

iC Tool

User Manual

Programming Tool

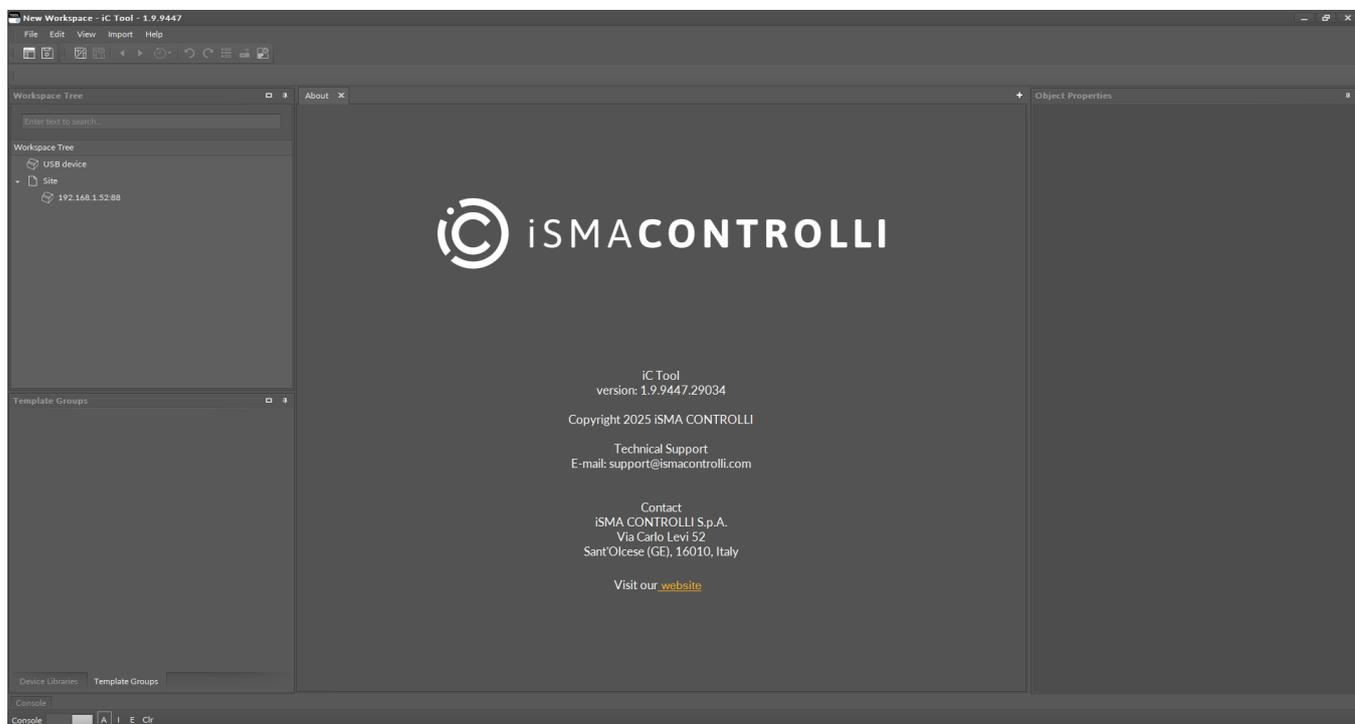


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1 Introduction

The iC Tool is a free computer program provided by the iSMA CONTROLLI.

As a significant part of an end-to-end solution, the iC Tool is a native programming tool for the nano EDGE ENGINE and Sedona based devices. The iC Tool covers all requirements to create and manage applications: it has a wire sheet for convenient visual programming, property sheets for details; it offers libraries management, real-time monitoring of system states and slots values, logs, deployment, and backup.

1.1 Revision History

Date	Rev.	Description
17 Mar 2026	1.9.0	<ul style="list-style-type: none"> • Support for the nano EDGE ENGINE V1.9 <ul style="list-style-type: none"> ◦ Tag Manager ◦ Tags tab ◦ Web Tags • New method of adding components in nano EDGE ENGINE devices: <ul style="list-style-type: none"> ◦ Workspace Tree ◦ Wire Sheet ◦ Property Sheet ◦ Component
Nov 2025	1.8.0	<ul style="list-style-type: none"> • Support for the nano EDGE ENGINE V1.8 <ul style="list-style-type: none"> ◦ Trends Viewer ◦ Trends Manager
18 Jun 2025	1.7.0	<ul style="list-style-type: none"> • Support for the nano EDGE ENGINE V1.7 <ul style="list-style-type: none"> ◦ IP Manager ◦ USB device ◦ Cut and Reorder options ◦ renaming backups option • Updated icons
30 Jan 2025	1.6.0	<ul style="list-style-type: none"> • Support for the nano EDGE ENGINE V1.6 <ul style="list-style-type: none"> ◦ Multi Device Manager ◦ Template Groups ◦ BACnet Device Discover ◦ BACnet Object Discover ◦ Services Manager ◦ removed Equipment Manager • Updated icons
20 Jun 2024	1.5.0	<ul style="list-style-type: none"> • Support for the nano EDGE ENGINE V1.5 <ul style="list-style-type: none"> ◦ Copy Slots Values function ◦ MultistateSchedule support in the Weekly Schedule view • Copying components between two controllers function support for nano EDGE ENGINE devices • Web users for visualization web server in AAC20 devices
27 Nov 2023	1.4.1	<ul style="list-style-type: none"> • Adding External Kits section updated
10 Nov 2023	1.4.0	<ul style="list-style-type: none"> • Support for the nano EDGE ENGINE V1.4 <ul style="list-style-type: none"> ◦ Special Events view ◦ Calendar view

Date	Rev.	Description
		<ul style="list-style-type: none"> ◦ Migration mechanism
13 Apr 2023	1.2.0	<ul style="list-style-type: none"> • Support for the nano EDGE ENGINE V1.2 <ul style="list-style-type: none"> ◦ Weekly Schedule view • Support for the Sedona devices • Editorial corrections
31 Aug 2022	1.1.0	<ul style="list-style-type: none"> • Support for the nano EDGE ENGINE V1.1 • Editorial corrections
28 Feb 2022	1.0.0	First edition

Table 1. Revision history

1.2 About

The iC Tool allows programming of applications and parameter setting in the nano EDGE ENGINE and Sedona based devices. Using proper functions implemented in the iC Tool, the user can program his own application from scratch or edit an existing application working directly on a connected device.

The iC Tool is addressed to every user working with the device on the daily basis, i.e., distributors, integrators, engineers, and maintenance technicians.

2 Naming and Definitions

A proper understanding of the terms used hereafter will allow the iC Tool user to adopt the described issues in a more proficient way.

2.1 Common Definitions

- **iC Tool:** the name of a computer program this documentation applies to;
- **component:** a single element of an application. The component is either a function block with a pre-defined task (algorithm), which requires specific parameters and logical connections with other components to work and exchange data properly, or a container (folder to segregate other components);
- **link:** a logical connection between components: such connection allows two components to send data between each other. The graphical representation of a link in the Wire Sheet view is a line connecting components;
- **slot:** an element of the component which defines the parameter along with its name, value, unit, and range. Slots are not visible in all views in order to avoid overwhelming the user with too much information. The views dedicated to work with the slots are: the Property Sheet and Wire Sheet, and the Slot Sheet for Sedona based devices;
- **selection:** a user's action of choosing any component or link by clicking it. The chosen object becomes highlighted graphically. In the Wire Sheet view, the component's selection is illustrated by surrounding a component with an orange frame, and a link's selection is illustrated by changing its color to orange. The selected element is an object to which the commands such as copying, deleting, or moving will relate;
- **marking:** a state relating to the component or link connected with the selected object. Marking means that a specific component or link is in correlation with a selected component/link. In the Wire Sheet view, a green color is used to mark a component or link, which allows the user to easily notice which components/links will be affected by the action taken on the selected object, e.g., after deleting a selected component/link the marked object will lose its correlation;
- **Workspace Tree window:** one of the basic windows provided by the iC Tool. The window shows the connected devices along with their components. Additionally, the devices may be assigned hierarchically to folders, and folders to projects;
- **Main Screen window:** a main workspace of the iC Tool, where the views of editable components are displayed on tabs;
- **Object Properties window:** a window showing information regarding a selected element allowing to preview and change some of the selected element's parameters without closing the current view;
- **Console:** a window where the messages regarding the operation of the iC Tool program are displayed.

2.1.1 Component Views

A component shows its properties on views assigned to it. The list below shows two basic views, which present data about the same component in different ways, making the work with components easier. Some components have also individual views (apart from the standard ones), which are not included in the list below (see the [nano EDGE ENGINE Specific Views](#) or the [Sedona Specific Views](#)).

- **Wire Sheet:** a view showing programming relations between the components in a graphical way. The view shows logical relations between the linked components. This

view makes building an application logic easier, because the connections between the components are easy to enter and analyze. It is the view most commonly used on the application programming stage;

- **Property Sheet:** a tabular form of showing parameters–component's slots. The user can see not only the slot value, but also its units and range. The view allows to change the slot value if it has the change value rights. The Property Sheet is often used at the start-up stage, when the settings of many parameters (slots) in components need to be appointed.

2.2 nano EDGE ENGINE Devices

- **library:** a set of components with similar functionalities or working in the same area, e.g., components handling device's inputs and outputs. In the iC Tool, the libraries and their components are shown in a Device Libraries window;
- **Reference link:** a special compound link designed to connect Data Points with network points. The Reference link is created between special Reference slots and transfers values along with the component's status; Alternatively, it may transfer values between Data Points and network points at the same time returning status from network points to Data Points, or it may return values from network points to Data Points;
- **Device Libraries window:** one of the basic windows provided by the iC Tool. It is a palette of nano EDGE ENGINE libraries along with components assigned to them. The content of the Device Libraries is dynamically adjusted to the content installed in the device's SD card;
- **Template Groups window:** a window presenting saved parts of applications or networks.

2.3 Sedona Devices

- **kit:** a set of components with similar functionalities or working in the same area, e.g., components handling controller's inputs and outputs. In the iC Tool, the kits and their components are shown in a Device Kits window;
- **Device Kits:** one of the basic windows provided by the iC Tool. It is a palette of Sedona kits along with components assigned to them. The content of the Device Kits is dynamically adjusted to the type of connected device;
- **Slot Sheet:** a component view showing all slots, including the hidden ones. In a tabular form, it allows to read the name, type, and parameters (Facets) of the slot.

3 Installation and Updates

3.1 iC Tool Installation

The iC Tool is delivered as a compressed folder, which needs to be extracted in a chosen location on a hard drive, unless the access to the extracted folder is restricted by the system (e.g., Program Files is not a recommended location). The iC Tool is a software created for modern Microsoft Windows system, such as **Windows 10**. The oldest supported version of the operating system is Windows 7.

The iC Tool software bundle is available at: [iSMA CONTROLLI Download Center](#).

The iC Tool software bundle is a zipped file, which has to be extracted on the user's computer. Extracting the zipped package reveals the folders and additional files described below. In order to run the iC Tool, open the iCTool.exe file.

Nazwa	Stan	Data modyfikacji	Typ	Rozmiar
Config	✓	30.01.2025 12:59	Folder plików	
de	✓	30.01.2025 12:59	Folder plików	
es	✓	30.01.2025 12:59	Folder plików	
External	✓	30.01.2025 12:59	Folder plików	
fr	✓	30.01.2025 12:59	Folder plików	
home	✓	30.01.2025 12:59	Folder plików	
icons	✓	30.01.2025 12:59	Folder plików	
it	✓	30.01.2025 12:59	Folder plików	
ja	✓	30.01.2025 12:59	Folder plików	
Libraries	✓	30.01.2025 12:59	Folder plików	
Localization	✓	30.01.2025 12:59	Folder plików	
log	✓	30.01.2025 12:59	Folder plików	
pl	✓	30.01.2025 12:59	Folder plików	
Resources	✓	30.01.2025 12:59	Folder plików	
iC Tool	✓	30.01.2025 12:58	Aplikacja	12 268 KB
iC Tool.exe.config	✓	30.01.2025 12:58	Plik CONFIG	4 KB
LICENSE	✓	10.02.2025 08:53	Dokument tekstowy	11 KB

Figure 1. The iC Tool zipped folder

The extracted folders have the following functions:

- **Config:** a folder containing a record of user's individual settings regarding windows location and other iC Tool work settings, such as a language chosen for the iC Tool interface;
- **External:** a folder containing an API .dll file;
- **home:** a folder where all the data created by user are saved, i.e., device backups, applications, etc. It is also a folder where the OS and libraries, available the in iC Tool, are located;
- **icons:** a folder with graphical files such as the iC Tool interface icons;
- **Libraries:** a folder containing iC Tool auxiliary files;
- **Localization:** a folder with the text files providing the iC Tool language sources;
- **log:** a folder, where the logs of the iC Tool, which also appear in the Console window, are saved. When contacting iSMA CONTROLLI technical support, it is advised to copy the file with logs from this folder;
- **de, es, fr, it, ja, pl, Resources, ru:** folders with system libraries.

To properly install and work with the iC Tool, the computer must meet the following minimal requirements:

- processor (CPU): Intel Core i3-3xxx or equivalent;
- memory: 4 GB RAM;
- storage: 50 GB internal hard driver;
- Ethernet 100 Mbit or 1 Gbit NIC;
- MS Windows 7 (recommended MS Windows 10);
- .NET Framework 4.6.2 or higher.

Warning!

When the iC Tool is being run for the first time, it asks to accept the EULA license. The license must be accepted to run the program. Failure to do so closes the iC Tool.

Note

In order to make sure that the iC Tool is always up to date, it needs to be run periodically at least once a month, on a computer connected to the Internet for about an hour, depending on the data transfer rate. It enables the iC Tool to automatically download the latest data, such as libraries and updates.

The iC Tool is a portable software. It is transferable and it can be installed on a portable data storage device, such as a USB memory stick. It allows the iC Tool to be run directly from a portable data storage device on any PC, including offline ones.

3.2 iC Tool Updating

The iC Tool has a built-in mechanism notifying the user when a new version of software is available on the iSMA CONTROLLI server. Every time the iC Tool starts up and it is connected to the Internet, the software checks the availability of a new version. If the new version is available, a pop-up window, similar to the one shown below, will appear.

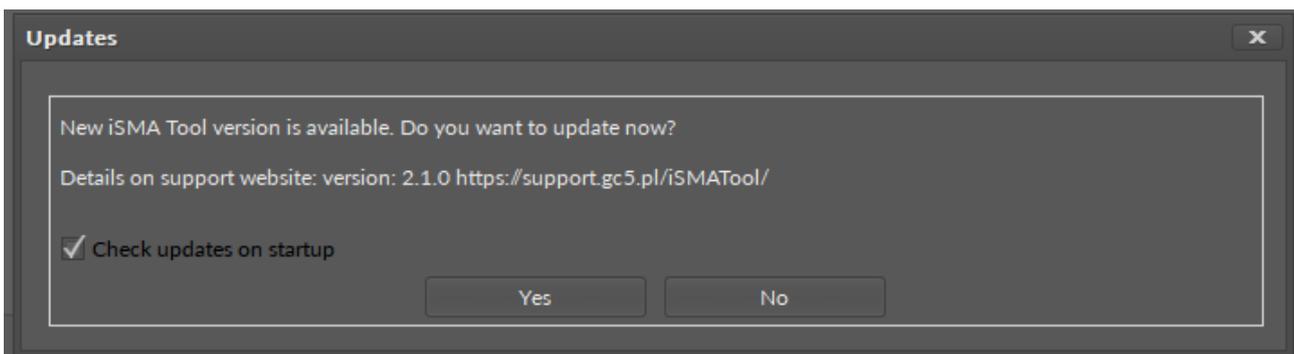


Figure 2. Update notice

The options in the Updates window are the following:

- **Yes:** Allows downloading a new version of the iC Tool by opening an appropriate location in the user's default web browser. The new version of the iC Tool is downloaded as a zipped file saved locally on the computer's hard drive and then extracted, overwriting the current iC Tool version.
- **No:** Closes the iC Tool updates notification window. The window will appear again after restarting the iC Tool.

Warning!

Before overwriting the current version of the iC Tool, the software needs to be closed and the user has to make sure that all important data (libraries, applications, settings) are saved in dedicated folders, home and Config. These folders will not be overwritten or deleted, while extracting/overwriting the current iC Tool version with an updated one, preserving everything the user has created.

The automatic checking mechanism, described above, may be turned on or off in the iC Tool settings described in Settings. When the checking mechanism is turned on and there are no new versions of the iC Tool, the system will display an appropriate notification: No updates for iC Tool on the console.

The autoupdate function covers the following areas:

- iC Tool software;
- nano EDGE ENGINE OS;
- nano EDGE ENGINE libraries.

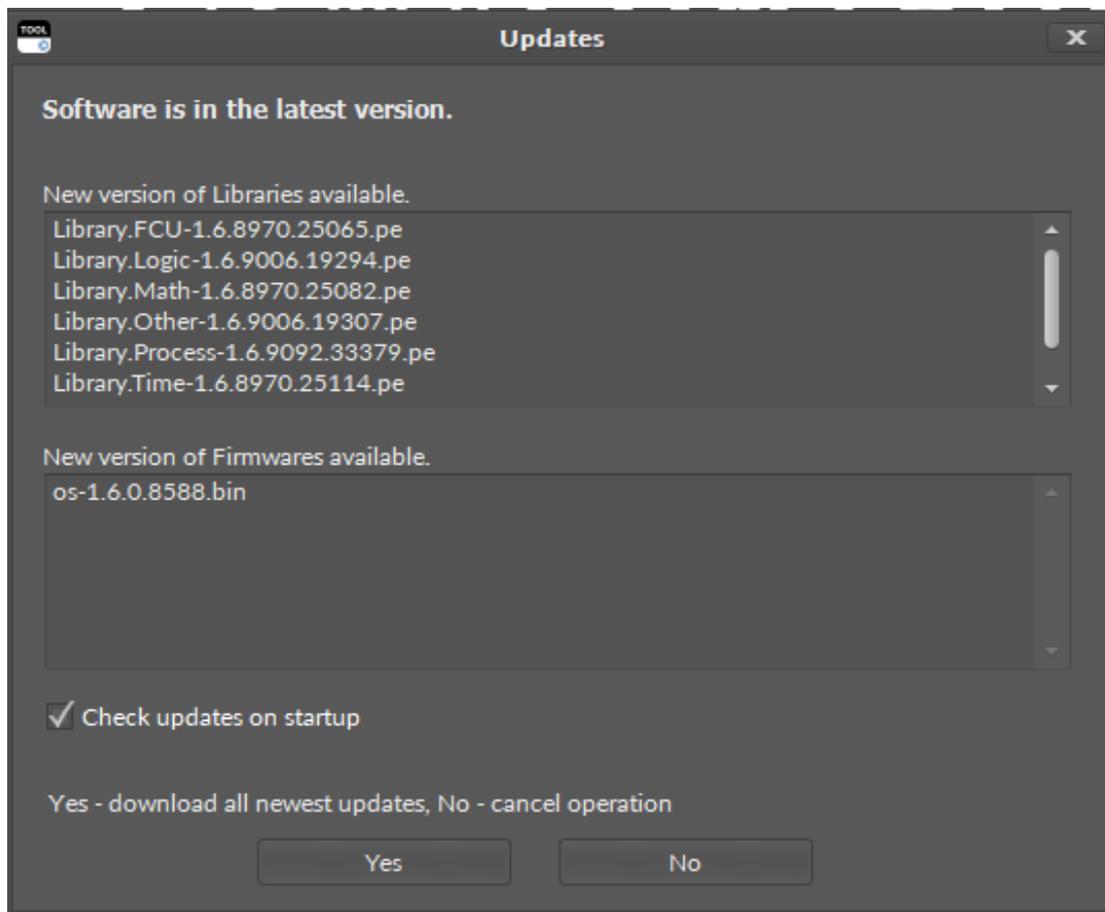


Figure 3. Autoupdate dialog window

There is also a manual way of checking software updates availability. In order to do so, initiate the menu Check updates, available in upper Help menu. After initiating this option, the iC Tool will check the availability of new versions and display an appropriate notification. If a new update is available, a pop-up window, described above, will appear.

3.3 Migration Mechanism

The migration mechanism in the iC Tool allows to import files from another instance of the program.

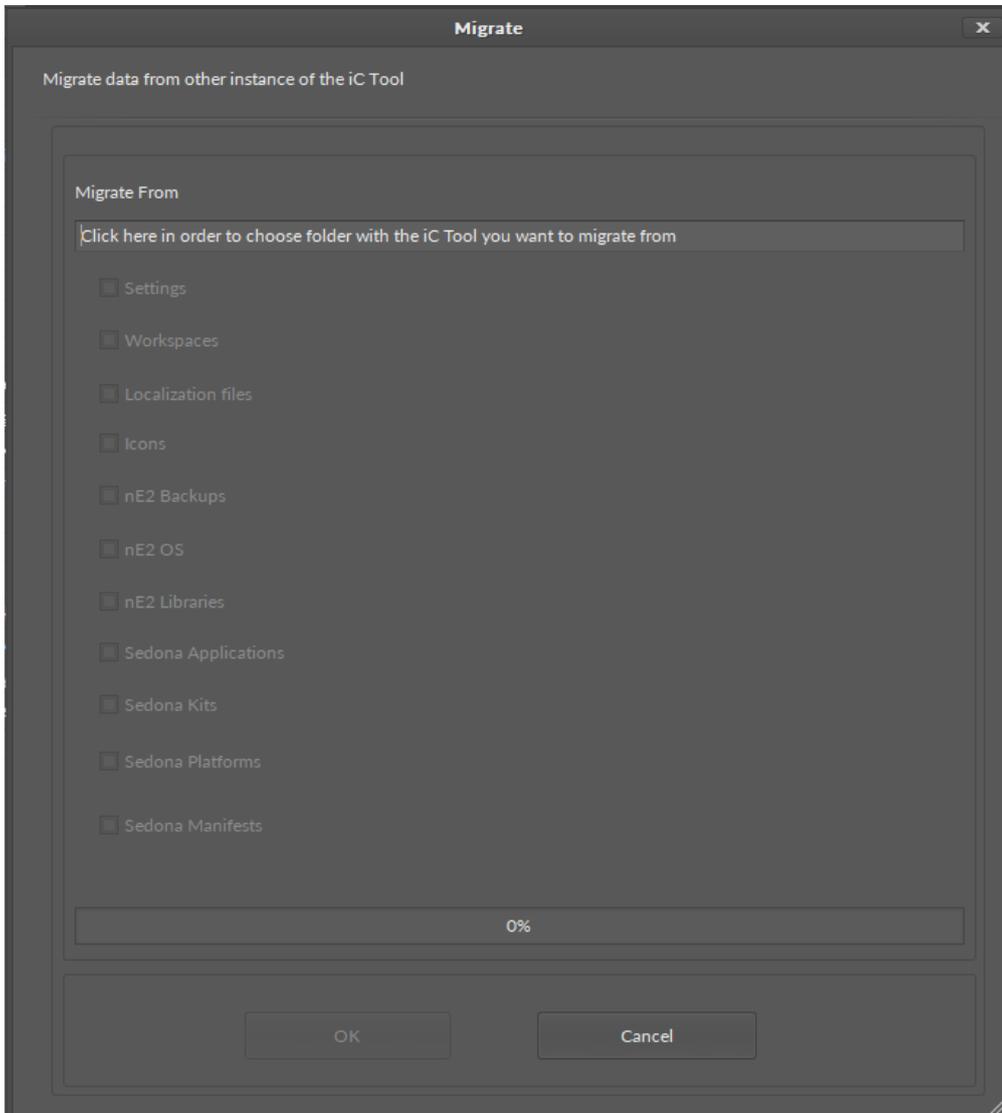


Figure 4. Migration dialog window

Depending on which files are available in the migration source folder, the migration mechanism allows to import the following files:

- iC Tool's settings;
- Workspaces - sites, devices, and their applications and settings;
- localization files (language settings);
- icons;
- nano EDGE ENGINE OS, libraries, and backups;
- Sedona applications, kits, platforms, and manifests.

At a first launch of the iC Tool, the migration dialog window appears automatically. Later, the option can be accessed in the main menu, Import.

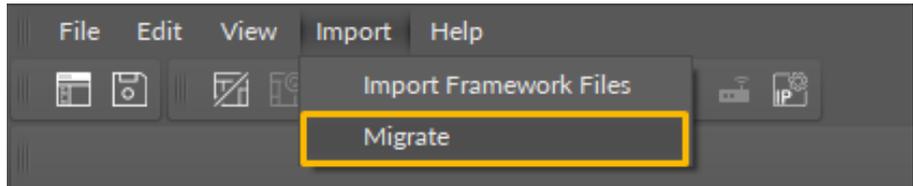


Figure 5. Migrate option

In order to start a migration process, first, indicate a source directory folder.

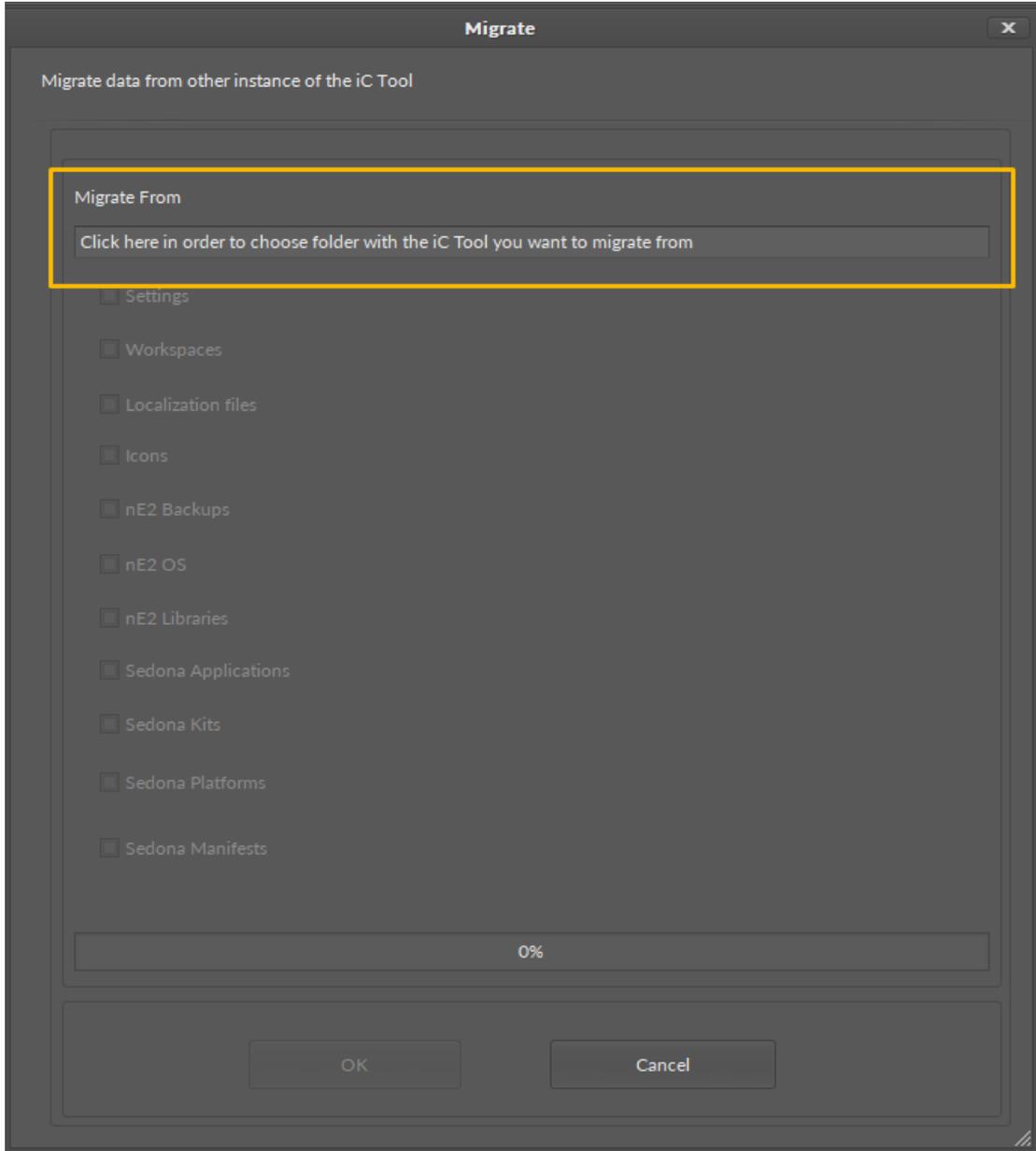


Figure 6. Migrate dialog window

Then, select files to import on a check list, and confirm with OK. The iC Tool will then require a confirmation to overwrite files in the destination instance. If not confirmed, the migration process will be ceased. To continue the migration process, confirm with Yes.

Warning!

It is important to bear in mind that the process **will overwrite** all files existing in the current iC Tool instance. Make sure to create a backup in case there are any files, applications, etc., that are required to be preserved.

4 Settings

4.1 Software Settings

The iC Tool allows to adjust individual settings for a better fit of the working environment to the user's needs. Such settings include, among others, the language interface, number of remembered or recently opened files of the Workspace Tree, and Console settings. The settings are available in the main menu File-> Settings.

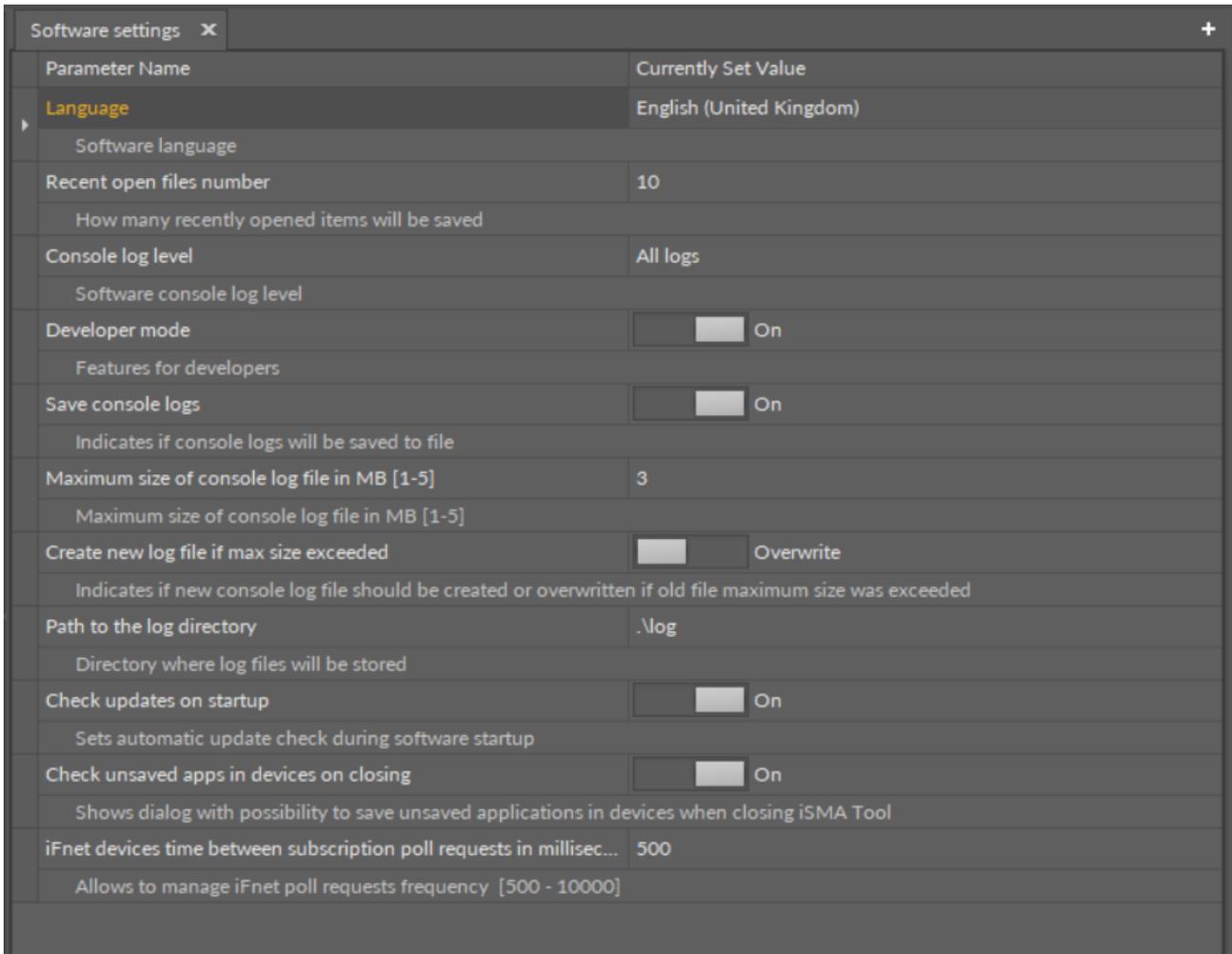


Figure 7. Software settings

The meaning of particular settings is explained under each setting line, see the figure above. Parameters to set in the Software settings include:

- language;
- number of recently opened files;
- Console log level;
- turning on/off developer mode;
- saving logs to a file;
- size of Console log file;
- action upon exceeding maximum log file size;
- path to the log directory;
- checking updates on startup;
- checking unsaved apps on closing;
- iFnet communication timeout;

- time of iFnet request waiting;
- time between subscription poll requests;
- frequency of iFnet requests.

4.1.1 Language Settings

A default language of the iC Tool is UK English.

The iC Tool allows to change the language in the Software settings view. The language change affects a graphic interface of the iC Tool. After the language is changed, the program needs to be restarted.

If the language is not on the supported languages list, please contact iSMA CONTROLLI Support Team to discuss the options (contact information is available in the About view, opened from the main menu Help -> About).

5 Standard Views

The iC Tool defines a few standard views available after choosing the component. For devices driven by the nano EDGE ENGINE, they are: the [Wire Sheet](#) and [Property Sheet](#). These views are displayed in the iC Tool's Main Screen on separate tabs. Apart from the standard views mentioned above, available for any component, there can also be other, dedicated views for particular components (see [iC Tool with nano EDGE ENGINE Devices](#) or [iC Tool with Sedona Devices](#)).

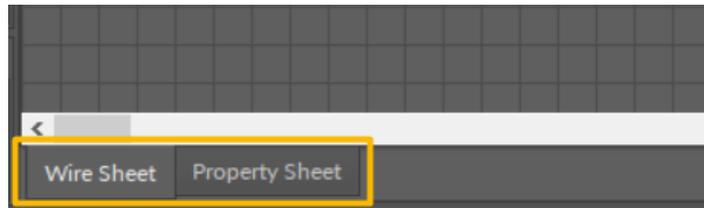


Figure 8. Component's standard views

Standard views for components have different roles and functions, however, they share common actions, which facilitate working with components.

5.1 View History

While working on application, the user switches between views to present objects being worked on in a most convenient way. Double clicking on a component in the Workspace Tree opens a corresponding default view. As a convenience matter, the iC Tool offers a view navigation history to allow the user to return to previously opened tabs.

The view navigation history is available on a toolbar under the main menu. There are three navigation history buttons in the toolbar: Tab backward, Tab forward, and Tab history.

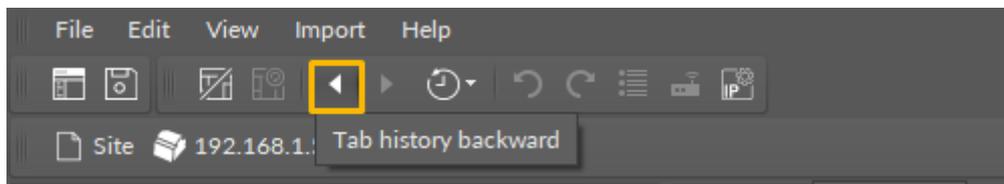


Figure 9. Tab backward

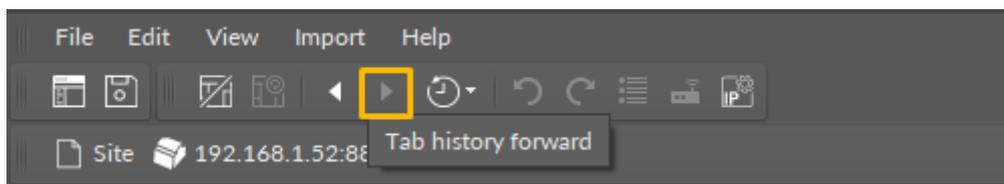


Figure 10. Tab forward

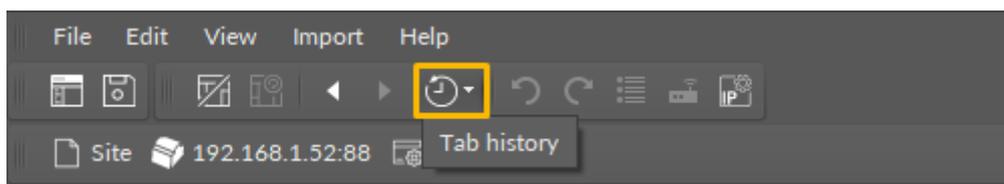


Figure 11. Tab history

These actions can also be invoked using keyboard shortcuts: Alt+Left, Alt+Right, or Alt+Shift+Left/Right key combinations.

The view history is presented depending on how it was invoked. Clicking a toolbar button presents a drop-down list:

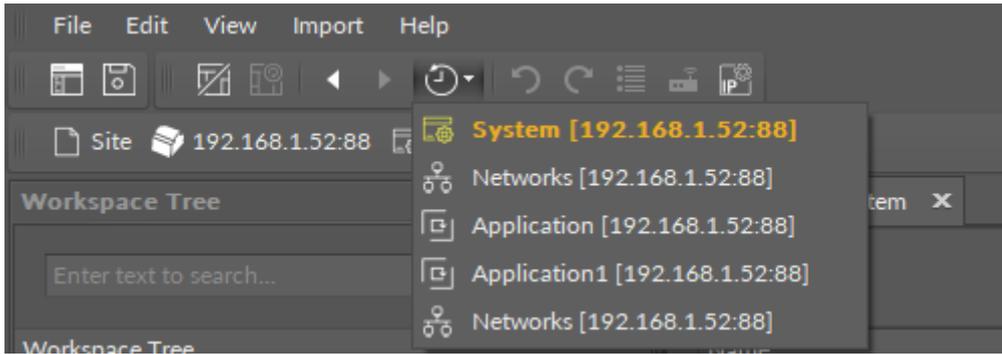


Figure 12. Tabs history

Pressing an Alt+Shift+Left/Right keyboard shortcut presents a flyout panel:

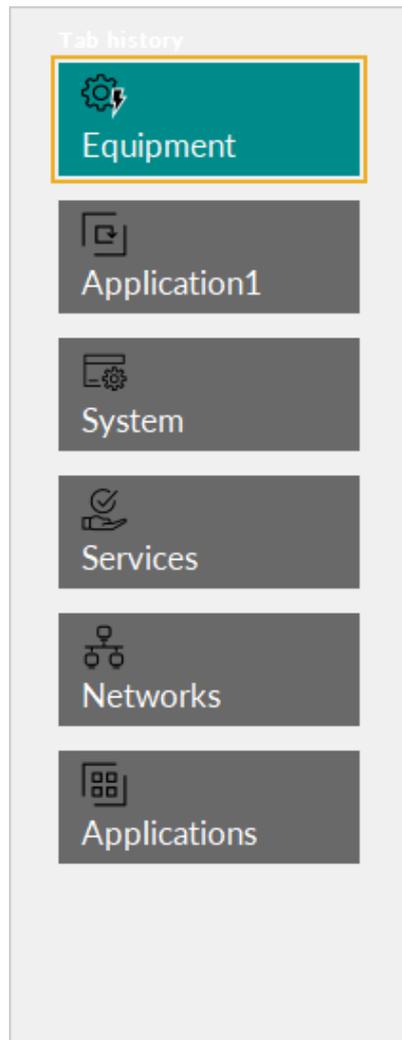


Figure 13. Tabs history flyout panel

5.2 Undo/Redo Actions

In case of an unintended action (for example, a component deleted by mistake, link added by mistake, randomly moved components), the iC Tool offers undo/redo actions.

With standard key combinations of Ctrl+Z and Ctrl+Y, the iC Tool allows to undo/redo actions step-by-step.

Pressing either key combination brings an undo/redo history flyout panel to help identify what will be undone/redone next. The panel stays in place while the user keeps holding

the Ctrl button down so it is visible what is available to be undone/redone next if multiple changes are needed.

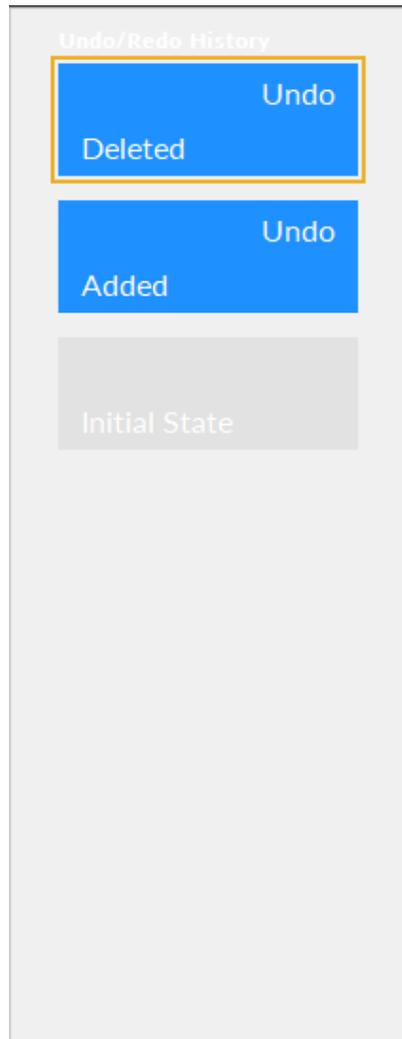


Figure 14. Undo/Redo action flyout panel

It is also possible to invoke undo/redo actions or open the flyout panel clicking corresponding buttons on the toolbar:

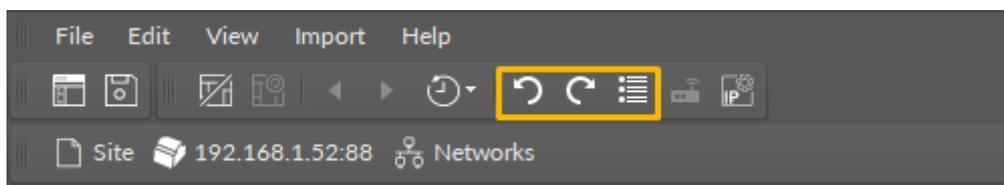


Figure 15. Undo/redo buttons

Warning!

As many operations on components involve immediate changes to the device over the wire, and the device itself could be modified by another user of iC Tool software remotely, it is possible that some actions will fail to complete. To minimize risks of losses to the application the user is creating, the undo/redo history is cleared in case of unrecoverable communication issues.

5.3 Reconnecting Devices

When working with multiple devices, it is often a case that multiple tabs are opened but devices (that the tabs refer to) are disconnected. It is possible to reconnect them all at once by clicking a single button on the toolbar.

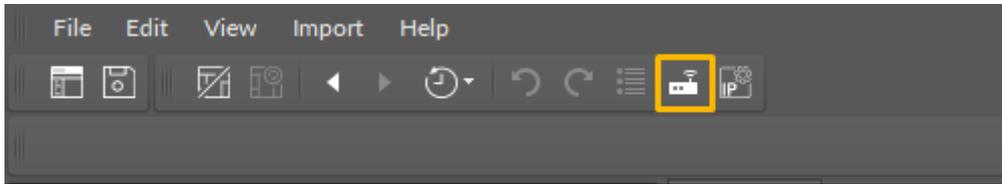


Figure 16. Reconnect button

Once the action is invoked, all devices with at least one tab open are reconnected. To avoid swamping network communication, actual connection commands are sent once the user switches to a corresponding tab.

5.4 Wire Sheet

The Wire Sheet is a graphic view which shows all the inferior components (along with links) for the selected superior component (double-clicked in the Workspace Tree). Each component in the Wire Sheet view is shown as a rectangle with its name and icon placed in a header, and slot names and values in rows underneath. The link is displayed as a line connecting two component slots, between which values are transferred. The figure below shows the Wire Sheet view with corresponding list of components in the Workspace Tree for the Application service.

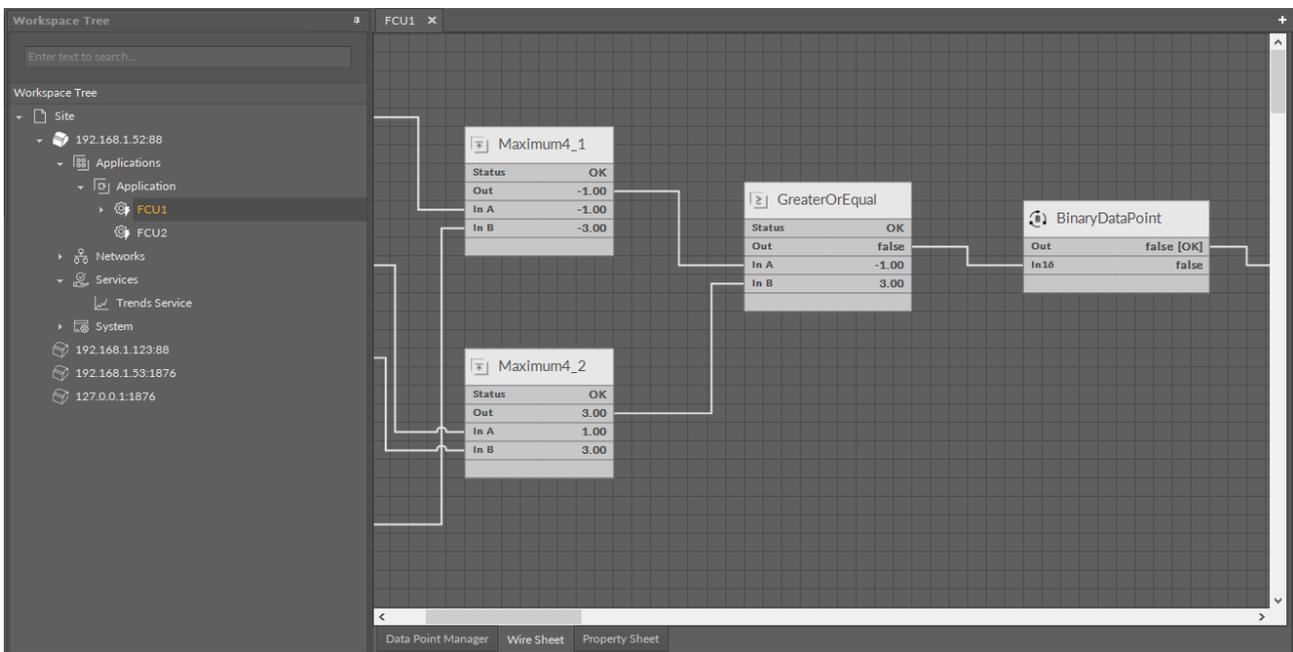


Figure 17. Wire Sheet view (device based on the nano EDGE ENGINE)

In the Wire Sheet view the user can define the location of components by dragging them by the header. To make moving components easier the Wire Sheet displays a grid allowing precise placement of the component. The grid makes organizing of components and their alignment easier.

5.4.1 Navigation

Navigation on the Wire Sheet view is carried out by zooming in/out and moving the object in the view.

Zooming the view in or out requires turning a mouse wheel upward or downward. Zooming is centered where the mouse pointer is. In order to zoom in or out a particular Wire Sheet fragment, the mouse pointer needs to be moved into this area, so it does not escape the field of view.

In order to scroll the Wire Sheet view, move the sliders at the bottom and right side of the window or press the Ctrl button and click and move up or down.

After opening the Wire Sheet view, the iC Tool automatically adjusts the zoom allowing all components to be visible.

5.4.2 Adding and Removing Components in the Wire Sheet

Adding Components

There are three methods of adding a new component to the Wire Sheet view:

- dragging it from the Device Libraries/Kits window;
- copying it in the Device Libraries/Kits window and pasting it in the Wire Sheet tab;
- duplicating a component already added to the Wire Sheet (it is an option in the context menu).

If the component is dragged or pasted to the Wire Sheet, it is released where the mouse points. However, if the component has not been added directly to the Wire Sheet but, for example, placed in the Workspace Tree window, its position in the Wire Sheet will be the same as original component (including cascade offset) in case of pasting or duplicating. In case the component has been dragged from the Device Libraries/Kits window to the Workspace Tree, its position in the Wire Sheet is (0, 0), it will appear in the upper left corner.

In all cases added components are slightly relocated relative to original components, so they do not overlap. The iC Tool uses a cascade mechanism here.

Adding Components from the Context Menu in nano EDGE ENGINE Devices

The Workspace Tree window, the Wire Sheet and Property Sheet views offer an option of adding components in the Applications and Network containers simply from the context menu.

The Add option is available in the context menu of elements contained in Applications and Networks. The Add option allows to select from available components and add them in the location, where the context menu has been opened.

The Add option incorporates a filtering mechanism, which adjusts the list of components available to add by the location (Applications/Networks container).

Add Option for Applications

In the Applications container, the Add option displays quick-access components and a list of libraries available for applications.

Quick-access components include:

- AnalogDataPoint/BinaryDataPoint/MultistateDataPoint,
- Equipment/Folder.

The components are followed by a list of libraries, from which each of available components can be added to the application.

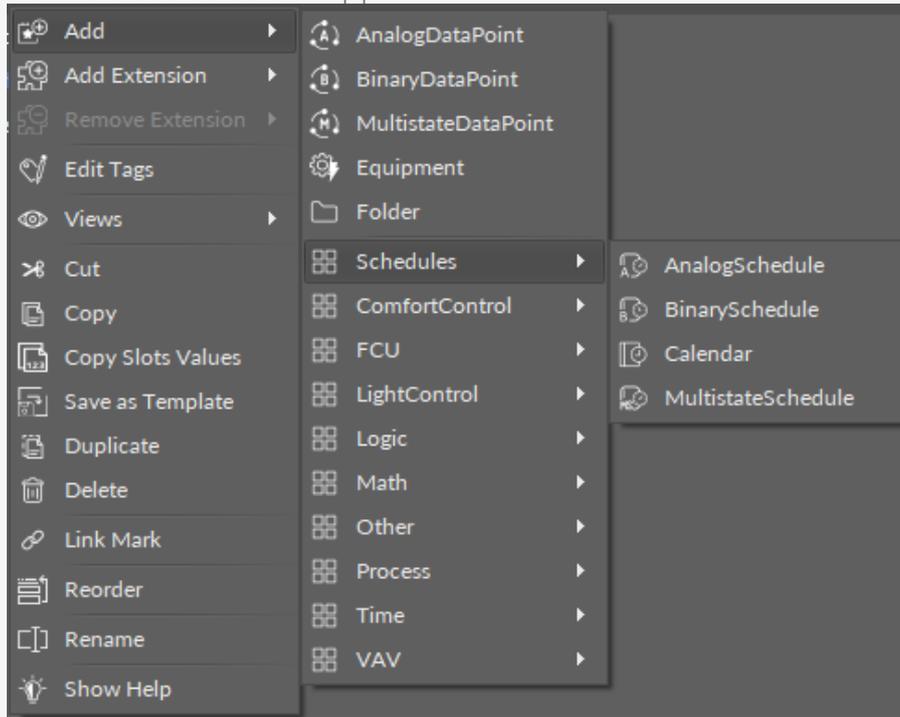


Figure 18. Add option for applications

Due to the filtering mechanism, the list of libraries does not include, for example, the BACnet or Modbus library, which are exclusive to the Network container. If opened on the Applications container itself, the filtering mechanism will show the only possible option to add, the Application component:

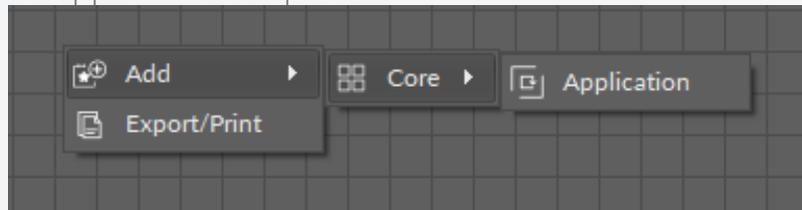


Figure 19. Add option for the Applications container component

Add Option for Networks

In the Networks container, the Add option displays a list of libraries available for networks communication:

- BACnet,
- Core,
- IO,
- Modbus.

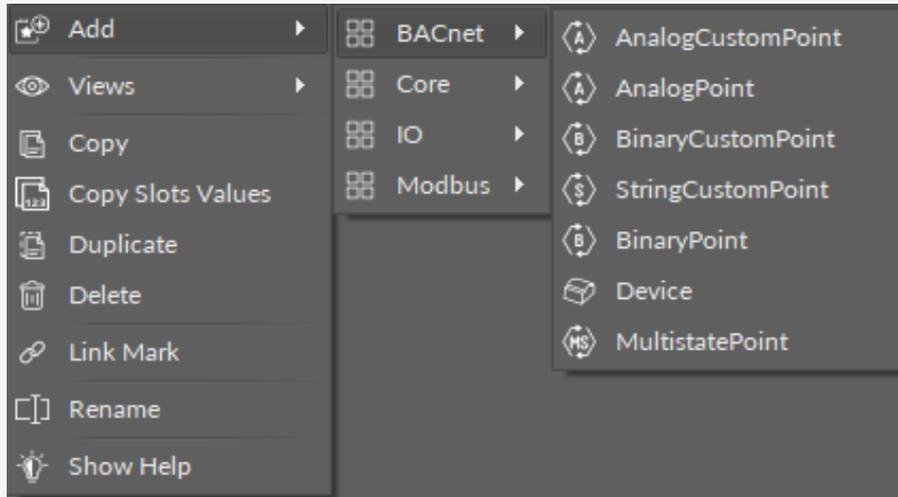


Figure 20. Add option for networks communication

The Add option is not active for the Networks container component itself, because all network components for the device's communication (LocalIO, BACnet, Modbus) are added by default.

Removing Components

A component in the Wire Sheet view can be removed after selecting it and pressing the Delete key or choosing the Delete option from the context menu. After removing the component, the iC Tool will automatically remove all links connected to the removed component. If necessary, the remaining links will be automatically redrawn to use the space remaining after the removed component.

5.4.3 Links Between Wire Sheet Tabs

Each Wire Sheet tab displays components belonging to a common superior component. More complex applications require to create a logical connection between components belonging to different superiors, therefore, displayed in different Wire Sheet tabs. The simplest example of such logical connection would be linking network points with Data Points: network points are nested in the LocalIO component, which is placed in the Networks container; Data Points, on the other hand, are located in the Application component in the Applications container; therefore, linking them requires creating links between two separate views.

Links between components belonging to different superiors are displayed as full circles coming out of linked slots. It means that the further part of such link is continued in another Wire Sheet tab.

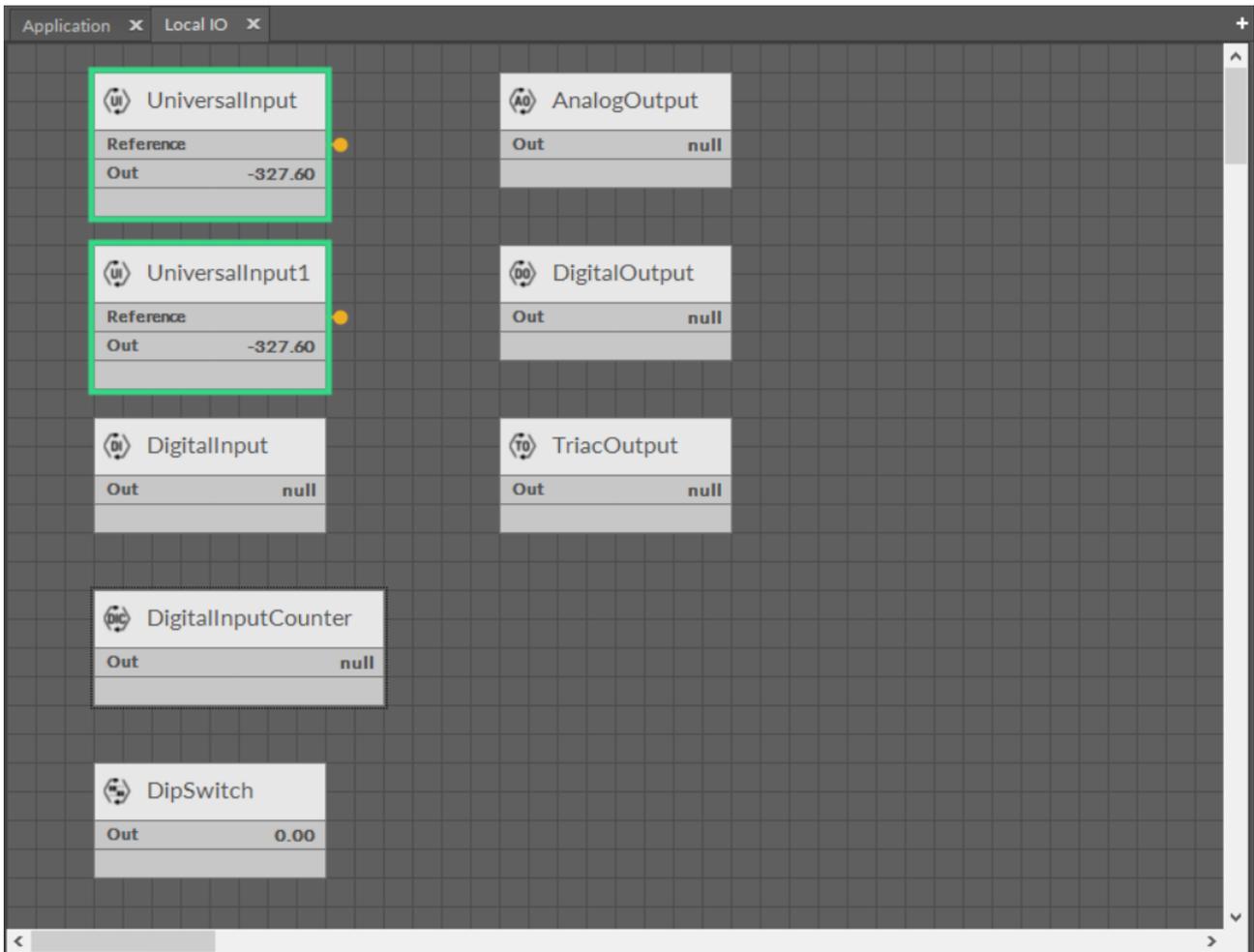


Figure 21. Two UniversalInputs linked with Analog Data Points

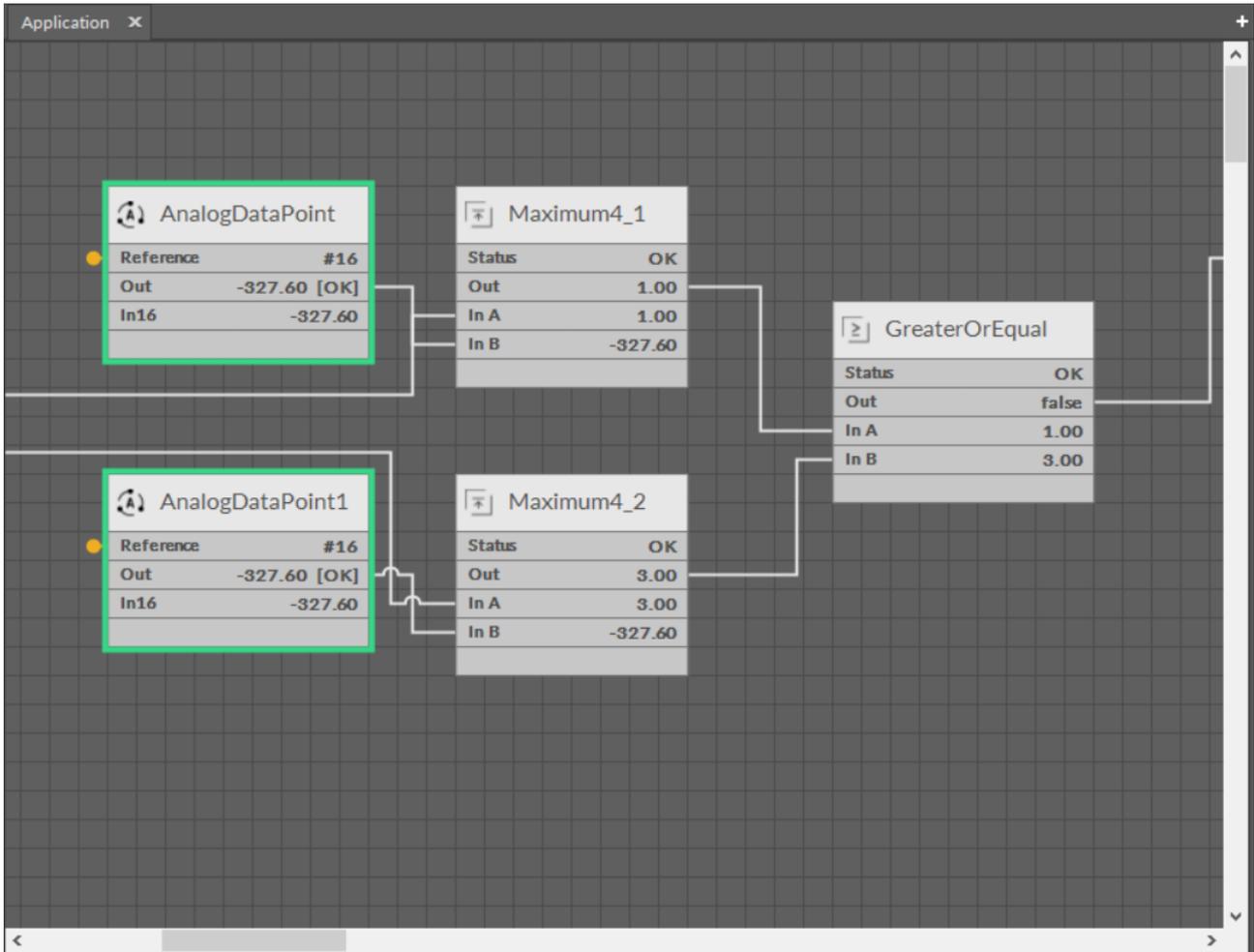


Figure 22. Two UniversalInputs linked with Analog Data Points

Additionally, in case there is more than one link coming out from one output slot, a number of links is displayed next to the link circle. Detailed information about the links' directions, slots, and components can be obtained in the Object Properties window after clicking the links circle.

Slot	Dir	Other Path	Other Slot
Reference	→	slot:/Applications/Application/AnalogDataPoint	Reference
Reference	→	slot:/Applications/Application/AnalogDataPoint1	Reference

Figure 23. Two external links coming out of the Reference slot

5.4.4 Selecting and Marking of Components and Links

The Wire Sheet view has been designed to make it easy for the user to analyze the logic of the program by proper marking of the inferior components and links in relation to a selected component or link. Both components and links are selected by clicking them, and pressing the Ctrl key while clicking allows to select more than one component.

Components

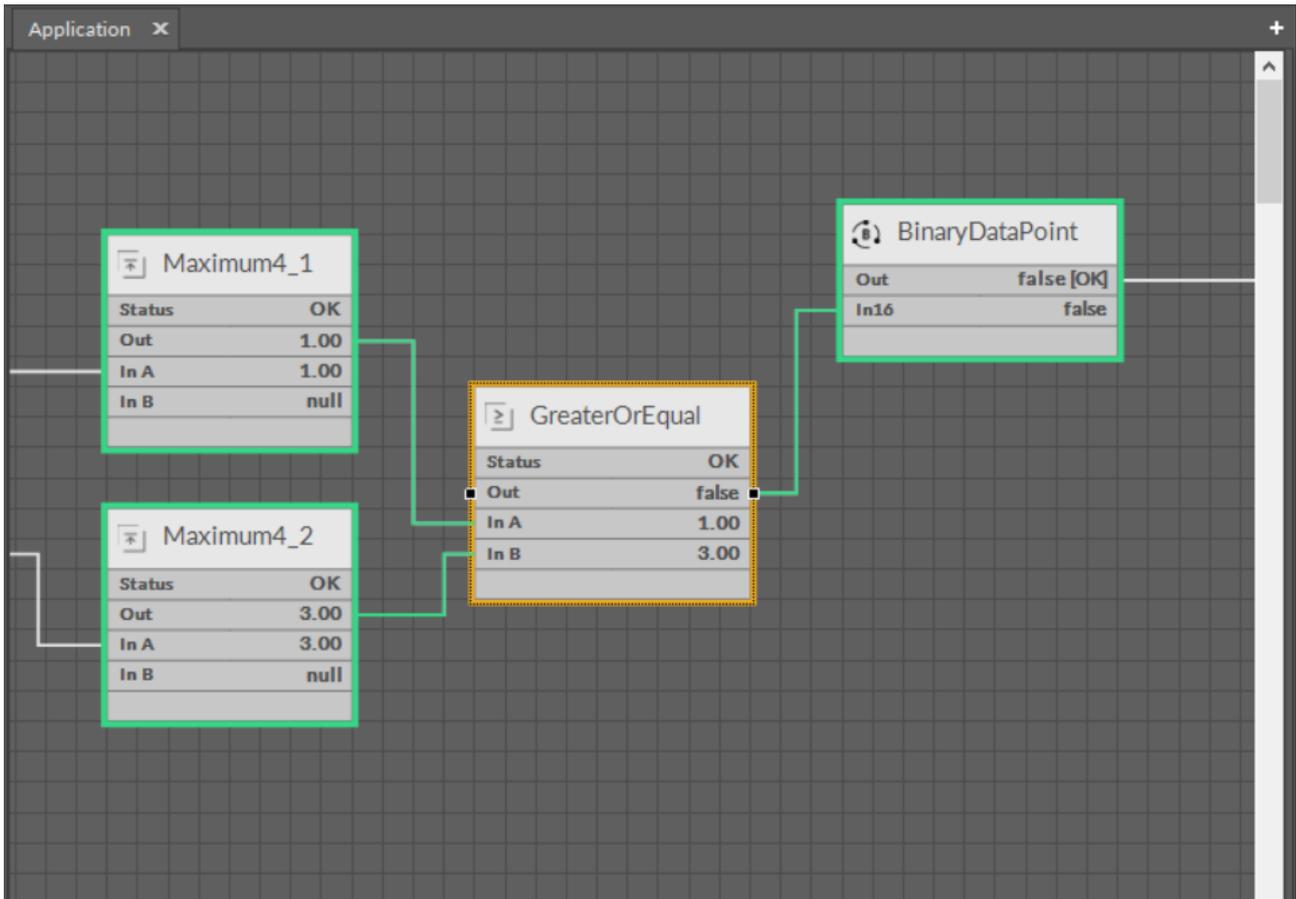


Figure 24. Selecting (orange) and marking (green) of components

In the figure above, a GreaterOrEqual component has been selected and is marked with an orange frame. If it will be removed or moved, or duplicated, it has an impact on the links connected to it and their components. The whole path of connected objects has been highlighted in green. A coloring mechanism shown above may be very useful to analyze complex programs with many connections, links, and components.

Links

Similar color highlighting takes place if a link is selected (marked in orange). In such case the iC Tool will automatically mark with a green color all components connected with this link. It allows the user to be aware, which components is the link connected to, and which will be affected in case it is, for example, deleted.

The link gets marked if a connected component gets selected.

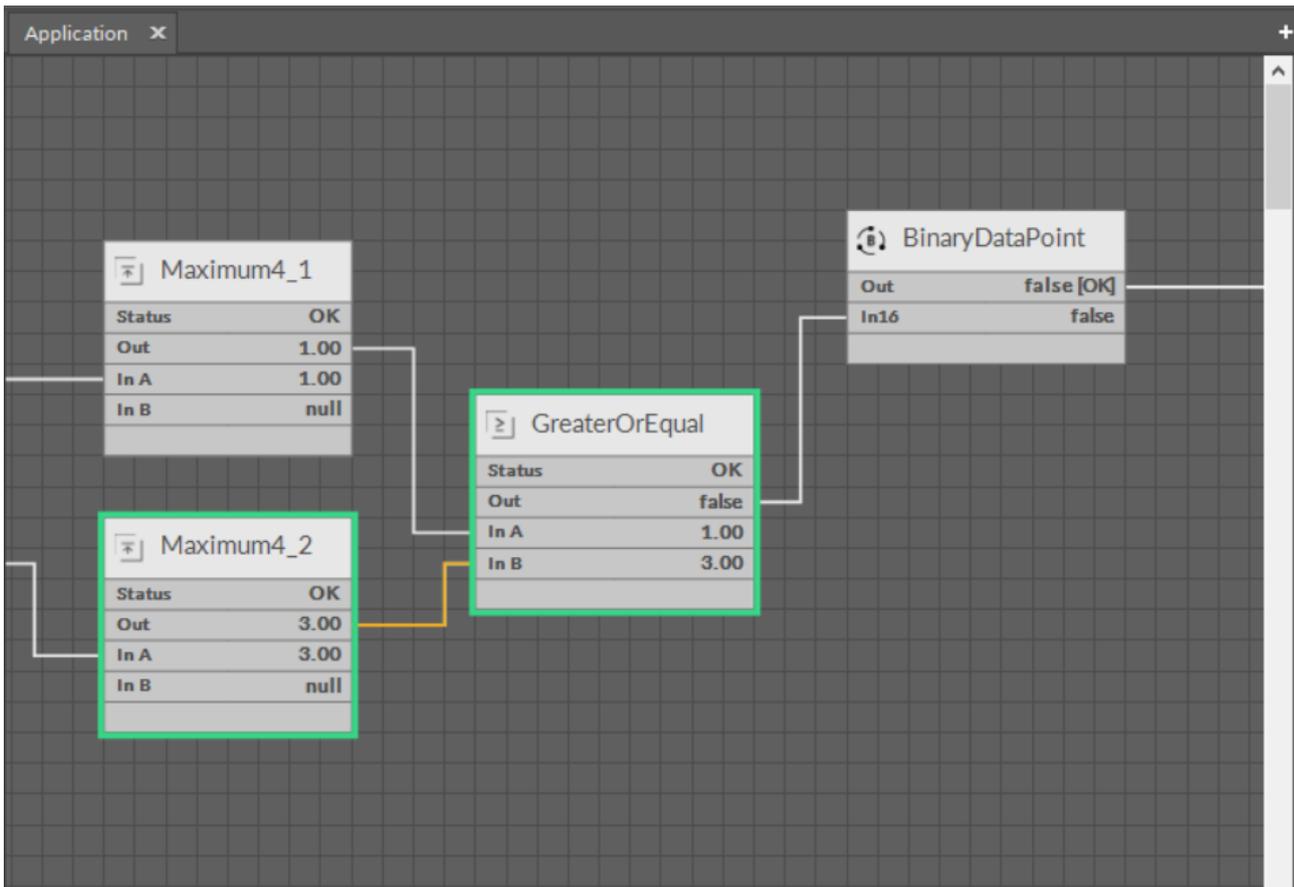


Figure 25. Selected link

Window and Crossing Selection

In the Wire Sheet view there is also another method of selecting components and links. The method involves defining a rectangular area, which marks objects to be selected. It can either be a window selection or a crossing selection.

