



LINDY Pro Control Software

User Manual

English

lindy.com

Introduction

LINDY Pro Control is a user-friendly and clear platform to program LINDY control pads No. 32306, 32309 and 32310.

System Requirements & Installation

Follow the steps in the LINDY control pad’s user manual to connect it to a computer, then download and install the software for Windows or MacOS, please make sure the system has 2Gb memory or more and a resolution of 1920x1080 or above.

Open the application and select **New** to start a new project.



Type the **Name** of the project, select the Control pad’s part number from **Processor** drop-down field, choose the **IP/Host** address of the unit and the **Path** on the computer to save the project.

New

Name * This field is required

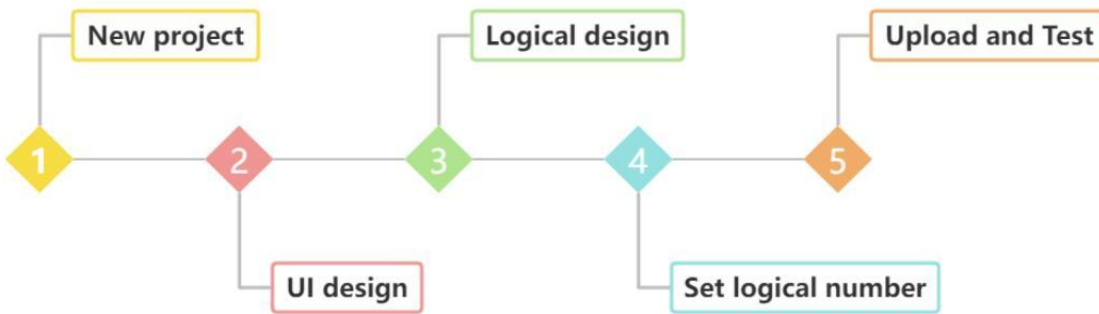
Processor * This field is required

IP/Host IP/Host

Path * This field is required

Confirm Cancel

After click on **Confirm**, the configuration can start, typically following the steps below:



UI Design..... Page 5

Logical Design..... Page 36

Menu

Click on the Menu icon to access the following options:



NEW: Start a new project

OPEN: Open a previously-saved project

DOWNLOAD: Click on to search any accessible unit within the current local network. After the search is complete, a drop-down box will display the IP address of the unit found in the network. The IP address of the unit can also be entered manually. Enter the unit's password and specify the location path of the project to be downloaded. Click Confirm to download the project file saved on the unit, it will be stored in the specified location in a .zip file. If Auto Open is checked, the file will be decompressed to the selected directory and automatically opened.

AUTHORIZATION: Only for demo purpose, select Authorization Module in the pop-up window, an authorization expiration date it's not needed when selecting permanent authorization, select an authorization expiration date after choosing limited authorization.

Enter the MAC address of the unit to be authorized and click on Start Generation to generate the authorization code. When the authorization expires, enter http://controllerIP/unlock in the APP interface or browser to enter the authorization code.

IR LEARNING: When connected to a compatible product, it allows to copy one IR button function after adding a new command.


SYSTEM: Select Chek Updates whether any online updates are available, Offline Upgrade to choose an file to upgrade, About to display software's registration information.


LANGUAGE: Select from English or Chinese.


EXIT: Click to logout, make sure to save any open project before exit.


OPEN PROJECT: This option appears when a project is saved, click here to select the project to open.
SAVE AS: When a project is opened, click here to save the project selecting a name and a path.


Toolbar

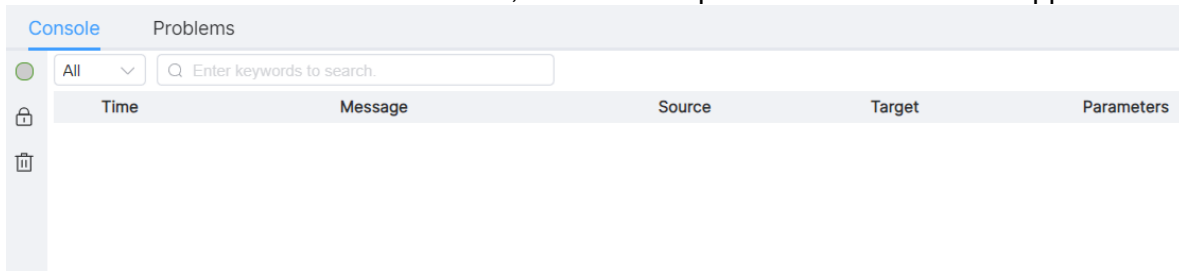
: Click on Save button to save all the contents of the project currently in the active window.

: Click on Preview button to open a preview window and see the design interface of the current project if available.

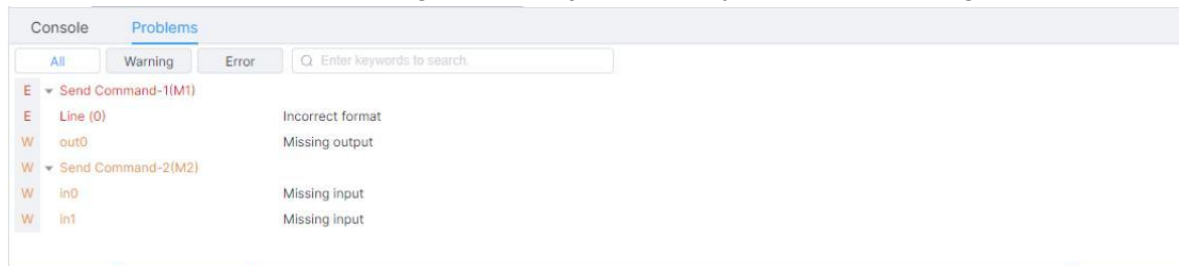
: Debug button.

: Click on Upload button to upload the current project to the connected device. Before uploading, the project has to be saved. If there are no errors, the current project will be uploaded, the design and the functions programmed will appear on the device; from now on users can control the connected machine and the project code can be downloaded.

: When Console is activated, in the lowest part of the window it will appear the following area.

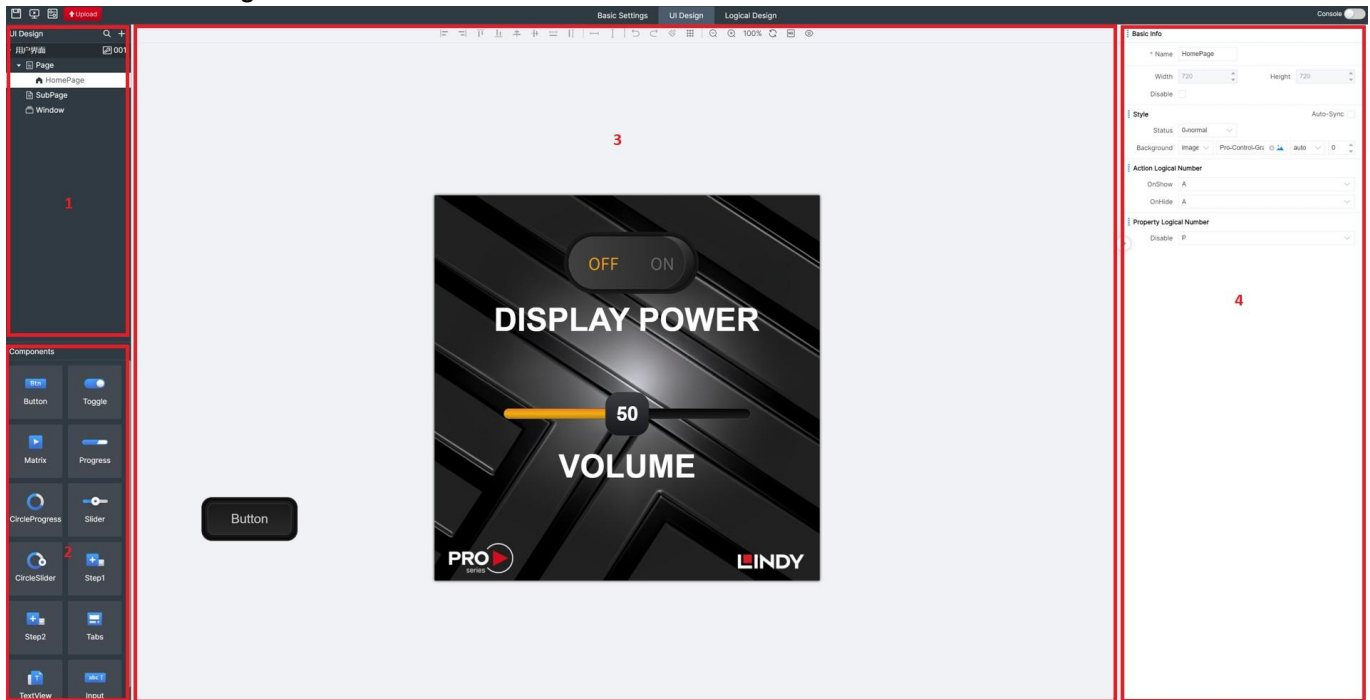


This is a log area where all the necessary information will appear in real time while creating the project, such as project upload, load log, and logic module sending and receiving data during operation. Error messages are shown in red, warning messages in yellow, and normal messages in black. The Problems list displays errors and warnings, please note that is not possible to upload or export a project package when there are still errors not fixed. Double-click the error or warning prompt to jump directly to the relevant logic module to quickly find it.



UI Design

The interface design is divided into 4 areas:




1. User interface
2. Components
3. Design
4. Interface/Component attribute settings

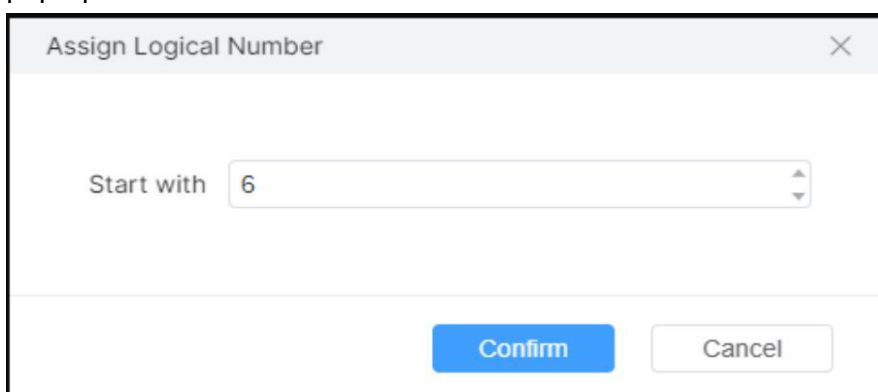
UI Design is the core module of interface design, including the interfaces and components, style design, interface layout and other functions. This chapter will introduce them one by one.

The software provides WYSIWYG interface designer, real-time rendering, flexible property settings and layout functions. After the user creates a normal page, sub-page and pop-up window, it will be possible to drag the required UI component to the page and adjust the display effect by modifying the parameters of the UI component. By setting action logic number and attribute logic number, it is associated with UI related logic module.

On the top of the Design area there is the following toolbar with function icons such as Component alignment, spacing adjustment, formatting brush, grid, zoom in and out, etc.




Click the fast allocation icon  to enter the batch allocation logical number mode. In the allocation logical number pop-up window, the starting number defaults to the current maximum action logical number or attribute logical number +1. For example, if the current maximum number is 5, the starting number in the pop-up window is 6:




Click on the corresponding component to complete the logical number assignment.




Display Logical Number

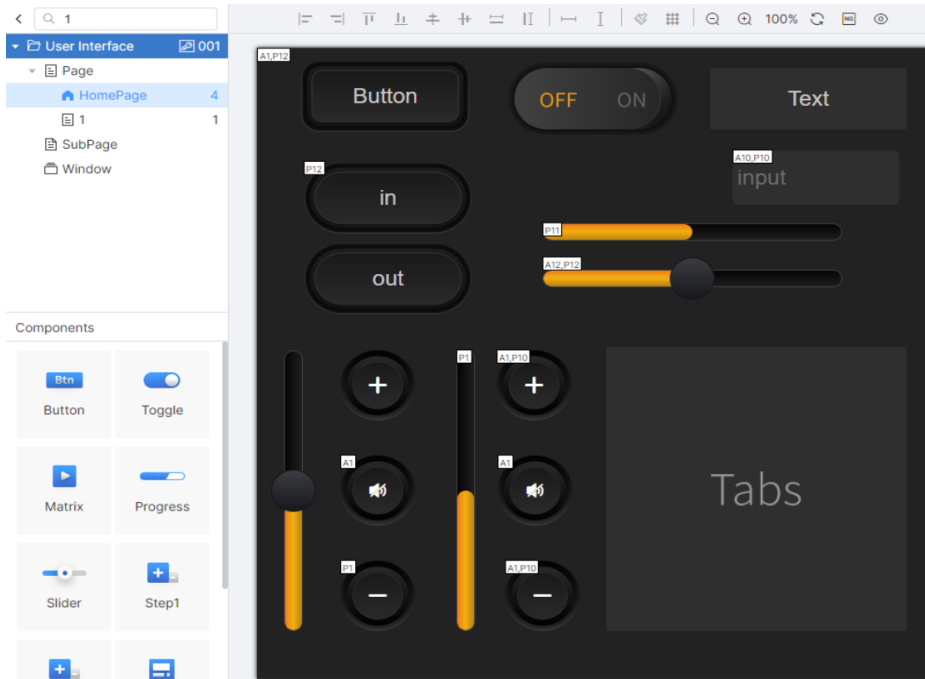
Click the icon  in the toolbar to enter the display logic number mode. The upper left corner of the component will display the assigned action logic number and attribute logic number.



Click the icon  again to exit the display mode.

Search Logical Number

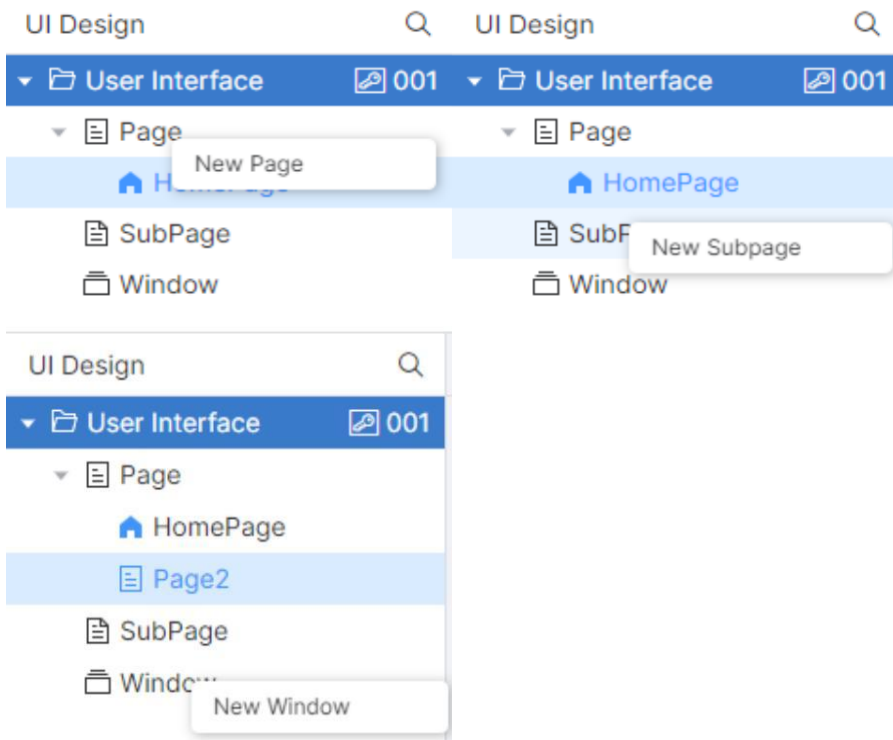
Click the search icon  and enter the logical number of the component or page you want to find in the search box. This search method uses fuzzy matching mechanism.



The page node will display the matching quantity of the corresponding page, and the upper left corner of the matched component in the page will display the corresponding action logical number and attribute logical number. Clear the search box, then automatically exit the search.

Page

Right-click the corresponding tab of UI Design to open the menu and select New Page - New Subpage - New Pop-up Window as shown below:

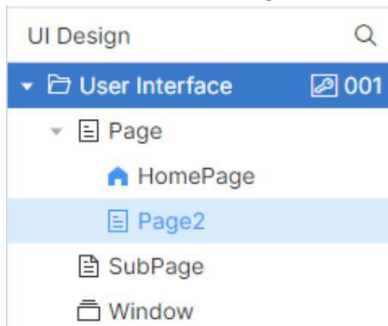


Pages are divided into three types: normal pages, sub-pages and pop-up windows. The software will show different types of pages under the corresponding page nodes. Among them, the size of ordinary pages is determined by the model of the controller configured. For example, after 32310 is selected as configuration in project, the size of all ordinary pages is 720*720; the size of sub-pages and pop-up windows needs to be defined.

Please note that subpages are different from normal pages/pop-up windows, and can only be displayed through subpage containers. Subpages can be embedded into two other types of pages through subpage containers.

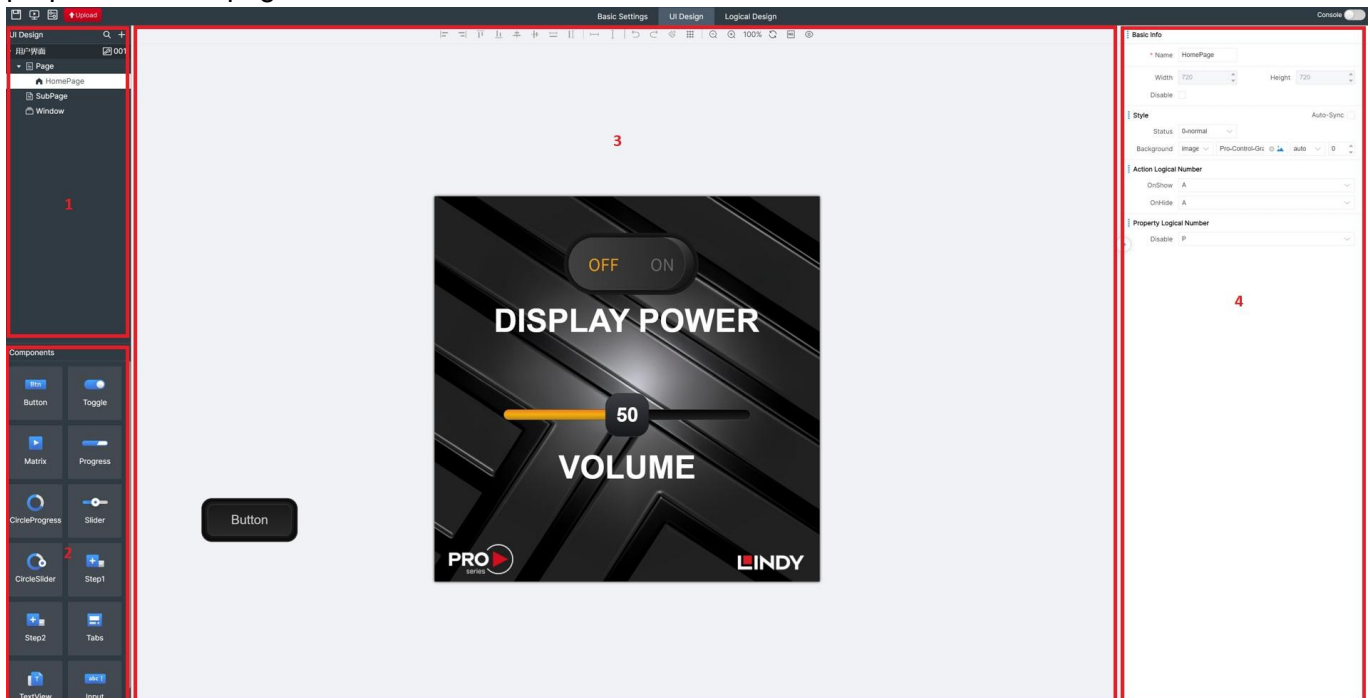
The jump function of the page will be described in Button section.

Click on New Page, enter the page name in the pop-up window and click OK to create it. The new page is saved under the Page node of User Interface.



When creating a project, the software automatically creates the home page. To set other pages as home page, right-click on the desired page and select Set as Home Page, only normal pages can be set as home page.

Double-click a page, the UI design area displays the corresponding page, and the right side displays the properties of the page.

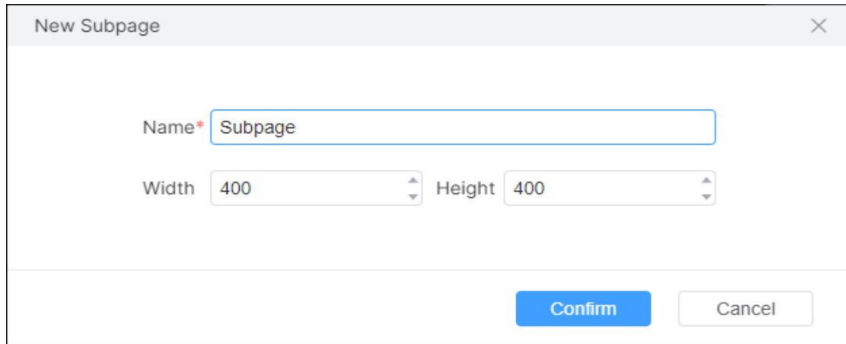


Double-click the page in area 1, perform page layout operation in area 3, and perform relevant attribute setting in area 4. Page attributes include name (required), width (read-only), height (read-only), disable, style, action logical number, attribute logical number. The names of normal pages, subpages and pop-up windows cannot be repeated, the names of components in area 2 can be repeated.

Note: If the component are selected in the current page, the attributes of the selected component are displayed in the area 4. To edit the page attributes, click the page area or a blank space.

Subpage

Right-click the page navigation area and click New Subpage in the menu. A new subpage pop-up window will appear:



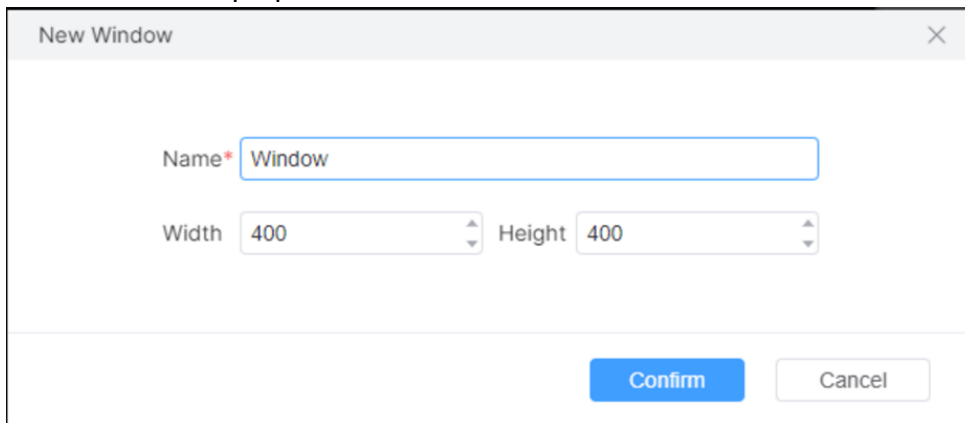
Enter the name, width, and height, then click Confirm. The subpage will appear under the Subpage node in the navigation area. You can then modify the relevant settings in the attribute editing area. These attributes are editable in the same way as those of standard pages.

During page preview and project runtime, subpages are displayed using subpage containers. Different subpages can be switched and shown by controlling the display interface properties of the subpage containers.

Note: The size of the subpage must match the size of the container area in which it is displayed. Otherwise, scroll bars may appear and affect the visual experience, or only part of the content may be visible.

Pop-up Window

Pop-up windows are usually used primarily for information. Right-click the navigation area of the page and click New Pop-up Window in the menu:



The pop-up position is in the center of the screen, its properties are the same as normal pages. To delete the page, click the right mouse button on the page in the navigation area and select Delete, the operation cannot be undone.

Note: the home page cannot be deleted.

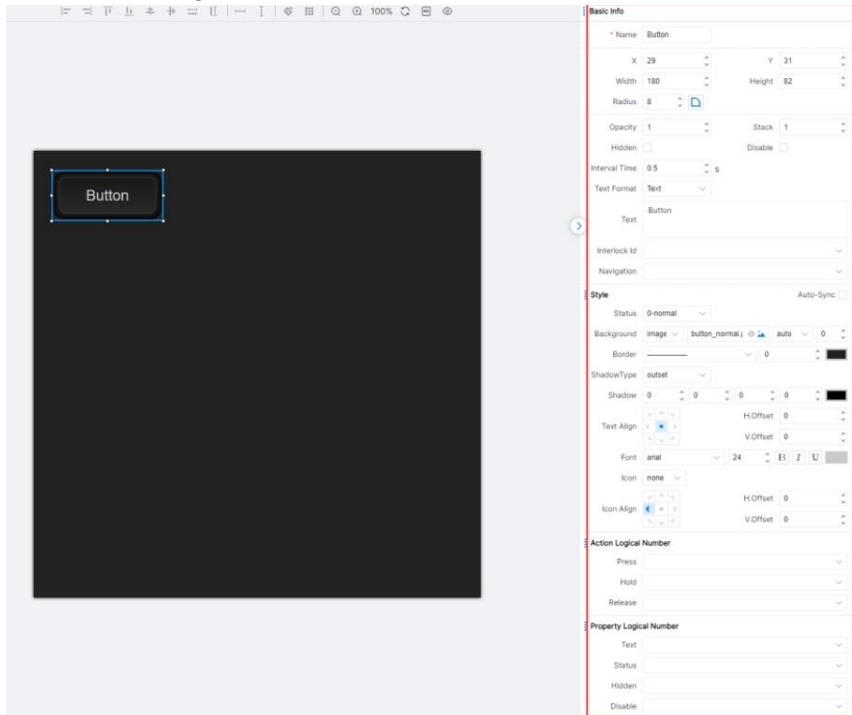
Components

UI components are a core part of user interface design. The attribute settings of pages and components determine the layout and visual style of the UI. By combining action logic numbers and attribute logic numbers for components, user interfaces and interactions design can be personalized.

Components include buttons, switches, matrices, progress bars, sliders, step 1, step 2, subpage containers, text, and input boxes.

Component Property settings

Click any component (including the page itself) on the page, the selected border on the corresponding component will be displayed with the detailed properties of the component on the right side in the attribute settings area:



Basic information, style, action logic number and attribute logic number are displayed in the component attribute setting area.

Click  and  buttons to hide and restore the attribute setting area when needed.

