

# **TeslaSCADA2 Runtime(Android)**

## **User Manual**

Version 2.08.5

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## About TeslaSCADA2 Runtime(Android)

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TeslaSCADA2 Runtime is a runtime environment used for executing projects developed in TeslaSCADA2 IDE. In this manual you will find everything you need to load and execute SCADA (Supervisory Control and Data Acquisition) project.

A simple to use interface allows for easy manipulation of the project's configuration and data processing.

## Requirements

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TeslaSCADA2 Runtime(Android) requires Android 3.0 operating systems minimum.

## Installation

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You can install TeslaSCADA2 Runtime(Android) in 2 ways:

1. Download and install from Google Play.
2. Download installation file (TeslaSCADA2\_Android\_Runtime.apk) from our site, copy it on your Android device and install.

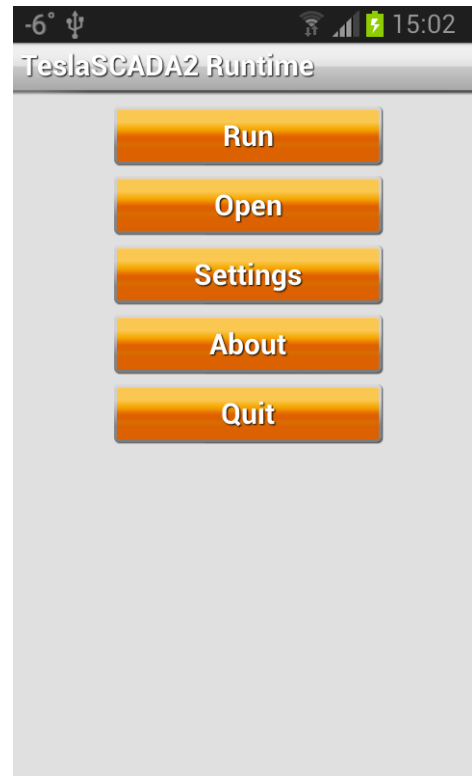
## Start TeslaSCADA2 Runtime

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After opening the application you will see the main menu. Look at the picture below to briefly get to know the TeslaSCADA2 Runtime interface:

### Main menu

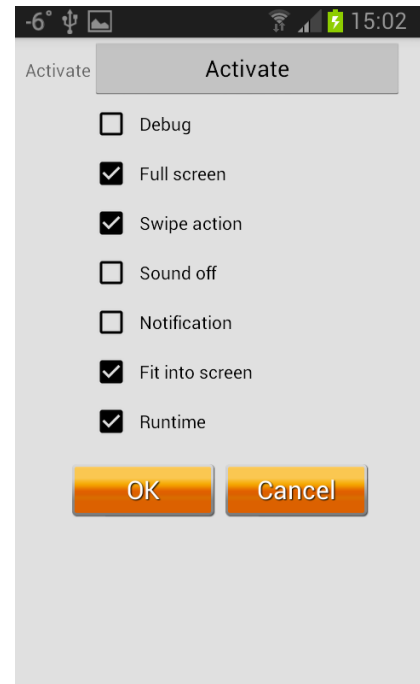
- Run** - start executing current project.
- Open** - open project from file.
- Settings** - application settings.
- About** - information about application.
- Quit** - quit application.



## Settings

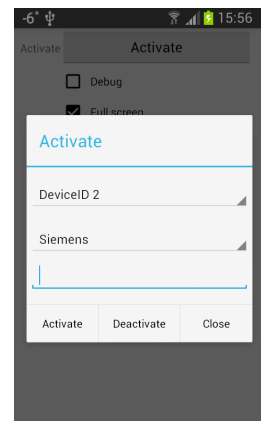
To set up TeslaSCADA2 Runtime settings press the corresponding button. You'll see the following screen. Where:

1. **Activate** - button to activate a license.
2. **Debug** - check to get debug file during running application. Debug file you can find in internal storage of Android device (or sdcard) in TeslaSCADA2Runtime/Debug folder.
3. **Full screen** - check to hide status bar during execution project.
4. **Swipe action** - check if you want to change screen of the project by swiping gesture.
5. **Sound off** - check if you want to turn the sounds off. During execution project you will not hear sounds of the project.
6. **Notification** - check if you want to get notifications when alarms of the project are occur.
7. **Fit into screen** - check if you want to fit the dimension of project's screen into dimension of device's screen.
8. **Runtime** - check if you want your project starts immediately after TeslaSCADA2 Runtime starts or this project loaded.