Both types require marking a square area in the Wire Sheet view by clicking in an empty area and dragging a rectangle over the objects to be selected. Release the rectangle, when all the selected objects are included.

Window Selection

In case of a window selection, a rectangle dragged **from the left to the right** is blue. Only objects fully covered by the rectangle are selected (orange color); here, these are the Maximum and GreaterOrEqual components and their links. The remaining element has not been selected because it was not fully covered by the blue rectangle. The element dependent on the selected component and selected links is marked in green.

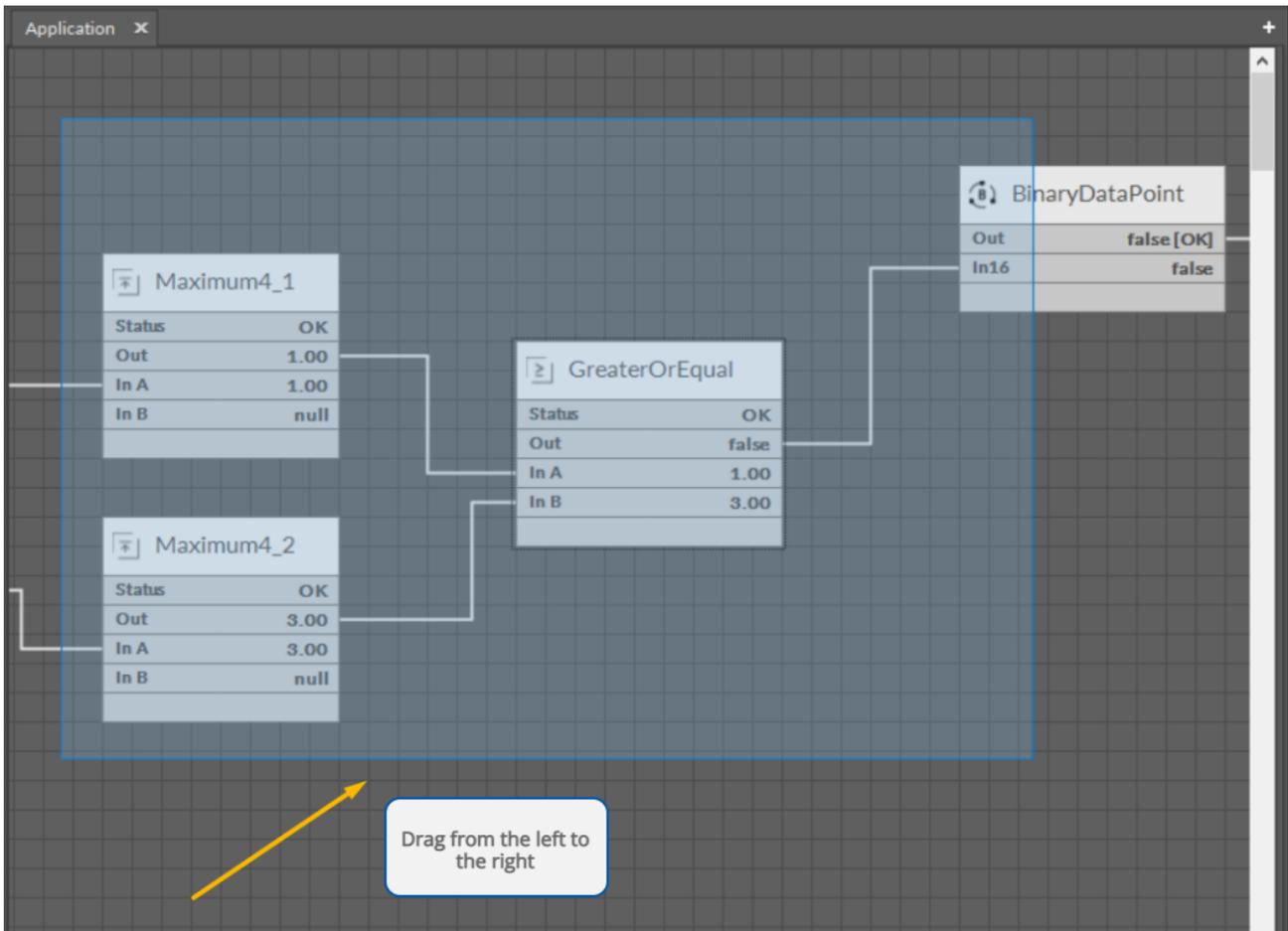


Figure 26. Window selection

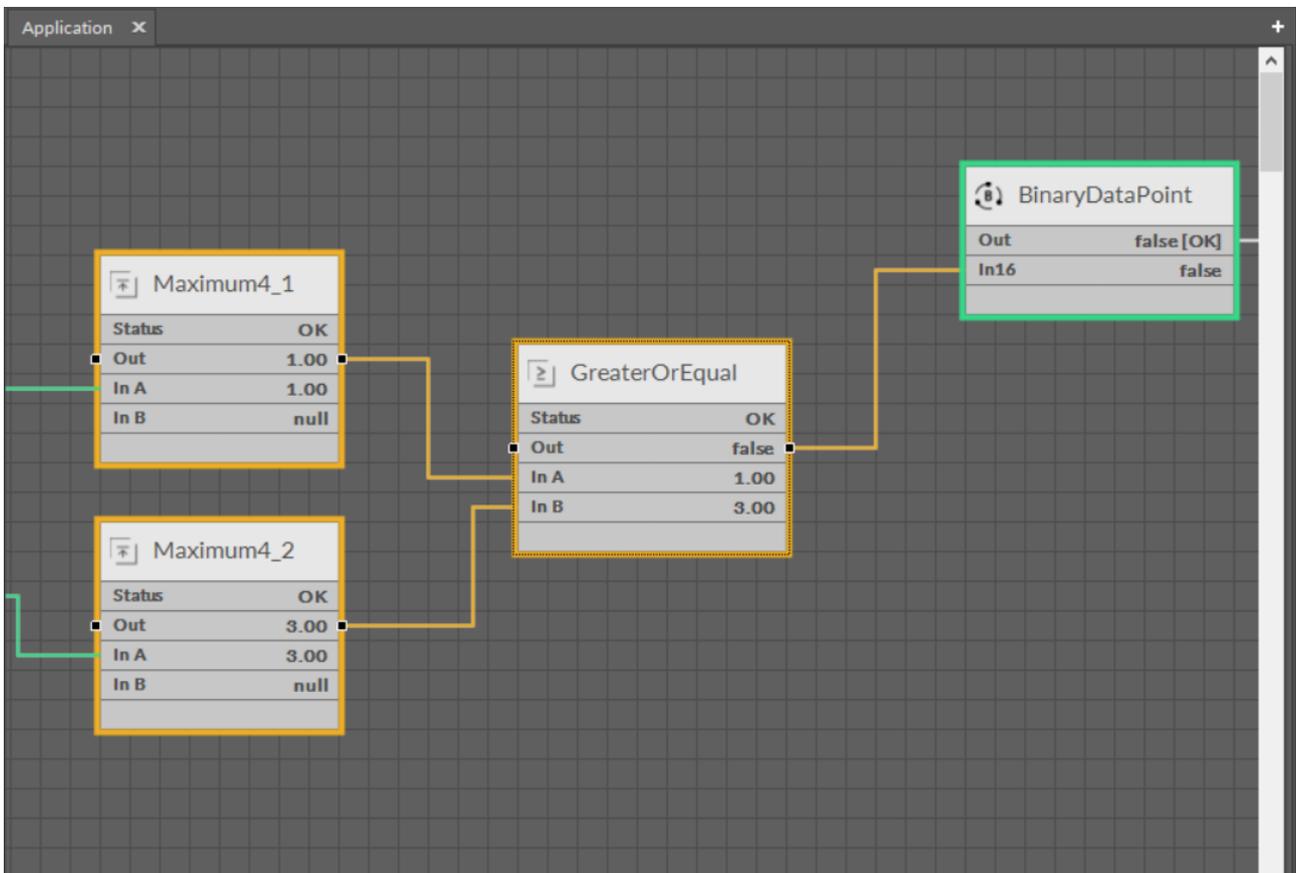


Figure 27. Window selection

Crossing Selection

In case of a crossing selection the rectangle is dragged the opposite way, **from the right to the left**, and it is red. All the objects, even partially included in the rectangle, are selected (orange color); here, these are the Maximum, GreaterOrEqual, and Binary Data Point component along with their links.

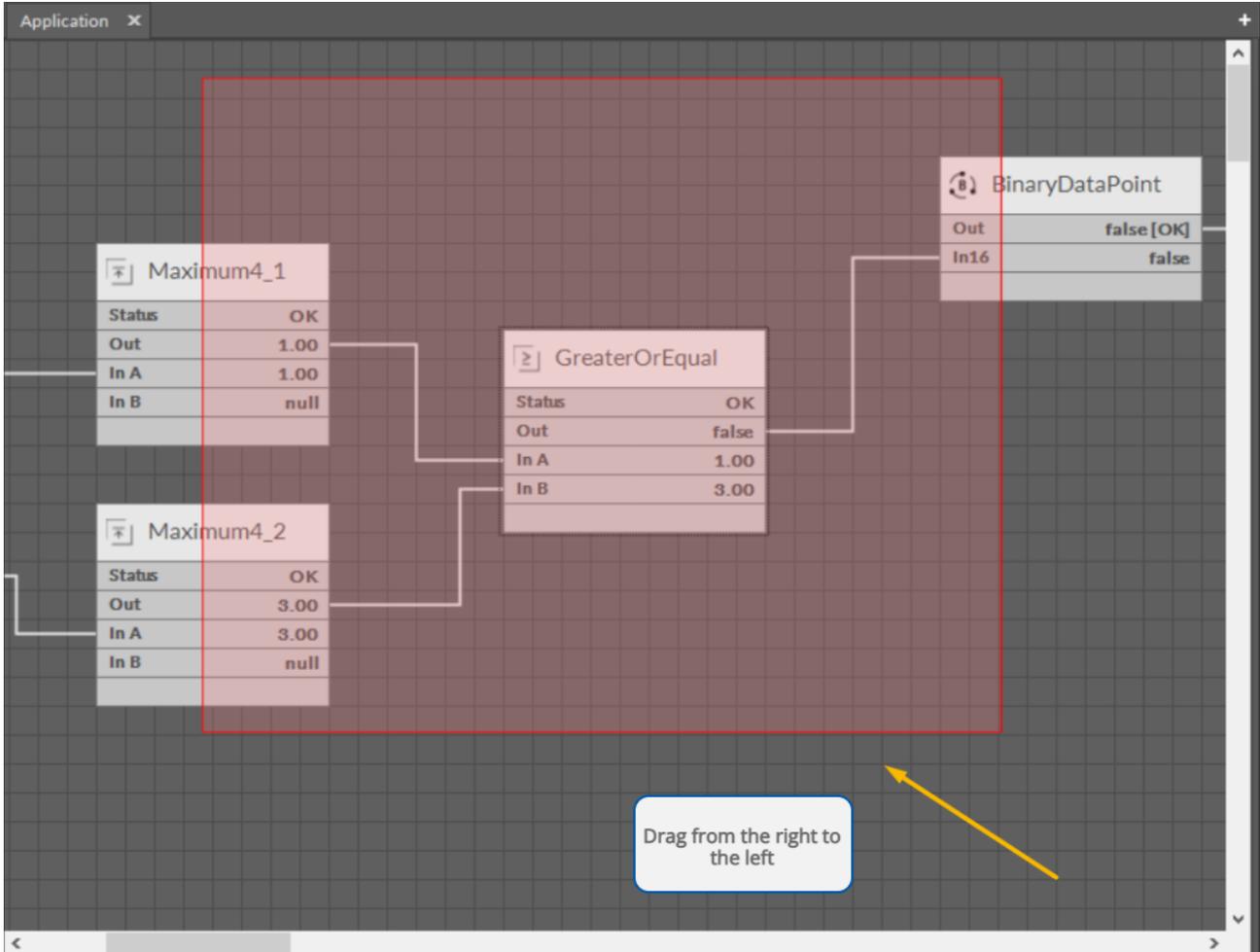


Figure 28. Crossing selection

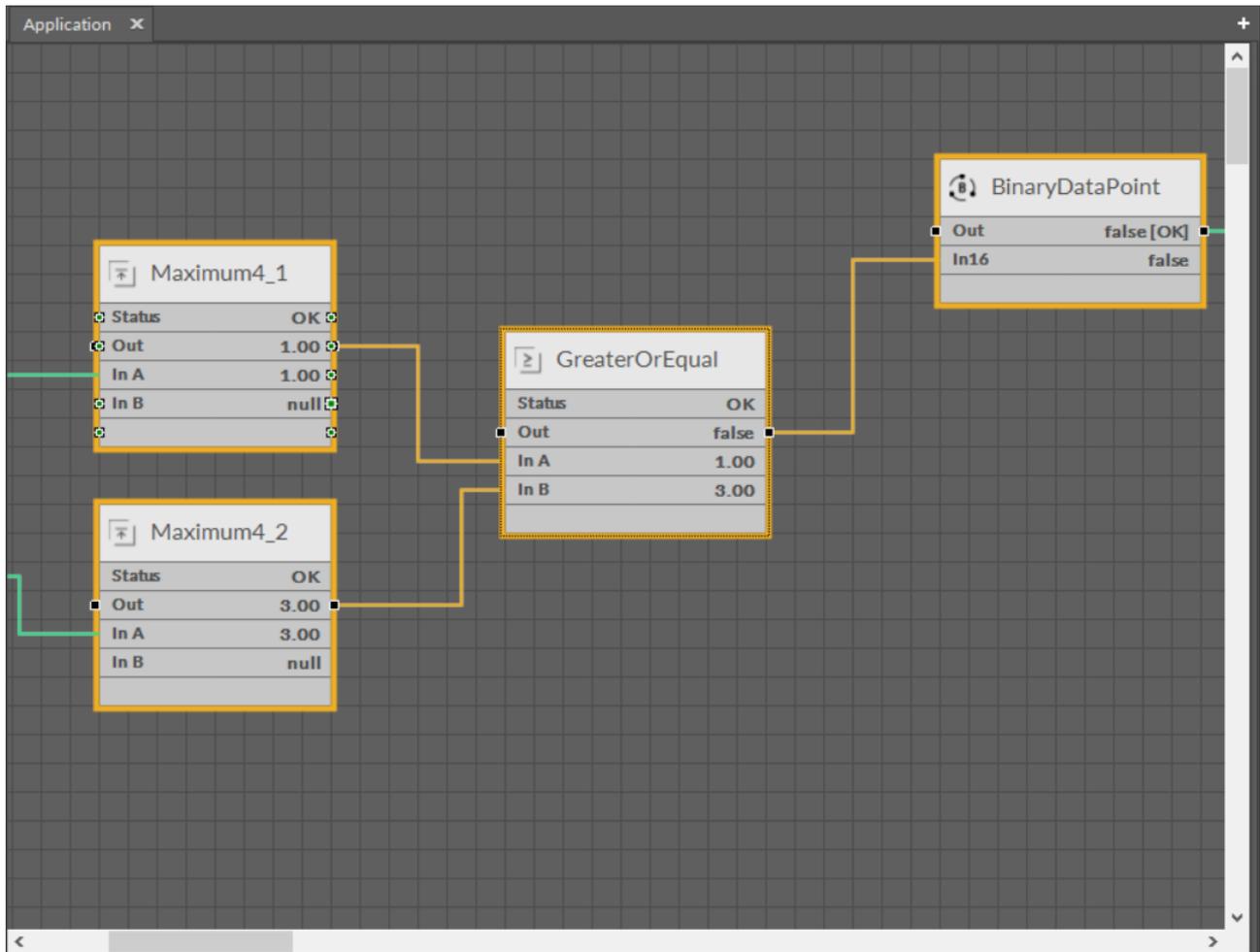


Figure 29. Crossing selection

The crossing selection method enables easy removal of all input links of the component without a need to individually select each link. For this purpose drag a narrow rectangle across the component's links that are to be selected (see the figures below). All selected links (orange color) can be deleted with a Delete key or a context menu.

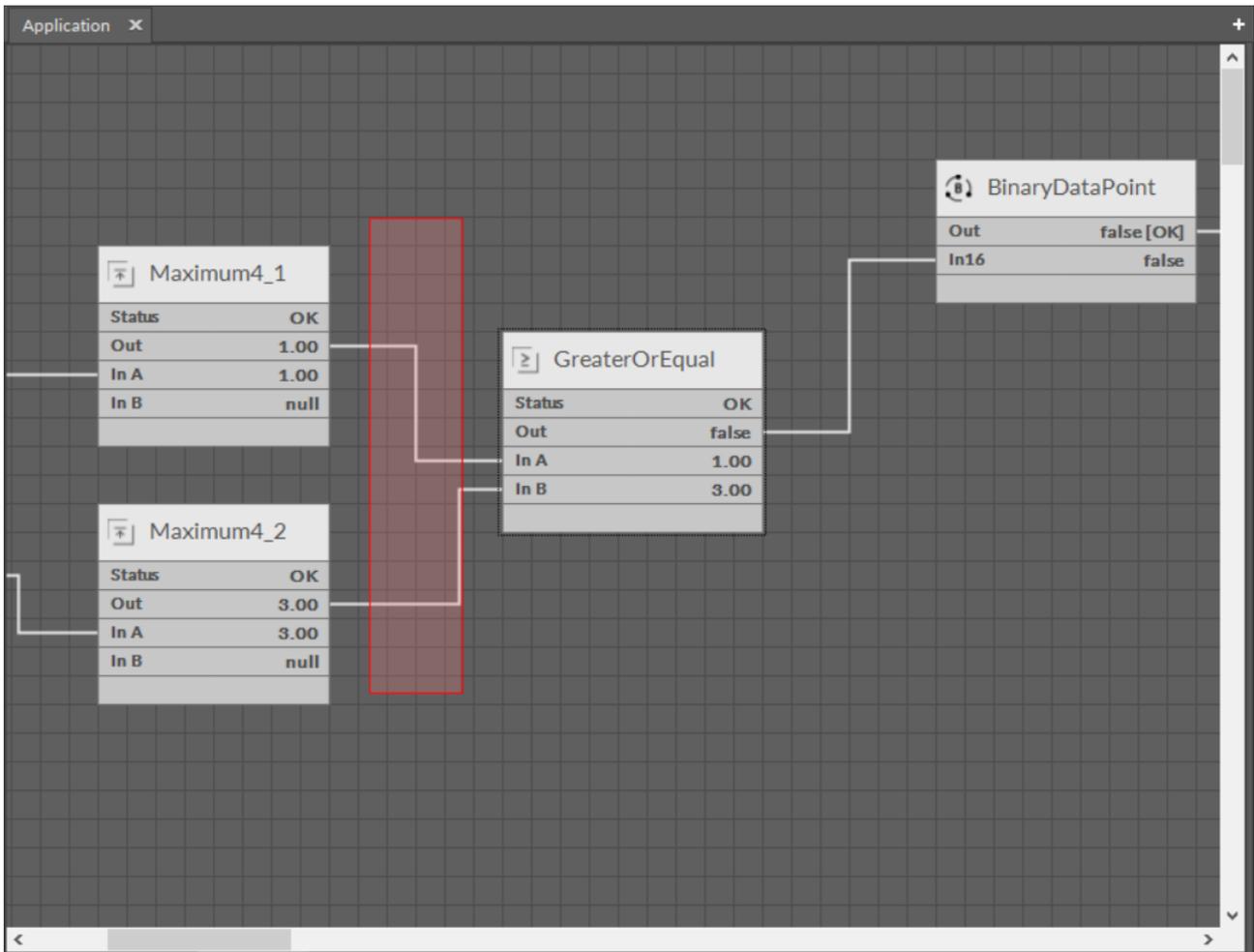


Figure 30. Crossing selection of links

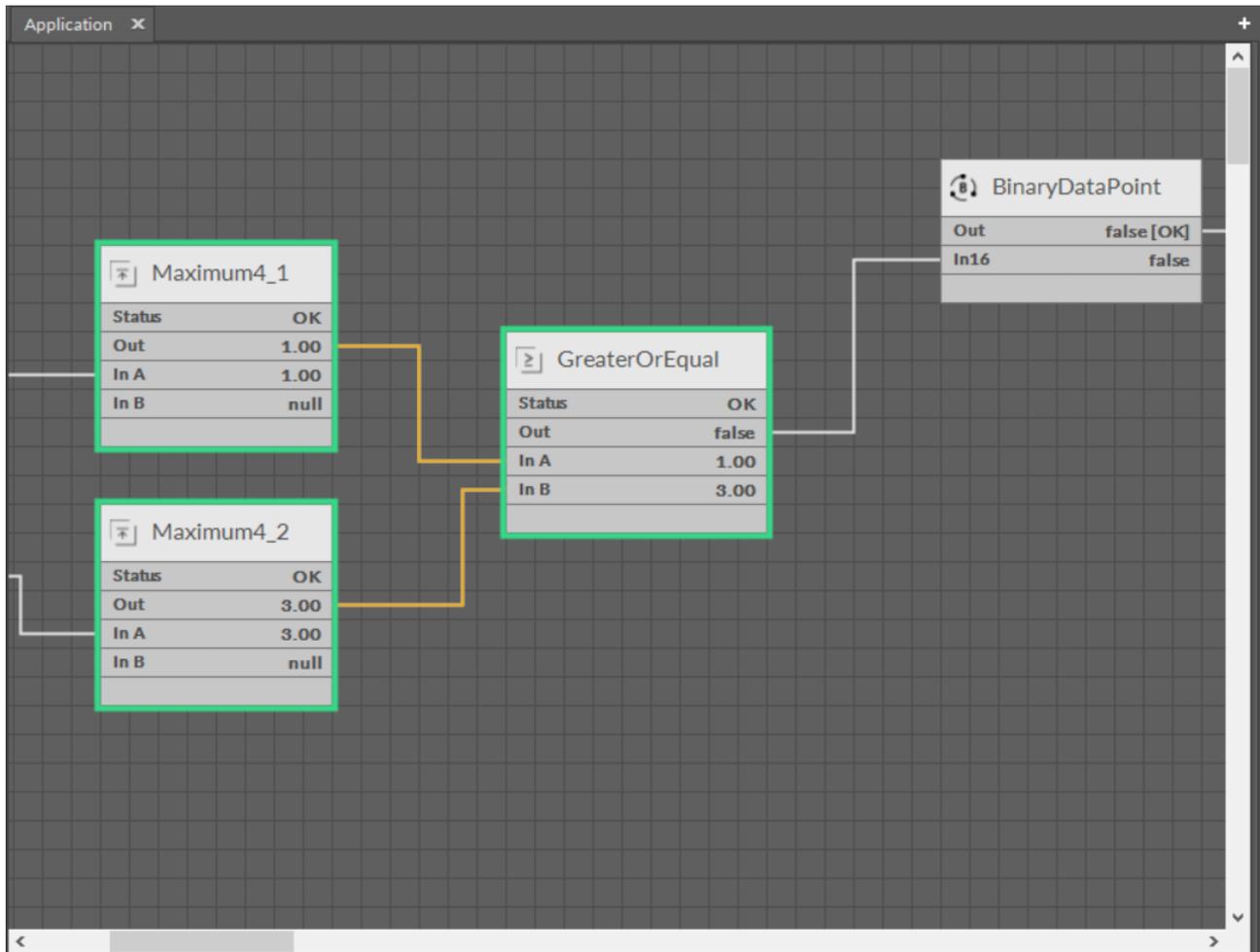


Figure 31. Crossing selection of links

5.4.5 Adding and Removing Links

Adding Links

A link is a way of exchanging data between components. It connects components between which the data are transferred. The link identifies, which parameter is taken into account on both sides of the connection. This allows to show the data flow direction, i.e., where a specific parameter is read and where it is saved.

The Wire Sheet view shows the link as a line connecting two components. The Workspace Tree window and the Property Sheet view do not show information about existing links at all.

Views designed to check links for a specific component are the Wire Sheet view and the Links tab in the Object Properties window.

Reference Links in nano EDGE ENGINE Devices

Linking within applications, built with the nano EDGE ENGINE, may be performed twofold: using a standard linking method or using a special Reference link designed specifically to connect Data Point class components (in the Applications container) with network point class components (in the Networks container):

- The Reference link is a special compound link designed to connect Data Points with network points. The Reference link is created between special Reference slots

and **transfers values along with the component's status**. Alternatively, it may transfer values between Data Points and network points at the same time returning status from network points to Data Points, or it may return values from network points to Data Points.

- The standard linking method involves simple creating links between the input and output slots; a standard link transfers a value between the connected slots. Standard linking may be applied between all four containers of the nano EDGE ENGINE device structure.

The **Reference link is unique for the nano EDGE ENGINE solution**, and it is a recommended method to be used in application building as **it offers an advantage of transferring the status information between components**.

Note:

By default, not all slots of a particular component are always visible in the Wire Sheet view. The hidden slots are not displayed in the component default view. A hidden slot becomes visible once it is an end slot to a link. The link to hidden slot may be created using the linking dialog window.

Links in the iC Tool are created in two ways:

- using the **Link Mark** and **Link From** options from the context menu: the Link Mark option selects the source component, and the Link From option selects the target component. The context menu with the Link Mark and Link From options may be opened in the Workspace Tree, Wire Sheet, and Property Sheet;
- **graphically**: drawing a line from the source component to the target component. The link may be created graphically in the Wire Sheet. In order to create link graphically, click on the source slot, and drag the line to the target slot. The iC Tool automatically highlights the fitting target slots. As the Wire Sheet displays limited number of slots in the component, drawing a line to the empty row opens a dialog window with the list of all slots to select the target slot.

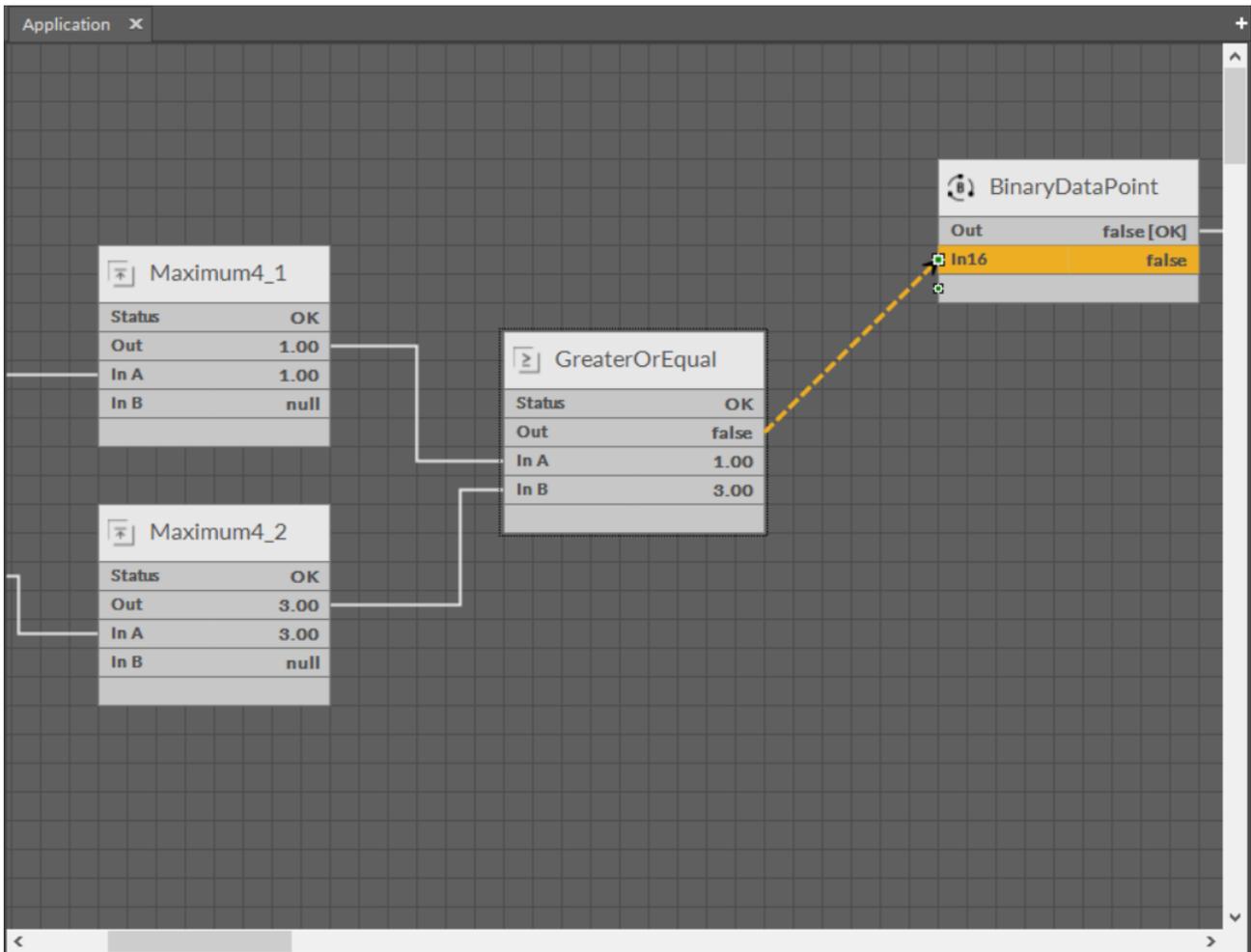


Figure 32. Creating links graphically

A dialog window shows the selected output slot (in the left column) and input slots available to select (in the right column). The available input slots are highlighted in the right column. Selecting the input slot has to be confirmed by pressing Ok.

Creating a link, regardless of a method used, is directly saved to the controller.

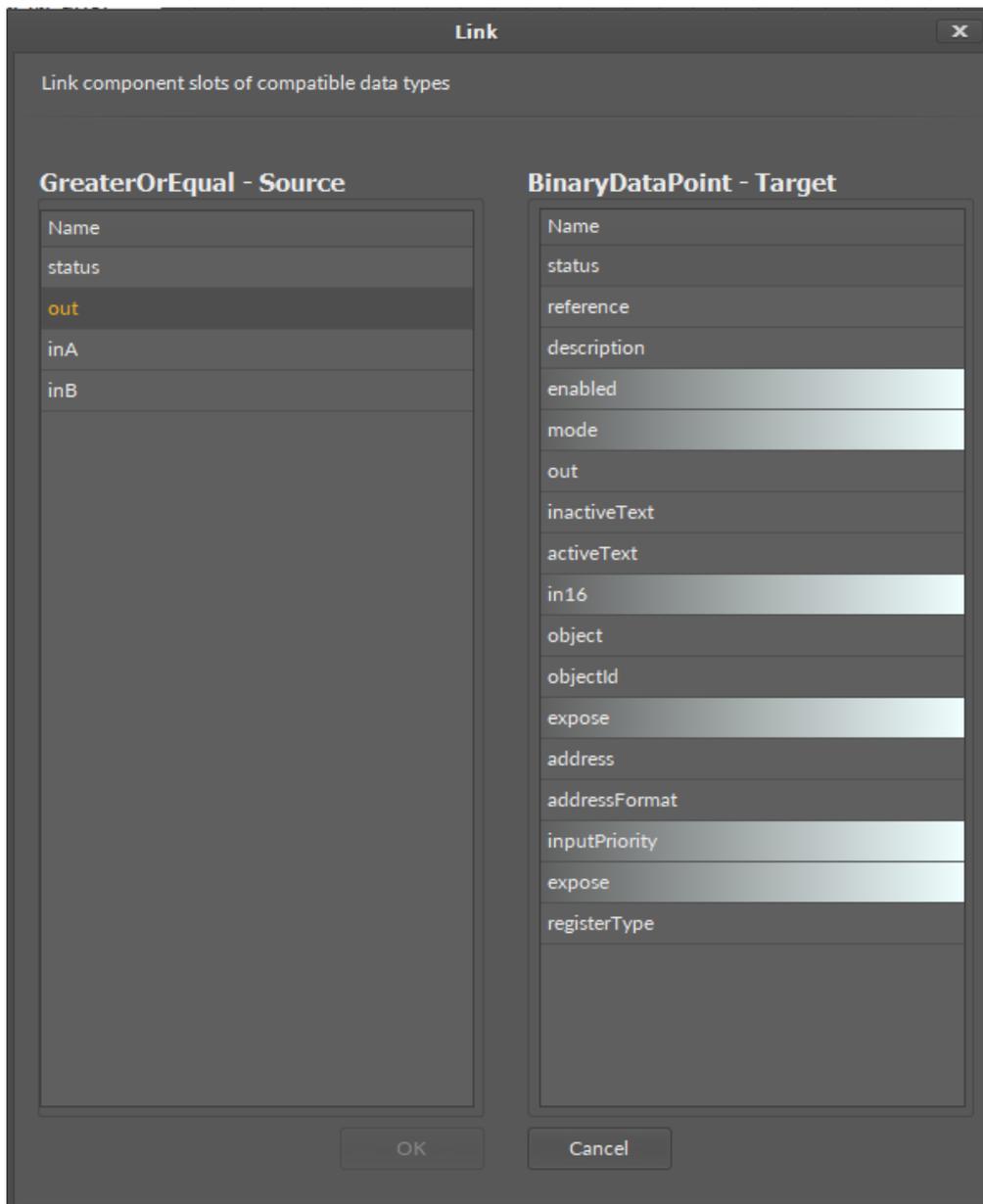


Figure 33. A linking dialog window

Removing Links

A link in the Wire Sheet view can be removed after selecting it and pressing Delete key or choosing a Delete link(s) option from the context menu. If necessary, the remaining links will be automatically redrawn to use the space remaining after the removed one.

5.4.6 Components and Links Characteristics

Every component in the Wire Sheet view has a following look and behavior:

- Components have headers with icons and components' names.
- Under the component's header, every row represents a single slot with a name, value, and unit.
- Slots hidden by default are not displayed.
- Component may be extended left and right between 5 and 31 grid sections. This allows the component to be adjusted optimally, so all the slots names and their values can be fully visible.

- Component can be moved on the Wire Sheet into any place by clicking and holding a component's header or a middle part of any slot. Releasing the component defines its new location, after which links between this and other components are redrawn.
- Moving of component can be cancelled by pressing an Esc button on the keyboard (before releasing it in the new location).
- Component can also be moved by pressing an Alt key and clicking any part of component. This allows to grab and drag the component also behind the place, where link assigning begins.
- Selected (clicked) component is marked with an orange frame, and is treated by the iC Tool as an object chosen by the user, contrary to the component surrounded by a green frame, which is treated by the iC Tool as a reference (auxiliary) object, not selected.
- A context menu available at right-click provides functions, which can be performed on a component regardless of the view it is displayed in.

Every link in the Wire Sheet view has a following look and behavior:

- Links between components reflect the connections between specific slots of connected components.
- Link guarantees sending the value of source component slot to a target component slot.
- Only one input link can be defined for an input (left) slot.
- Many output links may come out of one output (right) slot.
- Links connecting components from different Wire Sheets are graphically represented as short segments coming in/out of slots ended with a full circle.
- A context menu available under right-click allows to remove a selected link.
- The user has no influence on a link route, i.e. the way it will be drawn, since the process is done automatically.

5.5 Property Sheet

A Property Sheet is a tabular view listing all of the selected component's slots, its inferior components, and their slots. The Property Sheet provides information about slots' names, their current values, units, and ranges .

The Property Sheet view allows to select only one component at a time to perform basic functions such as copying, duplicating, and removing.

Each component in the Property Sheet view is displayed in an expandable tree structure. Slots, which values can be edited, are highlighted with a lighter background.

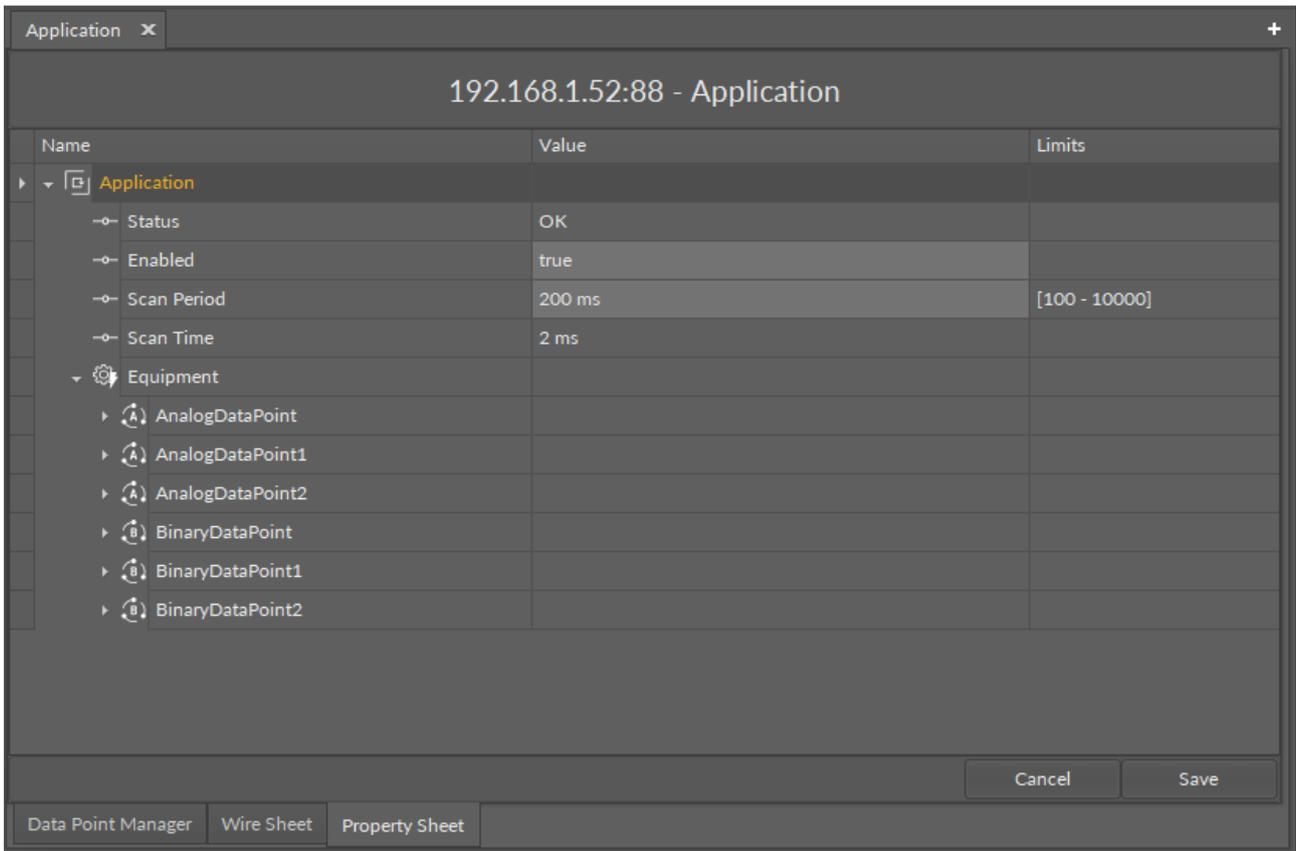


Figure 34. Property sheet for the Application component

The Property Sheet view shows three columns:

- name of component;
- value;
- limits.

Note

The Limits column shows the range of values available for component. If the range of values is unlimited, the field is empty.

5.5.1 Creating Links

The only way of creating a link in the Property Sheet view is using the context menu with the Link Mark and Link From options.

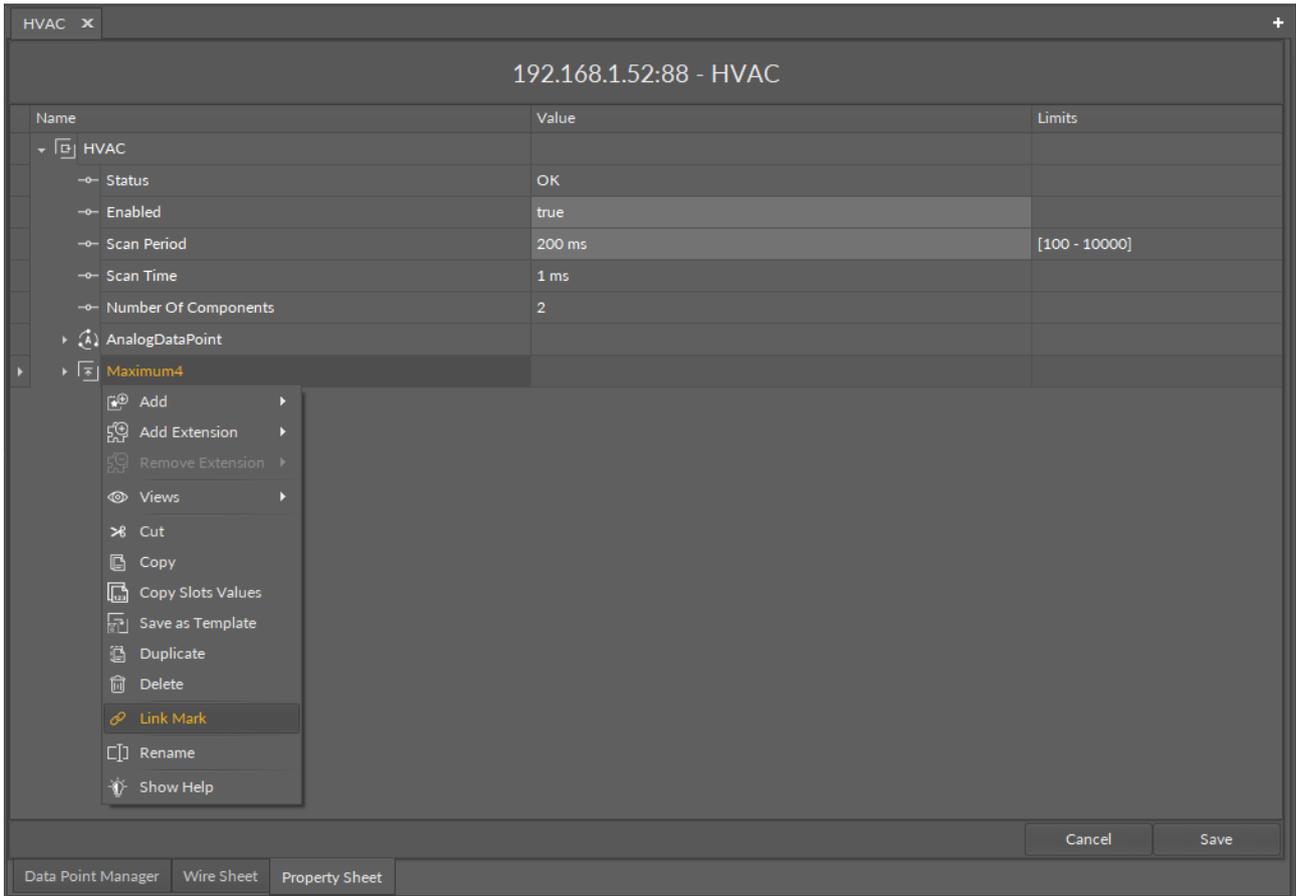


Figure 35. Link Mark option

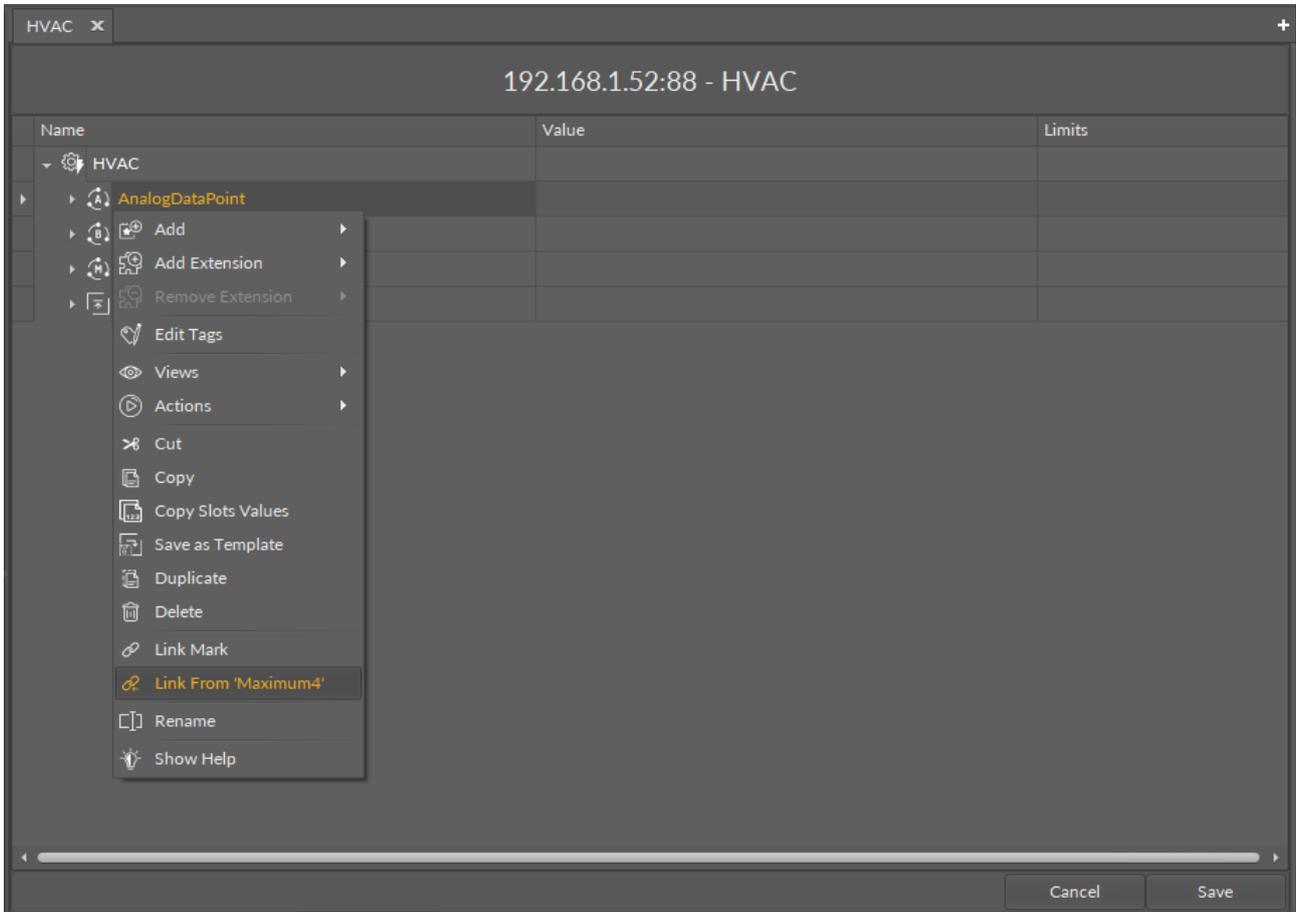


Figure 36. Link From option

There is no possibility of removing a link in the Property Sheet view. To remove a link use the [Wire Sheet](#) or Object Properties view.

5.5.2 Adding and Removing Components in the Property Sheet

Adding Components

In order to add a new component to the Property Sheet view, drag it from the Device Libraries/Kits window straight to the Property Sheet tab. As the Property Sheet tab can only be opened for a selected component (displaying a plain Property Sheet tab is not possible), the dragged component will always be added as an inferior of the selected component. If the dragged component is dropped in an unoccupied field in the Property Sheet view, it will be added to the main component of this view.

Adding Components from the Context Menu in nano EDGE ENGINE Devices

The Workspace Tree window, the Wire Sheet and Property Sheet views offer an option of adding components in the Applications and Network containers simply from the context menu.

The Add option is available in the context menu of elements contained in Applications and Networks. The Add option allows to select from available components and add them in the location, where the context menu has been opened.

The Add option incorporates a filtering mechanism, which adjusts the list of components available to add by the location (Applications/Networks container).

Add Option for Applications

In the Applications container, the Add option displays quick-access components and a list of libraries available for applications.

Quick-access components include:

- AnalogDataPoint/BinaryDataPoint/MultistateDataPoint,
- Equipment/Folder.

The components are followed by a list of libraries, from which each of available components can be added to the application.

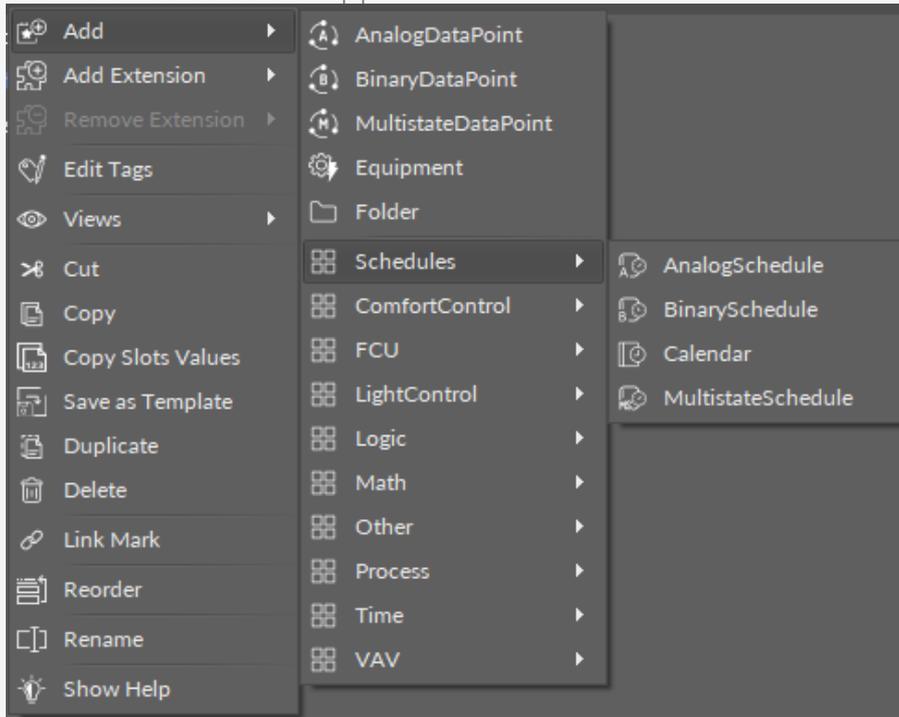


Figure 37. Add option for applications

Due to the filtering mechanism, the list of libraries does not include, for example, the BACnet or Modbus library, which are exclusive to the Network container. If opened on the Applications container itself, the filtering mechanism will show the only possible option to add, the Application component:

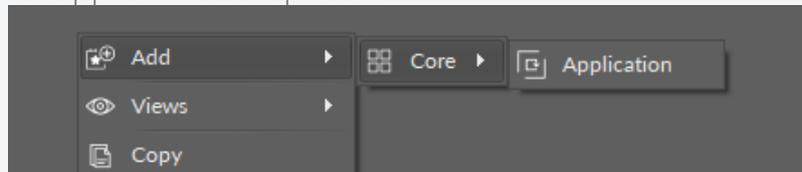


Figure 38. Add option for the Applications container

Add Option for Networks

In the Networks container, the Add option displays a list of libraries available for networks communication:

- BACnet,
- Core,
- IO,
- Modbus.

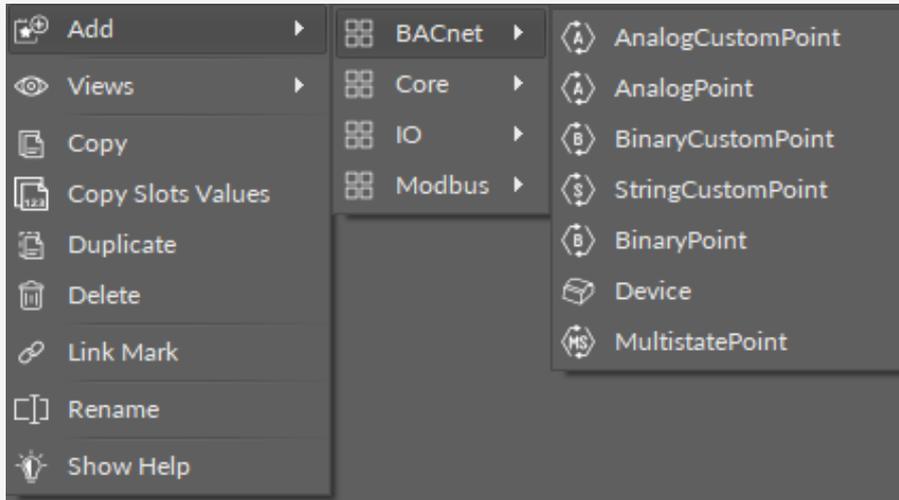


Figure 39. Add option for networks communication

The Add option is not active for the Networks container component itself, because all network components for the device’s communication (LocalIO, BACnet, Modbus) are added by default.

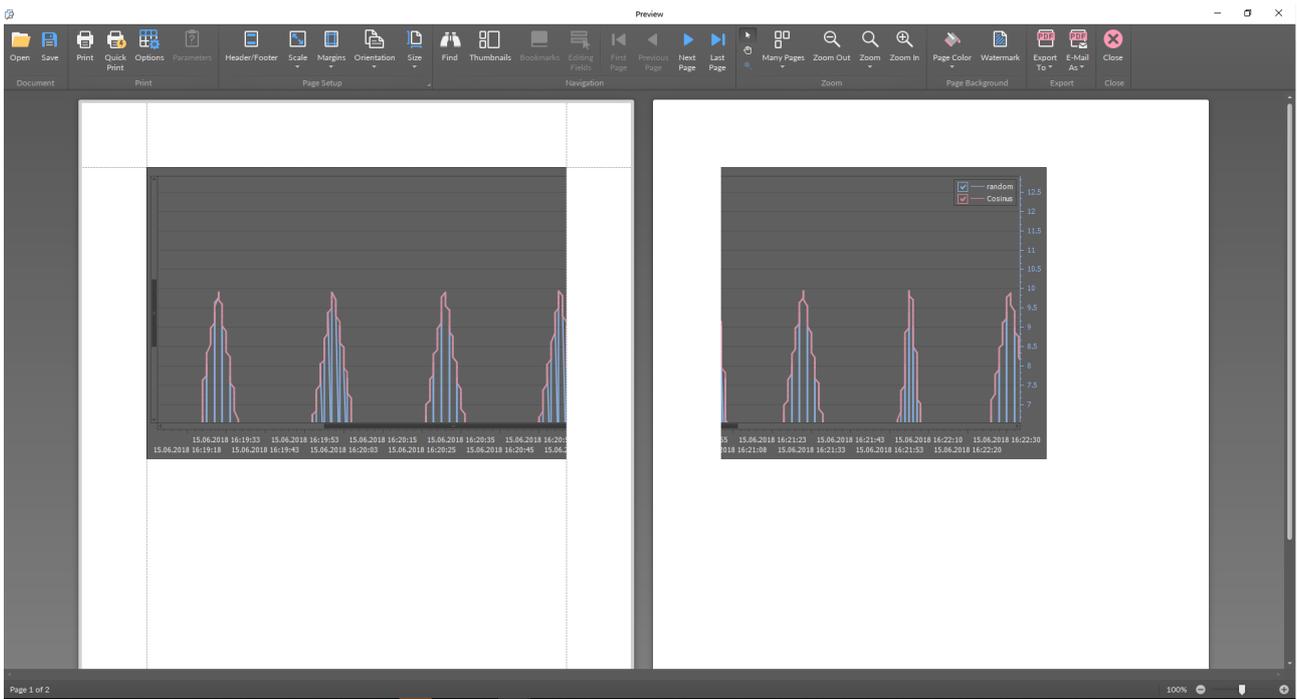
Removing Components

A component selected in the Property Sheet tab can be deleted with a Delete key or a Delete option in the context menu.

5.6 Export

In certain cases, for example, Configuration Data service in nano EDGE ENGINE devices or historical data in Sedona devices, there is an option to export data to external formats (i.e., .pdf or .xlsx).

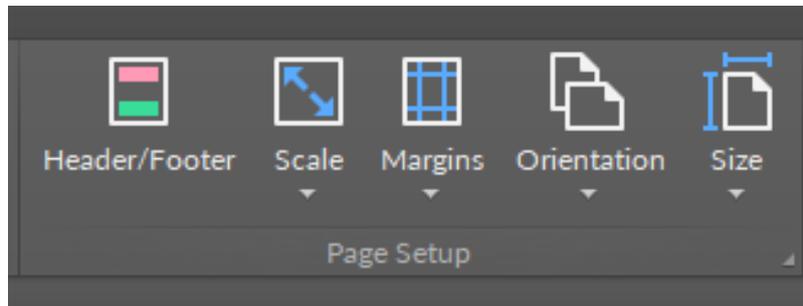
Exporting is executed in the Preview program. It is launched with the Export or Export/Print options in the applicable instances. Exporting or printing data requires defining few of the parameters described below.



The program toolbar offers functions to adjust the graph to be exported or printed. The basic editing options are the following:

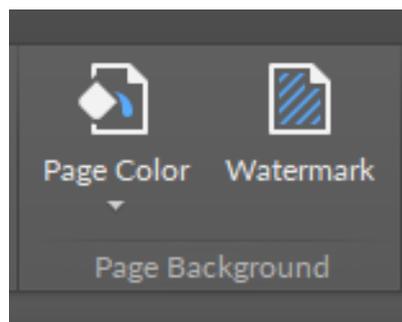
Page setup:

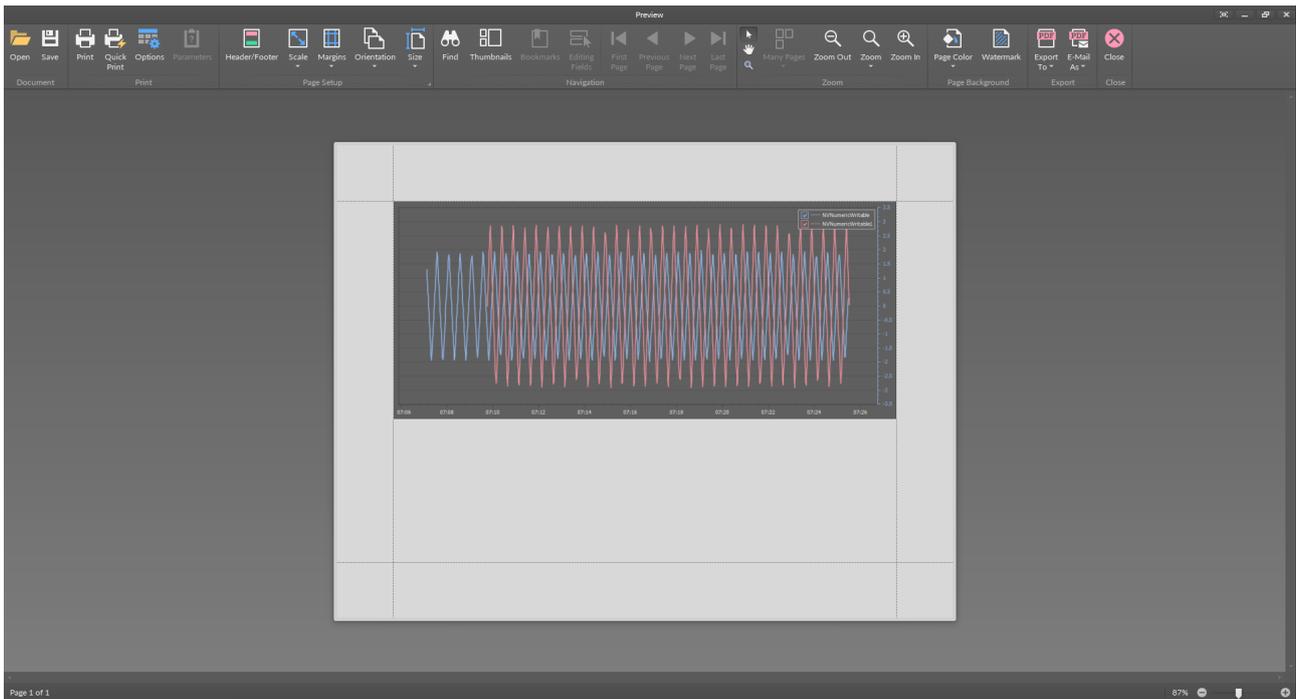
- **Header/Footer:** allows to define a header or footer for the document;
- **Scale:** allows to scale the contents to a page size;
- **Margins:** allows to set margins of an exported/printed page;
- **Orientation:** changes page orientation to horizontal or vertical;
- **Size:** allows to set the size of an exported/printed page.



Page background:

- **Page Color:** allows to set a background color of an exported/printed page;
- **Watermark:** allows to add a watermark across an exported/printed page.





Once the document is edited and adjusted to be printed or exported, the toolbar includes further actions buttons:

- **Open:** allows to open a previously saved file to be exported or printed;
- **Save:** allows to save a file for further action in available formats: .pdf, .html, .docx, .xlsx, .bmp, .gif, .jpeg, .png, .tiff, .emf, and .wmf;
- **Print:** launches printing and allows to choose the printer and its parameters;
- **Quick Print:** launches printing with default printing settings;
- **Options:** allows to set printing options regarding resizing a chart when printing;
 - Available options: none, stretch, zoom;
- **Export To:** launches exporting the file to available formats: .pdf, .html, .docx, .xlsx, .bmp, .gif, .jpeg, .png, .tiff, .emf, and .wmf;
- **Email As:** exports the file and attaches it to an e-mail message.

6 Single Device Functions

The iC Tool offers many functions for handling of components such as copying, duplication, removing, linking, performing actions, etc.

The functionalities described in this section are global, they apply in the following views: the Wire Sheet, Property Sheet, and Workspace Tree window. Individual operation of global functions, separately for each standard view, is described in the [Standard Views](#) section.

6.1 Component

A component is the smallest logical and functional unit that requires entering specific data to perform properly.

The component may be, for example, an arithmetic function of adding two numbers, therefore, it requires information about the numbers to be added. These data may be provided, for example, by other components able to read physical universal inputs of a controller, and transfer numeric data to be added.

In various iC Tool views the component is presented differently, showing various information, as depicted on the figures below. In the Wire Sheet view the component is shown as a rectangle with a limited amount of data displayed, and in the Property Sheet view it is a table which lists all component's slots. Some of the slots in the table may be edited directly. More about the Property Sheet view and the Wire Sheet view may be found in the [Standard Views](#) section.

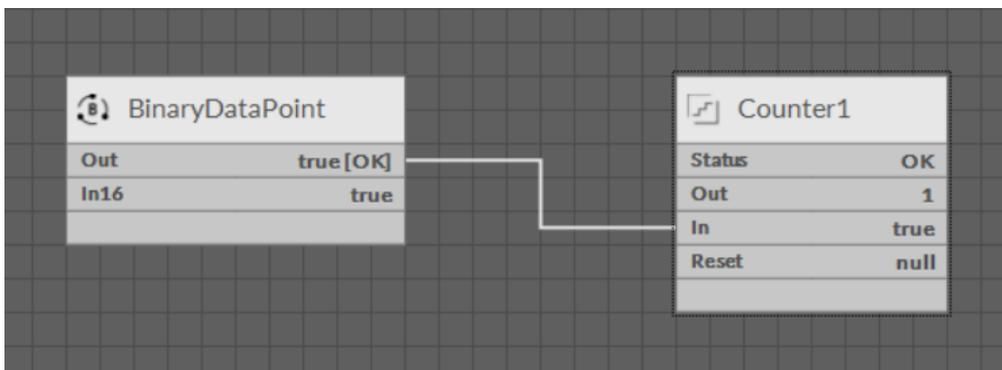


Figure 40. Components view in the Wire Sheet

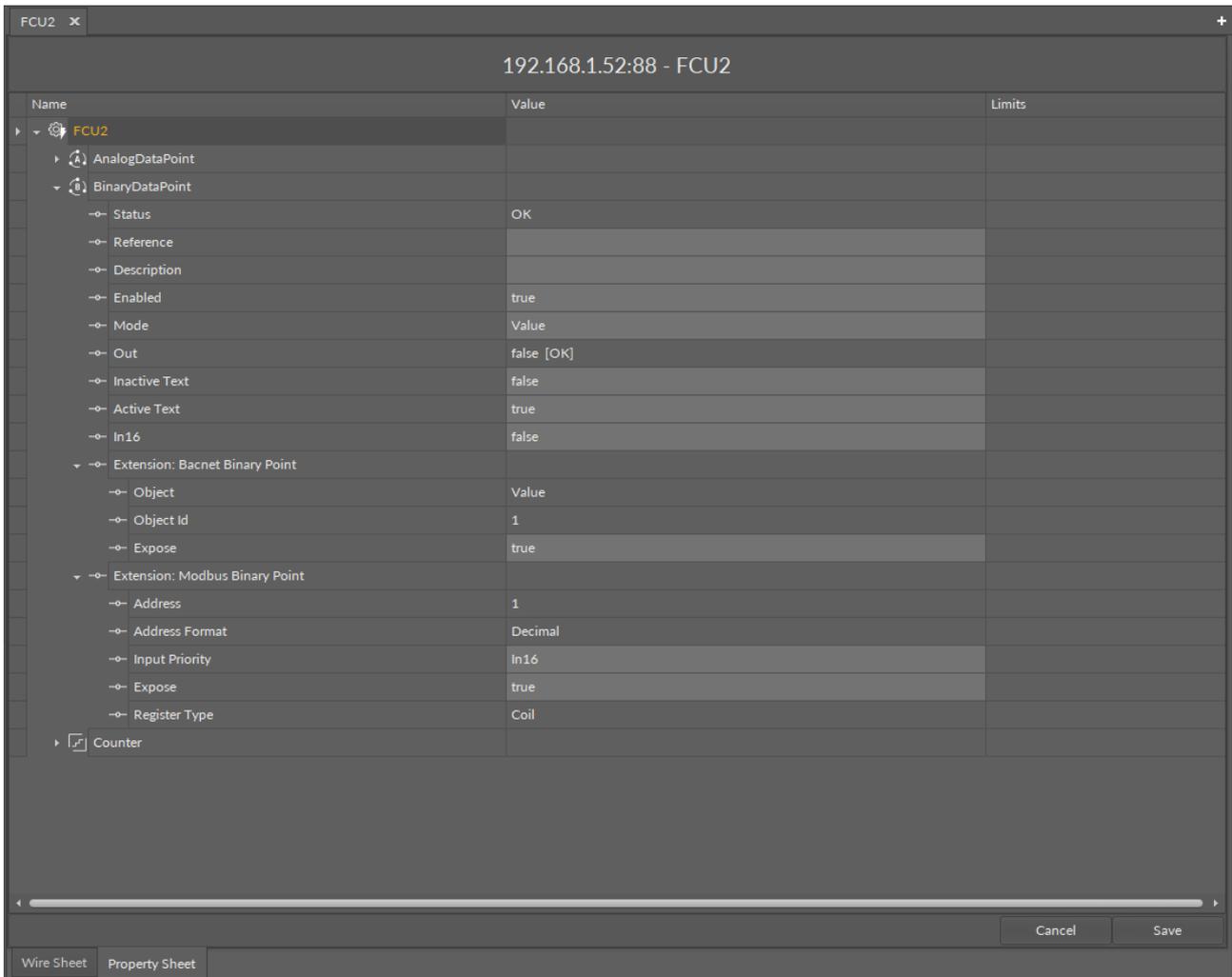


Figure 41. Component's view in the Property Sheet

The component is the main element of application created in a device. Therefore the iC Tool guarantees a standardized way of issuing commands to components. Regardless of whether the component is shown in the Wire Sheet view, Property Sheet view, or Workspace Tree window, operations are performed on it in the same way.

6.1.1 Adding New Component

From Device Libraries/Kits

New components can be added in three windows: the Workspace Tree, Wire Sheet, and Property Sheet. New component is created by:

- dragging a new component directly from the Device Libraries/Kits window;
- duplicating the existing component (using Copy or Duplicate function).

The name of the new component is given automatically; however, it can be changed manually by the user. It is possible to bulk add components of the same type by indicating a number of components to add along with a naming pattern in the dialog box (see more in [Renaming Components](#)). If several components of different types are added at the same time, the iC Tool will generate unique names to all the components added automatically.