Common Property Settings

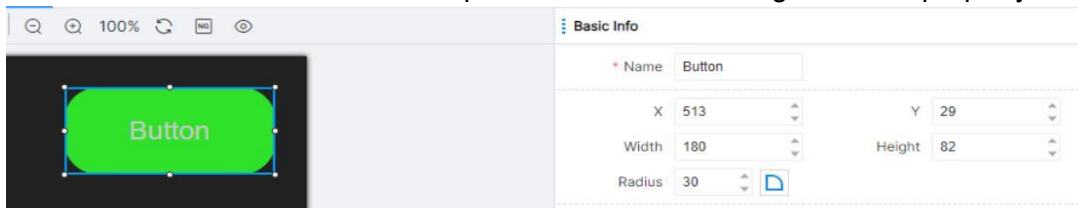
UI component properties vary according to component type, each component has a set of common properties as shown in the table below:

Property Name	Description
Name	Required, default to the name of the component type
X	Distance between the top left corner and the left edge of the component
Y	Distance between the top left corner and the upper edge of the component
Width	The width of the component occupying the interface
Height	The height of the component occupying the interface
Rounded corner	Refer to rounded corner related settings for details
Transparency	Transparency of components in interface
Level	Display hierarchy of components in the interface

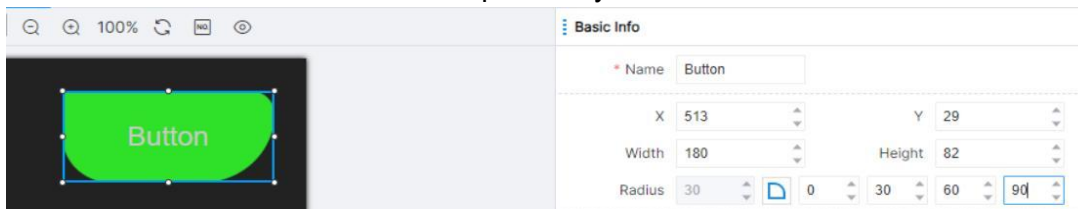
Hide	Component visible by default, check this attribute to be invisible
Forbid	The component takes effect by default, but checking this property will not take effect.
Interval Time	The time to trigger a long press action every interval after a button/step component is pressed for 1 second
Text Format	Default is text, there are text, time, date options
Text	Text displayed on component
Interlock Number	When multiple buttons are set to the same interlock number, only one button is active at the same time
Page Skip	When the button is pressed, the page jump is executed. You can choose to jump to the page, pop up the window or control the subpage container to switch subpages.
Text-On	Text displayed by switch component in On state
Text-Off	Text displayed by switch component in Off state
Group Number	The group number of the matrix group according to which the matrix group is controlled. Read-only
Encoding Type	Encoding type of matrix group, string or Hex, read-only
Type	Type of matrix, input or output, read-only
Communication Code	Set communication code according to code type, used for matrix control
Direction	Progress bar or slider direction settings
Default	Initial value of progress bar/slider/switch
Maximum	Maximum value of progress bar or slider
Minimum	Minimum value of progress bar or slider
Stepping	Stepping component changes value per click
Default Page	Subpage container default display subpage
Input Type	Input box default input type is text, there are text, password, text field options
Hint Text	Prompt when input box has no input content

Fillet Settings

The radius at the corner of the component can be set through the fillet property.



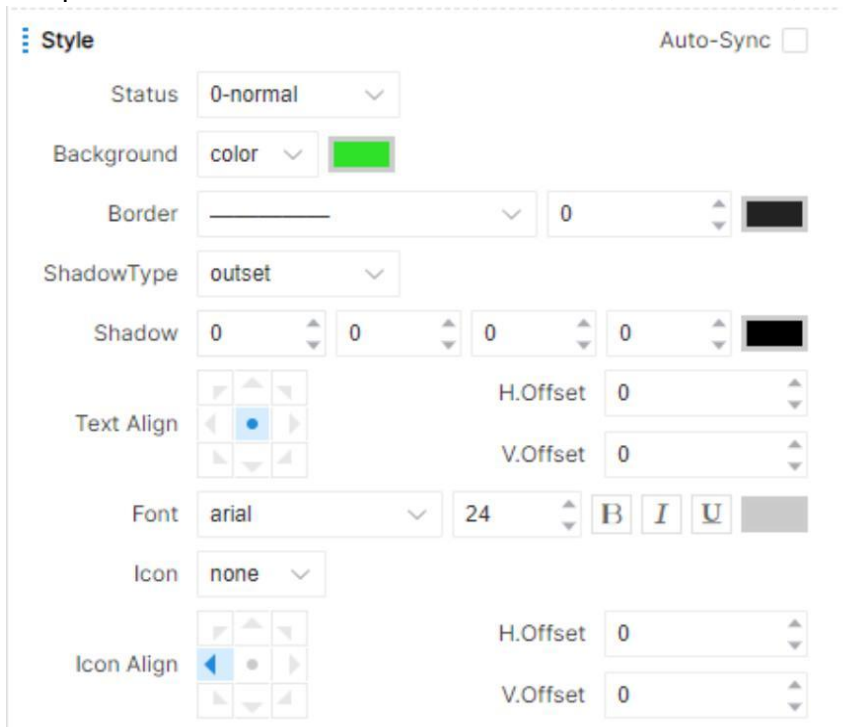
By default, when you set the value of this property, each corner of the component appears with a radian corresponding to the set value. Click on the sector icon to the right of this property, four edit boxes will appear, indicating that you can set the value of one or several fillet radians individually. The four rounded radians of the button can be set independently:



Note: After setting the overall fillet value (left side of the sector icon), click the sector icon to expand the radian value edit box and set the radian for each angle individually. In this case, the individually set values take precedence, and the overall value will no longer apply.

Style Settings

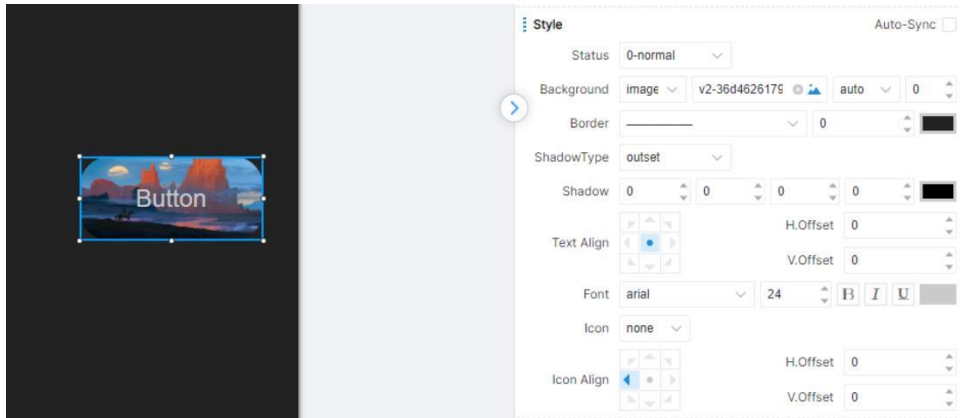
A component can change its appearance in the interface by adjusting the value of its style property. In some scenarios, components switch styles dynamically based on logic. For example, a button component has three states: normal, activated, and disabled, as shown in the figure:



In each state, the component has a separate set of style settings, below there are some common style properties.

Background

The background property can be used to modify the background of a component. Here a local or online image can be selected as background for the component:

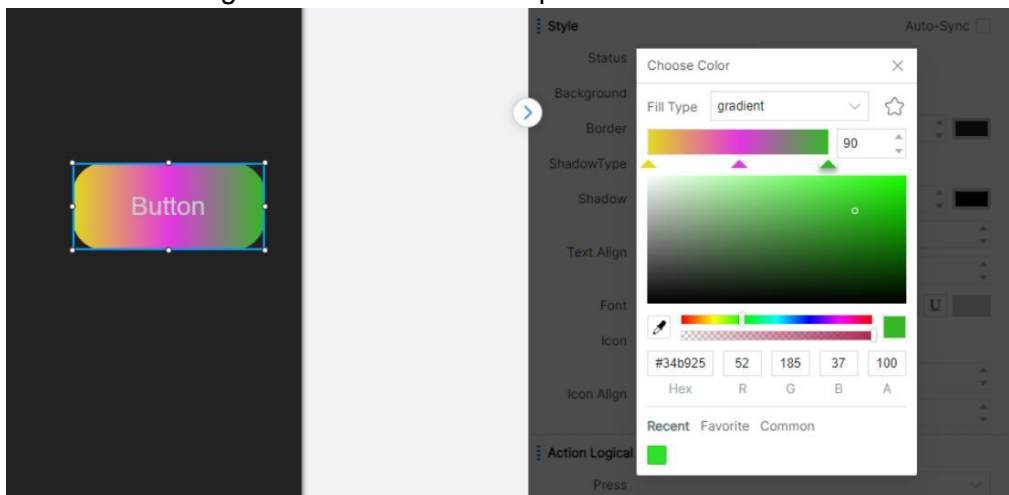


For the image fill rules of a component, the software provides three options: Auto, Hold, and Repeat. Auto means adaptive: the image is scaled to fit the width and height of the component, regardless of its original size.

Hold means the image keeps its original size. If the component size does not match the image size, only part of the image will be shown or blank space will remain in the background.

Repeat means that when the image is too small to fill the component background, it is tiled repeatedly to occupy the space. In this case, the component background is formed by repeating and stitching the image.

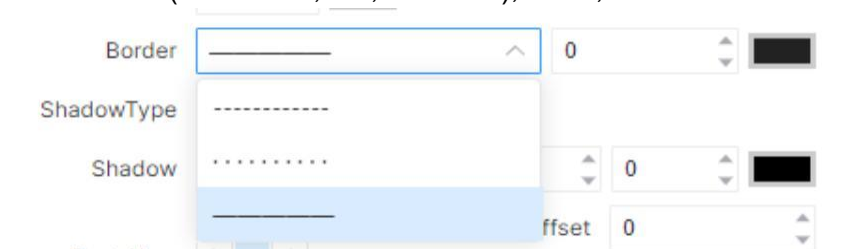
You can also set a solid background color. Click the color icon on the right, then open the palette to choose the background color for the component.



The color palette allows you to set the background of components to solid or gradient colors. These options can be found in the **Color** section of this panel.

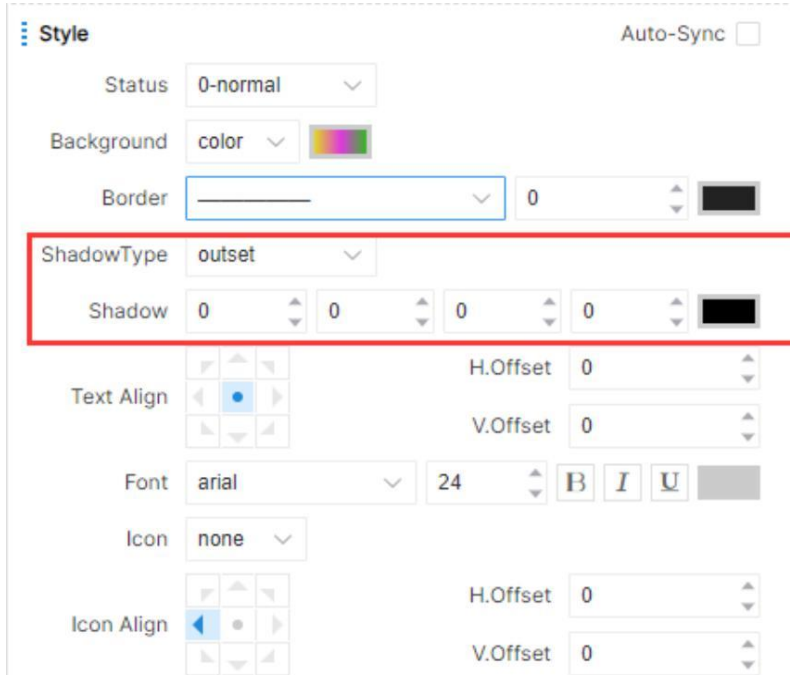
Border

Border properties can be used to modify the style of component border lines, including the types of border lines (dotted line, dot, solid line), width, and color of border lines.

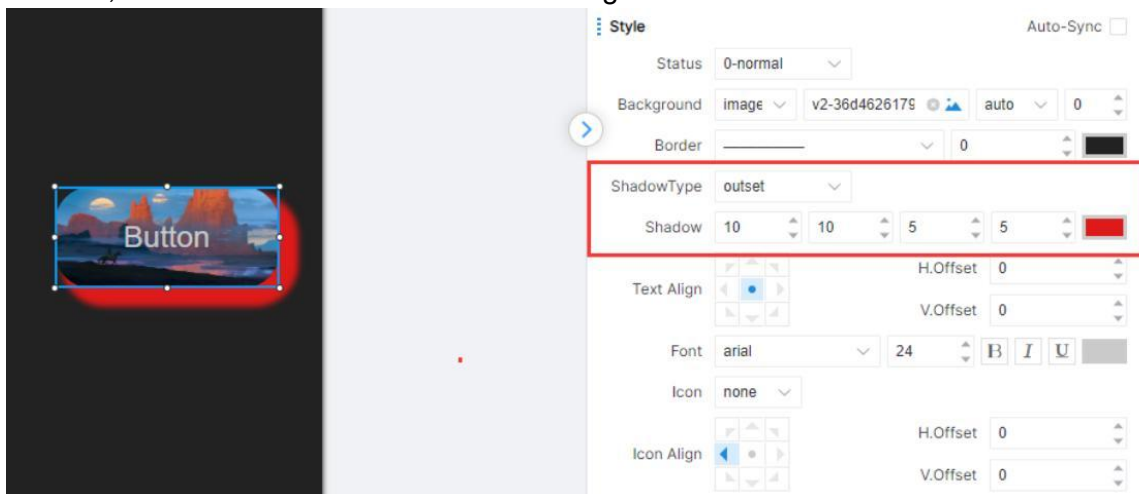


Shadow

Shadows can simulate a projection effect for components in real scenes. There are two types of shadows: outer shadows and inner shadows. Shadow parameters are mainly configured in four aspects: position, size, blur, and color.

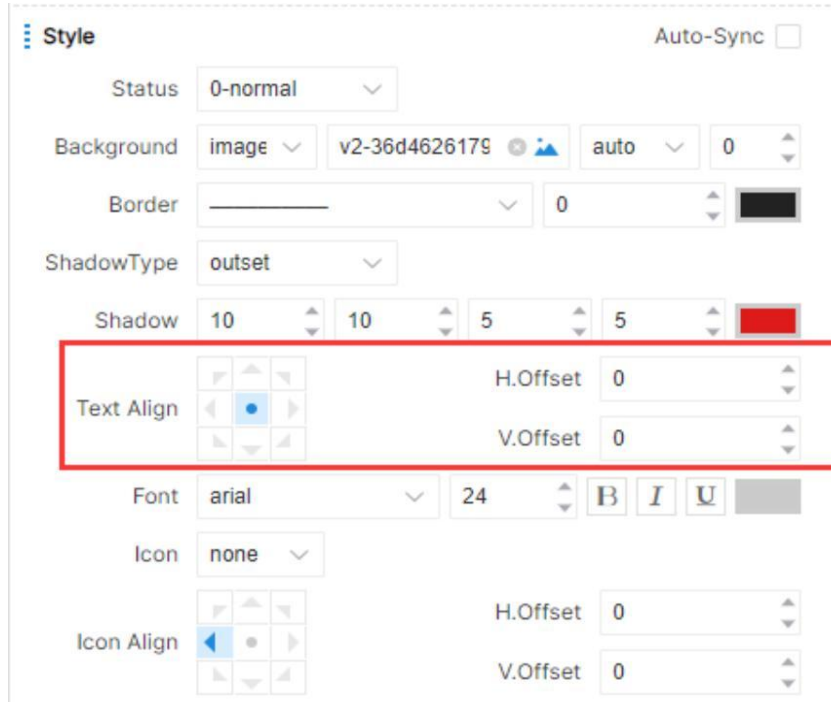


The first and second input boxes represent the X and Y offsets, respectively. The X offset indicates the horizontal distance of the shadow from the component: positive values move the shadow to the right, and negative values move it to the left. The Y offset indicates the vertical distance of the shadow from the component: positive values move the shadow downward, and negative values move it upward. The third input box controls the blur level: lower values produce sharper shadows, while higher values result in more blurred shadows. The fourth input box represents the shadow size. A value of 0 means the shadow matches the original width and height of the component. To increase the width and height of the shadow, increase this value as shown in the figure:



Text Alignment

Text alignment adjusts the alignment of text within a component within the component area:



Style Auto-Sync

Status

Background

Border

ShadowType

Shadow

Text Align

Font

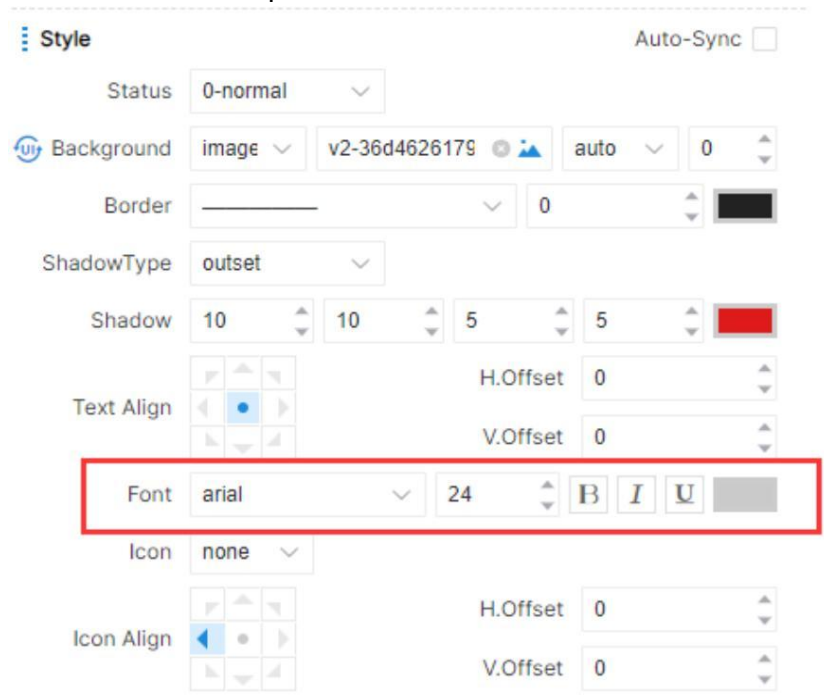
Icon

Icon Align

Once the alignment properties are set, you can fine-tune the text position using the horizontal and vertical offsets. This allows the content to be placed anywhere within the component.

Front

Select the desired options:



Style Auto-Sync

Status

Background

Border

ShadowType

Shadow

Text Align

Font

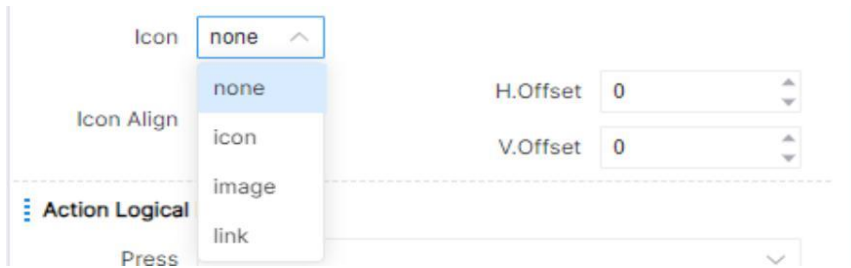
Icon

Icon Align

Select the font from the drop-down list and the size, B stands for bold, I stands for italics, U stands for underline, and select the font color from the color block on the right.

Icon

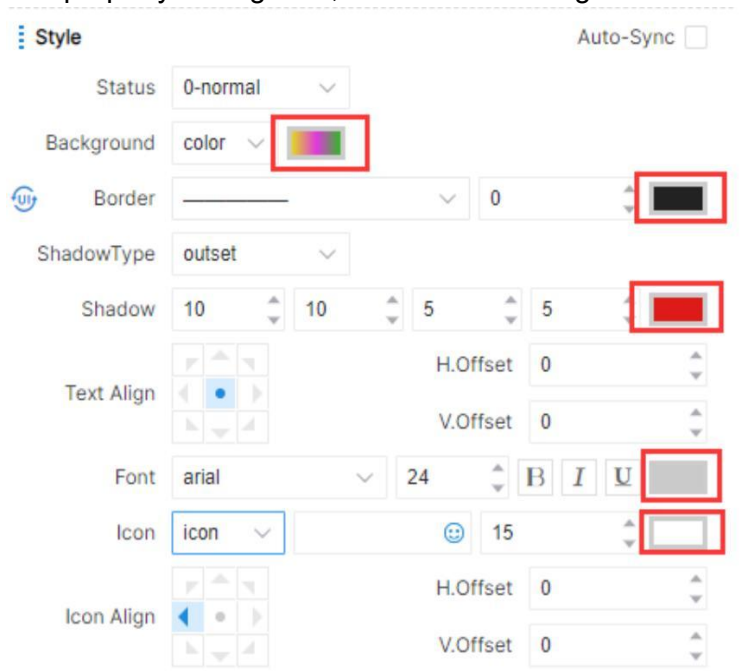
Icon attributes are provided for buttons, switches, matrices, steppings, text, and none, icon, image, and link can be selected.



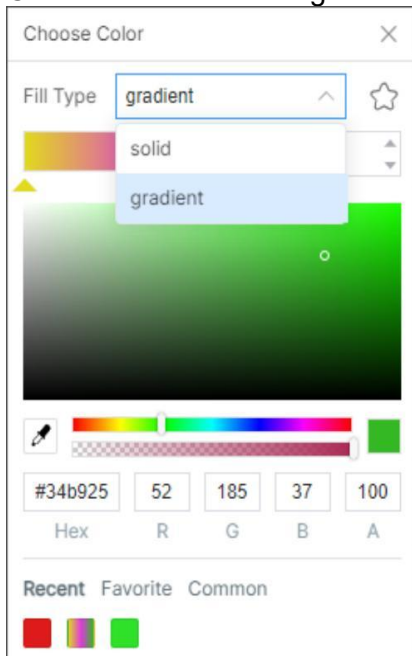
Icon alignment can adjust the alignment direction of icons within the component area, with specific settings referring to text alignment.

Color

During the interface design process, when color adjustment is required, you can open the color palette by clicking on the icon for setting colors. The icon for setting colors is usually located on the far right side of a property settings bar, as shown in the figure:



Click on the color setting icon and a color palette will pop up:



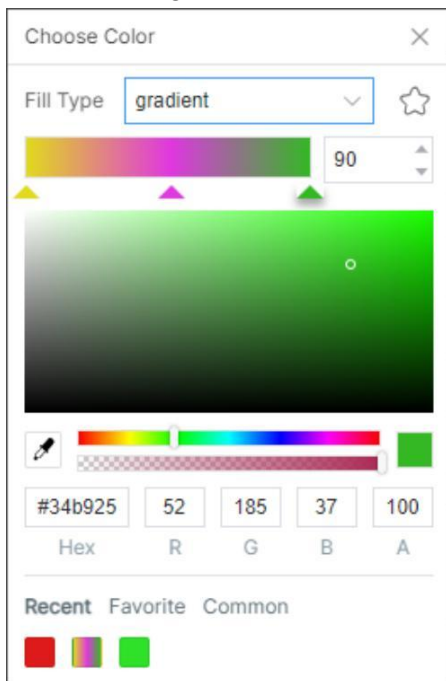
The fill type supports both solid and gradient colors.

Click on solid color, and the entire filled area will be the color selected by the palette. The color range can be selected through the color selection bar under the color palette. Engineers can determine the approximate range of colors through the color selection bar, and then select the specific color they need through the color palette.

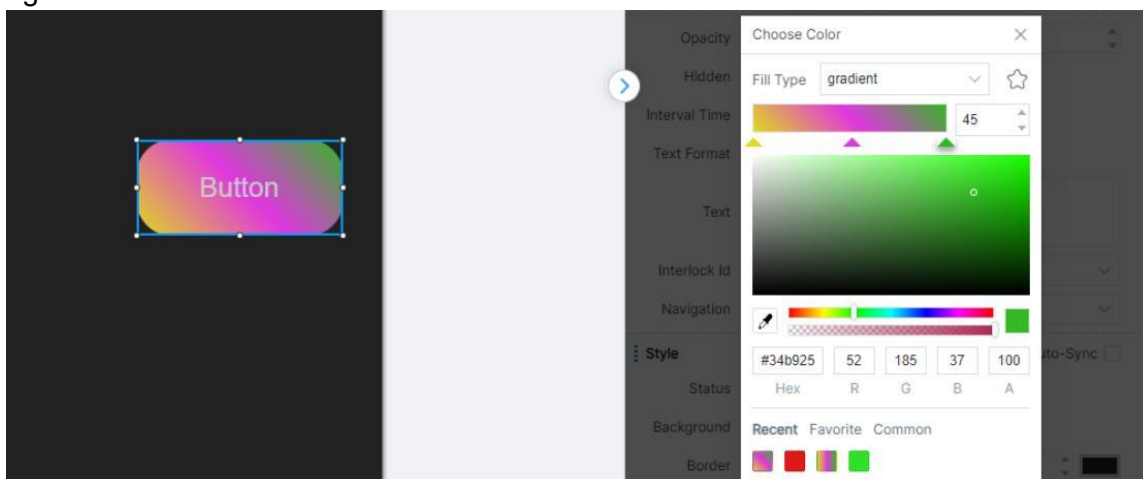
Under the color bar is the transparency selection bar. The leftmost end indicates complete transparency, in which states, the color of the component will be consistent with the interface.

The far right end represents complete opacity, and the color of the component is completely determined by the color selected in the palette. Any range in the middle of the selection bar represents a certain degree of transparency, and the background color of the component will be determined by both the page's background color and the color selected in the palette.

Click on the gradient color, and a gradient color adjustment tool will appear below the fill type:



The leftmost position specified by the triangle represents the start, the rightmost represents the end, and at least two colors must be specified to represent the start and end of the color. The middle position can be set with a certain transition color by clicking to bring up (or remove) the triangle symbol, and multiple triangular symbols can be set to make the transition color more rich. The number on the right represents the rotation angle in that direction. By default, the gradient color changes from bottom to top. If set to 90, the direction from bottom to top changes to left to right:



In addition, engineers can also modify colors by directly modifying the values of RGB, where A represents transparency and Hex is the hexadecimal representation of RGB. Each option can be manually edited, but when the edited content is not in compliance or exceeds the reasonable range of that option, this editing will not take effect and its value will be restored to its previous state.

The Recently Used, My Favorite, and Universal Colors below are the colors that engineers have recently used, the Favorite Colors, and the recommended colors provided by the software for engineers based on common scenarios, making it convenient for engineers to quickly choose.

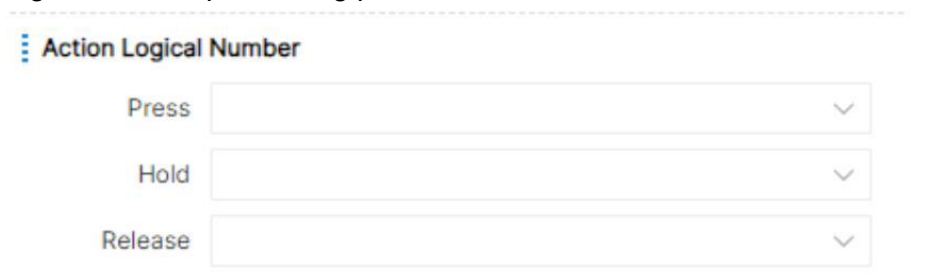
Note: Only palettes of some properties can set color fill types, while border lines, fonts, etc. cannot set fill types and only support solid colors.

Action Logic Number

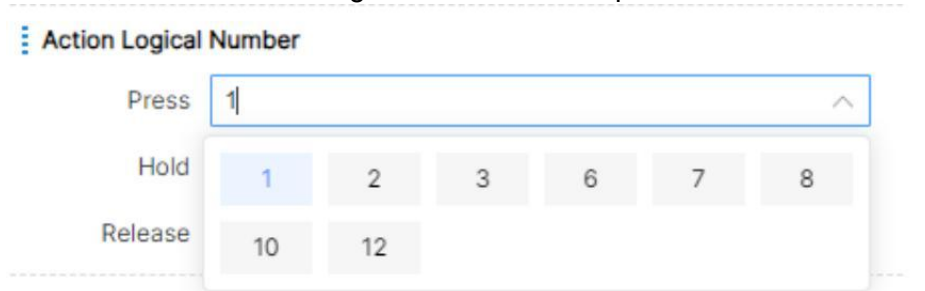
A component can perform subsequent logical operations by setting the logical number of the action to correspond to the logical number in the UI interaction logic module. It can be blank.

When no action logic number is set, the component action will not trigger any subsequent logic.