## Activate

Click button **Activate** to activate a license. You'll see the following dialog window. Choose ID of the device you want to bind a license, choose license type and enter a license number you've got from our company. If you want to activate a license click *Activate* button. If you want to deactivate a license click *Deactivate* button. To activate and deactivate license you should have Internet connection. If you want to close Activate dialog click *Close* button.



## Load project on Android device

When project is created (screens, servers, tags, scripts and users), the project can be loaded on the mobile device. For this purpose, first the corresponding TeslaSCADA2 Runtime mobile app on the Android device must be installed and started.

If the app has now been installed on the mobile device, there are 2 ways to load the project to the device.

1. Network method.
2. Manual method.

### Network method

This method must, the PC on which the TeslaSCADA2 IDE is started, and the mobile device on which TeslaSCADA2 Runtime started and the project will be stored in a Wi - Fi network (note IP addresses) are.

Procedure:

1. Enable WiFi on your mobile device where installed TeslaSCADA2 Runtime.
2. Start the TeslaSCADA2 Runtime app.
3. Open it in the editor TeslaSCADA2 IDE the desired project to be transferred.

4. Select the menu item *File* and *Load on Device*.
5. It now opens the dialog **Load on Device** and it will now search for mobile devices with the active TeslaSCADA2 Runtime. You can start a broadcast search and browse the entire network. However, since some routers do not forward broadcasts, there is also the possibility of a specific device search on the IP address.

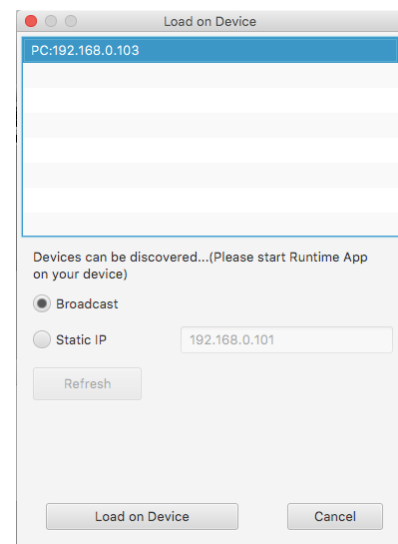
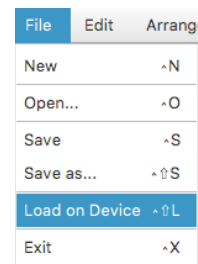
This search takes a normally 5-10s. In individual cases it may happen that this search can take up to 3 minutes.

If you can't find a device you can try to restart **Load on Device** dialog and TeslaSCADA2 Runtime application.

6. After a successful search in this dialog box all found mobile devices with active TeslaSCADA2 Runtime app will be shown.

7. Now select the desired target device and press the **Load on Device** button.

8. After a successful transfer, the target device with TeslaSCADA2 Runtime load new project.



## Manual method

Another way to load a project on the mobile device is a file explorer such as: the **Android File Transfer** for Mac OS.

Once the TeslaSCADA2 Runtime installed mobile app and once started on the sd card, a folder called **TeslaSCADA2Runtime->Projects** is created.

Now, if the project which has been stored as .tsp2 file from the Windows, Linux or MacOS system TeslaSCADA2 IDE(The path was chosen when you first save of the project) will be manually copied to the folder of the sd card of the TeslaSCADA2 Runtime mobile device, the app can be started normally. Now loads the app, the file from this folder by clicking *Load* on the main menu of TeslaSCADA2 Runtime.

