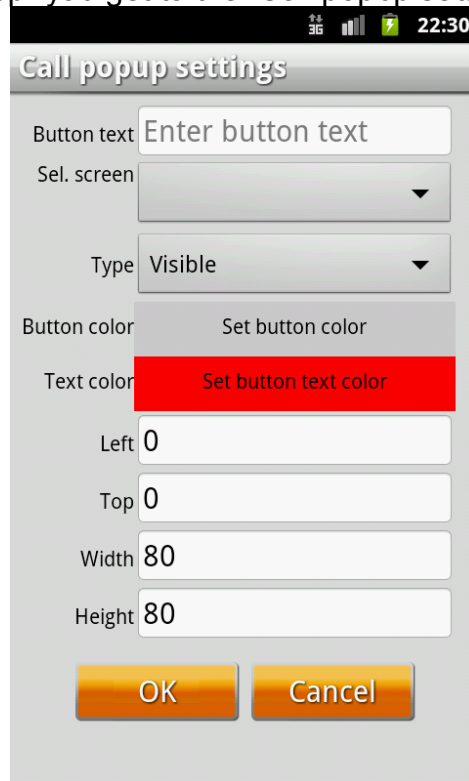
OK Cancel

Where:

- **Button text**
Text to be displayed on the button.
- **Sel. screen**
The screen is where you go when you click on.
- **Type**
Shape type of the button.
- **Button color**
Color of the button.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the button.
- **Height**
Height of the button.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Call popup settings

When you select “Call popup” you get to the “Call popup settings” page.

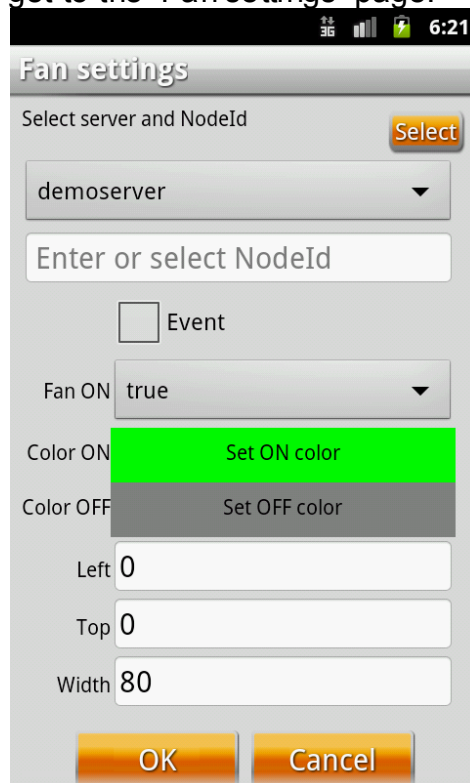


Where:

- **Button text**
Text to be displayed on the button.
- **Sel. screen**
The popup screen is shown when you click on.
- **Type**
Type of the button – visible or invisible.
- **Button color**
Color of the button.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the button.
- **Height**
Height of the button.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Fan settings

When you select “Fan” you get to the “Fan settings” page.



Where:

- **Select server and NodeId**
Select the tag that has to be tied to the fan. *See below.*
- **Event**
Check to monitor events of this tag.
- **Fan ON**
Select when the fan is ON.
- **Color ON**
Color of the fan when the tag is *ON*.
- **Color OFF**
Color of the fan when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Ventilation louvers settings

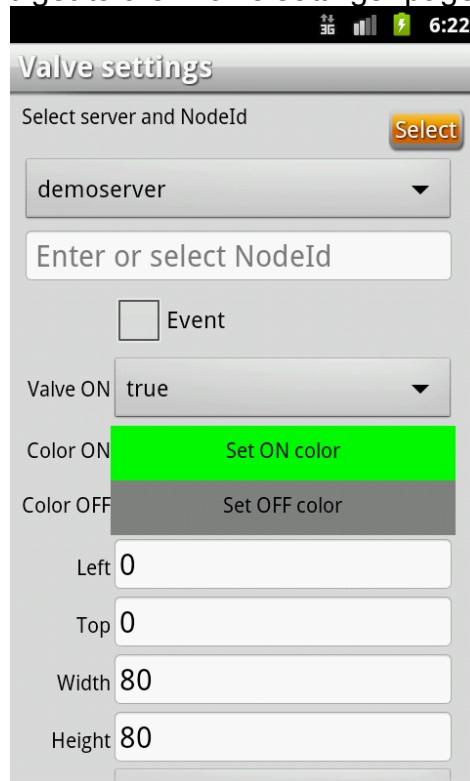
When you select “Ventilation louvers” you get to the “Ventilation louvers settings” page.

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the ventilation louvers. *See below.*
- **Event**
Check to monitor events of this tag.
- **Louvers ON**
Select when the ventilation louvers is ON.
- **Color ON**
Color of the ventilation louvers when the tag is *ON*.
- **Color OFF**
Color of the ventilation louvers when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **Angle**
Rotation angle of the ventilation louvers.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Valve settings

When you select “Valve” you get to the “Valve settings” page.



Where:

- **Select server and NodeId**
Select the tag that has to be tied to the valve. *See below.*
- **Event**
Check to monitor events of this tag.
- **Valve ON**
Select when the valve is ON.
- **Color ON**
Color of the valve when the tag is *ON*.
- **Color OFF**
Color of the valve when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **Angle**
Rotation angle of the valve.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Pipe settings

When you select “Pipes” you get to the “Pipe settings” page.

Pipe settings

Select server and NodeId Select

demoserver

Enter or select NodeId

☐ Event

Type Straight

Color ON Set ON color

Color OFF Set OFF color

Left 0

Top 0

Width 80

Height 80

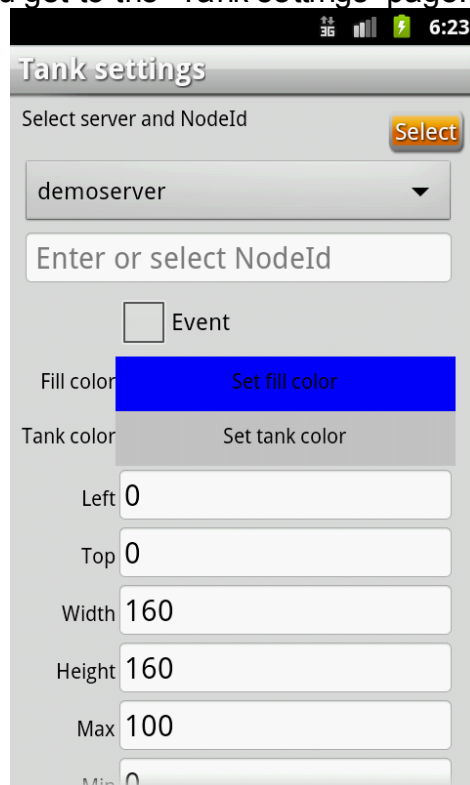
Angle

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the pipe. *See below.*
- **Event**
Check to monitor events of this tag.
- **Type**
Type of the pipe: *straight, end, bow, tee, intersect or elbow.*
- **Color ON**
Color of the pipe when the tag is *true*.
- **Color OFF**
Color of the pipe when the tag is *false*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **Angle**
Rotation angle of the pipe.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Tank settings

When you select “Tank” you get to the “Tank settings” page.



The screenshot shows a mobile application interface titled "Tank settings". At the top, there's a status bar with "3G", signal strength, battery, and time "6:23". Below the title, there's a section "Select server and NodeId" with a "Select" button. A dropdown menu shows "demoserver". Below that is a text input field "Enter or select NodeId". A checkbox labeled "Event" is present. There are two color selection buttons: "Set fill color" (highlighted in blue) and "Set tank color". Below these are input fields for "Left" (0), "Top" (0), "Width" (160), "Height" (160), "Max" (100), and "Min" (0).

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the tank. *See below.*
- **Event**
Check to monitor events of this tag.
- **Fill color**
Color of the tank's bar.
- **Tank color**
Color of the tank.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **Max**
Value when the bar is filled completely.
- **Min**
Value when the bar is not filled at all.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Vertical cylinder tank settings

When you select “Vert. cylin. tank” you get to the “Vert. cylinder tank settings” page.

Vert. cylinder tank settings

Select server and NodeId

demoserver

Select

Enter or select NodeId

☐ Event

☐ Enable scaling

EU max 100

EU min 0

Label Volume

Back. color Set background color

Fill color Set fill color

Left 0

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the tank. See below.
- **Event**
Check to monitor events of this tag.
- **Enable scaling**
Check to enable scalin.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **EU max**
Maximum value in engineering units.
- **EU min**
Minimum value in engineering units
- **Dec. places**
Number of decimal places.
- **Label**
Label of the measured value.
- **Back. color**
Background color of the tank.
- **Fill color**
Color of the tank's bar.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.

Horizontal cylinder tank settings

When you select “Hor. cylin. tank” you get to the “Hor. cylinder tank settings” page.