Different components may have different action logic numbers, for example, the button has three action logic numbers: press, long press and release:

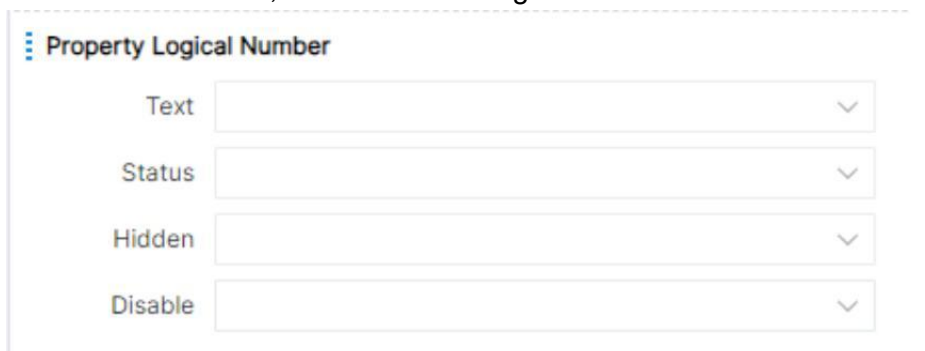


Select the used action logic number through the drop-down box, or manually input the new action logic number, as shown in the figure below for example:

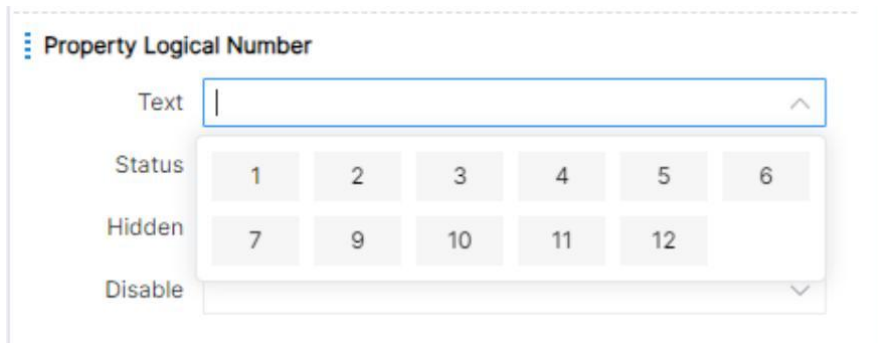


Attribute Logic Number

The component can change the component attribute value or output the current attribute value of the component by setting the attribute logic number corresponding to the logic number in the UI attribute setting and UI attribute output logic module. When the attribute logic number is not set, the attribute value of the component will not be changed by the UI attribute logic module, and will not be output through the UI attribute logic module. Different components may have different attribute logical numbers, for example, buttons have four attribute logical numbers: text, status, hidden and disabled, as shown in the figure:



Select the used attribute logical number through the drop-down box, or manually enter the new attribute logical number, as shown in the figure below for example:

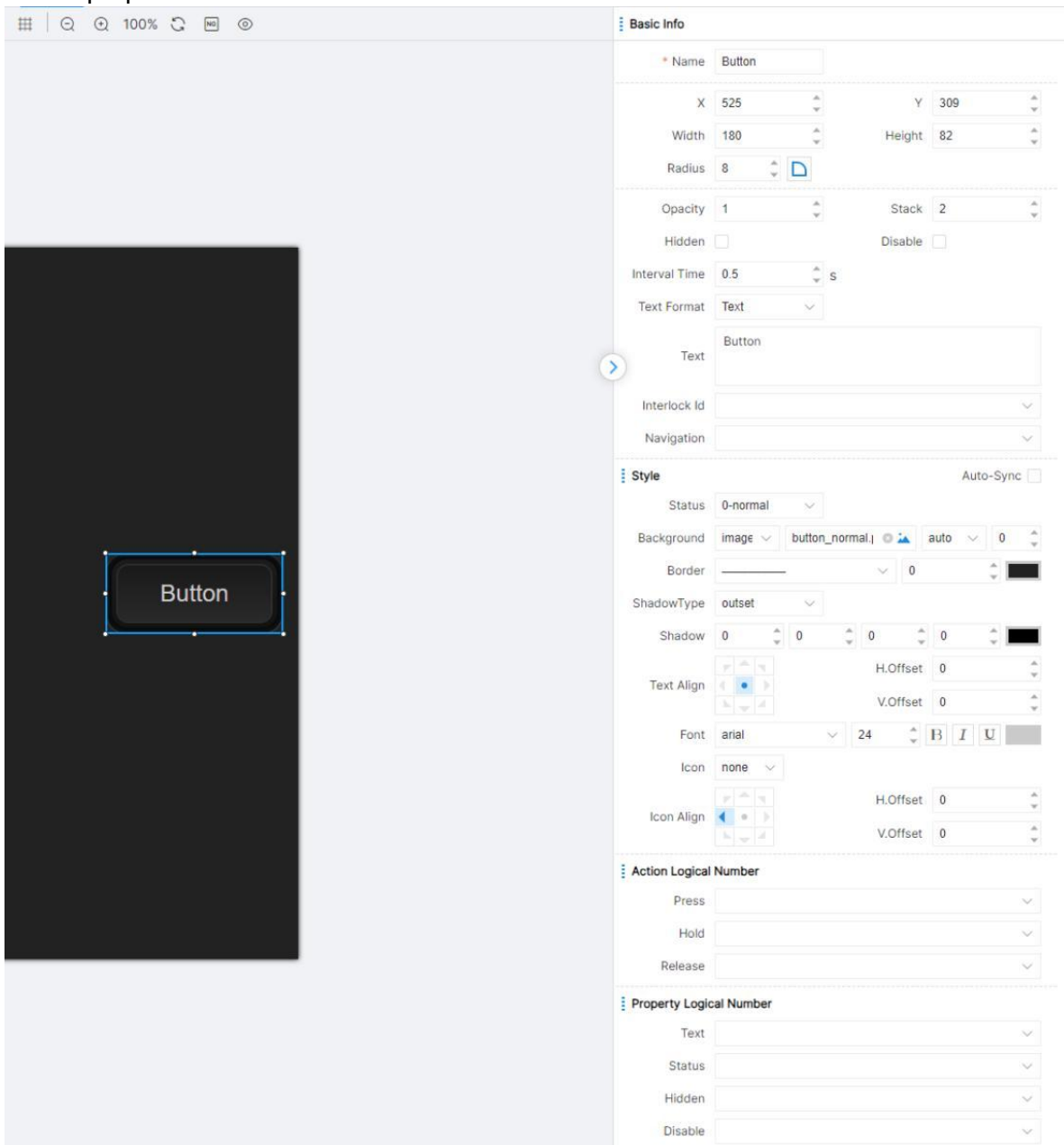


Component Details

Most attributes have been described in detail in Component Property Settings. Here, the unique attributes, action logical numbers and attribute logical numbers of each component will be described according to the classification of the component.

Button

All the properties that can be set for the button are:



Button supports interlock number setting, a group of buttons can be bound into an interlocking relationship to ensure that in any operation situation, only one button is active at the same time.

Page jump support: page, subpage, pop-up window. Trigger page jump when button is released.

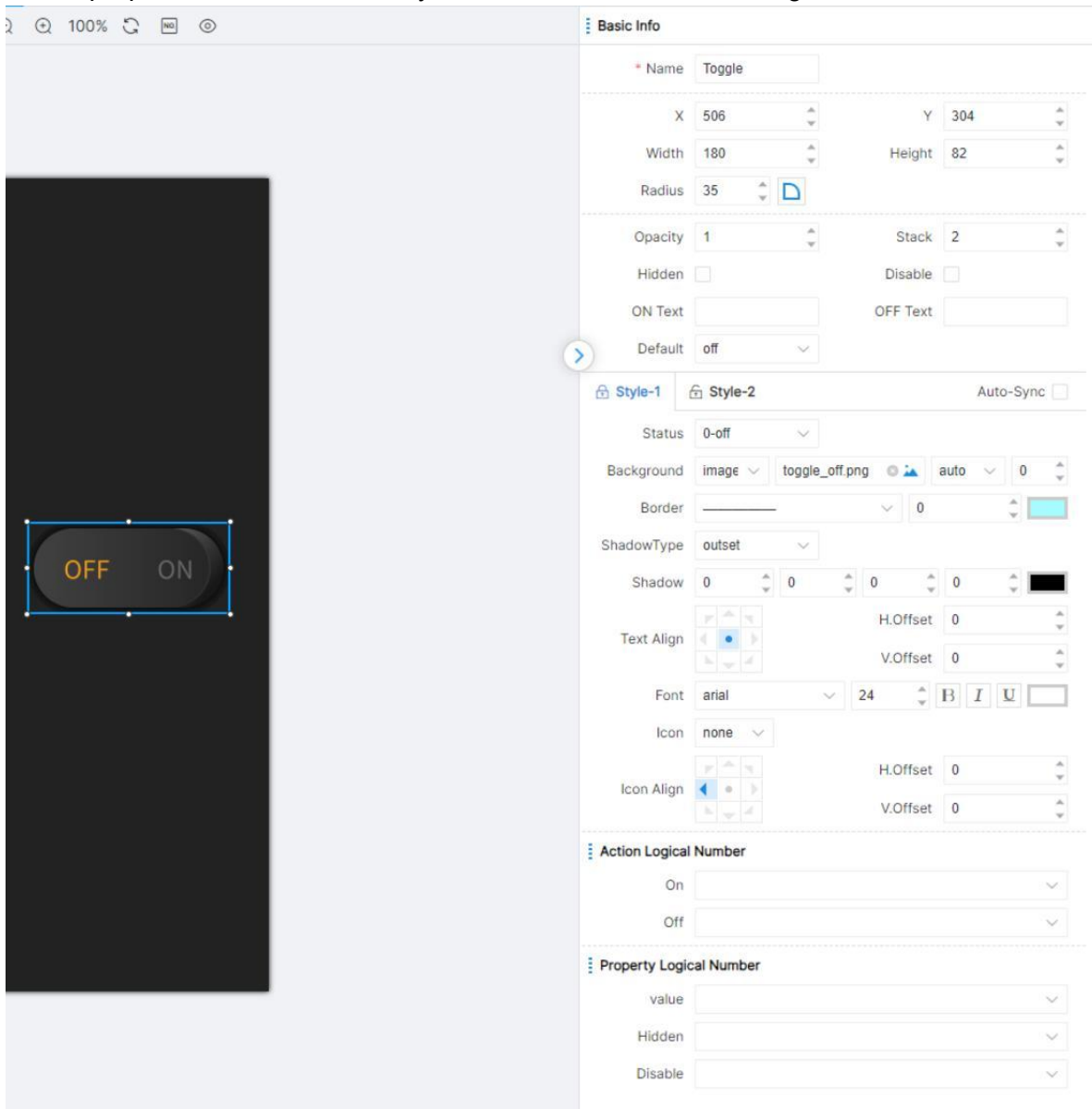
The software provides three state attributes for button components: 0-General, 1-Active, and 2- Disabled.

Logical numbering of button actions: press, hold and release. The first trigger long press time is fixed at 1 second, and the subsequent ones are executed according to the interval time set by the engineer.

Button attribute logical numbering: text, status, hidden, disabled.

Switch

All the properties that can be set by the switch are shown in the figure below:



Switch-specific attributes include text-on/text-off, which indicate the text displayed on the component when on/off; default indicates the default state of the component (on or off).

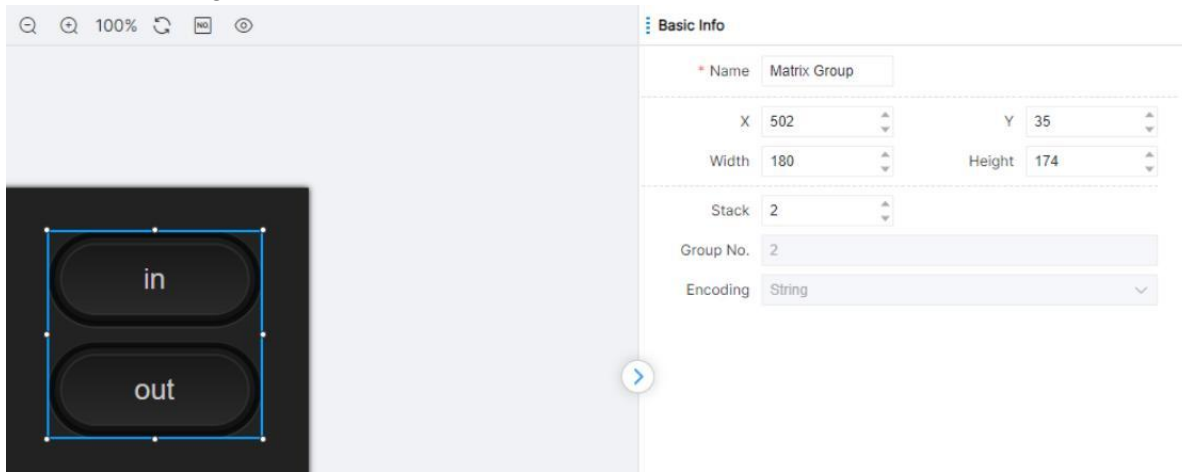
The software provides two styles for switch components, Style-1 and Style-2. Each style has three state attributes: 0-off, 1-on, and 2-disable. It should be noted that by setting the UI attribute module to modify the attribute value of the component (default attribute value is configured in the attribute bar), you can cause a state change. Switches cannot control their state directly through logic modules.

Switch action logic number: ON, OFF.

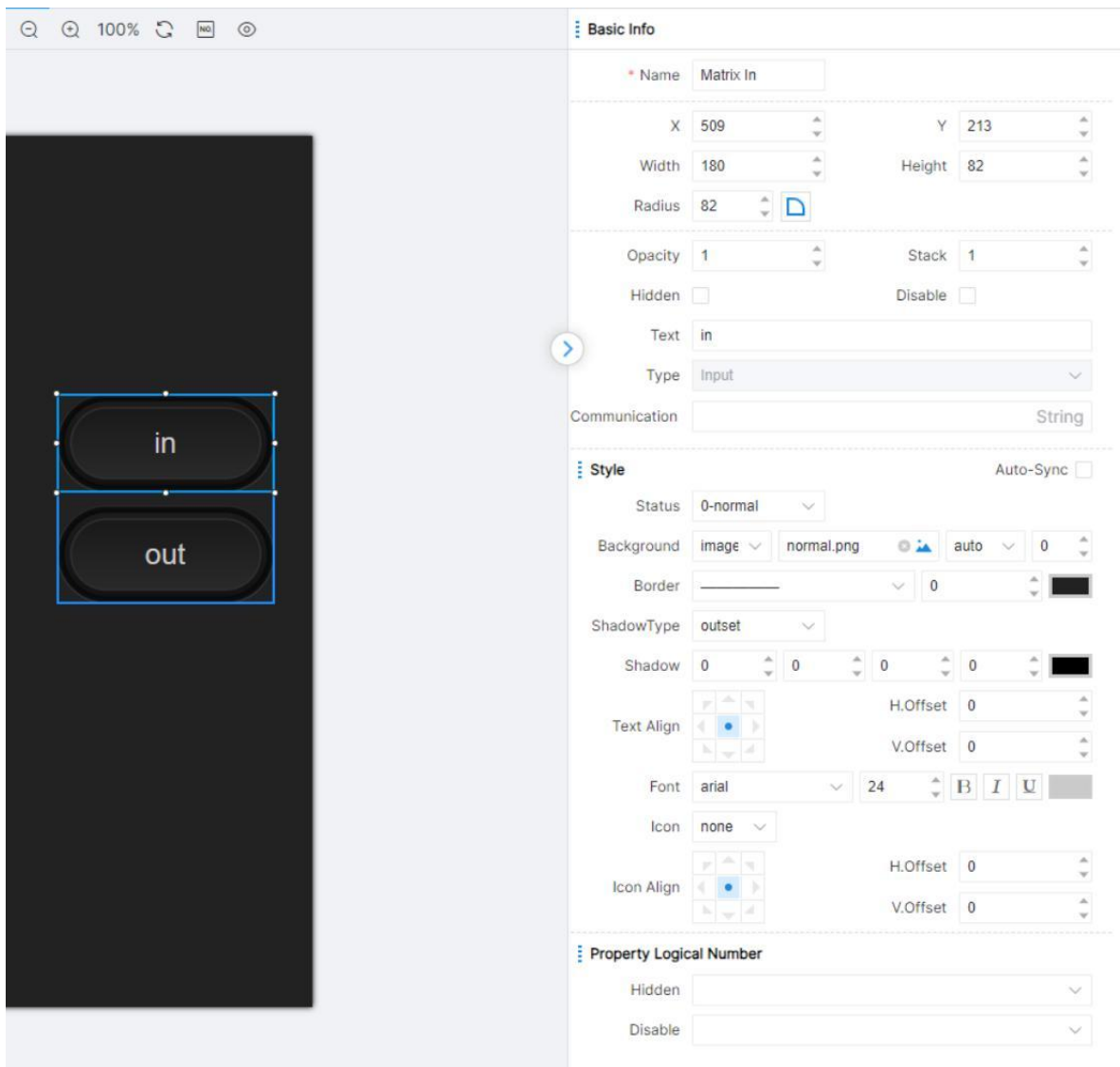
Switch attribute logical numbering: value, hidden, disabled.

Matrix

Matrix is a special component provided for matrix equipment. Only matrix components with the same matrix group number can be configured for corresponding control operations. All properties that can be set for a matrix group are shown here:



Enter the type matrix, and all the properties that can be set are:



Matrix communication codes are used to control input and output matrices.

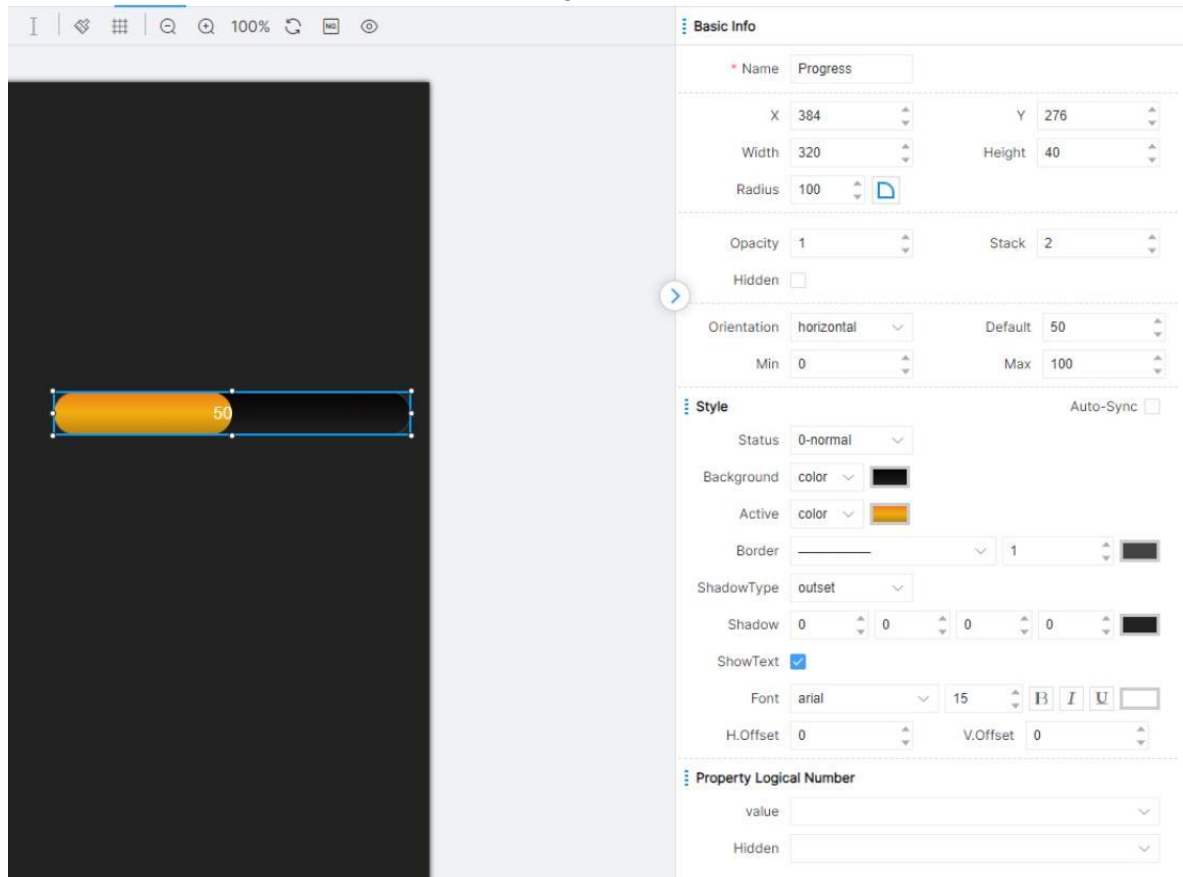
The software provides three state attributes for matrix components: 0-General, 1-Active, and 2-Disabled. Matrix has no action logic number.

Matrix attribute logical numbering: hidden, disabled.

Output type matrix, all attributes that can be set refer to output type matrix.

Progress Bar

All the properties that can be set in the progress bar are shown:



The direction values of the progress bar include horizontal, vertical, horizontal flip, and vertical flip, indicating the layout direction of the progress bar on the page. The default value represents indicates the position of the active area on the progress bar in the default state. The minimum and maximum values represent the minimum and maximum values of the progress bar, respectively.

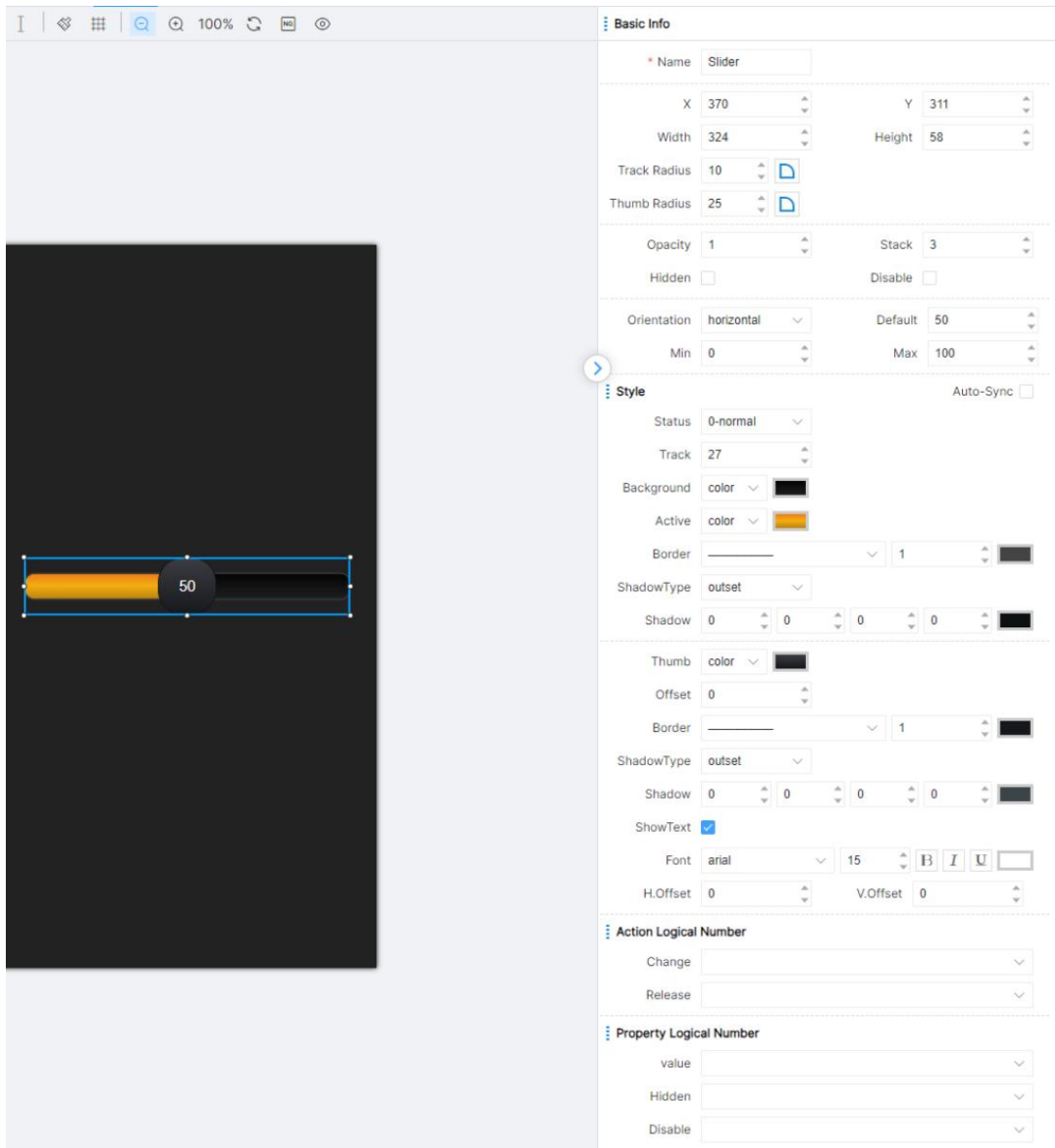
The software provides 0-General, a status attribute for the progress bar component.

The progress bar has no action logic number.

Progress bar attribute logical numbering: value, hidden.

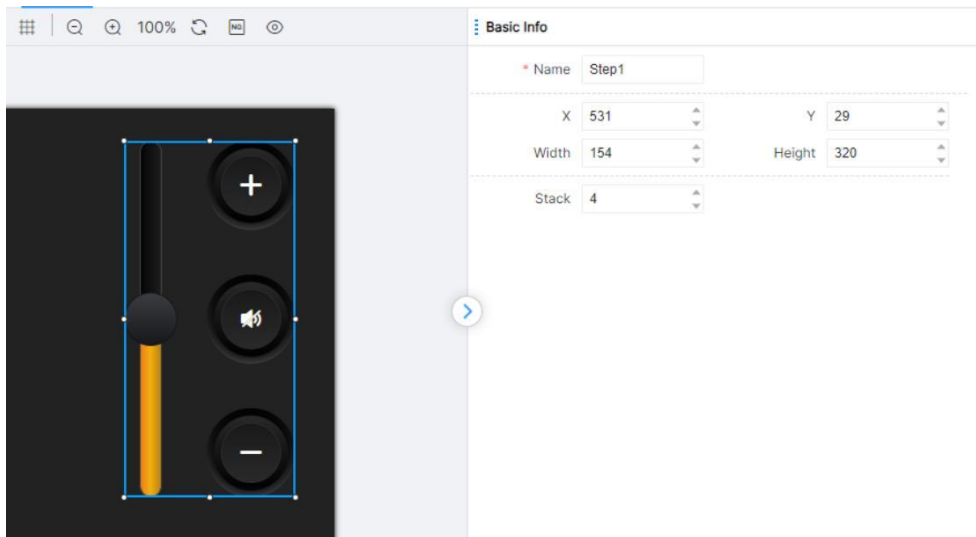
Sliding Bar

The sliding bar is divided into two parts structurally: the slide rail and the slider. The properties and styles of these two parts are separated to a certain extent in terms of configuration. All properties that the slider bar can set are as shown below:

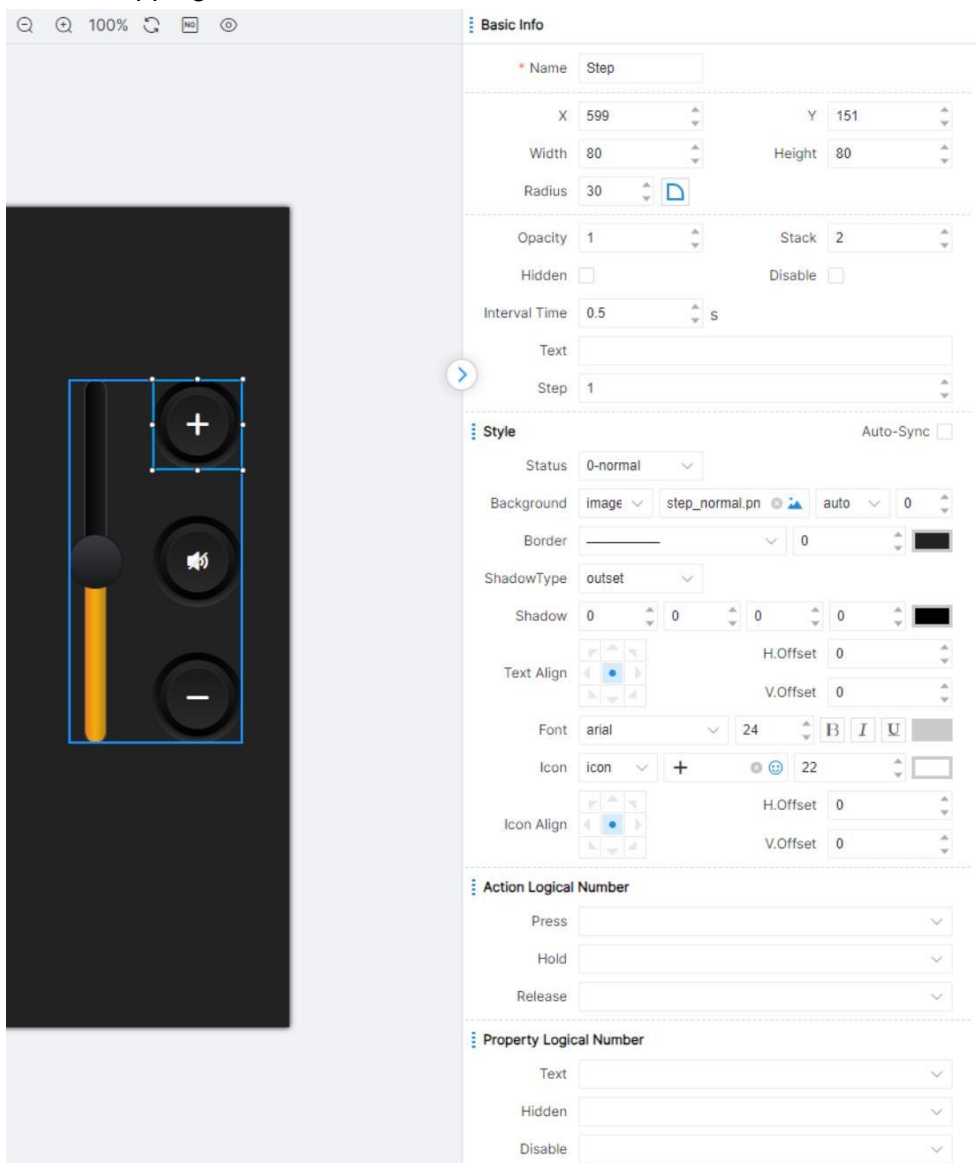


The slider bar has some of the same attributes as the progress bar. The difference between them is that the progress bar is passive. According to the UI attribute setting module, the value of the progress bar is modified, while the slider bar is the position where the user actively triggers the modification drag button. When setting the fillet property, it is divided into two property configurations: slide fillet and slider fillet. The specific configuration method is the same as other fillet configurations. In the style properties, the track and drag button are also divided into two areas, respectively. Depending on where you drag the button, you can divide the track into two parts, the dragged part styled by the active area property and the undragged part styled by the background property. In addition, the direction, default value, minimum value, maximum value have the same meaning as these properties of the progress bar. The software provides two status properties for slider components: 0-General and 1-Disabled. Slide bar action logic number: change, release. Slider attribute logical numbering: value, hidden, disabled.