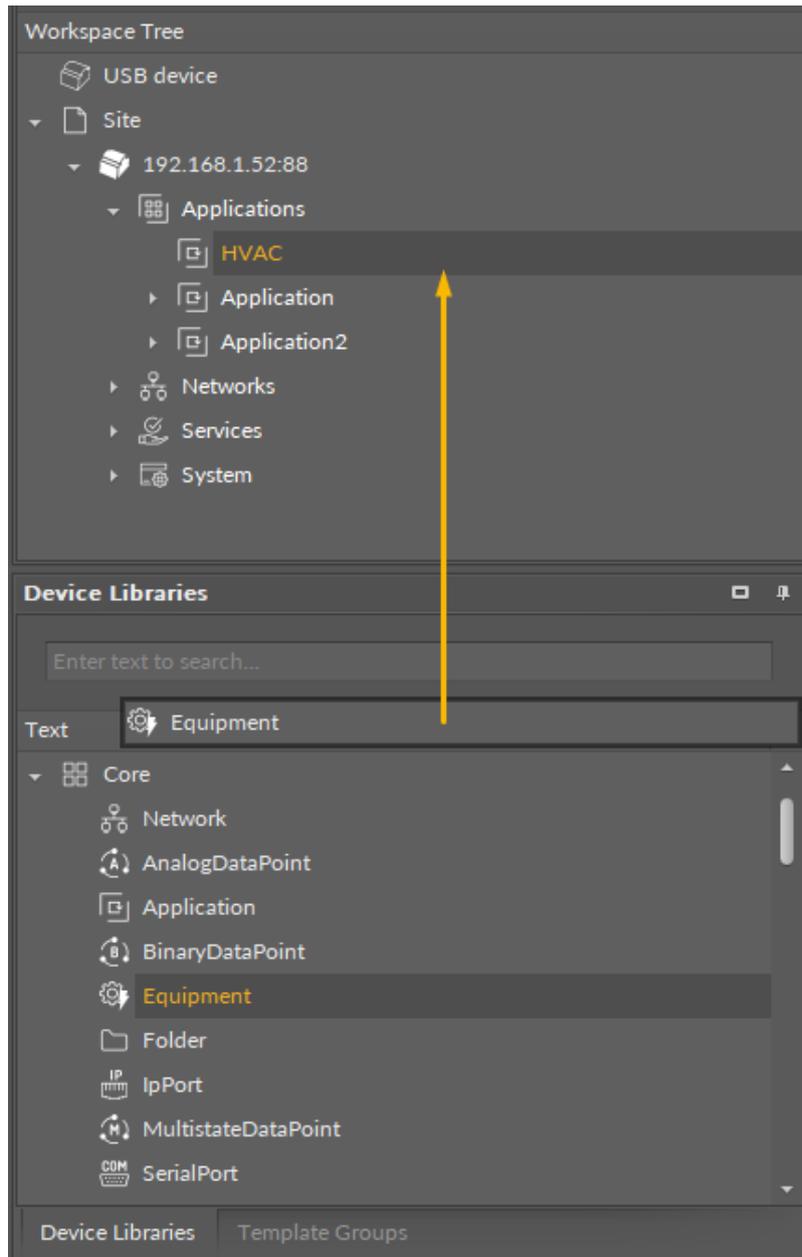


Figure 42. Adding new components - dragging

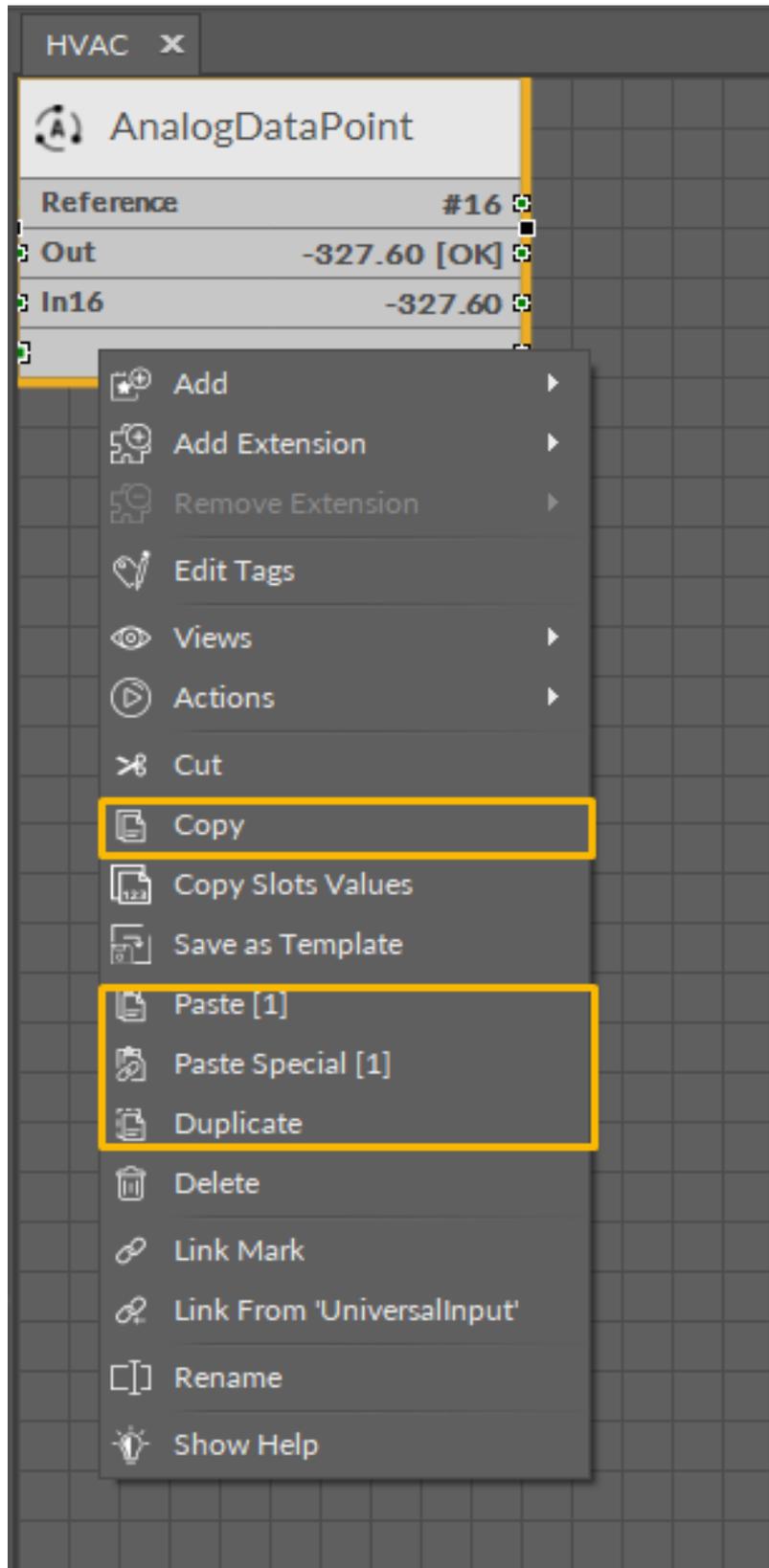


Figure 43. Adding new components - copying/duplicating

From Context Menu (Applicable to nano EDGE ENGINE Devices)

The Workspace Tree window, the Wire Sheet and Property Sheet views offer an option of adding components in the Applications and Network containers simply from the context menu.

The Add option is available in the context menu of elements contained in Applications and Networks. The Add option allows to select from available components and add them in the location, where the context menu has been opened.

The Add option incorporates a filtering mechanism, which adjusts the list of components available to add by the location (Applications/Networks container).

Add Option for Applications

In the Applications container, the Add option displays quick-access components and a list of libraries available for applications.

Quick-access components include:

- AnalogDataPoint/BinaryDataPoint/MultistateDataPoint,
- Equipment/Folder.

The components are followed by a list of libraries, from which each of available components can be added to the application.

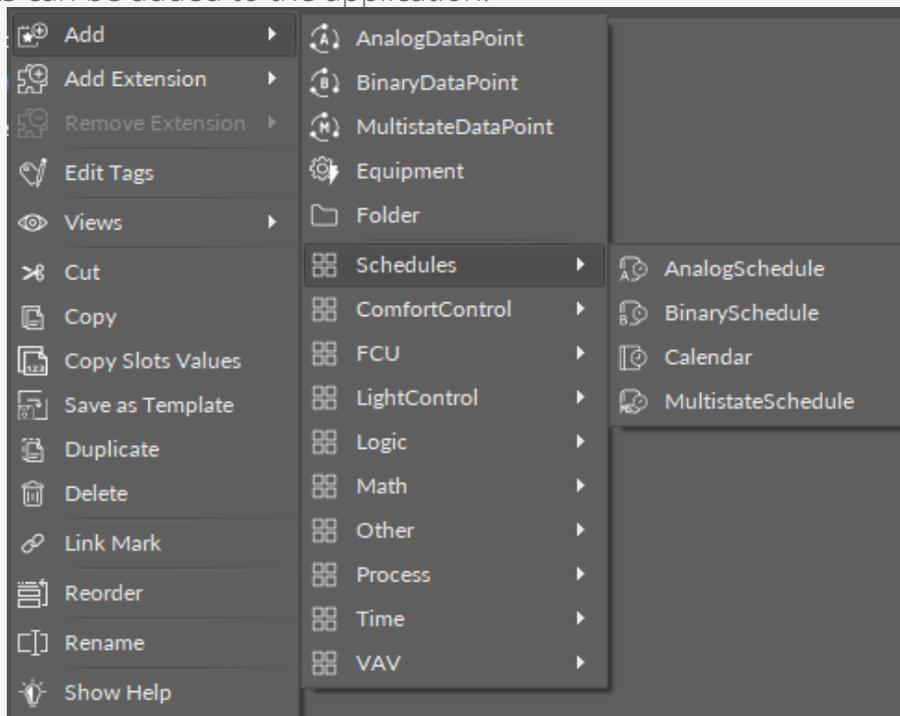


Figure 44. Add option for applications

Due to the filtering mechanism, the list of libraries does not include, for example, the BACnet or Modbus library, which are exclusive to the Network container. If opened on the Applications container itself, the filtering mechanism will show the only possible option to add, the Application component:

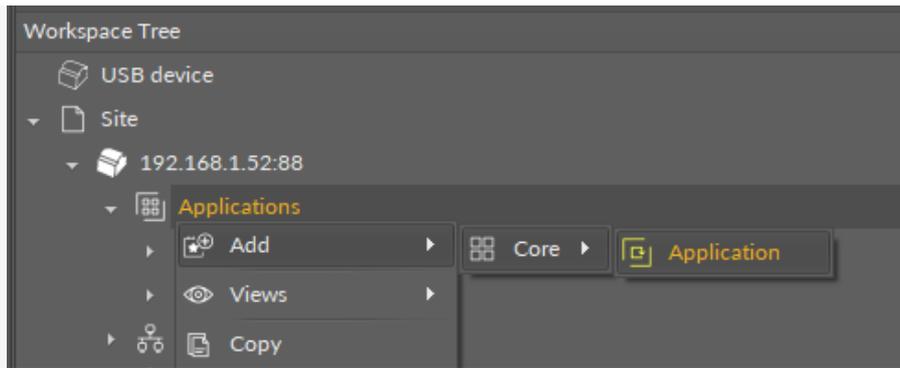


Figure 45. Add option for the Application container

Add Option for Networks

In the Networks container, the Add option displays a list of libraries available for networks communication:

- BACnet,
- Core,
- IO,
- Modbus.

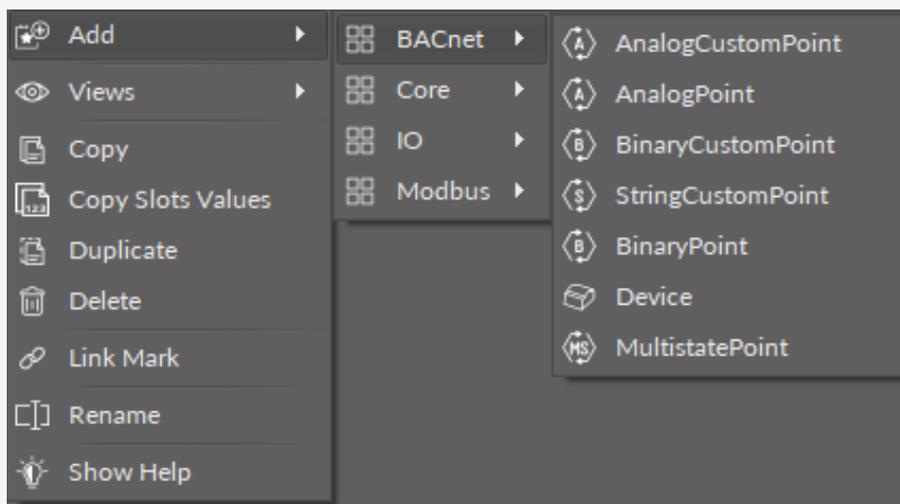


Figure 46. Add option for networks communication

The Add option is not active for the Networks container component itself, because all network components for the device’s communication (LocalIO, BACnet, Modbus) are added by default.

In order to add components this way, right-click on a relevant element of the Workspace Tree or in an empty space of the Wire Sheet grid or Property Sheet and choose the Add option from the context menu. On the Wire Sheet or Property Sheet, the filtering mechanism will adjust the list of available components based on the element, which is currently opened in either of these views.

6.1.2 Removing Components and Links

Removing Components

Deleting components allows removal of the selected components along with all their inferior components. Deleted components are instantly removed from the application in

the device, which provides full synchronization in views and windows: the Property Sheet, Wire Sheet, and Workspace Tree.

Removal is possible after selecting one or more components and pressing a Delete key on the keyboard, with the exception of removing components from the Workspace Tree.

Components' removal from the Workspace Tree with the Delete key has been blocked to prevent removing the main tree elements, such as the main containers or the whole application by mistake. Removing components in the Workspace Tree is possible using the context menu but the removal requires confirming it in a pop-up window.

The above limitations do not include the Property Sheet and Wire Sheet views, where using the Delete key removes selected components instantly.

Removing Links

Removing links is performed automatically after removing the component, which a specific link leads to. It regards both input and output links. There is no need to remove links if a component is removed. However, there are situations when only the link needs to be deleted, without removing the component.

In order to remove the link only, it needs to be selected in the Wire Sheet view and then deleted by the Delete key on the keyboard or from the context menu by choosing a Delete link(s) option.

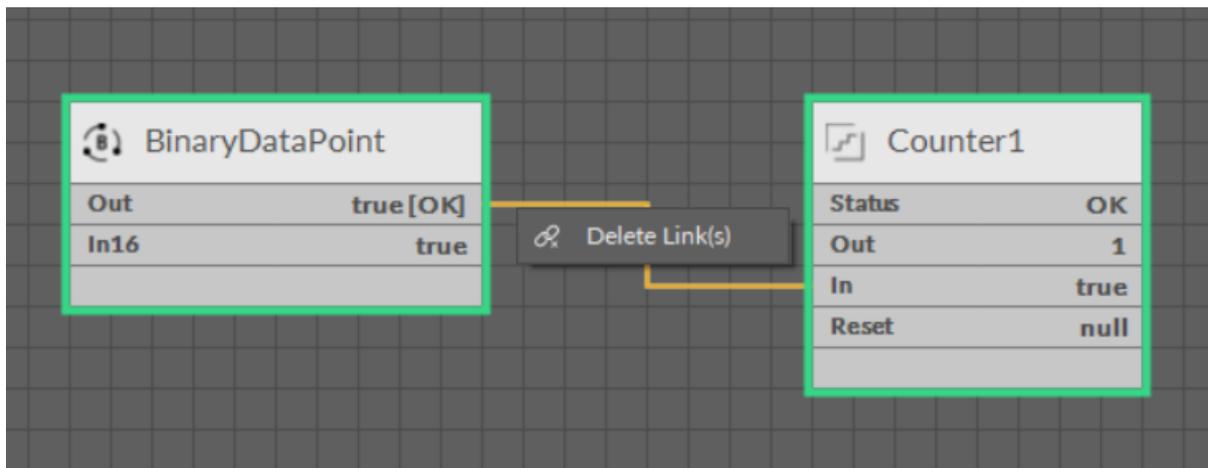


Figure 47. Context menu of a link

6.1.3 Components' Hierarchy

Components may be organized into a hierarchy tree. The component, which has other components below, it is called a superior, and the elements below it—inferior. Hierarchy allows to organize components logically, making some components dependent on others.

In the iC Tool, hierarchy is presented in the Workspace Tree window and on the Property Sheet view as a tree, showing superior elements together with their inferior components placed underneath.

Importantly, the components' hierarchy on the Wire Sheet view is limited to one generation. After opening a superior component, the Wire Sheet view shows a schematic with all the inferior components distributed in the view. The figure below shows an opened superior component, LocalIO, with its inferior components, in the Property Sheet view and in the Wire Sheet view.

Networks ✕
+

192.168.1.52:88 - Networks

Name	Value	Limits
<div style="display: flex; align-items: center;"> ▼ 📁 Networks </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ▼ 📁 Local IO </div> </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Status </div> </div>	OK	
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Enabled </div> </div>	true	
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Digital Inputs </div> </div>	4 (DI1,DI2,DI3,DI4)	
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Digital Outputs </div> </div>	5 (DO1,DO2,DO3,DO4,DO5)	
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Universal Inputs </div> </div>	4 (UI1,UI2,UI3,UI4)	
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Analog Outputs </div> </div>	3 (AO1,AO2,AO3)	
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Triac Outputs </div> </div>	2 (TO1,TO2)	
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Fast Poll Frequency </div> </div>	1000 ms	[50 - +max]
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Normal Poll Frequency </div> </div>	000h:00m:05s	[1 - +max]
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ⊖ Slow Poll Frequency </div> </div>	000h:00m:30s	[1 - +max]
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ▶ 📁 AnalogOutput </div> </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ▶ 📁 DigitalInput </div> </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ▶ 📁 DigitalInputCounter </div> </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ▶ 📁 DigitalOutput </div> </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ▶ 📁 DipSwitch </div> </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ▶ 📁 TriacOutput </div> </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> ▶ 📁 UniversalInput </div> </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> 📁 BACnet </div> </div>		
<div style="display: flex; align-items: center;"> ▶ <div style="display: flex; align-items: center;"> 📁 Modbus </div> </div>		

Cancel
Save

Networks Manager

Wire Sheet

Property Sheet

Figure 48. Components' hierarchy in the Property Sheet

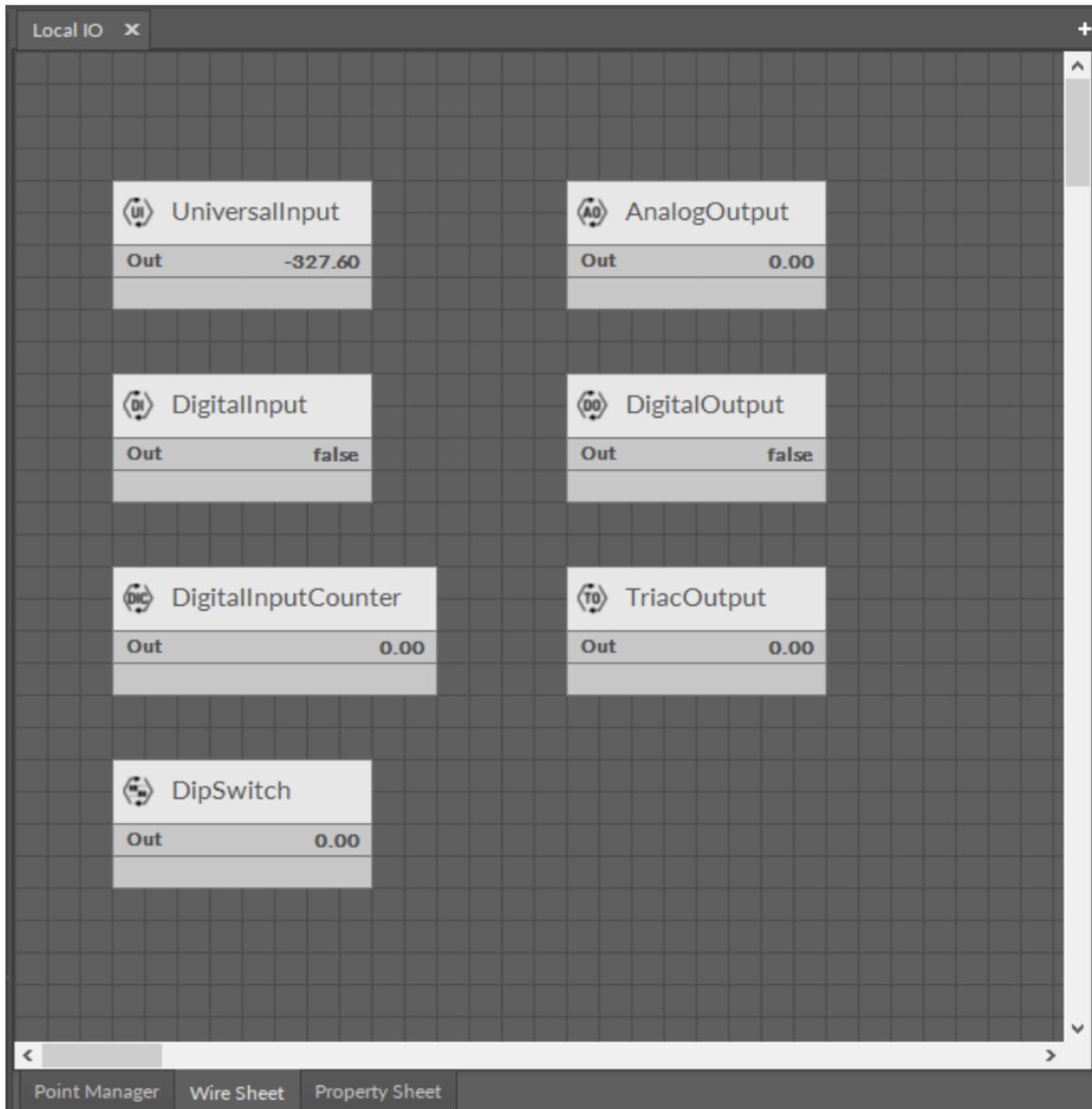


Figure 49. Component's hierarchy in the Wire Sheet (LocalIO being the superior component, the inputs and outputs components-inferior)

6.1.4 Copying, Cutting, Pasting, and Duplication

Copying

Copying in the iC Tool uses a standard Windows clipboard. Copying always includes all inferior/children components of the selected component.

Copying in the iC Tool requires to identify components to be copied by selecting them. When a Copy option or Ctrl+C combination is used, the elements are saved to the Windows clipboard. This allows the Paste option to be used in any moment in the future until the next element is copied, even after the components, which were copied, were deleted because the iC Tool automatically recreates the copied structure by recreating the needed components remembered in the clipboard.

Copying includes all the links created between the copied components. This means that while pasting the links between these components will be recreated. The situation is different for external links (links to components placed under a different parent/superior

component). A basic Paste function does not support the recreation of external links, this needs the Paste Special function described in the following point.

Note

The iC Tool allows copying only of components; copying and pasting of links alone is impossible. Information about all component's links is stored in the component itself. It means that if a component is copied and pasted, and there is a possibility to recreate its links from a logical point of view, the iC Tool will do it automatically, adding new links between components.

Copying Between Devices

Copying between two controllers is available for nano EDGE ENGINE and Sedona (AAC20) controllers. Before copying components between two controllers, make sure that a target controller (where components will be pasted to) has the same libraries/kits installed as a source controller. Otherwise, a notice window pops up, informing that copying and pasting between two controllers is not feasible.

This function is available from the iC Tool 1.5 version and is independent from a firmware version of the controllers.

Cutting

Cutting of components allows to move them to another location while removing them from the original one. The mechanism allows to move one or more components at a time, however, they must be moved within the same container.

Note

In the nano EDGE ENGINE devices, cutting and pasting components is possible only withing the Applications container. It is possible to move components between the Application, Equipment, and folder components.

The components may be cut from the Workspace Tree, Wire Sheet, or Property Sheet by selecting the component(s) and using the Ctrl+X shortcut or the Cut option from the context menu. Before moving, make sure that the components from the source and target locations have unique names. The operation will fail if the target location already includes a component with a duplicate name.

If the component is linked, either with standard links or reference, the links will be kept in the new location.

Pasting

Copied or cut components may be pasted into a chosen place in the Wire Sheet or Property Sheet views or in the Workspace Tree window, by indicating the pasting place and pressing Ctrl+V, or using the Paste option from the context menu.

Pasting copied components creates new components along with their inferior components and slot settings effective at the moment of copying. The pasted slot values are sourced from the copied component. Pasting cut components moves them from the original location to the new one along with their values and links.

Pasting of copied components can be used many times because pasting does not erase the clipboard. The clipboard is wiped after device disconnection. Pasting cut components can only be done once.

When pasting a single copied component, the system will ask for a new component's name (with a highlighted name suggestion and support for bulk naming patterns, see [Renaming Components](#)) and number of copies to paste, and for a multi-component operation the iC Tool will use a mechanism ensuring that the names will be unique. However, if the cut components are pasted, only components with unique names will be pasted effectively. If the components do not have unique names, the pasting operation will be blocked.

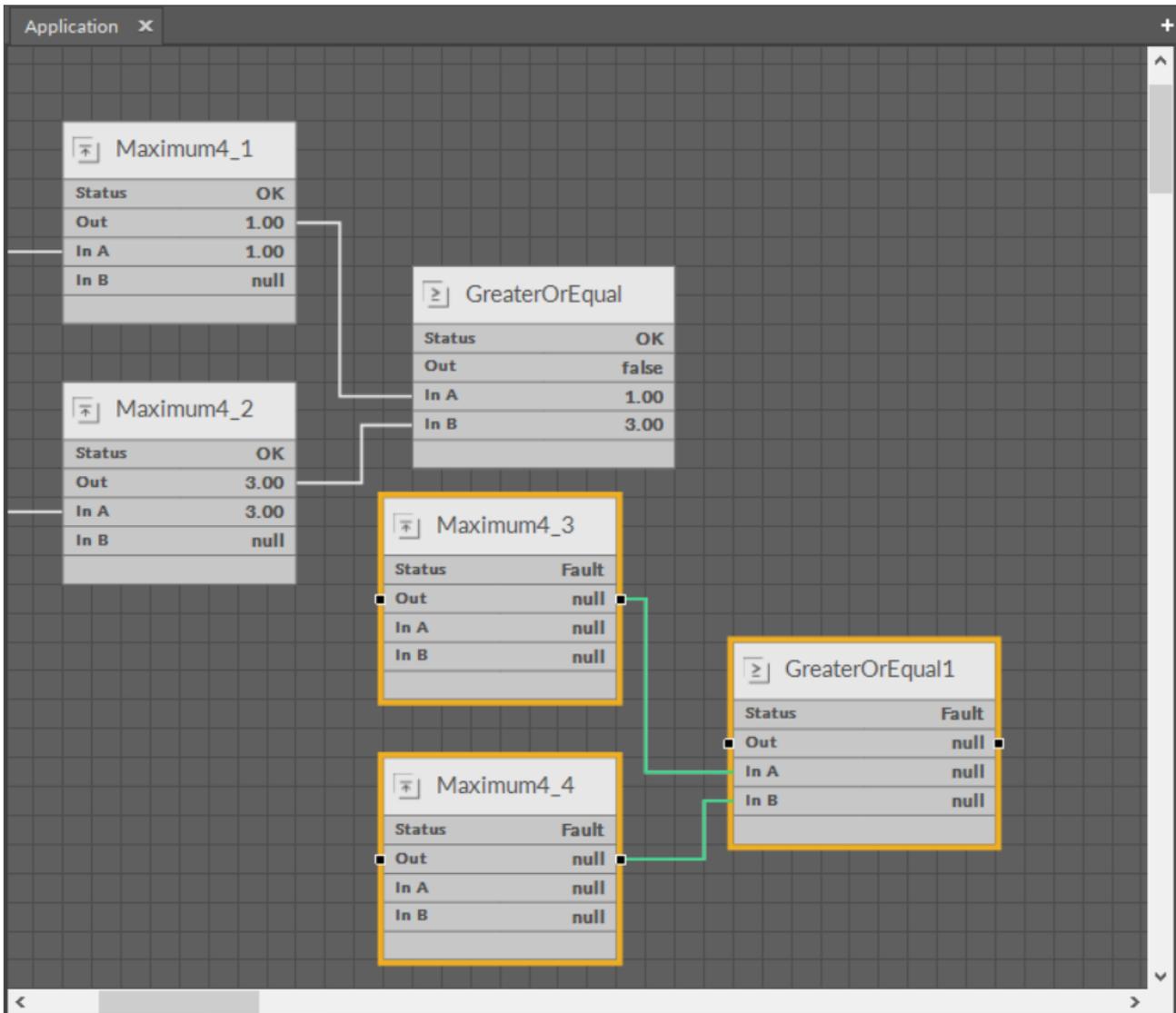


Figure 50. Copied and pasted components

Special Pasting

An expanded version of the Paste function is called Paste Special (available in the context menu); its aim is to recreate external links for copied components.

External links will be recreated only if all the below requirements are met:

- using the Paste Special, not the Paste command from the context menu;
- components copied to the clipboard have external input links;

- an external component, which an external input link is recreated for, still exists.

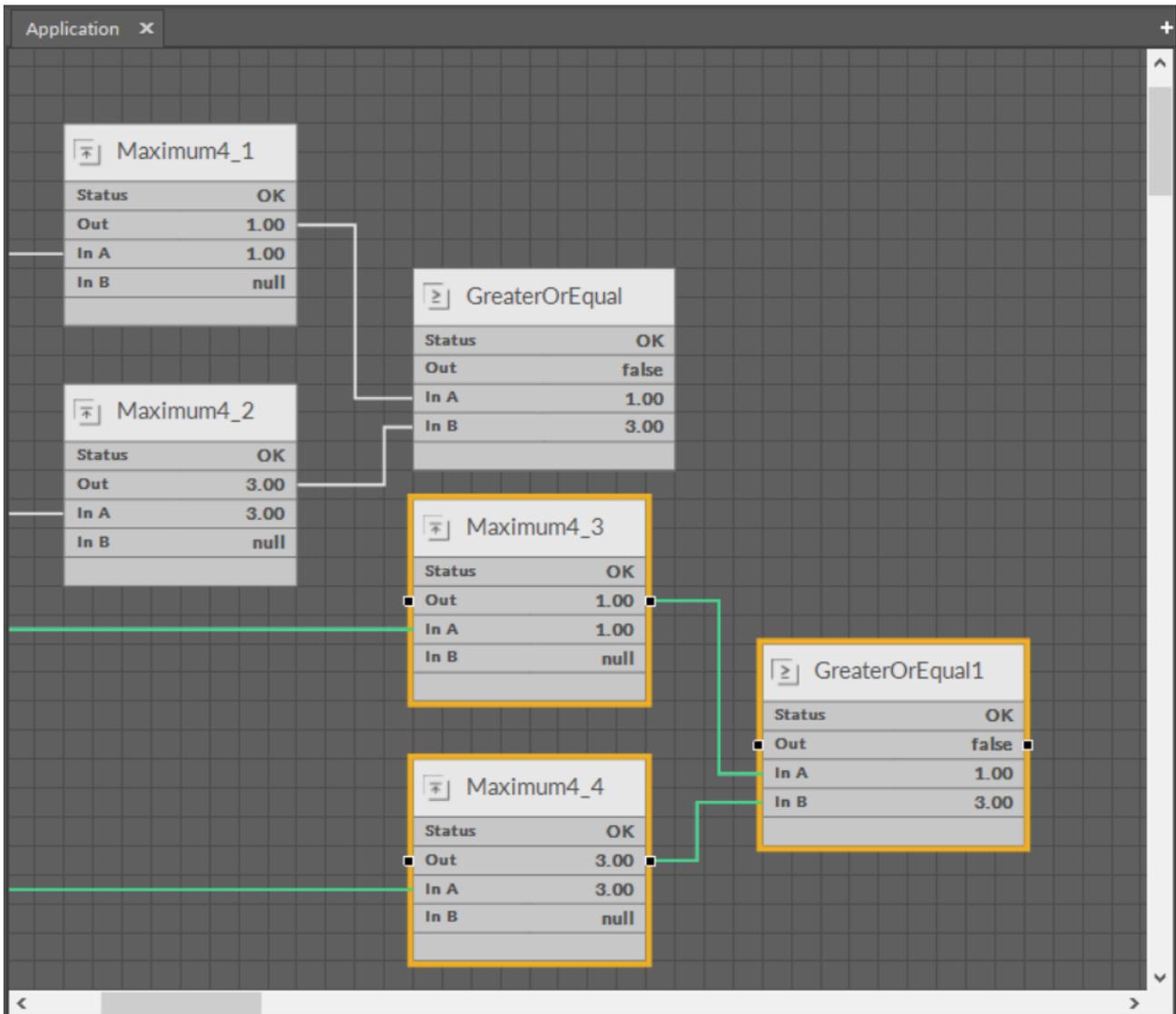


Figure 51. Special pasted component

Duplication

A Duplication method is used for a quick replication of a selected component along with its values. The slot values for the duplicated component are rewritten from the source component.

Additionally, the duplication does not disturb what was copied by using Copy and Paste functions, i.e., it does not overwrite what is contained in the clipboard.

Duplication can be performed by key combination Ctrl+D or from the context menu function.

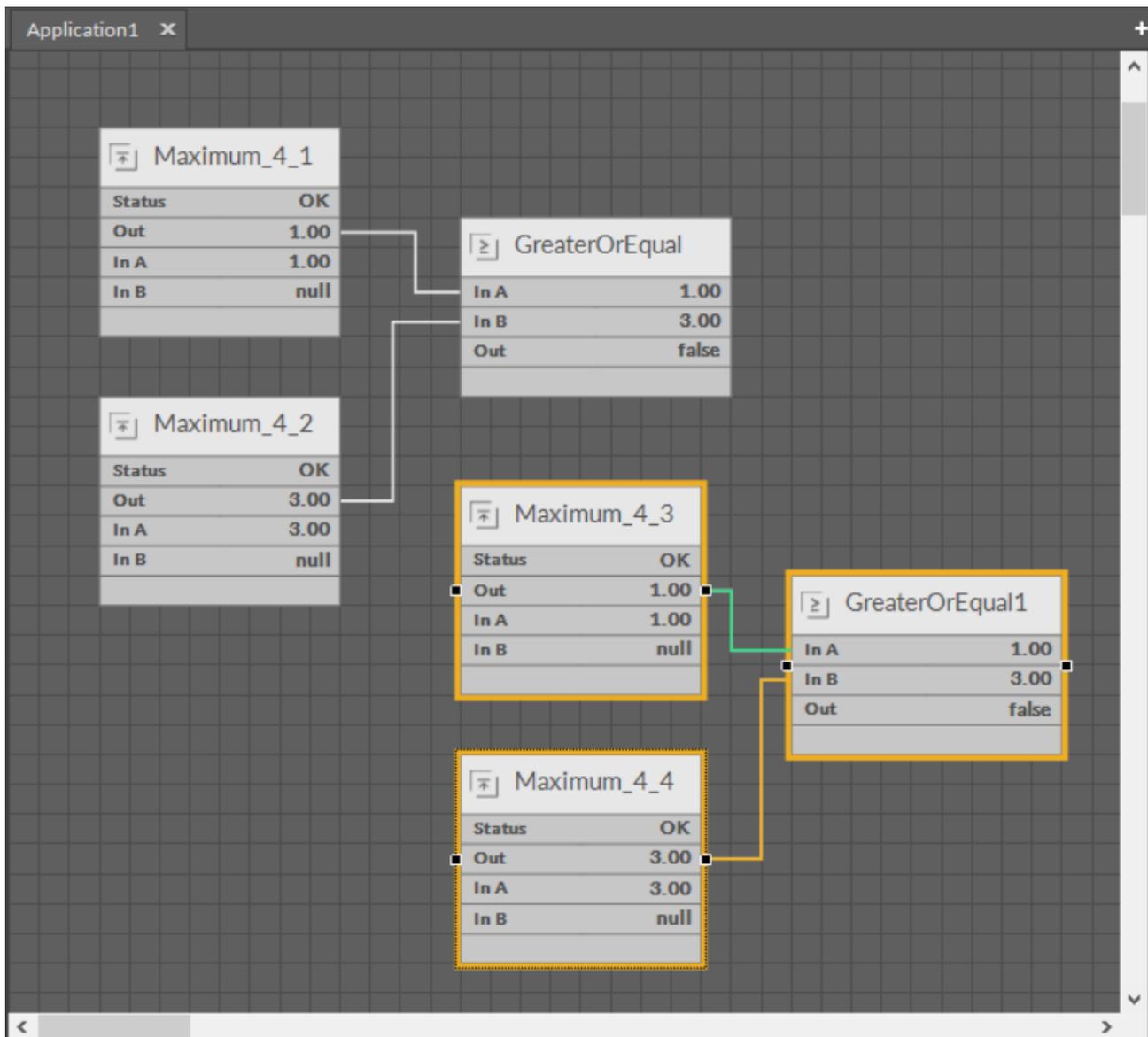


Figure 52. Duplicated component

6.1.5 Linking Components

A link is a way of exchanging data between components. It connects components between which the data are transferred. The link identifies, which parameter is taken into account on both sides of the connection. This allows to show the data flow direction, i.e., where a specific parameter is read and where it is saved.

The Wire Sheet view shows the link as a line connecting two components. The Workspace Tree window and the Property Sheet view do not show information about existing links at all.

Views designed to check links for a specific component are the Wire Sheet view and the Links tab in the Object Properties window.

Linking in the iC Tool may be performed in two ways:

- Reference linking (available only for nano EDGE ENGINE devices, described in details below) and
- standard linking method, which involves simple creating links between the input and output slots; a standard link will transfer a value between the connected slots.

The Reference linking method is unique for the nano EDGE ENGINE devices. Is it designed to link Data Points with network points, and it offers much more advantage than the standard linking method.

The **Reference link** is a special compound link designed to connect Data Points with network points. The Reference link is created between special Reference slots and transfers values along with the component's status. Alternatively, it may transfer values between Data Points and network points at the same time returning status from network points to Data Points, or it may return values from network points to Data Points. As network points are situated in the Networks container and Data Points are situated in the Applications container, Reference links are created using the Link Mark and Link From options from the context menu, and they are created between the tabs (or, for example, between the Application tab and the network points expanded in the Workspace Tree window). Either way the Reference link between tabs is displayed in the Wire Sheet as a bubble connected to the component's Reference slot.

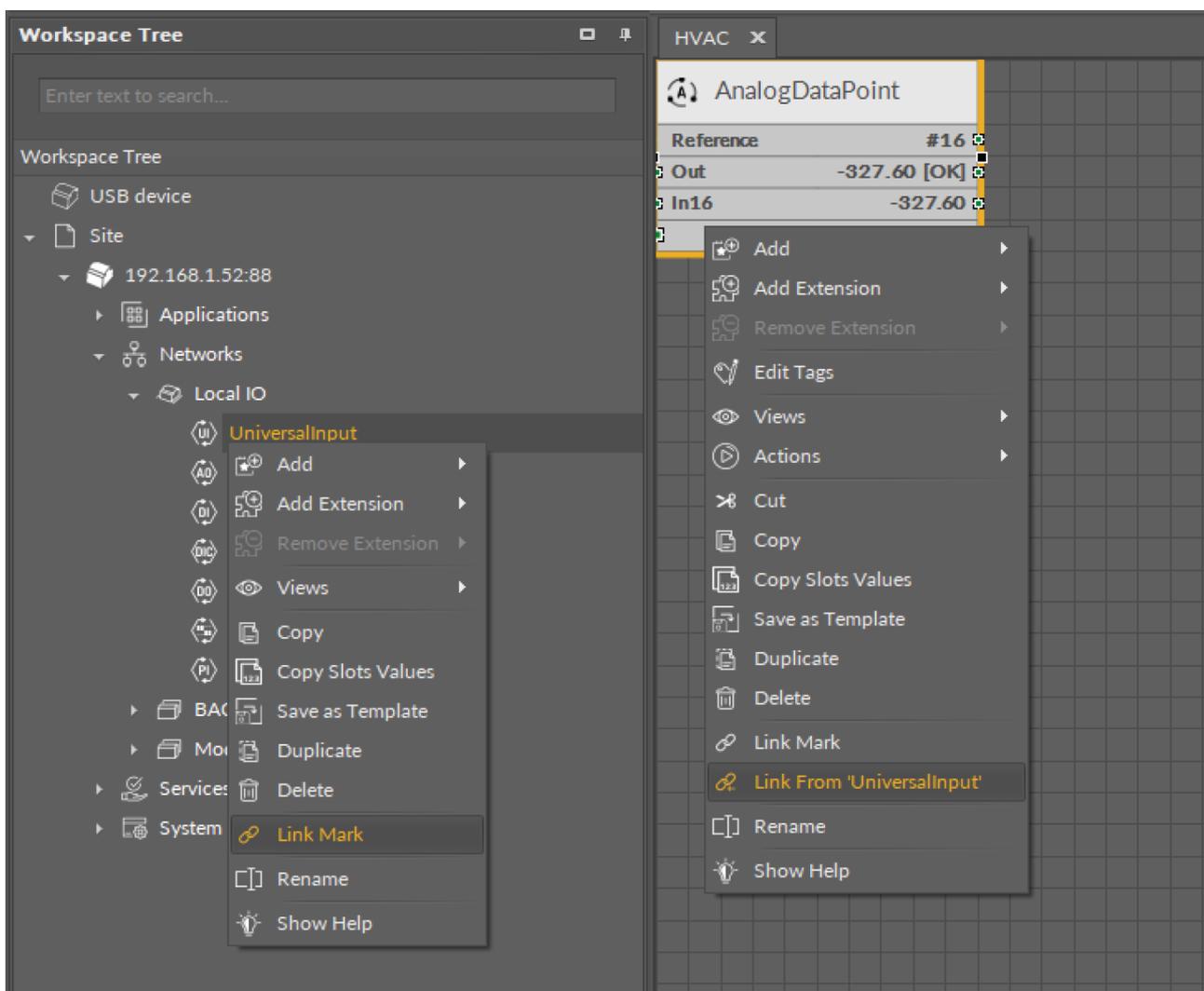


Figure 53. Link Mark-Link From options

The basic and exceptional feature of the Reference links is the fact that they are made to **transfer the value along with the component's status**. This feature gives a major advantage and translates to substantially enhanced functionality of linking. The fact of transferring the Status along with component's value is exceptionally important for the functionality of Data Points. Data Points are central elements in the nano EDGE ENGINE applications, and they represent values in applications on the Wire Sheet. Therefore,

displaying network point's status makes the Data Point much more informative, and allows to display this important information directly in the Wire Sheet.

Data Point and the Input-type Network Point Links

If the Data Point is linked with the input-type network point, the Reference link transfers the network point's value and status to the Data Point (if the Data Point has a priorities array extension added, there is also the option to set the Input Priority slot in the network point, which defines the input priority in the Data Point receiving the value from the network point). In this variant, the Reference link is unidirectional, and provides the information about the change of value and the network point's status.

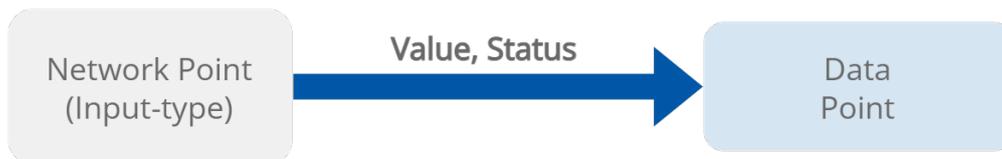


Figure 54. Data Point and the input-type network point links

If the Data Point is linked with the output-type network point (or network points), it offers even more advantages.

Data Point and the Output-type Network Point Links

- First of all, in such case the Reference link behaves **bidirectionally**. It transfers the value from the Data Point to the network point, and in turn it informs whether the value has been correctly received by the network point by sending back the network point's status. This hugely advantageous feature allows to instantly identify that at least one of the linked network points has gone into the fault status.

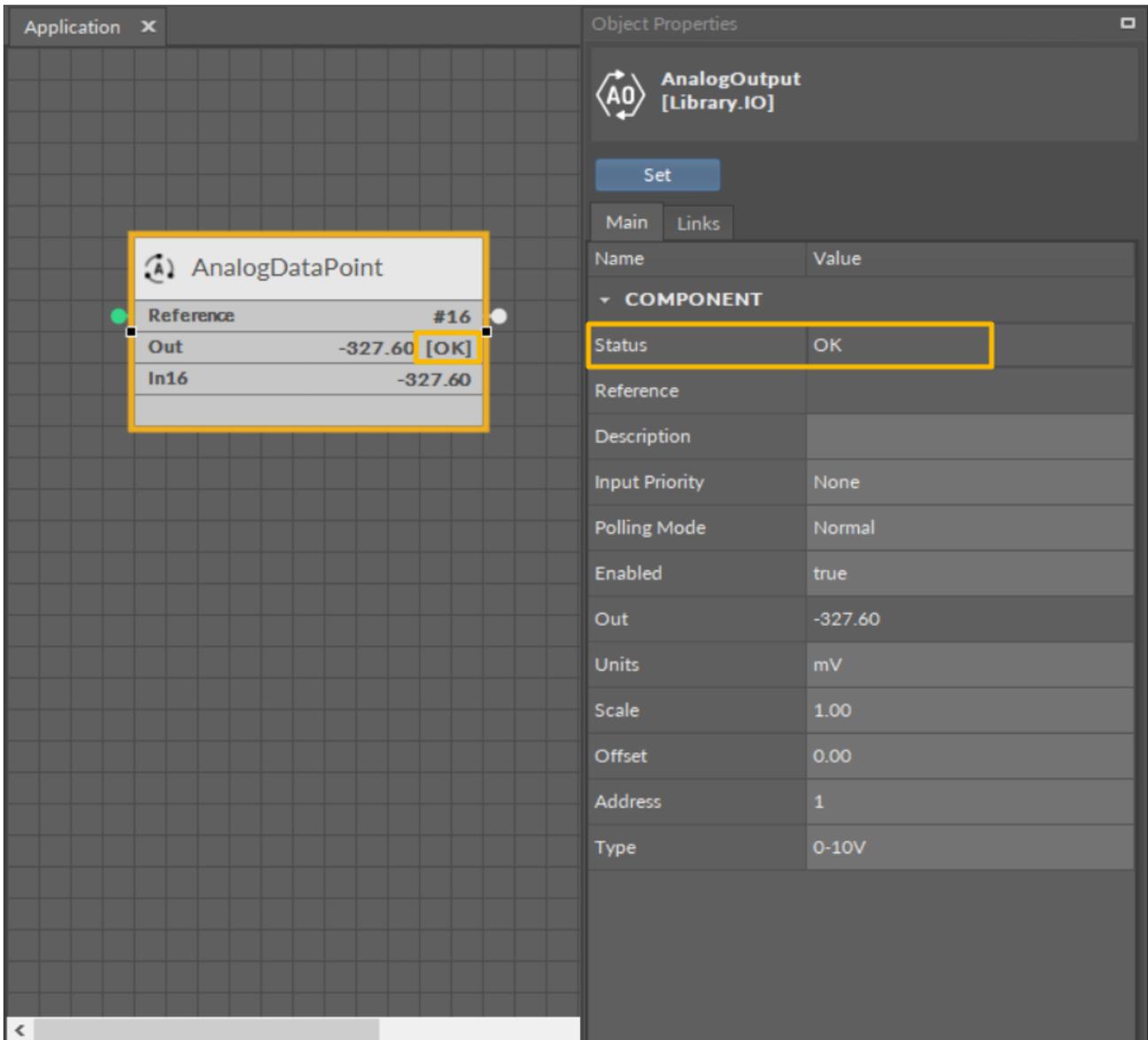


Figure 55. Output-type network point (status OK) referenced to the Data Point

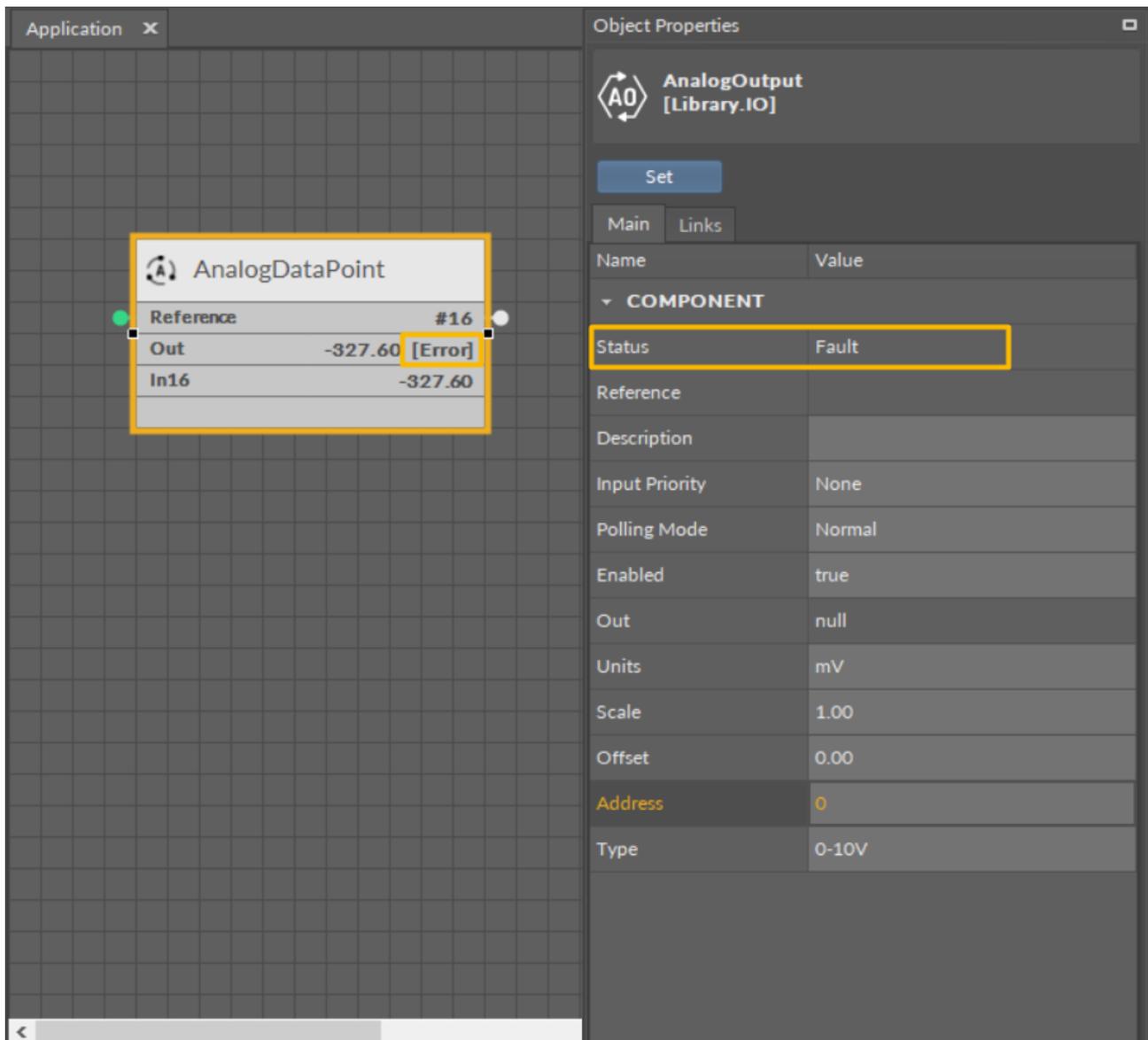


Figure 56. Output-type network point in the Fault status returning an Error status to the referenced Data Point

- Another innovative feature of the Reference linking is that the Reference link is able not only to return status from the network point but also to **return its value**. The network point's slot, Input Priority, is designed to identify the Data Point's priority, which the network point will transfer its value back to. For example, if the network point's Input Priority slot is set to In16, it will transfer its value back to the Data Point's 16th priority slot. In turn, if this value is the highest priority for the Data Point, it can distribute it to all network points linked with the Reference link. This way, if there are more output-type network points linked with the Data Point, and one of them changes its value and sends it back to the Data Point, thanks to the bidirectional Reference link, the Data Point can synchronize values in all linked network points.

Note: The difference between the two possible options for linking Data Points with output-type network points is derived from the network point's **Input Priority** slot. In the first scenario, the network point does not have the Input Priority set to any value, therefore, it cannot return a value back to the Data Point. In the second option, the network point has the Input Priority slot set and it reacts to the change of value—if the network point's value is changed, it is automatically sent back to the Data Point by the Reference link, and is updated on the defined input priority.

Priorities Array Extension

Setting the network point's Input Priority slot is effective providing that the Data Point has the priorities array extension added. The Data Point is available in its basic version with one input slot (In16), however, it can be expanded by another 15 writable input slots with the priorities array extension (available at the right-click on the Data Point). If the Data Point has 16 writable slots, setting the Input Priority slot in the network point defines the Data Point's input receiving the value from the output-type network point over the Reference link. If the Data Point remains in its basic version, setting the Input Priority slot in the network point has no actual effect, and the value is sent to the 16th input priority in the Data Point.

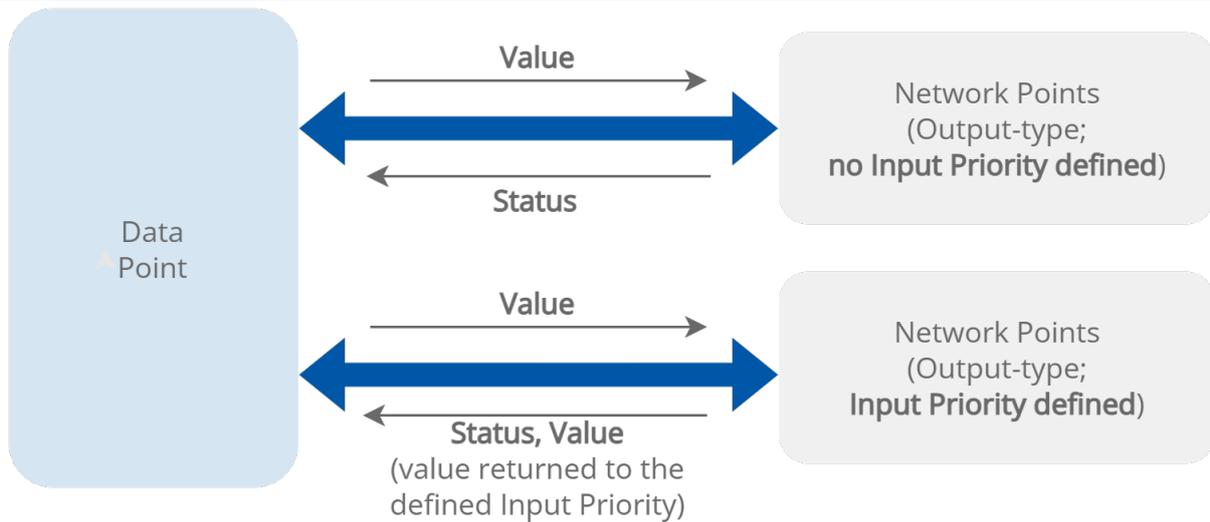


Figure 57. The Reference links between the Data Point and output-type network points

Object Properties	Object Properties	Object Properties
AnalogOutput [Library.IO]	AnalogOutput1 [Library.IO]	AnalogOutput2 [Library.IO]
Name	Name	Name
Value	Value	Value
COMPONENT	COMPONENT	COMPONENT
Status	Status	Status
OK	OK	OK
Reference	Reference	Reference
Description	Description	Description
Input Priority	Input Priority	Input Priority
None	None	None
Polling Mode	Polling Mode	Polling Mode
Normal	Normal	Normal
Enabled	Enabled	Enabled
true	true	true
Out	Out	Out
10000.00	10000.00	10000.00
Units	Units	Units
mV	mV	mV
Scale	Scale	Scale
1.00	1.00	1.00
Offset	Offset	Offset
0.00	0.00	0.00
Address	Address	Address
1	2	3
Type	Type	Type
0-10V	0-10V	0-10V

Figure 58. Values distributed from the Data Point to the referenced output-type network points

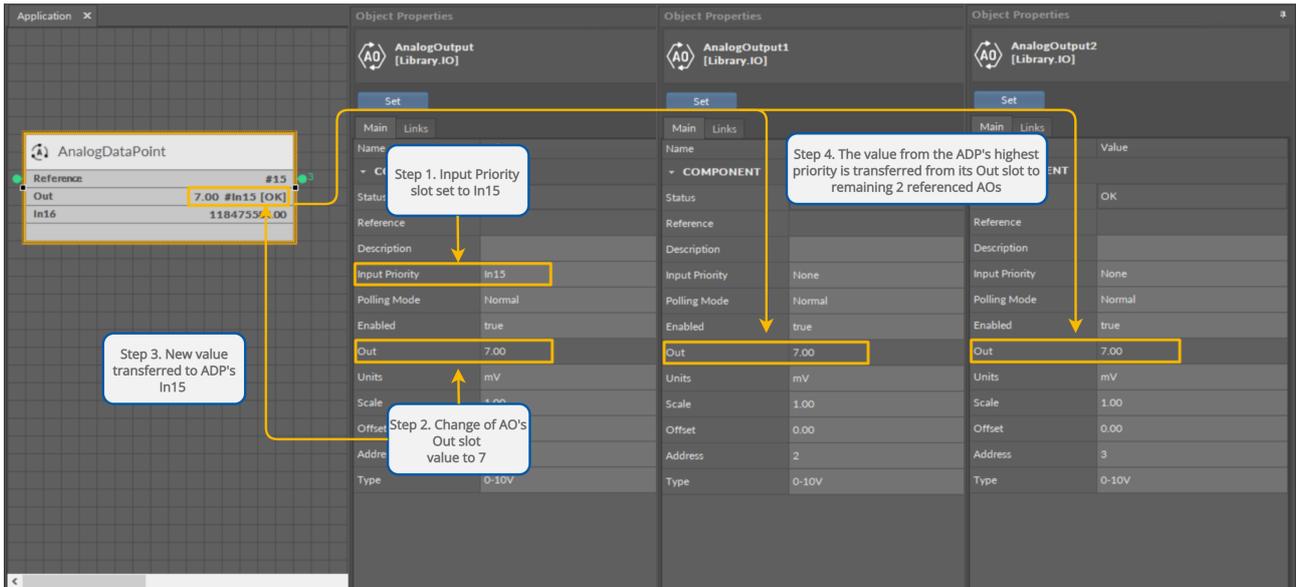


Figure 59. Value sent back to the specified input priority in the Data Point and distributed to remaining referenced output-type network points

Creating Links

The iC Tool allows to link only the fitting slots, making creation of a faulty link impossible—once the source slot is selected, only the fitting target slots are highlighted.

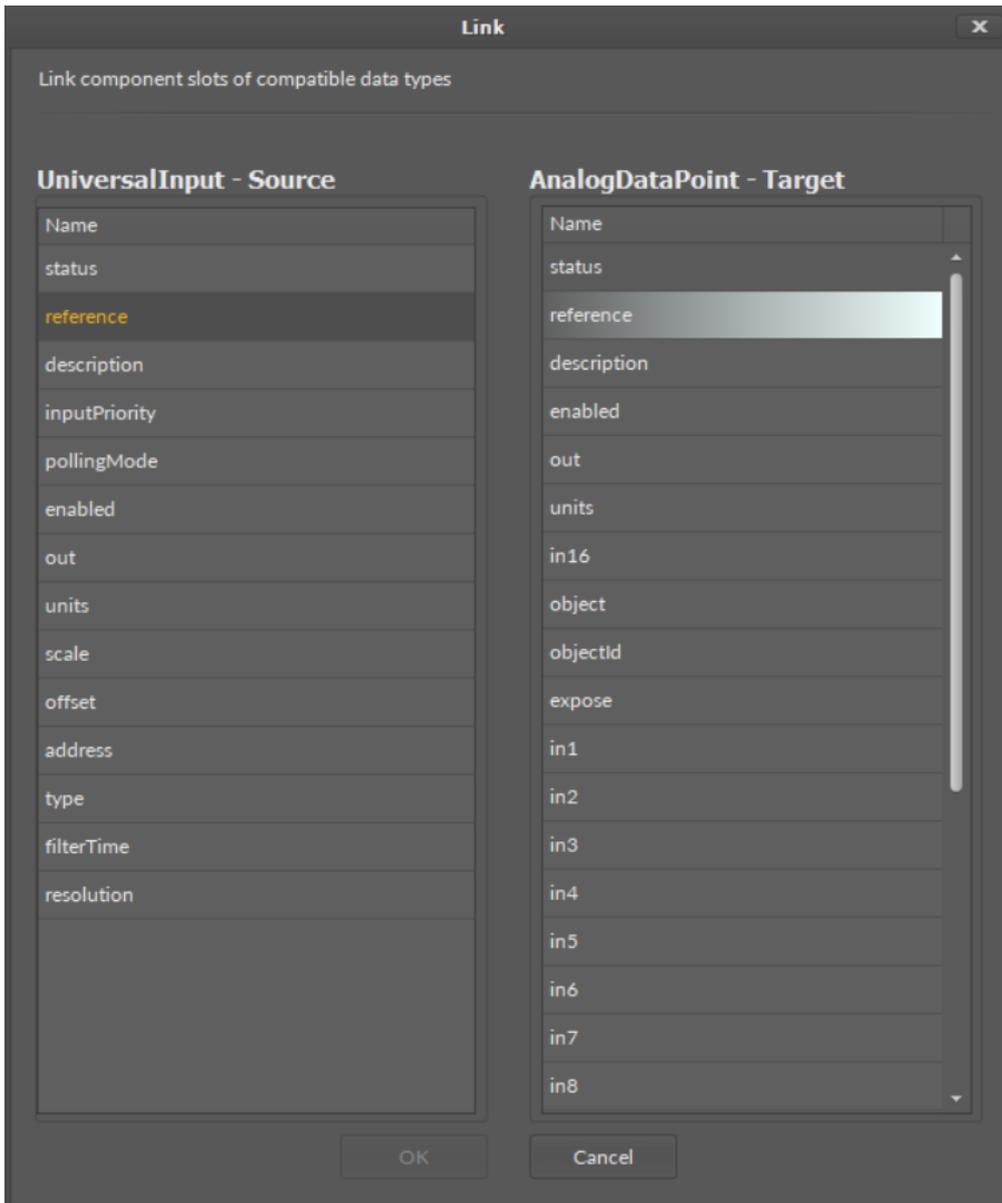


Figure 60. Reference linking dialog window

Links in the iC Tool are created in two ways:

- Using the **Link Mark** and **Link From** options from the context menu: the Link Mark option selects the source component, and the Link From option selects the target component. The context menu with the Link Mark and Link From options may be opened in the Workspace Tree, Wire Sheet, and Property Sheet.
- **Graphically**: drawing a line from the source component to the target component. The link may be created graphically in the Wire Sheet. In order to create link graphically, click on the source slot, and drag the line to the target slot. The iC Tool automatically highlights the fitting target slots. As the Wire Sheet displays limited number of slots in the component, drawing a line to the empty row opens a dialog window with the list of all slots to select the target slot.

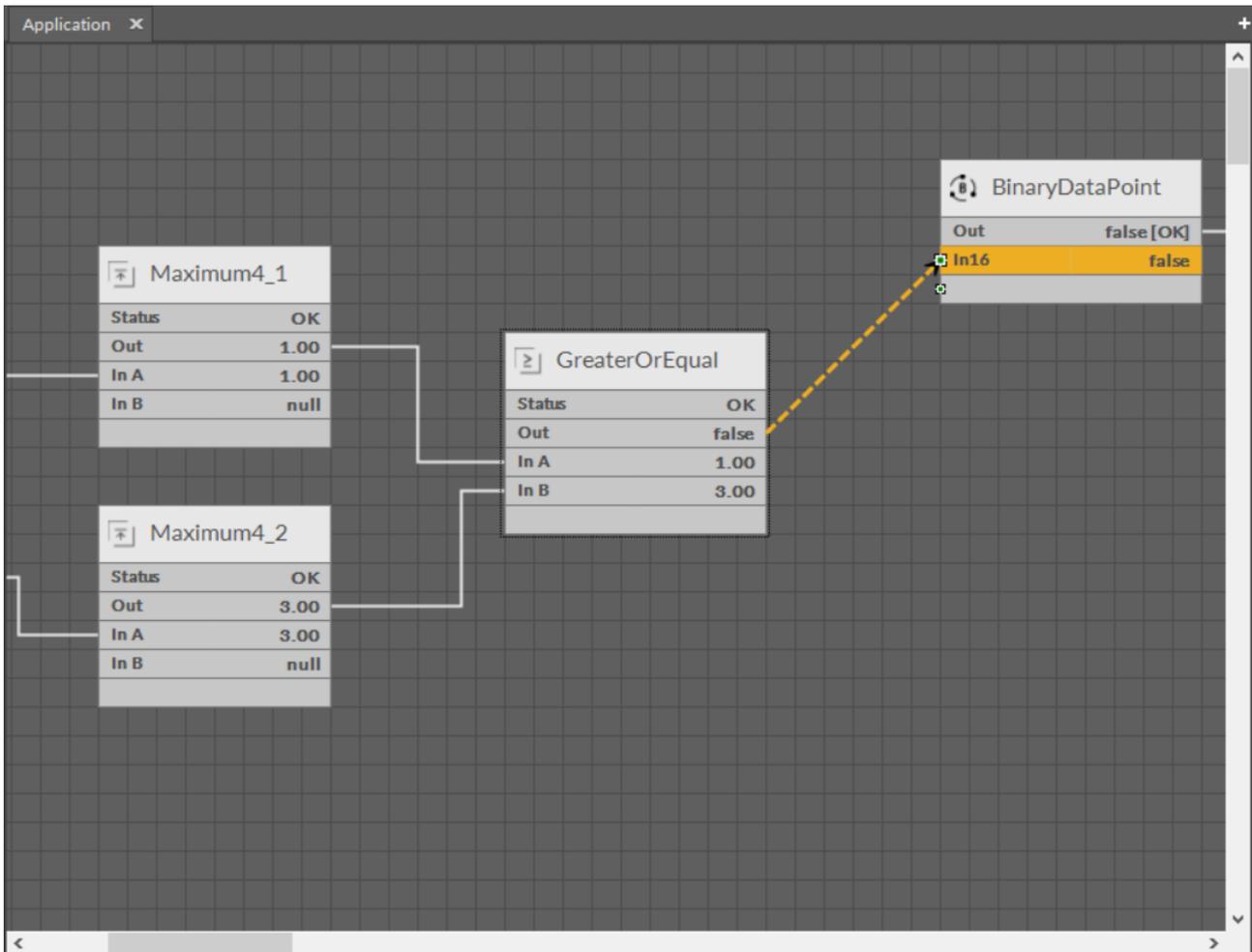


Figure 61. Creating links graphically

6.2 Actions

Actions are the most commonly used functions performed on a specific component, such as setting a new value or resetting a counter.

Available actions depend on the component type. It is possible to access them as follows:

- Pressing the Actions option on the context menu of a component;

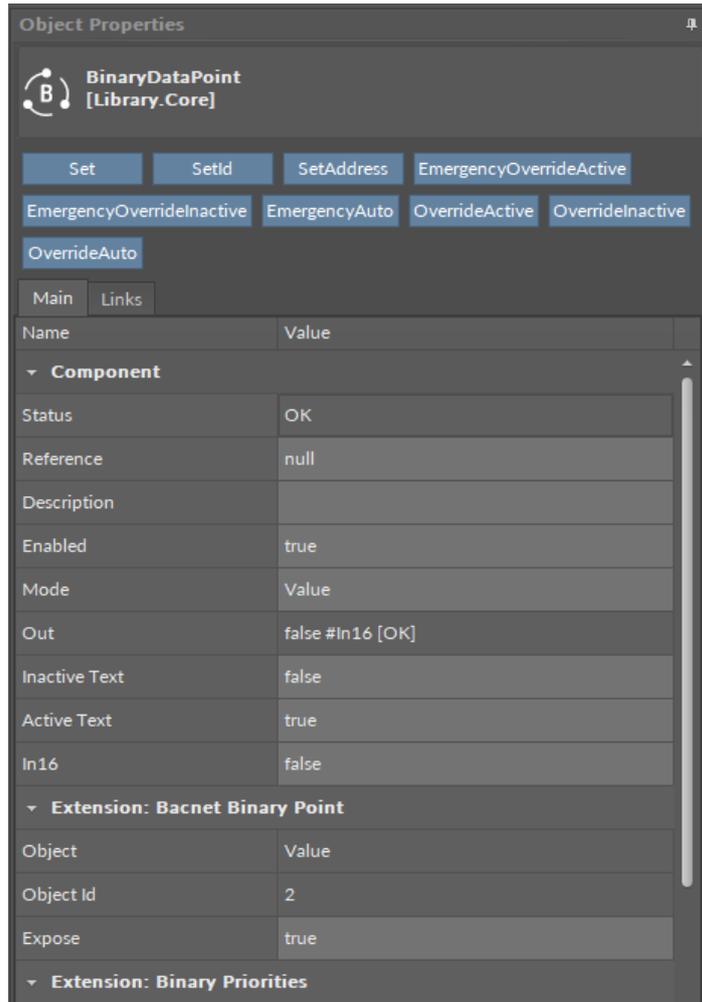


Figure 63. Accessing actions in the Object Properties window

If the action requires entering parameters in the component, for example, setting values, the iC Tool will ask for values on a separate pop-up window.

6.3 Renaming Components

A Rename option selected on the component's context menu allows changing its name. The Rename pattern defines how the new name for components will be generated. It can include some constant literals with special placeholders embedded.

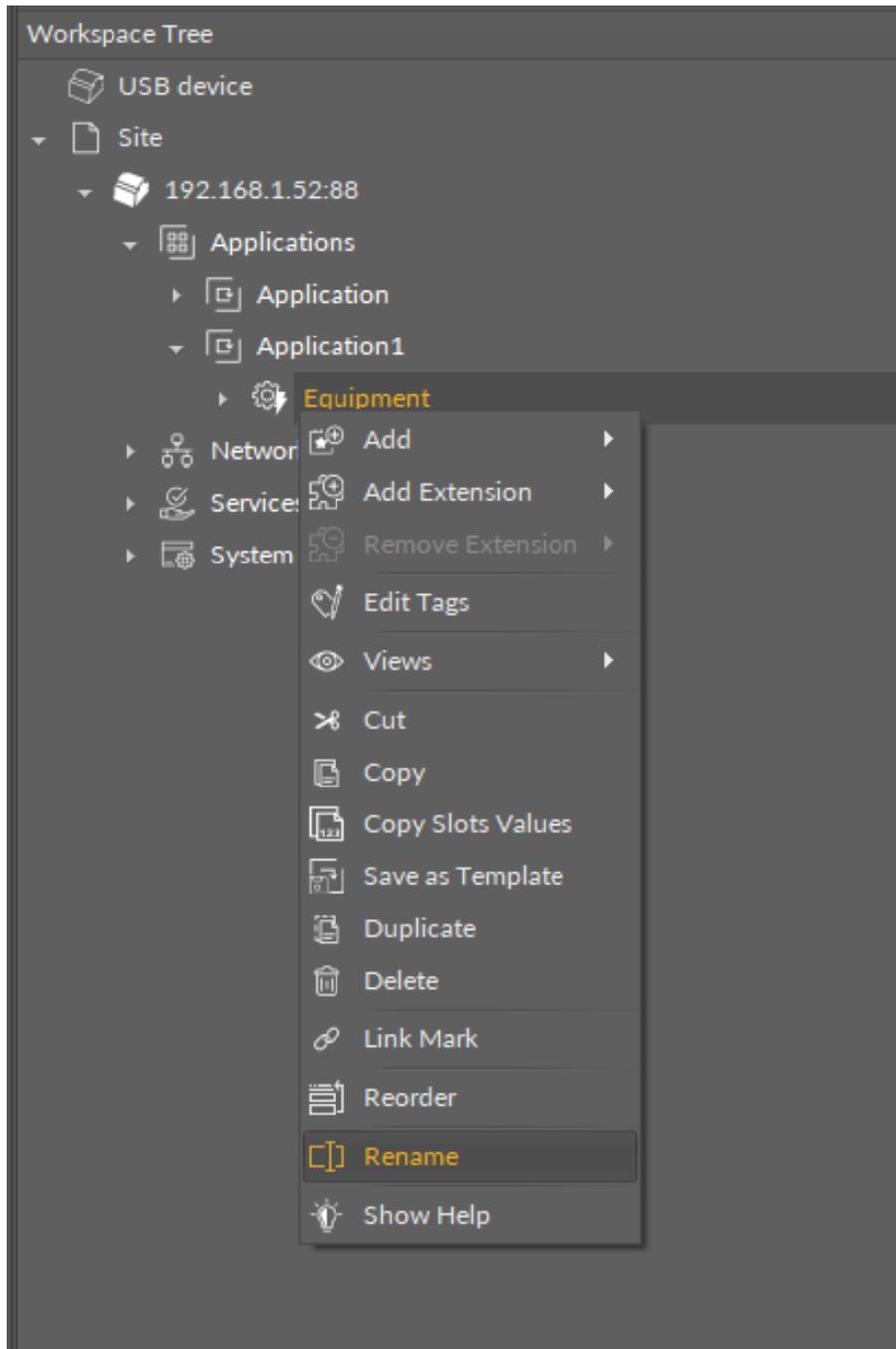


Figure 64. Renaming component

6.4 Reordering Components

While working in the iC Tool, the order of components under a parent component is automatically set based on the ID number. The user sees components in the order they were added to the application and, mostly, there is no need to change the order to ensure proper work of the controller. However, for the purpose of applications where timing and order of operations are critical or LCD displays (Sedona devices, for example, the AAC20-LCD controller), there is an option to reorder added components.

6.4.1 nano EDGE ENGINE Devices

Reordering in the nano EDGE ENGINE devices works in the Applications container. The option is available in the context menu of the Application and Equipment/Folder components.