Hor. cylinder tank settings

Select server and NodeId

demoserver

Select

Enter or select NodeId

☐ Event

☐ Enable scaling

EU max 100

EU min 0

Label Volume

Back. color Set background color

Fill color Set fill color

Left 0

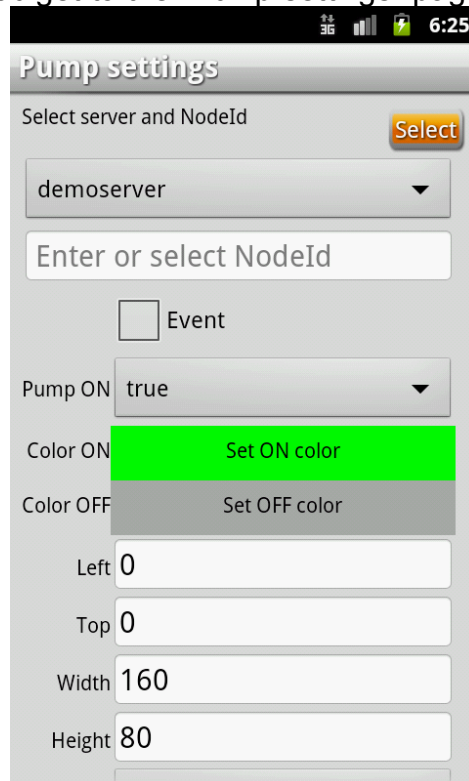
Top 0

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the tank. See below.
- **Event**
Check to monitor events of this tag.
- **Enable scaling**
Check to enable scalin.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **EU max**
Maximum value in engineering units.
- **EU min**
Minimum value in engineering units
- **Dec. places**
Number of decimal places.
- **Label**
Label of the measured value.
- **Back. color**
Background color of the tank.
- **Fill color**
Color of the tank's bar.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.

Pump settings

When you select “Pump” you get to the “Pump settings” page.



The screenshot shows a mobile application interface titled "Pump settings". At the top, there is a status bar with signal strength, battery level, and the time 6:25. Below the title, there is a section "Select server and NodeId" with a "Select" button. A dropdown menu shows "demoserver". Below that is a text input field labeled "Enter or select NodeId". There is a checkbox labeled "Event". A "Pump ON" dropdown menu is set to "true". Below that are two color selection buttons: "Set ON color" (highlighted in green) and "Set OFF color" (highlighted in grey). At the bottom, there are five text input fields for "Left" (0), "Top" (0), "Width" (160), and "Height" (80).

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the pump. *See below.*
- **Event**
Check to monitor events of this tag.
- **Pump ON**
Select when the pump is ON.
- **Color ON**
Color of the pump when the tag is *ON*.
- **Color OFF**
Color of the pump when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **Angle**
Rotation angle of the pump.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Air blower settings

When you select “Air blower” you get to the “Air blower settings” page.

Air blower settings

Select server and NodeId Select

demoserver

Enter or select NodeId

☐ Event

Blower ON true

Color ON Set ON color

Color OFF Set OFF color

Left 0

Top 0

Width 110

Height 66

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the pump. *See below.*
- **Event**
Check to monitor events of this tag.
- **Blower ON**
Select when the blower is ON.
- **Color ON**
Color of the pump when the tag is *ON*.
- **Color OFF**
Color of the pump when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **Angle**
Rotation angle of the pump.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Centrifugal pump settings

When you select “Centrifugal pump” you get to the “Centrifugal pump settings” page.

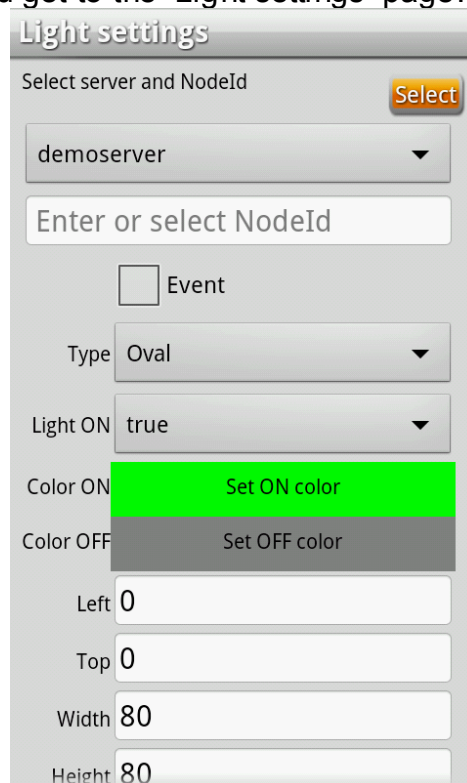
The screenshot shows a mobile application interface for 'Centrifugal pump settings'. At the top, there's a status bar with signal strength, 3G, battery, and time 11:29. Below the title bar, there's a 'Select server and NodeId' section with a 'Select' button and a dropdown menu showing 'demoserver'. Below that is a text input field labeled 'Enter or select NodeId'. There's an 'Event' checkbox. The 'Pump ON' dropdown is set to 'true'. Below that are two color selection buttons: 'Set ON color' (highlighted in green) and 'Set OFF color' (highlighted in grey). At the bottom, there are input fields for 'Left' (0), 'Top' (0), 'Width' (110), and 'Height' (66).

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the pump. *See below.*
- **Event**
Check to monitor events of this tag.
- **Pump ON**
Select when the pump is ON.
- **Color ON**
Color of the pump when the tag is *ON*.
- **Color OFF**
Color of the pump when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **Angle**
Rotation angle of the pump.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Light settings

When you select “Light” you get to the “Light settings” page.

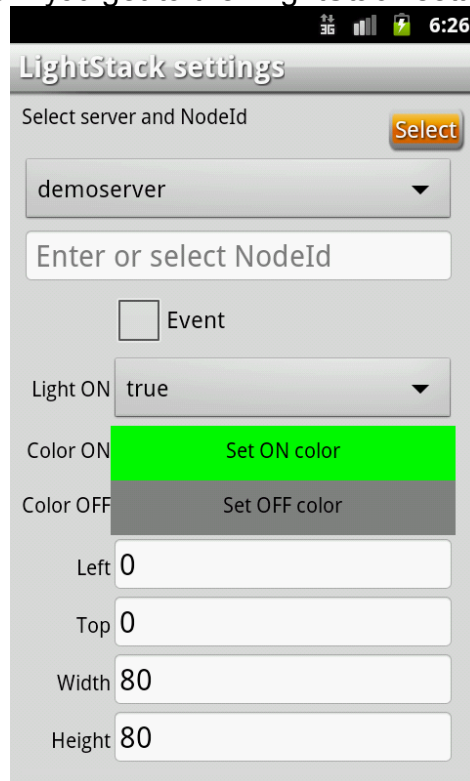


Where:

- **Select server and NodeId**
Select the tag that has to be tied to the light. *See below.*
- **Event**
Check to monitor events of this tag.
- **Type**
Shape type of the light.
- **Light ON**
Select when the light is ON.
- **Color ON**
Color of the light when the tag is *ON*.
- **Color OFF**
Color of the light when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

LightStack settings

When you select “LightStack” you get to the “LightStack settings” page.



Where:

- **Select server and NodeId**
Select the tag that has to be tied to the lightstack. *See below.*
- **Event**
Check to monitor events of this tag.
- **Light ON**
Select when the lightstack is ON.
- **Color ON**
Color of the lightstack when the tag is *ON*.
- **Color OFF**
Color of the lightstack when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Analog meter settings

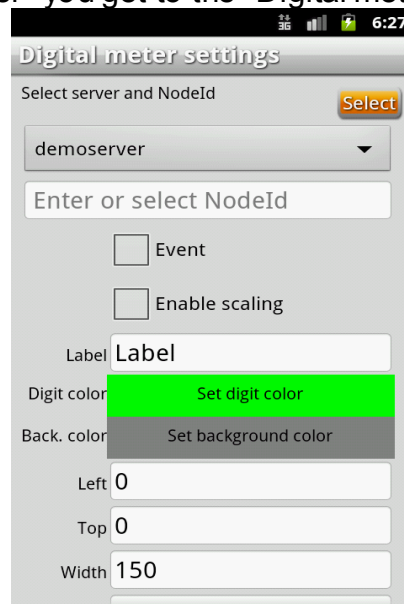
When you select “Analog meter” you get to the “Analog meter settings” page.

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the analog meter. *See below.*
- **Event**
Check to monitor events of this tag.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **Max**
Maximum value in engineering units.
- **Min**
Minimum value in engineering units.
- **Label**
Label of the object.
- **Cursor color**
Color of the cursor.
- **Back. color**
Color of the analog meter.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Max**
Value when the arrow point to the right.
- **Min**
Value when the arrow point to the left.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Digital meter settings

When you select “Digital meter” you get to the “Digital meter settings” page.

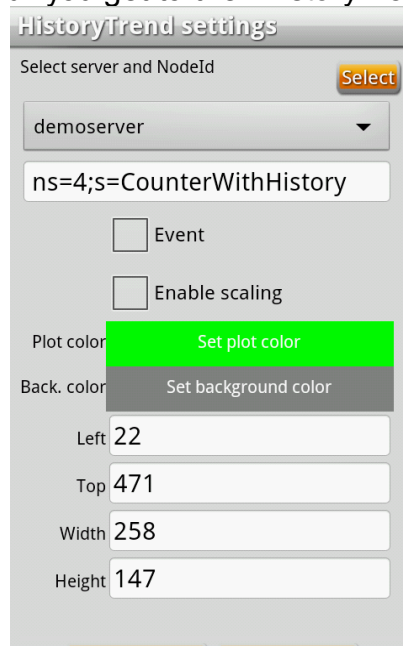


Where:

- **Select server and NodeId**
Select the tag that has to be tied to the digital meter. *See below.*
- **Event**
Check to monitor events of this tag.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **EU max**
Maximum value in engineering units.
- **EU min**
Minimum value in engineering units.
- **Dec. places**
Number of decimal places.
- **Label**
Label of the object.
- **Digit color**
Color of the digits.
- **Back. color**
Color of the meter.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.

HistoryTrend settings

When you select “HistoryTrend” you get to the “HistoryTrend settings” page.



The screenshot shows the 'HistoryTrend settings' dialog box. It has a title bar 'HistoryTrend settings'. Below it is a section 'Select server and NodeId' with a 'Select' button. A dropdown menu shows 'demoserver'. Below that is a text field containing 'ns=4;s=CounterWithHistory'. There are two checkboxes: 'Event' and 'Enable scaling', both of which are unchecked. Below these are two buttons: 'Set plot color' (highlighted in green) and 'Set background color' (highlighted in grey). At the bottom are four input fields: 'Left' with value '22', 'Top' with value '471', 'Width' with value '258', and 'Height' with value '147'.