Stepping is used in conjunction with slider bar to increase or decrease the slider value by a fixed value. All the properties that can be set for Stepping 1 are:



Stepping 1 is composed of 1 slide bar component, 2 stepping components and 1 switch component. The components in Stepping 1 group cannot be deleted or copied separately. All the properties that can be set for stepping are:



The text content is displayed in the stepping. + can be configured to indicate that the stepping is an increasing value, and - can be configured to indicate that the stepping is a decreasing value. It should be noted that only the displayed text is indicated here. The specific increasing value or decreasing value needs to be entered in the "stepping" field (positive or negative). Stepping indicates how much the stepping increases or decreases with each click (by setting the stepping to a positive or negative number), or it can be triggered multiple times with a long press.

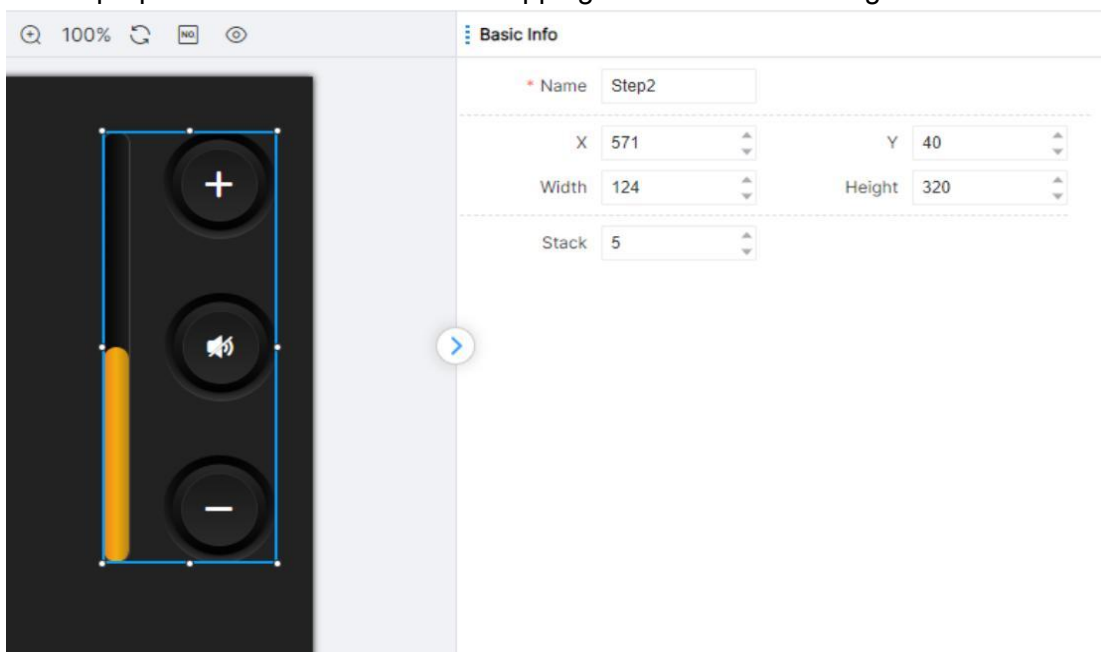
The software provides three state properties for the stepping component: 0-Normal, 1-Active, and 2-Disabled.

Stepping action logic numbering: press, hold and release. The first trigger long press time is fixed at 1 second, and the subsequent ones are executed according to the interval time set by the user.

Stepping attribute logical numbering: text, hidden, disabled

Stepping 2

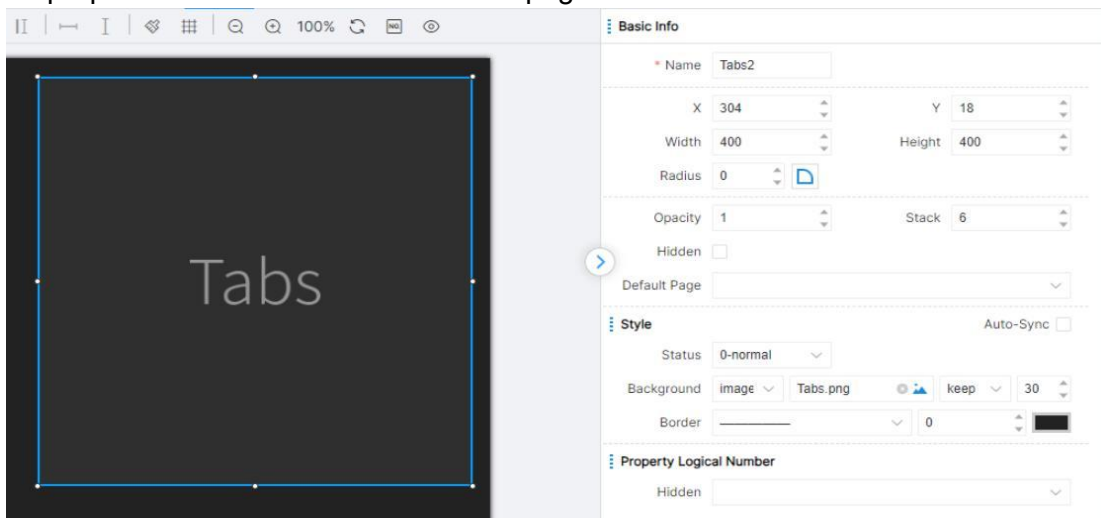
Stepping is used in conjunction with slider bar to increase or decrease the slider value by a fixed value. All the properties that can be set for Stepping 2 are shown in the figure below:



Stepping 2 is composed of 1 slide bar component, 2 stepping components and 1 switch component. The components in Stepping 2 group cannot be deleted or copied separately. For all the properties that can be set for stepping, please refer to the stepping in Stepping 1.

Subpage Container

All properties that can be set for the subpage container are:



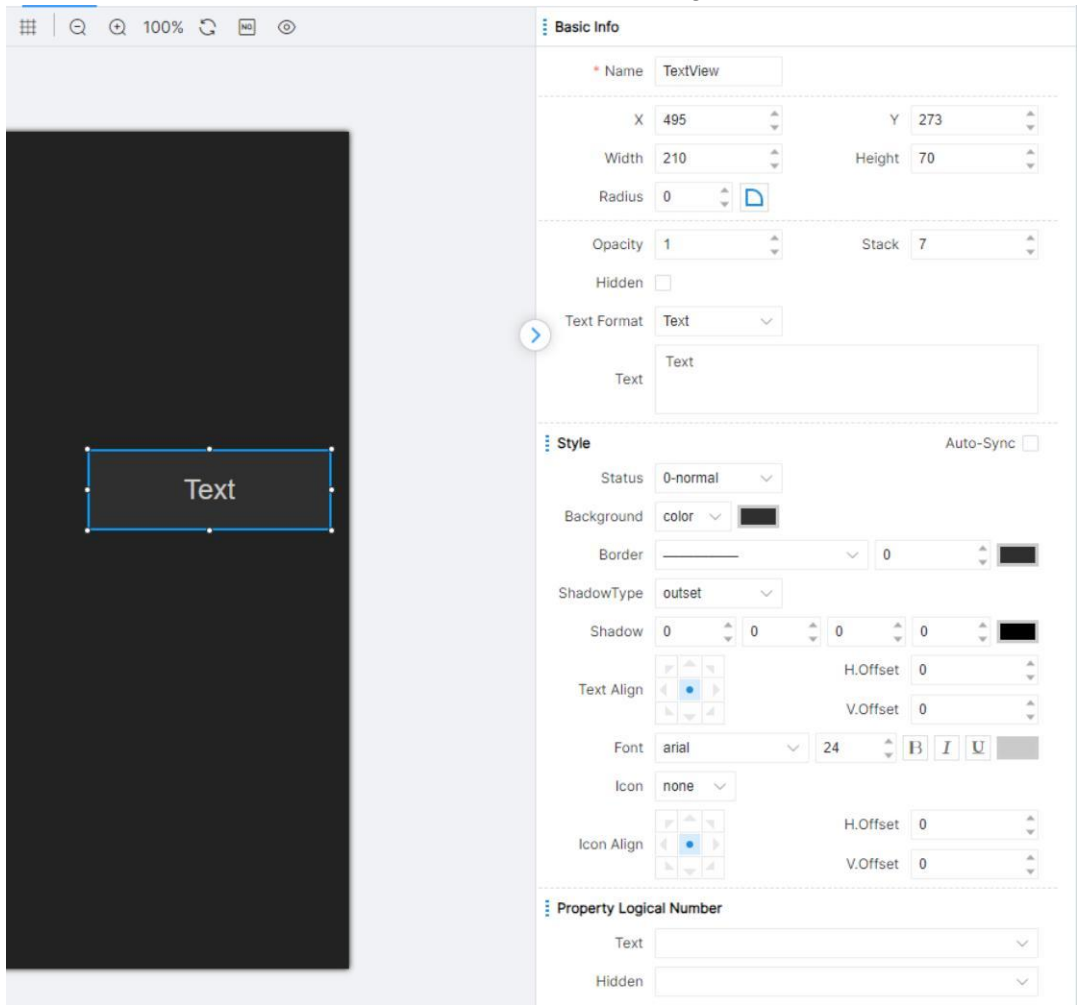
A subpage container loads the contents of a subpage, where the default page represents the subpage that the subpage container displays by default. According to the actual scene, modify the display subpage in the subpage container, so as to achieve the purpose of subpage replacement. The software provides 0-General, a status property for subpage container components.

Subpage container has no action logical number. Engineers can use the page jump property of the button, or use the page jump module to control the subpage container to complete the switching of the display content.

Subpage container attribute logical numbering: hidden.

Text

All the properties that text can set are shown in the figure:



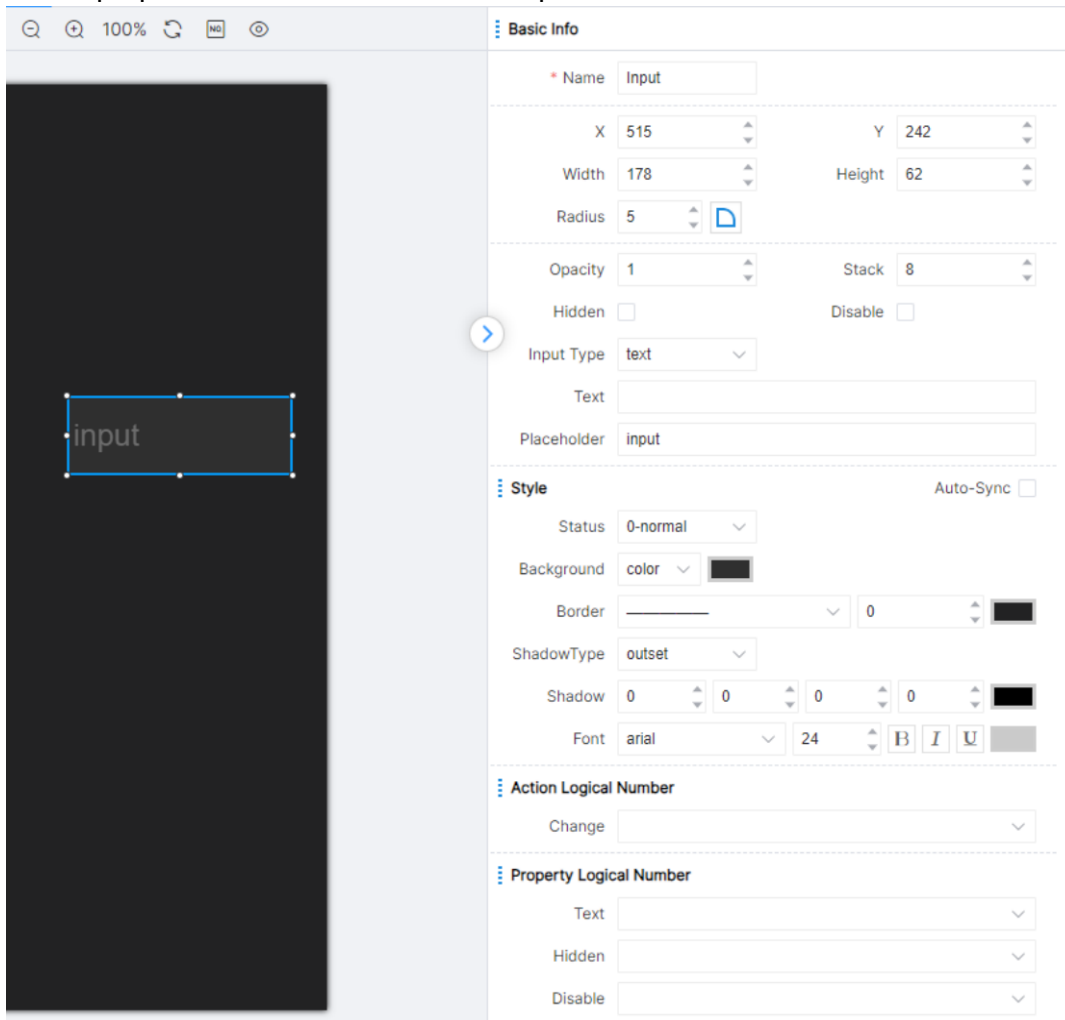
The content in the text is the content displayed by the text component, and it supports entering carriage returns for line feed. The software provides 0-General, a status property for text components.

Text has no action logic numbering.

Text attribute logical numbering: Text, Hidden.


Input Box

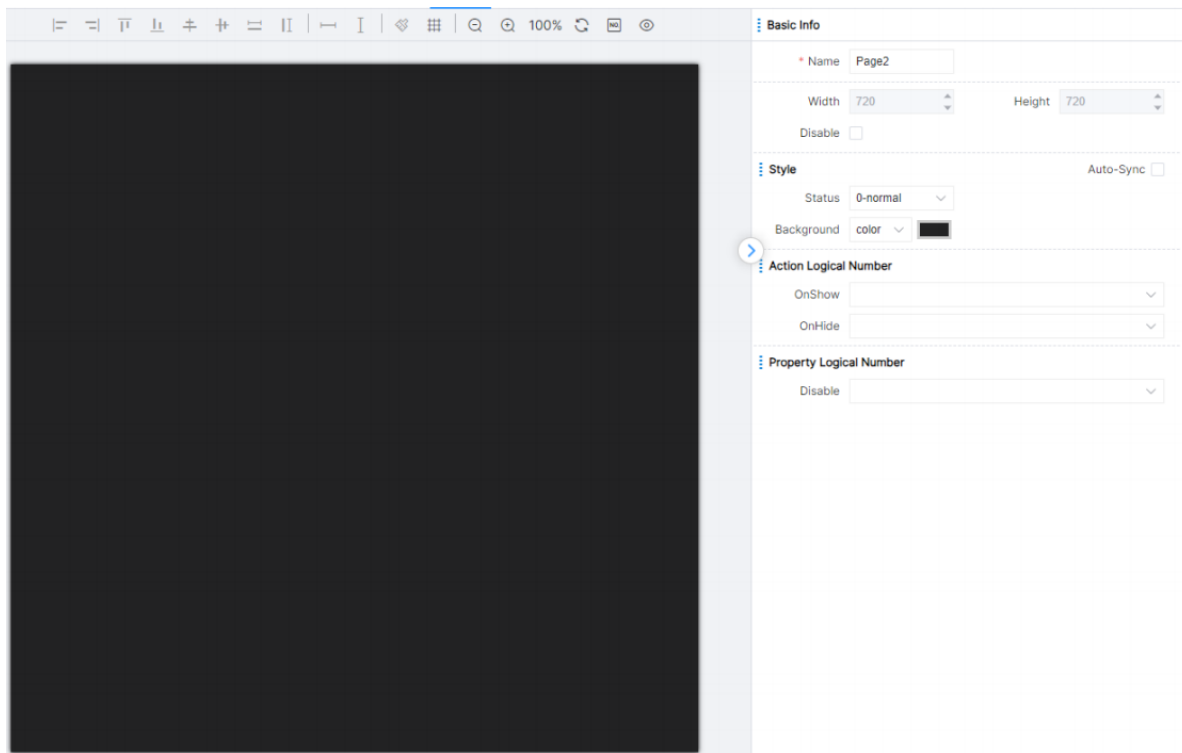
All the properties that can be set in the input box are:







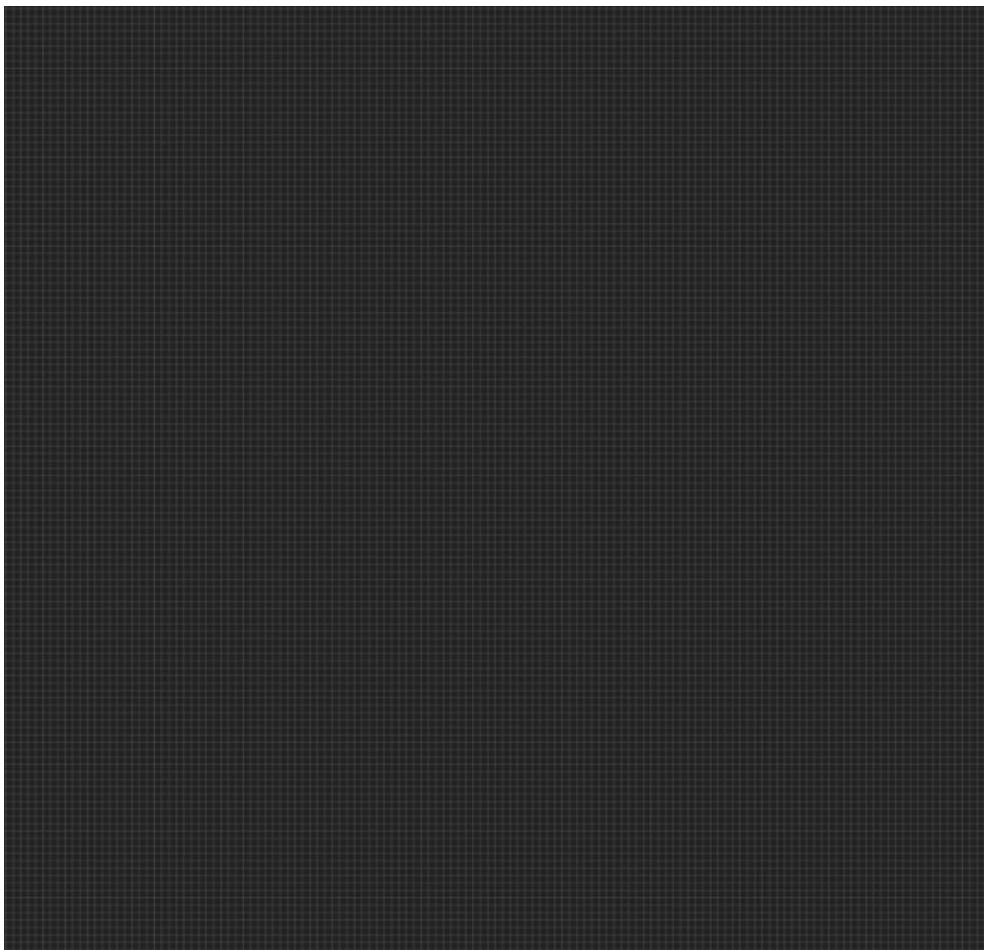
Input type properties of input box component are divided into text, password and text field. Prompt text can be set for all three types, and default text can be set for all types. The difference is that the input content of text type is plain text display, and carriage return is not supported; the input content of password type is replaced by solid dots; the text field class supports carriage return for line feed. The software provides two status properties for Input Box components: 0-General and 1-Disabled. Input box action logic number: change. When the user changes the text in the input box, both adding and deleting text triggers the change action. Input box attributes logical numbering: text, hidden, disabled.

Page Layout

The width and height of the page are related to the central controller model set when creating the project. For example, the TS04P page size is 720*720. After setting, you can view the page layout rendered on the device through the preview icon  in the toolbar.

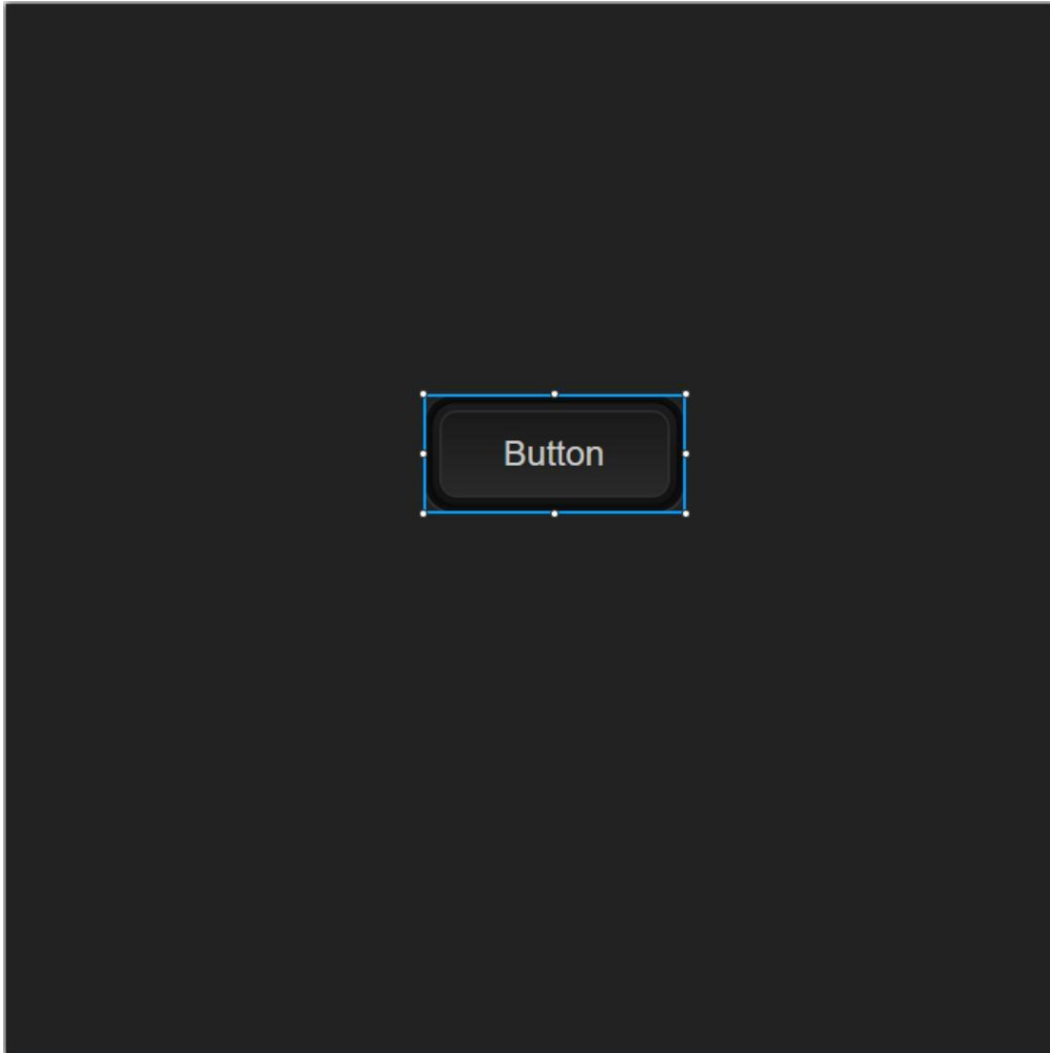


If you need to view partial details or view the layout of components as a whole, you can zoom in and out of the page by zooming in icon  and zoom out icon . The percentage on the right indicates the current zoom in and out ratio. You can quickly restore the page size to 100% by the Reset zoom icon . When you drag each component in the page, the page will have a guide line for component alignment, click on the page grid icon  in the toolbar for more precise operation. The grid effect is:



Add Component

Use the mouse to select a component in the component library, hold down the mouse, and then drag it onto the canvas. Once you find the appropriate location on the canvas, release the mouse to complete the component addition.



To add matrices, drag the matrix to the canvas and a window will pop up to confirm the relevant parameters:

New Matrix

Group No. 1

Encoding String Hex

In 1 Out 1

Confirm Cancel

Group No: The matrix consists of multiple inputs and outputs, and this number indicates that they belong to the same matrix group.

Encoding: Format of communication code.

In: Number of inputs of the matrix.

Out: Number of outputs of the matrix.

Click Confirm to add a matrix component. If the selected group number already exists, a prompt will pop up and merge with the existing group number matrix.

The added component has a stretchable border as the selected identifier, and the current attribute values of the component are presented in the property window on the right. The style can be adjusted as needed.

Component Operations

Clicking on a component on the page allows engineers to adjust the size of the component by stretching its borders. Select the component and click the left button without releasing it. At this point, you can drag the component to any position on the page. Engineers can also select components and use keyboard directional keys to move them up, down, left, and right. Right click on the selected component and click on Horizontal Center and Vertical Center in the pop-up menu to quickly adjust the component to the horizontal and vertical center positions on the entire page.

During dragging, if multiple components overlap, it will be judged whether the component is displayed in the upper layer or the lower layer according to the attribute Hierarchy size. If the hierarchy value is large, it means that the component will be at the top layer of multiple components, and engineers can directly see the component through the interface. Otherwise, it is at the lowest level of multiple overlapping components. In addition, the software provides a way to quickly change this hierarchy. Right click on the selected component, and in the pop-up menu, you can quickly move the hierarchy among a group of overlapping components through the options of Top and Bottom. At this time, their attribute hierarchy values will automatically change accordingly.