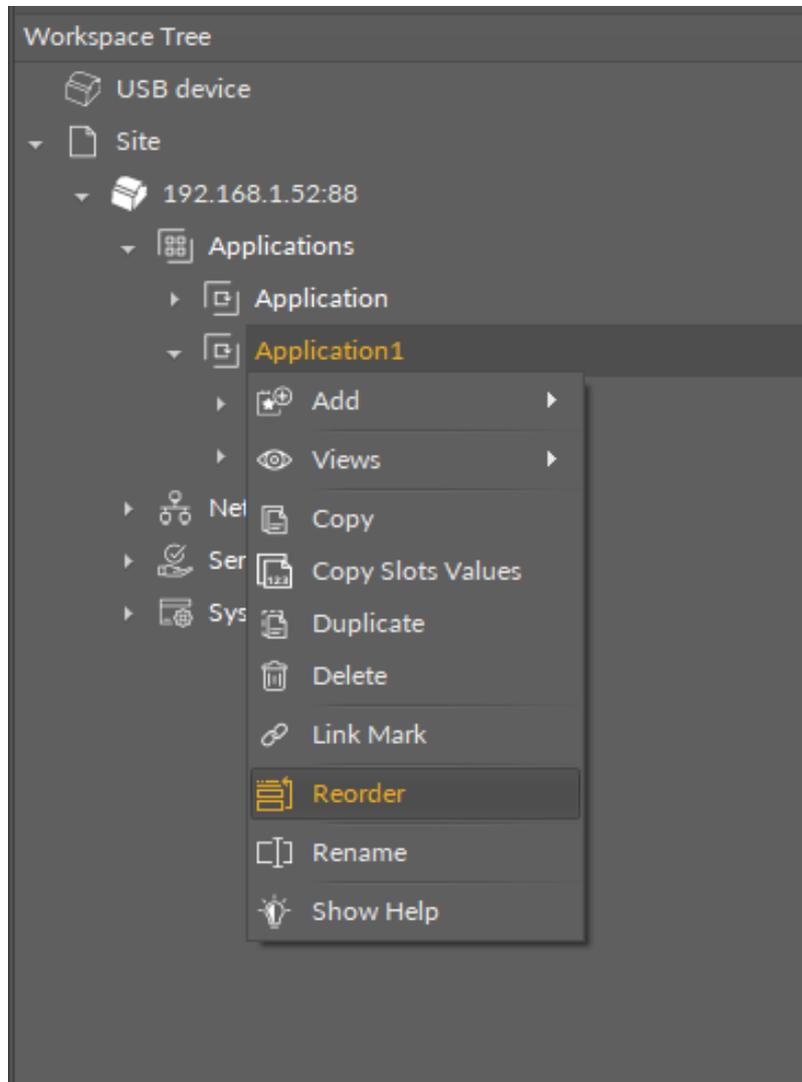


Figure 65. The Reorder option on the Application component

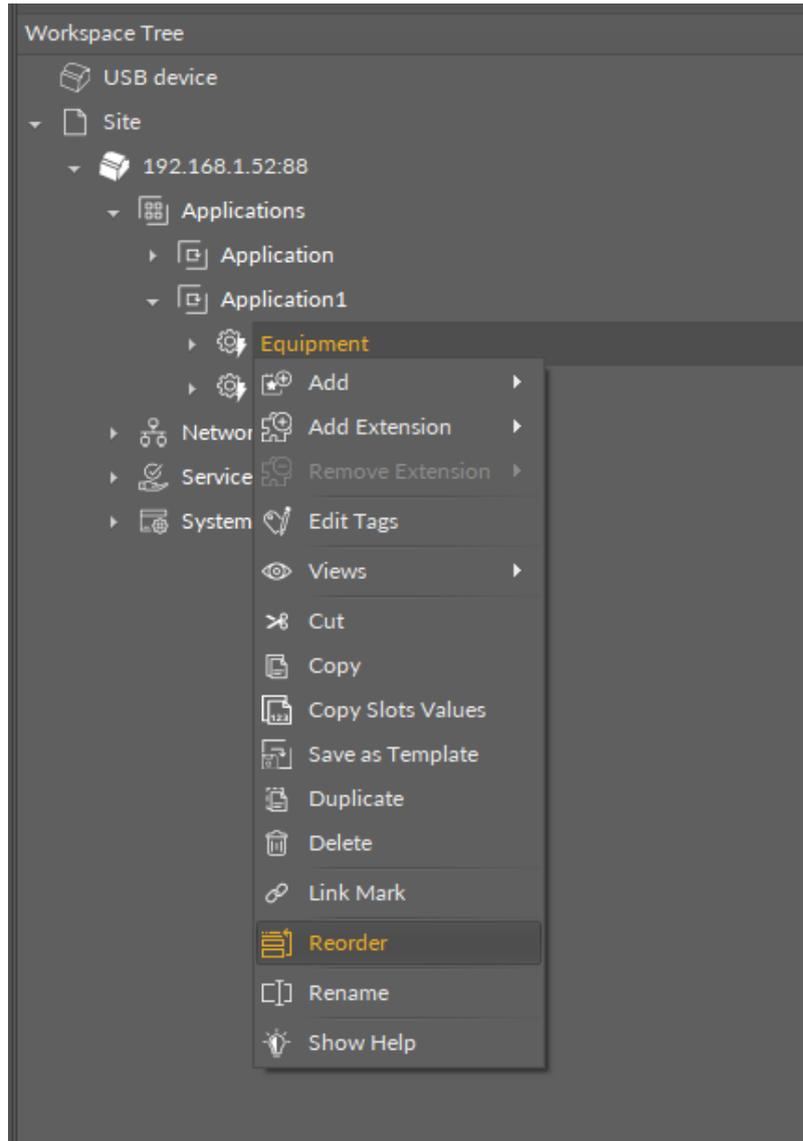


Figure 66. The Reorder option on the Equipment component

After invoking the Reorder option from the context menu, the dialog window pops up.

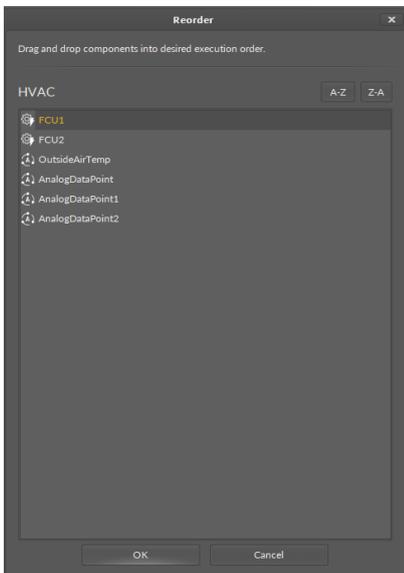


Figure 67. Original order

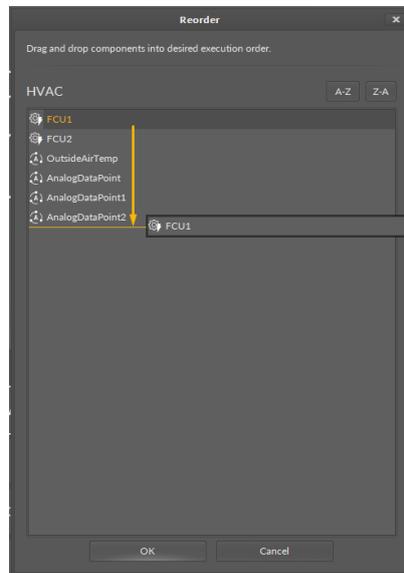


Figure 68. Reordering (drag-and-drop)

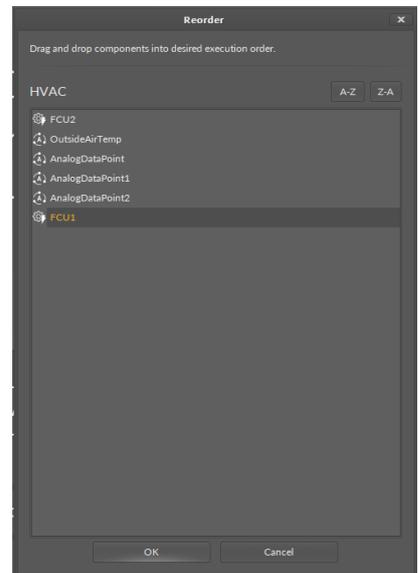


Figure 69. Reordered components

In the dialog window, all components added under the Application/Equipment component are listed.

Note

If the reordering is invoked on the Application component, which includes other components grouped inside the Equipment components, only the Equipment-level components will be listed and available to reorder (as depicted on the figure above). To reorder components under the Equipment component, invoke reordering on the Equipment component directly.

To reorder components, drag and drop them to a required position. Confirm reordering with OK.

6.4.2 Sedona Devices

Building a text interface for the LCD display controller is a case, where the order of components allowing to show text information on the LCD display is important. The order of components is the basis of the look (order) of information shown on LCD display.

In the iC Tool it is possible to define the order of components within a parent the following way:

In the Workspace Tree or Property Sheet view, or the Driver view (each view where the components are shown) select a component (parent) with children (other components), which will have their order changed. On the figure below the component (parent) is Local_DI.

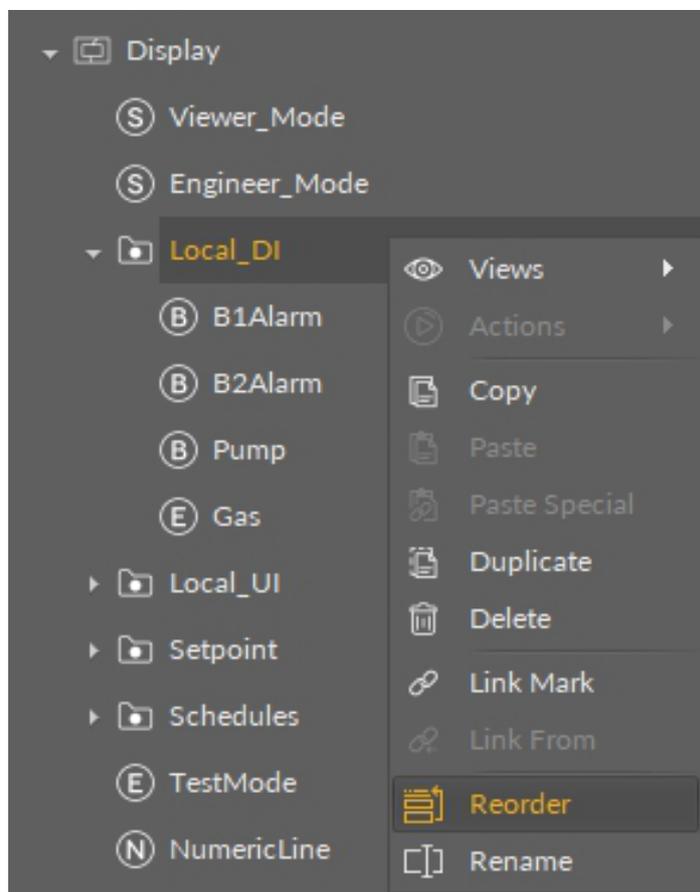


Figure 70. Reordering components from a context menu

Choose a Reorder option from the context menu, which results in opening a pop-up window allowing the order to be changed. On the figure below the Pump component is being reordered. It is moved by drag&drop to the beginning of the list.

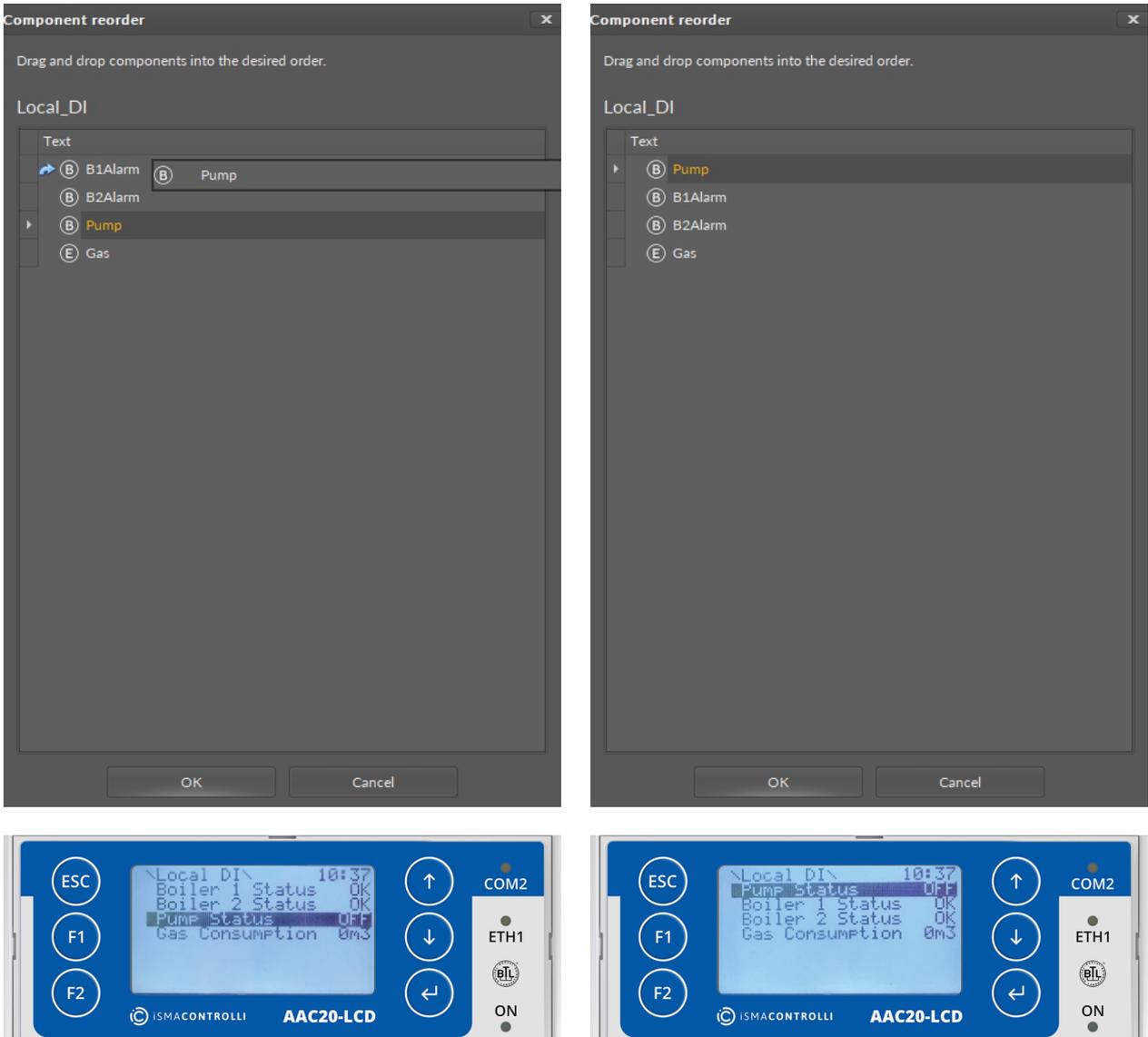


Table 2. Reordering components effective on the AAC20 LCD display

Warning!
 In case of using the Reorder function on a childless component, the same Reorder function will be used for the parent of the selected component. This allows using the Reorder function by selecting one of the components which will be reordered (provided it has no children).

When the components order changes are done, they need to be confirmed in a pop-up window by clicking an OK button. New order of the components is instantly sent to the controller, which is also illustrated with the order change in the Workspace Tree and other views showing components.

6.5 Context Menu

A basic way of initiating global functions is using a context menu opened on the components of interest.

The context menu is displayed after selecting a component or link and right-clicking it.

The context menu content depends on the type of object, which has been selected. The menu's content will be different for one component or link, different after selecting many components or many links, and different when components and links are selected together at the same time.

Only active options are displayed in the menu, for example, if no component or values have been copied, the Paste option will not be displayed.

The options available in the context menu for a component are the following:

- **Add:** allows to add components in the Applications and Networks containers (active only for the nano EDGE ENGINE devices);
- **Add extension:** allows to add an available extension to a component (active only for nano EDGE ENGINE devices);
- **Remove extension:** removes a component's extension (active only for nano EDGE ENGINE devices);
- **Views:** allows to display component's data in one of the defined standard views (Wire Sheet, Property Sheet), or in other views if they are available for a particular component;
- **Actions:** shows a list of actions that may be evoked for the given component (such as Override or Set actions);
- **Cut:** (shortcut Ctrl+X) removes a selected component from an original location and allows it to paste (or paste special) in a new location (applicable only within the Applications container);
- **Copy:** (shortcut Ctrl+C) remembers and copies a selected component along with all its properties, settings, and links information;
- **Copy Slots Values:** copies all slots values from a selected component (without links) (active only for nano EDGE ENGINE devices);
- **Save as Template:** (active only for nano EDGE ENGINE devices);
- **Paste:** (shortcut Ctrl+V) pastes a previously remembered component into a specific place and possibly recreates internal links;
- **Paste Special:** same as the Paste option, plus recreating of incoming external links, if possible;
- **Paste Slots Values:** pastes previously copied slots values to a component of the same type as the source component, for example, slots are copied from the Loop component and pasted into another Loop component (active only for nano EDGE ENGINE devices);
- **Duplicate:** (shortcut Ctrl+D) duplicates the selected components in the same location;
- **Delete:** (shortcut Del) removes the selected components;
- **Link Mark:** allows to define the component from which a link will be led;
- **Link From:** allows to define the component to which a link will be led;
- **Reorder:** allows to reorder components in the Workspace Tree;
- **Rename:** allows to change a component's name;
- **Show Help:** opens a help online web page for a selected component (active only for nano EDGE ENGINE devices).

The figure below shows the context menu, which appears after right-clicking a single component. Options Paste and Paste Special are inactive because a Copy option has not been used. Similarly, Link From option is inactive because the source component for a link has not been defined by a Link Mark option.

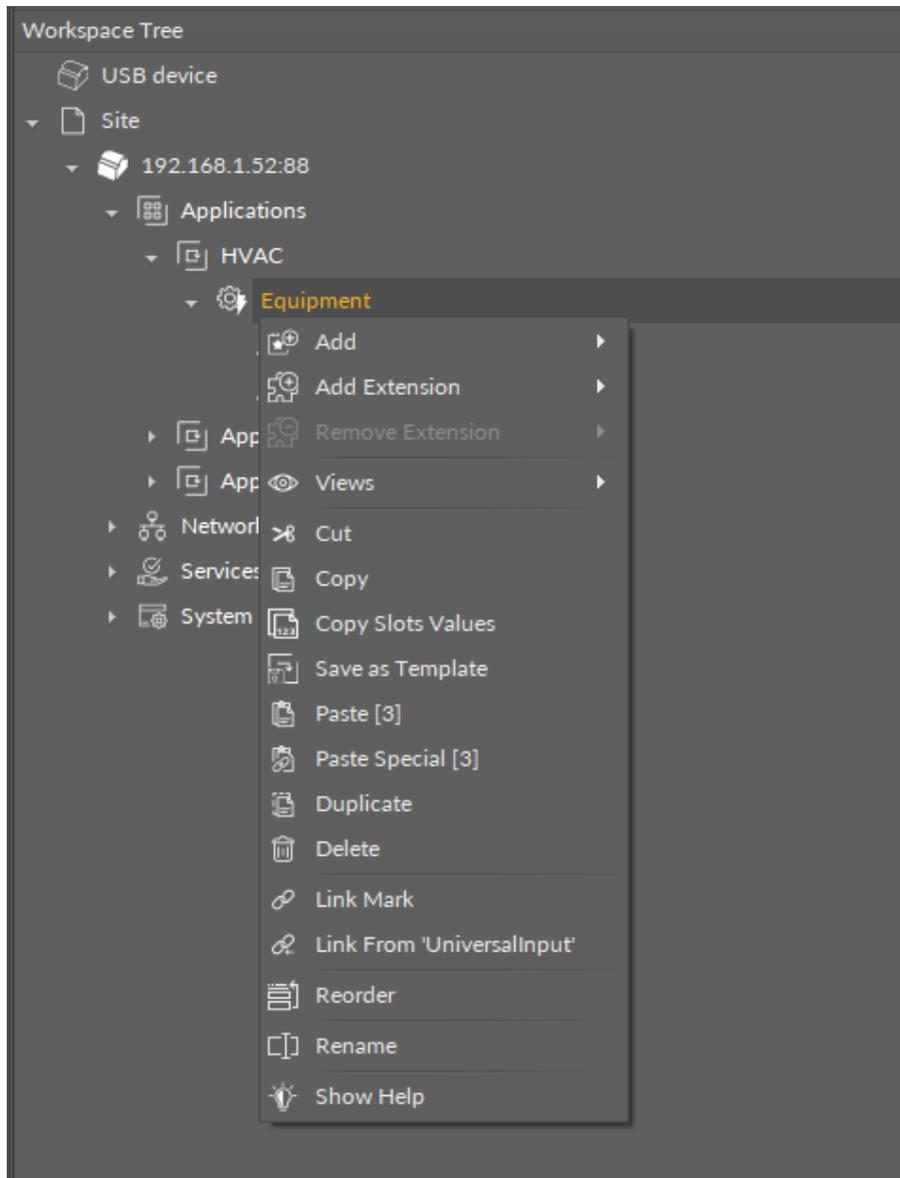


Figure 71. Context menu of a component

For links, the context menu appears after right-clicking a link. Apart from removing it, no other operation can be performed on a link.

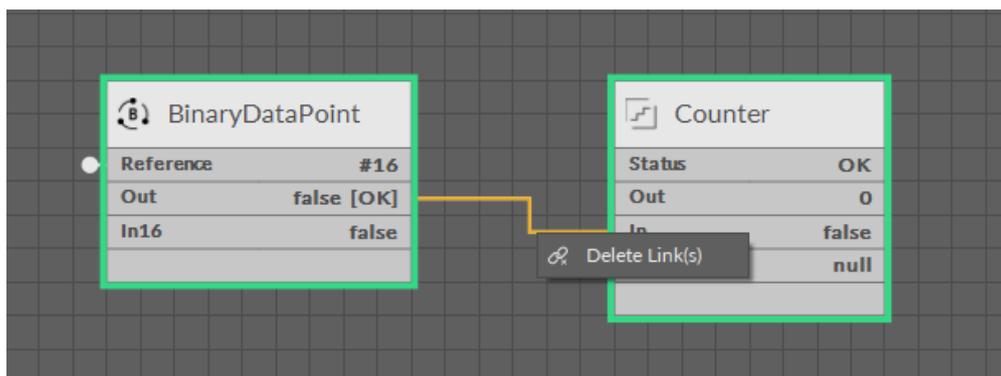


Figure 72. Context menu of a link

After selecting many components or mixed objects (component with link) most of the options are inactive because the iC Tool cannot perform operations on many objects simultaneously. Options available in this case will be Add, Copy, Save as Template, Duplicate, Delete, and Rename, which will be performed on all selected objects.

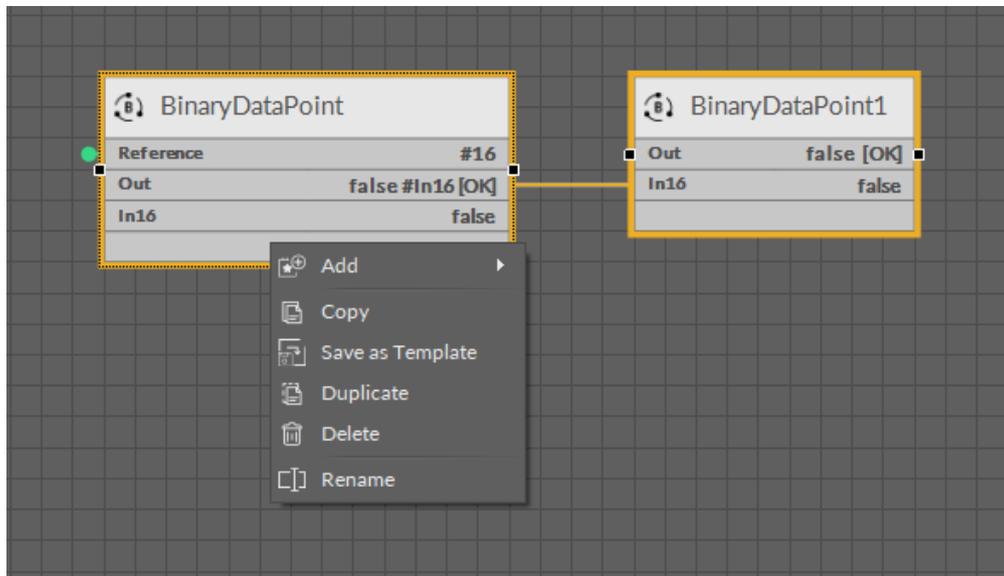


Figure 73. Context menu for multiple and mixed objects

7 Navigation and Windows

7.1 iC Tool Windows

A structure of the iC Tool is based on windows with varying functionalities, which altogether allows for user-friendly programming of devices. The basic structure of windows is shown on the figure below.

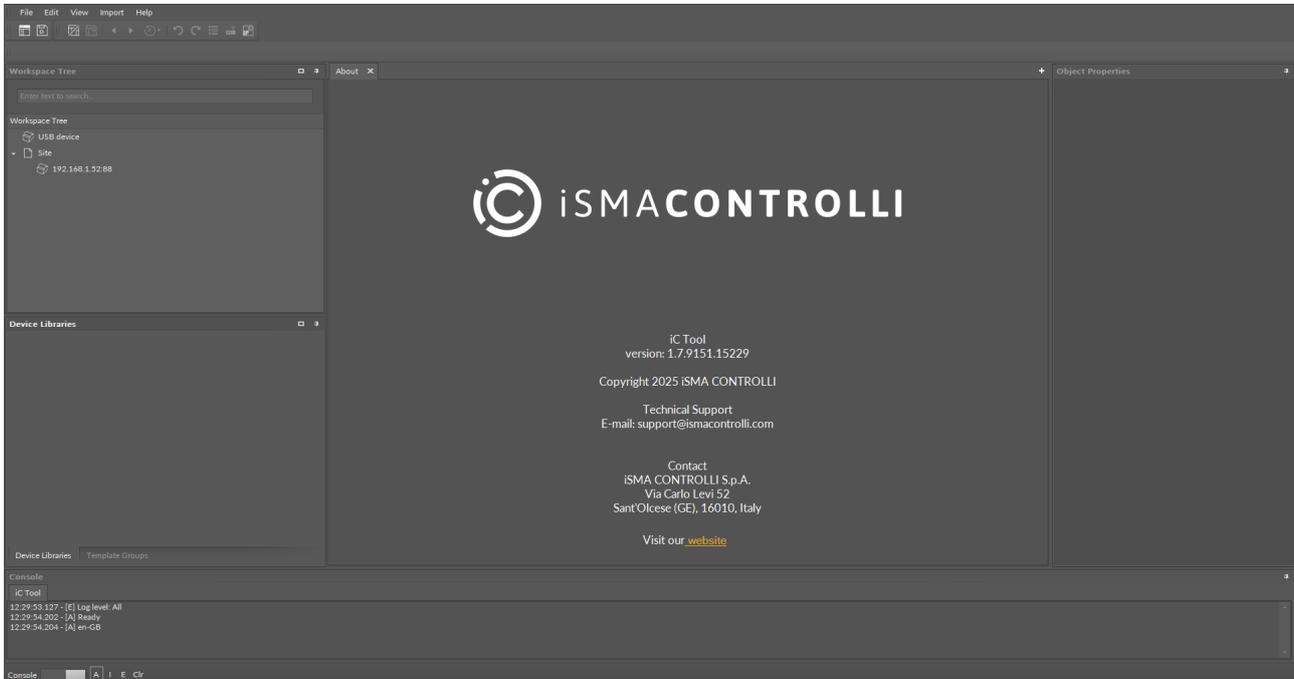


Figure 74. iC Tool initial window

The above look presents an initial set of iC Tool windows. Next opening and updates of the program will remember the window settings changed by the user in accordance with his preferences.

In the default settings of the iC Tool, the upper left side of the screen is occupied by a Workspace Tree window. Below is a Device Libraries/Kits window showing current libraries/kits of a connected device. Central part of the screen is occupied by a Main screen, a space where the application's views are shown on tabs, which is discussed further. After the iC Tool is opened, the Main screen shows program information shown on the figure above. On the right side of the Main screen there is an Object Properties window. A Console window is by default minimized. It is accessible as an expandable tab in the bottom left corner of the iC Tool.

Additionally, besides the mentioned windows, the iC Tool screen shows a menu and a toolbar, a window with component path, and a capacity identifier.

The window with an component path is by default set below the main menu and toolbar. It can be moved to the bottom, or to the left or right margin by changing the path text to the vertical one.

The suggested window position in the iC Tool can be modified freely by dragging, resizing, and fixing views relative to each other.

7.1.1 Start Screen for nano EDGE ENGINE Devices

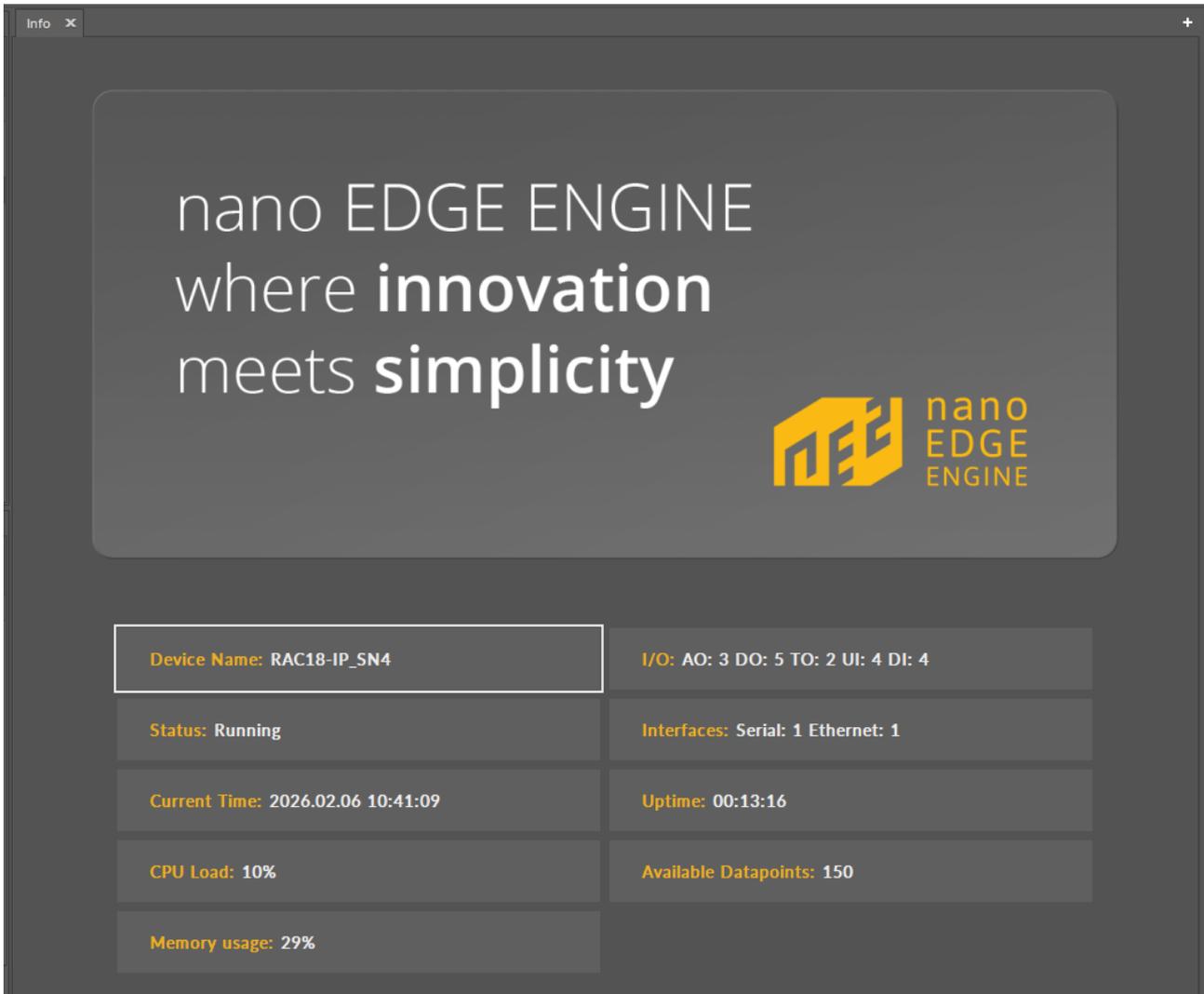


Figure 75. iC Tool start screen

Once the iC Tool connects with a nano EDGE ENGINE device, a start screen is displayed. It provides basic information about:

- device name;
- I/O,
- status,
- interfaces,
- current time,
- uptime,
- CPU load,
- available Data Points,
- memory usage.

No specific start screen is displayed when connecting to a Sedona based device.

7.2 Windows Adjustment

The iC Tool allows a completely free setting of the views and windows. Free distribution allows specific windows to be visible non-stop or hide automatically. These settings apply to the windows such as the Workspace Tree, Device Libraries/Kits, or Object Properties. It

is possible to move the window outside of the iC Tool software to the other connected screen—the only exception here is the Main screen window, which cannot be moved to the other connected screen.

To move any window into another part of the screen, it needs to be grabbed by the header and dragged into a new location. The figure below shows moving of the Device Libraries window. While moving the window, special controls appear to facilitate proper placing of the window in relation to the remaining windows in the view.

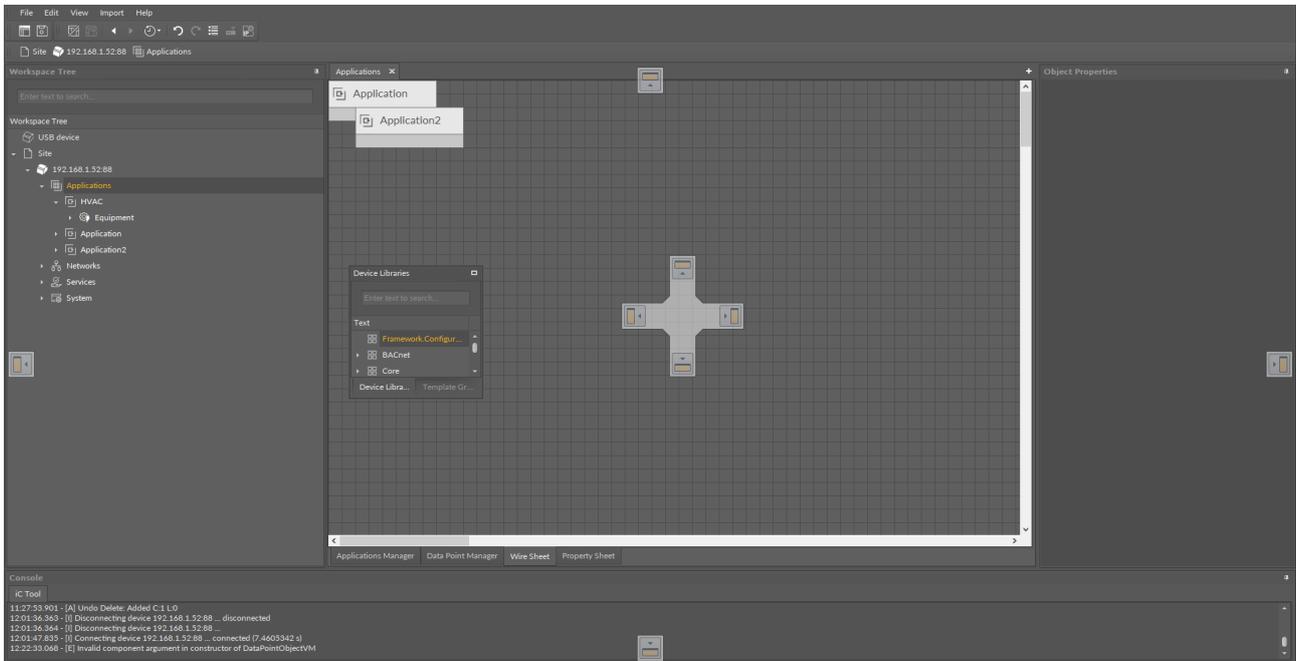


Figure 76. Windows adjustment controls

As a result of changing the windows position, it is possible to adjust them according to individual needs. On the figure below, the Workspace Tree window has been moved above the Main screen, and the Device Libraries window has changed its position from the left side to the right.

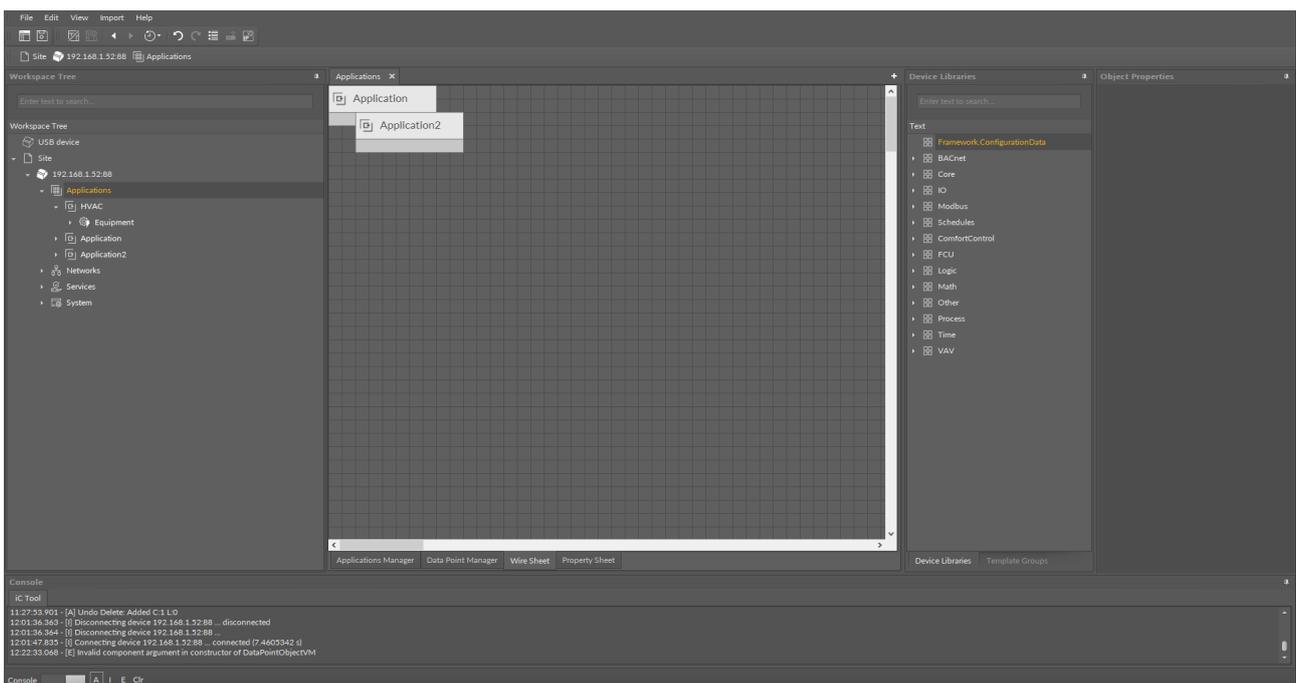


Figure 77. Rearranged windows

The iC Tool offers a quick extension of the Main screen to the whole area thanks to automatic minimizing of the remaining windows. To temporarily enlarge the Main screen, press the Hide panels icon (third one from the right) on the toolbar under the main menu, as it is depicted on the figures below showing the iC Tool before and after the enlargement of Main screen. In order to restore the full view of all windows, either press the icon again or press the next Restore previous panels set icon.

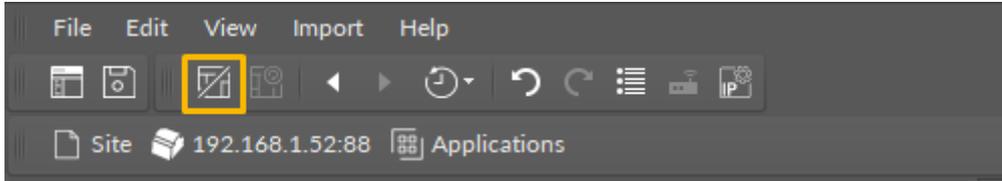


Figure 78. Hide panels button



Figure 79. Temporarily enlarged main screen

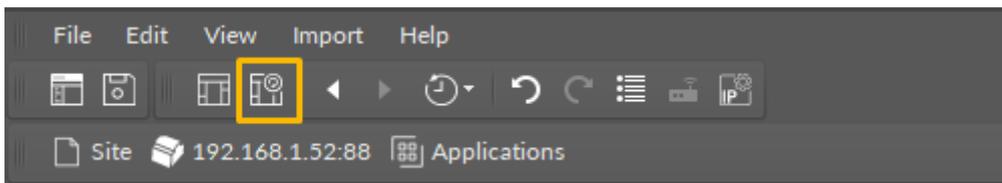


Figure 80. Restore previous panels set button

7.3 Main Screen

The main workspace (Main Screen), where the application is created, is the middle, biggest window of the iC Tool. Here, the functional views are available in tabs: the Wire Sheet, Property Sheet, and Slot Sheet (only for Sedona devices).

Navigating between many views in the Main Screen is performed by selecting a proper tab placed at the bottom of the window.

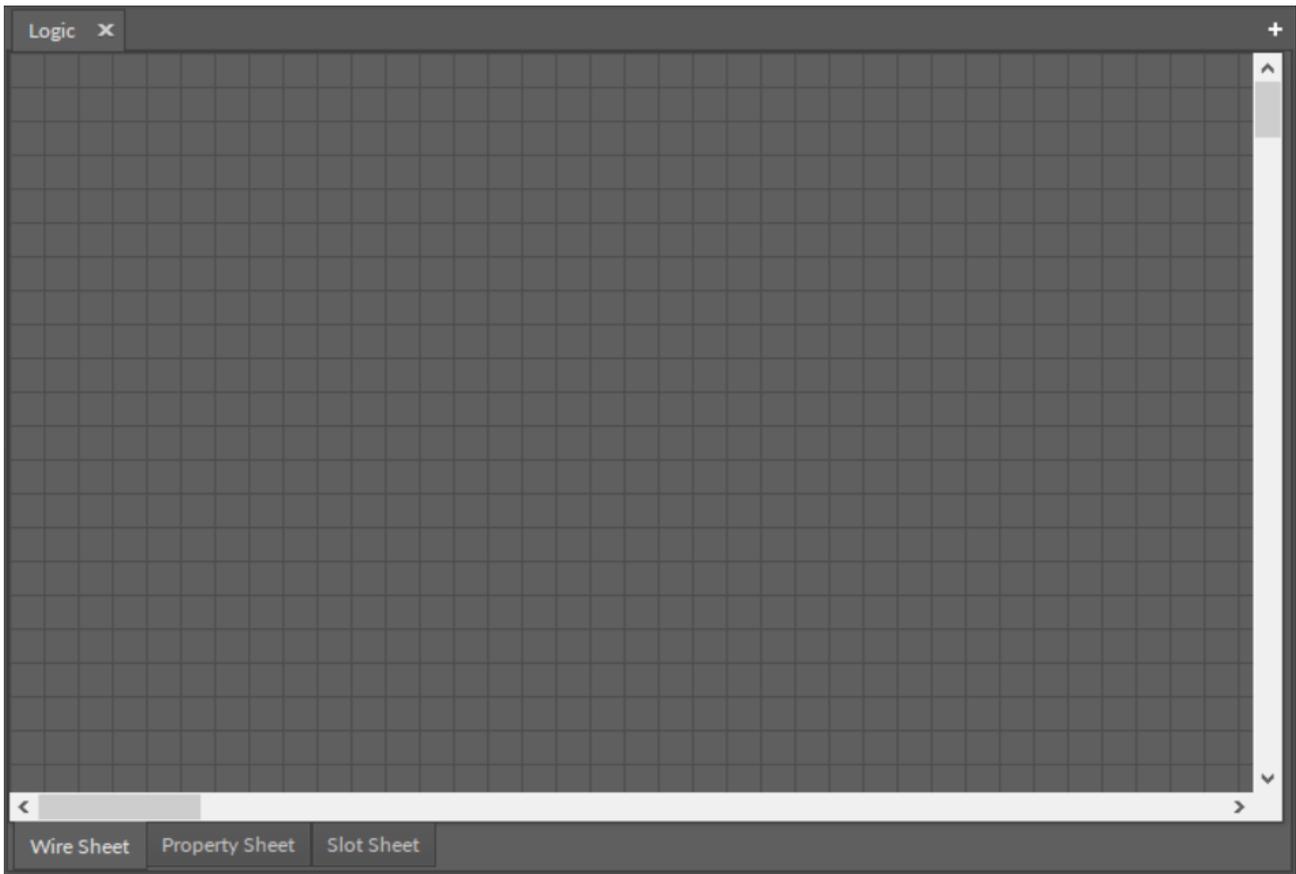


Figure 81. Main Screen window (Sedona devices)

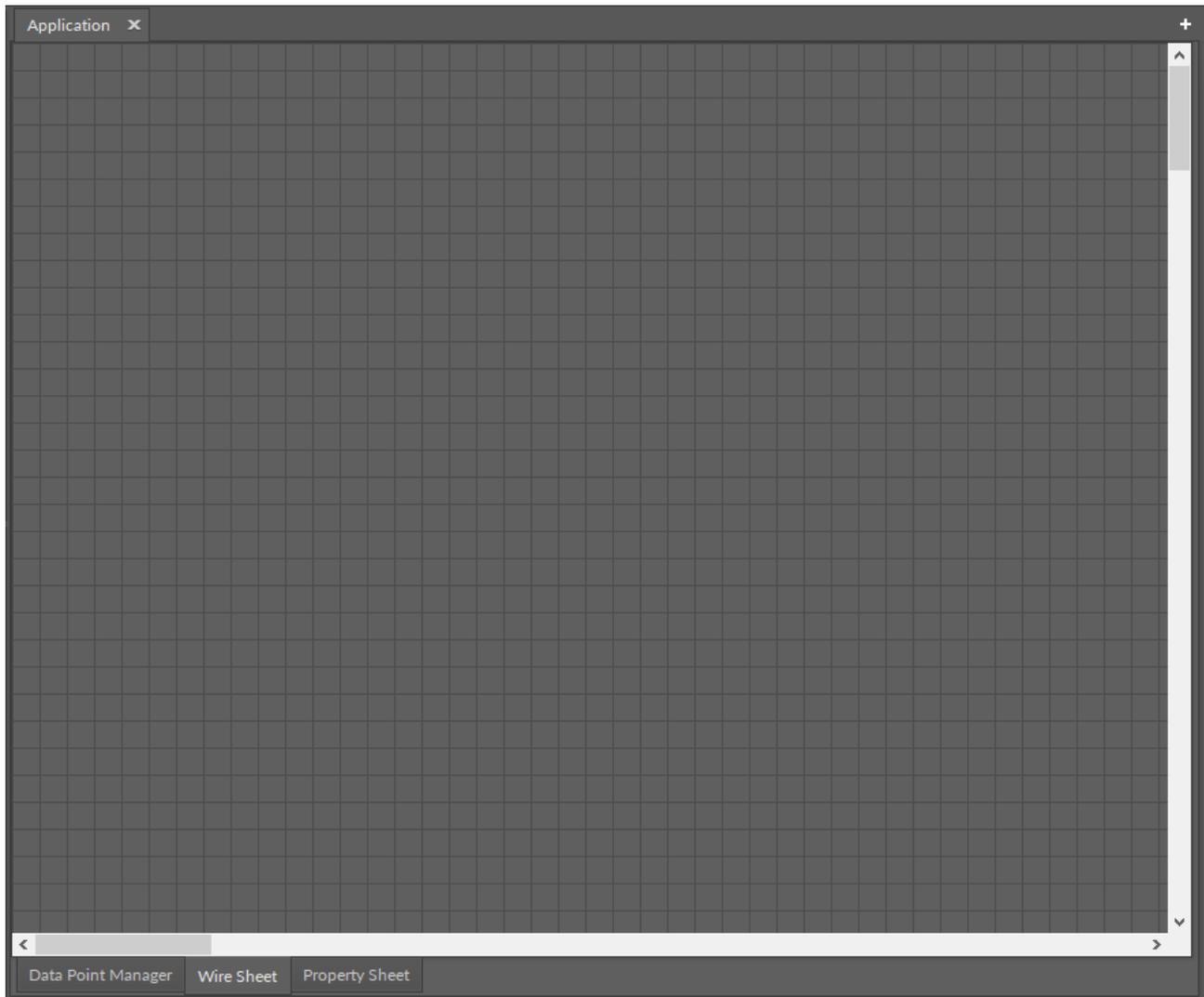


Figure 82. Main Screen window (nano EDGE ENGINE devices)

To show the component data in the Main screen it is necessary to:

- Double-click a component of interest, which opens in the Main Screen; once the user opens and saves a view for a component, it is remembered, and next time the component is opened in the Main Screen last-remembered view.
- Open the context menu of a component, hover over the Views option, and choose a required view from the menu. For most components in nano EDGE ENGINE devices, there are two views available: the Wire Sheet and the Property Sheet; for Sedona devices there are three available views: the Wire Sheet, Property Sheet, and Slot Sheet.

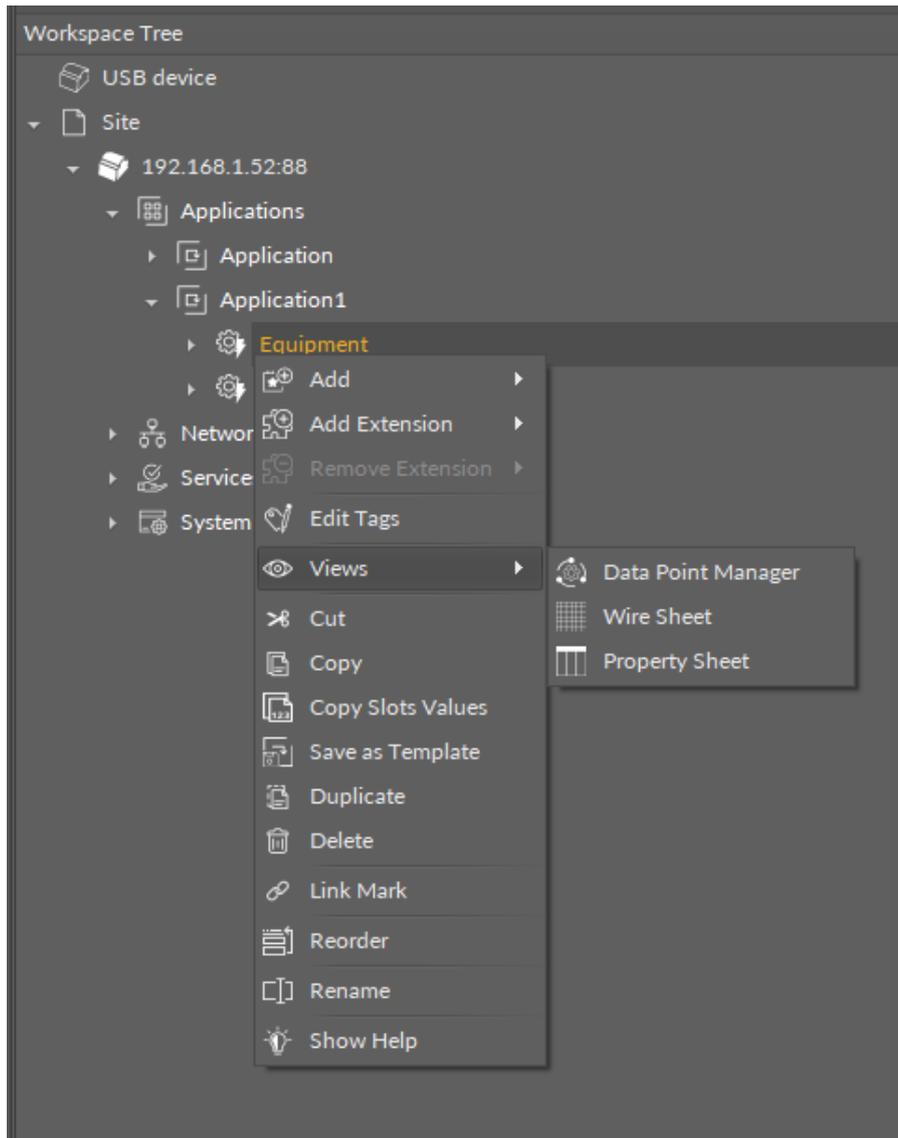


Figure 83. Context menu views options (for the nano EDGE ENGINE device)

7.3.1 Switching Between Tabs

Once the view is opened in the Main screen, switching between views is possible by selecting a proper tab in the bottom part of the window. The change of view is automatically remembered as a view dedicated for a particular component type.

In case one component is opened, choosing another component to edit (using methods described above) replaces all views with data saved earlier for the newly opened component. The default view is the one, which was used recently, or is set by default for the type of component opened.

In order to avoid replacing the data in the tabs, there is a concept of a workspace environment—a new tab, allowing to work on a few components independently, without switching the data in the tabs. To open another, independent tab, use key combination—Ctrl+T, or press an icon +, available in the right corner of the tabs bar in the upper part of the Main Screen window.

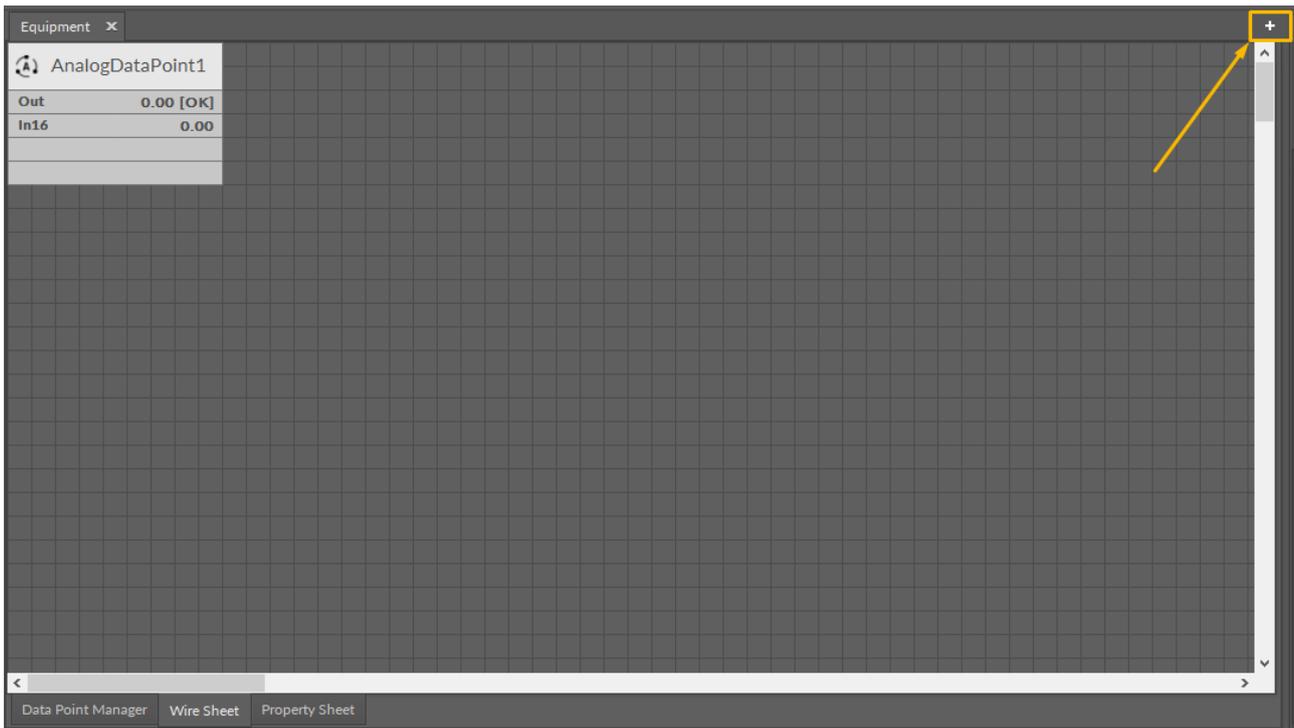


Figure 84. Opening an independent tab

7.4 Workspace Tree

A Workspace Tree, also known as a project tree, is a window designed to work with devices. Thanks to a hierarchical structure of the tree, it is easy to switch between the devices and their components. It is also a place to add/remove the devices and to manage components.

The Workspace Tree is designed to navigate the projects and devices defined for them. For each project, it is possible to define any number of folders and any number of devices inside them. It is recommended that the structure of folders, subfolders, and devices corresponds to their physical placement and/or logical subordination of devices on an object. It makes finding a particular device among a vast quantity of devices fast and easy. The structure of folders, subfolders, and projects, mentioned above, allows to properly locate a specific device in the Workspace Tree. The hierarchical structure inside the device is loaded directly from the device and consists of components.

The Workspace Tree is saved in an .itw file in a specified location [home\Workspaces]. The user can save the Workspace Tree under a defined name in a specific location. The .itw (Workspace) file stores the whole structure of the Workspace Tree including devices names and their addresses. This allows to save many projects in one .itw file, or otherwise, each individual project in a separate .itw file.

A file with the .itw extension is an .xml file, and contains sensitive data, such as device IP addresses and their passwords if the user issued a command to remember them. Due to an obvious threat of exposing such data, the iC Tool codes sensitive data automatically, preventing their exposure to third parties.

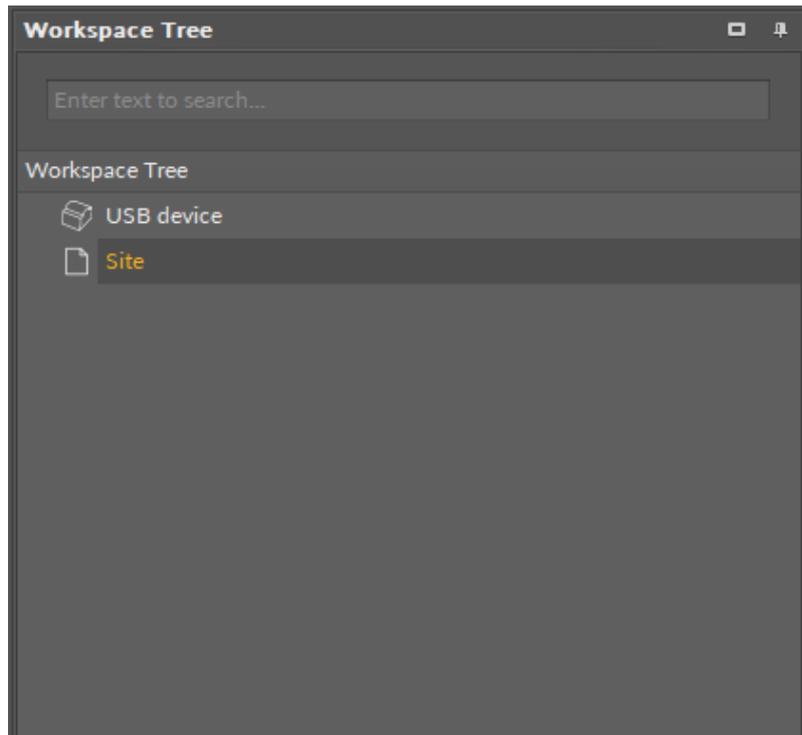


Figure 85. Initial project in the Workspace Tree

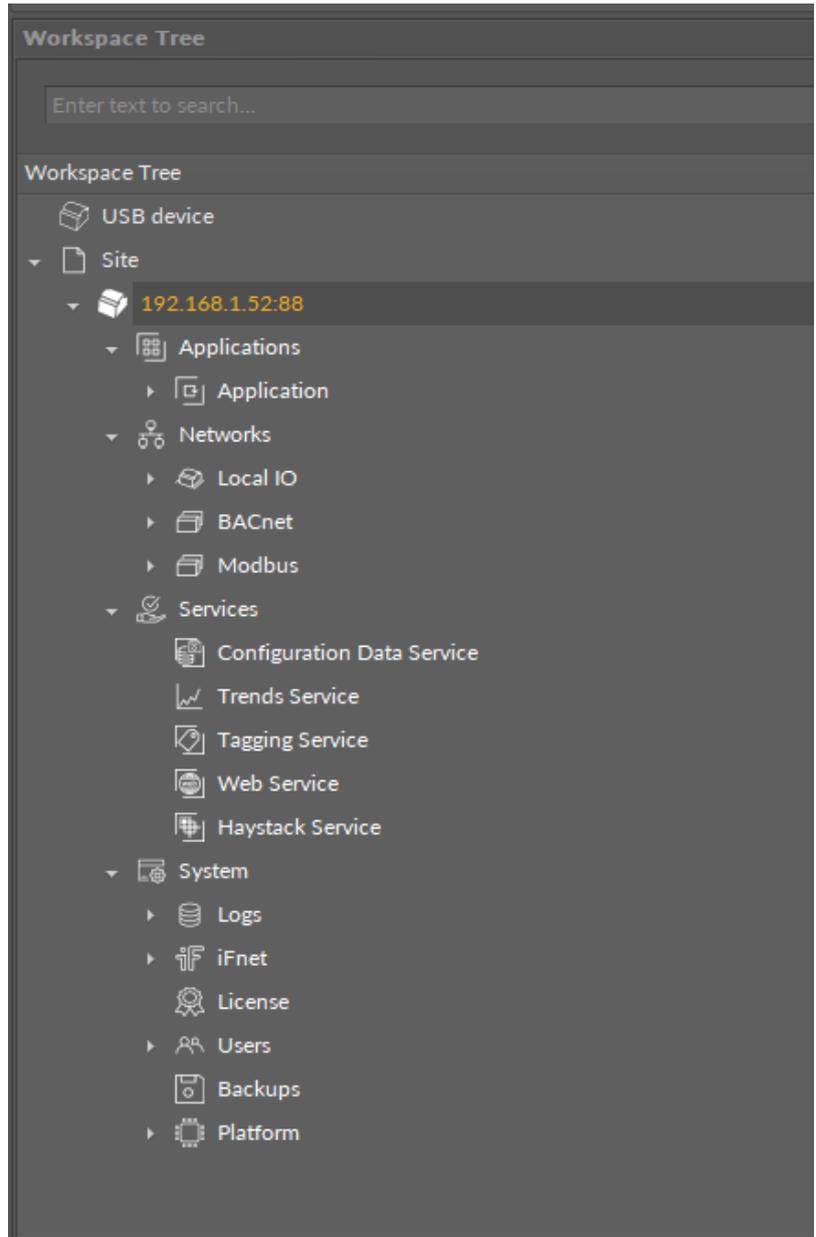


Figure 86. Workspace Tree structure in the nano EDGE ENGINE device

7.4.1 Editing of the Workspace Tree Elements

For folders, subfolders, and the main element–project, opening the context menu provides the following options:

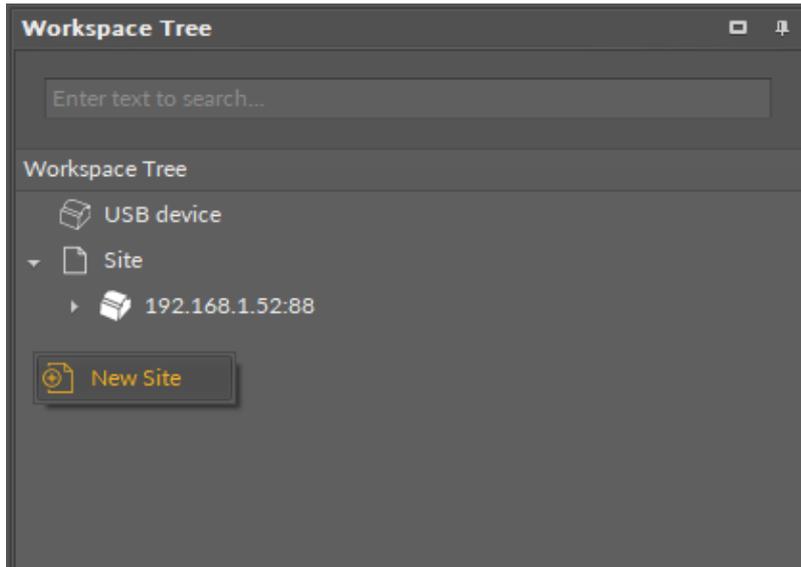


Figure 87. Adding new site in the Workspace Tree

- **New Site:** creating a new project independent of the others (right-click on empty space in the Workspace Tree);

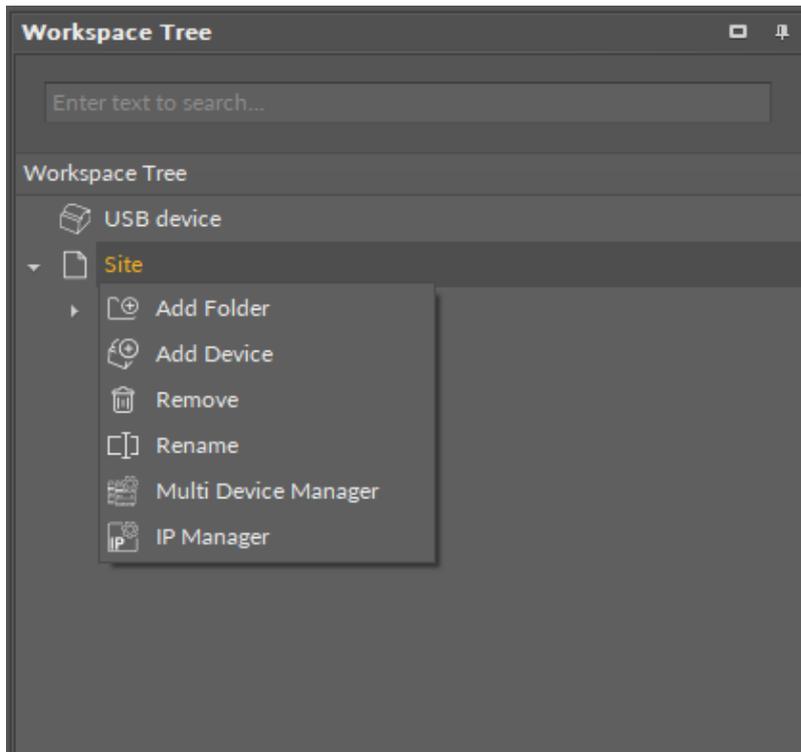


Figure 88. Workspace Tree editing options

- **Add Folder:** adding a folder under the selected folder;
- **Add Device:** opening a device adding window for the selected folder;
- **Remove:** removing the selected element: device, folder, or project from the tree;
- **Rename:** renaming the site.

Warning!

Removing a superior folder or project removes all subfolders and items that were structured under it, upon confirmation of operation. In the situation shown on the figure, removing the project will result in removing the device from the project, but the device contents will not be deleted.

The iC Tool software supports UTF8 symbols in most of the places in the project. It is therefore possible to use native letters to lay out the project in a convenient way:

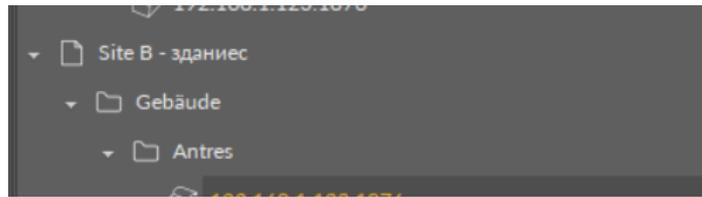


Figure 89. Use of native letters example

Any name can be given to a project, folder, or even device. For this purpose select and click an object, which then becomes editable, or select an object and press the F2 key.

Tip

Use an F2 key to rename an object.

The device components, which can be used to program the application, are shown on the Workspace Tree, under a device. If a selected element of the tree has other elements under it, i.e., inferior elements, issuing a command to a the superior component impacts all the subject elements as well, due to a hierarchical structure of the tree. This involves the Delete function—deleting the superior element deletes all the inferior elements.

It is possible to select many elements at once by using a Ctrl or a Shift key the same way as in the Windows Explorer (selecting elements with a Ctrl key pressed allows to select elements one by one, not in a consecutive manner; selecting elements with a Shift key pressed allows to select consecutive elements).

Warning!

To save any modifications in the Workspace Tree hierarchy or to save its naming (not applicable to device tree), the Workspace Tree needs to be saved using a Save or a Save as option available in a File menu or corresponding button on the toolbar.

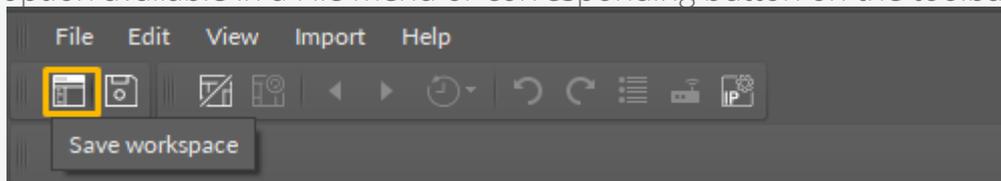


Figure 90. Save workspace button

7.4.2 Adding and Connecting Device

Before adding and connecting a device in the iC Tool, make sure that a correct connection to the PC is established:

- Ethernet connection (network or direct);
- RS485 connection (network or direct);
- USB connection (only for nano EDGE ENGINE devices, direct).

Adding Device

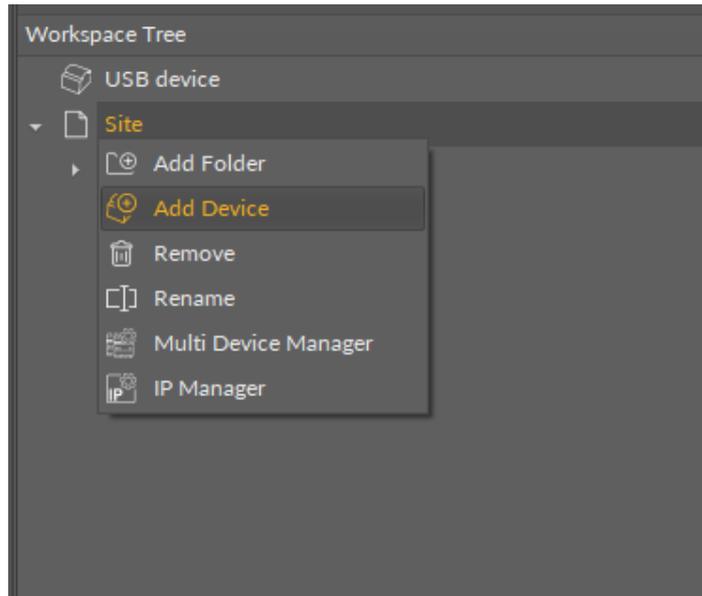


Figure 91. Adding the device

To connect the device, it needs to be added to the Workspace Tree: right-click anywhere in the Workspace Tree window, and add a new project from the context menu (in case the required project is already added, omit this step). Then, right-click on the project, and select the Add Device option from the context menu, which opens a dialog window allowing to configure basic connection data:

- **Type:** displays the type of the device to be connected;
- **Host:** allows to set a device's IP address;
- **Port:** shows a device's port number (port is automatically selected according to the type of the device: 88 for nano EDGE ENGINE devices, 1876 for Sedona devices).