Where:

- **Select server and NodeId**
Select the tag that has to be tied to history trend object. This tag must have set the HistoryReadable flag of the (User)AccessLevel. *See below.*
- **Event**
Check to monitor events of this tag.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **EU max**
Maximum value in engineering units.
- **EU min**
Minimum value in engineering units.
- **Plot color**
Color of the curve.
- **Back. color**
Color of the background.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Multi history trend settings

When you select “Multi history trend” you get to the “Multi history trend settings” page.

The image displays two views of the 'Multi history trend settings' dialog box. The left view shows the 'Object' tab with settings for background color, interval (Fixed), number of tags (2), and position/size (Left: 0, Top: 0, Width: 150, Height: 70). The right view shows the 'Tags' tab with settings for Tag 1 and Tag 2, including name, server selection (demoserver), NodeId selection, and plot color (green).

Where:

- **Select server and NodeId**
Select the tag that has to be tied to trend object. *See below.*
- **Name**
Name of the curve.
- **Set plot color**
Color of the curve.
- **№ of tags**
Number of curves.
- **Back. color**
Color of the background.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Slider settings

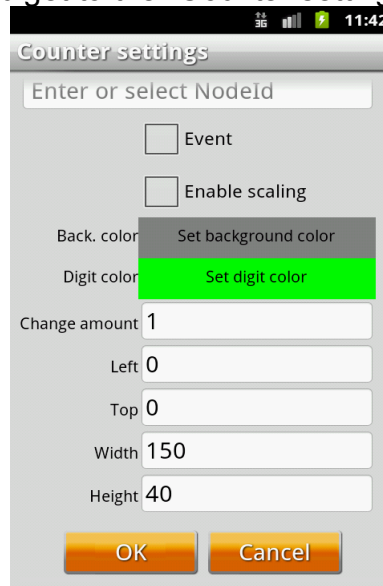
When you select “Slider” you get to the “Slider settings” page.

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the slider. *See below.*
- **Event**
Check to monitor events of this tag.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **EU max**
Maximum value in engineering units.
- **EU min**
Minimum value in engineering units.
- **Back color**
Background color
- **Slider color**
Color of the slider bar.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Height**
Height of the slider.
- **Width**
Width of the slider.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Counter settings

When you select “Counter” you get to the “Counter settings” page.



Where:

- **Select server and NodeId**
Select the tag that has to be tied to the counter. *See below.*
- **Event**
Check to monitor events of this tag.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **EU max**
Maximum value in engineering units.
- **EU min**
Minimum value in engineering units.
- **Dec. places**
Number of decimal places.
- **Back color**
Background color
- **Digit color**
Color of the counter's digits.
- **Change amount**
Amount to decrement/increment by during clicking “-” and “+”.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Height**
Height of the counter.
- **Width**
Width of the counter.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.

Selector settings

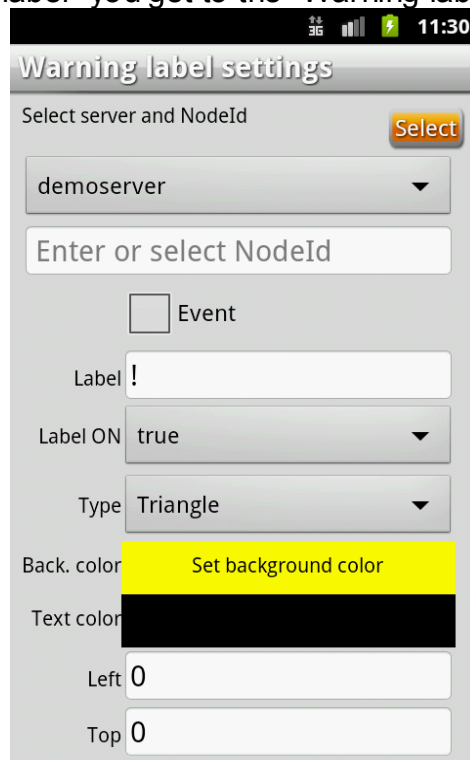
When you select “Selector” you get to the “Selector settings” page.

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the counter. *See below.*
- **Event**
Check to monitor events of this tag.
- **Text A**
The text on the selector A.
- **Text B**
The text on the selector B.
- **Value A**
The value be written by clicking the selector A.
- **Value B**
The value be written by clicking the selector B.
- **Back color**
Background color
- **Text color**
Color of the selector's text.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Height**
Height of the selector.
- **Width**
Width of the selector.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Warning label settings

When you select “Warning label” you get to the “Warning label settings” page.

A screenshot of a mobile application interface titled "Warning label settings". At the top, there's a status bar with signal strength, 3G, and a battery icon, along with the time 11:30. Below the title, there's a section "Select server and NodeId" with a "Select" button. A dropdown menu shows "demoserver". Below that is a text input field labeled "Enter or select NodeId". There's a checkbox labeled "Event". A "Label" text input field contains an exclamation mark "!". A "Label ON" dropdown menu is set to "true". A "Type" dropdown menu is set to "Triangle". Below these are two color selection fields: "Back. color" with a yellow button labeled "Set background color", and "Text color" with a black button. At the bottom, there are two numeric input fields: "Left" with the value "0" and "Top" with the value "0".

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the light. *See below.*
- **Event**
Check to monitor events of this tag.
- **Label**
The text is shown.
- **Label ON**
Select when the light is ON.
- **Type**
The shape and vision type of the label – triangle, rectangle or oval. Blink or not.
- **Back.color**
Set the background color of the label.
- **Text color**
Set the text color of the label
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Indicator settings

When you select “Indicator” you get to the “Indicator settings” page.

Indicator settings

Select server and NodeId Select

demoserver

Enter or select NodeId

☐ Event

Type Triangle

Color ON Set ON color

Color OFF Set OFF color

Left 0

Top 0

Width 120

Height 60

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the light. *See below.*
- **Event**
Check to monitor events of this tag.
- **Type**
The shape type of the indicators lights – triangle, rectangle or oval
- **Color ON**
The color of the “ON” indicator.
- **Color OFF**
The color of the “OFF” indicator.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Call method button settings

When you select “Call method button” you get to the “Call method button settings” page.

Call method button settings

Select server and NodeId Select

demoserver ▼

Enter or select NodeId

Button text

Button color Set button color

Text color Set button text color

Left

Top

Width

Height

OK Cancel

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the button. *See below.*
- **Button text**
Text to be displayed on the button.
- **Button color**
Color of the button.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the button.
- **Height**
Height of the button.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Voice input settings

When you select “Voice input” you get to the “Voice input settings” page.

Voice input settings

Select server and NodeId Select

demoserver

Enter or select NodeId

☐ Event

☐ Enable scaling

Label Value

Input color Edit color

Text color Set text color

Left 0

Top 0

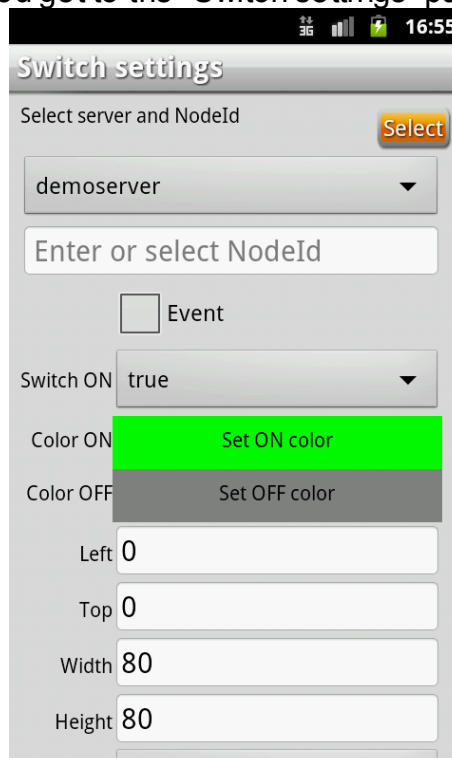
Width 60

Where:

- **Select server and NodeId**
Select the tag to be displayed. *See below.*
- **Event**
Check to monitor events of this tag.
- **Raw max**
Maximum raw value.
- **Raw min**
Minimum raw value.
- **EU max**
Maximum value in engineering units.
- **EU min**
Minimum value in engineering units.
- **Input color**
Input color.
- **Text color**
Text color.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.

Switch settings

When you select “Switch” you get to the “Switch settings” page.



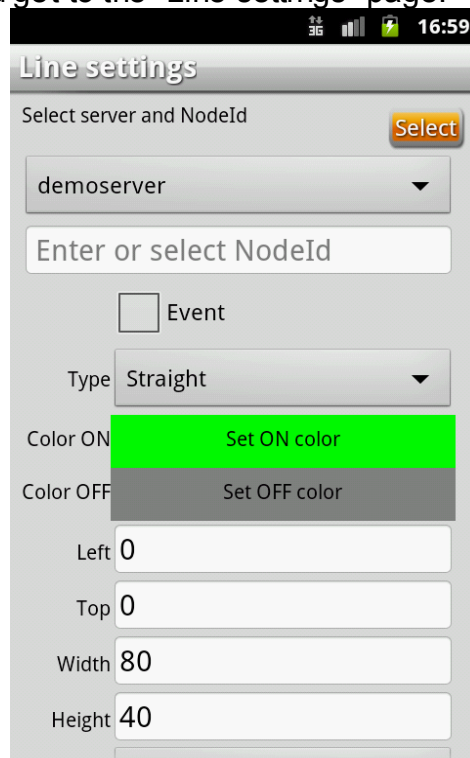
The screenshot shows a mobile application interface titled "Switch settings". At the top, there is a status bar with "3G", signal strength, battery, and the time "16:55". Below the title, the instruction "Select server and NodeId" is followed by a "Select" button. A dropdown menu shows "demoserver". Below that is a text input field labeled "Enter or select NodeId". There is an unchecked checkbox labeled "Event". A "Switch ON" dropdown menu is set to "true". Below this are two color selection buttons: "Color ON" with a green background and "Set ON color" text, and "Color OFF" with a grey background and "Set OFF color" text. At the bottom are four numeric input fields: "Left" (0), "Top" (0), "Width" (80), and "Height" (80).

