

# **TeslaSCADA2 Runtime(iOS)**

## **User Manual**

Version 2.08.5

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## About TeslaSCADA2 Runtime(iOS)

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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(iOS) requires iOS 8.0 operating systems minimum.

## Installation

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You can install TeslaSCADA2 Runtime(iOS) in 1 way:

1. Download and install from App Store.

## 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

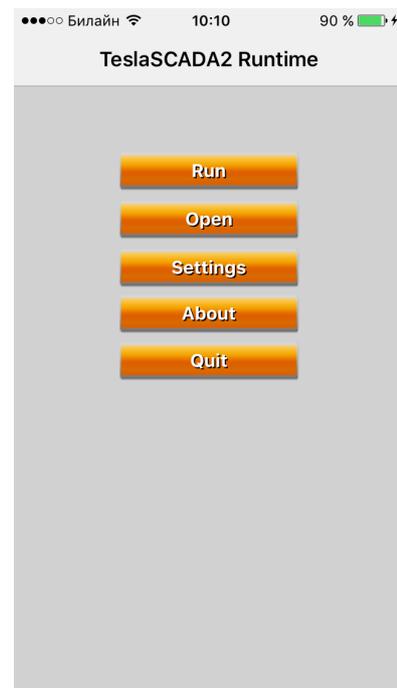
**Run** - start executing current project.

**Open** - open project from file.

**Settings** - application settings.

**About** - information about application.

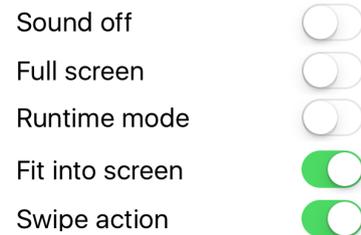
**Quit** - quit application.



## Settings

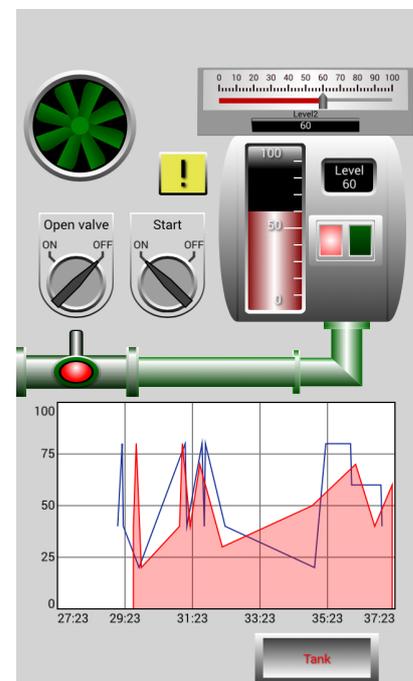
To set up TeslaSCADA2 Runtime settings press the corresponding button. You'll see the following screen. Where:

1. **Sound off** - check if you want to turn the sounds off.  
During execution project you will not hear sounds of the project.
2. **Full screen** - check to hide status bar during execution project.
3. **Runtime mode** - check if you want your project starts immediately after TeslaSCADA2 Runtime starts or this project loaded.
4. **Fit into screen** - check if you want to fit the dimension of project's screen into dimension of device's screen.
5. **Swipe action** - check if you want to change screen of the project by swiping gesture.



## Run

When you click **Run** button on the main menu you'll see screens of your project. Choose screen you want to monitor. Now you can browse through your project by clicking screen buttons of your project, using navigator button and choose screen you want and using swipe gestures (if *Swipe action* in Settings is On). If you want to hide (or appear again) navigator button double tap on the screen.



## Import for iOS

When project is created, it can be imported for iOS mobile devices. To do import for iOS devices you should in TeslaSCADA IDE enter *File* and select *Import for iOS*. When you do it Import for iOS window will appear.

To do import project for iOS devices click *Import*, file dialog will appear, enter name of the file and click OK. Import file has \*.tsp2db extension.

This file based on SQL database

format and you can open and check it

using softwares for working with SQL databases. You can also open imported file by clicking *Open* button. Imported or opened file will be appeared in the text field. To activate project:

1. Choose license type.
2. Enter license number.
3. Click *Activate* button (it will change background colour to the green and «License available for activation» message will appear).
4. If you want to deactivate license click *Deactivate* button (it will change background colour to the grey).
5. Load project on iOS device.
6. When loading of the project is completed on iOS device «Activation completed» message will appear (device should have an Internet access).

If TeslaSCADA2 Runtime has now been installed on the iOS mobile device (iPhone or iPad), there are 2 ways to load the imported project on the device.

1. Network method.
2. Manual method.

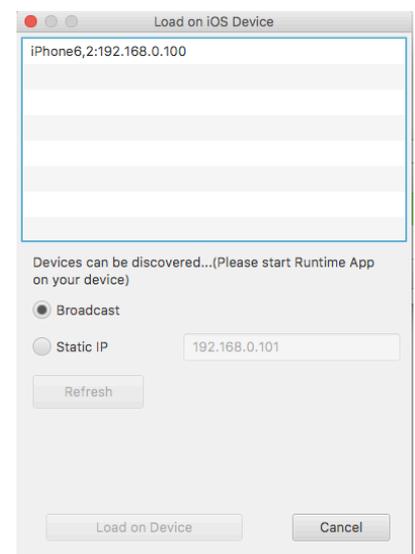
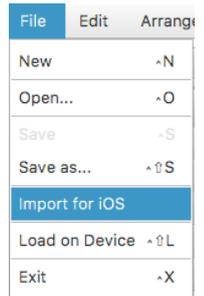
Click *Load on iOS device* to use Network method to load imported file on your iOS device.

### Network method

This method must, the PC on which the TeslaSCADA2 IDE is started, and the iOS 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. In TeslaSCADA2 IDE select the menu item *File* and *Import for iOS*.
4. Open the desired imported project. Click *Load on iOS device*.
5. It now opens the dialog **Load on iOS 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 iOS Device** dialog and TeslaSCADA2 Runtime application on iOS device.

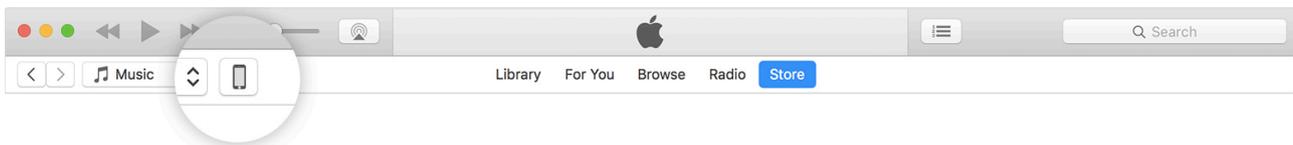
6. After a successful search in this dialog box all found mobile devices with active TeslaSCADA2 Runtime app will be shown.
7. Now select the desired target device and press the **Load on Device** button.
8. After a successful transfer, the target device with TeslaSCADA2 Runtime load new project.

## Manual method

Another way to load an project on the iOS mobile device is iTunes ->File Sharing.

Procedure:

1. Open iTunes on your Mac or PC.
2. Connect your iPhone or iPad to your computer using the USB cable that came with your device.
3. Click your device in iTunes.



4. In the left sidebar, click Apps. Then, scroll to the File Sharing section at the bottom of the page.
5. Select TeslaSCADA2 Runtime see which files are available for sharing in that app on your device.
6. Now you can copy your imported project (\*.tsp2db) to the documents folder of TeslaSCADA2 Runtime apps.