Select the component, right-click on the menu, click Delete or use the shortcut keys <Ctrl+D>/ <delete > to delete the selected component.

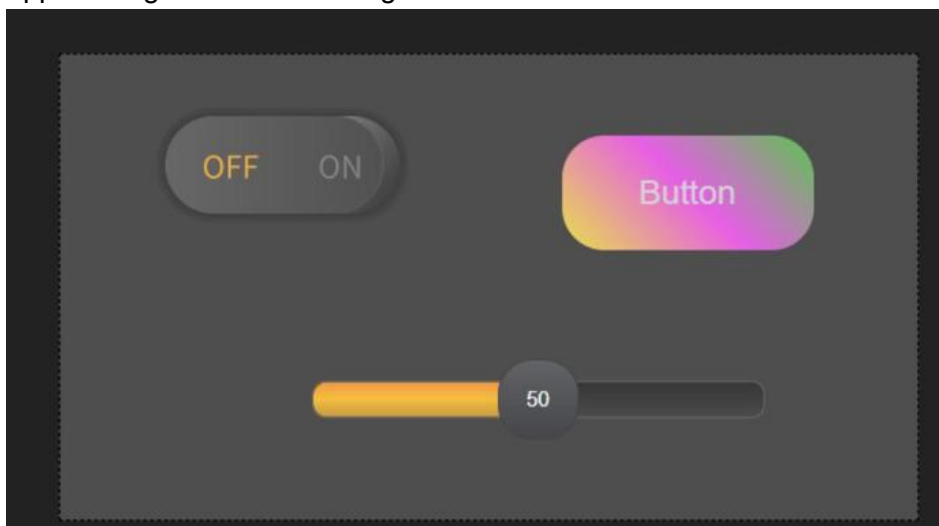
Select a component and hold down the shift key to achieve proportional scaling of multiple selected components.

In addition, the software provides commonly used shortcut keys. < Ctrl+C> represents copying a component, <Ctrl+X> represents cutting a component, <Ctrl+V> represents pasting a component and <Ctrl+Z> represents undoing. If you undo multiple times, you can use <Ctrl+Y> to restore the previously undone operation.

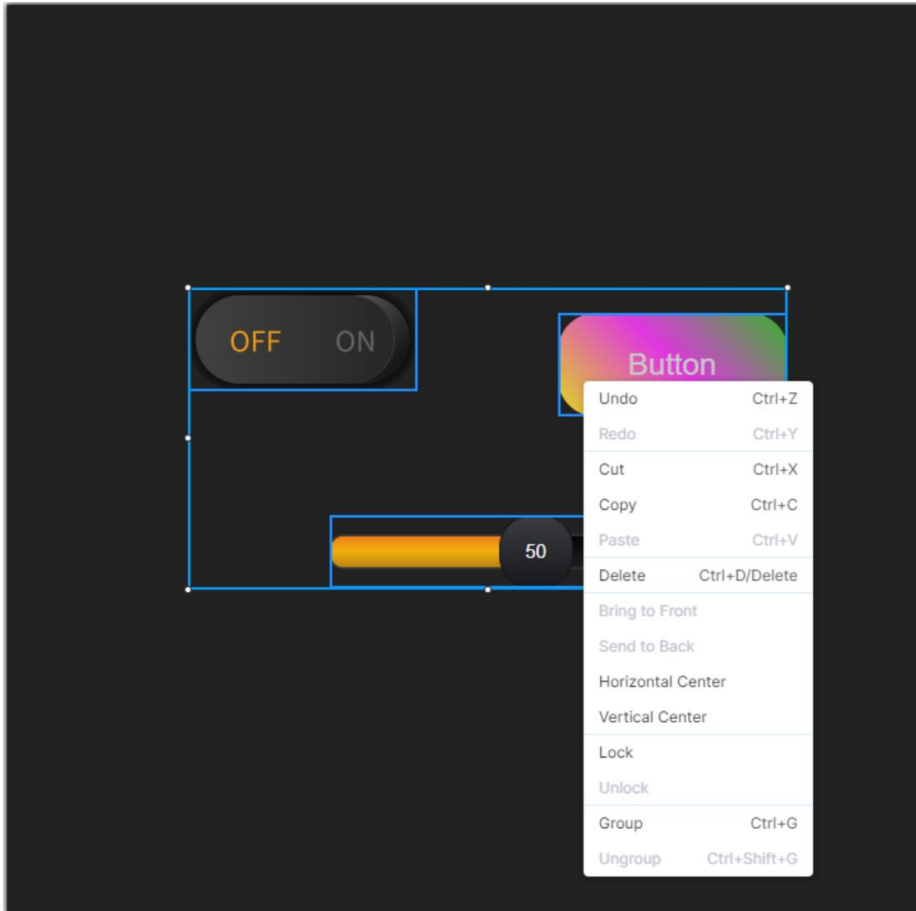
Group Operations

Group operations represent simultaneously manipulating multiple components.

Hold down the left mouse button in the blank area on the page, drag the mouse to the lower right will appear a light-colored rectangular box:



Find the appropriate location, fully incorporate multiple components into the rectangular box, release the left mouse button, and select the covered components simultaneously. At this time the selected multiple components are within one operation box. You can also select the desired components one by one by holding down the keyboard Ctrl key and using the left mouse button. In the operation box, right-click the mouse and select Combination from the menu or use the shortcut <Ctrl+G> to fix the group components into a group and perform group operations:



You can perform group operations as a whole, such as stretching, dragging, copying, cutting, pasting, level adjustment, centering, etc. These operations can be done either through the right-click menu or through the corresponding shortcut keys.

Under Group operation, hold down shift key to zoom in/out multiple selected groups/components equally. If you need to cancel this group operation, you can right-click the operation box area and select [Remove Group] in the pop-up option menu or use Ctrl+Shift+G > to realize it.

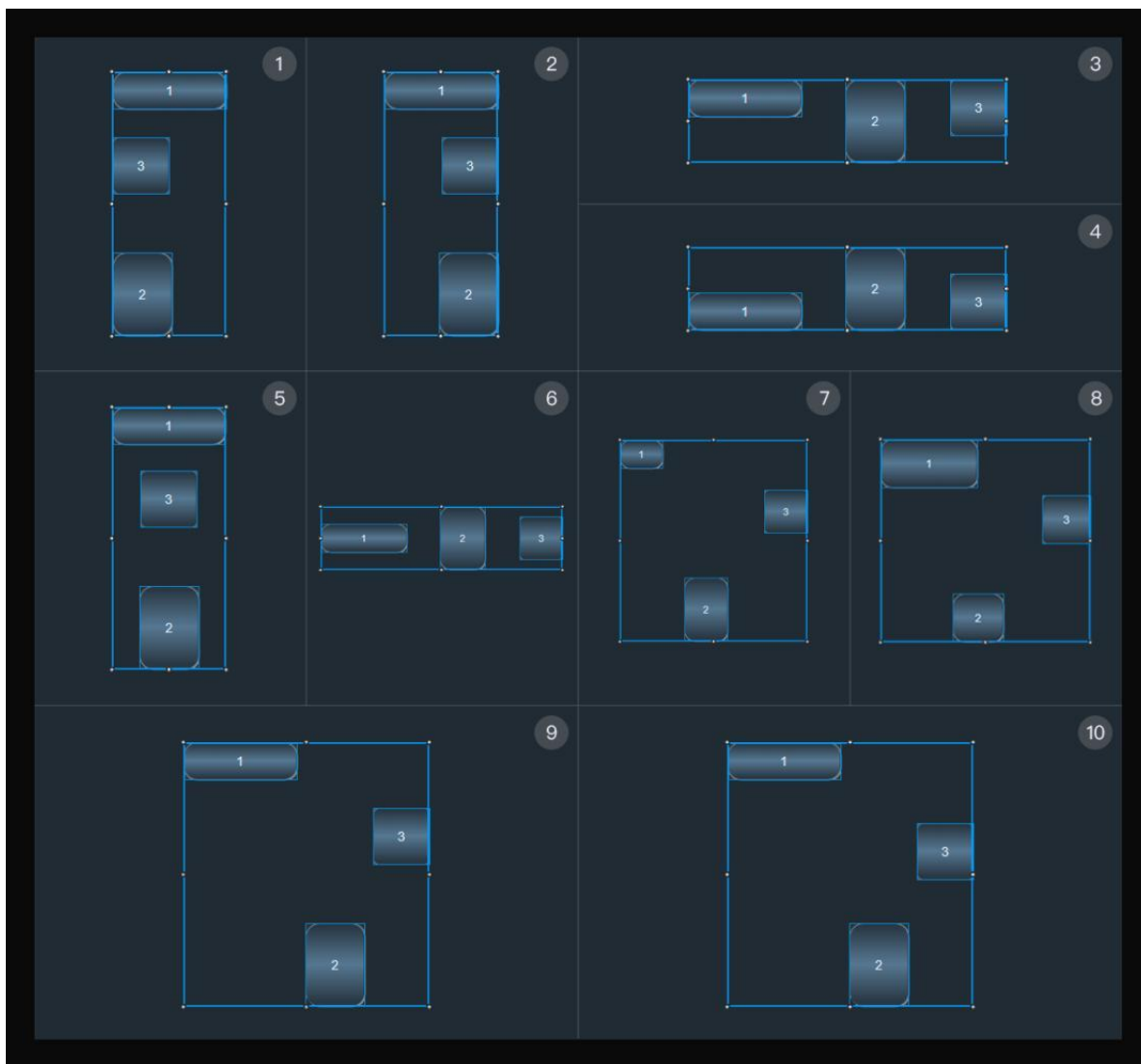
Quick Alignment

The toolbar provides a set of buttons for quick position adjustment, as shown in the figure



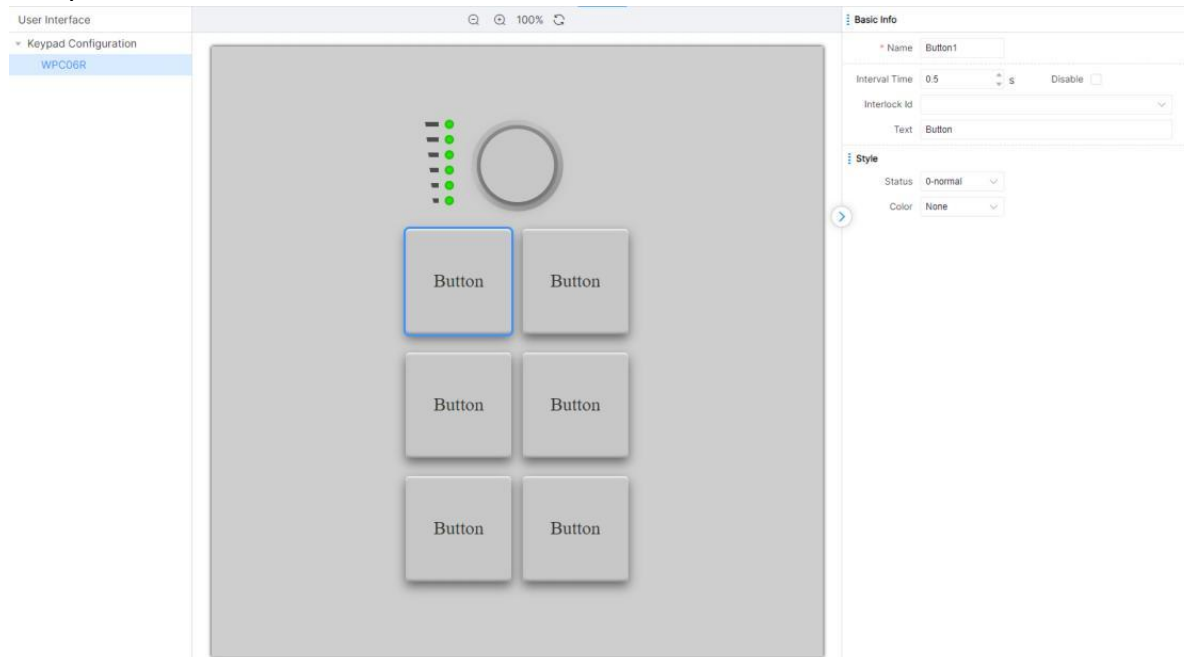
Note that quick alignment provided by the software is a group operation based on the last component added to the page or the last selected component.

- Click the button ① in the toolbar as shown in the figure to align with the left border of the benchmark component.
- Click the button ② in the toolbar as shown in the figure to align with the right border of the benchmark component.
- Click the button ③ in the toolbar as shown in the figure to align with the top border of the benchmark component.
- Click the button ④ in the toolbar as shown in the figure to align with the bottom border of the benchmark component.
- Click the button ⑤ in the toolbar to center it vertically with the benchmark component.
- Click the button ⑥ in the toolbar to center it horizontally with the benchmark component.
- Clicking the button ⑦ in the toolbar indicates that the width of the benchmark component will be used as the standard, and all other components in the group will be adjusted to that width.
- Clicking the button ⑧ in the toolbar indicates that the height of the benchmark component will be used as the standard, and all other components in the group will be adjusted to that height.
- Click the button ⑨ in the toolbar to adjust the horizontal spacing between components to be equal.
- Click the button ⑩ in the toolbar to adjust the vertical spacing between components to be equal.



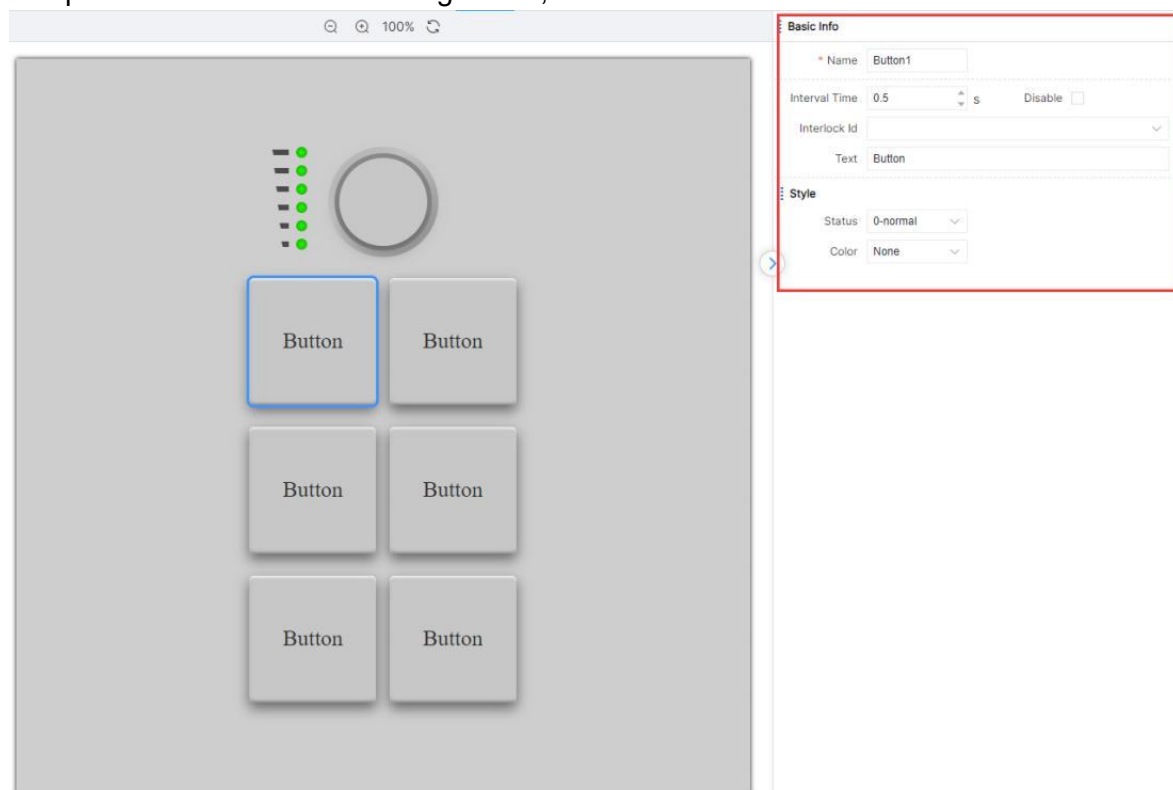
Button Panel

32306 panel buttons will be described in this section, including buttons, knob and knob switch. The panel interface follows the controller model of 32306:



Button Property Settings

Open the 32306 Settings page, the first button will be automatically selected, and the properties of the component can be seen on the right side, as shown in the red box area:



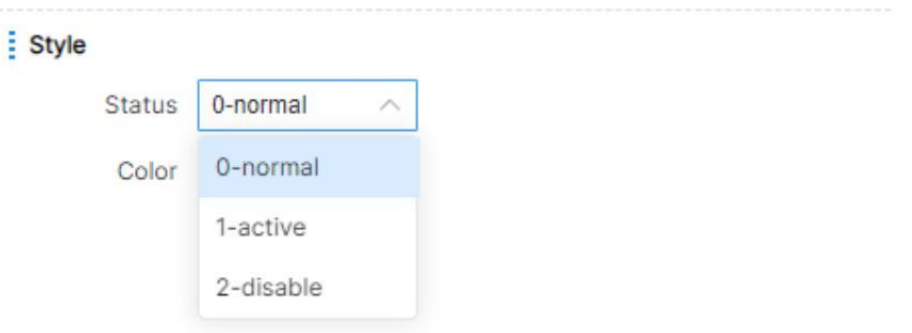
Basic Information Settings

Button properties are the same due to button type differences, but each button contains a batch of properties with the same name and meaning. This part of properties belongs to basic information as shown in the table below:

Property Name	Description
Name	Required, default to the button type
Interval Time	The time interval for triggering the long press action after pressing and holding the button for 1 second
Disable	Components take effect by default, if this property is checked, it will not take effect
Interlock Number	The same interlock number button only supports one active state
Text	Identify buttons during design
Default Value	Initial value of knob and knob switch
Stepping Value	The change value of each rotation of the knob
Minimum	The minimum value of the knob
Maximum	The maximum value of the knob

Style Settings

The button can change its light color by adjusting the value of the style property. The buttons change the lighting according to the operation logic during the operation process, and these lights can be changed through the Status property. For example, the button mode component of the button has three states, Normal, Active, and Disabled:



Button Type

There are three types of buttons on the button panel: buttons, knob, and knob switch. It contains 6 buttons, 1 knob and 1 knob switch.

Button configurations in the button panel are similar to those in the Interface Designer. The configurable properties are shown here:

The screenshot shows a configuration panel for a button. It is divided into two sections: 'Basic Info' and 'Style'.
In the 'Basic Info' section, there is a text input field for 'Name' containing 'Button1'. Below it, there is a numeric input field for 'Interval Time' set to '0.5' with a unit 's' and a 'Disable' checkbox. There is also a dropdown menu for 'Interlock Id' and a text input field for 'Text' containing 'Button'.
In the 'Style' section, there is a dropdown menu for 'Status' set to '0-normal' and a dropdown menu for 'Color' set to 'None'.

The interval time property is used to describe the interval time when the system triggers the long press action when the button is pressed for a long time. That is, when the user clicks the button and the system determines that it is a long press (pressing for more than 1 second), the long press event is triggered for the first time, and then the system executes a long press event every other time. The default interval given by the system is 0.5 seconds.

The software provides three state properties for button components: 0-General, 1-Active, and 2-Disabled, each corresponding to a different light.

Operating the buttons on the button panel can trigger the subsequent logic of pressing, long pressing and releasing the corresponding buttons in the 32306 logic module. It is also possible to set the state of the corresponding button through the 32306 logic module, or disable the property, so that it changes during operation.

Knob

The knob configuration in the button panel is similar to the slider bar in the Interface Designer. The properties that can be set are shown in the figure:

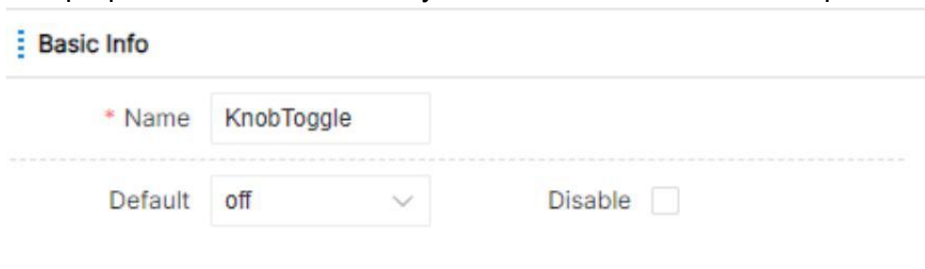
The screenshot shows a configuration panel for a knob. It is divided into a 'Basic Info' section.
In the 'Basic Info' section, there is a text input field for 'Name' containing 'Knob'. Below it, there is a 'Disable' checkbox. There are four numeric input fields: 'Default' set to '50', 'Step' set to '1', 'Min' set to '0', and 'Max' set to '100'.

Minimum and maximum values represent the minimum and maximum values of the knob respectively. Stepping indicates how much clockwise rotation increases or how much counterclockwise rotation decreases, and continuous rotation triggers multiple changes.

When the user rotates the knob to modify the value, the subsequent logic of the knob change action in the 32306 logic module will be triggered; when the user stops rotating 2S, the subsequent logic of the knob release action in the 32306 logic module will be triggered. The value of the knob can be set via logic module, or the property can be disabled.

Knob Switch

The properties that can be set by the knob switch in the button panel are:

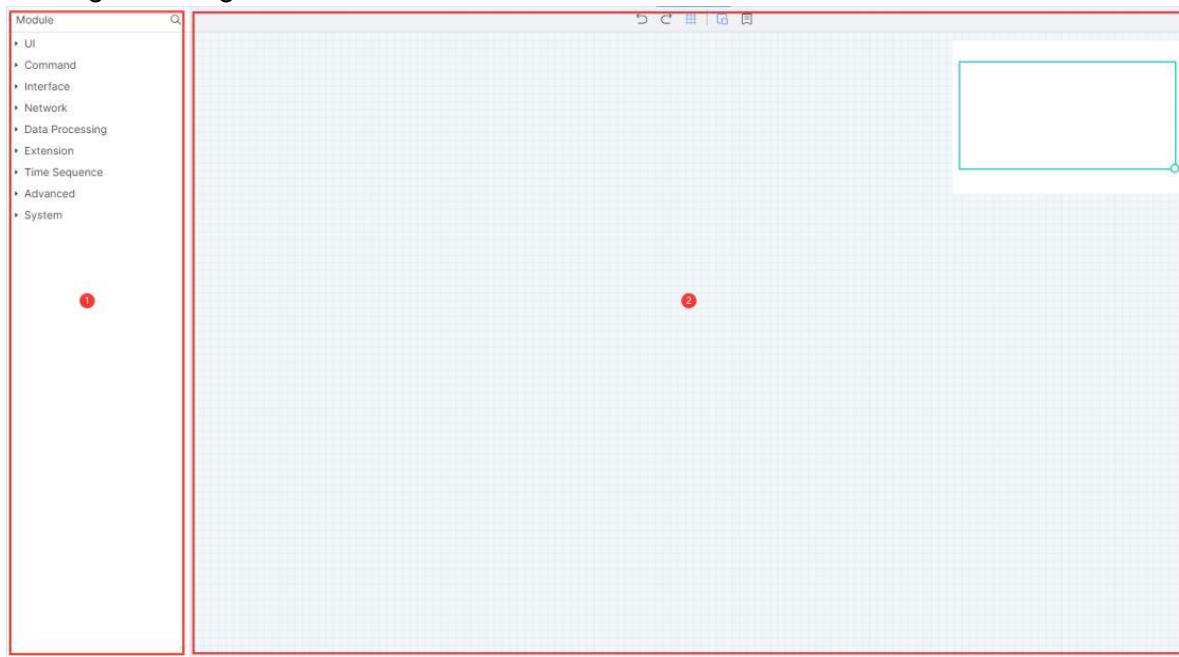


Operating the knob switch on the button panel can trigger the subsequent logic of the ON/OFF action of the corresponding knob switch in the 32306 logic module. It is also possible to set the value of the knob switch and disable the attribute via logic module.

Logic Configuration

Add different types of logic modules to the canvas, establish the calling relationship between modules by dragging lines, and modify the parameter configuration of logic modules according to them.

The logical configuration is described in different areas:







- ①: Module area
- ②: Module design area

Tool Bar

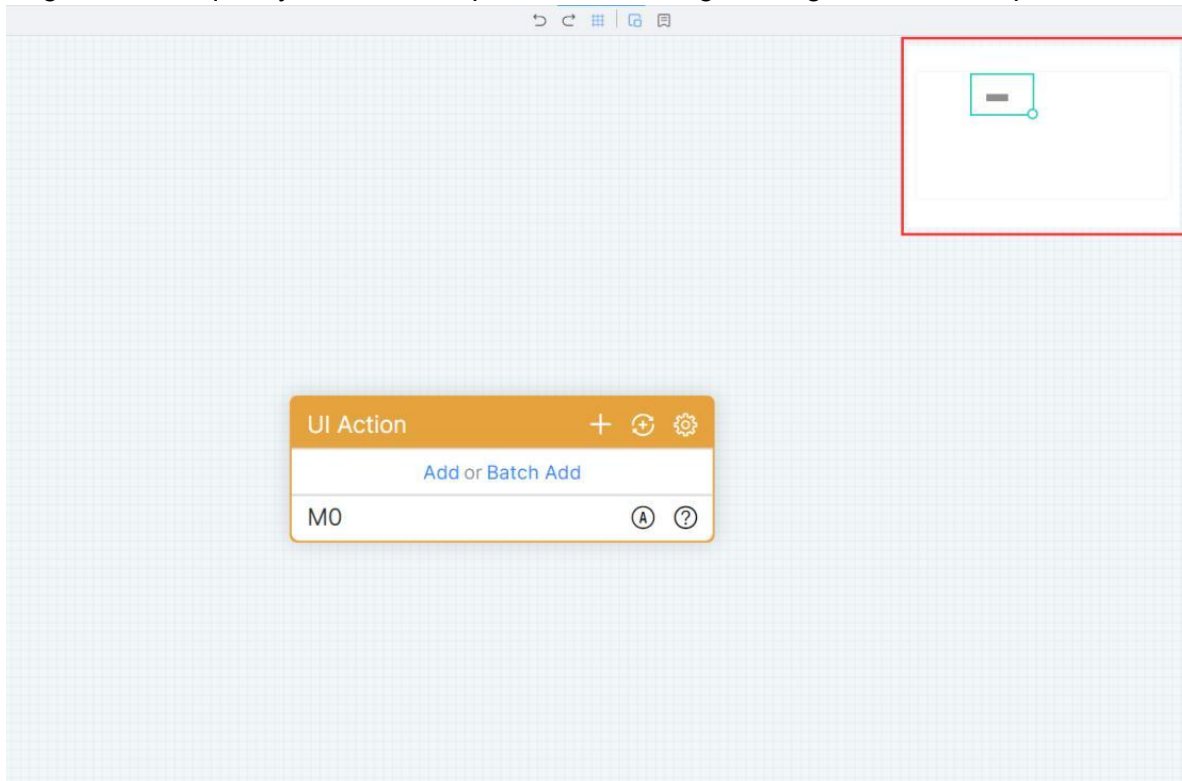
In the [Logical Configuration] window, the toolbar is as shown in the figure:




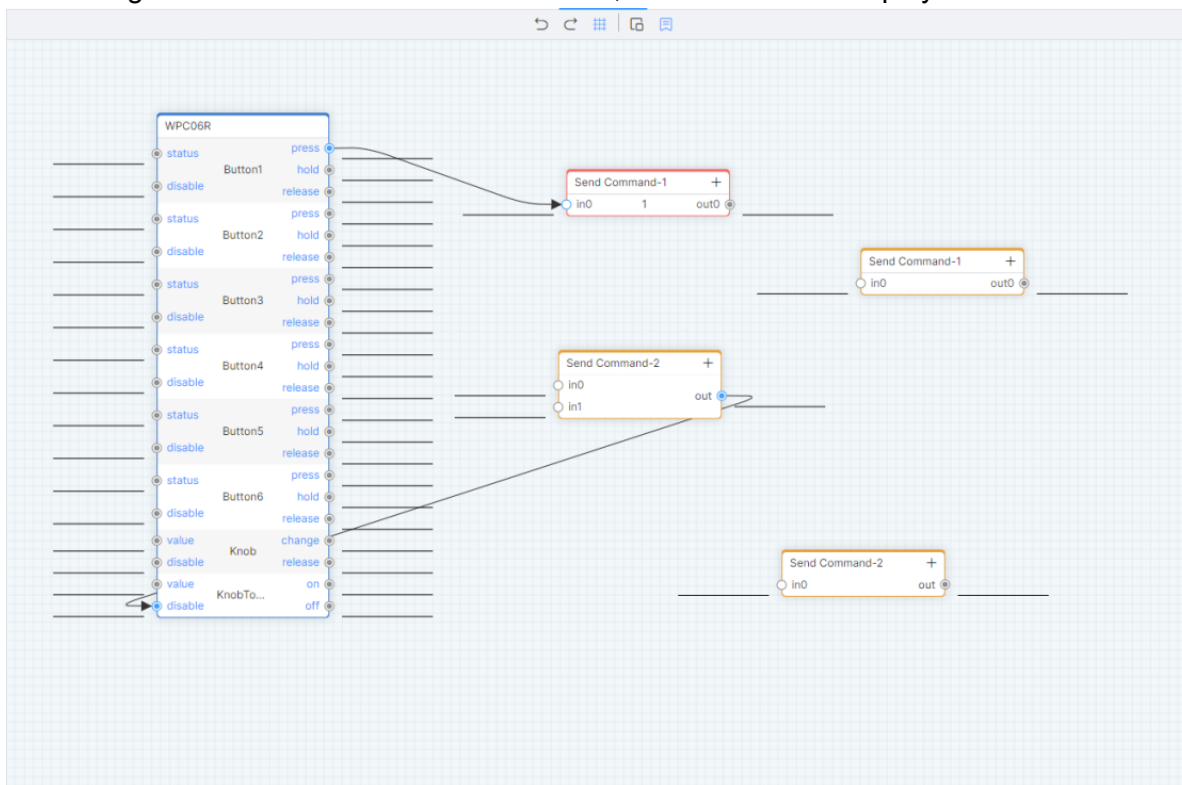
Click the Undo icon  or the shortcut keys < Ctrl+Z > to undo the operation of the module, click the Resume icon  or the shortcut keys < Ctrl+Y > to undo the operation just undone.