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the light. *See below.*
- **Event**
Check to monitor events of this tag.
- **Switch ON**
Select when the switch is ON.
- **Color ON**
Select color when switch is ON.
- **Color OFF**
Select color when switch is OFF.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **Angle**
Rotation angle of the switch.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Line settings

When you select “Line” you get to the “Line settings” page.

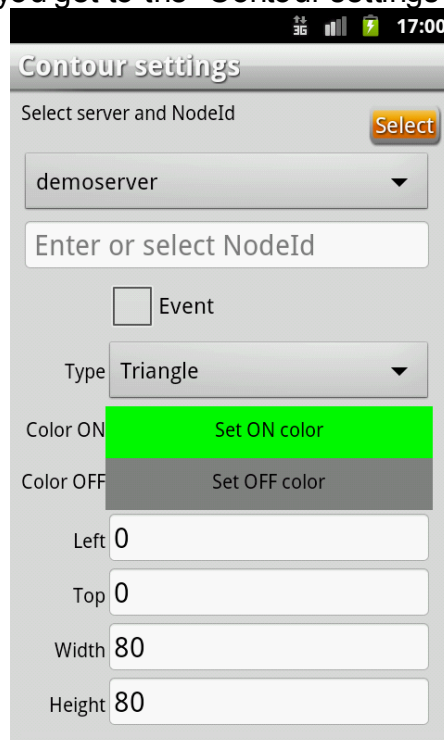


Where:

- **Select server and NodeId**
Select the tag that has to be tied to the valve. *See below.*
- **Event**
Check to monitor events of this tag.
- **Type**
Type of the line.
- **Color ON**
Color of the line when the tag is *ON*.
- **Color OFF**
Color of the line when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **Angle**
Rotation angle of the line.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy object.

Contour settings

When you select “Contour” you get to the “Contour settings” page.



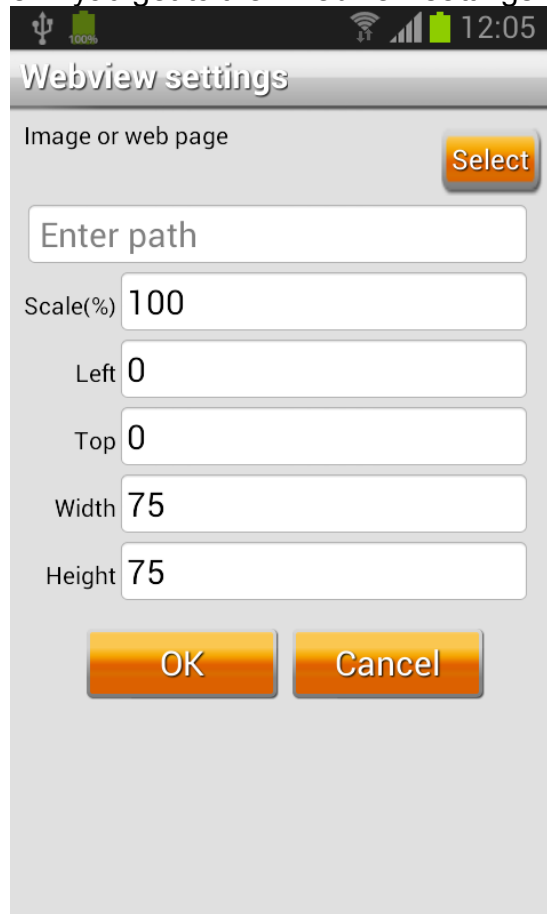
The screenshot shows the 'Contour settings' page on a mobile device. At the top, there's a status bar with '3G', signal strength, and the time '17:00'. Below the title 'Contour settings', there's a section 'Select server and NodeId' with a 'Select' button. A dropdown menu shows 'demoserver'. Below that is a text input field 'Enter or select NodeId'. There's an 'Event' checkbox. A 'Type' dropdown menu shows 'Triangle'. Below that are 'Color ON' and 'Color OFF' labels, each with a corresponding color selection button ('Set ON color' is highlighted in green, 'Set OFF color' is grey). At the bottom are input fields for 'Left' (0), 'Top' (0), 'Width' (80), and 'Height' (80).

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the valve. *See below.*
- **Event**
Check to monitor events of this tag.
- **Type**
Type of the contour.
- **Color ON**
Color of the valve when the tag is *ON*.
- **Color OFF**
Color of the valve when the tag is *OFF*.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the object.
- **Height**
Height of the object.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy object.

WebView settings

When you select “Web view” you get to the “Webview settings” page.



Webview settings

Image or web page Select

Enter path

Scale(%) 100

Left 0

Top 0

Width 75

Height 75

OK Cancel

Where:

- **Image or web page**
Path to the image or web page you will see on the screen. Path to the file saved on the sdcard begins with "[file:///](#)"(use button to select saved image or web page)
- **Select**
Select image or saved web page.
- **Scale(%)**
Scale of the image or web page.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the image.
- **Height**
Height of the image.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Binary WebView settings

When you select “Binary WebView” you get to the “Binary Webview settings” page.

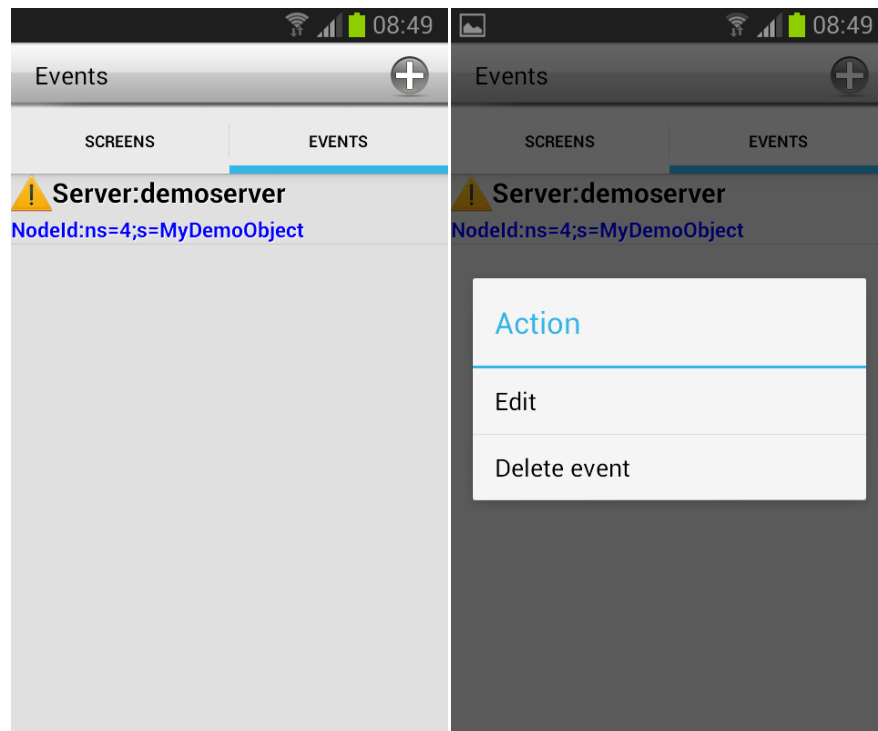


Where:

- **Select server and Nodeld**
Select the tag that has to be tied to the image. *See below.*
- **Event**
Check to monitor events of this tag.
- **Image or web page ON**
Image or web page to be displayed when the tag is *true*.
- **Image or web page OFF**
Image or web page to be displayed when the tag is *false*.
- **Scale(%)**
Scale of the image or web page.
- **Left**
Location. The number of pixels from the left side.
- **Top**
Location. The number of pixels from the top side.
- **Width**
Width of the image.
- **Height**
Height of the image.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.
- **Copy**
Copy the object.

Events

When you select “Events” tab in the design screen you get to the “Events” page.



You can add a new event by clicking on the button plus on the action bar or by choosing menu item “Add event”. To delete event you have to long touch the event you want to delete and choose “Delete event” context menu item.

For Ua *Variables* you can just check the appropriate checkbox in the graphical object settings.

Event settings

When you select “Add event” or “Edit event” you get to the “Event settings” page.