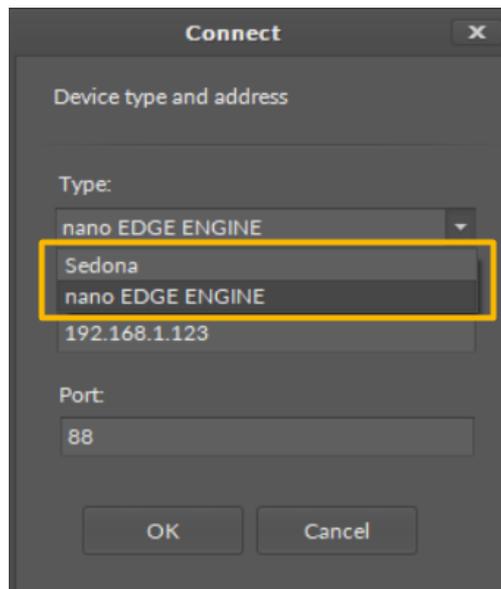


Figure 92. Connection dialog window with drop-down list for selecting a type of the device

Note

Each device has a default IP address 192.168.1.123, which may be later changed in the Platform component for nano EDGE ENGINE devices or the plat component for Sedona devices.

Note

Upon adding, each device shows its default port number:

- 88 for nano EDGE ENGINE devices;
- 1876 for Sedona devices.

Connecting Device

After entering a proper IP address and pressing Enter or OK, a login window appears to enter the username and password.

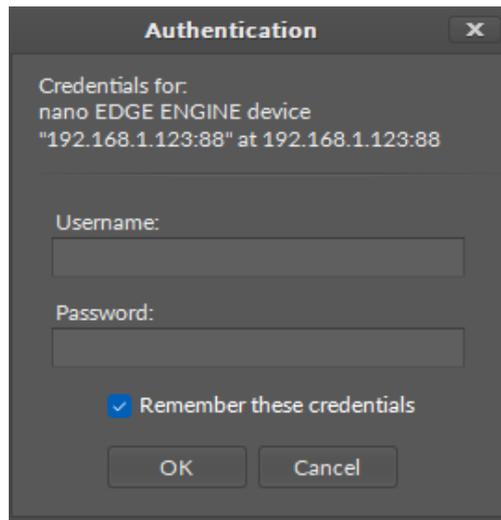


Figure 93. Authentication dialog window

Warning!

Saving credentials is dangerous from a security standpoint. Please avoid storing production system passwords.

If the username and password, needed to connect with the device, are to be remembered, select the Remember these credentials option. The entered data are then saved in the .itw file, which stores the whole structure of the Workspace Tree in a way that prevents access to sensitive data by third parties.

After confirming the entered authorization data by pressing Enter or OK button, the iC Tool begins the process of connecting and reading the components tree for the device. After a correct connection with the device, its application tree loads automatically in the Workspace Tree. If the device is selected in the Workspace Tree view, the Object Properties Window shows its picture and the most important parameters, such as IP address, serial number, or operating system version number. These parameters are available in this window even after disconnecting the device, which allows offline checking of, e.g., device IP number or its operating system version.

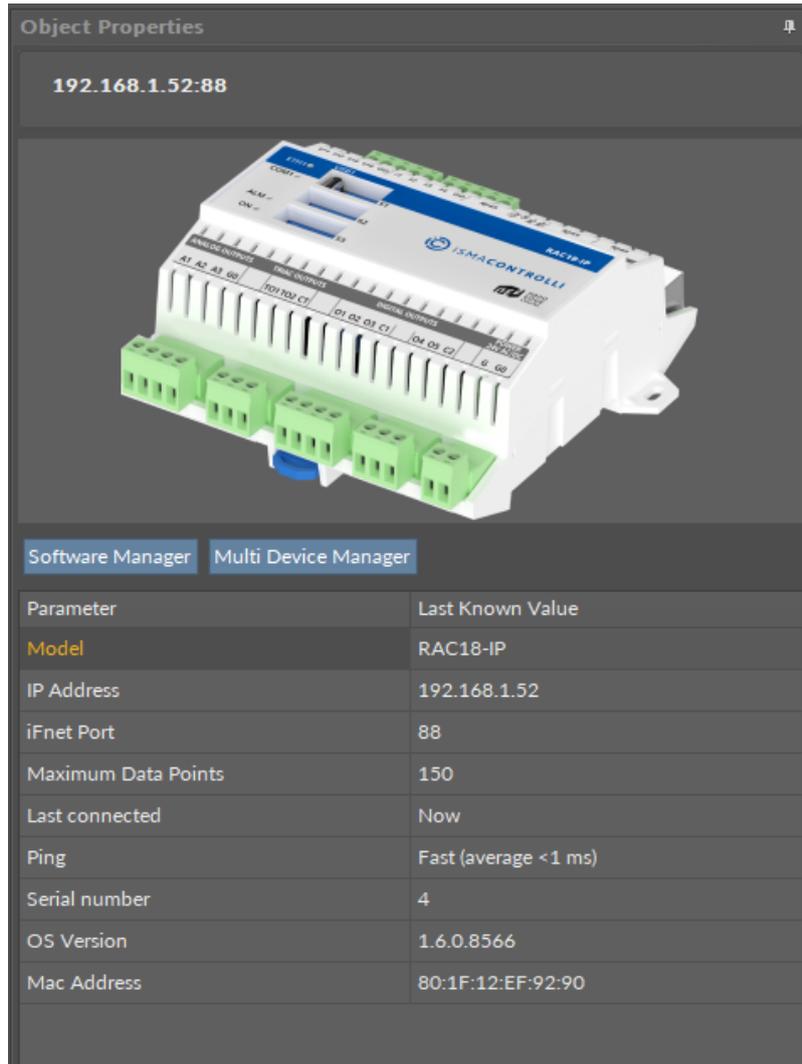


Figure 94. The Object Properties window for a connected nano EDGE ENGINE device

Connecting an Added Device

If the iC Tool is opened, and all the devices are already added to the project, in order to connect the device, right-click it, and select the Connect option from the context menu.

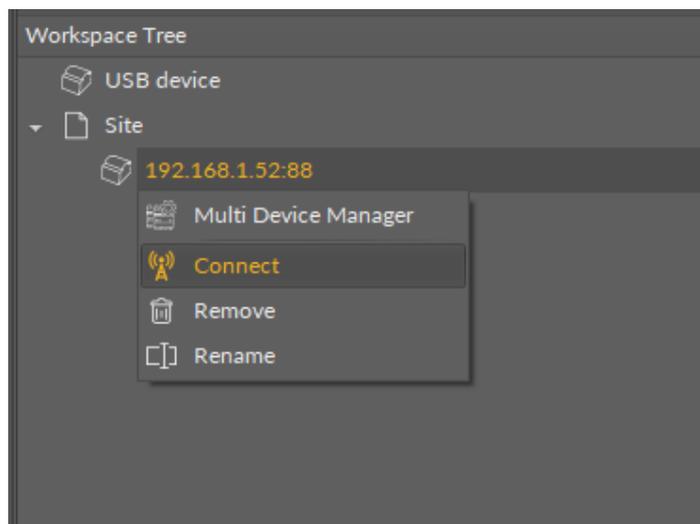


Figure 95. Connecting an added device

Then the Authorization window pops up, either with saved credentials, or ready to fill them in.

USB Device - nano EDGE ENGINE

The USB device is a feature dedicated for the nano EDGE ENGINE devices from V1.7. It allows to connect to the device using the USB cable connection to the PC directly.

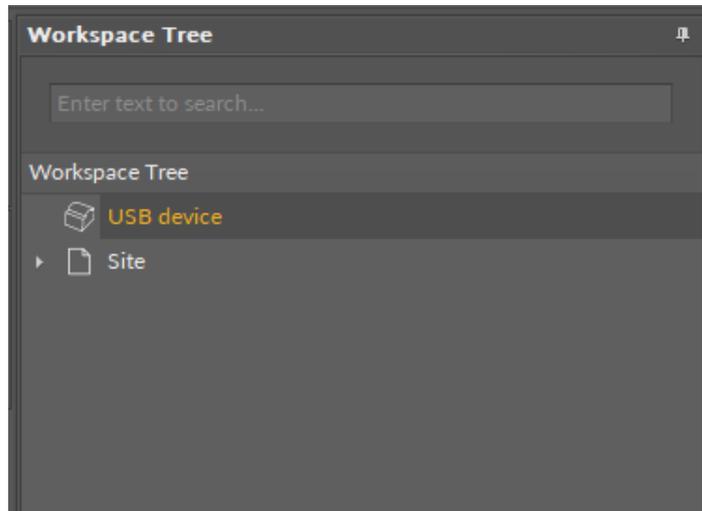


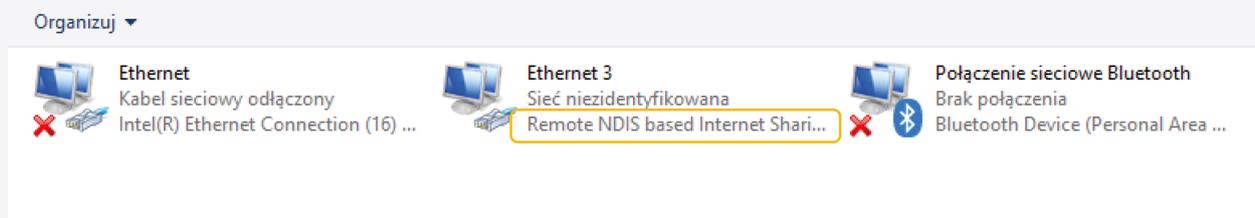
Figure 96. USB device

To connect the USB device, make sure that there is a correct USB connection between the controller and the PC.

Note

It is advisable to check if the PC recognized the connection as the **Remote NDIS based Internet Sharing Device**.

To check the connection, go to the Control panel>Network Connections:



To establish a connection with the device, right-click on the USB device in the iC Tool.

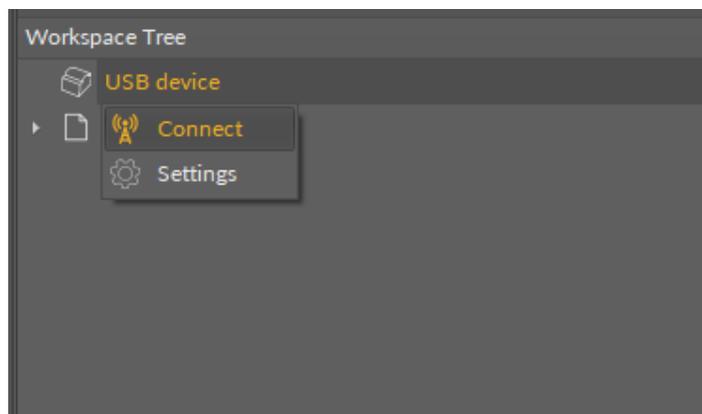


Figure 97. Connect option in the context menu

Next, the Authentication dialog window appears. Type correct credentials of the device.

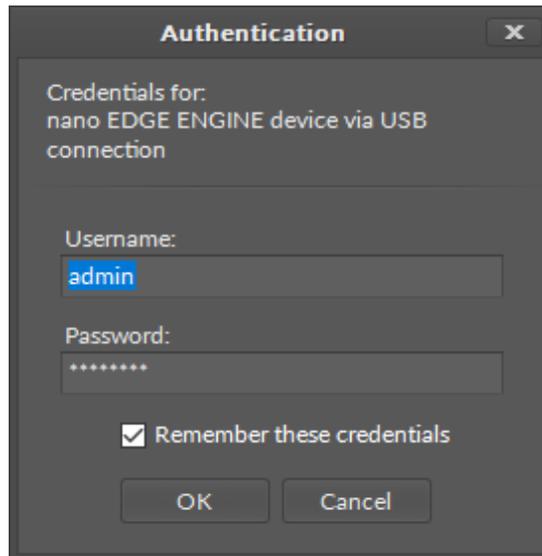


Figure 98. Authentication window

Note

For the default credentials, check the Hardware manual of a relevant nano EDGE ENGINE device on [iC Knowledge Base](#).

Confirm with OK. The device is connected and ready to work.

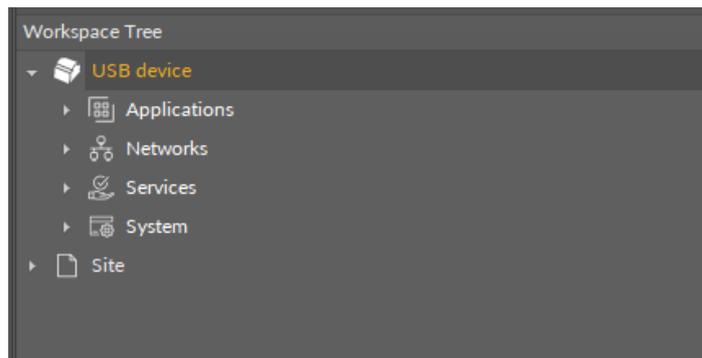


Figure 99. Connected USB device

IP Address of the USB Device

The USB connection in the iC Tool is possible thanks to a fixed IP address, which is coded in the devices OS (from nano EDGE ENGINE V1.7). The fixed IP address is 169.254.1.123.

Please note that it may be different from the Ethernet IP address of the device, which can be set in the [Ethernet1](#) component in the System container.

7.4.3 Connected Device View

After connecting with the device, a subtree appears in the Workspace Tree listing all components available in the device's structure (depending on whether a connected device is based on the nano EDGE ENGINE or Sedona).

Every change made in components, such as editing a component's name, its superior component, or other parameters in the component, is saved in the device. This guarantees that, after reloading the data from the device, data (components) are displayed in the same way and they are synchronized among other users working at the same time on the same device.

Operations, which can be performed on components such as copying, adding, or removing new components, defining connections between components, are described in the further part of this manual.

Immediately after connecting with the device, both the Main screen and Device Libraries/Kits window remain unchanged. It is the opening of any component from the device tree that results in showing a specific view in the Main screen and filling the Device Libraries/Kits window with the proper device libraries/kits.

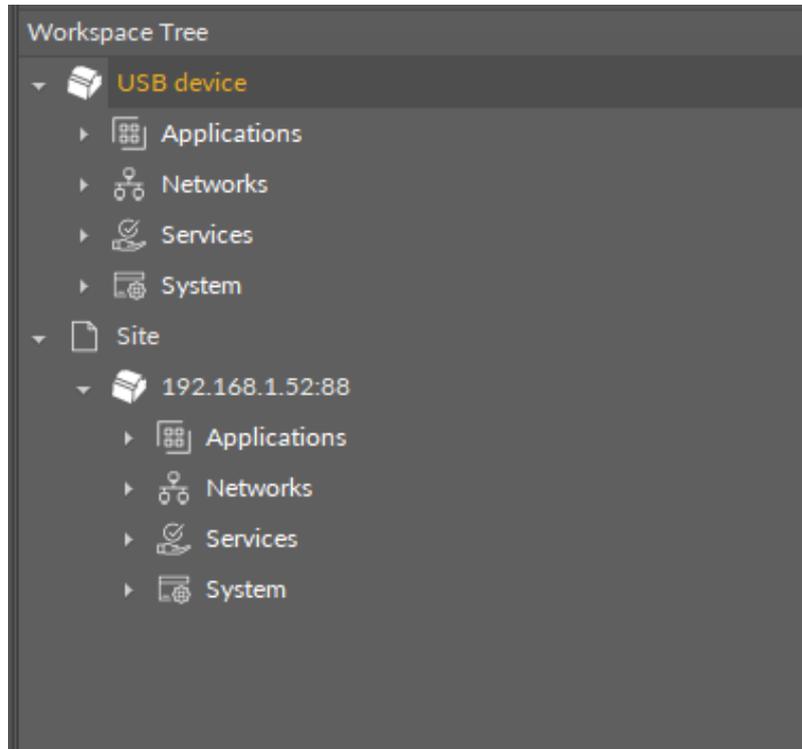


Figure 100. Connected device view in the Workspace Tree window of the nano EDGE ENGINE controller

7.4.4 Disconnecting Device

To disconnect the device, select it on the Workspace Tree and choose a Disconnect option from the context menu, then accept.

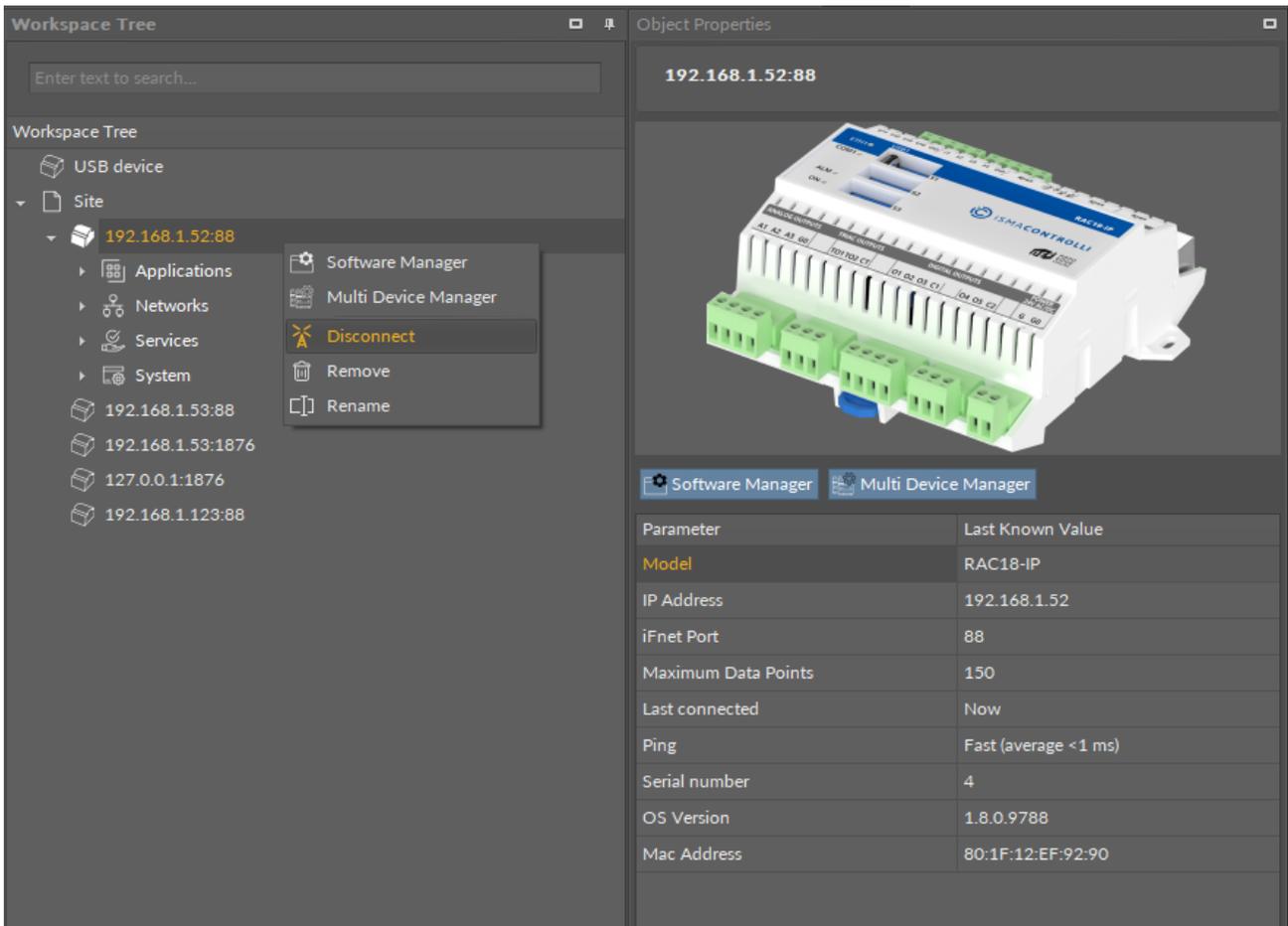


Figure 101. Disconnect option in the context menu of a nano EDGE ENGINE device

After disconnecting the device its icon's view changes; it is impossible to expand its contents and the figure is grayed out (see the figure below). Double-clicking on the device again begins the reconnection process.

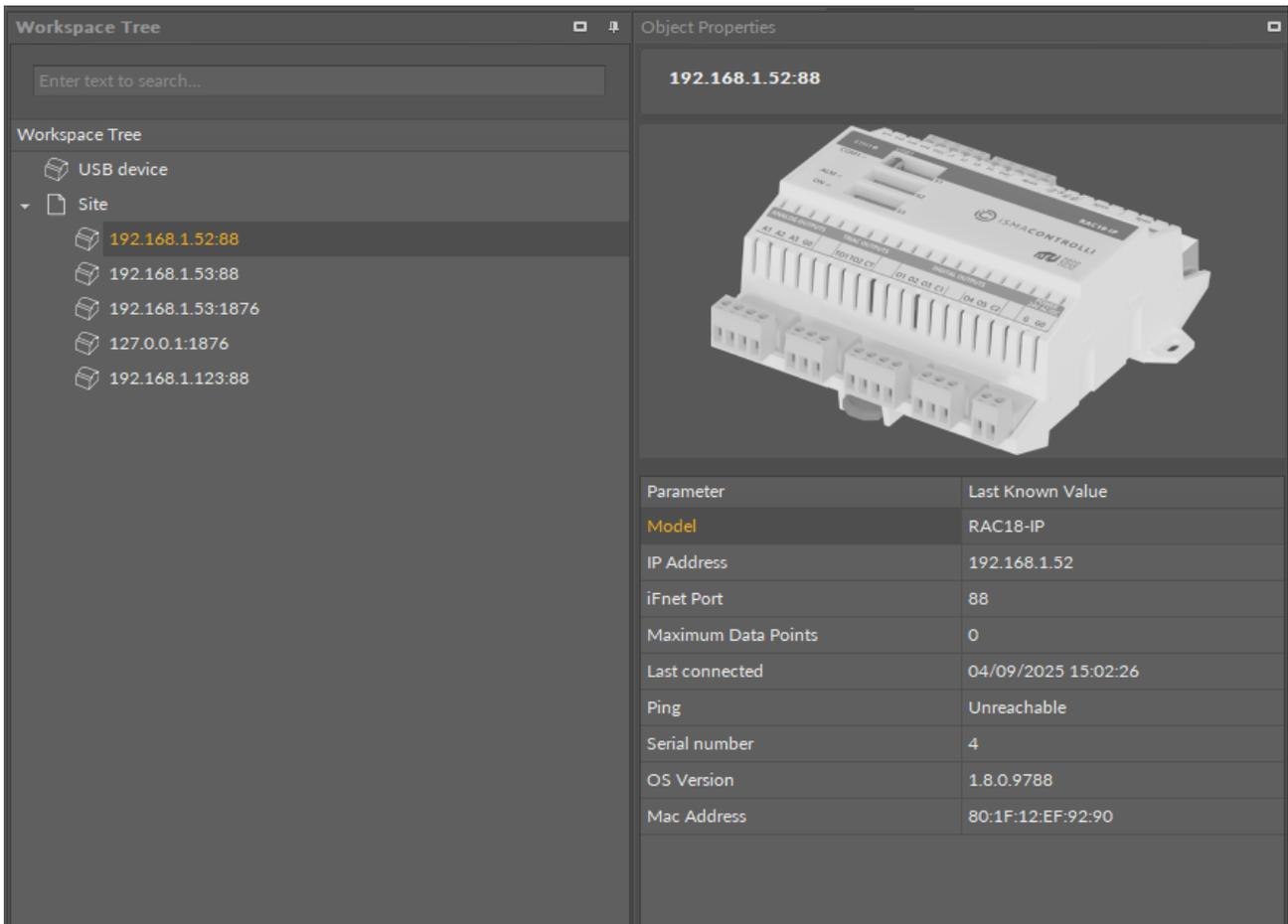


Figure 102. Disconnected device view

If the device gets disconnected by mistake, while working with it, the program will detect it automatically and inform the user showing a “Device disconnected” text in the upper part of the view and folding the device tree on Workspace Tree.

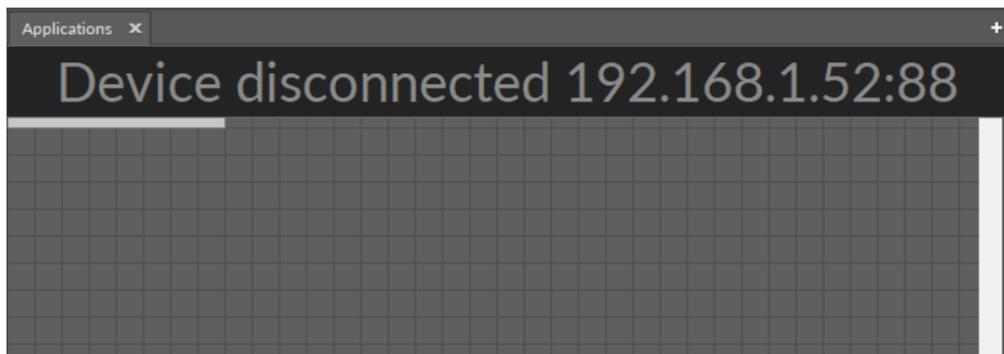


Figure 103. Disconnected device notification

7.4.5 Adding and Removing Components in the Workspace Tree

Adding Components

In order to add a new component in the Workspace Tree window, it is necessary to find a specific component in the Device Libraries/Kits window, and drag it to a proper place in the Workspace Tree. Adding components is performed by a drag and drop method. For nano EDGE ENGINE devices, it is possible to place inferior components only in the proper container or service component—the iC tool automatically blocks it, for example, to place

an Application component in the Networks container, or the Device component in the iFnet service component.

For Sedona based devices there is no such limitation.

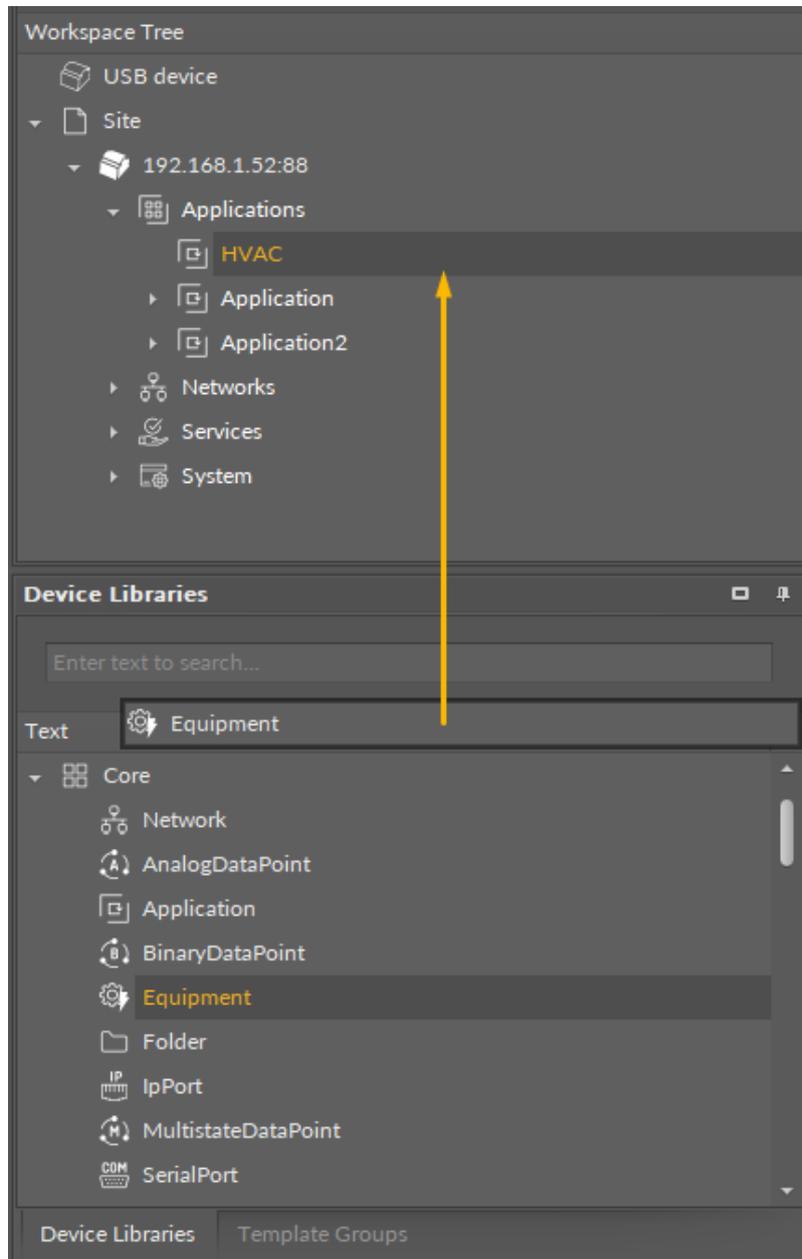


Figure 104. Dragging new components

After dropping a single component in the specific place in the Workspace Tree, a dialog window appears, allowing to name a newly created component. After confirmation of the name, the component is added to the device, and the tree is refreshed.

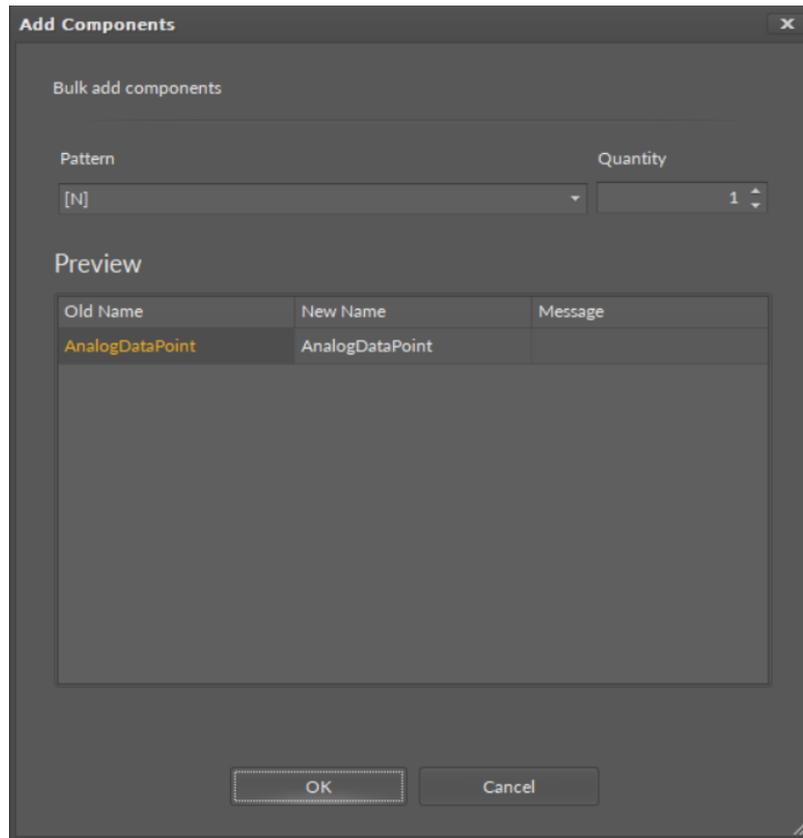


Figure 105. Naming component dialog window

Many components can be dragged at once. After dropping them on the Workspace Tree, their names will be automatically defined as the component's default name, without the user's participation.

A second method of adding a component is copying and pasting or duplicating components already existing in the Workspace Tree. In order to do it, select a component in the Workspace Tree window, Property Sheet, or Wire Sheet view, and copy it using a keyboard shortcut Ctrl+C or the context menu using a Copy option. Afterwards, it is essential to choose the component in the Workspace Tree, under which the copied component is pasted with a Ctrl+V operation or the context using a Paste option.

The details of copying/pasting operation as well as duplication are described in the [Single Device Functions](#) section.

Adding Components from the Context Menu in nano EDGE ENGINE Devices

The Workspace Tree window, the Wire Sheet and Property Sheet views offer an option of adding components in the Applications and Network containers simply from the context menu.

The Add option is available in the context menu of elements contained in Applications and Networks. The Add option allows to select from available components and add them in the location, where the context menu has been opened.

The Add option incorporates a filtering mechanism, which adjusts the list of components available to add by the location (Applications/Networks container).

Add Option for Applications

In the Applications container, the Add option displays quick-access components and a list of libraries available for applications.

Quick-access components include:

- AnalogDataPoint/BinaryDataPoint/MultistateDataPoint,
- Equipment/Folder.

The components are followed by a list of libraries, from which each of available components can be added to the application.

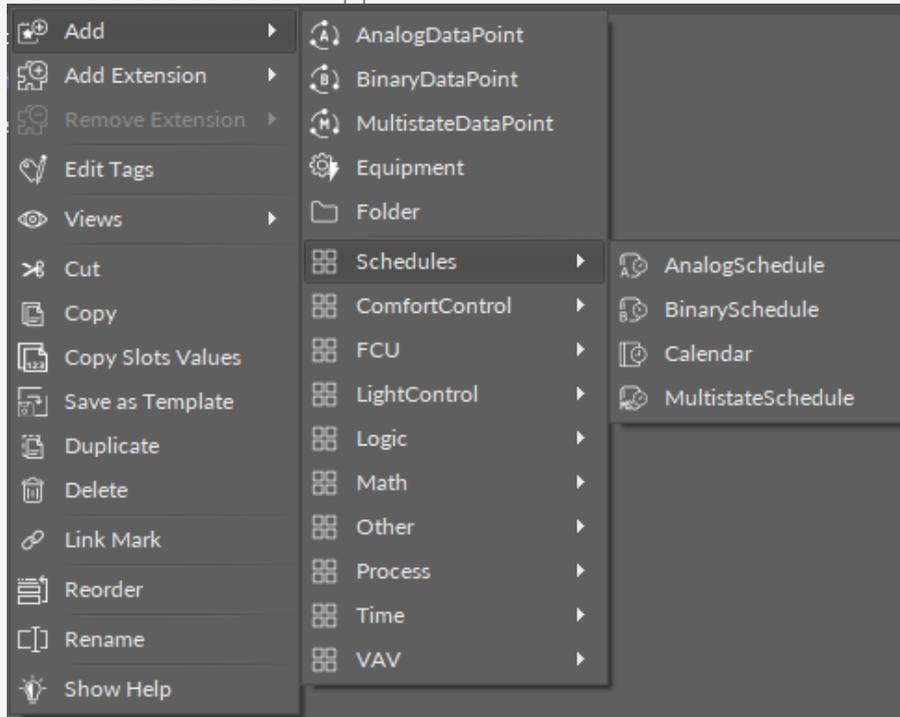


Figure 106. Add option for applications

Due to the filtering mechanism, the list of libraries does not include, for example, the BACnet or Modbus library, which are exclusive to the Network container. If opened on the Applications container itself, the filtering mechanism will show the only possible option to add, the Application component:

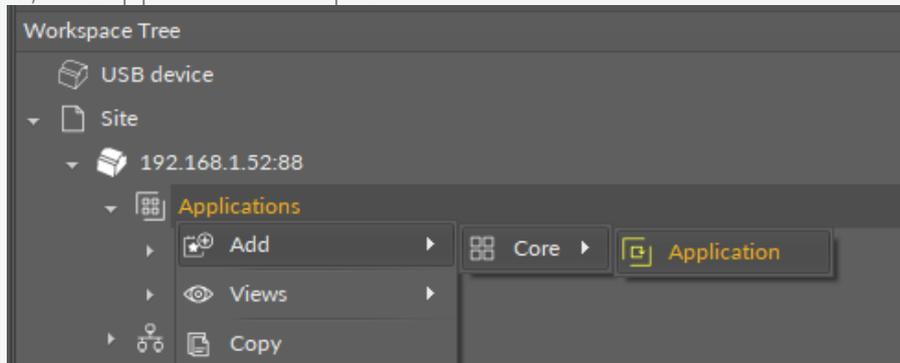


Figure 107. Add option for the Application container

Add Option for Networks

In the Networks container, the Add option displays a list of libraries available for networks communication:

- BACnet,
- Core,
- IO,
- Modbus.

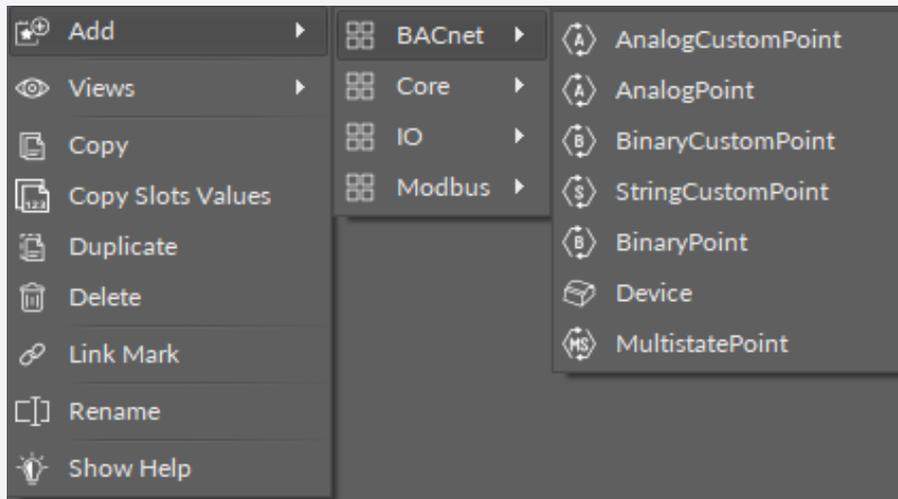


Figure 108. Add option for networks communication

The Add option is not active for the Networks container component itself, because all network components for the device's communication (LocalIO, BACnet, Modbus) are added by default.

Removing Components

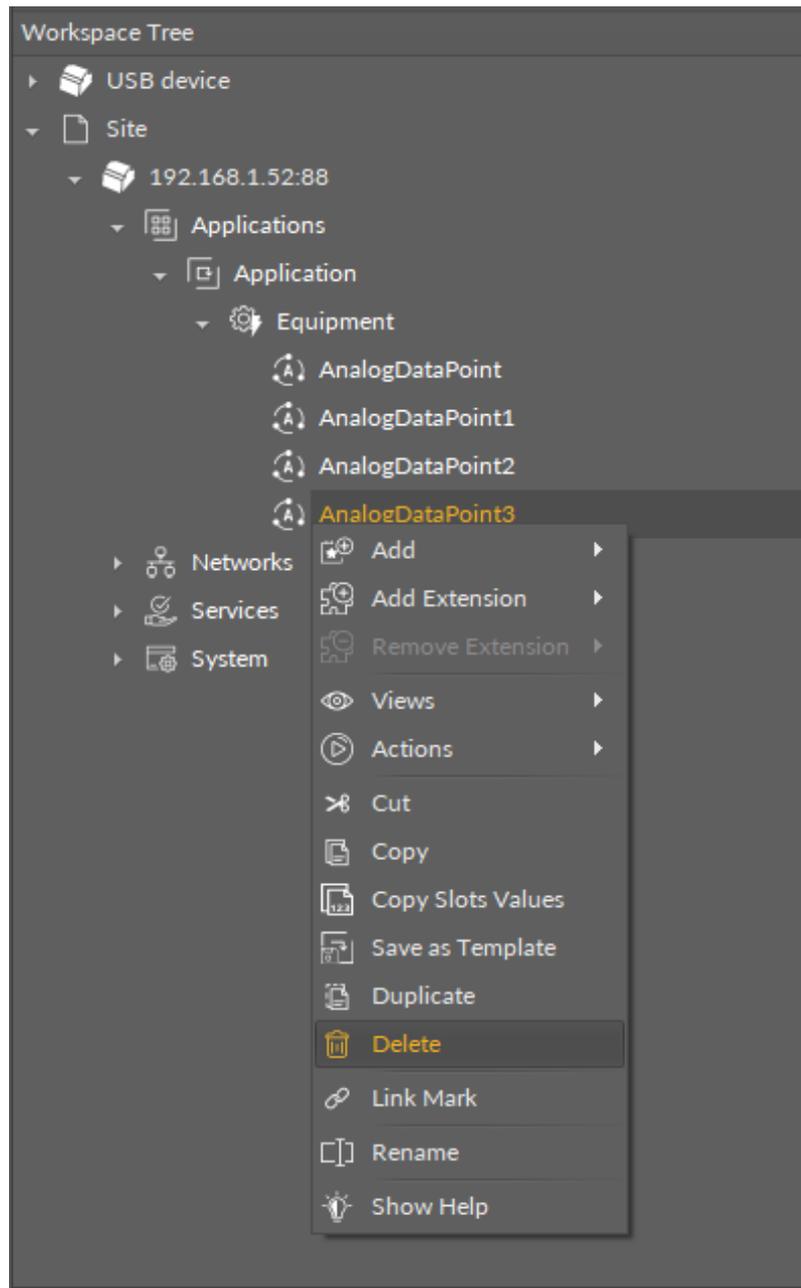


Figure 109. Removing components from the context menu

A component may be removed from the Workspace Tree window level only by selecting it and choosing a Delete option from the context menu. Removal by pressing Delete key on the keyboard is blocked for this window.

7.5 Object Properties

The Object Properties window shows specific information about a selected element: a device, component, or link. It allows a quick preview and editing of a selected element's data without the need for switching, or closing, the current view in the iC Tool. The object can be selected in any view and the Object Properties window will show its detailed information.

The view and contents of the Object Properties window may differ depending on the selected element. The look of Object Properties window is described in this section, depending on the type of the object selected.

The Object Properties window, as any other window in the iC Tool, may be freely moved around the screen and mounted in other windows, which allows to adjust the window to the user's preferences. It is also possible to place the Object Properties window on another connected screen if the user is working on multiple computer monitors.

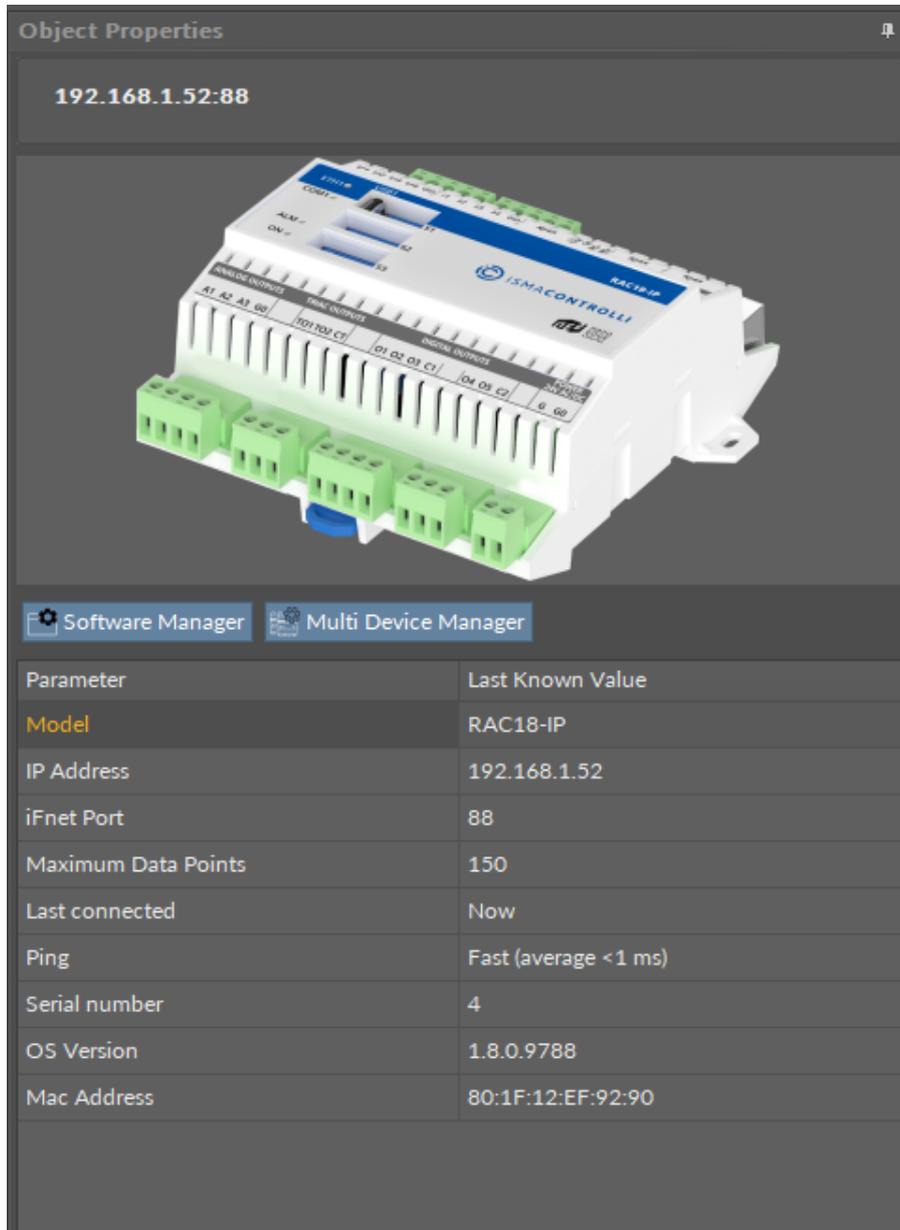


Figure 110. nano EDGE ENGINE device in the Object Properties window

7.5.1 Device in Object Properties

nano EDGE ENGINE Devices

After selecting a nano EDGE ENGINE device in the Workspace Tree window, the Object Properties window presents useful data about a device:

- picture of a device;

- model of a device;
- IP address of a device;
- iFnet port number;
- Data Points available within the license limit;
- last connected;
- ping;
- serial number of a device;
- OS version;
- MAC address.

Information contained in the Object Properties window is available even after disconnecting the device (in offline mode). No information about the device, presented in the Object Properties window, is editable.

The Object Properties window includes also a button to open the [Software Manager](#).

Object Properties

192.168.1.52:88



Software Manager
 Multi Device Manager

Parameter	Last Known Value
Model	RAC18-IP
IP Address	192.168.1.52
iFnet Port	88
Maximum Data Points	150
Last connected	Now
Ping	Fast (average <1 ms)
Serial number	4
OS Version	1.8.0.9788
Mac Address	80:1F:12:EF:92:90

Figure 111. Selected nano EDGE ENGINE device in the Object Properties window

Sedona Devices

After selecting a Sedona device in the Workspace Tree window, the Object Properties window presents useful data about a device:

- picture of a device;
- license status of a device;
- last connected;
- quality of a connection;
- installed application name;
- serial number of a device;
- firmware version;
- model of a device;
- IP address of a device;
- port number;
- MAC address.

Information contained in the Object Properties window is available even after disconnecting the device (in offline mode). No information about the device, presented in the Object Properties window, is editable.

The Object Properties window includes also buttons to open the [Application Manager](#), [Kit Manager](#), and [Licence Manager](#).

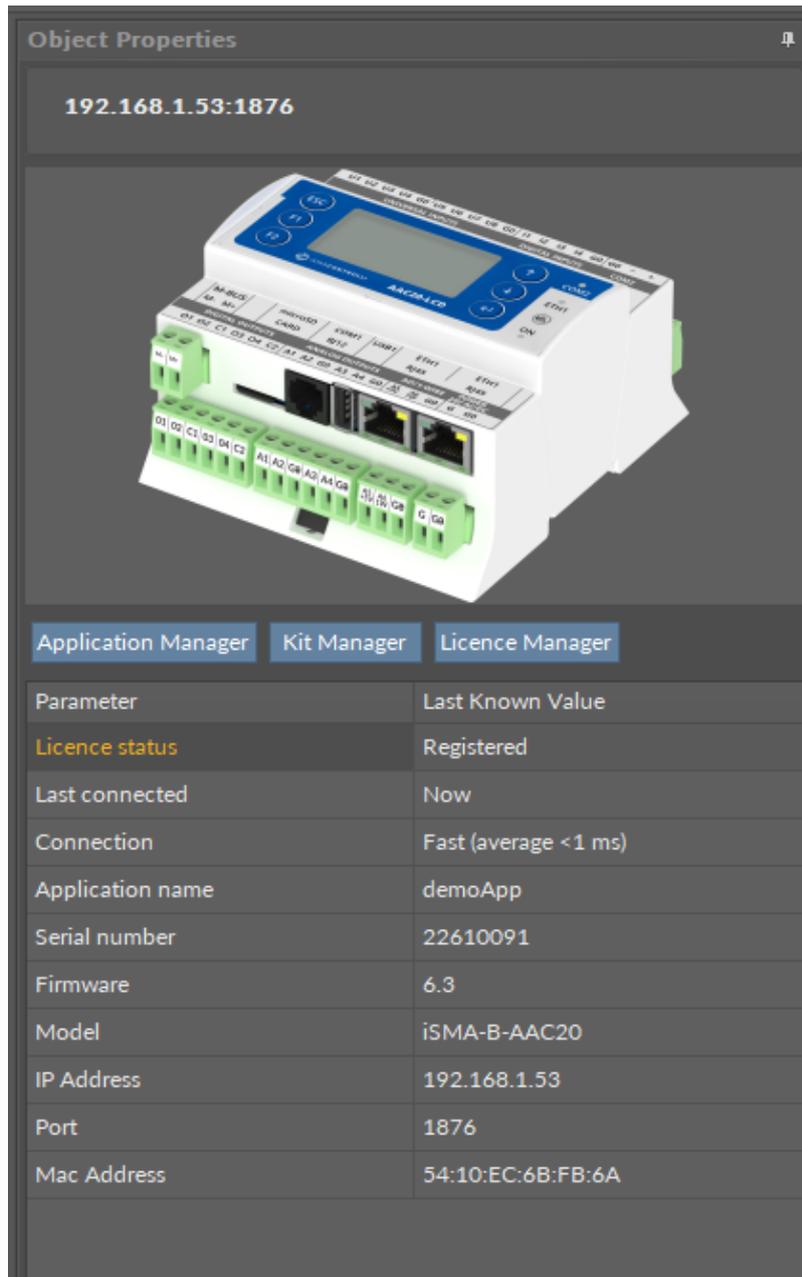


Figure 112. Selected Sedona device in the Object Properties window

7.5.2 Component in Object Properties

After selecting a component, the Object Properties window shows four sections:

- section with a slot list (the Main tab);
- section with a list of outgoing or incoming links to the selected component (the Links tab);
- section with a list of configuration data of the selected component (the Info tab)-only available in the Developer mode;
- section with Action buttons (blue buttons above tabs).

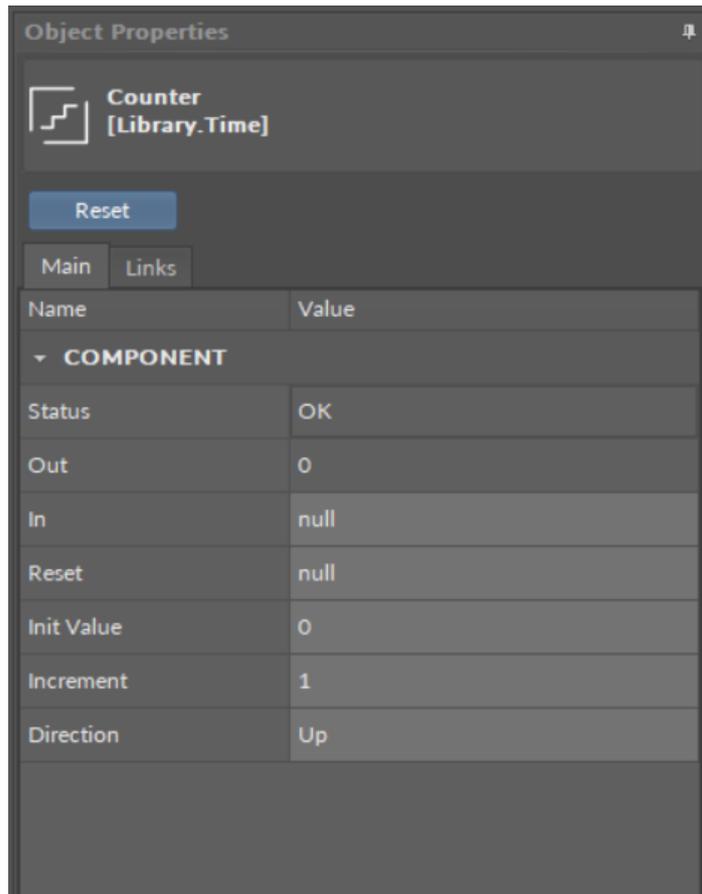


Figure 113. Component's view in the Object Properties window

In the upper bar of the window, it shows the name and type of element, which data is displayed.

- **Main tab:** allows reading and editing of the selected component's slots. If the user changes the value of a slot in the Object Properties window, new value is immediately saved in the controller. The Object Properties window works in the auto save mode.

Worth to Notice:

This section is also available to components in libraries (selected in the Device Libraries/Kits window), and allows to check the slots offered by a particular component even before using it in application.

- **Links tab:** informs about all incoming and outgoing links with a full location path of target components and the names of target slots. For each link, it is possible to choose the following options from the context menu:
 - **Go to link:** transfers to the Wire Sheet view of a superior of a target component;
 - **Go to component:** transfers to the Property Sheet view of a target component;
 - **Delete link:** removes a chosen link.

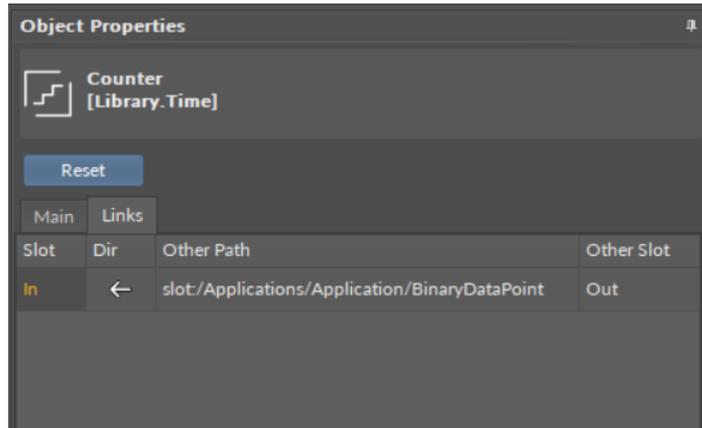


Figure 114. The Links tab view in the Object Properties window

- **Info tab:** (available only in the [Developer Mode](#)) shows the identification and configuration data of the selected component;

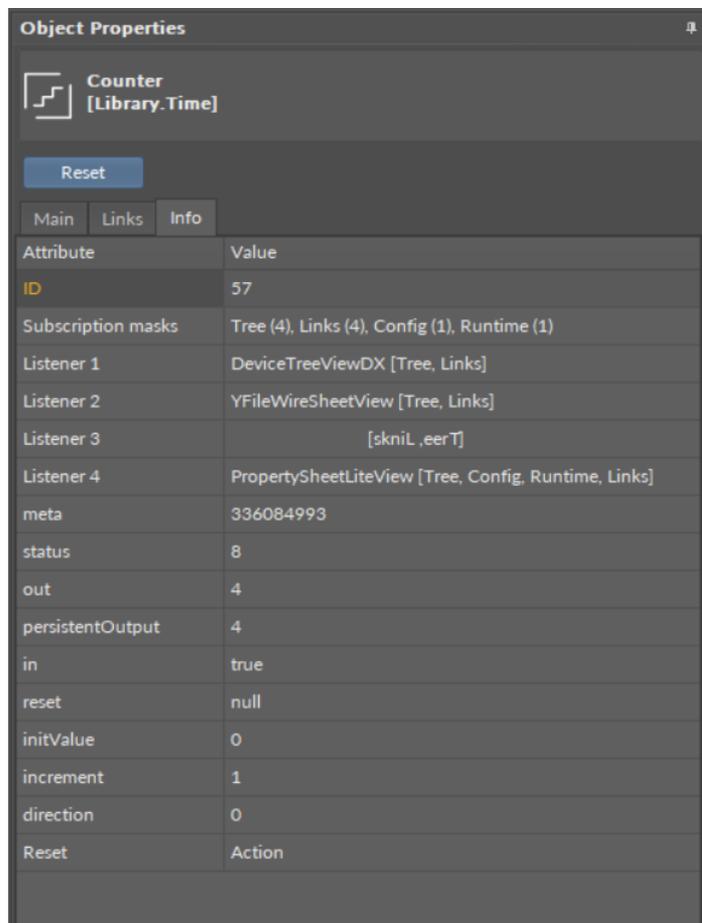


Figure 115. Info tab view in the Object Properties window

- **Actions section:** buttons available in the bar above tabs, allowing a simple execution of actions on selected component. These are the same actions which are listed in the component's context menu under the Actions option.

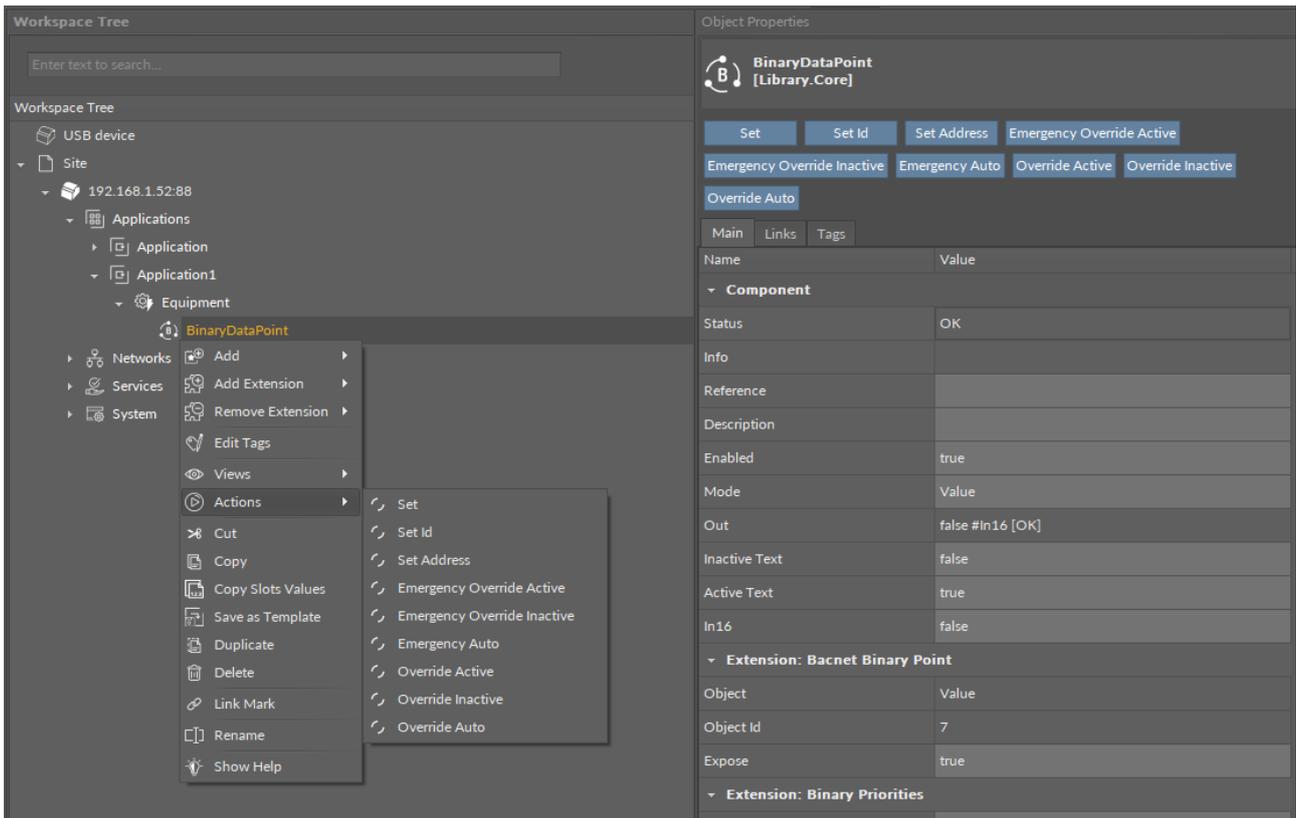


Figure 116. Actions section in the Object Properties window

Many Components in Object Properties

The iC Tool offers the possibility to simultaneously display common properties of many selected components.

Each time the user selects more than one component, the Object Properties window changes its header to show the number of simultaneously selected components.

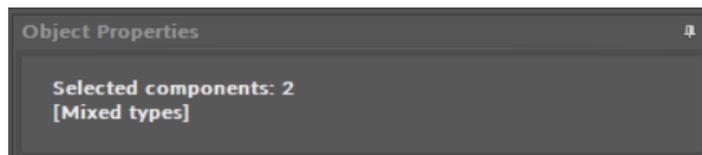


Figure 117. Object Properties header for two selected components

Common Slots

While working with many components simultaneously, the Object Properties window changes its work mode to show only the slots common for all selected components. The value of the slot shown in this mixed view is only displayed if all selected components have exactly the same value for this slot; otherwise, the value field is empty.

Regardless of whether the shown slot displays a value or not, if it is an editable slot, entering a new value overwrites it in all selected components. If this process is not successful, the Console will show an appropriate information.

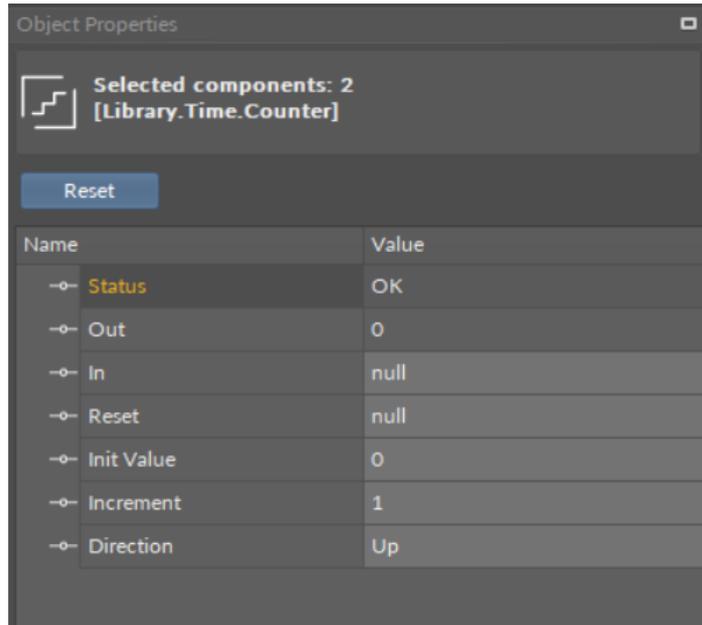


Figure 118. Common slots of same type components

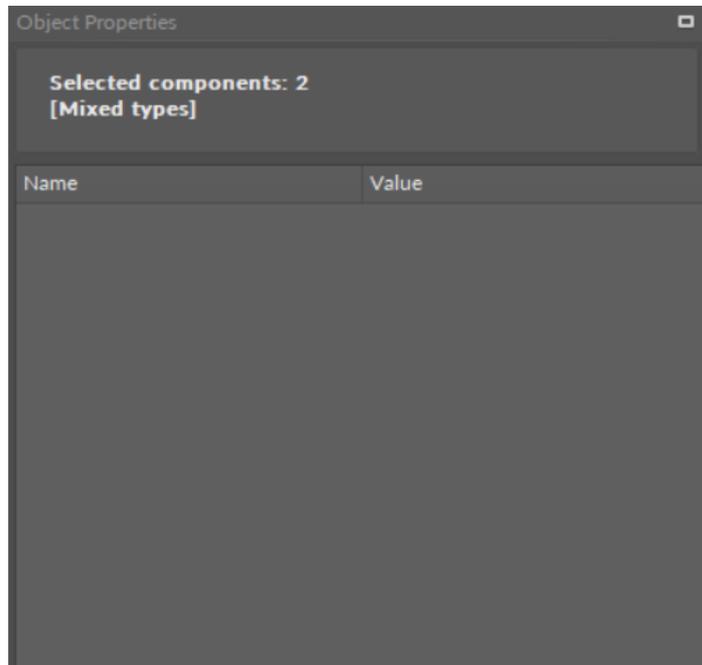


Figure 119. Common slots of different type components

Using this multiselect function for an editable slot enables entering a new value (e.g., In B), which will be sent to all components at once. Setting the same values for various components simultaneously allows setting common setpoints or configurations for many components at once, enabling to activate network variables, etc.

Common Actions

The case of common actions is similar to setting a new value for common slots. Assuming the selected components share the same actions, then the buttons of these actions appear in the Object Properties window. Pressing the action button will execute the action in all selected components.

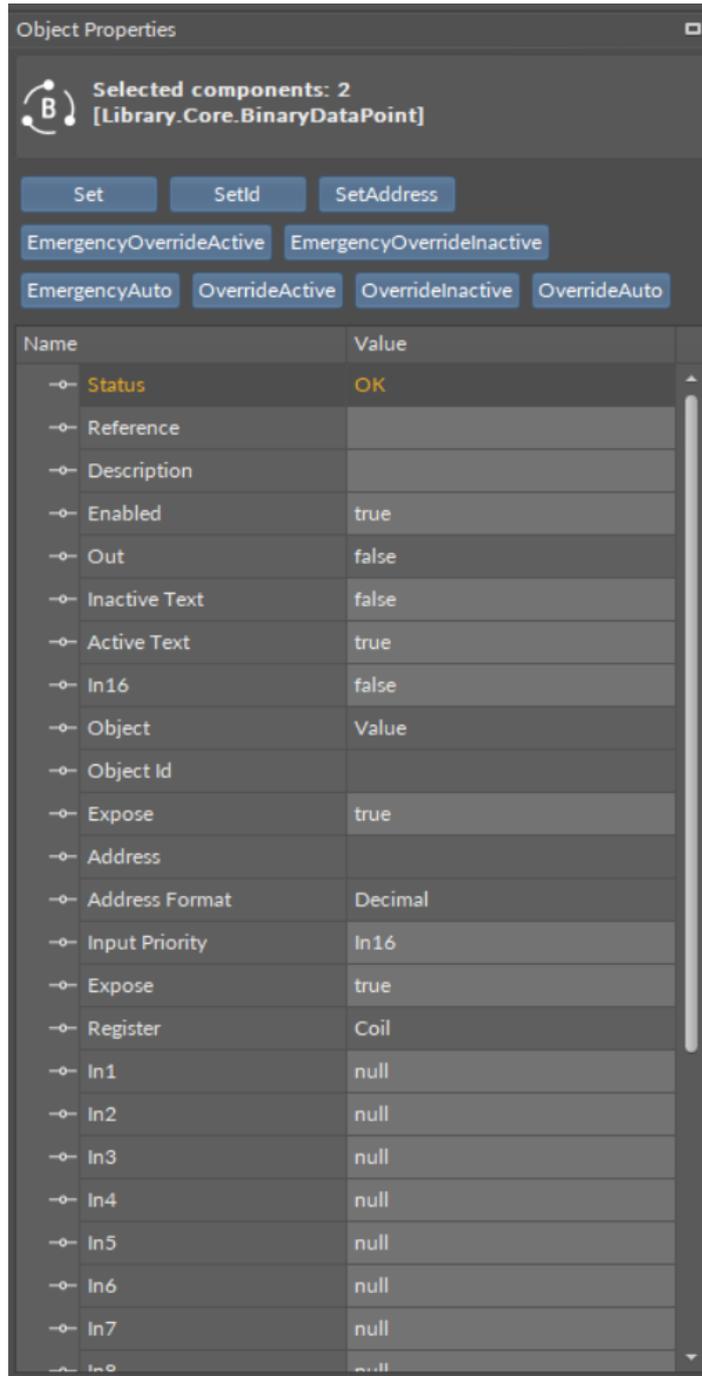


Figure 120. Common actions of same type components

7.5.3 Links Tab

A Links tab view is a view showing a list of all links incoming and outgoing of the selected component in the Object Properties view. The link's full location path is displayed in the Links tab, including the name of the target slot.

This view is a dynamic one, and it is updated constantly by downloading data directly from the device.

The figure below shows the component selected in the Wire Sheet view. The Object Properties window has instantly shown all its links in the Links tab.

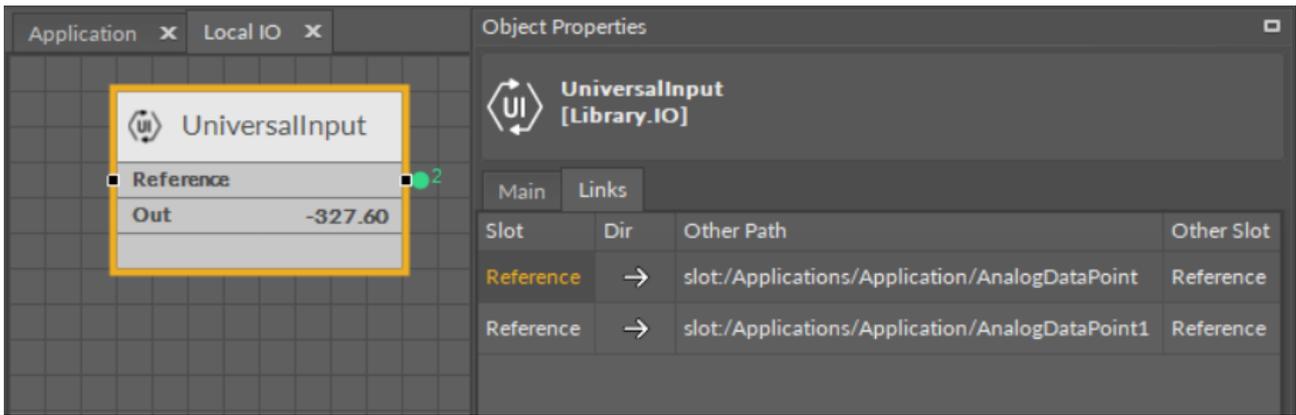


Figure 121. Links tab

Each link in the Link tab has the context menu available with the following options:

- **Go to link:** go to the Wire Sheet tab of the parent of the target component;
- **Go to component:** go to the Property Sheet tab of the target component;
- **Delete link:** remove a chosen link.

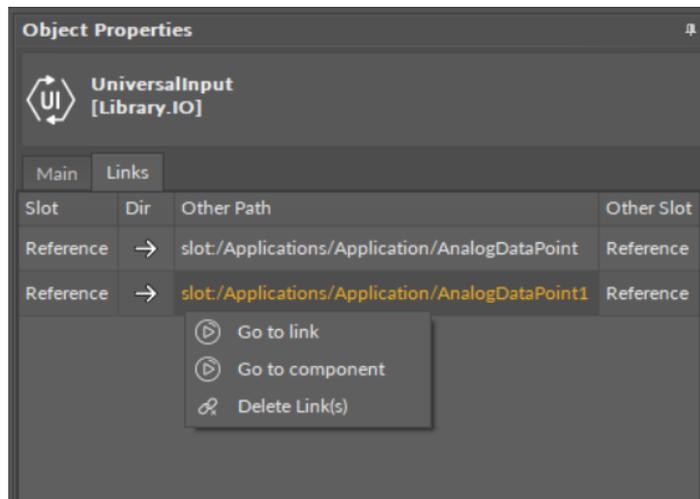


Figure 122. Context menu in the Links tab

7.5.4 Tags Tab

Applicable only to nano EDGE ENGINE devices

A Tags tab in the Object Properties window is designed to manage tags in nano EDGE ENGINE Data Points and the Equipment component. It allows to enable or disable the auto-tagging function and add or remove tags to Data Points.