When the engineer drags each module in the page, the engineer can click the page grid icon  in the toolbar to perform more refined operations. After adding the grid, click the icon  and a small map will be displayed in the upper right corner of the canvas.

Engineers can quickly locate the required module range through the small map:



Click the global connection label switch icon , and all modules display the connection label edit box:

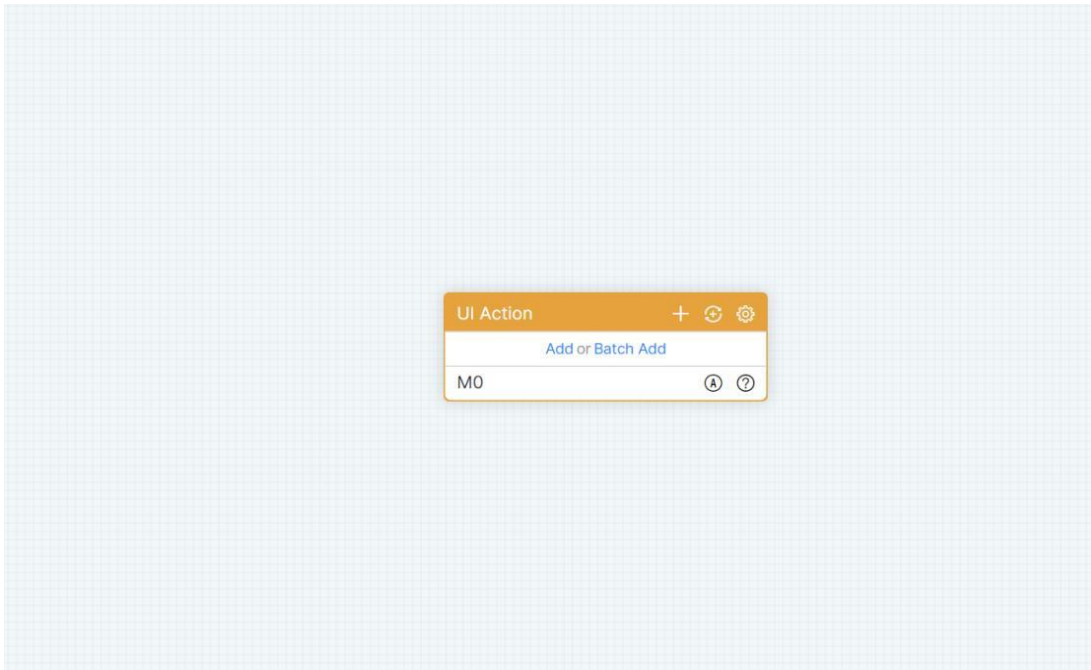


Logic Module

Set action logic number and attribute logic number in page and component properties, associate with UI logic module, and establish calling relationship between different logic modules by connecting lines or editing connection labels. Therefore, the subsequent logic of the related logic module can be triggered when the terminal is operated, and the properties of the page or component can be modified through the logic module when the project is running.

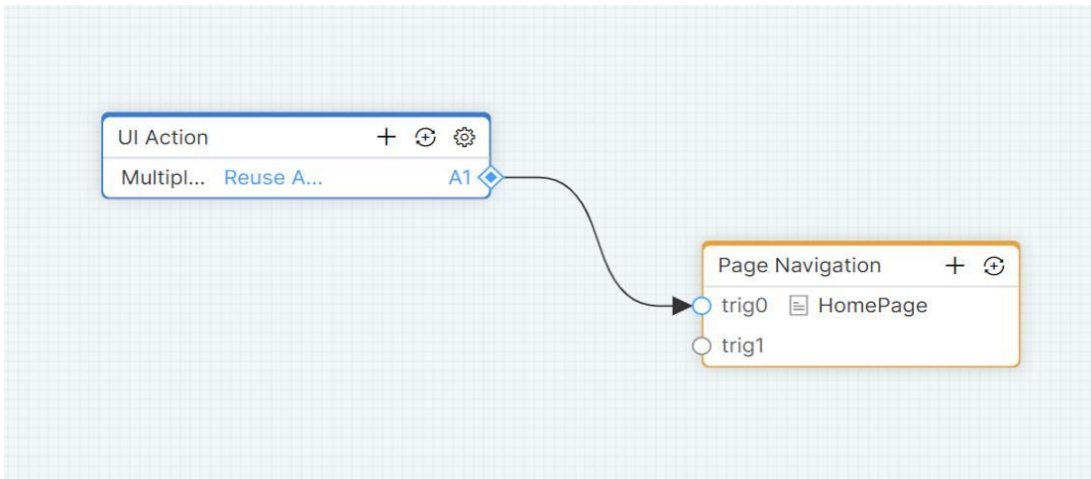
Add Module

Drag a component in the module library with the mouse, find a suitable position on the canvas, and release the mouse to complete the addition of the module

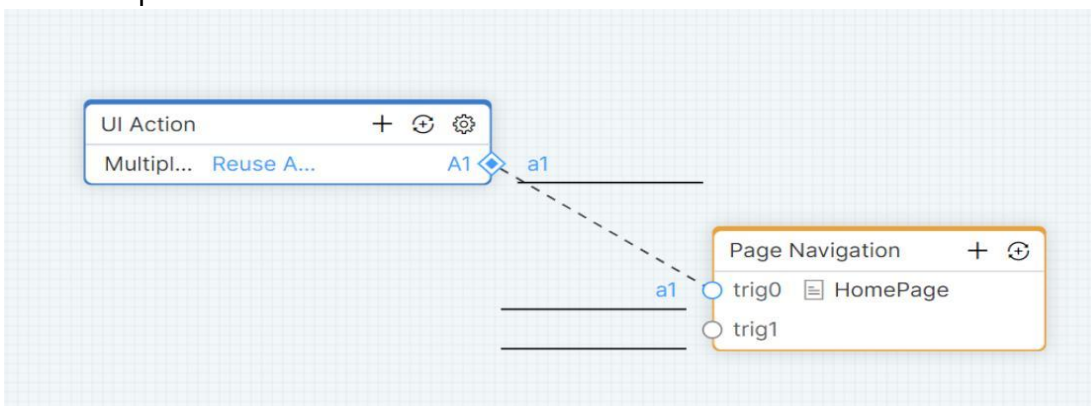


Connection Method

Call relationships between modules are established through wires. Move the cursor to the exit node of the module, press and drag for connection, press the space key for a long time to change the direction of the connection, move the arrow to the entrance node of the target module to end the connection, the connection succeeds, the node turns blue, and the call relationship is established.

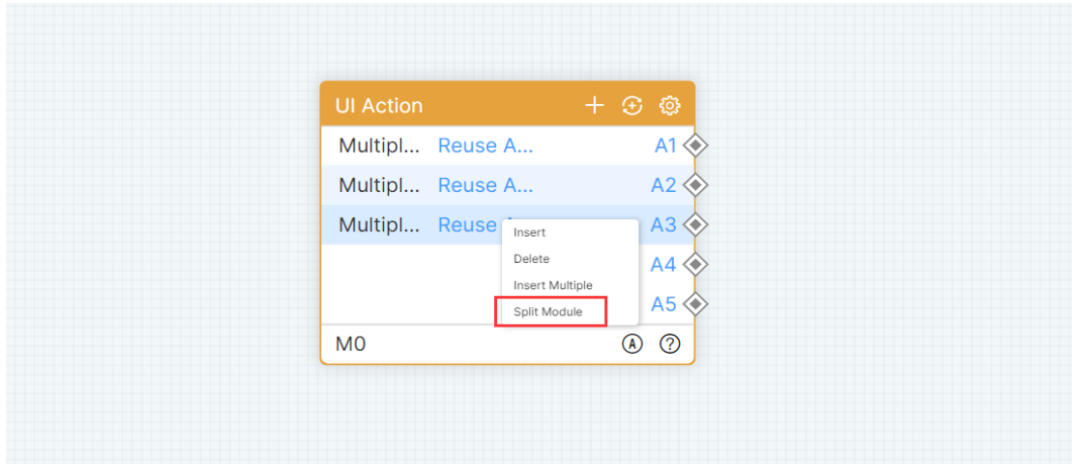


Call relationships between modules are established by connecting labels. When the module node connection labels are the same and the matching is successful, the node turns blue and the calling relationship is established.



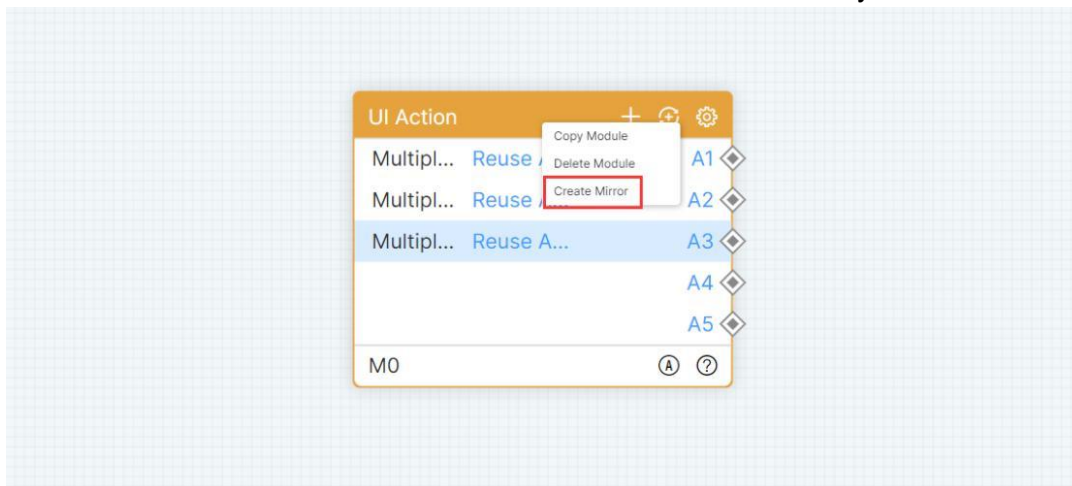
Split Module

Select a module row, right-click and select Split Module. Split the module after selecting the row. The connection and connection label in the split module need to be retained. Drag module and the same module overlap when merged, merged modules in the line and line labels need to be retained.



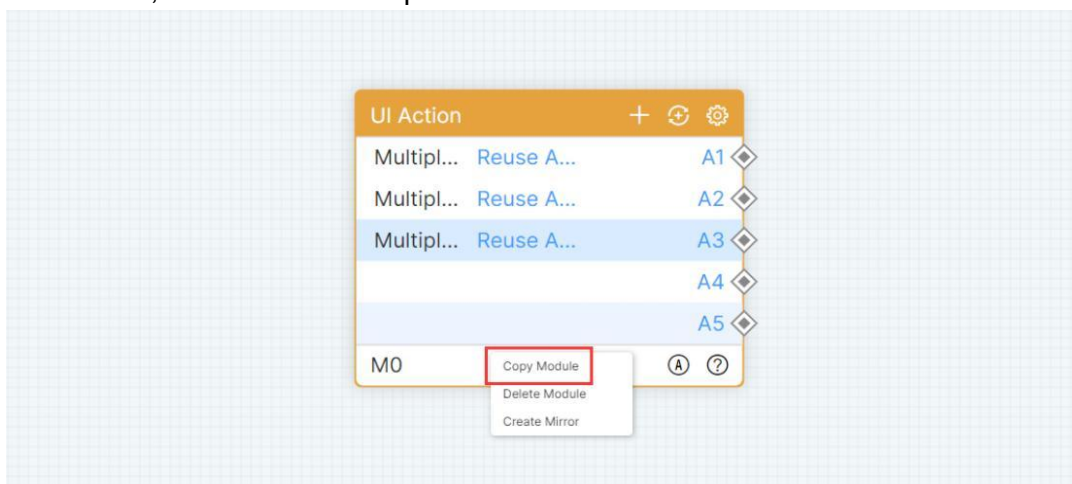
Create Mirror

Select the upper or lower area of the module, right-click and select Create Mirror to create a mirror module. The connection labels of each mirror module should be synchronized.



Cross-engineering Operation

Copy and cut support cross-engineering operations. Select a single or multiple modules, right-click on Copy Module or Ctrl+C > to copy the module in the upper or lower area of the module. < Ctrl+X > means cut module, < Ctrl+V > means paste module.



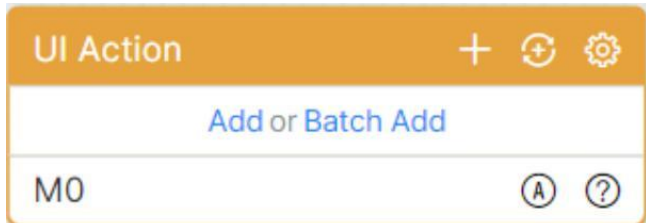
Select a single module or multiple modules and hold down the left mouse button to drag the module anywhere on the canvas. Module details list floating window, configuration floating window, can be freely dragged position. A logical introduction to the module can be found in the help floating window. Select a module, right-click Delete Module or use < Ctrl+D >/delete > to delete the selected module. Move the cursor in the canvas, hold down Ctrl key, and scroll the mouse up and down to zoom in/out on the canvas and module.

UI

When the the central controller is 32306, the UI logic module is not displayed in the module library.

UI Interaction

Module name default display: UI interaction, can be modified. The initial state is as shown in the figure:

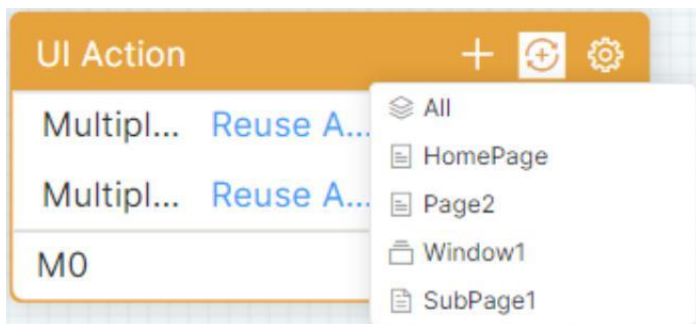


Click Add or Batch Add to add single or multiple pieces of data. Click on the icon to add a piece of data at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows, and insert a single or multiple pieces of data below the selected row.

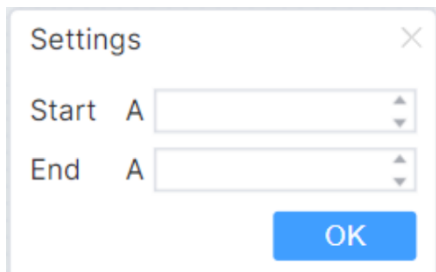
Click Add or Batch Add to add single or multiple pieces of data. Click on the icon + to add a piece of data at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple pieces of data below the selected row.



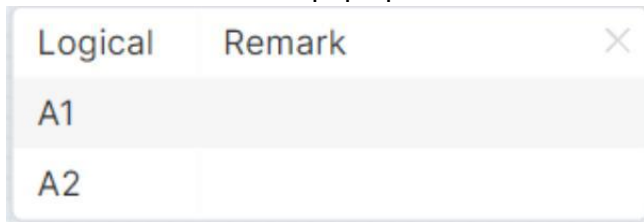
Click the synchronization icon to synchronize all pages, or only one page. After selecting, the logical number of actions not in this module will be added.



Click the icon to pop up the configuration floating window, fill in the start number and end number, click OK to refresh the module.



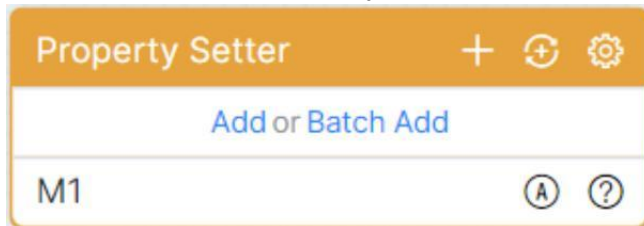
Double-click the row to pop up the details list floating window to modify the comment information.



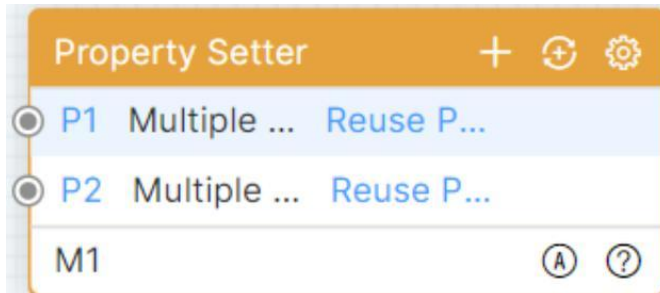
This module only has exit nodes. When the action logic number set in the page or component exists in the UI interaction module, terminal operations will trigger the subsequent logic of the corresponding action logic number exit node.

UI Property Settings

Module name default display: Set UI properties. The initial state is:



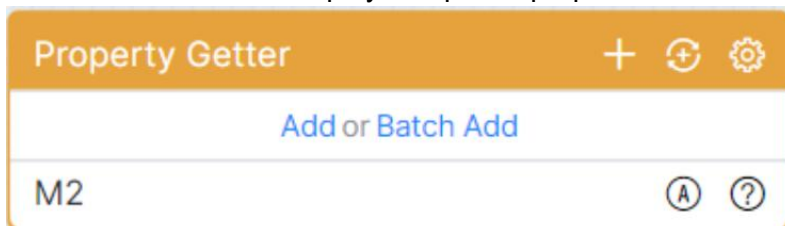
Click Add or Batch Add to add single or multiple pieces of data. Click the icon + to add a piece of data at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple pieces of data below the selected row.



Please refer to the UI interaction module for synchronization, configuration, details and other operations of the UI property module. This module only has entry nodes. When the logical attribute number set in the page or component exists in this module, triggering the entry node through a connection or connection label will change the corresponding property value.

Output UI Property

Module name default display: Output UI properties. The initial state is:



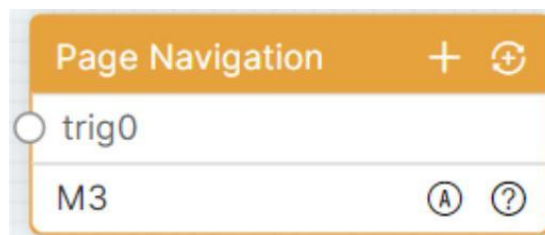
Click Add or Batch Add to add single or multiple pieces of data. Click the icon **+** to add a piece of data at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple pieces of data below the selected row.



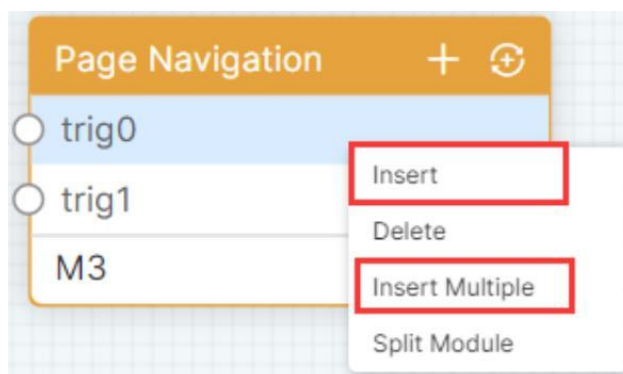
Please refer to the UI interaction module for synchronization, configuration, details and other operations of the output UI property module. An entry node of the module corresponds to an exit node. When the logical attribute number set in the page or component exists in this module, trigger the entry node through a connection or connection label, then the corresponding exit node will output the current property value.

Page Jump

Module name default display: page jump. The initial state will automatically open the list of details, as shown in the figure:

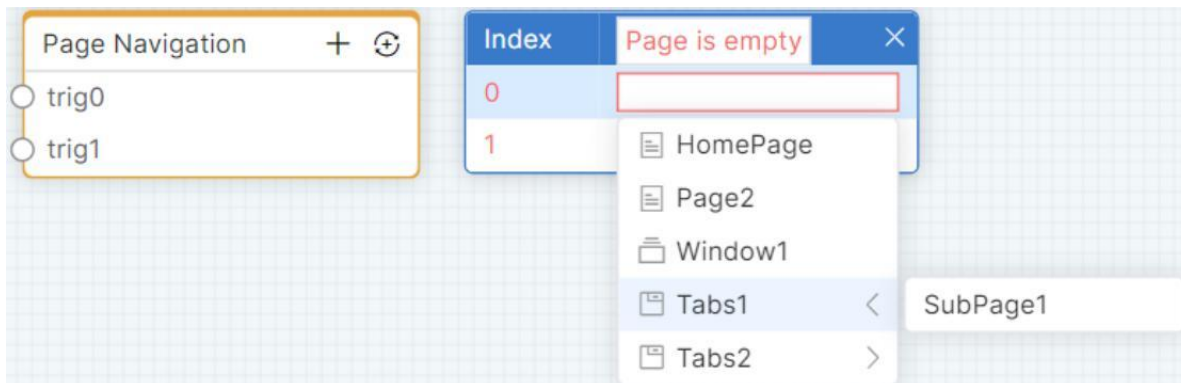


If there is no row data, click Add or Batch Add to add single or multiple data. Click the icon **+** to add a piece of data at the end of the module. Right-click the module row menu, click [Insert] or [Insert Multiple Rows] to insert a single or multiple pieces of data below the selected row.



Click the synchronization icon **+** to synchronize common pages and pop-ups in Interface Design. Only add pages and pop-ups that have not been synchronized yet. Subpages need to be added manually.

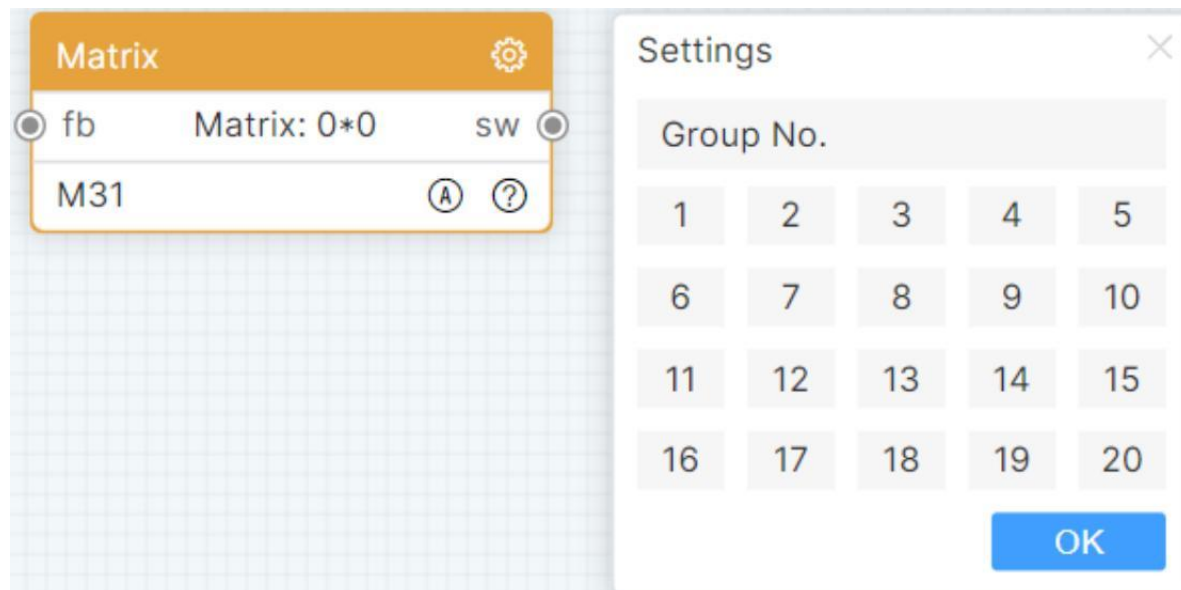
Double-click the row to pop up the details list floating window, you can configure the page, pop-up window, subpage.




This module only has an entry node, which is triggered by a connection or connection label. When the user interacts, it will jump to the configured page, pop-up window, or subpage container will switch to the configured subpage.

Matrix

Module name default display: Matrix. The initial state will automatically open the configuration floating window:



Click the icon  to pop up the configuration floating window, select the group number, and click OK. The feedback entry is triggered by a connection or a connection label, the data set is received (the first data is the input matrix communication code, and the second data is the output matrix communication code), and the corresponding relationship between input and output in the matrix group with the same group number is updated. When the user operates the matrix group at the terminal, the switching exit of the matrix module with the same group number is triggered, and the data set is output (the first data is the communication code of the current operation input matrix, and the second data is the communication code of the current operation output matrix).

Panel

When the equipment model of the central controller is 32306, the panel-type logic module will be displayed in the module library.

32306

Module name default display: 32306. The initial state is as shown in the figure:



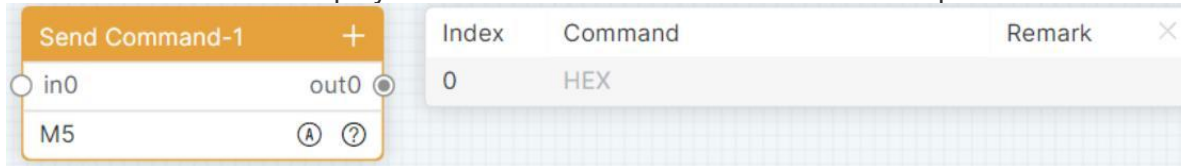
The module structure is fixed, including 6 buttons information, 1 knob information, 1 knob switch information. Each button has 2 entry nodes: status, disable, and 3 exit nodes: press, hold, release; The knob has 2 entry nodes: value, disable, and 2 exit nodes: change, release; The knob switch has 2 entry nodes: value, disable, and 2 exit nodes: on, off. Trigger the entry node through the connection or connection label to change the property value of the corresponding button. The user operates on the button panel to trigger the corresponding exit node of the module, thereby executing the subsequent logic.