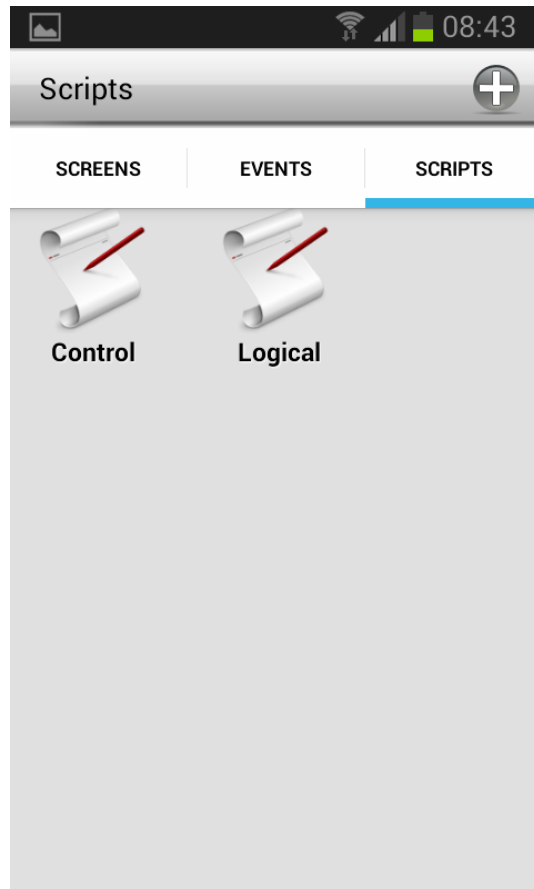
The screenshot shows a mobile application interface titled "Event settings". At the top, there is a status bar with signal strength, 3G network, battery level, and the time 12:07. Below the title, there are two main sections. The first section is labeled "Select server and NodeId" and contains a dropdown menu currently showing "demoserver" and a "Select" button. Below this is a text input field containing "ns=4;s=MyDemoObject". The second section is labeled "Select map coordinates" and contains two text input fields: "Latitude" with the placeholder "Enter latitude" and "Longitude" with the placeholder "Enter longitude". At the bottom of the form are two large orange buttons labeled "OK" and "Cancel".

Where:

- **Select server and NodeId**
Select the tag that has to be tied to the event. *See below.*
- **Select map coordinates**
Select map coordinates of the event.
- **Latitude**
Select or enter latitude.
- **Longitude**
Select or enter longitude.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.

Scripts

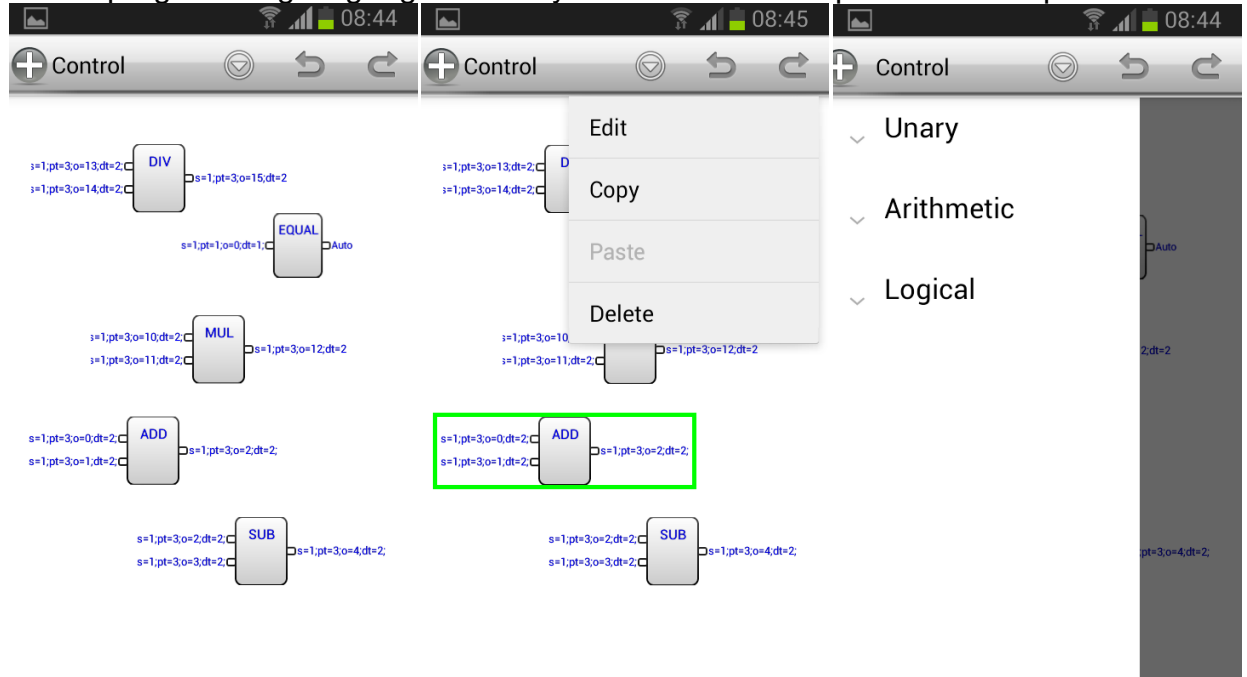
You can use scripts in your project. Scripts are executing during running of your project. To design scripts select “Scripts” bar in the “Design”. You get to the “Scripts” page.



You can add new scripts by clicking on the button “Add” and entering a name in the dialog box.

Design script

When you select “Create script” in the page “Scripts” you get to the page where you can develop your SCADA scripts. For the development of scripts in our SCADA system uses a FBD programming language. Below you see some examples of the scripts.



Some actions you can do on this page:

- **Add script object**

When you click a plus icon on the top left of the screen you get navigation drawer where you can select an object you needed.

- **Move object(s)**

To move an object you have to long click on the object you want to move, drag it and drop in the place where you want to. To move objects you have to long click on empty place. The rectangle will be shown. Select items you want to move. Then long click on the rectangle and move it on the place you want to.

- **Delete object(s)**

To delete object you have to long click on an object you want to delete, drag it to the basket and drop it or you have to select object by clicking on it or by using selecting rectangle to select multi objects. Then you have to press select button on the action bar, and select “Delete” menu item.

- **Edit object**

To edit object you have to double click on an object or you have to select object by clicking on it, press select button and select “Edit” menu item.

- **Copy object(s)**

To copy an object you have to enter to the object settings by clicking on the object and select “Copy” in the menu or you have to select object by clicking on it or by using selecting rectangle to select multi objects. Then you have to press select button on the action bar and select “Copy” menu item.

- **Paste object(s)**

To paste object(s) you have to press select button on the action bar and select “Paste” menu item.

- **Undo**

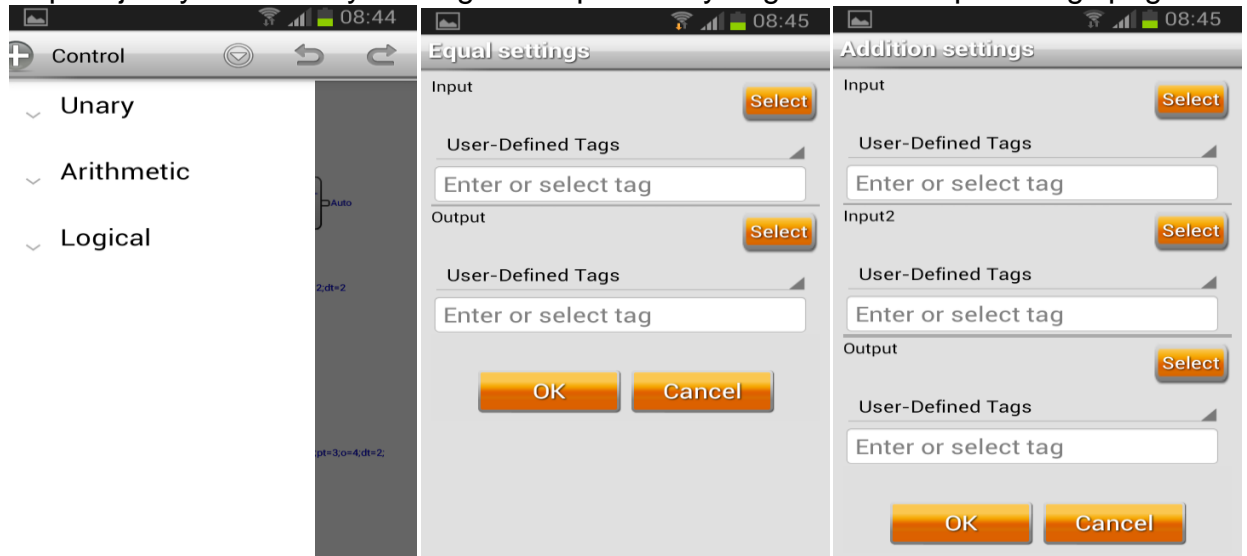
To undo actions you have to select “Undo” button on the action bar.

- **Redo**

To redo actions you have to select “Redo” button on the action bar.

Select scripts and script settings

When you select “Add script object” you get a navigation drawer where you can select a script object you want. By clicking on script name you get to the script settings page.



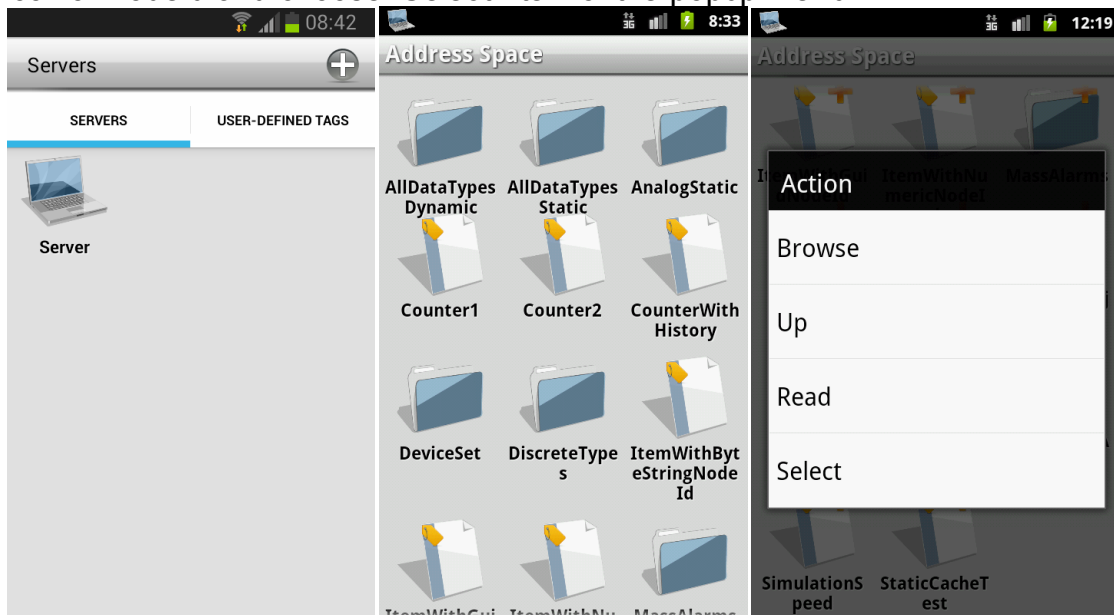
Where:

- **Equal**
Simple script where $\text{Output} = \text{Input}$.
- **Addition**
 $\text{Output} = \text{Input} + \text{Input2}$.
- **Subtraction**
 $\text{Output} = \text{Input} - \text{Input2}$.
- **Multiplication**
 $\text{Output} = \text{Input} * \text{Input2}$.
- **Division**
 $\text{Output} = \text{Input} / \text{Input2}$
- **Not**
The Boolean Not script. $\text{Output} = ! \text{Input}$.
- **And**
The Logical AND. $\text{Output} = \text{Input} \& \text{Input2}$.
- **Or**
The Logical OR. $\text{Output} = \text{Input} \parallel \text{Input2}$.
- **XOR**
The Exclusive OR. $\text{Output} = \text{Input XOR Input2}$.
- **Compare Equal**
 $\text{Output} = \text{Input} == \text{Input2}$.
- **Not Equal**
 $\text{Output} = \text{Input} != \text{Input2}$.
- **Less**
 $\text{Output} = \text{Input} < \text{Input2}$.
- **Greater**
 $\text{Output} = \text{Input} > \text{Input2}$
- **Selectable Enable**
IF $\text{Input} == \text{true}$ THEN $\text{Output} = \text{Input2}$
- **Selectable Negate**
IF $\text{Input} == \text{false}$ THEN $\text{Output} = \text{Input2}$

To choose tags for inputs and outputs use select buttons. See below.

Select server and NodeId

When you click “Select” button you go to the “Servers” page. Choose or create server endpoint you want to connect. When you connect to the server by clicking on the icon you go to the “Address Space” page. To select the NodeId you have to long click on the icon of NodeId and choose “Select” item of the popup menu.

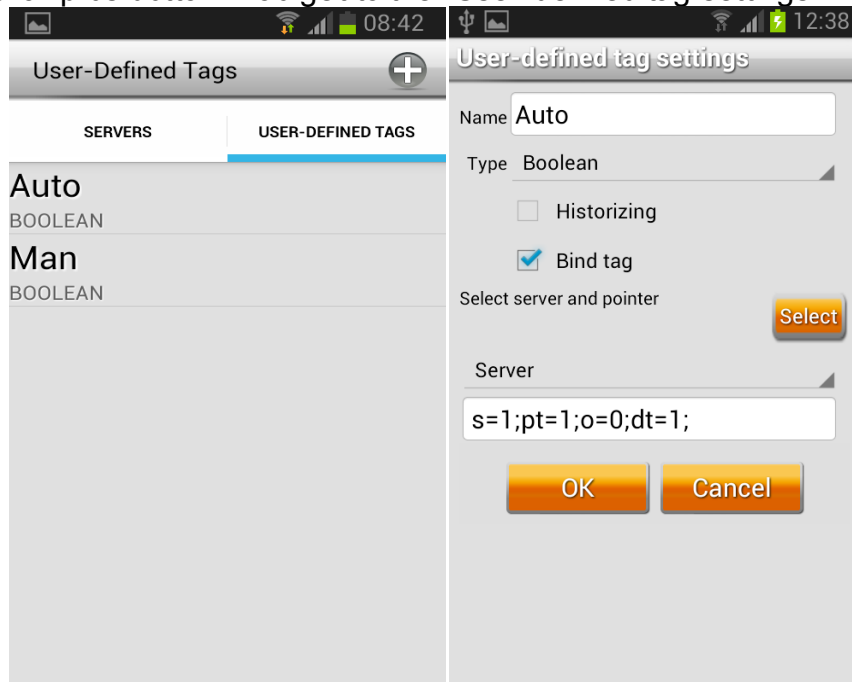


Where:

- **Add server**
Add a new server.
- **Disconnect**
Disconnect from all servers.
- **Browse**
Browse the address space.
- **Up**
Go up in the address space.
- **Read**
Read attributes of the node.
- **Select**
Select a NodeId.

User-Defined tags.

When you click “Select” button you can also choose user-defined tags. To select user-defined tag long touch on tag you want and click “Select” item on the context menu. To add new tag click plus button. You get to the “User-defined tag settings”.

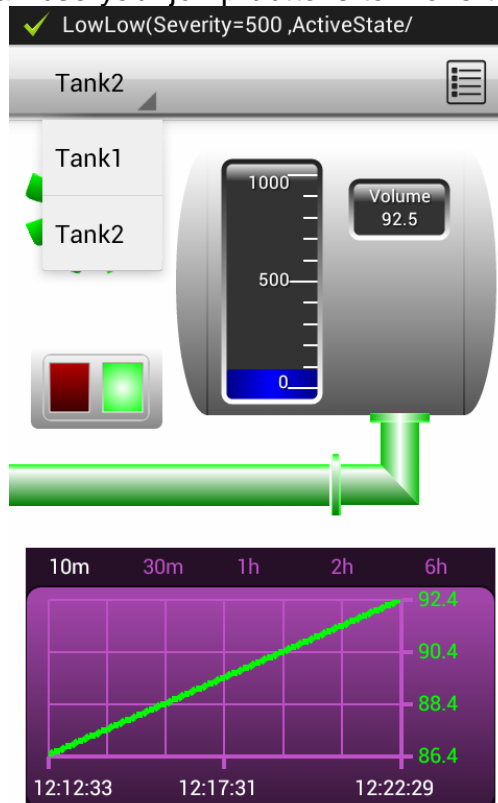


Where:

- **Name**
Name of the tag
- **Type**
Type of the tag. Boolean, Long or Double.
- **Bind tag**
Check to bind modbus tag.
- **Select server and pointer**
Select the tag that has to be tied to the user-defined tag.

Display

When you select “Display” button of the main menu you connect to the OPC UA servers and go to the screens of the project. You can slide between screens, you can spinner on the action bar or you can use your jump buttons to move to another screen.

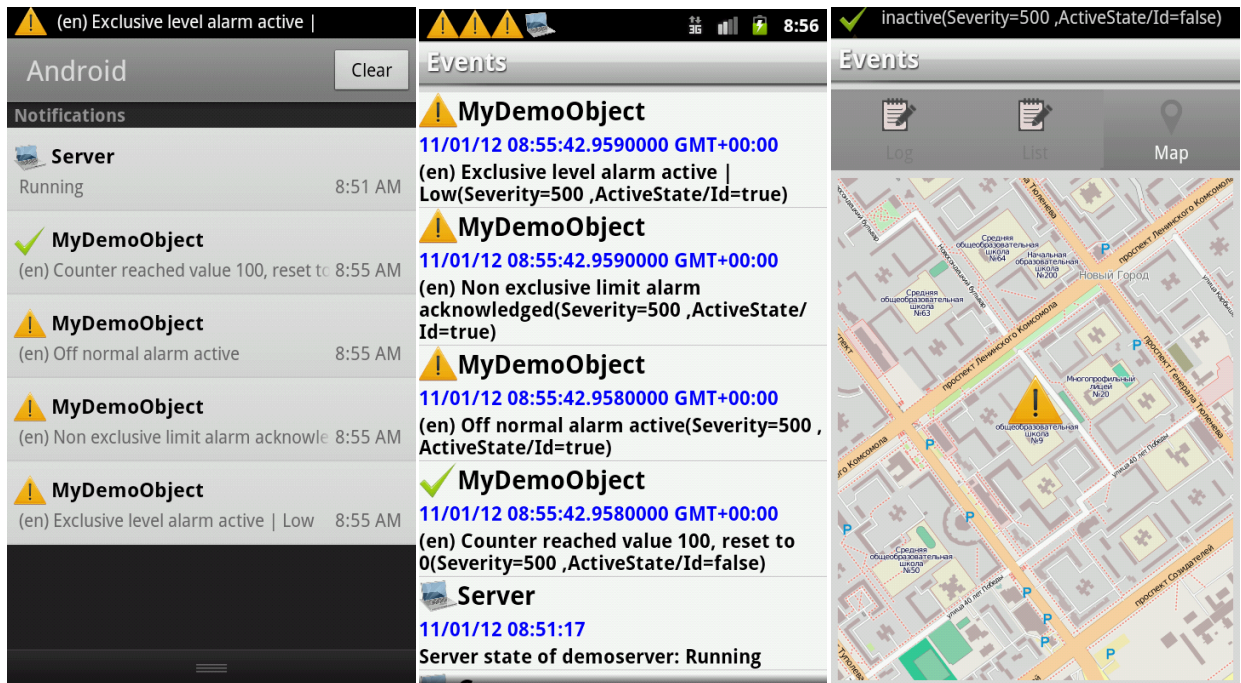


Where:

- **Events (on the action bar icon or menu item)**
Call events window.