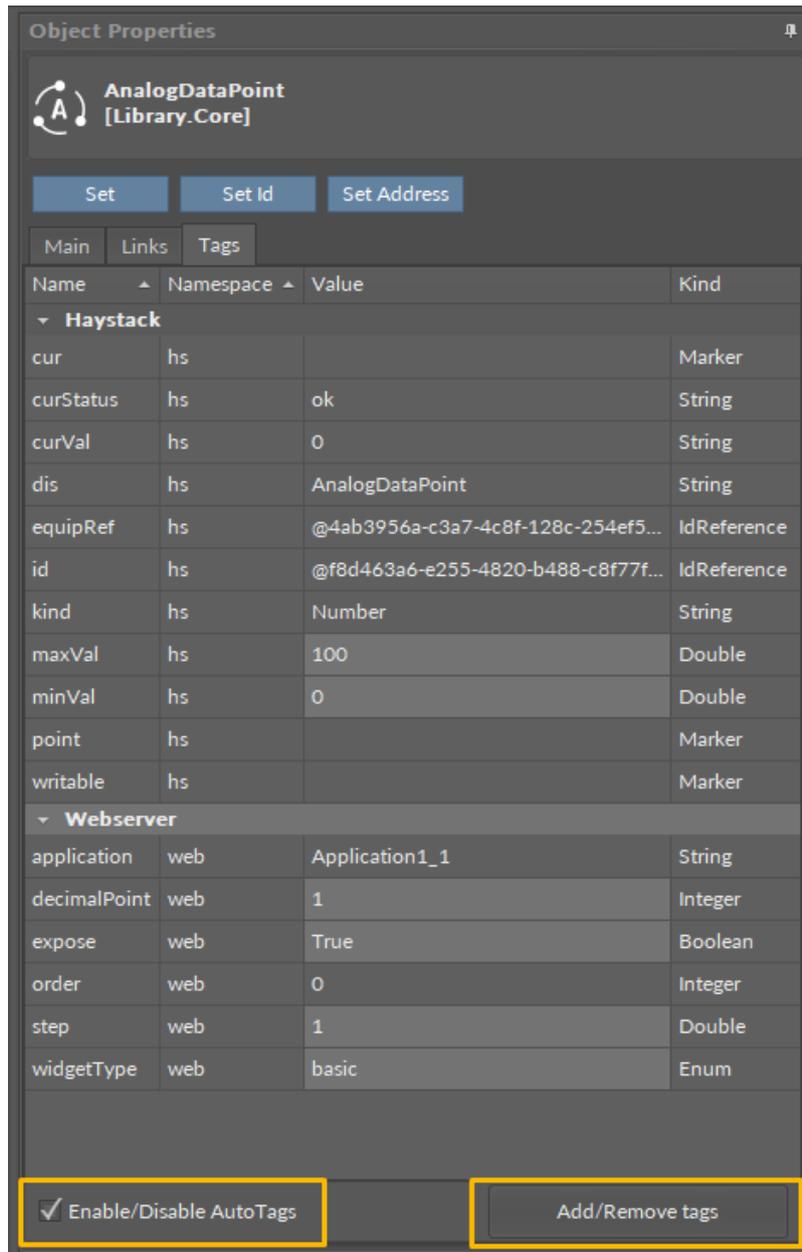


Figure 123. Tags tab options

The tab always refers to the one component it is opened for. It shows a list of all tags added to the component and allows to edit their values (if applicable). Two buttons at the bottom of the tab allow to:

- **Enable/Disable Auto Tags:** check or uncheck the option to add or remove the list of auto-tags to the component;
- **Add/Remove Tags:** opens a dialog window, which enables to select components to add to the component from the list of available Haystack tags or to select components already added to the component and remove them:

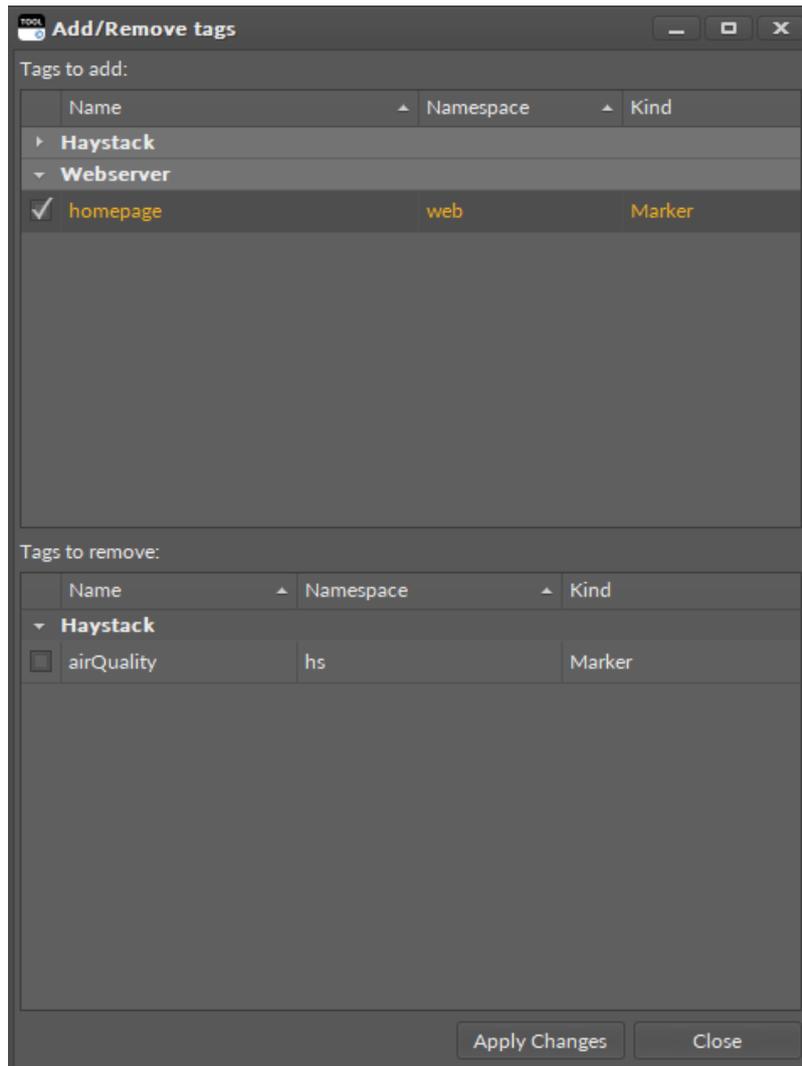


Figure 124. Add/Remove tags dialog window

The dialog window is divided into two sections, Tags to add and Tags to remove. Use checkboxes in a relevant section to add/remove tags from the list.

7.5.5 Object Properties in Developer Mode

The Object Properties window may provide advanced data such as a component ID, version of a component's library, and other technical data useful to an advanced user. These data are available in the Info tab, which appears in the Object Properties window after switching on the Developer Mode in the iC Tool settings. To switch on the Developer Mode, go to the main menu File > Settings; the Developer Mode is switched on by toggling in the Settings window.

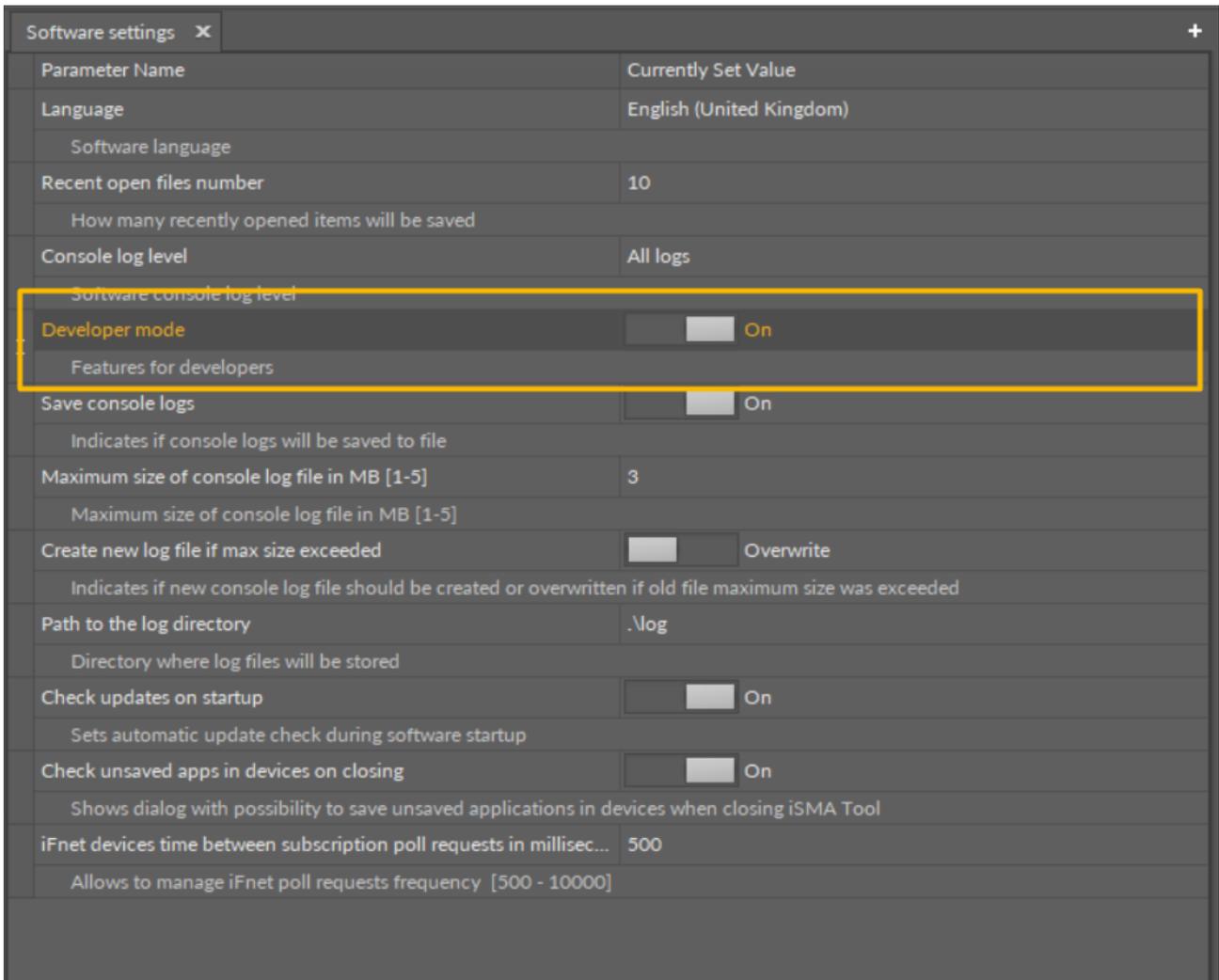


Figure 125. Turning on the Developer Mode

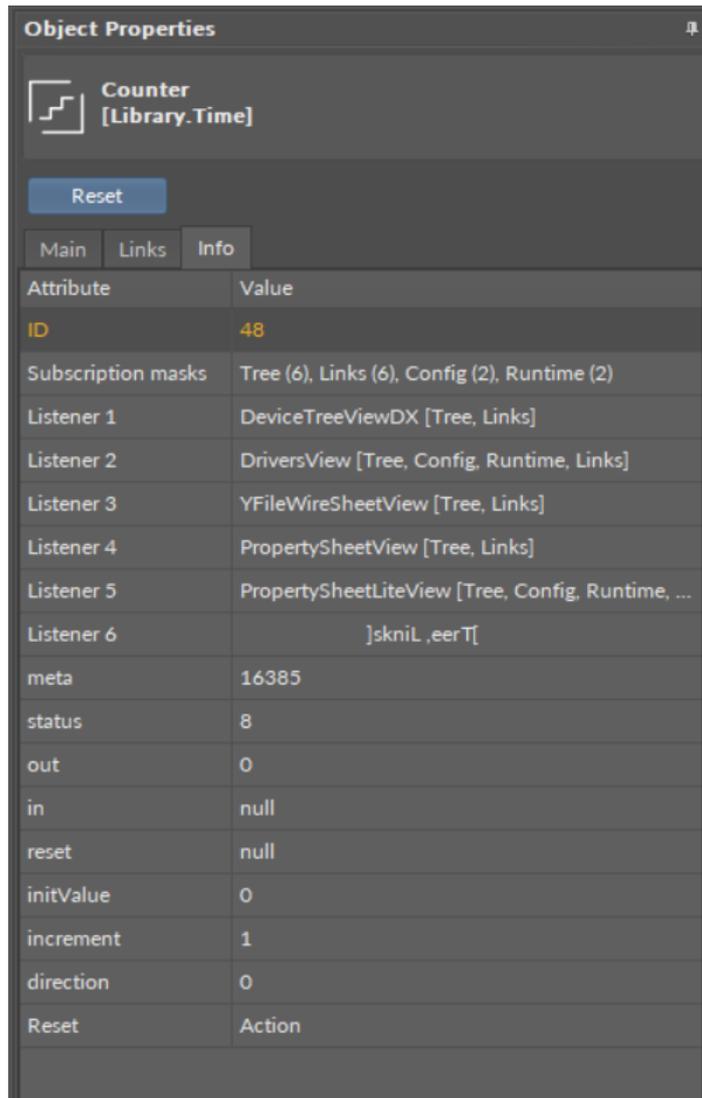


Figure 126. Info tab in the Object Properties window

7.6 Device Libraries and Device Kits

7.6.1 Device Libraries

The Device Libraries is a window listing all libraries available after connecting the iC Tool to a device driven by the nano EDGE ENGINE. This window always shows the libraries available in the device connected at the moment. It means that, if there are many devices used in a project, the window contents will be automatically adjusted at the moment of switching from one device to another.

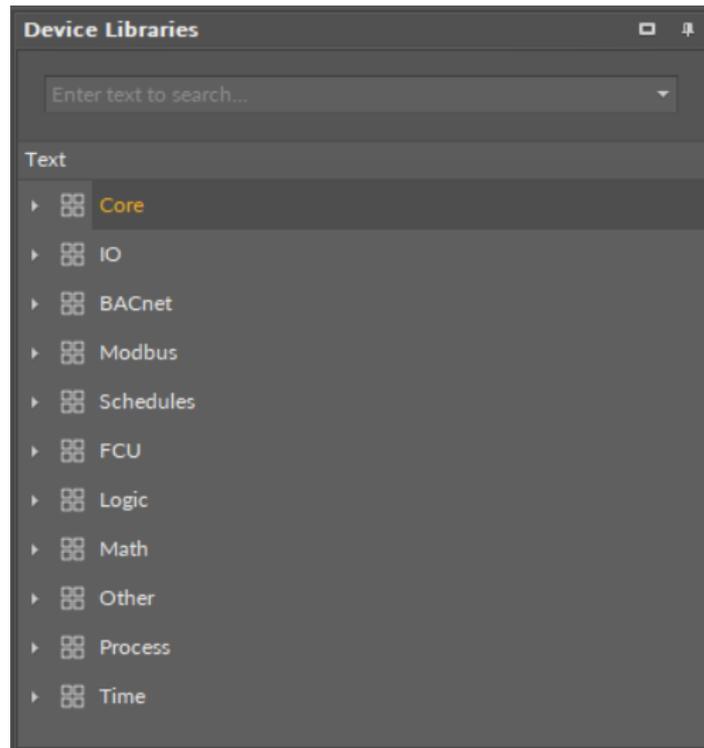


Figure 127. Device Libraries window

The libraries are presented as the main elements of a tree structure in the Device Libraries window, and can be expanded to see their components. Each component is presented with its icon and name. The icons visible before the component name define it clearly and help to quickly identify the type of component. An icon associated with a particular component is also shown in other views, including the Wire Sheet, Property Sheet, and the path of an editable component.

It is possible to select and move more than one component simultaneously in the Device Libraries by using a Ctrl or Shift key.

Using any library from the Device Libraries window, means adding a not configured component with default parameters. In order to add a component similar to already existing one with pre-configured parameters to the project, it is necessary to use copying or duplicating function on the existing component.

The components dragged directly from the Device Libraries to the Wire Sheet view (this view is explained in detail in the [Wire Sheet](#) section) are placed in the location they were dropped. If the components were dropped on a view other than the Wire Sheet view, their physical location (shown on the Wire Sheet view) will be in the upper left corner-point (0,0).

While dragging many components to any view, the iC Tool will arrange them in a cascading manner, so they will not overlap.

The components in the Device Libraries window cannot be edited and their location cannot be changed.

Searching the Device Libraries

In order to easily find a specific component among a vast number of components available for a particular device, it is possible to use a filter available at the top of the window. For this purpose, it is necessary to enter the name or part of the name of the

required component into the filter field, and the matching components list will be shown dynamically in the Device Libraries window. The example below shows a list of components matched with a word 'analog'.

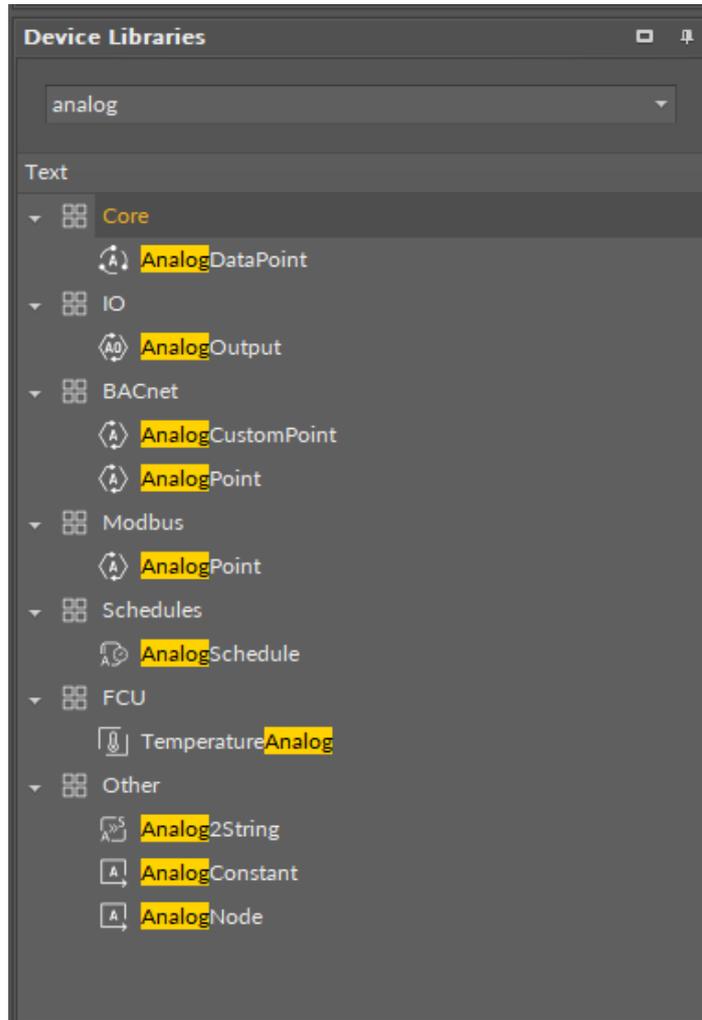


Figure 128. Search results in the Device Libraries window

7.6.2 Device Kits

The Device Kits is a window with a list of kits available after connecting the iC Tool to a device powered by Sedona. This window always shows the kits available in the device connected at the moment. It means that, if there are many devices used in a project, the window contents will be automatically adjusted at the moment of switching from one device to another.

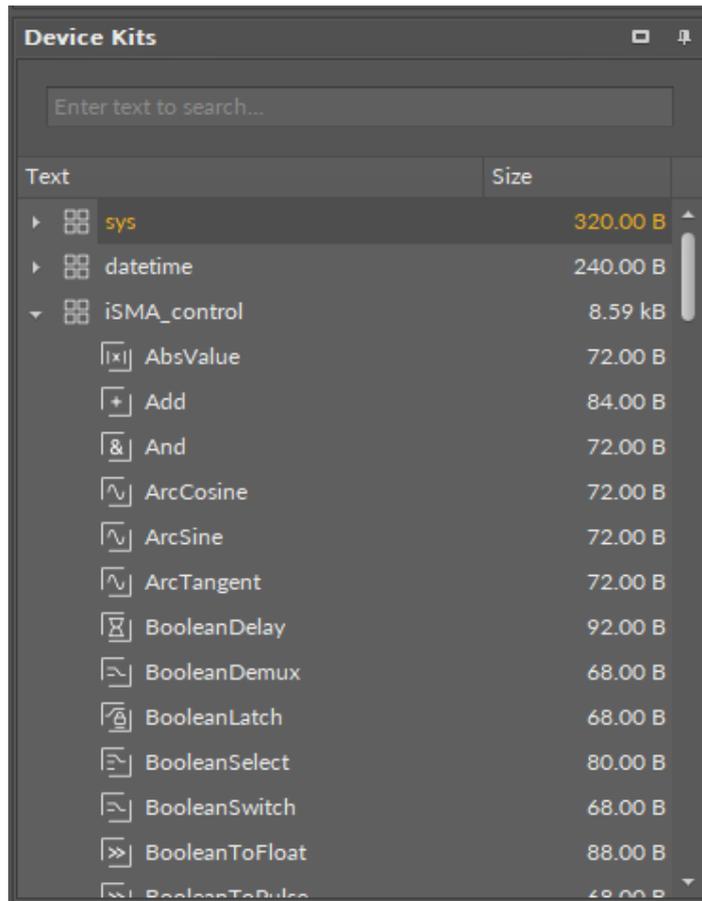


Figure 129. Device Kits window

The kits are presented as the main elements of a tree structure in the Device Kits window, and can be expanded to see their components. Each component is presented with its icon, name, and memory it occupies. The icons visible before the component name define it clearly and help to quickly identify the type of component. An icon associated with a particular component is also shown in other views, including the Wire Sheet, Property Sheet, and the path of an editable component. Besides the icons associated to components permanently, there are two special ones, as shown below.



Figure 130. Special icons

The first icon is a default icon for every component without a defined individual icon. The second icon is a warning icon shown for each component, for which the iC Tool cannot find a defined individual icon. Such situations may occur while adding custom kits. It requires checking if the path for component icon is correct and if it has been copied to the iC Tool icons folder.

Searching the Device Kits

To use a component, it needs to be found and then moved to a required place by drag and drop method, e.g., to the Workspace Tree window.

In order to easily find a specific component among a vast number of components available for a particular controller, it is possible to use a filter available at the top of the

window. For this purpose, it is necessary to enter the name or part of the name of the required component into the filter field, and the matching components list will be shown in the Device Kits window. The example below shows a list of components matched with a word Boolean.

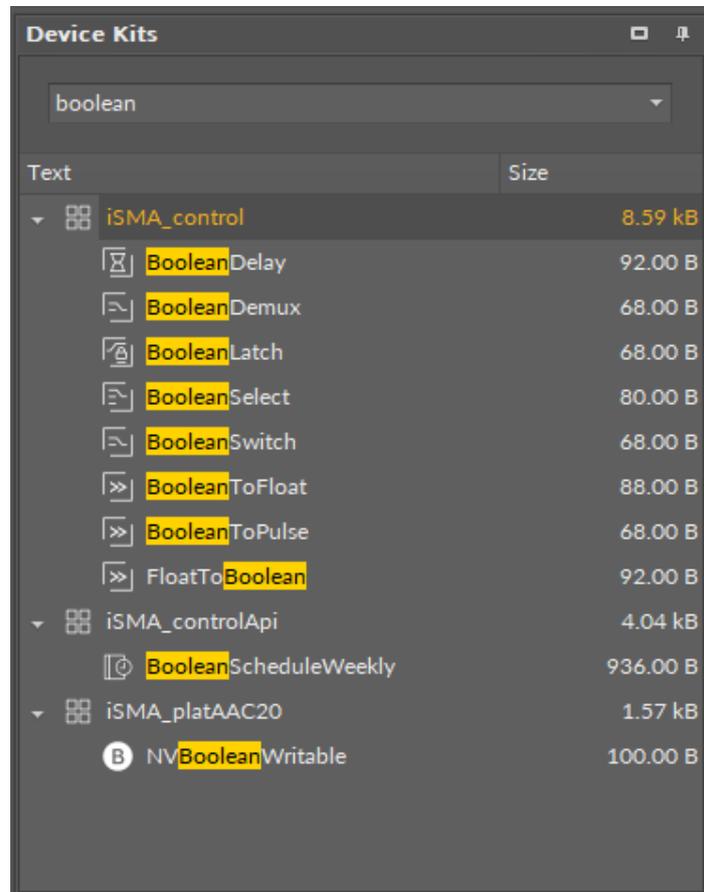


Figure 131. Search results in the Device Kits

It is possible to select and move more than one component simultaneously by using a Ctrl or Shift key.

Using any kit from the Device Kits window means adding a not configured component with default parameters. In order to add a component similar to already existing one with pre-configured parameters to the project, it is necessary to use copying or duplicating function on the existing component.

The components dragged to the Wire Sheet view (this view is explained in detail in [Wire Sheet](#)) are placed in the location they were dropped. If the components were dropped on a view other than the Wire Sheet view, their physical location (shown on the Wire Sheet view) will be in the upper left corner–point (0,0).

While dragging many components to any view, the iC Tool will arrange them in a cascading manner, so they will not overlap.

The components in the Device Kits window cannot be edited and their location cannot be changed.

7.7 Template Groups

Applicable only to nano EDGE ENGINE devices

Available as a tab in the Device Libraries window, the Template Groups window allows to view and reuse saved parts of the device's application and networks.

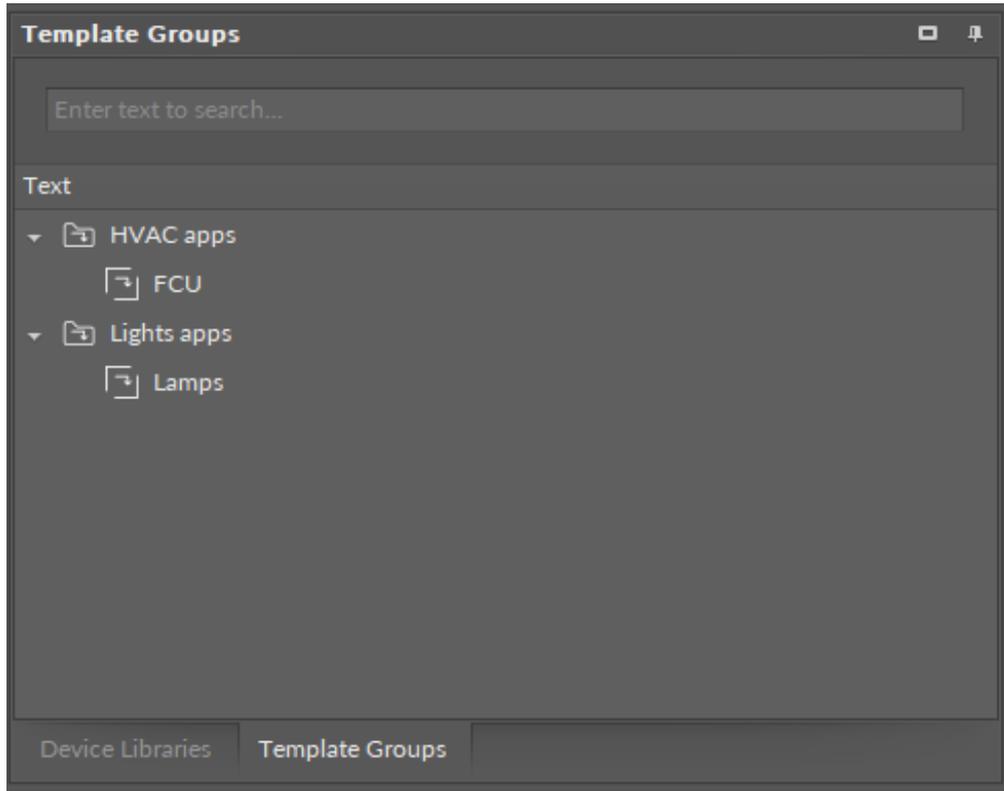


Figure 132. Template Groups window

7.7.1 Saving Template

Saving templates is possible only for components included in the Applications and Networks containers.

In Applications, it is possible to save components placed under the Application component. The template can be saved with the Equipment component (if used) or only with components located under it or directly under the Application component. A simple Folder component can also be used for grouping purposes and saved in the template.

In Networks, it is possible to save components placed under the LocalIO, BACnet, or Modbus components.

Elements possible to save as templates

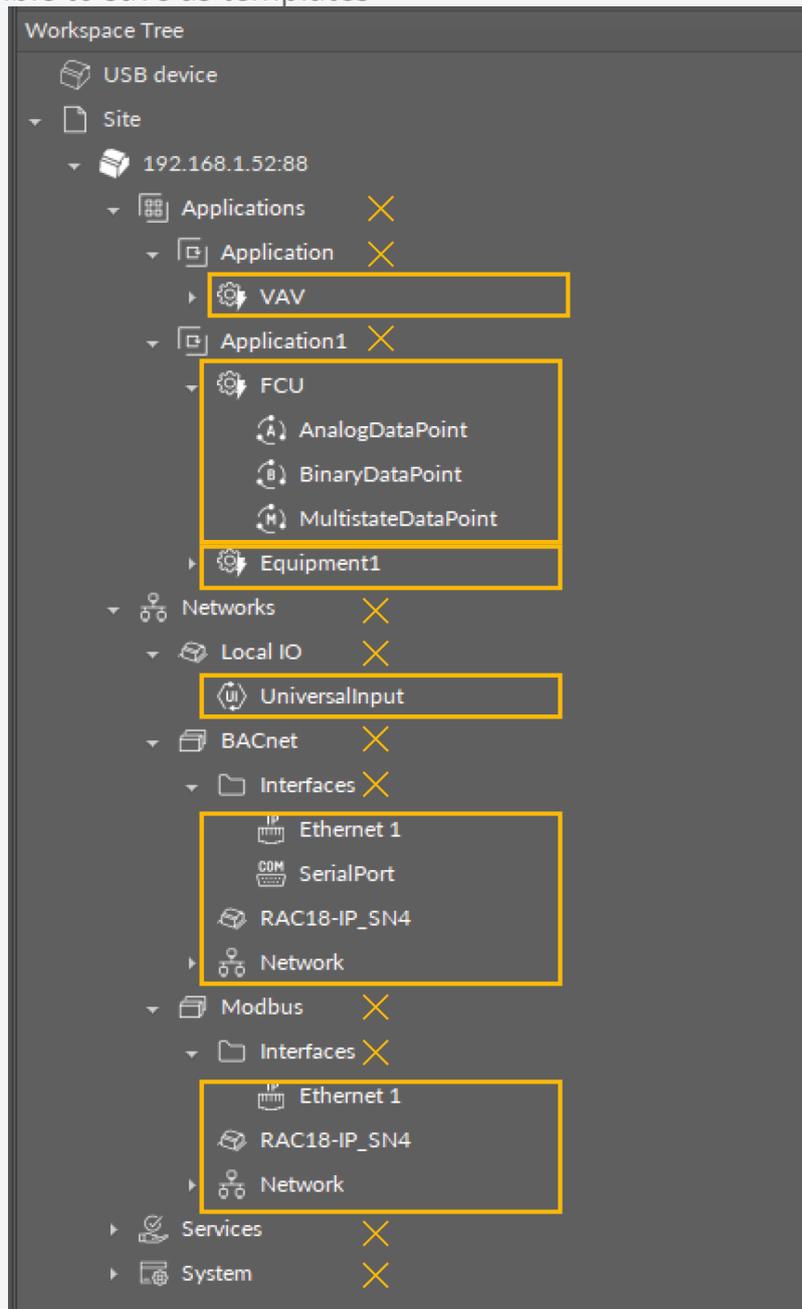


Figure 133. Elements which can be saved as templates

Warning

Components in the Services or System container cannot be saved as a template.

This also regards links between components in different containers or other external links. The **Reference** links between Data Points and network points (for example, local I/O components) will be lost in the template.

The saved template contains the following data:

- extensions added to components,
- slots values (not applicable to read-only slots),
 - exceptions: BACnet ID, Modbus address, events data in schedules components.

To mark components for saving, select (one or many) components on the Workspace Tree or select components for saving in Wire Sheet view (using window or crossing selection).

Note

In the Workspace Tree, it is possible to select more than one components to save as a template, however, they have to be same-level components. To save components from different levels (for example, the Equipment components and components located under it), it is enough to mark only the superior component.

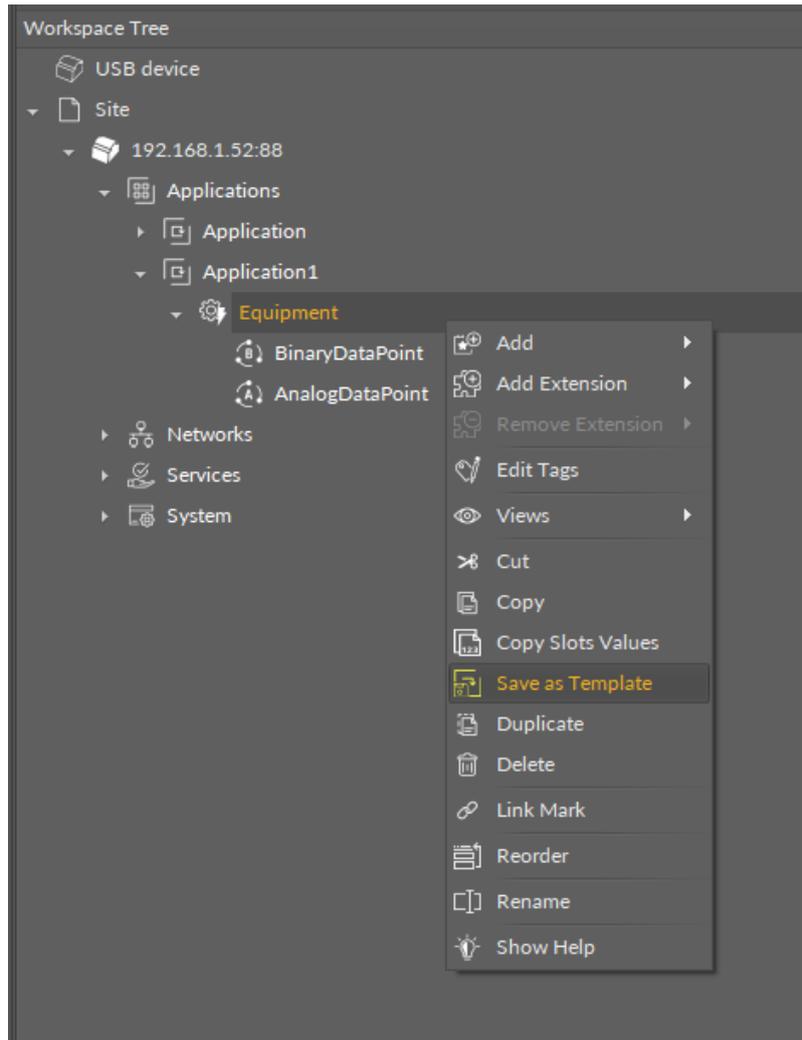
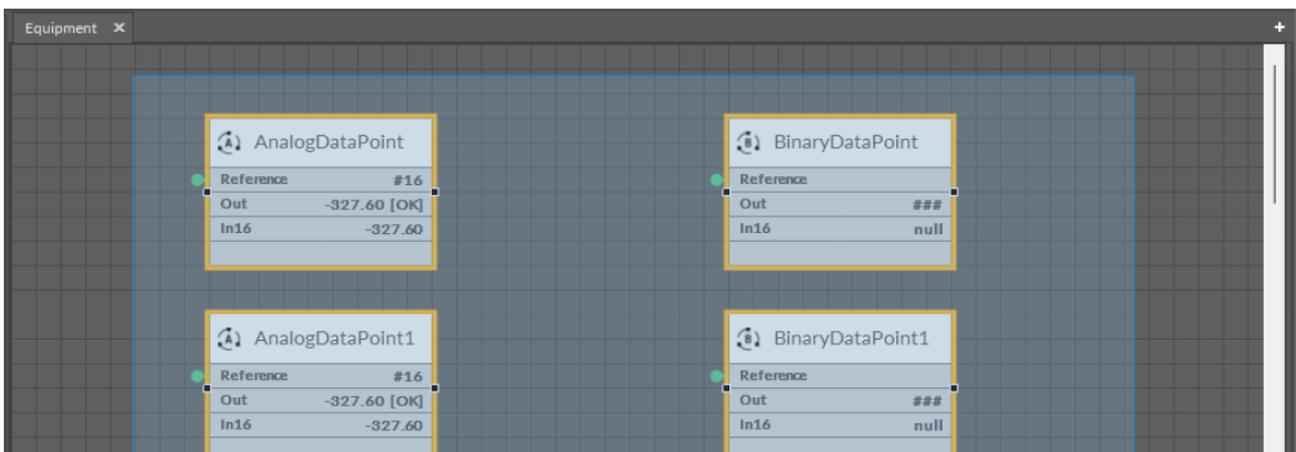


Figure 134. Selecting components in the Workspace Tree



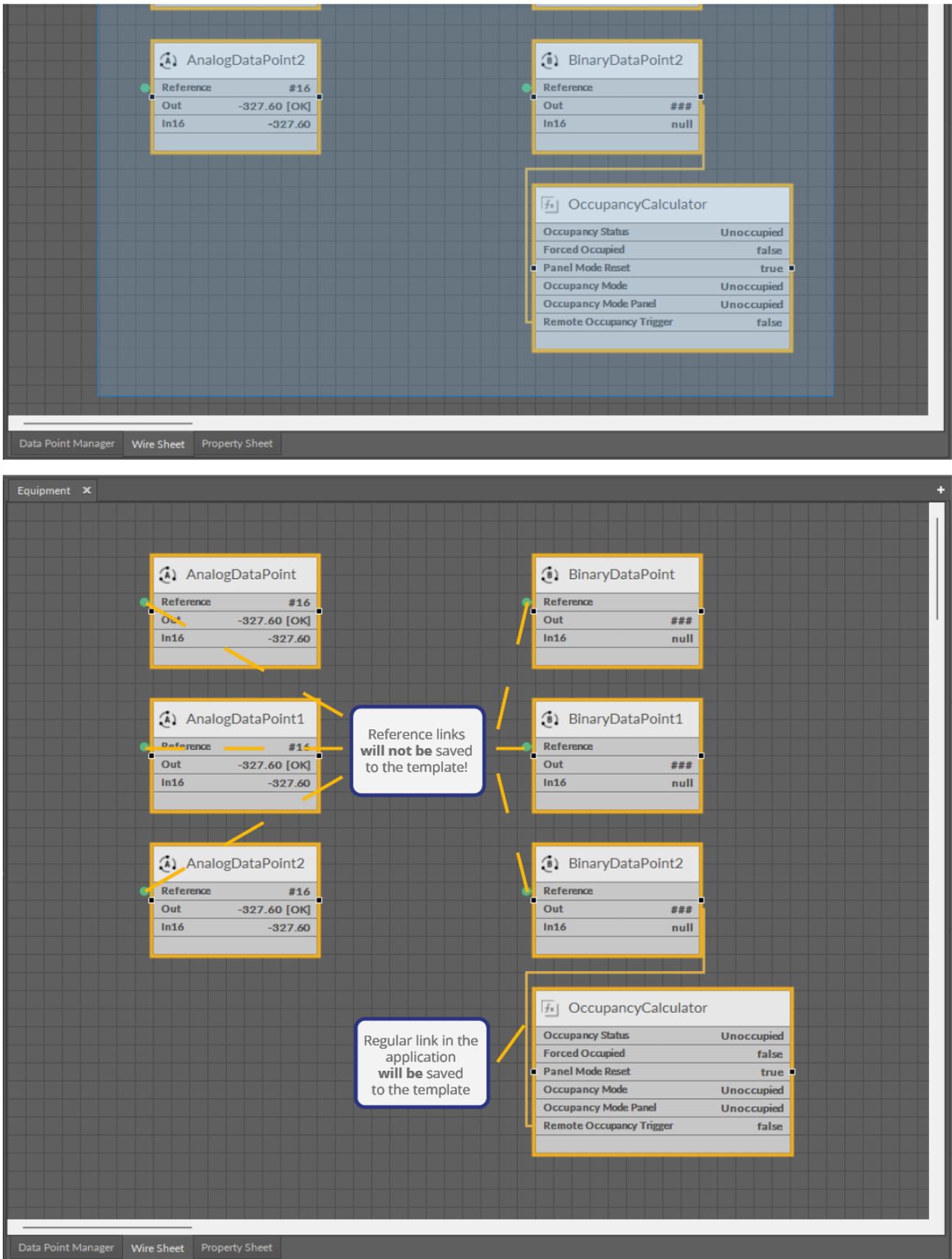


Figure 135. Selecting components in the Wire Sheet

After selecting the Save as Template option, a dialog window pops up:

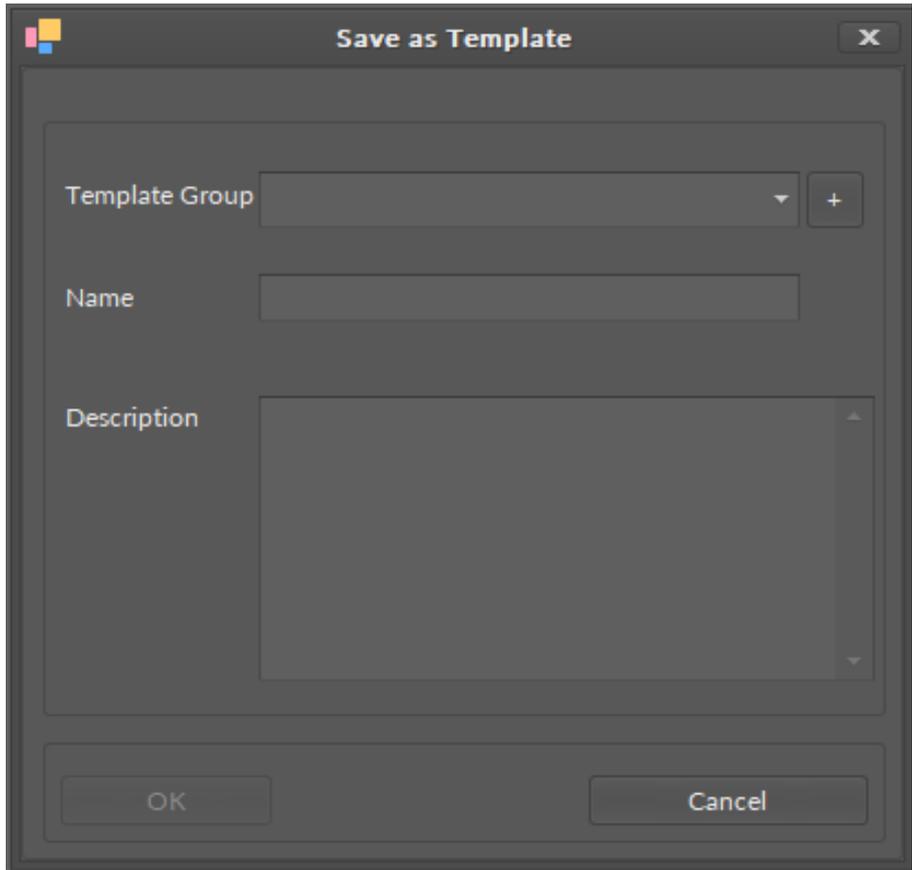


Figure 136. Save as Template dialog window

In the dialog window, there are three fields:

- **Template Group:** allows to select or add a templates' group to save a particular template to;

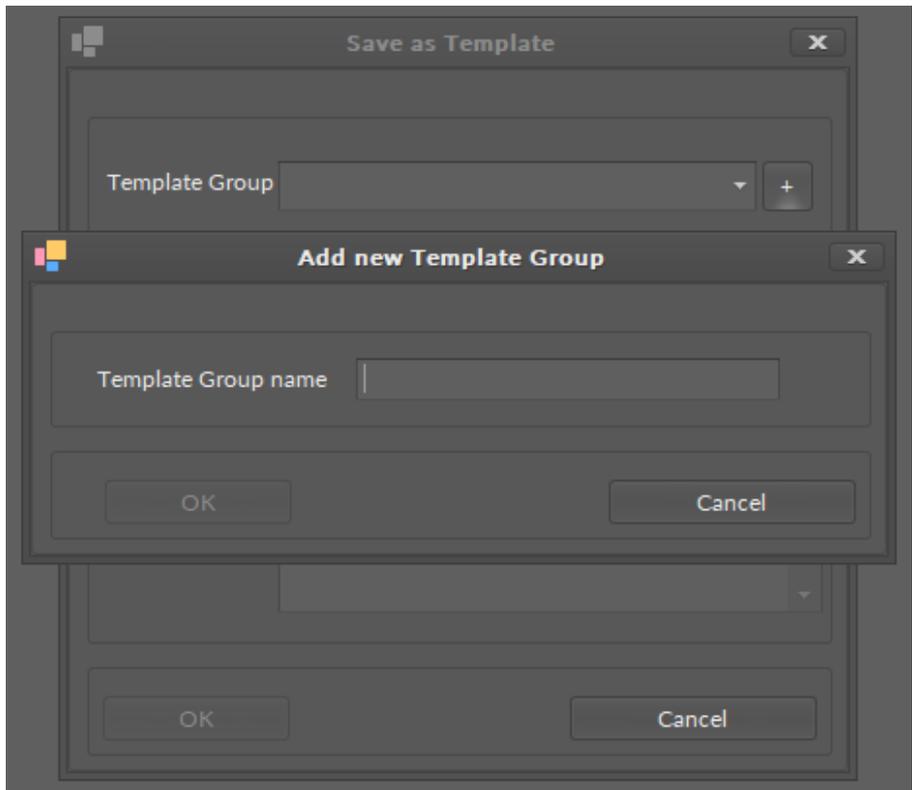


Figure 137. Adding new template group

- **Name:** allows to fill in a name for the template;
- **Description:** allows to fill in an additional description to the template.

7.7.2 Using Templates

Saved templates are available in the Template Groups tab in the Device Libraries window.

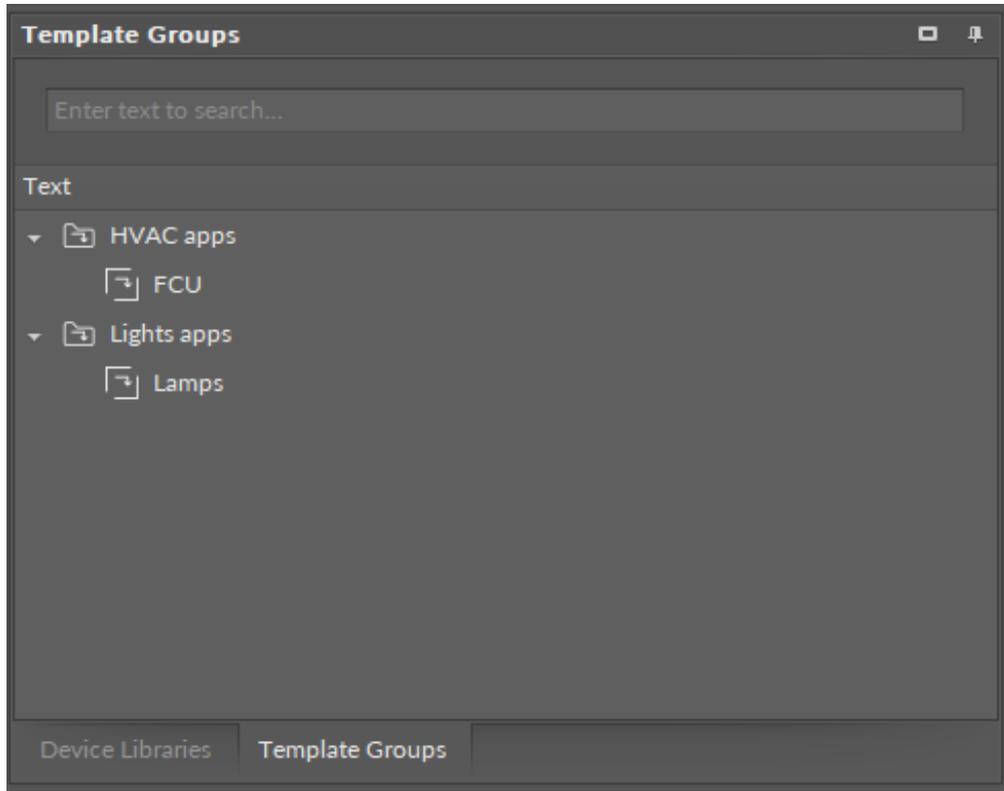


Figure 138. Template Groups

To use the template, drag and drop it to the wire sheet of the destination Application component

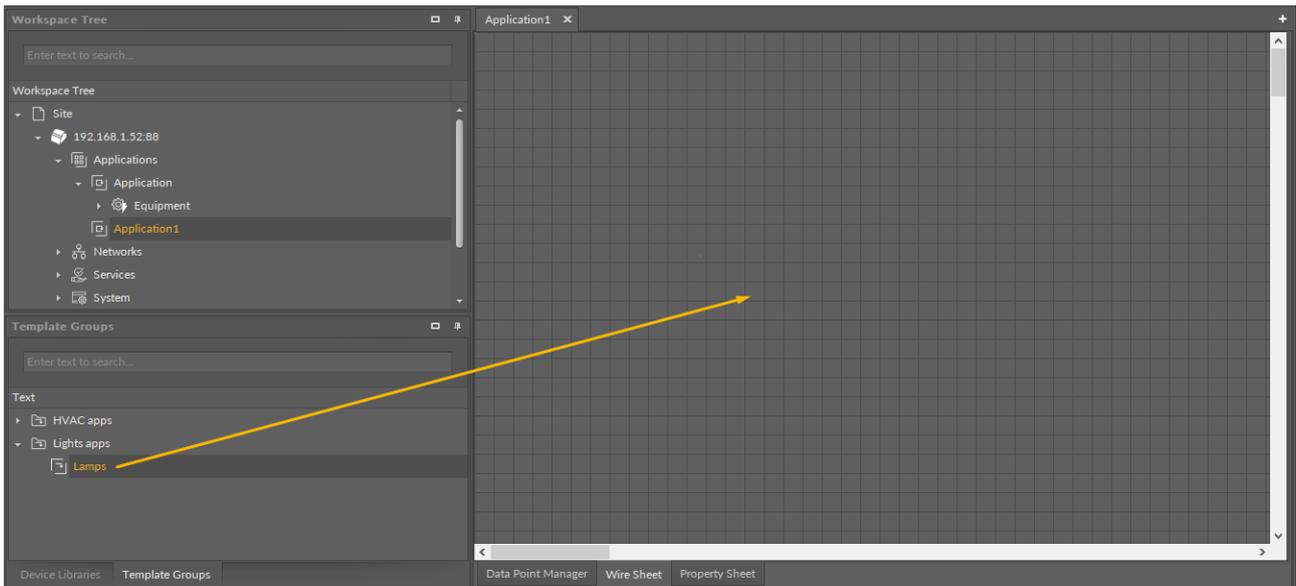


Figure 139. Drag-and-drop a template to the wire sheet

Note

If the Equipment component has been added to the template, it is sufficient to add the template directly to the wire sheet of the Application component. However, if the template contains only components of the application itself (no Equipment component), it is advised to first add the Equipment component to the Application component and then add the template to the wire sheet of the Equipment component. For more information, please see [Equipment](#).

7.8 Console and Logs

The Console is a window where the iC Tool informs the user about the application status and its operations. By default, the Console window is minimized. It is accessible as an expandable tab in the bottom left corner of the iC Tool.

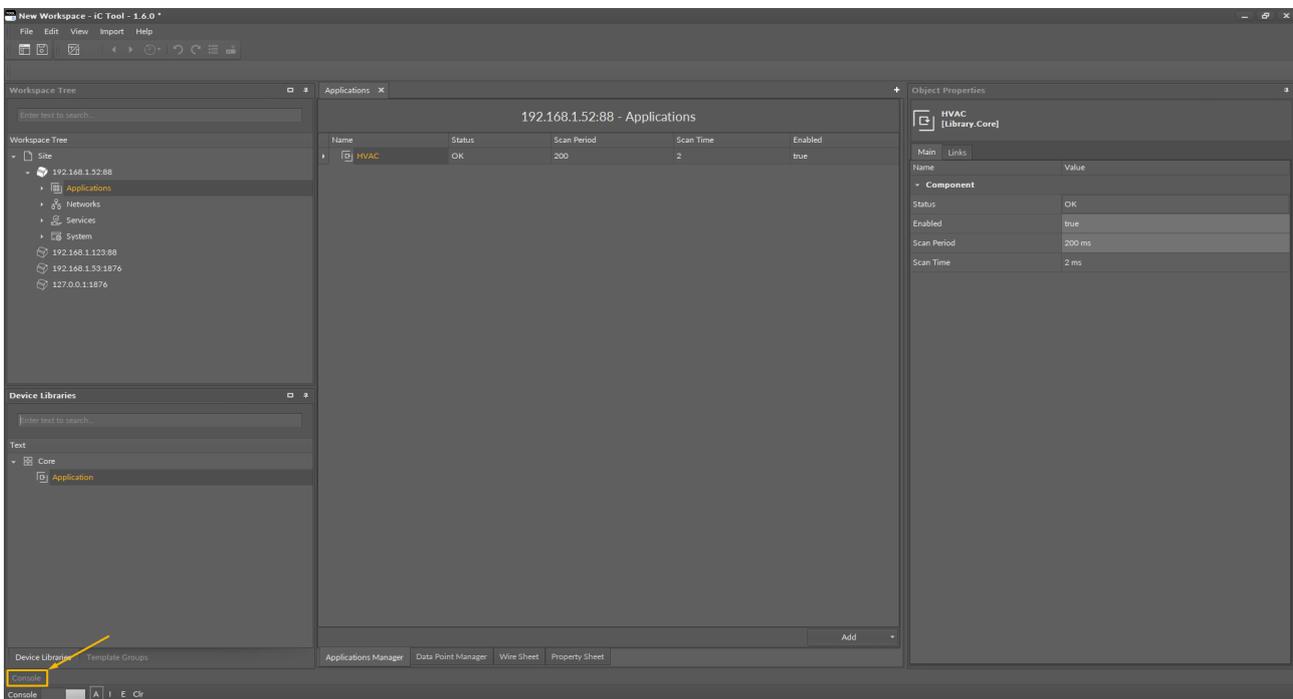


Figure 140. Accessing console in the bottom left corner of the view

While performing user’s tasks or processes such as object removal or establishing connection with a controller, the Console window shows the logs of what is being performed at the moment.

The basic concept in the iC Tool is that the Console shows all detailed messages, while only some of them are additionally displayed as a pop-up window.

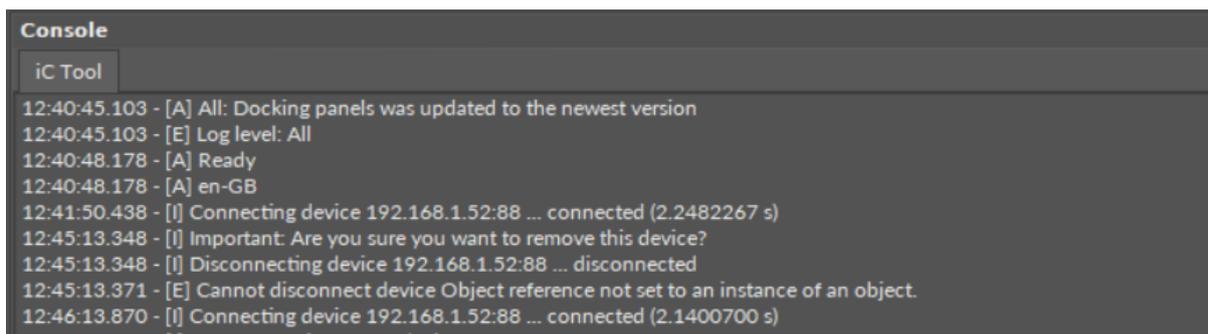


Figure 141. Console view

The Console window contents are automatically saved in the log file to store the information for a longer period of time. It is therefore possible to open the log file for a later analysis using any text editor. The log files are by default saved in the log folder. Both the name of the folder for saving logs and its location may be changed by defining a path in the Settings (see the description further in this section).

The iC Tool allows to define the size of a single log file, as well as the course of conduct after exceeding the maximum log file size. The file size may be from 1 MB to 5 MB (by default it is 3 MB), and there are two possible courses of conduct after exceeding the maximum log file size:

- creating a new log file and keeping previous files;
- complete wiping of the actual log file and start recording again.

The above settings can be modified in the Software settings in the main menu File -> Settings.

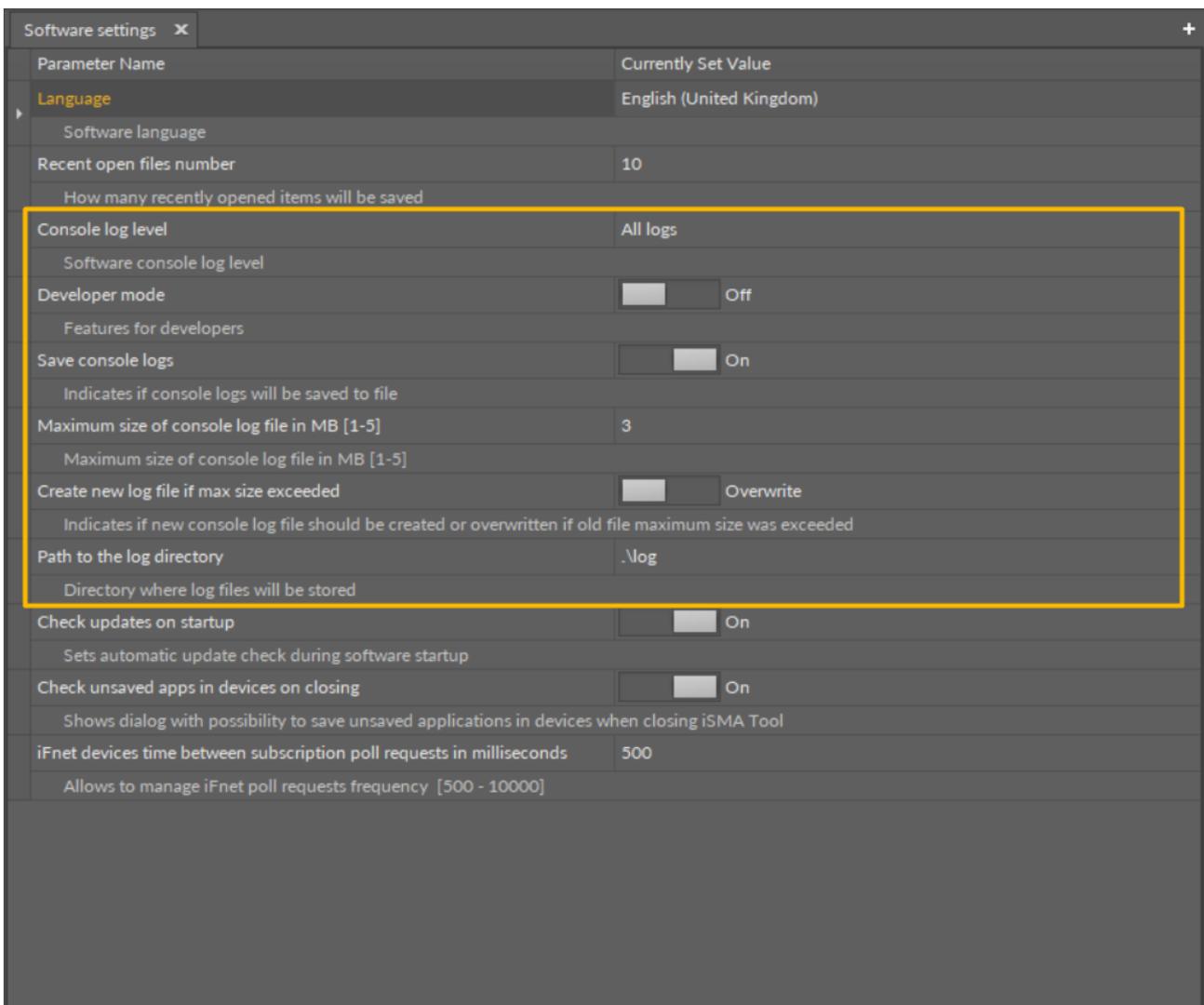


Figure 142. Available Console and logs settings

All settings applicable to logs and the Console window are the following:

- **Console log level:** a filter defining a kind of logs to be displayed in the Console window (the listed options provide the same result as given by the letter filter, D, A, I, and E, available at the bottom of the Console window);

- **Developer mode:** allows hiding/showing of the D filter–Debug button in the Console window;
- **Save console logs:** turns on/off recording of the log to a file saved on a hard drive;
- **Maximum size of console logs file:** defines the maximum size of the log file;
- **Create new log file if max size exceeded:** a switch defining how the system acts after exceeding the maximum log file size;
- **Path to the log directory:** allows defining of the log file saving location.

7.8.1 iC Tool Log Viewer

The iC Tool allows to view its log file saved on the hard drive. To see the iC Tool logs, go to the main menu, click the View option, and then the Log Viewer option.

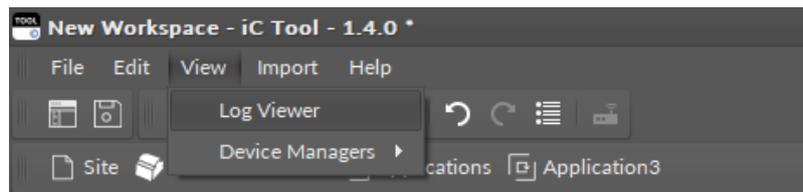


Figure 143. Accessing the Log Viewer

The Log Viewer opens in the Main screen. Once the listed log file is double-clicked, it is opened in a default .txt program.

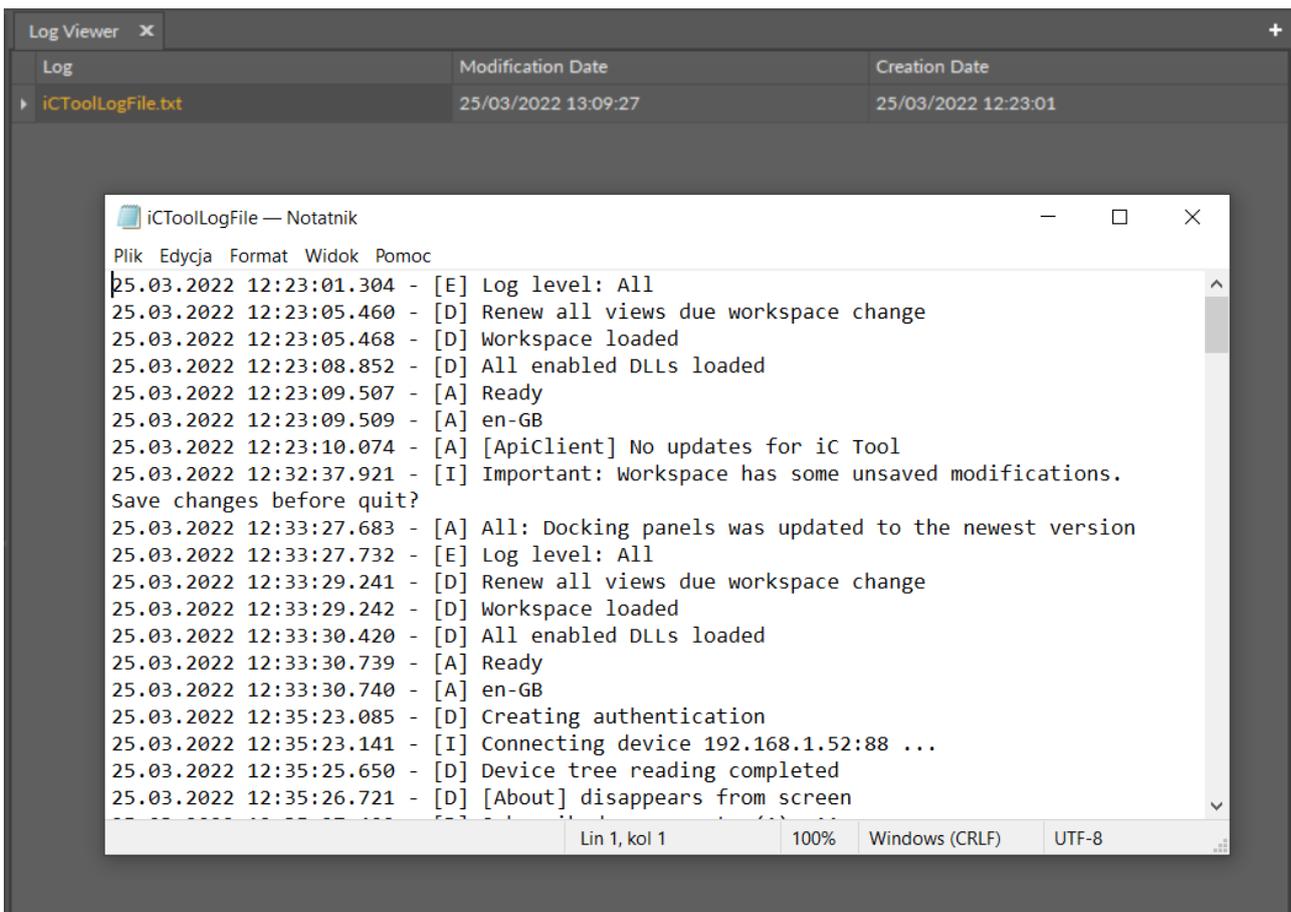


Figure 144. iC Tool logs file

8 iC Tool with nano EDGE ENGINE Devices

The iC Tool up to 1.4 version works only with the devices driven by the nano EDGE ENGINE software. From 1.5 version, it also supports devices based on the Sedona Framework.

For nano EDGE ENGINE devices, the iC Tool offers special views that are tailored for the nano EDGE ENGINE functionalities.

8.1 Software Manager

The Software Manager is a tool allowing the management of the device operating system and its libraries. The Software Manager allows installing, uninstalling, and changing versions of the OS and libraries.

The Software Manager lists all elements (OS, libraries) that are available locally in the iC Tool to be installed on the device. The list of elements, visible in the Software Manager table, corresponds with a physical content of the nano EDGE ENGINE folder in the main iC Tool's location: \home\nanoEdgeEngine. Proper placing of the user's own libraries in this location allows to add them to the Software Manager.

The screenshot shows a window titled "Software Manager" with a close button (X) and a plus sign (+). At the top right, there are two buttons: "Upgrade All" and "Update Device". Below these is a table with the following columns: "On Device", "Name", "Latest Local", "Installed", "Selected", and "Status". The table contains 15 rows of data, each with a checked checkbox in the "On Device" column. The "Status" column for the first row is "Latest", while the others are "Latest, part of OS".

On Device	Name	Latest Local	Installed	Selected	Status
<input checked="" type="checkbox"/>	OS	1.7.0.9530	1.7.0.9530		Latest
<input checked="" type="checkbox"/>	Framework.ConfigurationData	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Framework.SDK	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.BACnet	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Core	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.IO	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Modbus	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Schedules	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.ComfortControl	1.7.9118.15902	1.7.9118.15902		Latest
<input checked="" type="checkbox"/>	Library.FCU	1.7.9133.27896	1.7.9133.27896		Latest
<input checked="" type="checkbox"/>	Library.Logic	1.7.9133.23706	1.7.9133.23706		Latest
<input checked="" type="checkbox"/>	Library.Math	1.7.9089.20807	1.7.9089.20807		Latest
<input checked="" type="checkbox"/>	Library.Other	1.7.9133.27912	1.7.9133.27912		Latest
<input checked="" type="checkbox"/>	Library.Process	1.7.9133.27918	1.7.9133.27918		Latest
<input checked="" type="checkbox"/>	Library.Time	1.7.9133.27930	1.7.9133.27930		Latest
<input checked="" type="checkbox"/>	Library.VAV	1.7.9118.16168	1.7.9118.16168		Latest

Figure 145. Software Manager view

Warning!

Every time the OS or libraries are edited in the device, it requires a restart of the device.

8.1.1 Opening the Software Manager

Once the iC Tool connects to the device, the Software Manager view is available from the Objects Properties window (blue button) or from the context menu of the device.

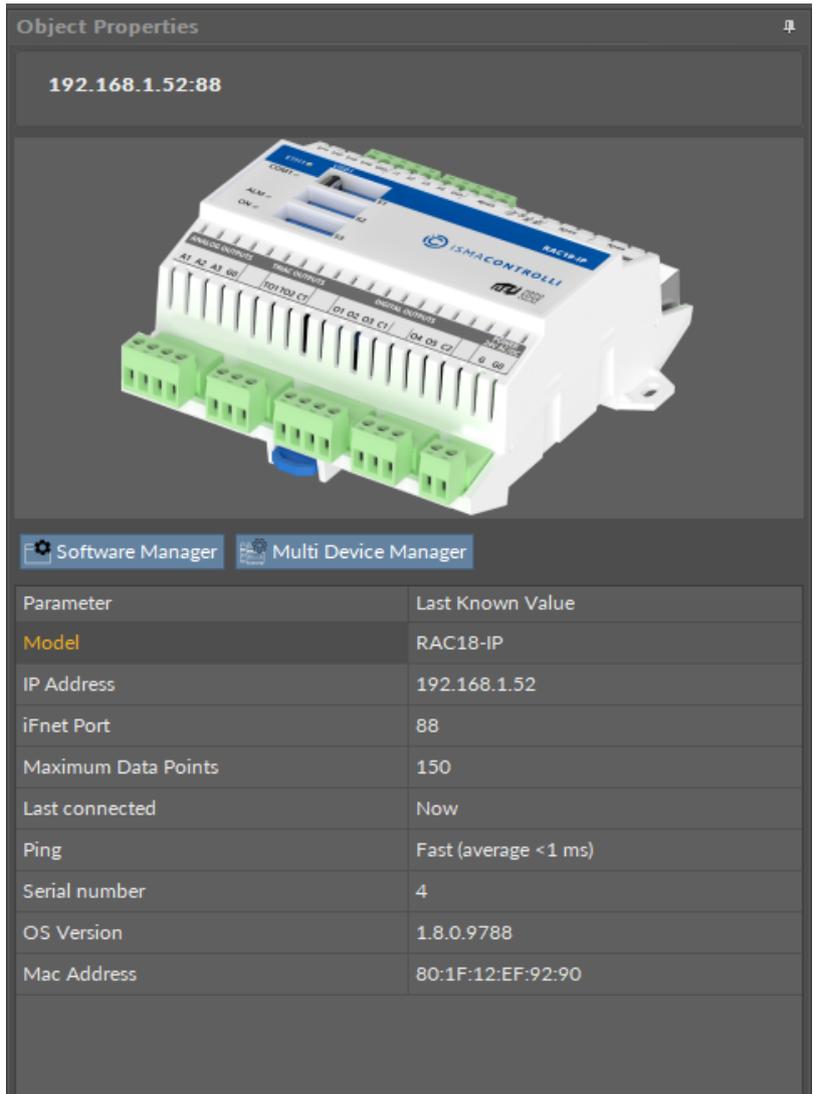


Figure 146. Software Manager button

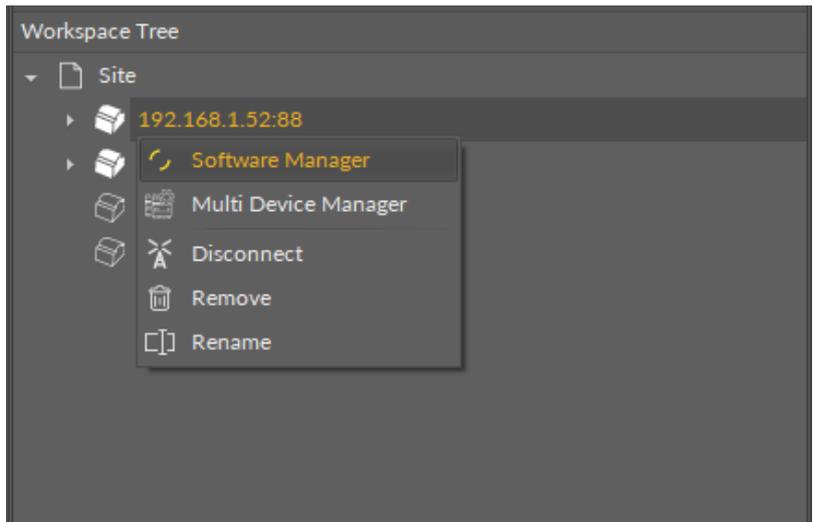


Figure 147. Software Manager in the device's context menu

8.1.2 Using the Software Manager

The Software Manager view lists the OS and libraries available locally. The view highlights each row (OS or libraries) according to its status:

- **green:** the element is up to date, and requires no action,
- **orange:** the element is out of date, and can be updated,
- **blue:** the action is about to be taken on the element,
- **yellow:** the library could not be loaded (the library installed on the device has a version, which is not supported by the OS).