Command

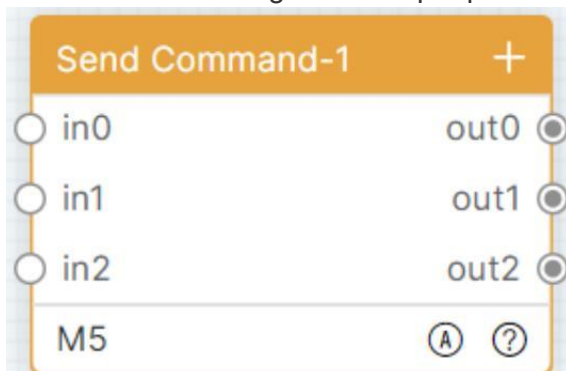
Mainly used to receive data, construct instructions and issue them.

Command Send-1

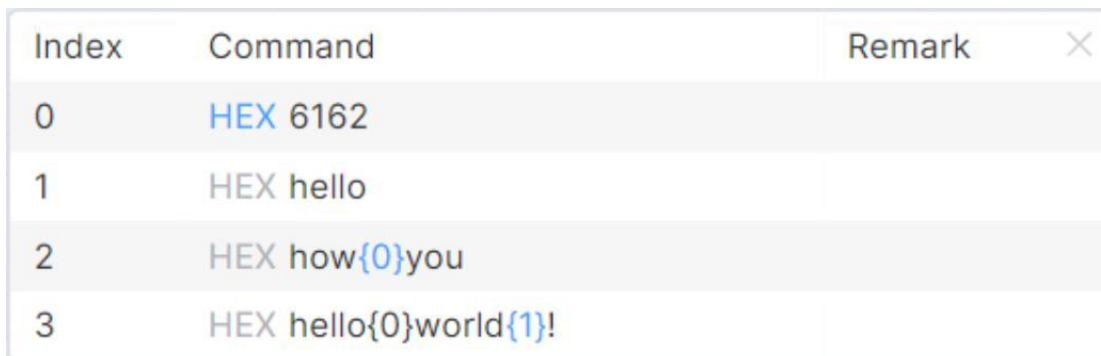
Module name default display: Command Send-1. The initial state will open the detailed list:



If there is no row data, click [Add] or [Batch Add] to add single or multiple data. Click the icon+ to add a piece of data at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple pieces of data below the selected row.



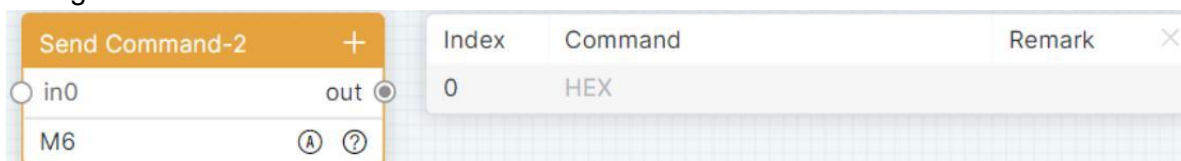
Double-click the row to pop up the details list floating window, you can modify the commands and comments:



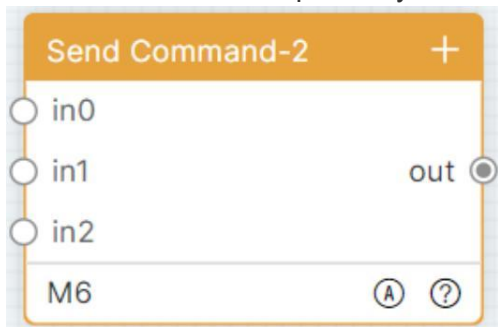
An entry node corresponds to an exit node for this module. The command can be configured with fixed command (for example, hello) or dynamic command (for example, how{0}you, {0} represents the received data). Use as a constant when a directive contains wildcards {*}. Hold down Ctrl and click the left mouse button to set the matching symbol {N} as a constant. When the command content is incorrect, it can be saved successfully, but the problem list will prompt an error or warning message.

Command Send-2

Module name default display: Command Send-2. The initial state will open the detailed list as shown in the figure:

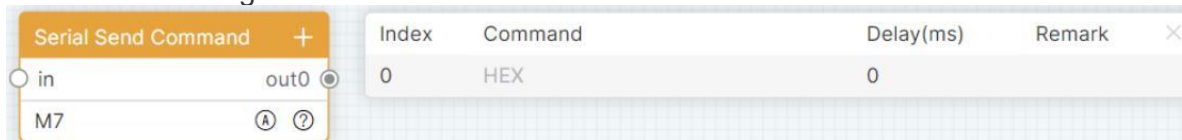


For Command Send-2 Module adding rows and details list operation, please refer to Command Send-1. The module has multiple entry nodes and an exit node from which all commands are output.



Send Commands Sequentially

Module name default display: Send commands sequentially. The initial state will open the detailed list as shown in the figure:



For Sequential Send Command Module adding rows and command configuration operation, please refer to Command Send-1. Double-click the line to pop up the details list floating window, you can modify the commands, delay, comments. As shown in the figure:



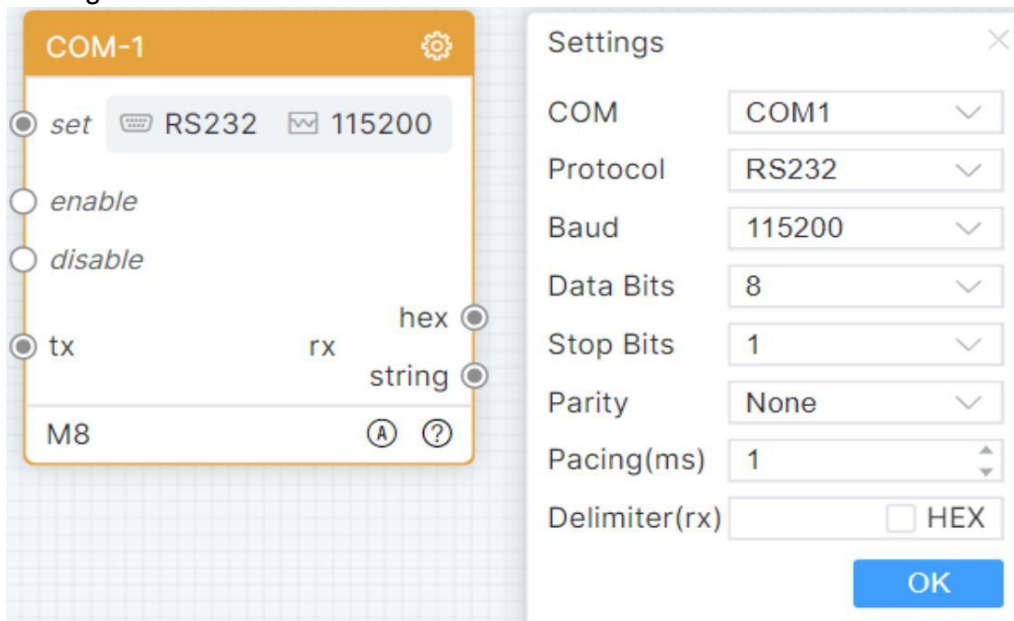
The module has one entry node and multiple exit nodes. After receiving the data, construct the command and output the command in sequence from top to bottom. If the delay time is configured, the corresponding delay time needs to be executed and then continue to execute. When a command fails, the call is not interrupted and subsequent commands continue to be executed.


Port

For different models of controller, the type and number of port modules are also different. For example, 32310 has only one serial port-1 module; 32306 has serial port-1, serial port-2, serial port-3, serial port-4, serial port-5, IR-1, IR-2, IO-1, IO-2, relay-1 and relay-2 modules.

Serial Port

Module name default display: Serial Port-N. The initial state will automatically open the configuration floating window:

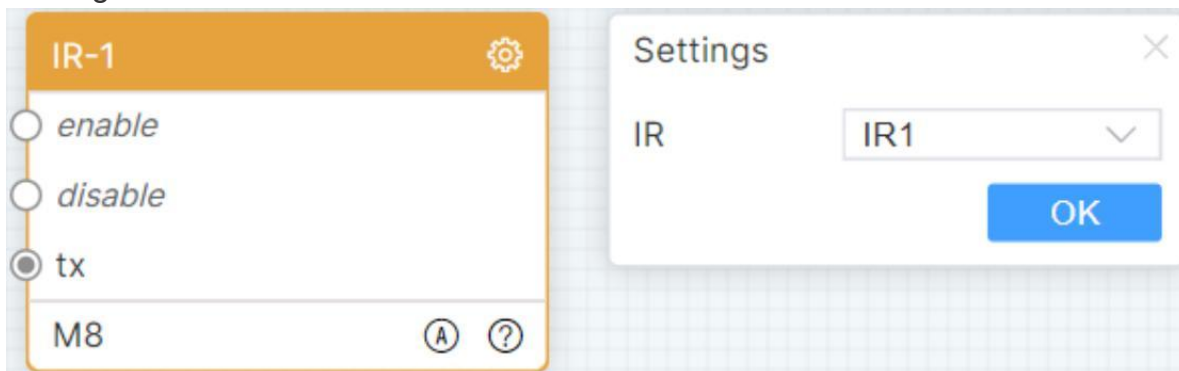



Click the icon  to pop up the configuration floating window, select port assignment, serial protocol, baud rate, data bit, stop bit, parity bit, fill in interval and separator, and click OK.

Trigger the setting entry and dynamically set serial port parameters according to the received data. This module is enabled by default, triggering disabled entry, unable to receive and send data. Trigger the send entry to send data to the controlled device. When the module receives data, it can output it in hexadecimal or string format.

IR

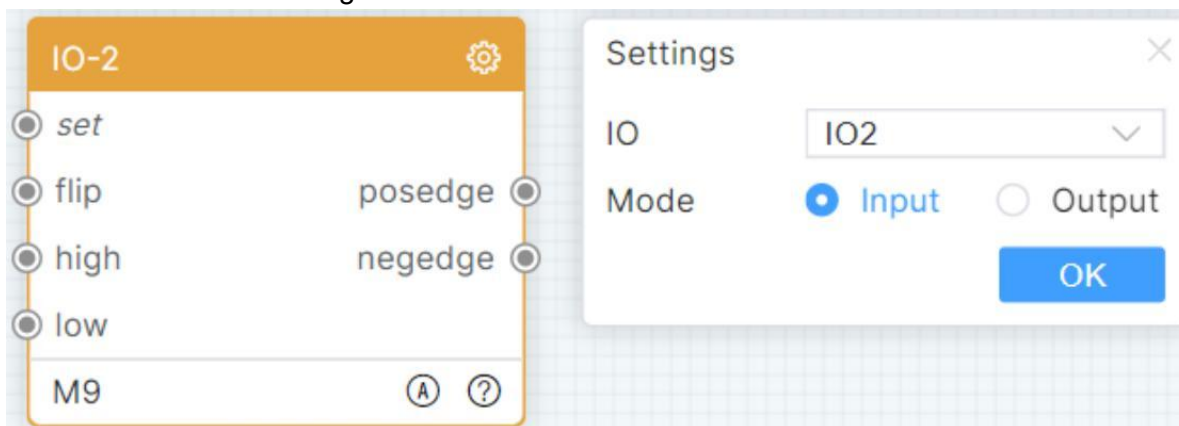
Module name default display: IR-N. The initial state will automatically open the configuration floating window:




Click the icon  to pop up the configuration floating window, select port assignment, and click OK. This module is enabled by default, triggering disabled entry and unable to send data. Triggering the sending entry and sending infrared data in CCF code format to the controlled device.

IO

Module name default display: IO-N. The initial state will automatically open the configuration floating window as shown in the figure:

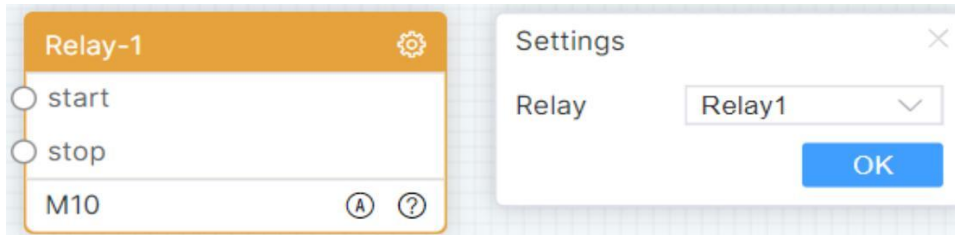



Click the icon  to pop up the configuration floating window, select port assignment and module, then click OK.

Trigger the setting entry to dynamically set IO mode according to the received data. Trigger the flip entry and change level. Trigger the high entry, set to high. Trigger the low entry, set to low. The module receives a rising edge message output 1 and a falling edge message output 0.

Relay

Module name default display: Relay-N. The initial state will automatically open the configuration floating window as shown in the figure:

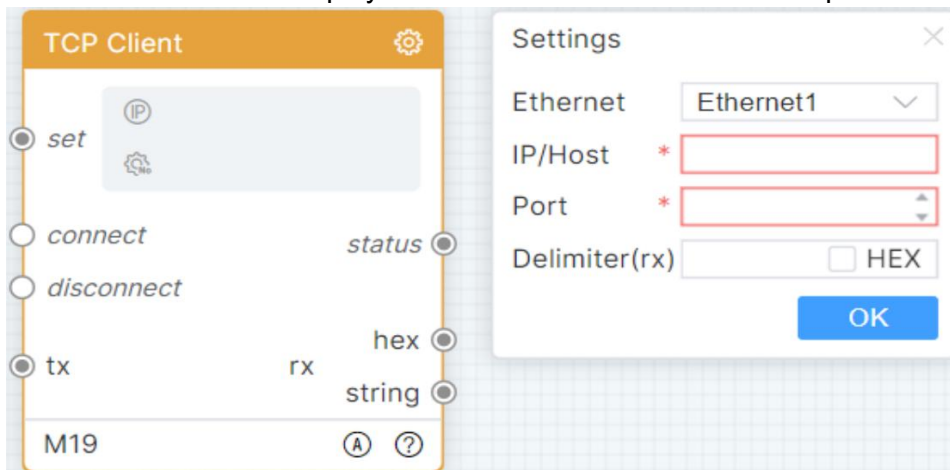



Click the icon  to pop up the configuration floating window, select port assignment, and click OK.

Trigger opens the inlet, control relay opens. Trigger closes inlet, control relay closes. Trigger to open the entrance and control the relay to turn on. Trigger to close the entrance and control the relay to turn off.

Network

Module name default display: TCP Client. The initial state will open the configuration floating window:

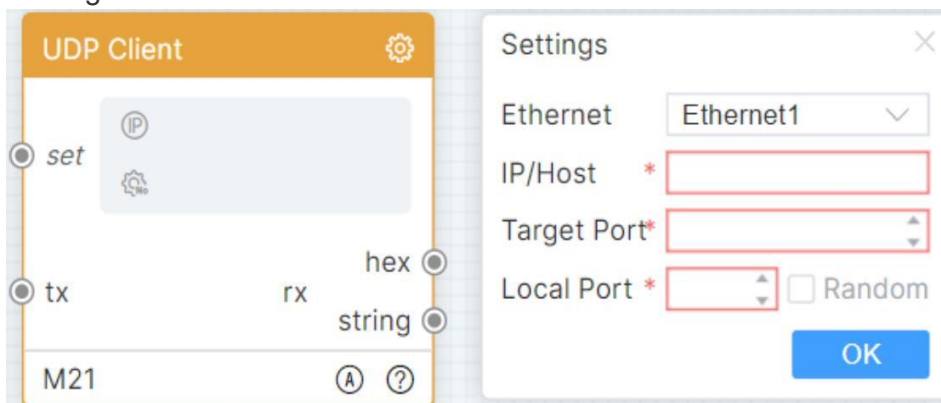



Click the icon  to pop up the configuration floating window, select the network port, fill in the IP/Host, port and separator, then click OK.

Trigger the setting entry to dynamically set TCP client communication parameters according to the received data. The module automatically establishes a connection by default, trigger a disconnection entry and disconnects. Trigger the sending entry to send data to the controlled device. Output status information when connection changes occur. When the module receives data, it can output it in hexadecimal or string format.

UDP Client

Module name default display: UDP Client. The initial state will automatically open the configuration floating window:

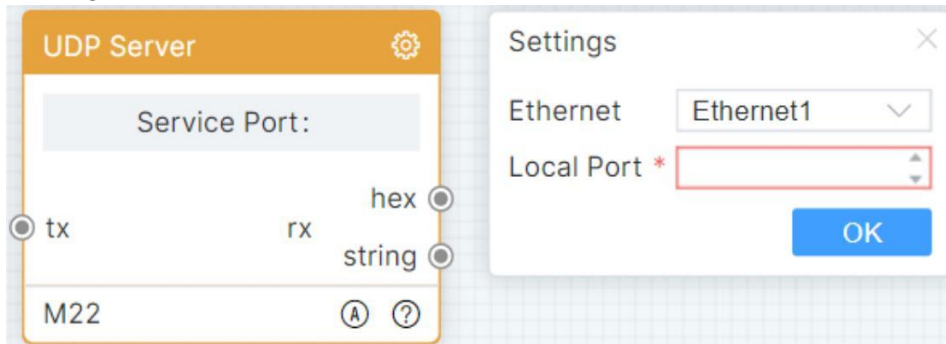



Click the icon  to pop up the configuration floating window, select the network port, fill in the IP/Host, target port and local port, then click OK.

Trigger the setting entry to dynamically set UDP client communication parameters according to the received data. Trigger the sending entry to send data to the controlled device. When the module receives data, it can output it in hexadecimal or string format.

UDP Server

Module name default display: UDP Server. The initial state will automatically open the configuration floating window:

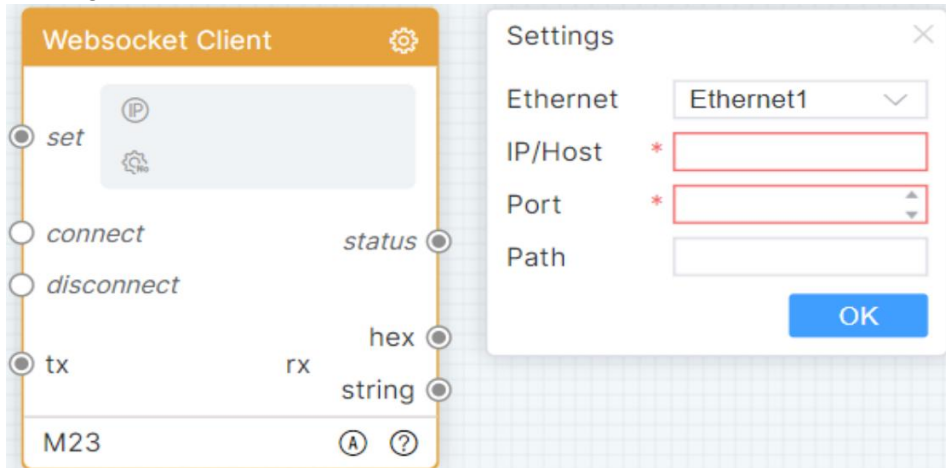



Click the icon  to pop up the configuration floating window, select the network port, fill in the local port, then click OK.

Before sending data for the first time, the client needs to send data once before triggering the sending entry to send data to the controlled device. When the module receives data, it can output it in hexadecimal or string format.

Websocket Client

Module name default display: Websocket Client. The initial state will automatically open the configuration floating window:

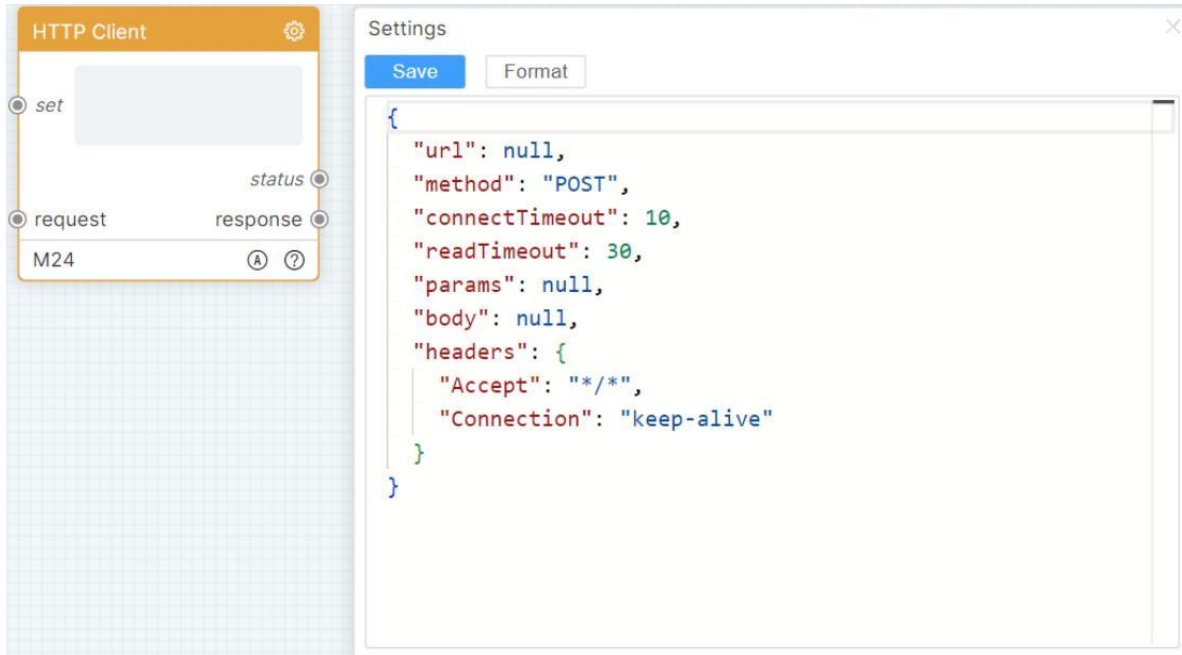


Click the icon  to pop up the configuration floating window, select the network port, fill in the IP/Host, port and local path, then click OK.

Trigger the setting entry, dynamically set the Websocket client communication parameters according to the received data. The module automatically establishes a connection by default, triggers a disconnection entry, and disconnects. Automatic reconnection when connection is abnormally disconnected. Trigger the sending entry to send data to the controlled device. Output status information when connection changes. When the module receives data, it can output it in hexadecimal or string format.

Http Client

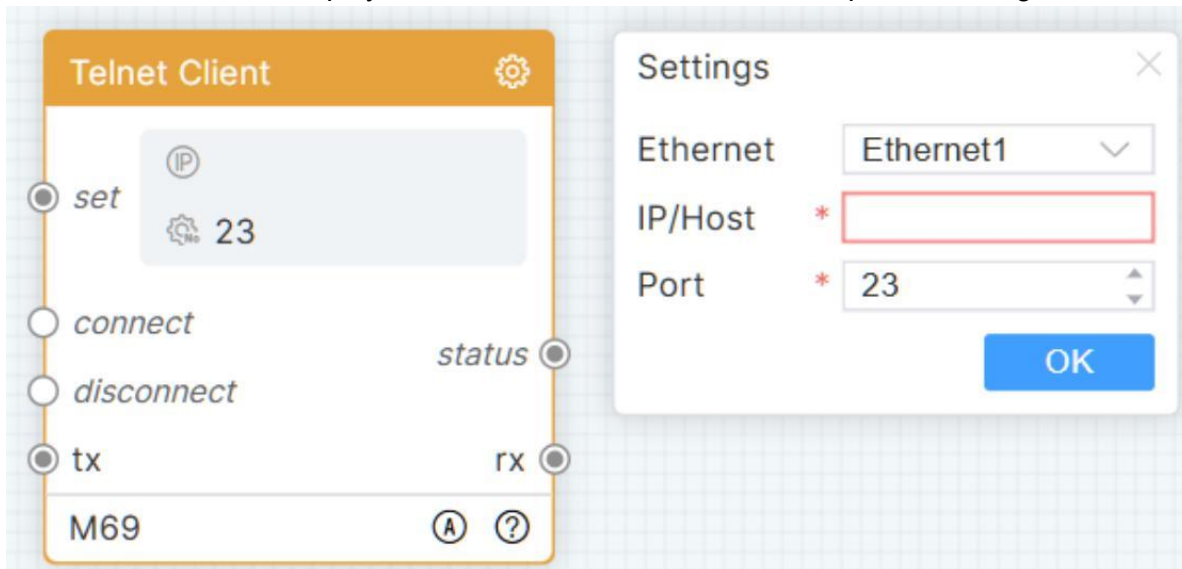
Module name default display: Http Client. The initial state will automatically open the configuration floating window:




Click the icon to pop up the configuration floating window, fill in the parameter values, then click Save. Trigger the setting entry to dynamically set Http client communication parameters based on the received data. Trigger the request entry to send data to the Http server. Output status code when communicating. Output response data as a string.

Telnet Client

Module name default display: Telnet Client. The initial state will open the configuration floating window:



Click the icon  to pop up the configuration floating window, select the network port, fill in the IP/Host and port, then click OK.

Trigger the setting entry to dynamically set Telnet client communication parameters according to the received data. The module automatically establishes a connection by default, trigger a disconnection entry, and disconnects. Trigger the sending entry to send data to the controlled device. Output status information when connection changes occur. When the module receives data, it can output it in string format.

Data Process

Module name default display: Data Matching. The initial state will automatically open the configuration floating window:



If there is no data, click Add or Batch Add to add single or multiple rows of data. Click the icon + to add a row of data at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.



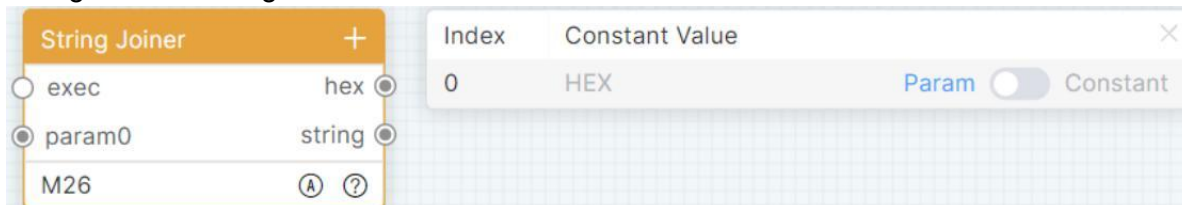
Double-click the row to pop up the details list floating window, and you can modify the matching rules and comments.



An entry node of this module corresponds to an exit node. The matching rule can be a fixed value (for example: hello) or an expression (for example: hello {*}). Only wildcards can be used in the expression. Using {N} will only be regarded as a constant. Hold down Ctrl and click the left mouse button to set wildcard characters as constants. Match the received data with the matching rule, and if the match succeeds, the received data will be output, and if the match fails, no output will be made.

String Concatenation

Module name default display: String Concatenation. The initial state will automatically open the configuration floating window:



This module will have at least one row of data. Click the icon+to add a row at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.

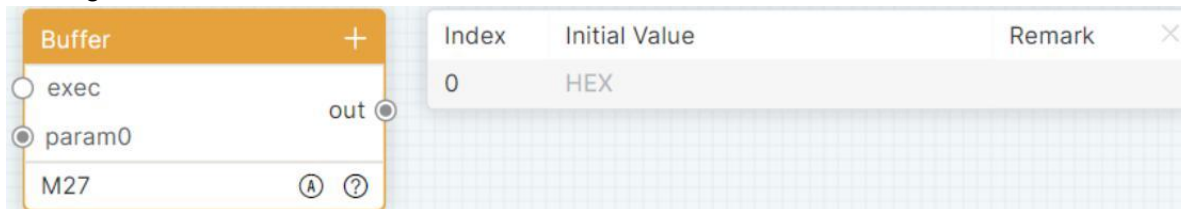


Double-click the line to pop up the details list floating window, you can set the parameter type, when it is a parameter, the constant value is grayed out, and the line has an entry node; when it is a constant, the constant value can be modified, and the line has no entry node.