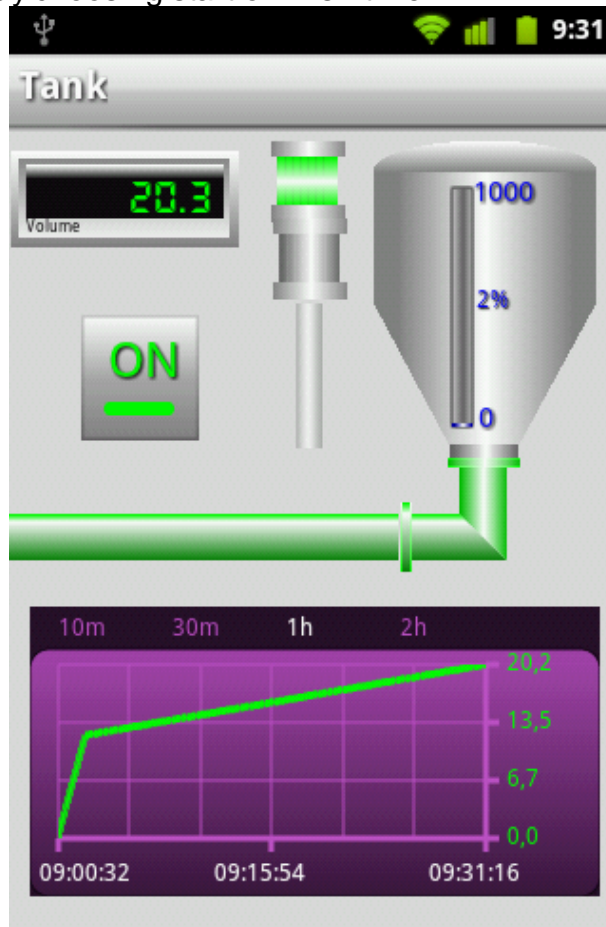
Events

When an event occurs in the notification bar icon and message appear. When you click on the notification you go to the “Events” page where you can see all events. To clear all events you have to choose “Clear events” menu item on the “Log” tab. To see the list of the events click “List” tab. To see the geo positions of the event click “Map” tab.



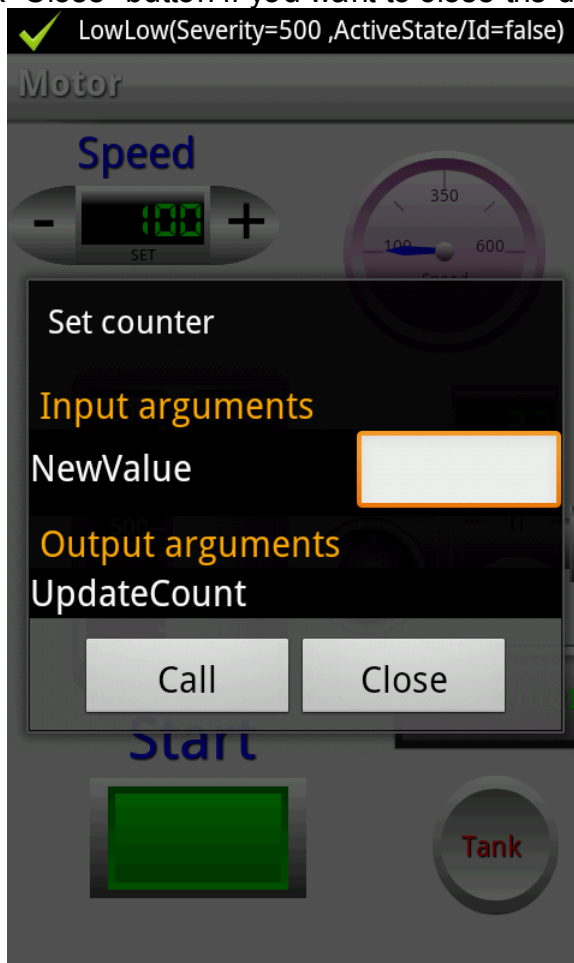
History

When you want to get history data from the tag you choose “HistoryTrend” or “Multi history trend” object. “HistoryTrend” view showing the values in a graphical trend view related to the requested time frame. You can update the graphic by clicking on the time button on the view or by choosing start of finish time.



Call method

When you want to call method you choose “Call method button” object. When you click the “Call method button” during display mode the dialog is appear. You enter input arguments (if there are needed to be enter) click “Call” button and get output arguments (if there are exist). Click “Close” button if you want to close the dialog.



Settings

When you select “Settings” button of the main menu you go to the “Project settings” page.

Download	Download Library
Demo	Download demo project
Clear project	Clear project
Start screen	Tank1
Orientation	Vertical
Design dim.	320x480
Display dim.	480x800
Show events	Notification messages
Certificate	TesclaScada
Pub. Interval	1000
Password	Enter password
Confirm pass.	Enter password

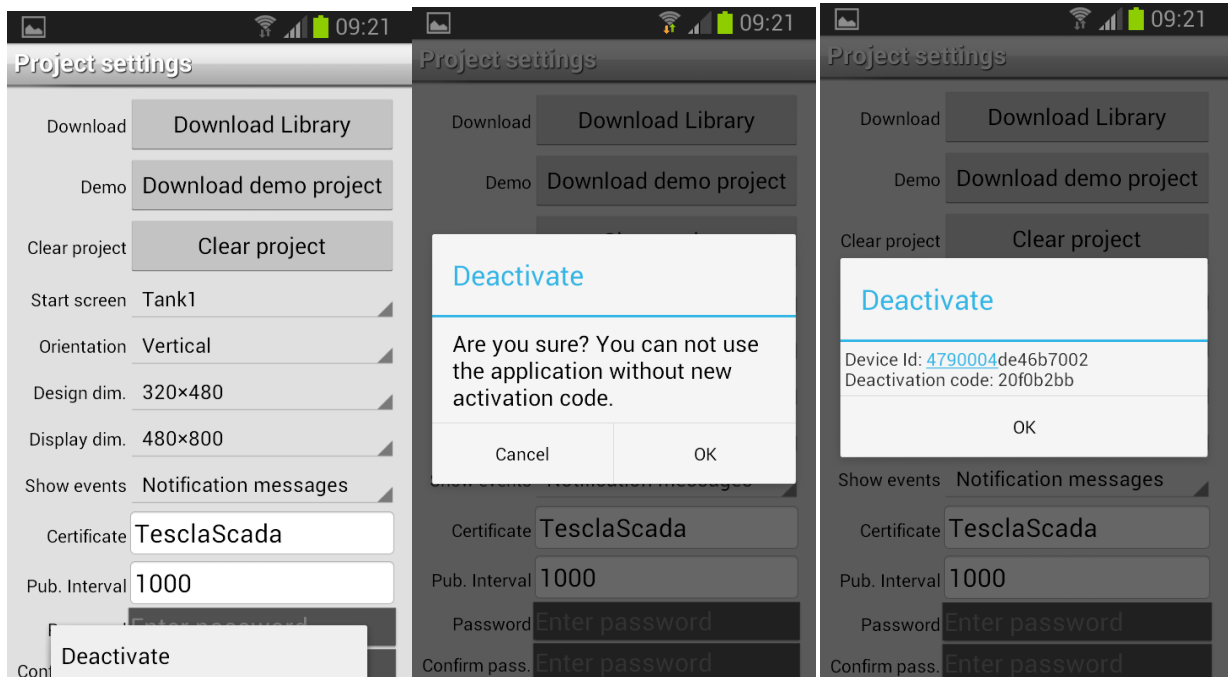
Where:

- **Download**
Download icons library.
- **Demo**
Download demo project.
- **Clear project**
Clear current project.
- **Start screen**
The screen from which you start by clicking on the “Display”.
- **Orientation**
Screen orientation of your project – vertical or horizontal.
- **Design dim.**
Screen dimensions under which the project was designed .
- **Display dim.**
Screen dimensions under which the project has to be displayed.
- **Show events**
How to show events. Using notification messages, toast messages or none.
- **Certificate**
The name of the loaded certificate. Certificate is located in the directory “TeslaScada/private/”. On the first startup and clicking “Display” TeslaSCADA creates its own certificate. Therefore it creates directories and files on the SD card.
- **Pub. Interval**
Publish interval of the OPC UA server subscription and the interval of the graphical objects updates.
- **Password**
Enter password for authorization access to “Design” and “Settings” menu.

- **Confirm pass.**
Confirm password
- **Authorization**
Check for authorization access to “Design” and “Settings” menu.
- **Sound off**
Check to turn all sounds in project off.
- **Runtime mode**
Check to use runtime mode.
- **Debug**
Create or not create debug log. Log is located in the directory “TeslaScada/debug”.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.

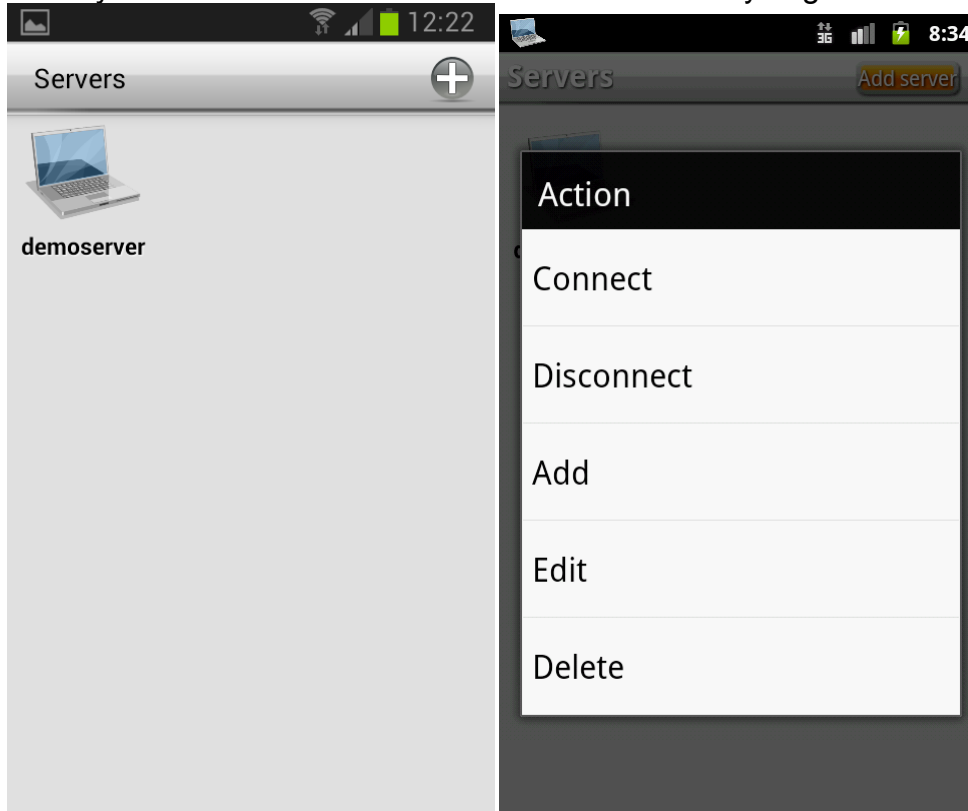
Deactivate

When you want to deactivate your application (to transfer license for example) you should enter "Settings" menu. Click menu button and choose Deactivate menu item. Deactivate dialog will appear. If you are sure you want to deactivate your application click OK. Deactivation code dialog will appear. Remember deactivation code and DeviceId. **BE CAREFUL WITHOUT DEACTIVATION CODE AND DEVICEID YOU COULDN'T TRANSFER LICENSE.**



Servers

When you select “Servers” button of the main menu you go to the “Servers” page.