On Device	Name	Latest Local	Installed	Selected	Status
<input checked="" type="checkbox"/>	OS	1.7.0.9530	1.7.0.9530		Latest
<input checked="" type="checkbox"/>	Framework.ConfigurationData	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Framework.SDK	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.BACnet	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Core	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.IO	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Modbus	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Schedules	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.ComfortControl	1.7.9118.15902	1.7.9118.15902		Latest
<input checked="" type="checkbox"/>	Library.FCU	1.7.9133.27896		1.7.9133.27896	Install
<input checked="" type="checkbox"/>	Library.Logic	1.7.9133.23706		1.7.9133.23706	Install
<input checked="" type="checkbox"/>	Library.Math	1.7.9089.20807		1.7.9089.20807	Install
<input checked="" type="checkbox"/>	Library.Other	1.7.9133.27912		1.7.9133.27912	Install
<input checked="" type="checkbox"/>	Library.Process	1.7.9133.27918		1.7.9133.27918	Install
<input checked="" type="checkbox"/>	Library.Time	1.7.9133.27930		1.7.9133.27930	Install
<input checked="" type="checkbox"/>	Library.VAV	1.7.9118.16168		1.7.9118.16168	Install

Figure 148. Updating

The Software Manager table contains the following columns:

- **On Device:** indicates, whether a given element is already installed on the device.
- **Name:** shows the name of the element.
- **Latest Local:** shows the latest version available locally to be installed on the device.
- **Installed:** shows the version of the element installed on the device.
- **Selected:** opens a drop-down list with all versions available locally for a selected element.
- **Status:** indicates, which action is to be performed on the element, once a specific version has been selected in the Action column.
 - Available information: Latest, Out of Date, Upgrade, Downgrade, Install, Uninstall, none (the selected version is the same as the one installed on the device).

In order to upgrade or downgrade the selected element, choose the desired version of the element in the Selected column, and press the Update Device option (highlighted in blue in the right upper corner of the Software Manager). This option executes all actions indicated in the Status column.

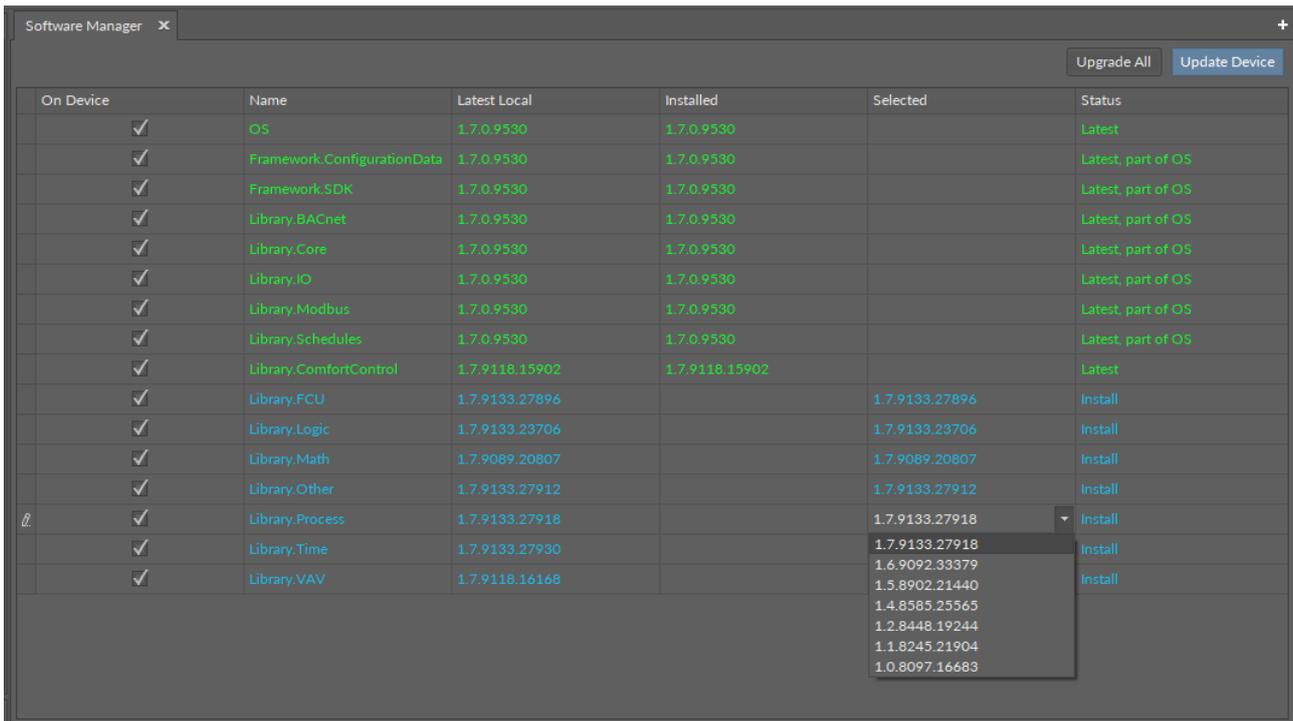


Figure 149. Selecting a library's version

Unless the user intends to manually select the versions to be installed, there is also the option to automatically select all newest versions for all out of date elements using the Upgrade All button.

Note:

Depending if the version indicated in the Selected column is higher or lower than the version already installed on the device, the Status column shows either the Upgrade or Downgrade option.

Regardless of the fact whether the user intends to add or remove the library available in the Software Manager, each operation requires performing three steps:

- check the box in the On Device column to install the library, or uncheck it to uninstall the library;
- provided the library is to be installed on the device, check its preferred version in the Selected column—by default, the newest version available locally is indicated to be installed;
- once selection of all libraries to be installed or uninstalled on the device is complete, hit the Update Device command.

Warning!

The OS cannot be removed from the device; it is preinstalled on the device's SD card, and the only operations, which can be performed on this element, are upgrading or downgrading it.

Warning!

If the OS is upgraded from the 1.0/1.1 versions to 1.2 version, the Applications libraries (FCU, Logic, Math, Process, Time, and Other) are not loaded. It is required to install them manually.

On Device	Name	Latest Local	Installed	Selected	Status
<input checked="" type="checkbox"/>	OS	1.7.0.9530	1.7.0.9530		Latest
<input checked="" type="checkbox"/>	Framework.ConfigurationData	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Framework.SDK	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.BACnet	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Core	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.IO	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Modbus	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Schedules	1.7.0.9530	1.7.0.9530		Latest, part of OS
<input checked="" type="checkbox"/>	Library.ComfortControl	1.7.9118.15902	1.7.9118.15902		Latest
<input checked="" type="checkbox"/>	Library.FCU	1.7.9133.27896	1.7.9133.27896		Latest
<input checked="" type="checkbox"/>	Library.Logic	1.7.9133.23706	1.7.9133.23706		Latest
<input checked="" type="checkbox"/>	Library.Math	1.7.9089.20807	1.7.9089.20807		Latest
<input type="checkbox"/>	Library.Other	1.7.9133.27912	1.7.9133.27912		Uninstall
<input type="checkbox"/>	Library.Process	1.7.9133.27918	1.7.9133.27918		Uninstall
<input checked="" type="checkbox"/>	Library.Time	1.7.9133.27930		1.7.9133.27930	Install
<input checked="" type="checkbox"/>	Library.VAV	1.7.9118.16168		1.7.9118.16168	Install

Figure 150. Adding or removing libraries

Library Not Loaded

The Software Manager has a mechanism informing the user about the libraries compatibility. For a proper operation, libraries versions have to be supported by the OS. If the library installed on the device has a version, which is not supported by the OS, Software Manager displays an error prompt and marks the library as 'not loaded'. In such case, it is required to upgrade the library.

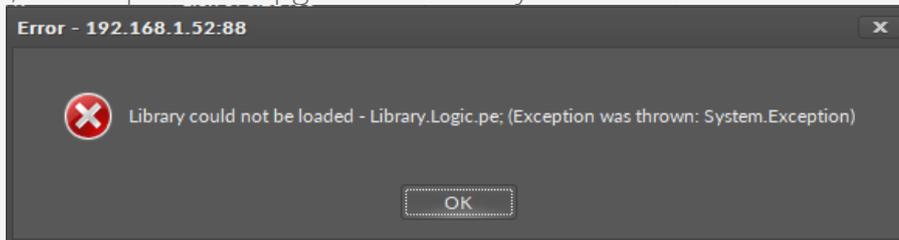


Figure 151. Error prompt

On Device	Name	Latest Local	Installed	Selected	Status
<input checked="" type="checkbox"/>	OS	1.8.0.9788	1.8.0.9788		Latest
<input checked="" type="checkbox"/>	Framework.Configuration...	1.8.0.9788	1.8.0.9788		Latest, part of OS
<input checked="" type="checkbox"/>	Library.BACnet	1.8.0.9788	1.8.0.9788		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Core	1.8.0.9788	1.8.0.9788		Latest, part of OS
<input checked="" type="checkbox"/>	Library.IO	1.8.0.9788	1.8.0.9788		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Modbus	1.8.0.9788	1.8.0.9788		Latest, part of OS
<input checked="" type="checkbox"/>	Library.Schedules	1.8.0.9788	1.8.0.9788		Latest, part of OS
<input checked="" type="checkbox"/>	Library.ComfortControl	1.8.9370.21192	1.8.9370.21192		Latest
<input checked="" type="checkbox"/>	Library.FCU	1.8.9370.21154	1.8.9370.21154		Latest
<input checked="" type="checkbox"/>	Library.LightControl	1.8.9370.21113	1.8.9370.21113		Latest
<input checked="" type="checkbox"/>	Library.Math	1.8.9370.21104	1.8.9370.21104		Latest
<input checked="" type="checkbox"/>	Library.Other	1.8.9370.21126	1.8.9370.21126		Latest
<input checked="" type="checkbox"/>	Library.Process	1.8.9370.21126	1.8.9370.21126		Latest
<input checked="" type="checkbox"/>	Library.Time	1.8.9370.21136	1.8.9370.21136		Latest
<input checked="" type="checkbox"/>	Library.Trends	1.8.9372.25150	1.8.9372.25150		Latest
<input checked="" type="checkbox"/>	Library.VAV	1.8.9370.21450	1.8.9370.21450		Latest
<input checked="" type="checkbox"/>	Library.Logic				Not Loaded

Figure 152. Library not loaded

This information is also displayed in the Object Properties window for a device:

Object Properties

192.168.1.52:88



Software Manager Multi Device Manager

Parameter	Last Known Value
Model	RAC18-IP
IP Address	192.168.1.52
iFnet Port	88
Maximum Data Points	150
Last connected	Now
Ping	Fast (average <1 ms)
Serial number	4
OS Version	1.8.0.9788
Mac Address	80:1F:12:EF:92:90
Not loaded libraries	Library.Logic.pe;

Figure 153. Information about Library not loaded state

8.2 IP Manager

The IP Manager view is a convenient tool for discovering devices connected to the IP network and configuring their network settings. It facilitates a first connection to a device, providing a simple way to set IP addresses on discovered devices.

Important

For a device to get discovered by the IP Manager, the **IP Manager Discover Enabled** slot in the **Ethernet1** component (Platform/System container) on the device must be set to true, which is its default value. To prevent the device from being discovered by unwanted agents, the slot should be set to false.

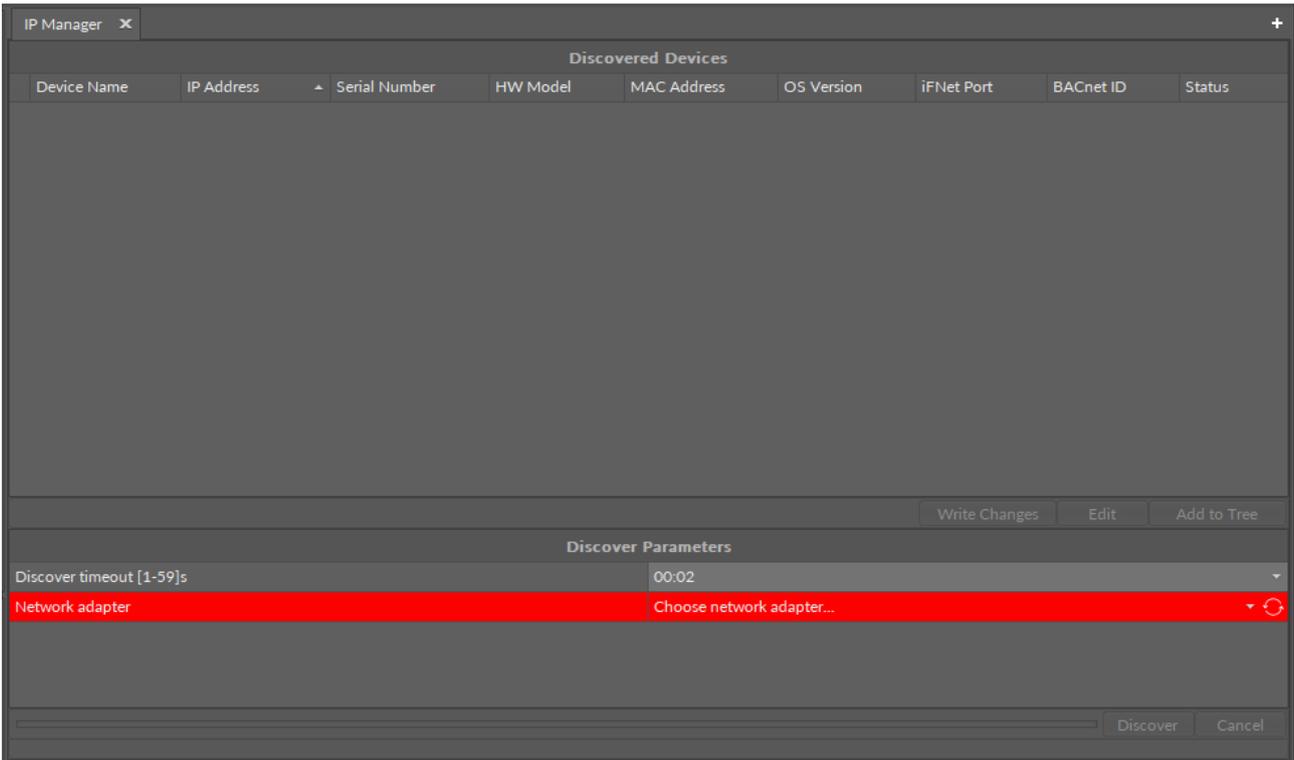


Figure 154. IP Manager

The IP Manager can be accessed from the main menu of iC Tool, by a dedicated button on the top bar, or in the context menu of the Site.

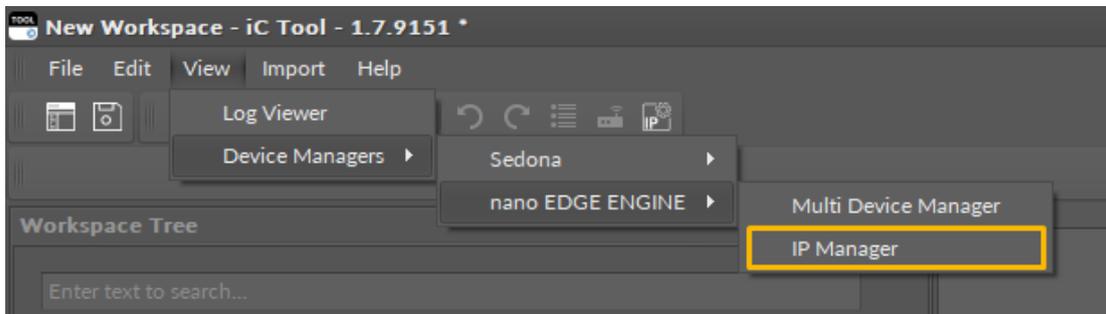


Figure 155. Accessing the IP Manager from the main menu

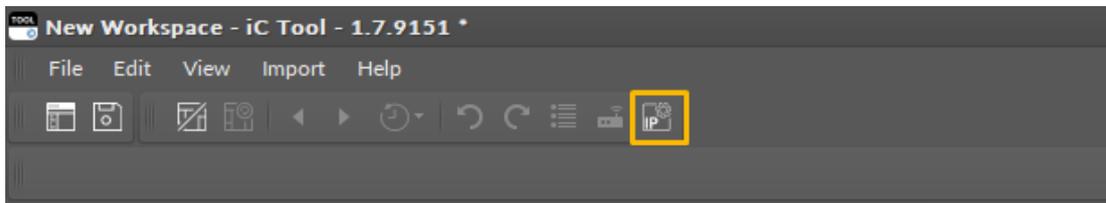


Figure 156. Accessing the IP Manager from the top bar

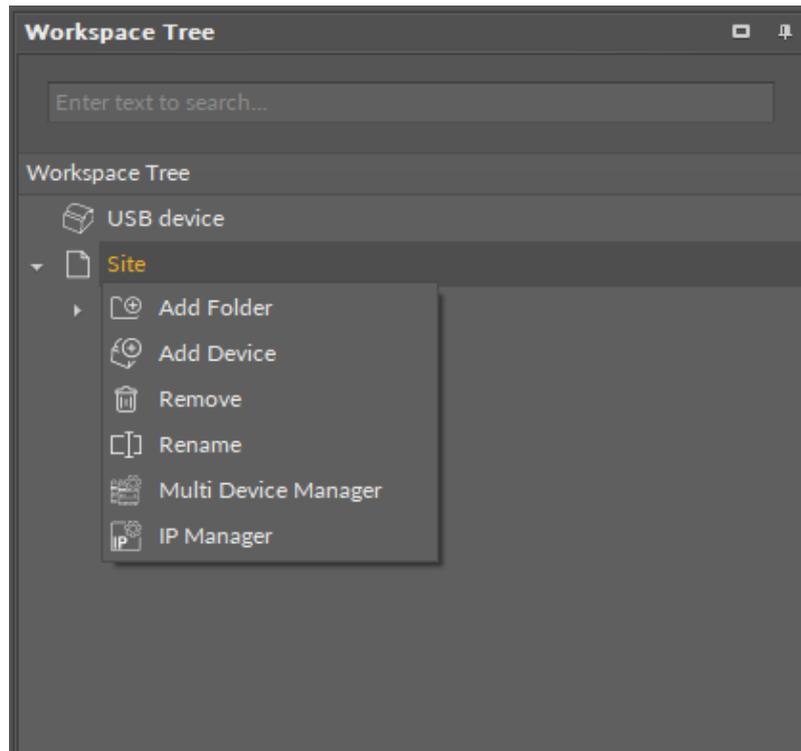


Figure 157. Accessing the IP Manager from the context menu of the Site

The IP Manager view is divided in two sections: Discovered Devices and Discover Parameters.

The Discovered Devices section shows devices, which are on the IP network. The section presents the following information about the device:

- device name,
- IP address of the device,
- serial number,
- HW model,
- MAC address,
- OS version;
- iFnet port,
- BACnet ID,
- status of the device:
 - available statuses:
 - Modified – applicable when any change has been introduced by the user in the edit view (the device is then highlighted in blue),
 - Written – set after the Write Changes command has been invoked and there is a positive writing confirmation from the device,
 - Error – set after the Write Changes command has been invoked and there is a negative response from the device or there is no response from the device (the device is then highlighted in red).

The second section, Discover Parameters, allows to select the IP network adapter and launch the discover process.

Note

If the device has already been added to the Workspace Tree and is still available on the network on the launch of the Discover process, it will be listed in the Discovered Devices section. Such device will be grayed out and it will not be possible to edit its parameters or add it again to the tree.

8.2.1 Using IP Manager

First, go to the Discover Parameters section and expand the list with available network adapters.

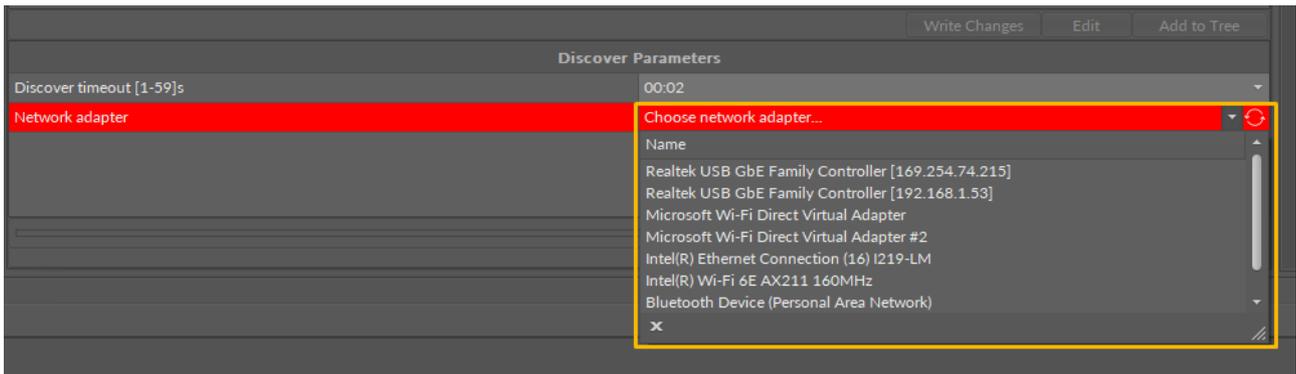


Figure 158. List of available network adapters

Select the required one and confirm with the Discover button.

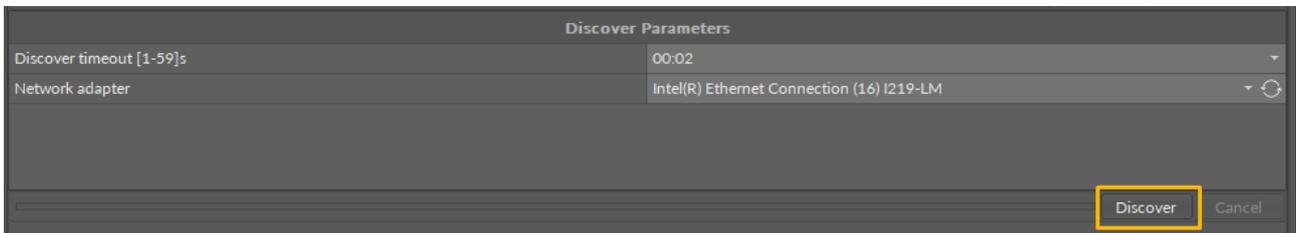


Figure 159. Discover button

The discovered devices are listed in the top section.

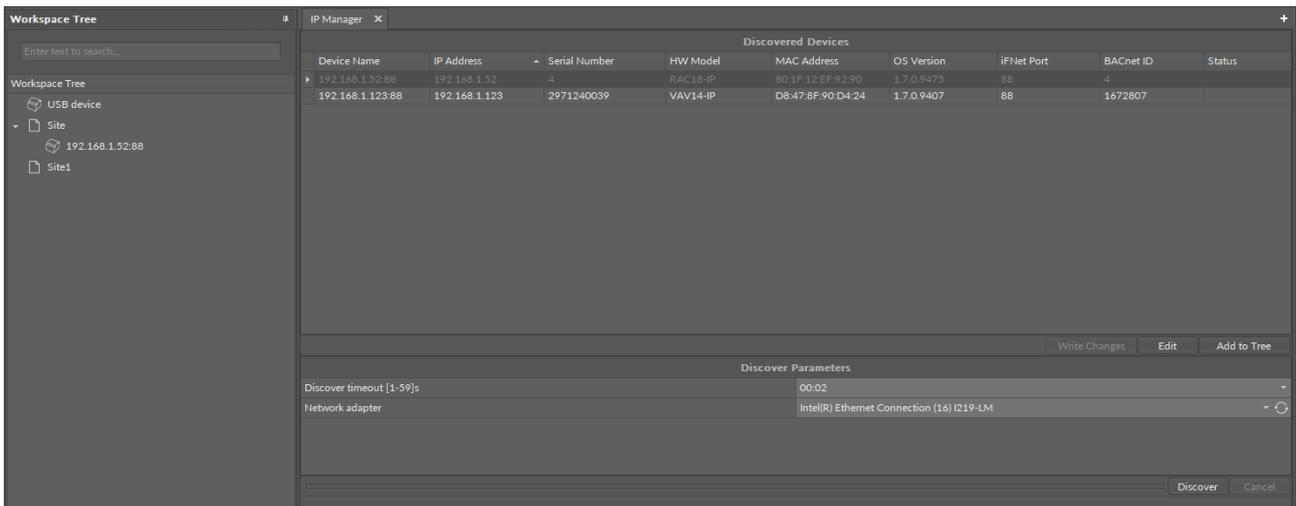


Figure 160. Discovered devices

Devices, which are on the network but have already been added to the Workspace Tree, are grayed out and their settings may only be changed in the [System](#) container when the device is connected.

For new devices, there are two main actions, Edit and Add to Tree.

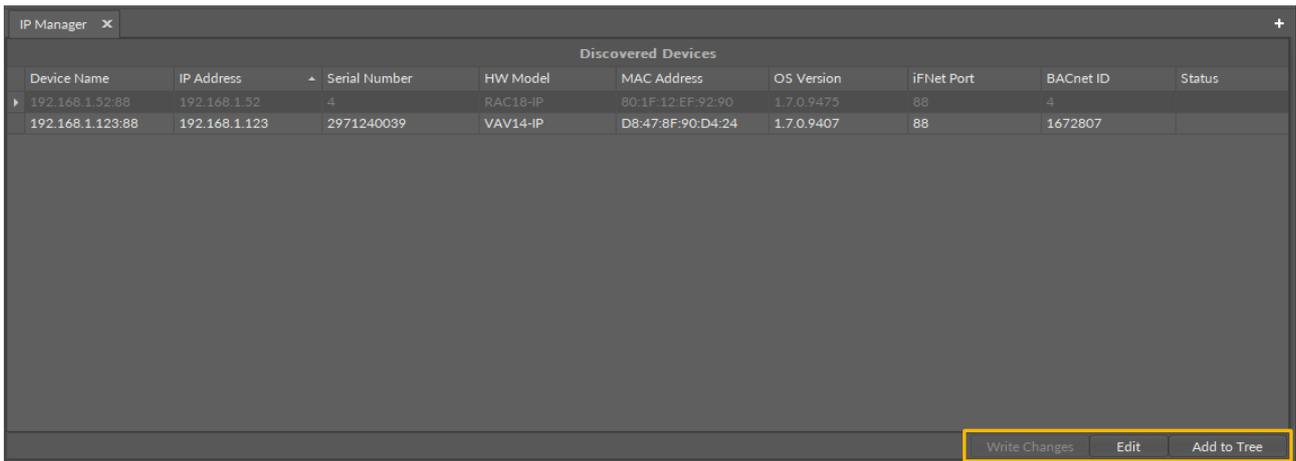


Figure 161. Option for new discovered devices

- **Edit (single device):** allows to configure network settings for the device:
 - DHCP mode,
 - IP address,
 - subnet mask,
 - gateway address,
 - DNS mode,
 - DNS server 1,
 - DNS server 2,
 - iFnet port;

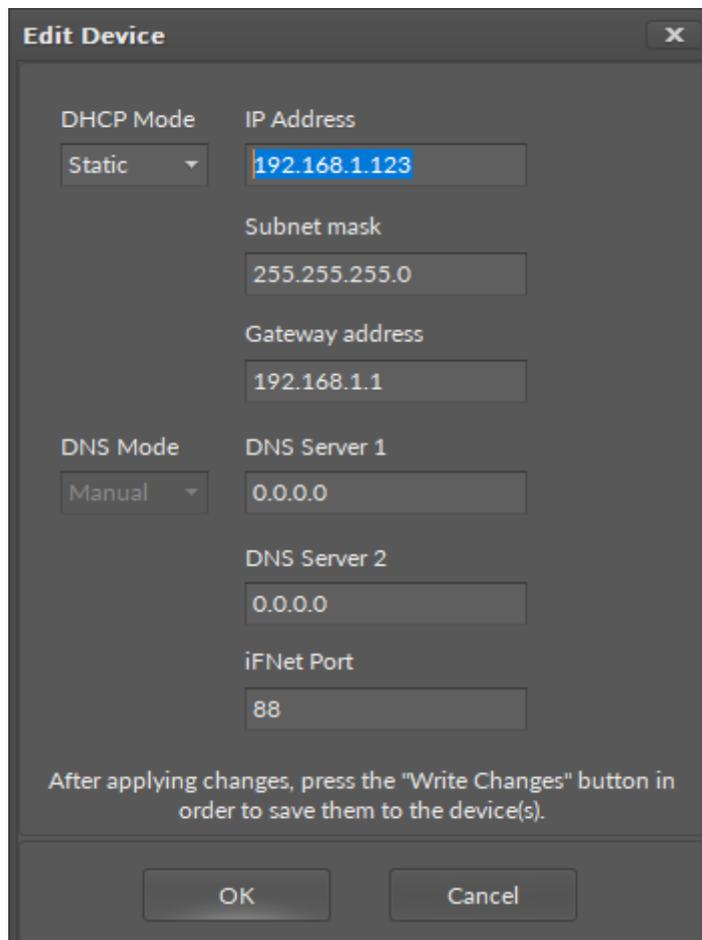


Figure 162. Editing options for a single device

- **Edit (more than one device):** allows to configure network settings for the device:
 - DHCP mode,
 - Base IP address: IP address of the first discovered device,
 - Increment: a number by which IP addresses of the second and next devices will be assigned to based on the IP address of the first device,
 - subnet mask,
 - gateway address,
 - DNS mode,
 - DNS server 1,
 - DNS server 2,
 - iFnet port.

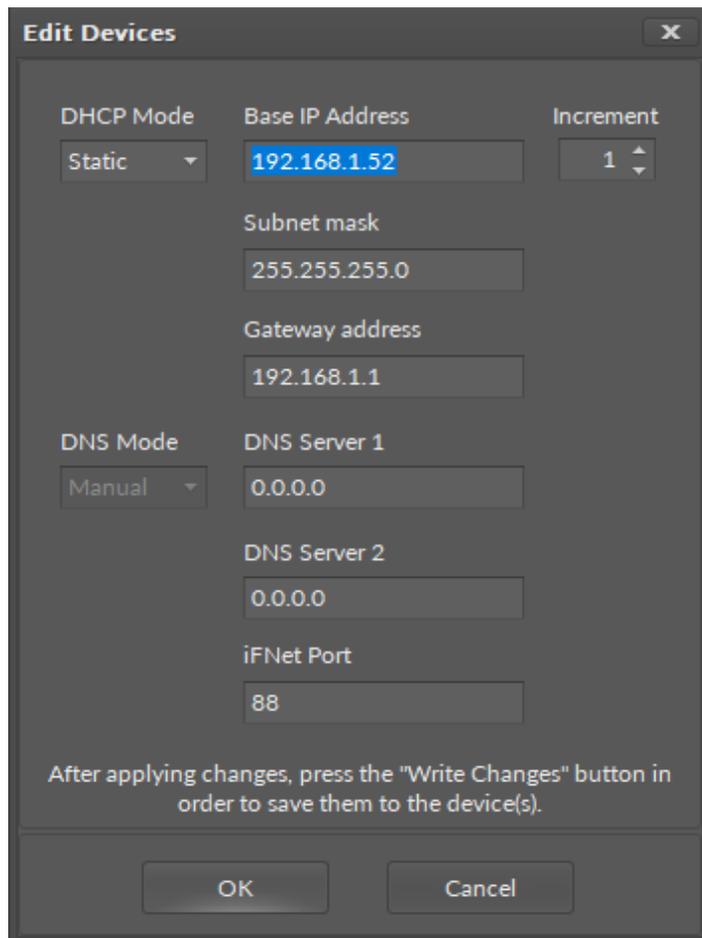


Figure 163. Editing option for more than one device

Warning!

Please make sure to confirm the edited values with the **Write Changes** button, which will send new values to the device. Please remember that any change made to the device requires a restart and the following alert pops up:

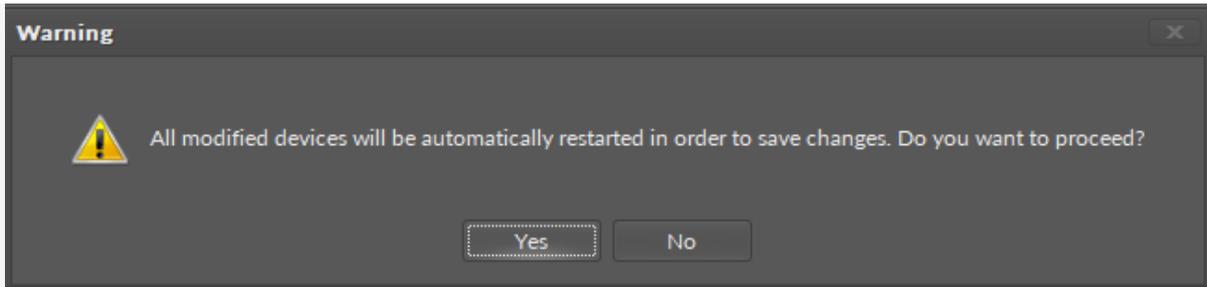


Figure 164. Restart alert

Please note that if any parameter has been changed, without the Write Changes action, it is impossible to add the devices to the tree.

- **Add to Tree:** allows to add the device to the Workspace Tree in a selected Site.

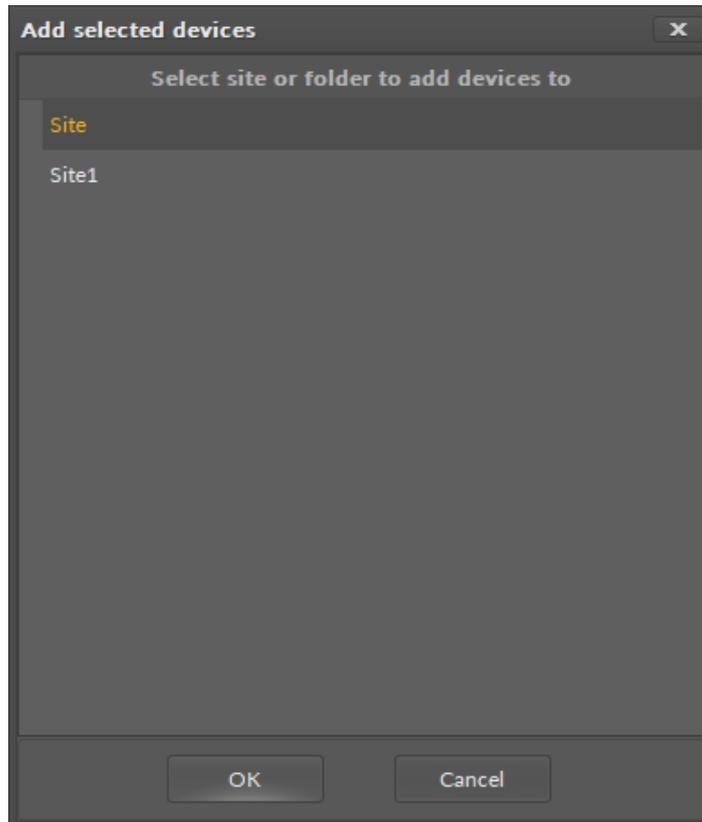


Figure 165. Add device dialog window

Note

It is also possible to add the device to the selected Site by drag-and-drop. This option work both for a single device and multi-selected devices. Make sure to keep the pointer directly on the selected Site.

After adding the device to the Workspace Tree, it is possible to connect to it and use its full potential.

8.3 Multi Device Manager

The Multi Device Manager allows to perform certain actions on more than one controller at a time. The actions available in the Multi Device Manager include:

- performing, download, and restoring backup,

- managing OS and libraries,
- setting local time,
- changing admin password,
- restarting devices, and
- manage configuration values of Data Points.

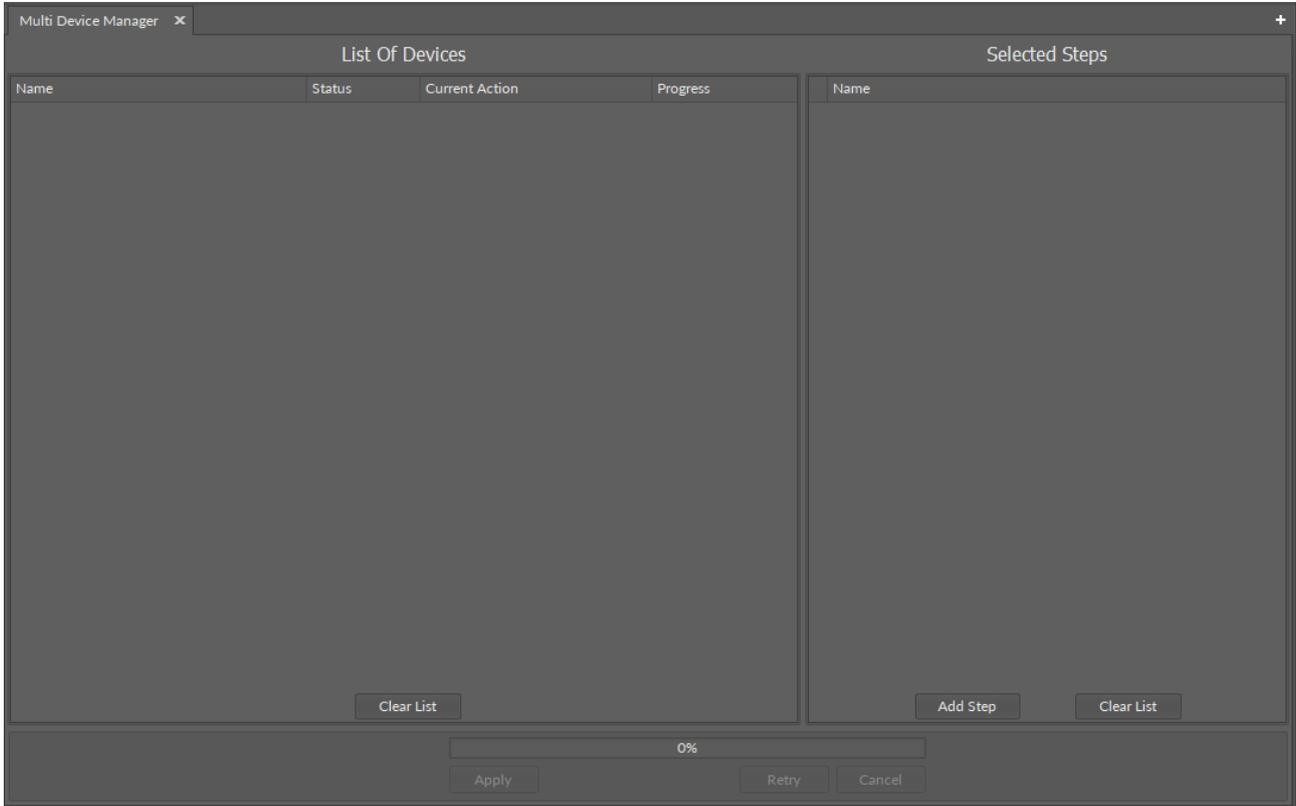


Figure 166. The Multi Device Manager view

The view is structured in two parts:

- **List of Devices:** allows to add devices to manage, shows status information (process succeeded/failed, etc.);
- **Selected Steps:** allows to choose and configure action to perform on all devices included in the List of Devices section.

8.3.1 Accessing the Multi Device Manager

There are three ways to access the Multi Device Manager view:

- in the main menu:

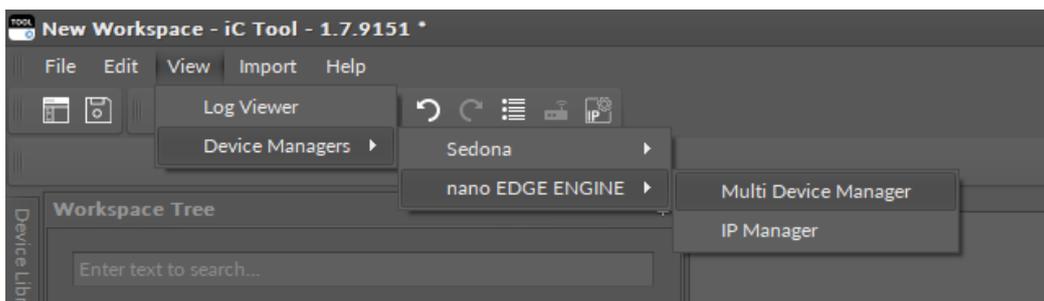


Figure 167. Accessing the Multi Device Manager in the main menu

- in the context menu of the device in the Workspace Tree:

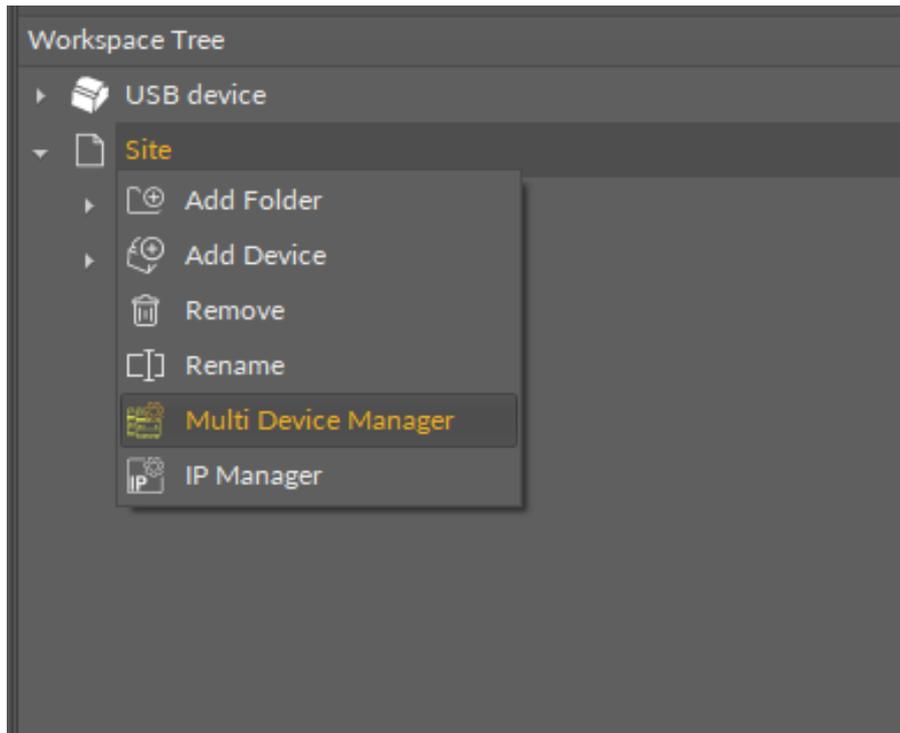


Figure 168. Accessing the Multi Device Manager in the context menu of the Site (also available in the context menu of the controller)

- from the Object Properties window (dedicated button):

Object Properties
⌵

192.168.1.52:88



⚙ Software Manager
🖨 Multi Device Manager

Parameter	Last Known Value
Model	RAC18-IP
IP Address	192.168.1.52
iFnet Port	88
Maximum Data Points	150
Last connected	Now
Ping	Fast (average <1 ms)
Serial number	4
OS Version	1.8.0.9788
Mac Address	80:1F:12:EF:92:90

Figure 169. Accessing the Multi Device Manager from the Object Properties window

8.3.2 Using the Multi Device Manager

Adding Devices

To add devices to the List of Devices in the Multi Device Manager, select the relevant devices in the Workspace Tree and drag-and-drop them on the List of Devices:

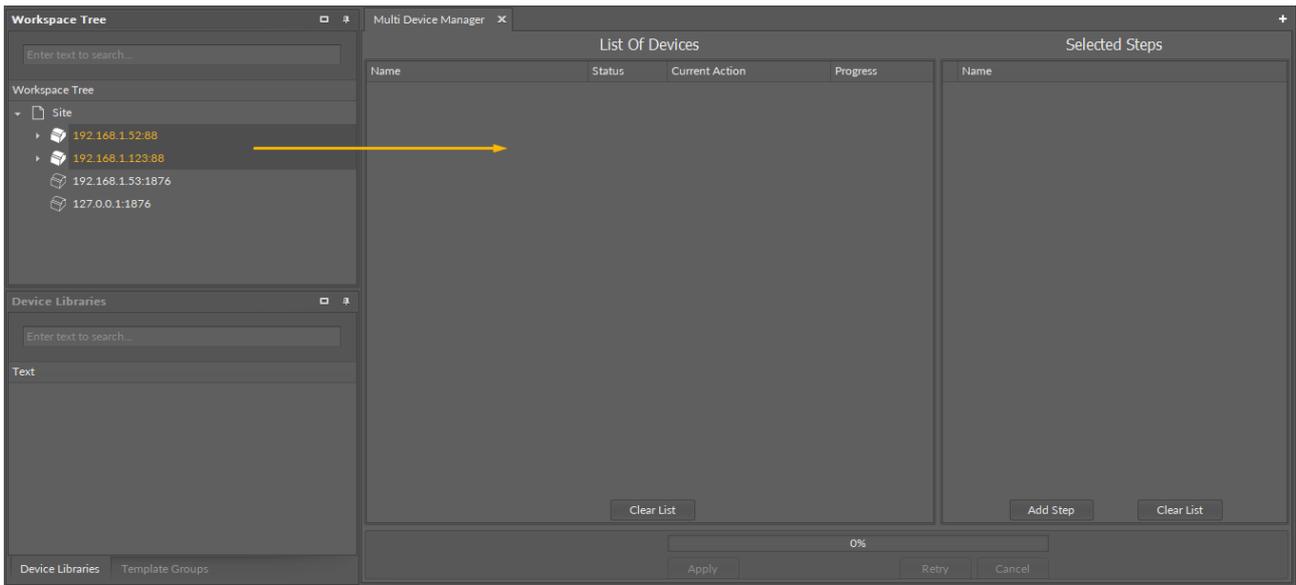


Figure 170. Adding devices

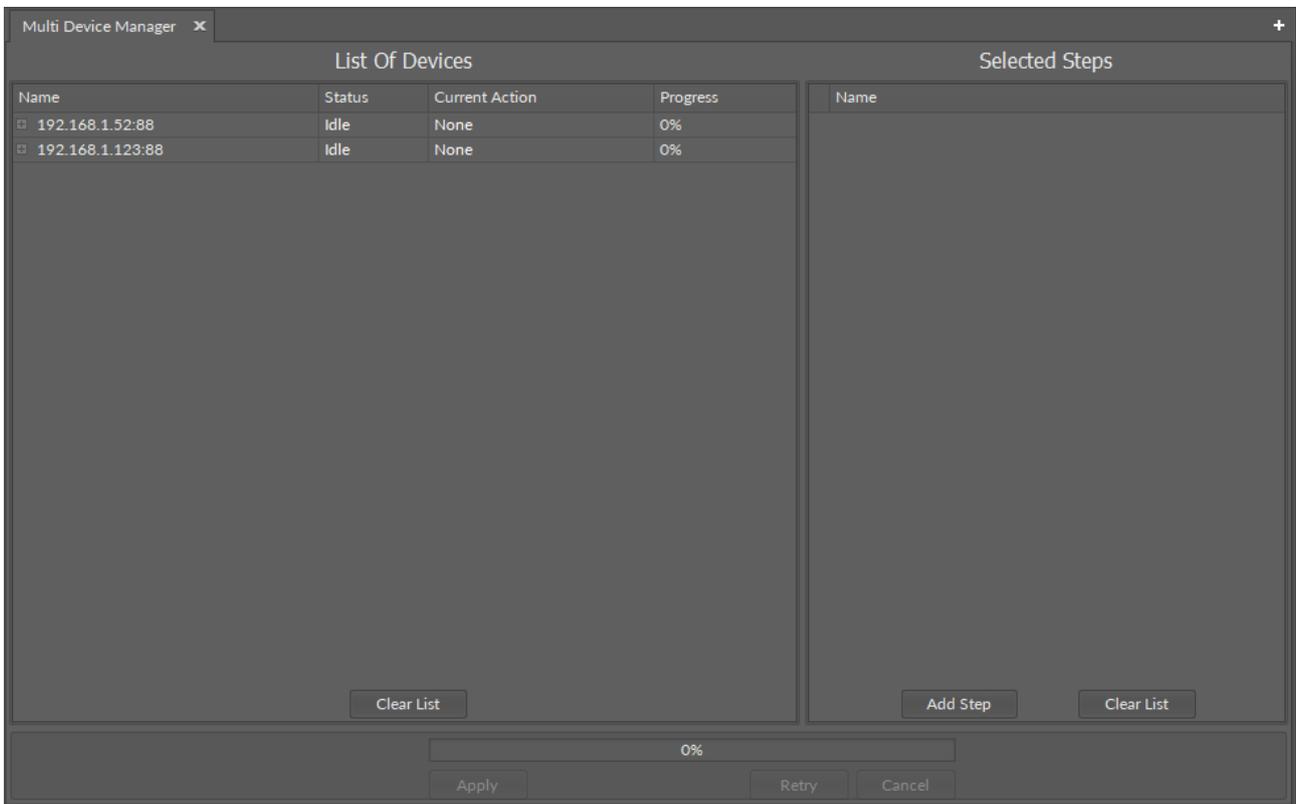


Figure 171. Added devices

Devices added in the List of Devices have a context menu with the following options:

- **Remove:** removes a single device from the list,
- **Clear List:** removes all devices added to the list.

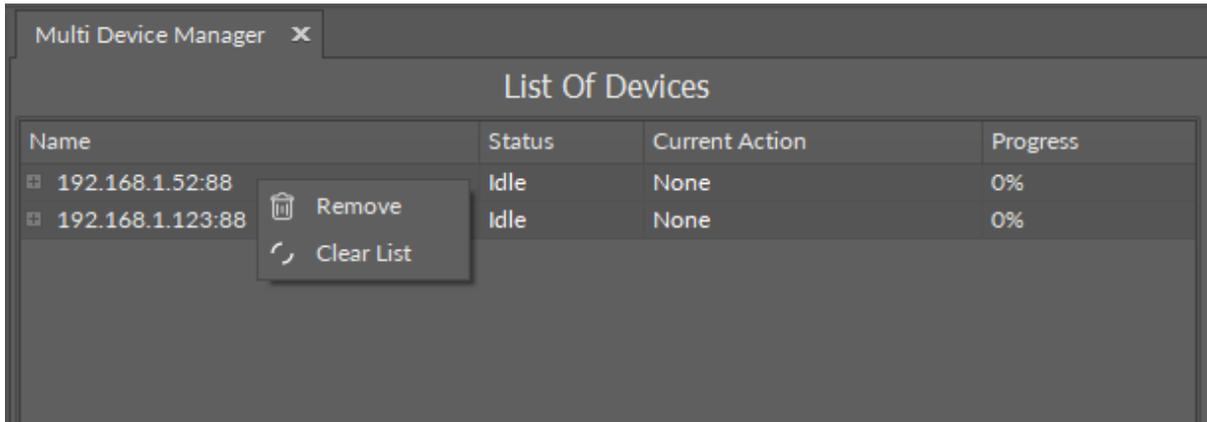


Figure 172. Context menu of added devices

Performing Actions

To select and configure action to perform on the selected devices, go to the Selected Steps window. Under the Add Step button, there is a list of action available to perform.

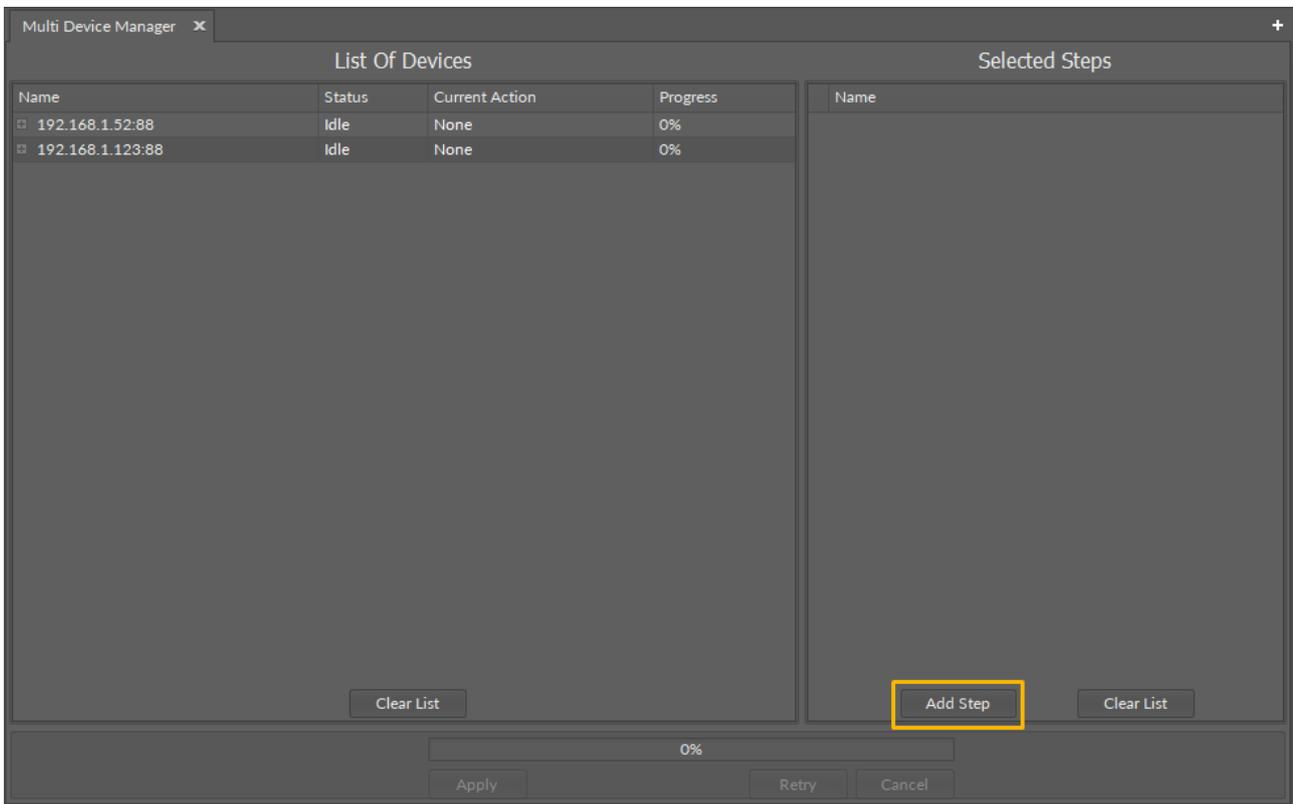


Figure 173. Add Step button

Available actions are:

- **Perform and Download Backup:** creates backup file and saves it in the selected location on the PC,
- **Restore backup:** restores backup from a location on the PC or from device,
- **Manage Libraries/OS:** allows to upgrade or downgrade OS and libraries installed on the device and delete a library from the device,
- **Set local time:** automatically sets local time on the device,
- **Change admin password:** changes admin password on all devices,

Note

Please remember that the password needs to fulfill the following requirements;

- include both lower and upper case characters,
- include at least one number and symbol,
- be at least 8 characters long,
- cannot contain spaces.

- **Restart Device:** restarts all devices (devices need to be reconnected manually in the iC Tool),
- **Save Configuration Data:** saves the slots values of Data Points with added Configuration Data extension to the controller's memory;
- **Load Configuration Data:** uploads the saved slots values to Data Points with added Configuration Data extension;

Note: The data can be loaded only to Data Points, which had the extension added at the point of saving the values.

- **Clear Configuration Data:** erases the saved slots values of Data Points with added Configuration Data extension.

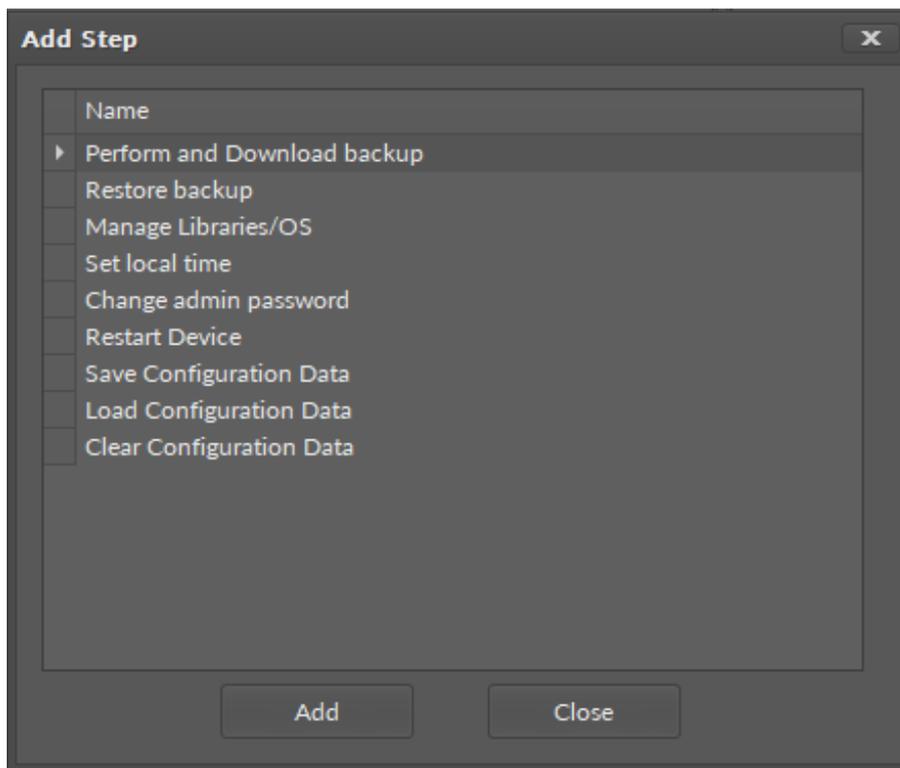


Figure 174. Available actions

When an action is added to the Selected Steps window, addition information and configuration options are available in the Object Properties window:

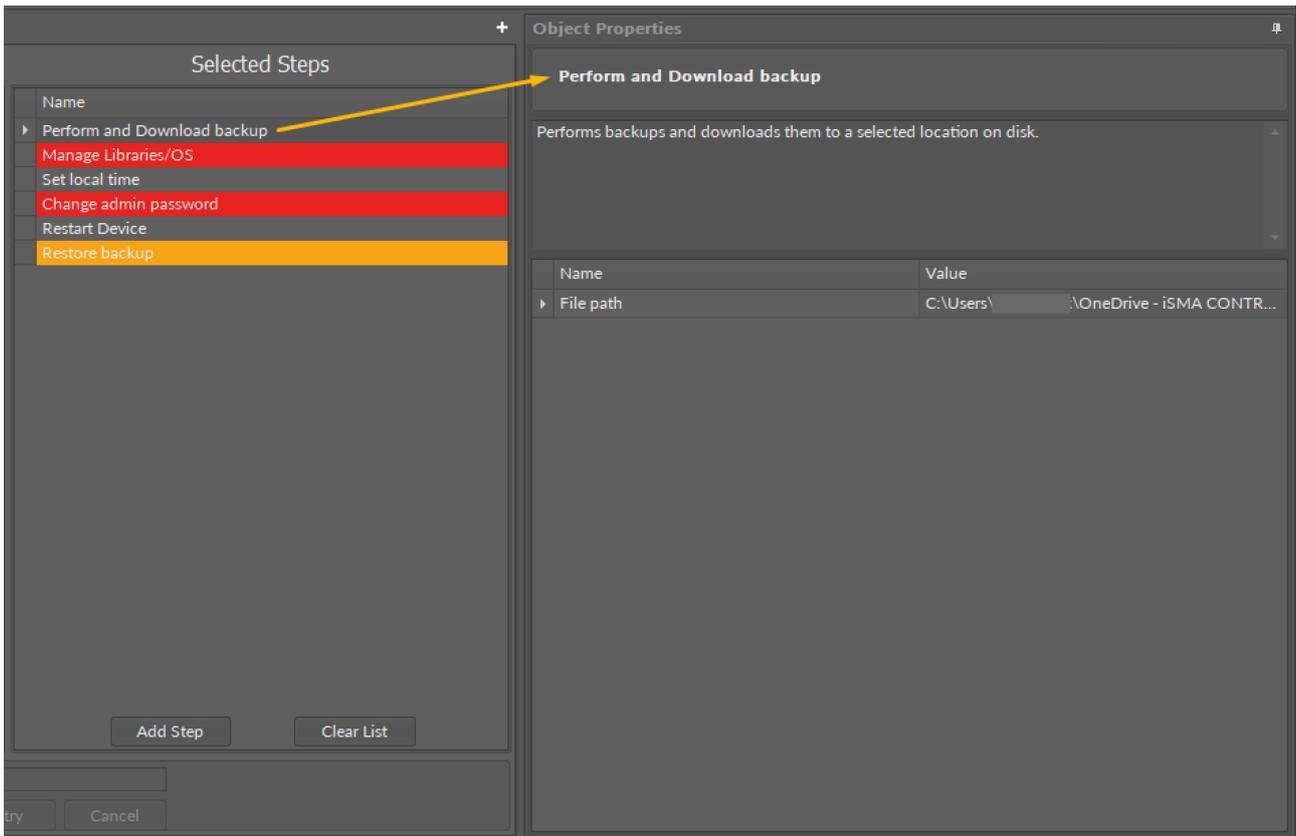


Figure 175. Description of an action in the Objects Properties window

Selected Steps View

Validation colors

Colors marked on the Selected Steps list inform if the action needs further configuration to be performed:

- **red:** further configuration is required to carry out the action,
- **yellow:** further configuration is optional to carry out the action; if left as is, the action will be complete with a default configuration.

Reordering

As the actions are performed in a sequence as listed, it is possible to reorder them by a drag-and-drop method.

Context menu

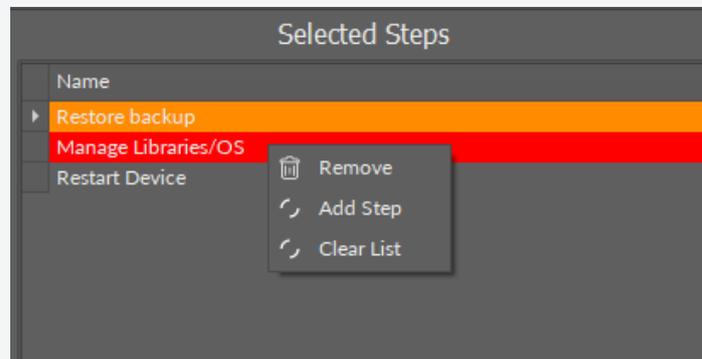


Figure 176. Context menu for selected actions

- **Remove:** removes a single action from the list,
- **Add step:** opens a dialog window to add steps to the list,

- **Clear list:** removes all actions from the list.

Configuration of Actions

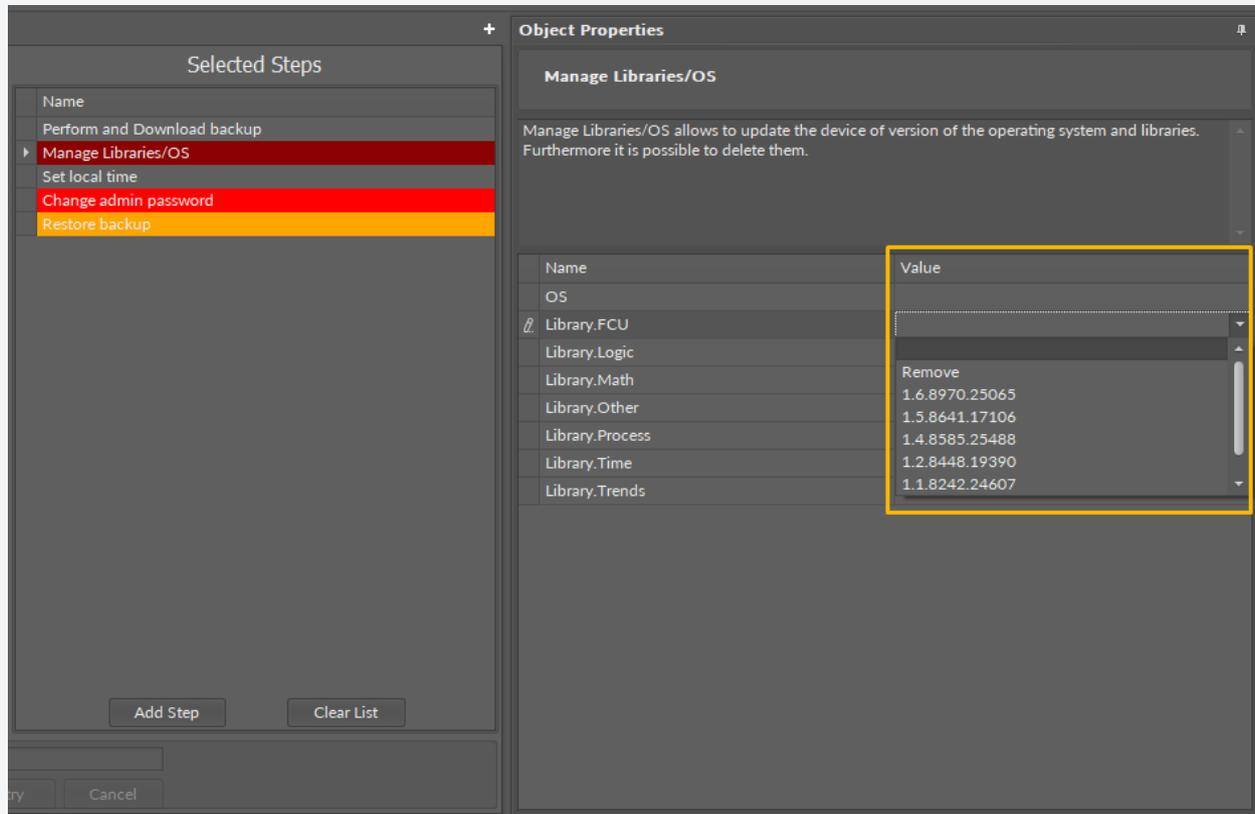


Figure 177. Configuration options for the Manage Libraries/OS action

For each action, there are the following configuration options:

- **Perform and Download Backup:** possibility to set a location for saving a backup file; by default, the backup will be downloaded to the iC Tool directory,
- **Restore backup:** allows to select a specific backup file to restore; if left as is, the last backup will be restored,
- **Manage Libraries/OS:** allows to select an OS version to upgrade or downgrade; for libraries, allows to select a version to upgrade or downgrade or select a library to be removed,
- **Set local time:** no further configuration possible,
- **Change admin password:** allows to enter a new password,
- **Restart Device:** no further configuration possible.