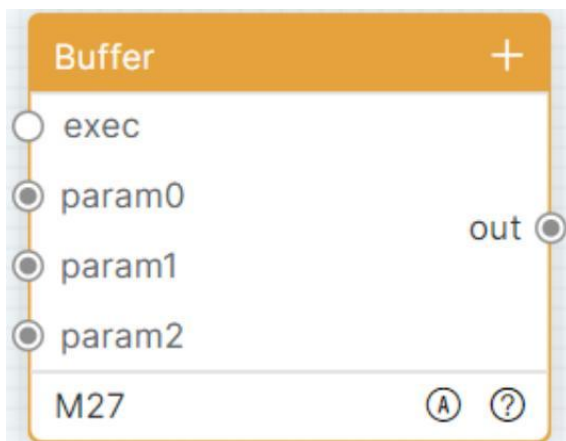
Constant values are used only as constants when there are matching characters in them. When the execution entry is triggered, the module assembles parameters from top to bottom and outputs them in hexadecimal or string format.

Data Cache

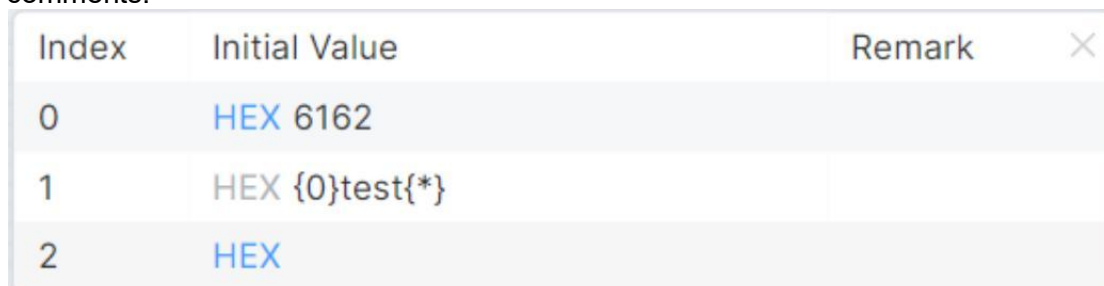
Module name default display: Data Cache. The initial state will automatically open the configuration floating window:



This module will have at least one row of data. Click the icon to add a row at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.



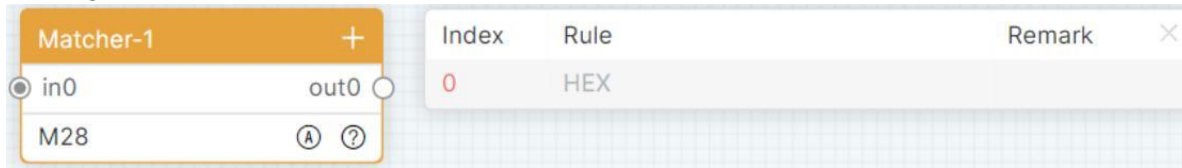
Double-click the row to pop up the details list floating window, you can modify the initial value and comments.



When there is a match in the initial value, it is only used as a constant. When triggering parameter entry, receive and update corresponding cache data. When an execution entry is triggered, the module assembles a data set from top to bottom and outputs the data set.

Data Extraction-1

Module name default display: Data Extraction-1. The initial state will automatically open the configuration floating window:



If there is no data, click Add or Batch Add to add single or multiple rows of data. Click the icon + to add a row at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.



Double-click the row to pop up the details list floating window, and you can modify the matching rules and comments.

An entry node of this module corresponds to an exit node. The matching rule can be a fixed value (for example: hello) or an expression (for example: hello{0}).{N} in the expression must start from 0 and cannot be repeated.{*} can be repeated. Trigger an entry to extract data from received data according to a matching rule and output no data if no data is extracted; Extract one piece of data and output the data; Extract multiple pieces of data and output a data set.

Data Extraction-2

Module name default display: Data Extraction-2. The initial state will automatically open the configuration floating window:



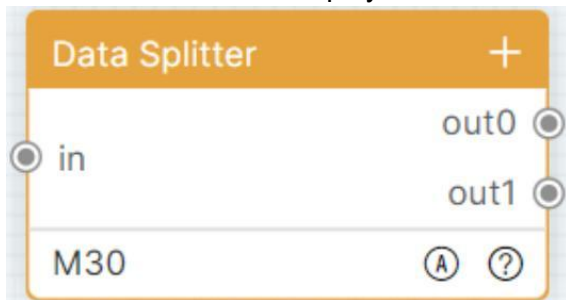
Refer to Data Extraction-1 for adding rows and detail lists in the Data Extraction-2 module.



The module has one entry node and several exit nodes. Trigger an entry port to extract the received data with multiple matching rules, thereby extract different data.

Data Fractionation

Module name default display: Data Fractionation. The initial state is:



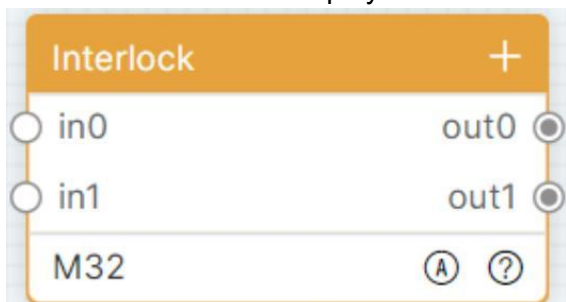
Refer to Data Extraction-1 for adding rows to this module. Double-click the row to pop up the details list floating window, you can modify the remarks.

Index	Remark	×
0		
1		
2		
3		

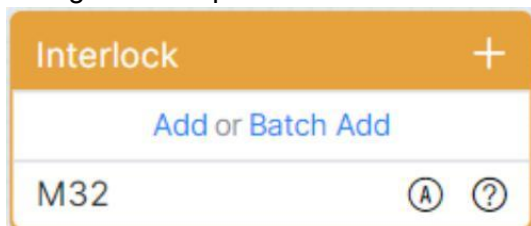
The module has one entry node and several exit nodes. Trigger the entry port to split the received data set into multiple parameters and output.

Extend

Module name default display: Interlock. The initial state is:



If there is no data, click Add or Batch Add to add single or multiple rows of data. Click the icon + to add a row at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.



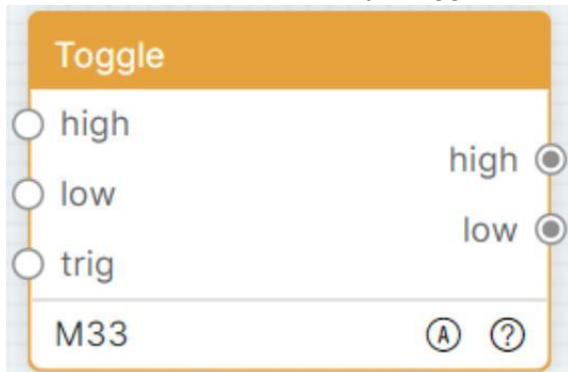
Double-click the row to pop up the details list floating window, you can modify the comments.

Index	Remark
0	
1	
2	

One entry node corresponds to one exit node in this module. Trigger any entry node, corresponding to output 1 at the exit, and output 0 at the other exits.

Trigger

Module name default display: Toggle. The initial state is:



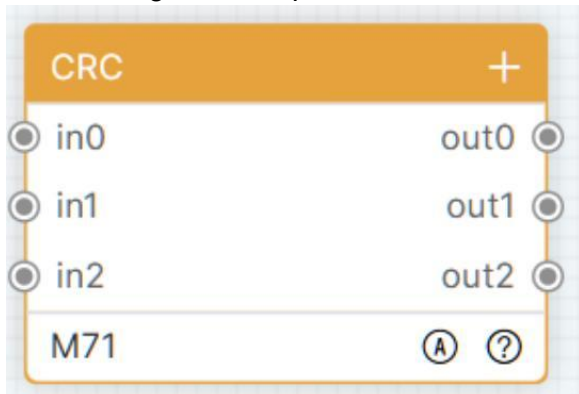
Trigger the high entry, set the state to high and outputs 1. Trigger the low entry, set the state to low and output 0. Trigger the Trigger entry, change the current state and output. For example: the module default state is low, directly trigger the trigger entry, set the state to high and output 1.

CRC

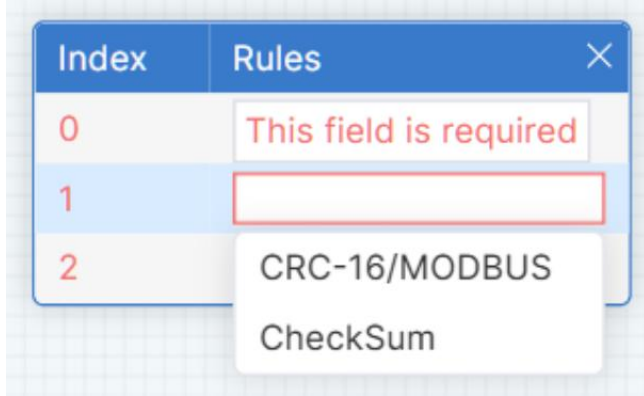
Module name default display: CRC. The initial state will open the detailed list:



If there is no data, click Add or Batch Add to add single or multiple rows of data. Click the icon + to add a row at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.

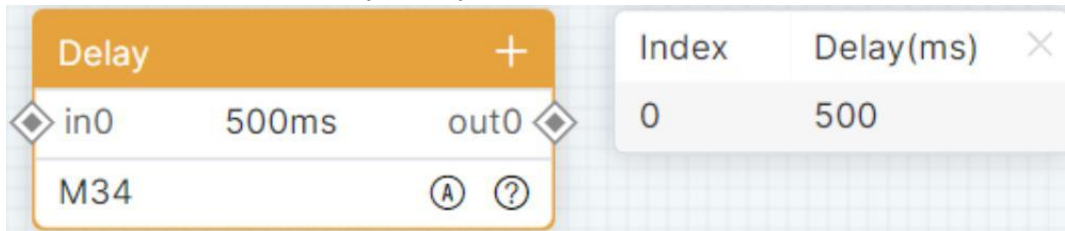


Double-click the row to pop up the details list floating window, you can modify the comments.

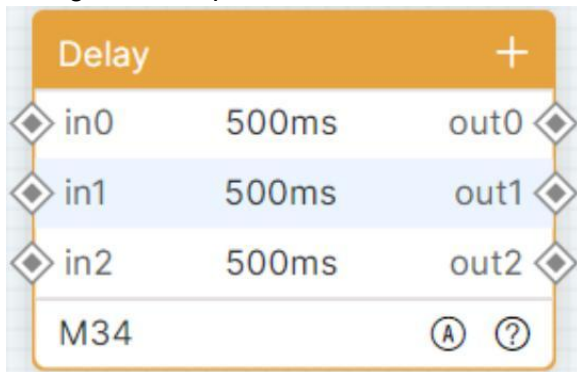


Timing

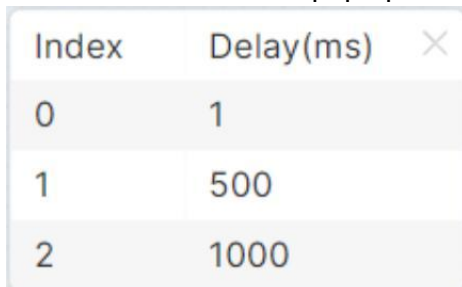
Module name default display: Delayer. The initial state will open the detailed list as shown in the figure:



If there is no data, click Add or Batch Add to add single or multiple rows of data. Click the icon + to add a row at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.



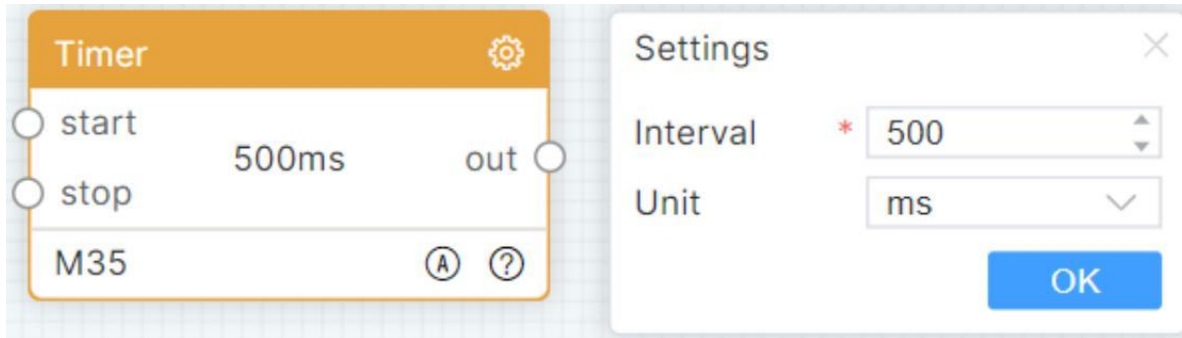
Double-click the row to pop up the details list floating window, you can modify the comments.




The module does not do any processing to the data, triggers the input port, executes the delay of the corresponding row, and outputs the original data from the corresponding row outlet.

Timer

Module name default display: Timer. The initial state will automatically open the configuration floating window:

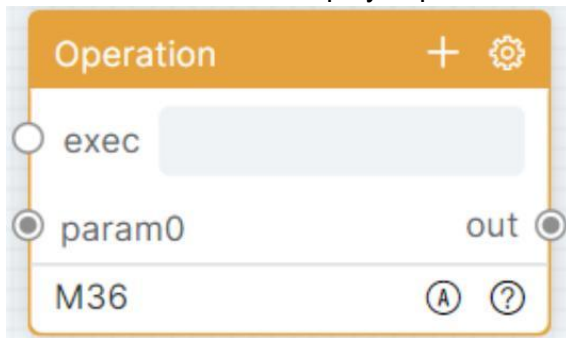


Click the icon  to pop up the configuration floating window, fill in the interval time, select the time unit, and click OK.

The module is closed by default, trigger to open the entry, periodically execute the subsequent logic of the outlet, trigger to close the entry, and close the timer.

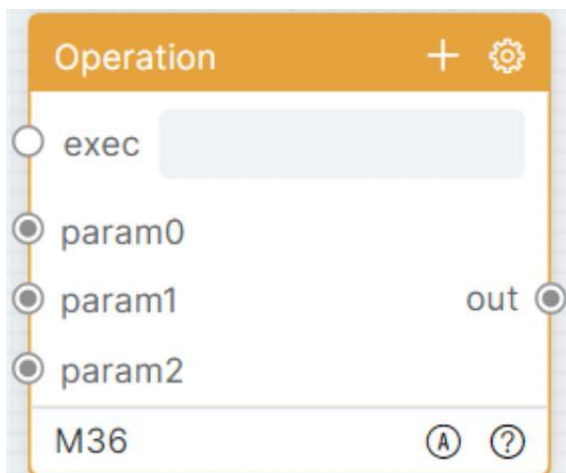
Operation

Module name default display: Operation. The initial state is:




This module will have at least one row of data. Click the icon  to add a row at the end of the module.

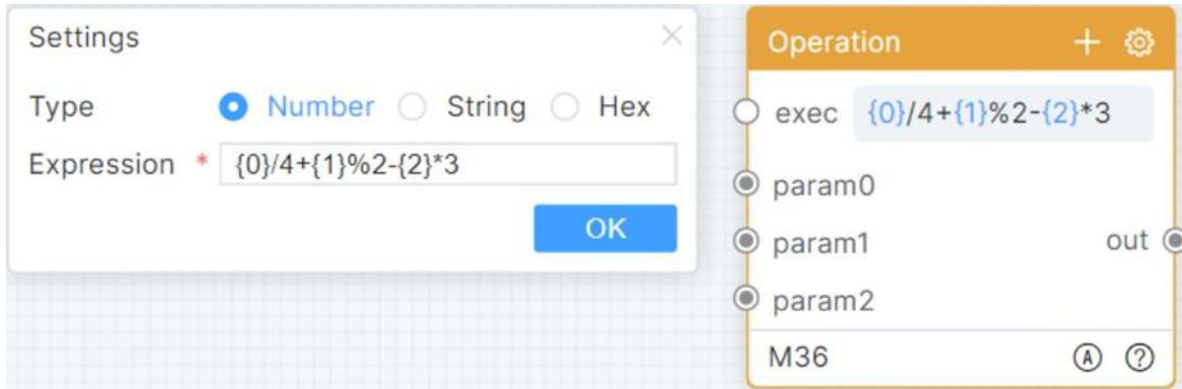
Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.



Double-click the row to pop up the details list floating window, you can modify the comments

Index	Remark
0	
1	
2	

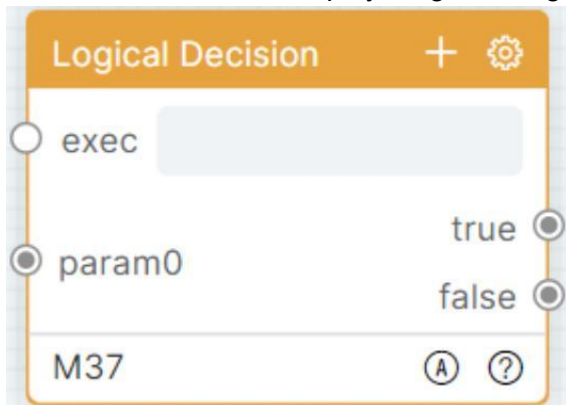
Click the icon  to pop up the configuration floating window, select the operation mode, fill in the operation logic, and click OK.



The module has multiple entry nodes and one exit node. Trigger parameter entry to receive and update cache data. Trigger execution entry, perform operation according to operation logic expression, and output operation result.

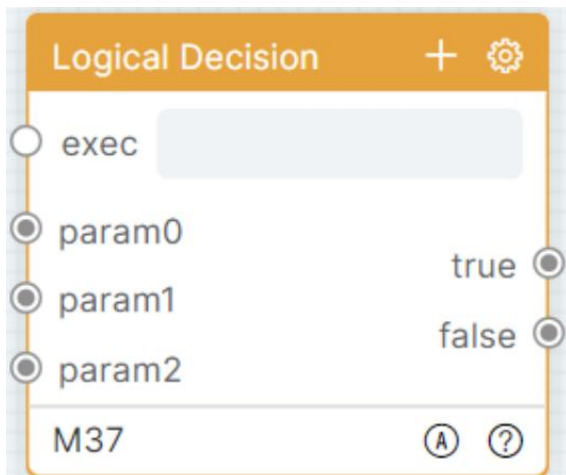
Logical Judgment


Module name default display: Logical Judgment. The initial state is as shown:

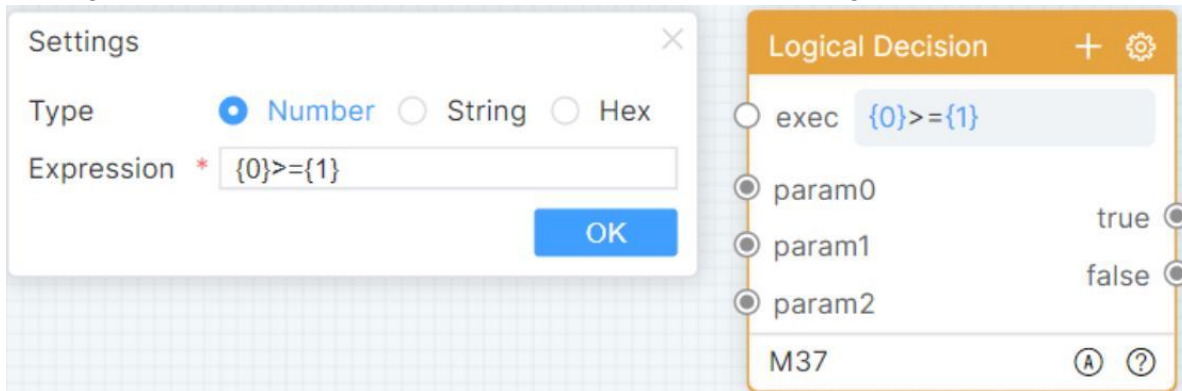


This module will have at least one row of data. Click the icon  to add a row at the end of the module.

Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.



Refer to Operation for the module details list operations. Click the icon  to pop up the configuration floating window, select the operation mode, fill in the operation logic, and click OK.




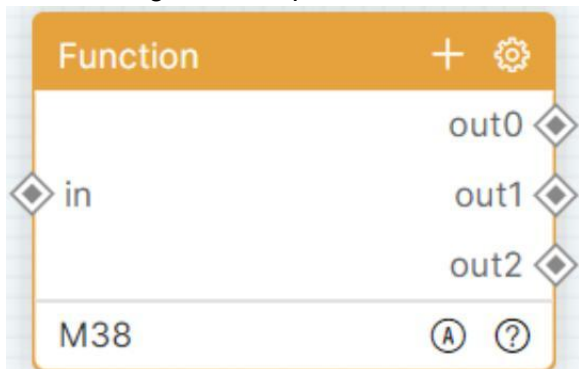
Trigger parameter entry to receive and update cache data. Trigger the execution entry, judge the operation according to the judgment logic expression, and output the data set (the first data is the expression result, 1 is true, 0 is false. Then parameter 0-parameter N received data).


Functions

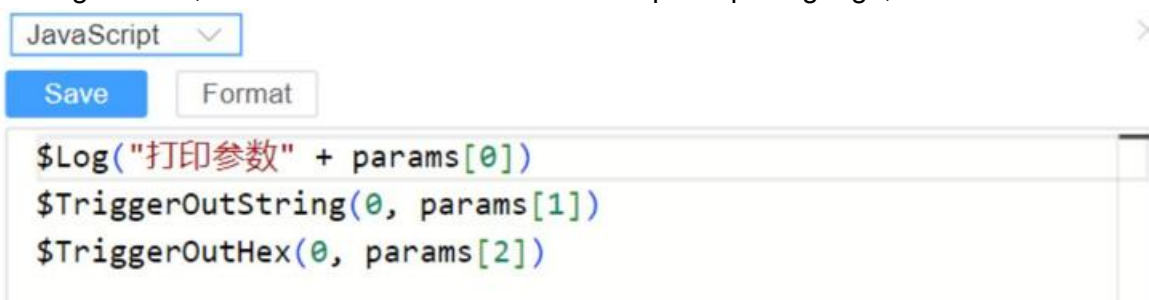
Module name default display: Functions. The initial state is:



If there is no data, click Add or Batch Add to add single or multiple rows of data. Click the icon  to add a row at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.



Refer to Operation for the module details list operations. Click the icon  to pop up the configuration floating window, write custom functions in JavaScript script language, and click the Save button.



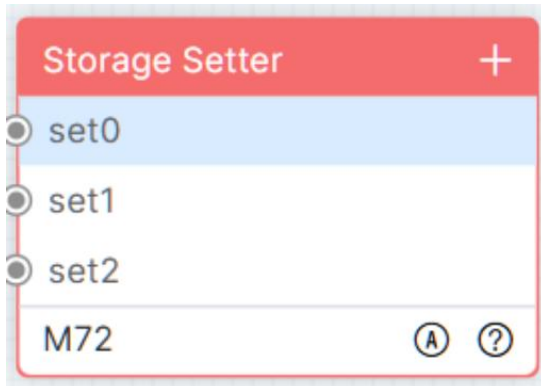
The module can use built-in functions. params is a string array of input parameters, params [0] indicates the first parameter;\$Log(message) prints the contents to the console;
\$TriggerOutString(int, string) outputs data in string format, int indicates the [out] sequence number;\$TriggerOutHex(int, string)) outputs data in hexadecimal format. The module has one entry node and multiple exit nodes. Trigger an entry port, receive data and execute a function, with the output specified by the function logic. The module exit is wired but does not use \$TriggerOutString or \$TriggerOutHex to output data, so the exit will not output data and will not execute subsequent logic.

Storage Setter

Module name default display: Delayer. The initial state will open the detailed list as shown:



If there is no data, click Add or Batch Add to add single or multiple rows of data. Click the icon + to add a row at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.

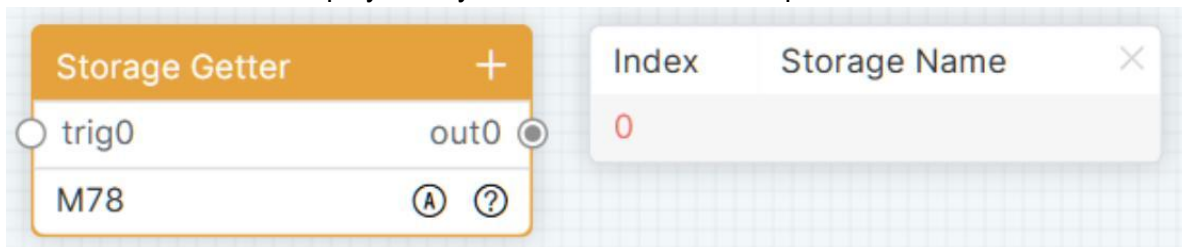


Double-click the row to pop up the details list floating window, you can modify the comments.

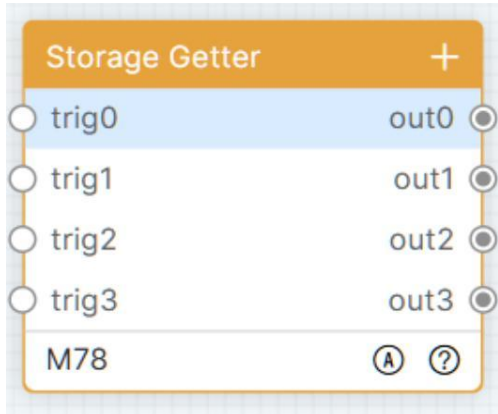


Delayer

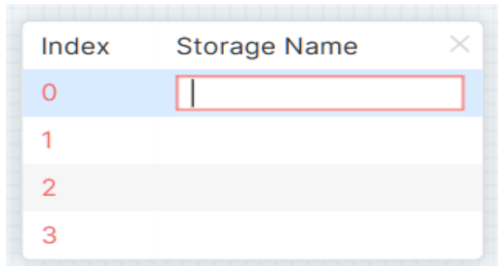
Module name default display: Delayer. The initial state will open the detailed list as shown:



If there is no data, click Add or Batch Add to add single or multiple rows of data. Click the icon + to add a row at the end of the module. Right-click the module row menu, click Insert or Insert Multiple Rows to insert a single or multiple rows of data below the selected row.

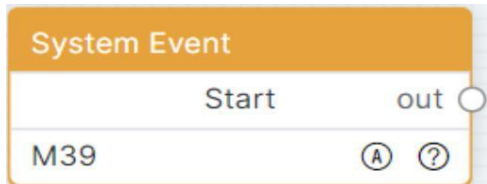


Double-click the row to pop up the details list floating window, you can modify the comments.



System

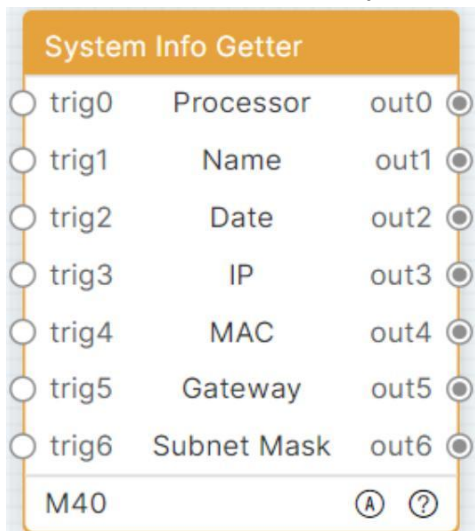
Module name default display: System Events. The initial state is as shown:



After the system starts successfully, immediately execute the subsequent logic of the module exit.

Output System Information

Module name default display: Output System Information. The initial state is as shown in the figure:



The module has 6 entry nodes and 6 exit nodes. Trigger 0-6 entries and out 0-6 entries to output the current system model, device alias, date, IP, MAC address, gateway and subnet mask.

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