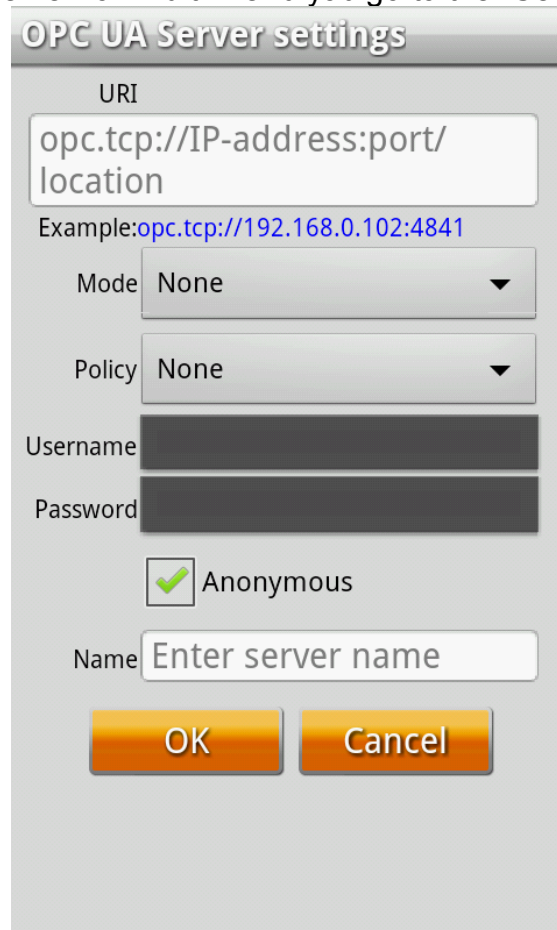


Where:

- **Add server**
Add a new OPC UA server.
- **Connect**
Connect to the OPC UA server. You can connect to the server by simply clicking on the icon.
- **Disconnect**
Disconnect from the server.
- **Edit**
Edit the OPC UA server.
- **Delete**
Delete the OPC UA server.

Server settings

When you select “Add server” or “Edit” menu you go to the “Server settings” page.



The screenshot shows a dialog box titled "OPC UA Server settings". It contains the following fields and controls:

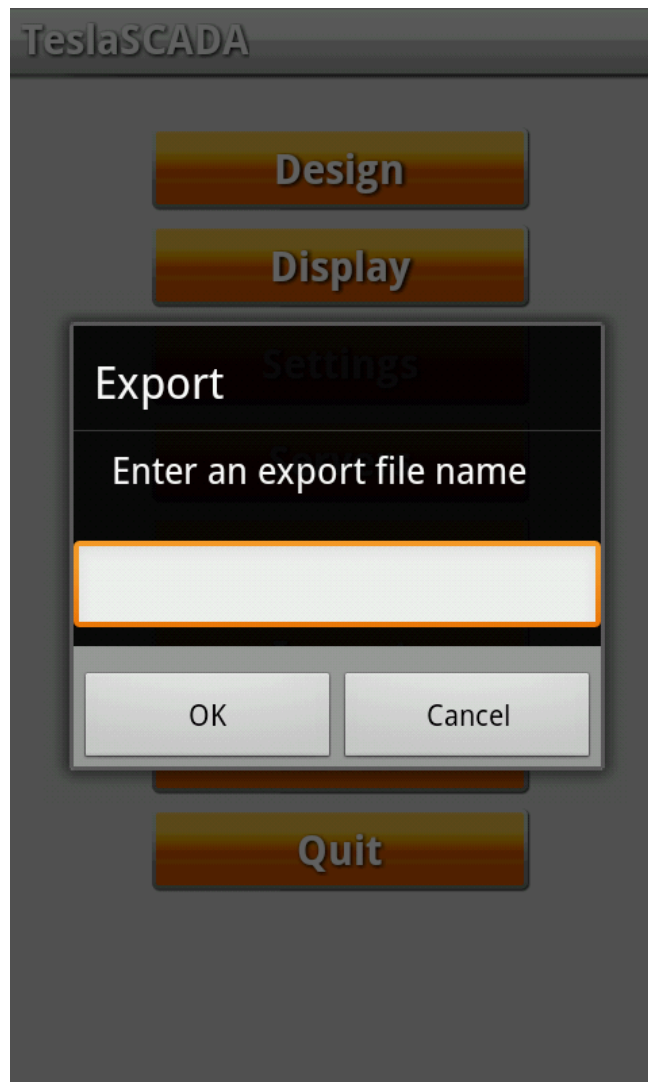
- URI**: A text input field containing "opc.tcp://IP-address:port/location". Below it is an example: "Example: [opc.tcp://192.168.0.102:4841](#)".
- Mode**: A dropdown menu currently set to "None".
- Policy**: A dropdown menu currently set to "None".
- Username**: A text input field.
- Password**: A text input field.
- Anonymous**: A checkbox with a green checkmark icon, labeled "Anonymous".
- Name**: A text input field containing "Enter server name".
- Buttons**: Two orange buttons at the bottom, labeled "OK" and "Cancel".

Where:

- **Uri**
Url of the OPC UA server.
- **Mode**
Security mode of the OPC UA server endpoint.
- **Policy**
Security policy of the OPC UA server endpoint.
- **Username**
User name.
- **Password**
Password.
- **Anonymous**
Use username and password for user identity or not.
- **Name**
Name of the OPC UA server.
- **OK**
Approve your changes.
- **Cancel**
Cancel your changes.

Export

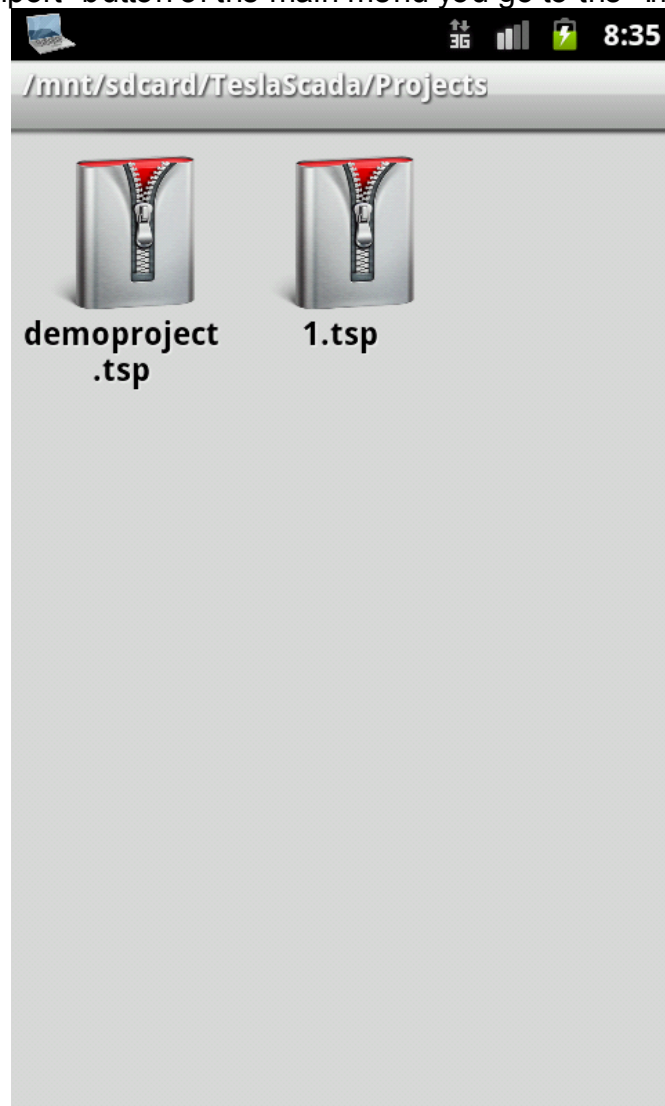
When you select “Export” button of the main menu you see “Export” dialog.



You have to enter your project name and click “OK”. Your project will be saved in the directory “TeslaScada/Projects”.

Import

When you select “Import” button of the main menu you go to the “Import” page.



The projects of TeslaSCADA have .tsp extension. Chose the project you want to be loaded.

About

When you select “About” button of the main menu you see “About” dialog. This dialog contains information about TeslaSCADA, ID of your device and contact information.

Quit

When you select “Quit” button of the main menu you see “Quit” dialog. Press “OK” button if you want to quit the program or “Cancel” if you want to stay in.