Once all required steps are selected and configured, press the Apply button:

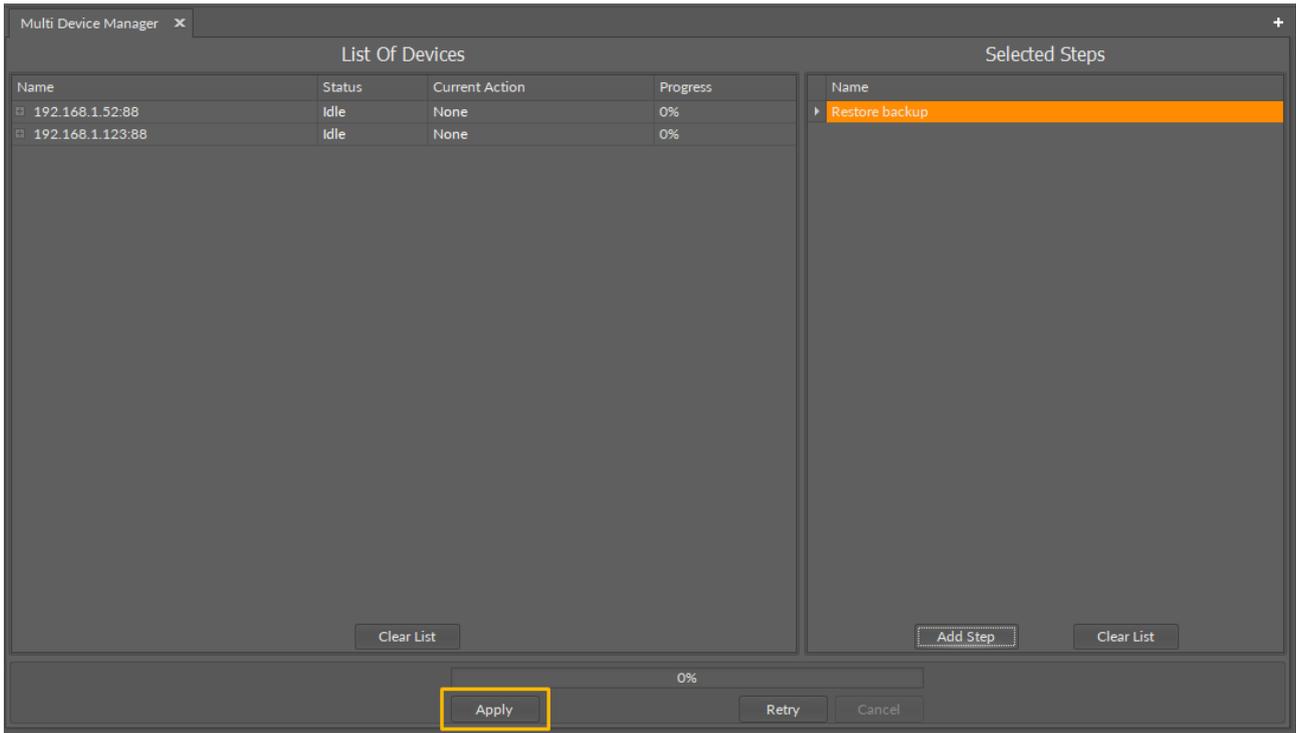


Figure 178. The Apply button

The performance progress is indicated on a progress bar:

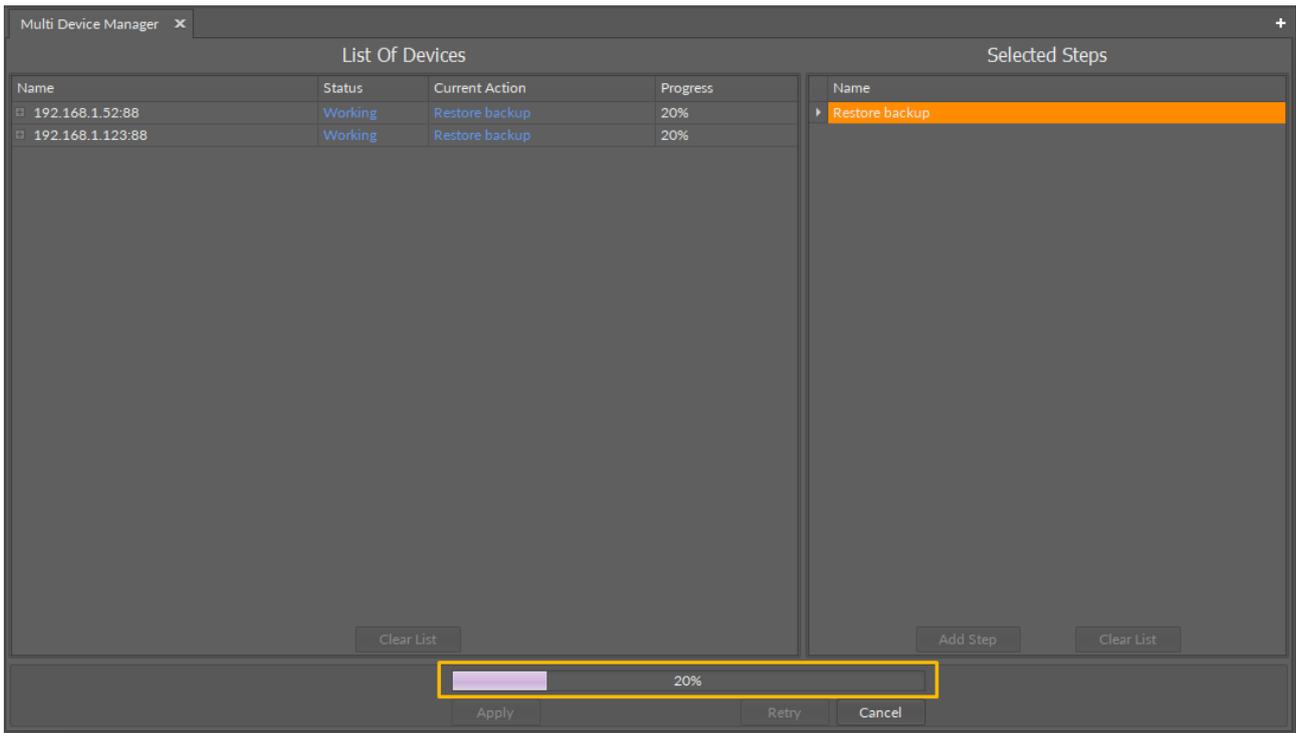


Figure 179. Progress bar

Completed actions are marked on the list:

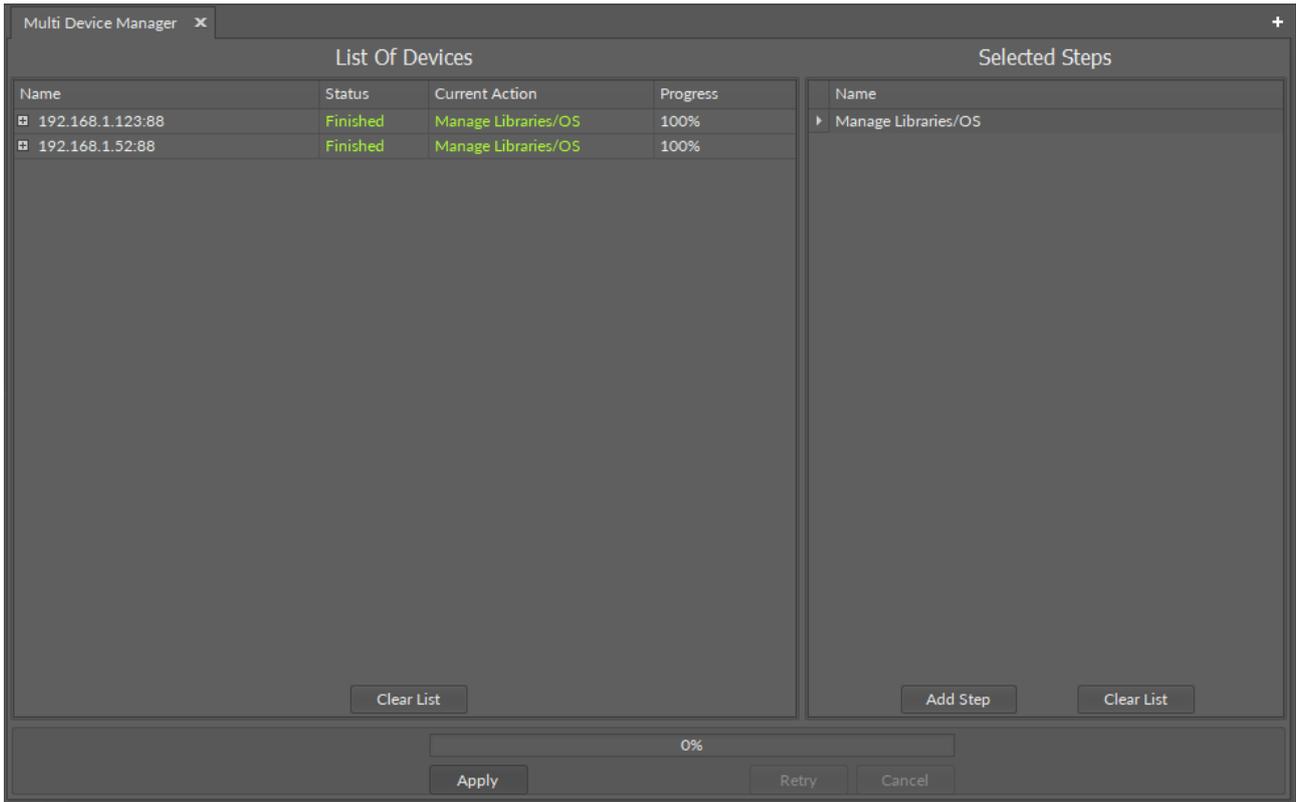


Figure 180. Completed actions

Pressing a plus mark on the left of the device’s IP address expands a list of messages summarizing the process:



Figure 181. Confirmation messages

8.4 Applications Manager

The Applications Manager is a special view that allows to manage the Application components added to the Applications container.

The screenshot shows a window titled "Applications" with a sub-header "192.168.1.52:88 - Applications". Below the header is a table with the following data:

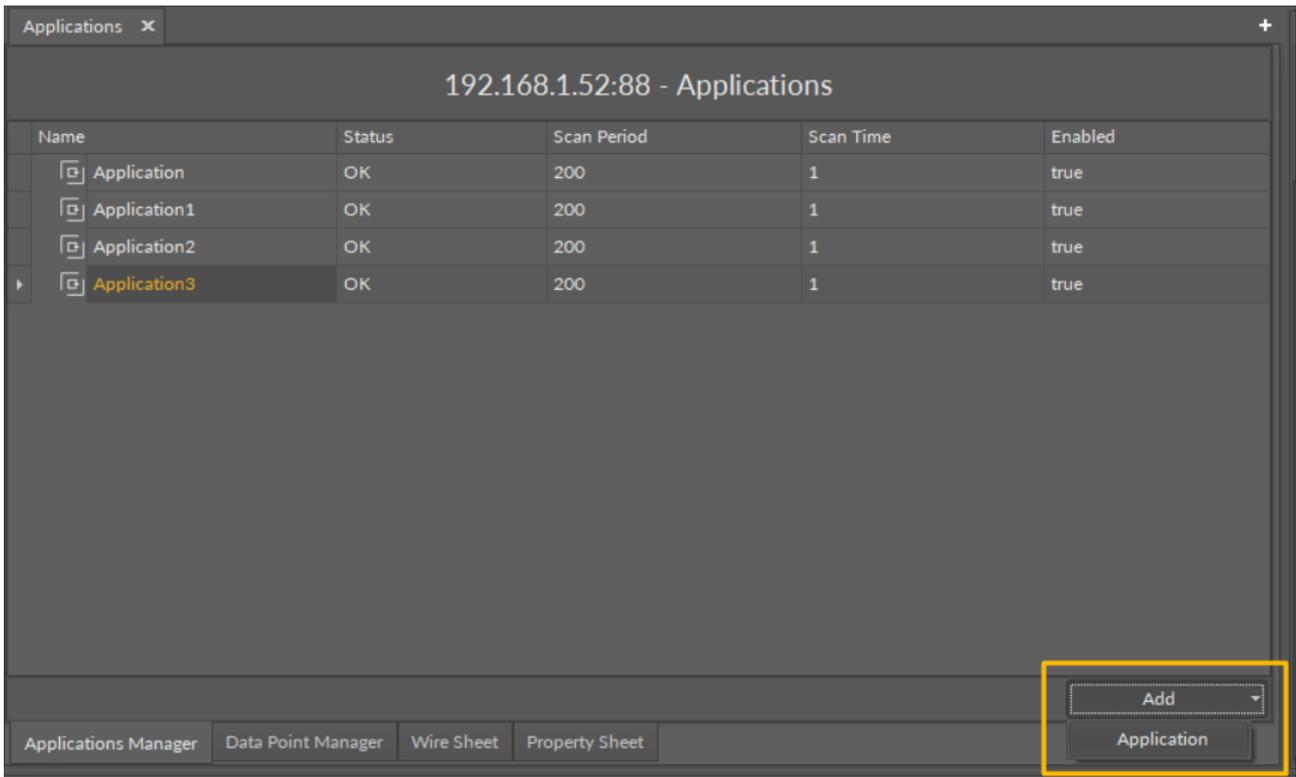
Name	Status	Scan Period	Scan Time	Enabled
Application	OK	200	1	true
Application1	OK	200	1	true
Application2	OK	200	1	true
Application3	OK	200	1	true

At the bottom of the window, there is a navigation bar with tabs for "Applications Manager", "Data Point Manager", "Wire Sheet", and "Property Sheet". An "Add" button is located in the bottom right corner of the main content area.

The Applications Manager lists all the Application components used on the device. The view shows the following fields:

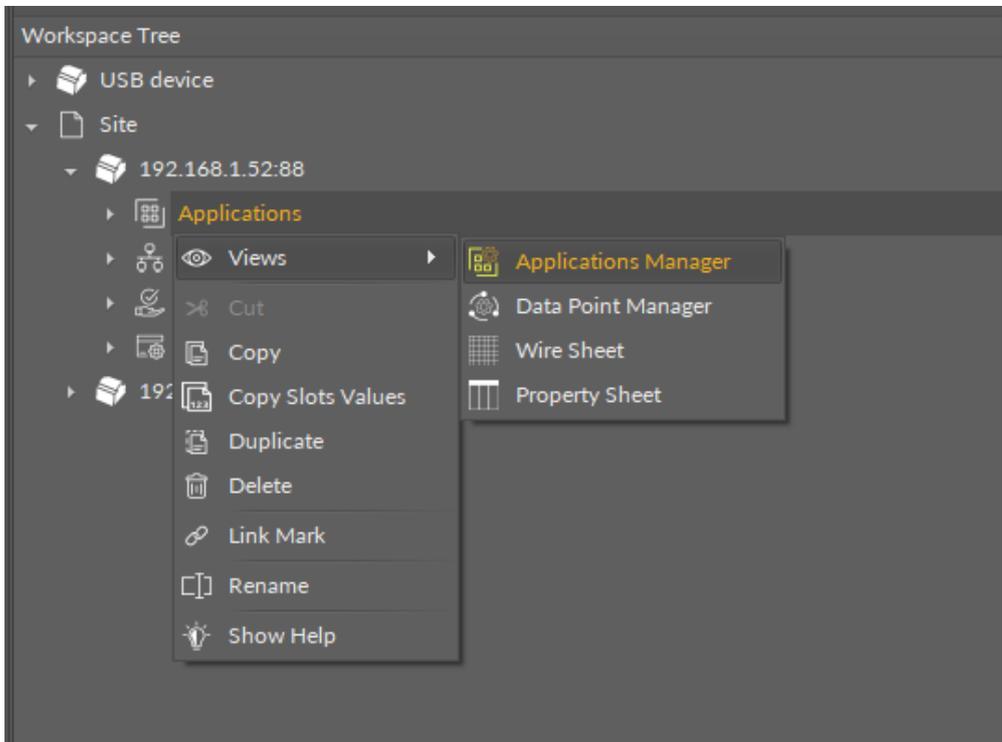
- name of the application;
- status;
- scan period;
- scan time;
- enabled or disabled status.

In the Applications Manager, it is possible to add, remove, copy, or duplicate Application components.



8.4.1 Opening the Applications Manager

The Applications Manager view is accessible in the context menu of the Applications container.



The Applications Manager view is also automatically opened if the Applications container is double-clicked in the Workspace Tree window.

8.5 Services Manager

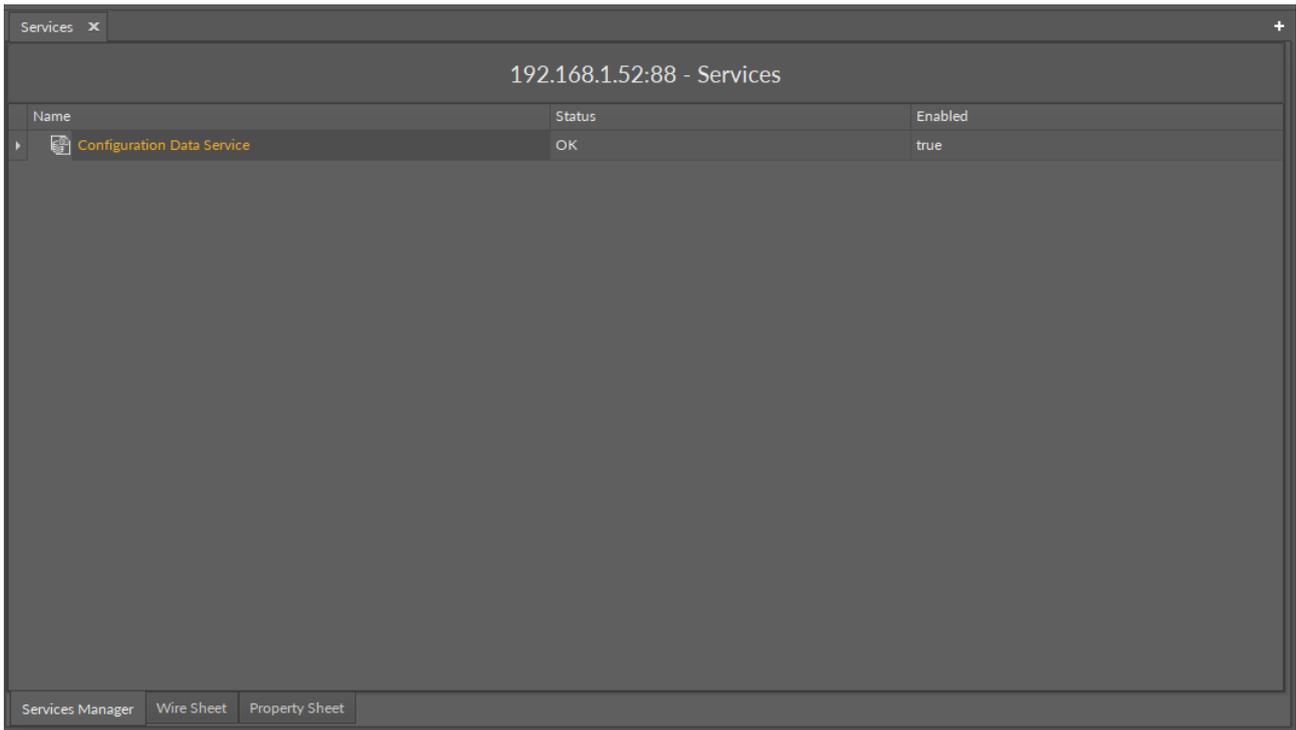


Figure 182. Services Manager

The Services Manager is a simple view available on a double-click on the Services container, listing all services active on the device. The view provides the following information:

- **Name:** name of the service,
- **Status:** information about a current status of the service,
- **Enabled:** information of the service is enabled on the device.

There are no actions available in the view.

8.6 Backup Manager

The Backup Manager allows to perform and restore backups. The view is available in the Backups component in the System container.

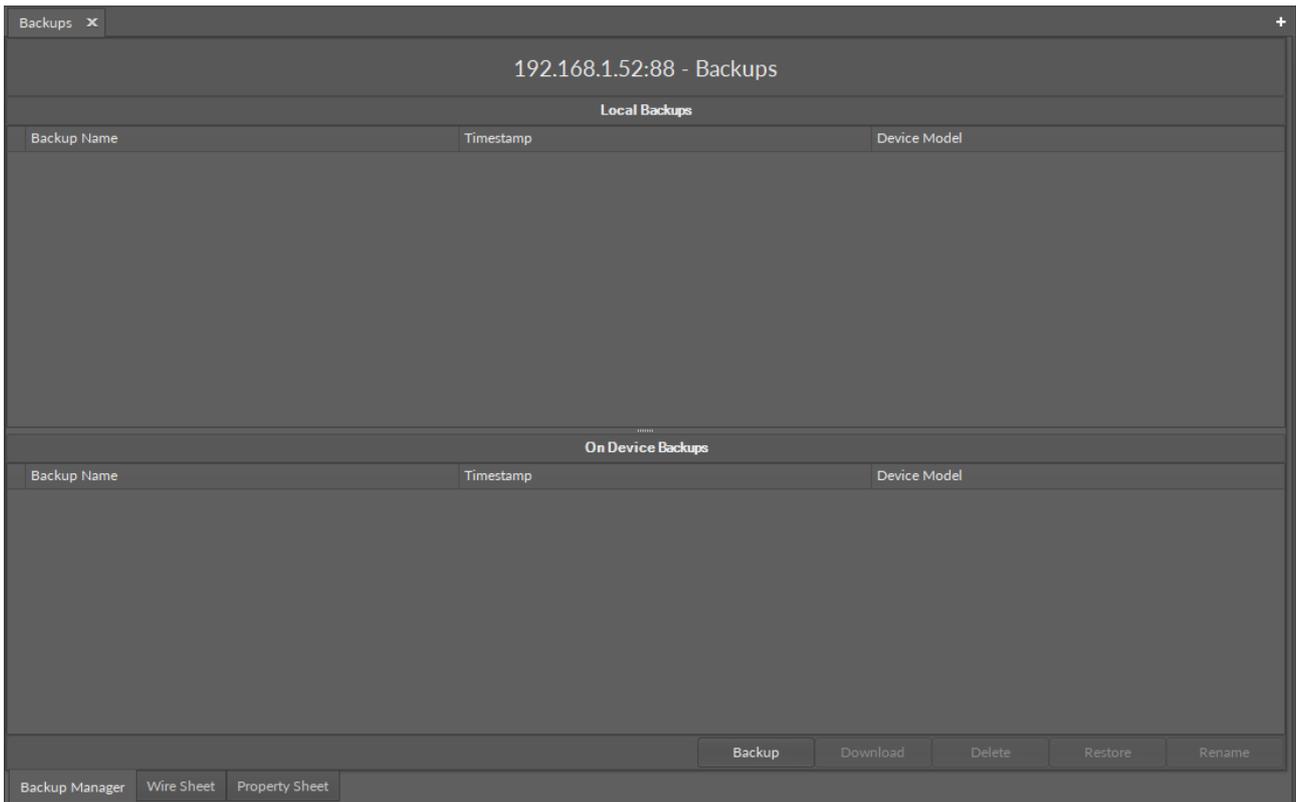


Figure 183. The Backup Manager view

The following options are available in the Backup Manager:

- **Backup:** creates a backup and saves it on the device; each next backup overwrites the last backup unless saved locally with the Download Backup option;

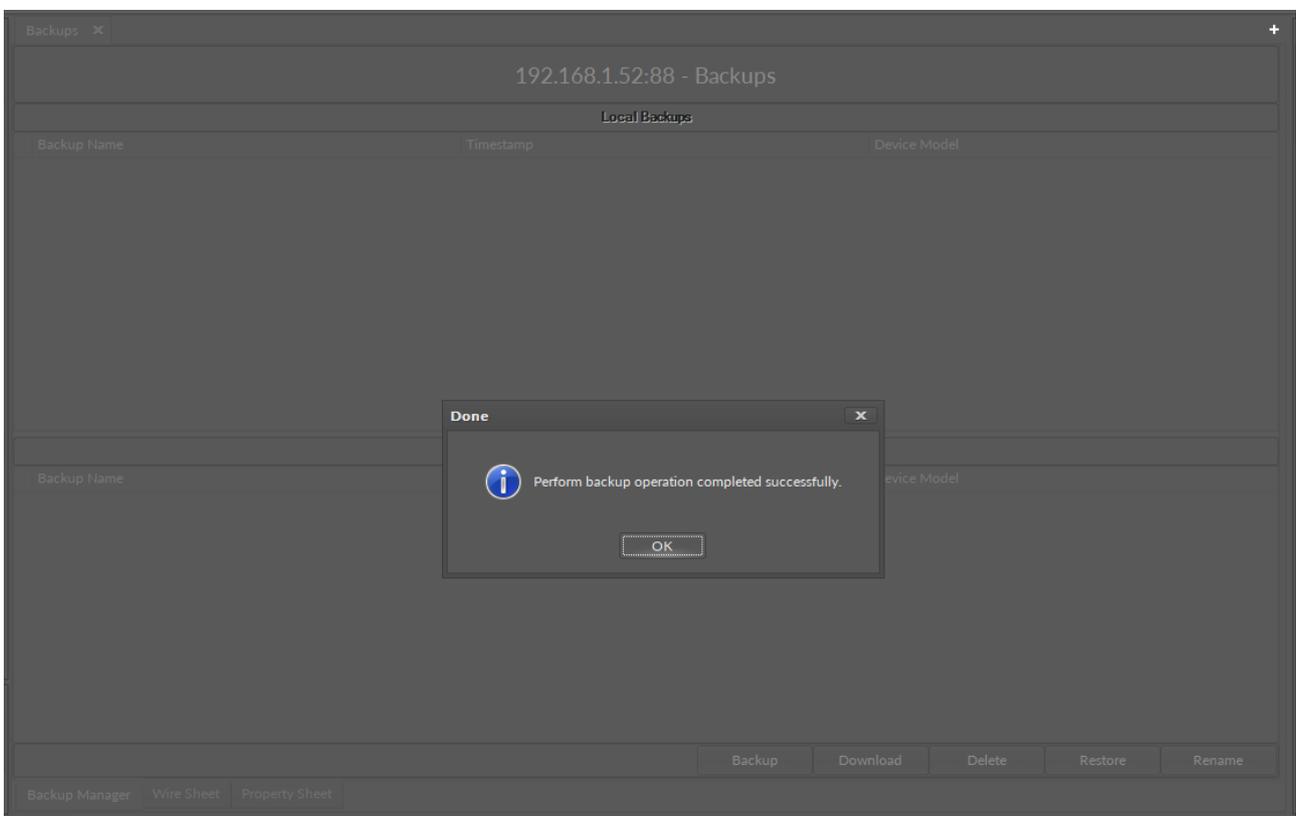


Figure 184. Backup saved on the device

- **Download:** downloads a backup to the PC and saves it under a selected name in the iC Tool's default backup folder (home\backup\nano EDGE ENGINE); after downloading, the backup is displayed in the Local Backups section;

While downloading a backup, it is possible to set its individual name:

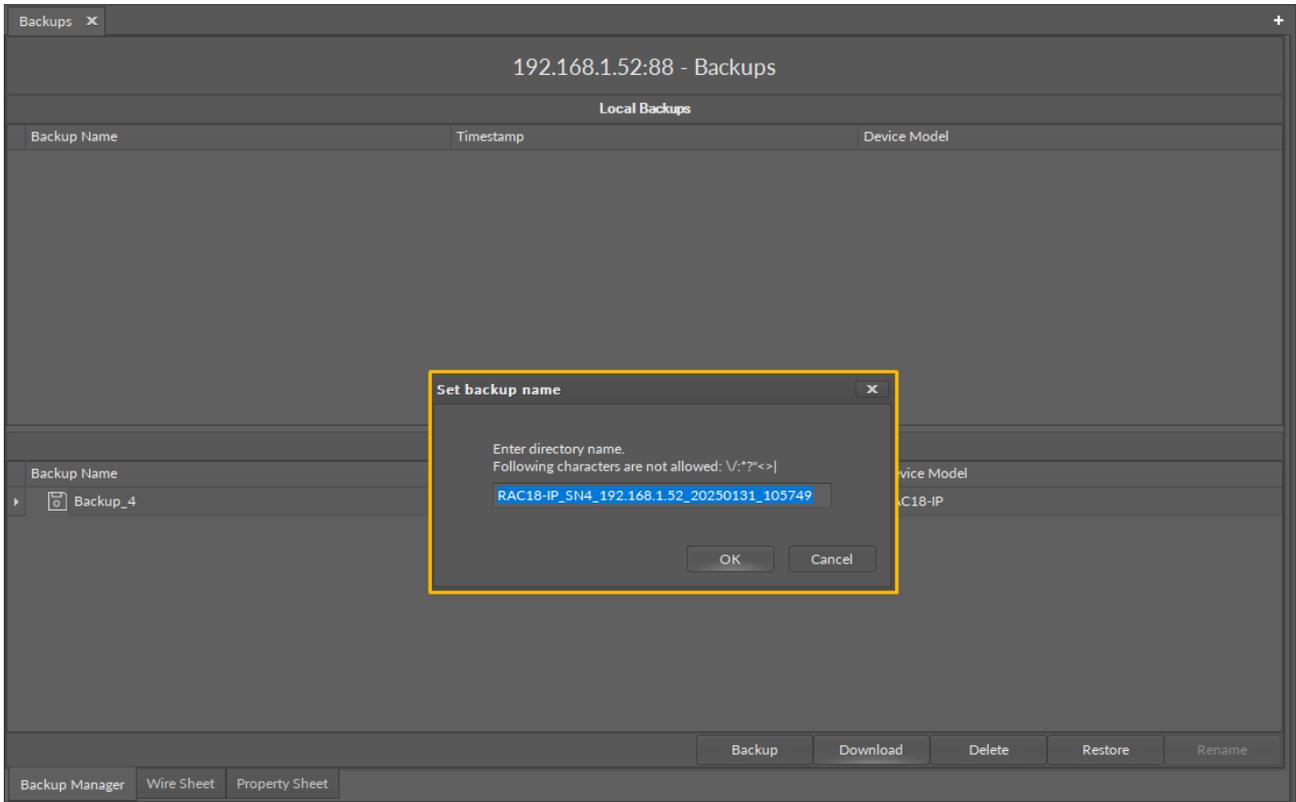


Figure 185. Setting backup's individual name

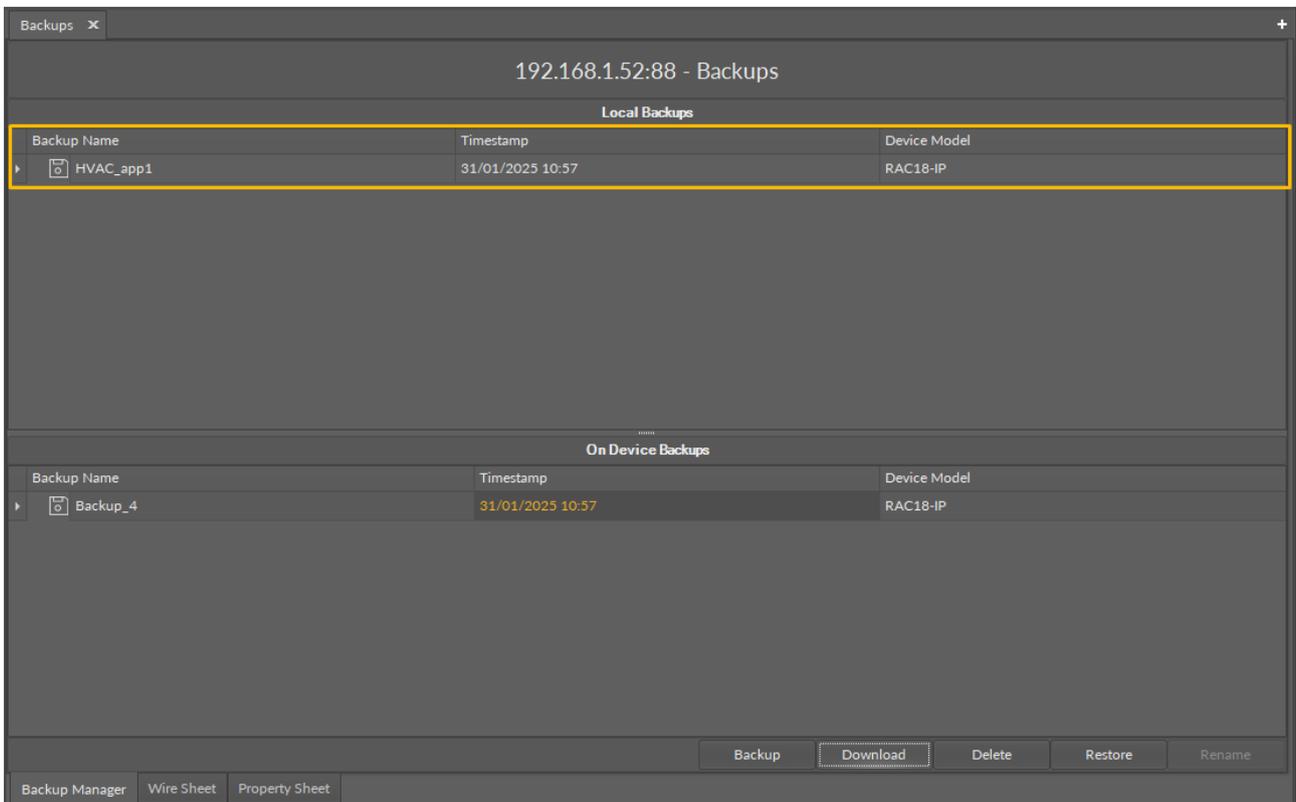


Figure 186. Backups downloaded locally

- **Delete:** removes a backup from a selected location (PC or device);
- **Restore:** restores a backup to the device from a selected location (PC or most current backup saved on the device).

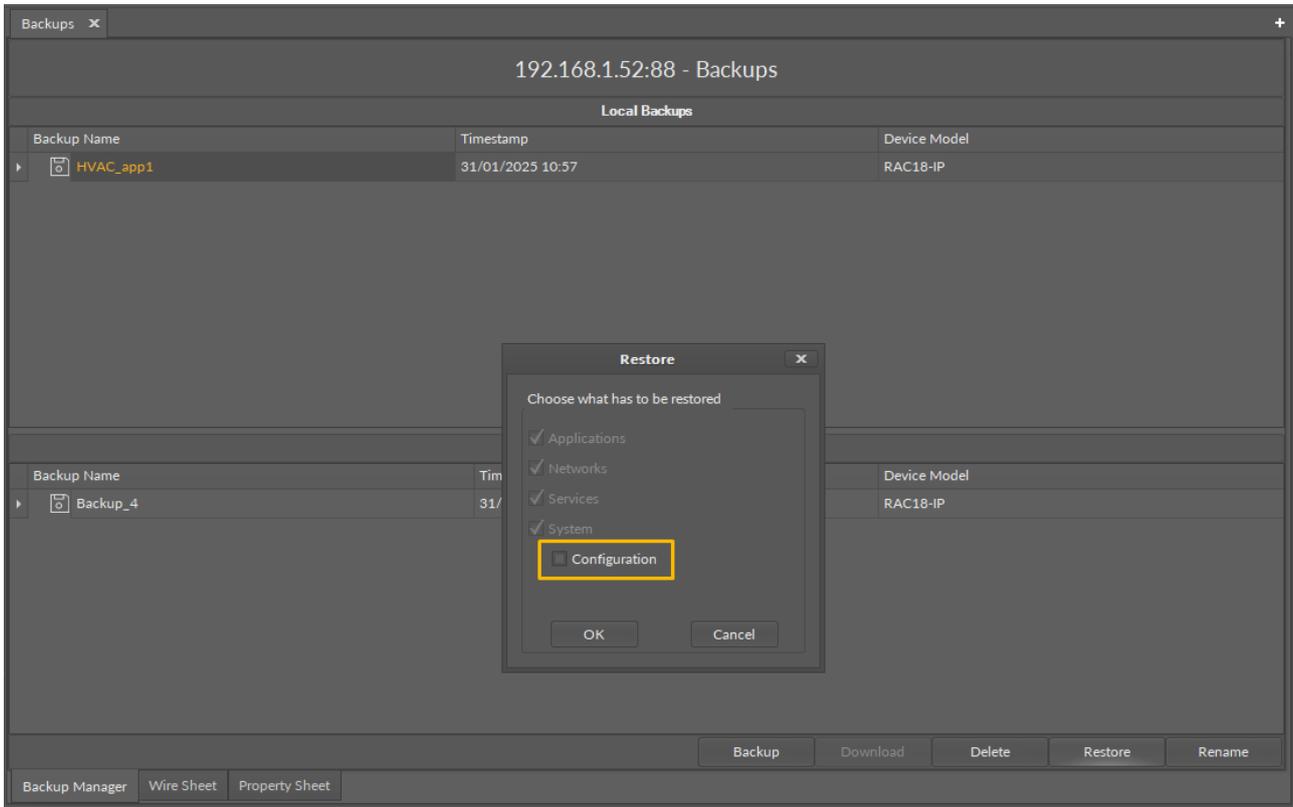


Figure 187. Restoring a backup

While restoring a backup, it is possible to decide whether the configuration settings are restored from the backup too, or left as set on the device. By default, the option to restore configuration settings from a backup is unchecked.

The configuration settings include:

- iFnet port,
- IP address,
- mask,
- default gateway,
- DHCP enabled,
- device name,
- DNS1,
- DNS2,
- BACnet LocalDevice ID.

- **Rename:** allows to rename a selected local backup.

The Backups component has one read-only slot:

- **Action:** informs, which action is currently ongoing.

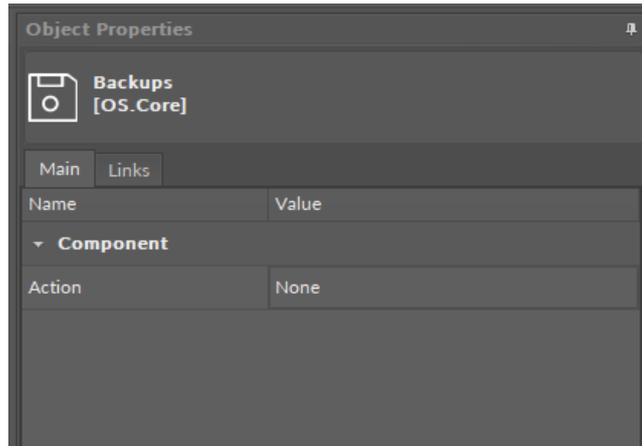


Figure 188. The Backups component's Action slot

8.7 Data Point Manager

The Data Point Manager is a special view that allows to manage the Data Points available within the nano EDGE ENGINE license.

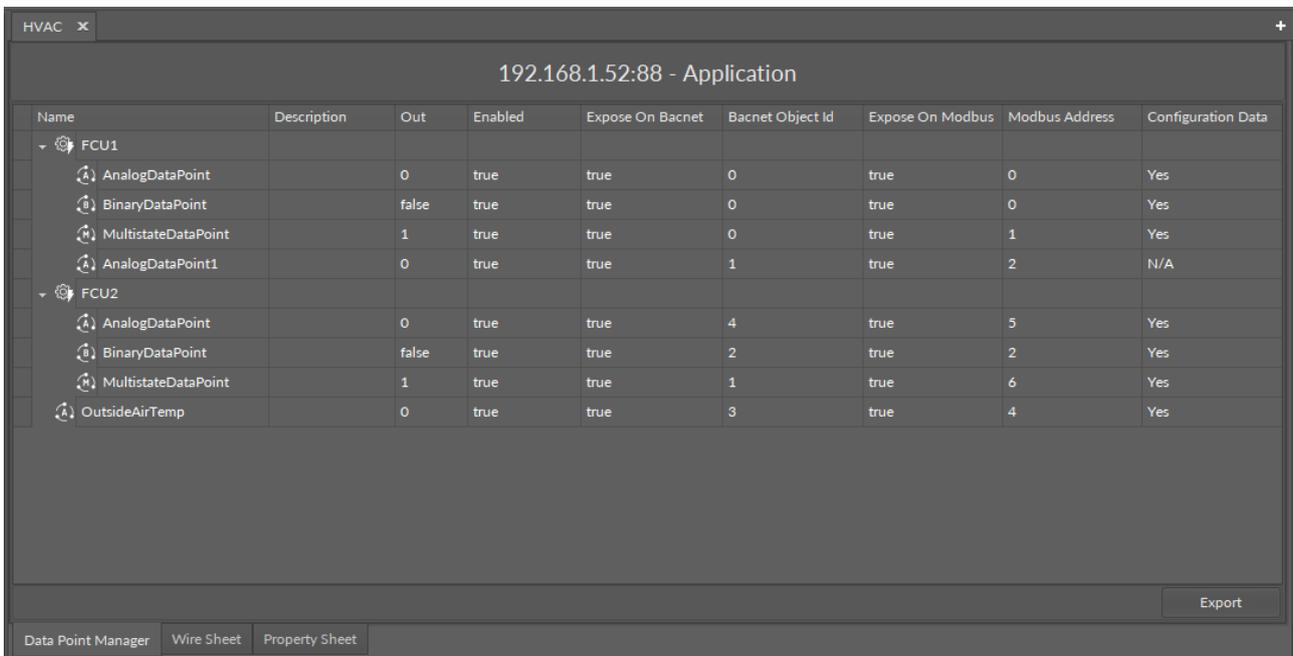


Figure 189. Data Point Manager

The Data Point Manager lists all the Data Points used in applications saved on the device. The view shows the following fields:

- Equipment, which the Data Point belongs to;
- name of the Data Point;
- description;
- value on the Out slot;
- enabled or disabled status;
- exposed on BACnet status;
- BACnet object Id;
- exposed on Modbus status;
- Modbus address;
- Configuration Data extension status.

The Data Point Manager view is not editable; however, once a specific Data Point is clicked in the Manager view, it is displayed in the Object Properties window, where it can be freely edited. Also, the view allows for multiediting of compatible Data Points—if compatible Data Points are selected in the Data Point Manager, their common slots are available for multiedition in the Object Properties window.

8.7.1 Opening the Data Point Manager

The Data Point Manager view is accessible from two locations:

- in the context menu of the Applications container;
- in the context menu of the LocalDevice for BACnet component;
- in the context menu of the LocalDevice for Modbus component.

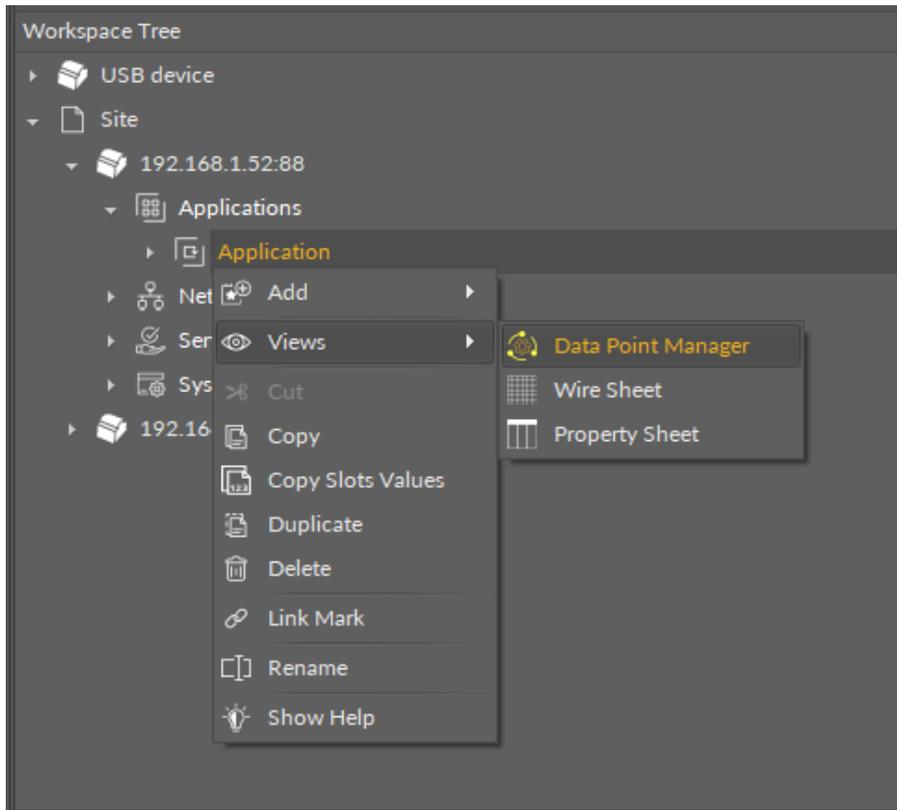


Figure 190. Accessing the Data Point Manager

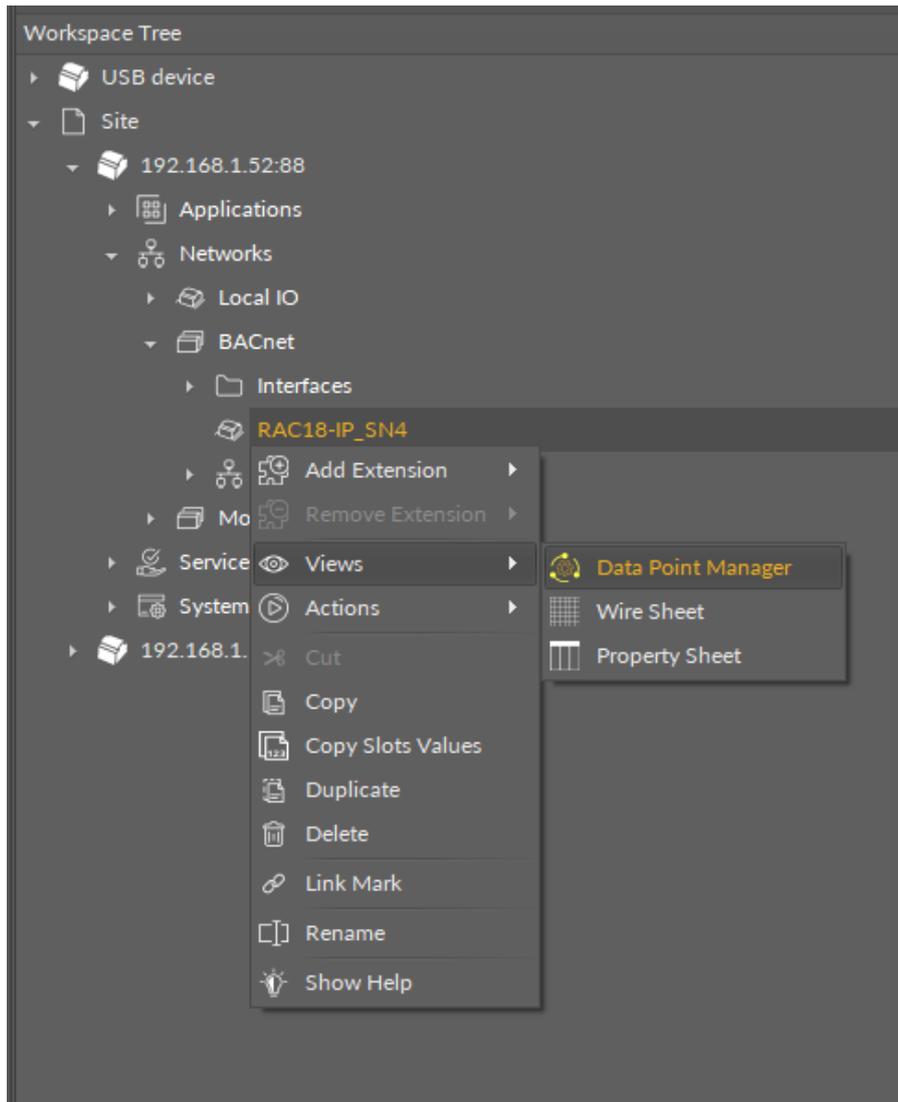


Figure 191. Accessing the Data Point Manager

The Data Point Manager view is also automatically opened if either the Applications container or the LocalDevice for BACnet or Modbus component is double-clicked in the Workspace Tree window.

The view adjusts its contents if opened for the BACnet or Modbus LocalDevice showing information specific to the network:

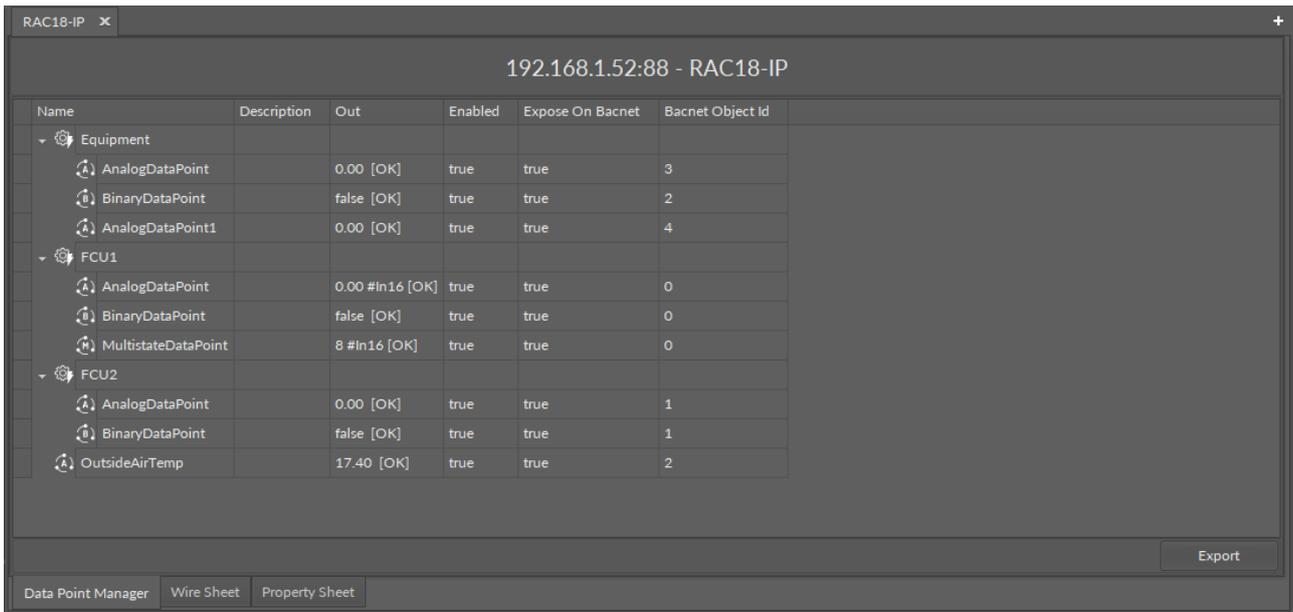


Figure 192. The Data Point Manager for the BACnet LocalDevice

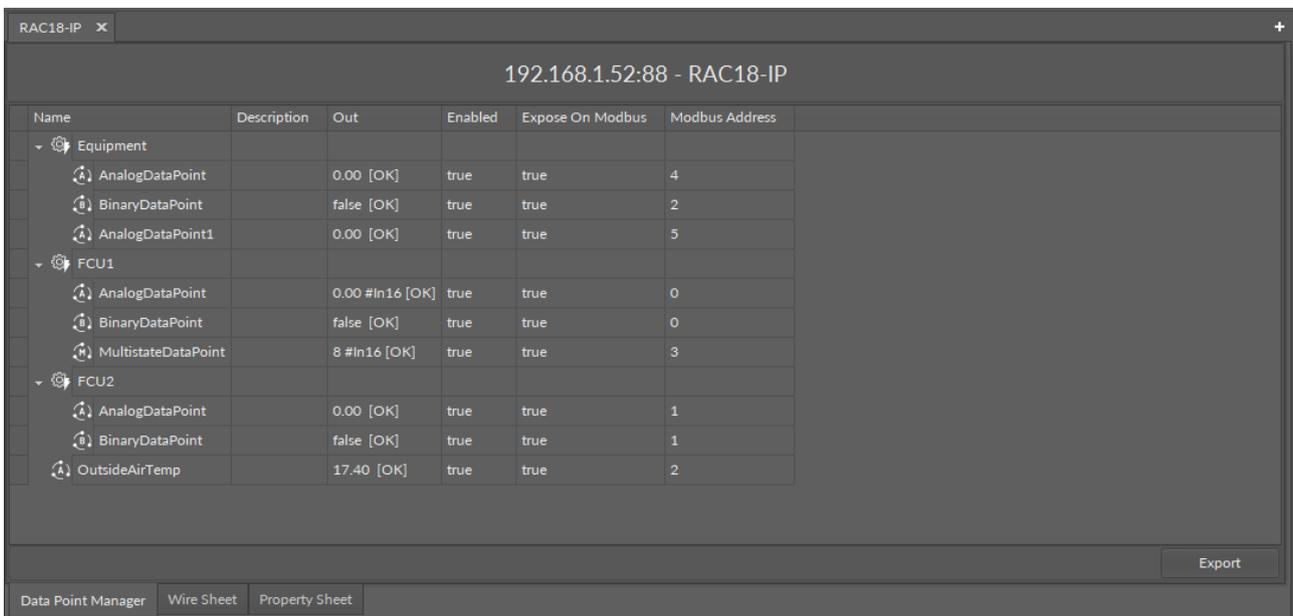


Figure 193. The Data Point Manager for the Modbus LocalDevice

8.7.2 Licensing

The license for the new generation of iSMA CONTROLLI controllers driven by the **nano EDGE ENGINE** is constructed against the number of Data Points: each device based on the **nano EDGE ENGINE** is granted a specified number of license points (Data Points in this case), which can be used within applications. Therefore, the licensing system is only of quantitative, not functional, character—only the real number of Data Points in applications is taken into account, regardless of how many communication protocols are used to expose them, or how many network points are controlled. With the **nano EDGE ENGINE**-generation devices it is possible to create as big an application (or applications) as the number of licensed Data Points. No elements in the Networks, Services, or System containers are subject to license limitations, other than Data Points in the Applications container.

Note: In order to check the number of license points, please refer to the License in the device.

8.8 Network Manager

8.8.1 BACnet

The Network Manager view is available for the BACnet component. It lists all BACnet networks configured on the device's ports. The Network Manager view shows the statuses, ports (which the network is configured on), and enabled or disabled states of the network.

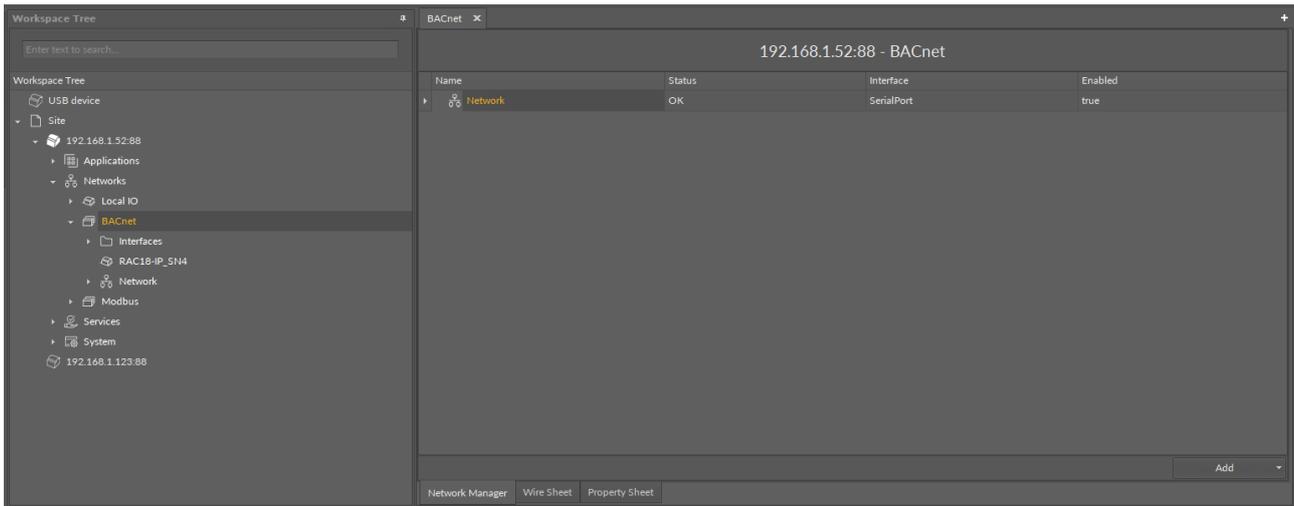


Figure 194. Network Manager for BACnet

Opening Network Manager

The Network Manager view is accessible from the context menu of the BACnet component. It is also automatically opened if the BACnet component is double-clicked in the Workspace Tree window.

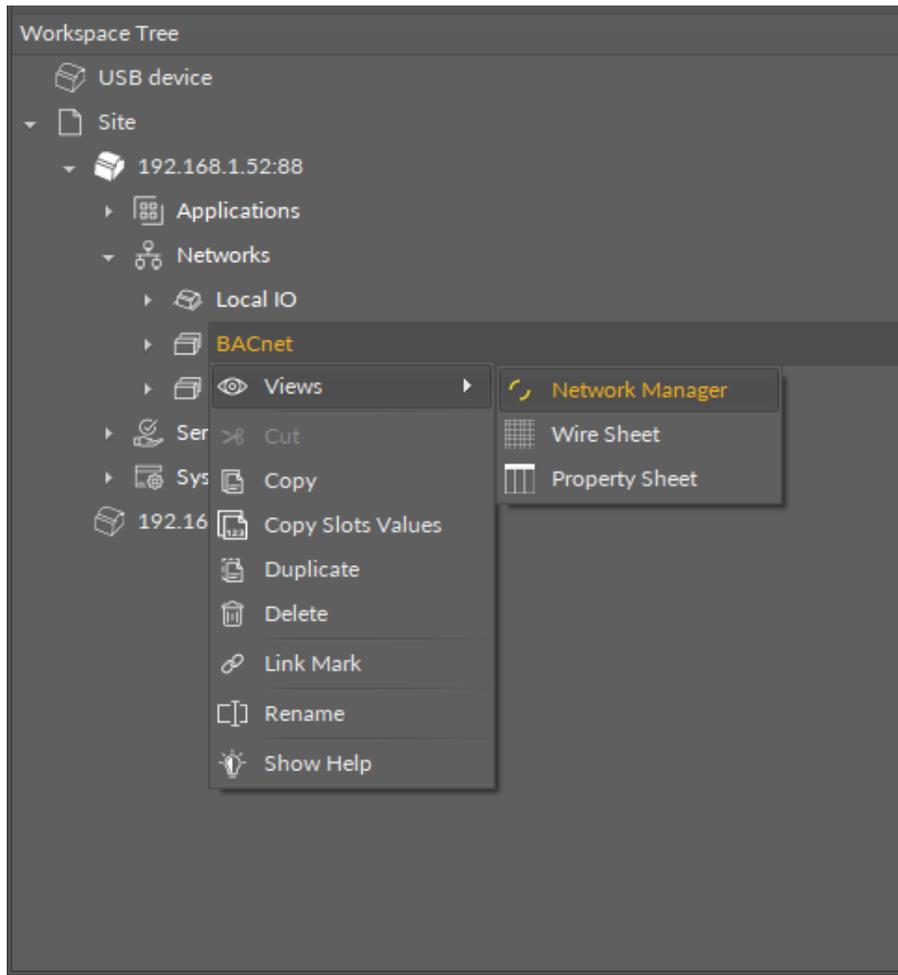
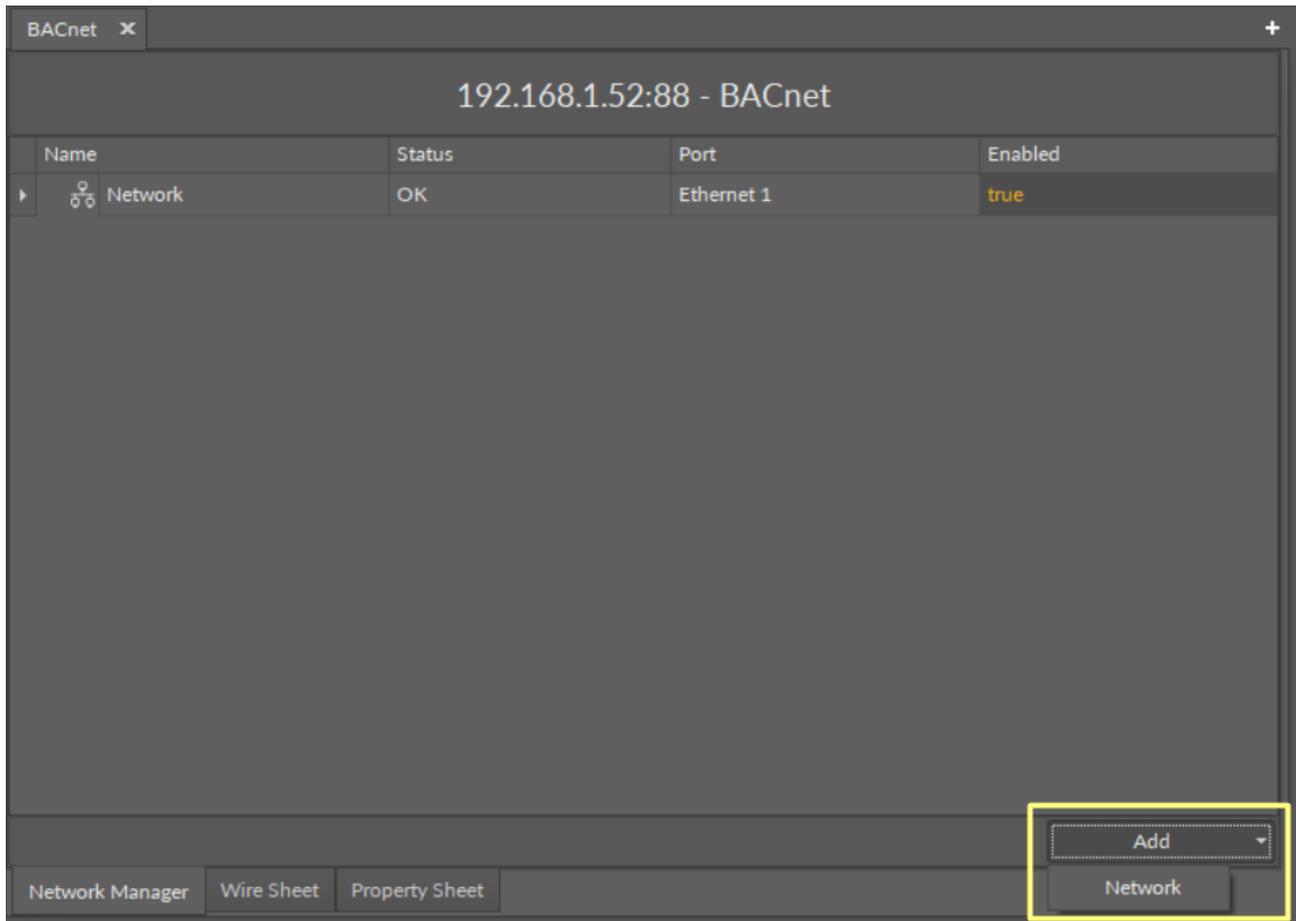


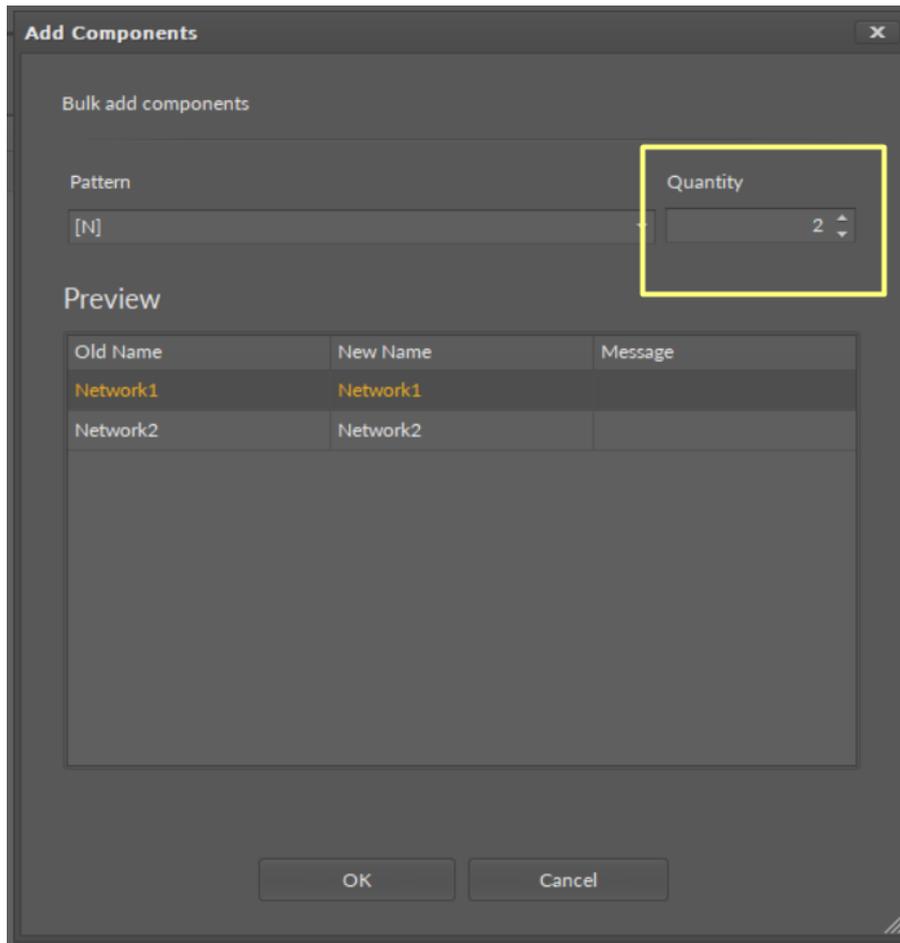
Figure 195. Opening the Network Manager from the context menu

Adding BACnet Networks

The networks may be added to the Network Manager twofold: dragging and dropping the Network component to the BACnet component from the Core library (in the Device Libraries window), or using a special Add function in the Network Manager view available in the bottom right corner.



Using this Add button opens the dialog window, which allows to adjust the quantity of networks to be added.



Multiediting of Common Slots

The Network Manager view allows multiediting of common slots in components of the same type, for example, to enable all one-type components at once. Multiediting is available in the Object Properties window, upon selecting one-type components in the Network Manager with Ctrl or Shift keys.

8.8.2 Modbus

The Network Manager view is available for the Modbus component. It lists all Modbus networks configured on the device's ports. The Network Manager view shows the statuses, ports (which the network is configured on), and enabled or disabled states of the the network. Once the network, listed in the Network Manager, is double-clicked, the respective Network component is opened.

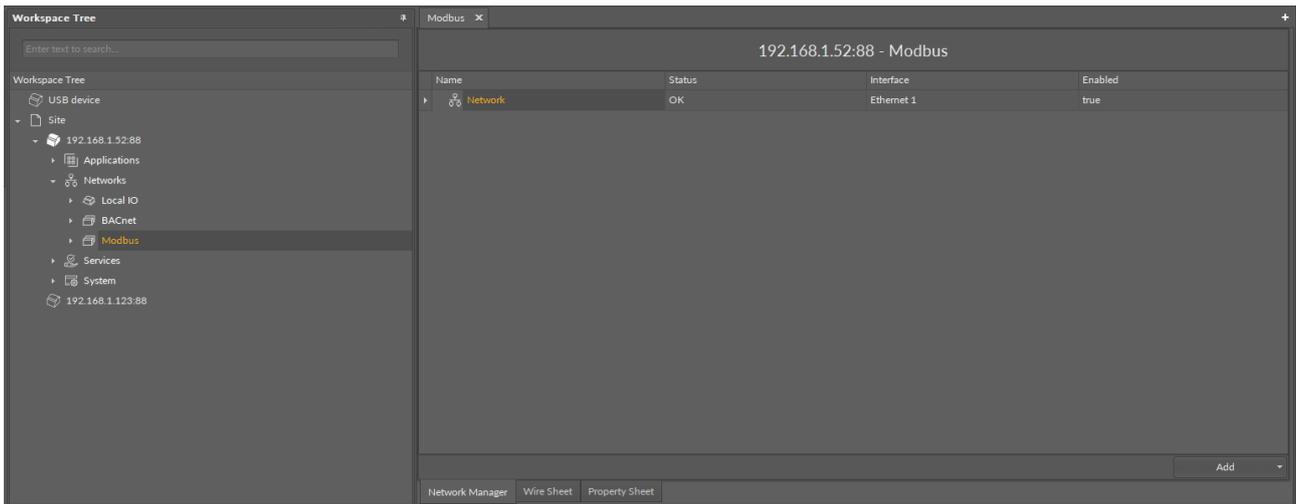


Figure 196. Network Manager for Modbus

Opening Network Manager

The Network Manager view is accessible from the context menu of the Modbus component. It is also automatically opened if the Modbus component is double-clicked in the Workspace Tree window.

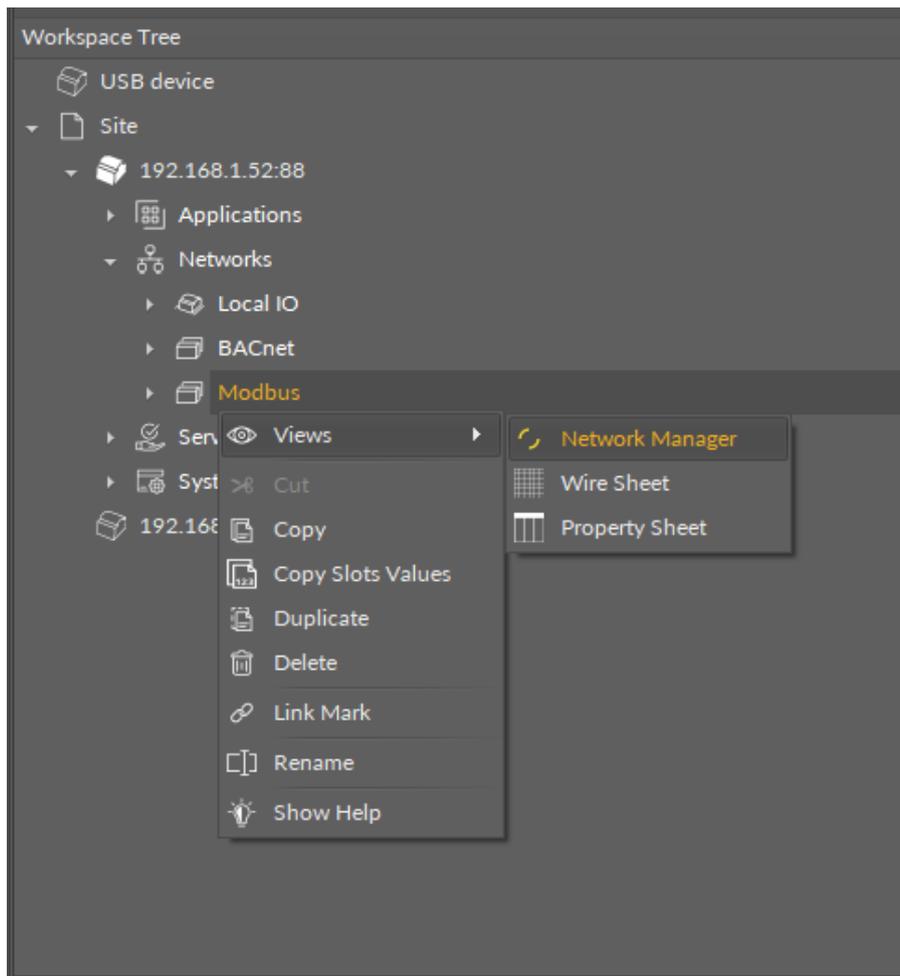
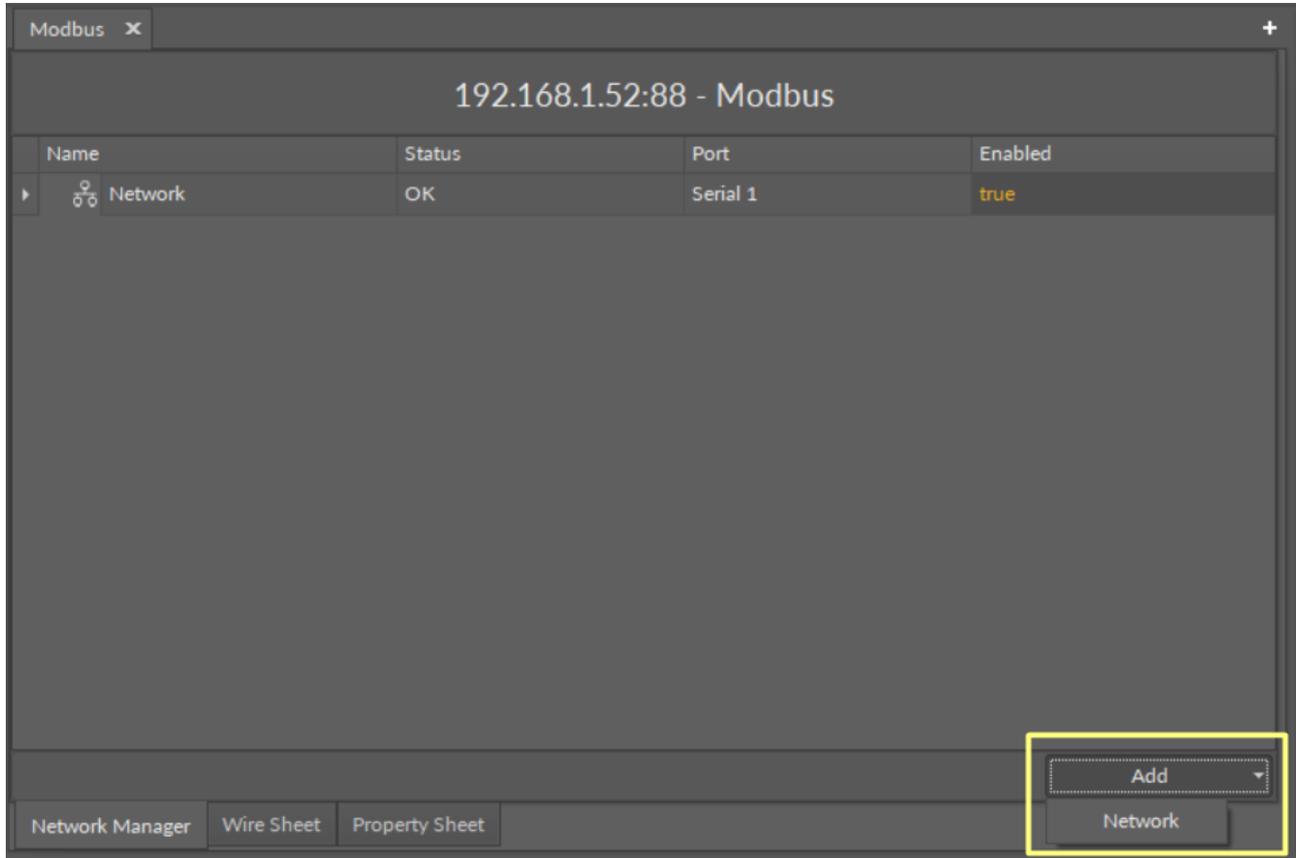


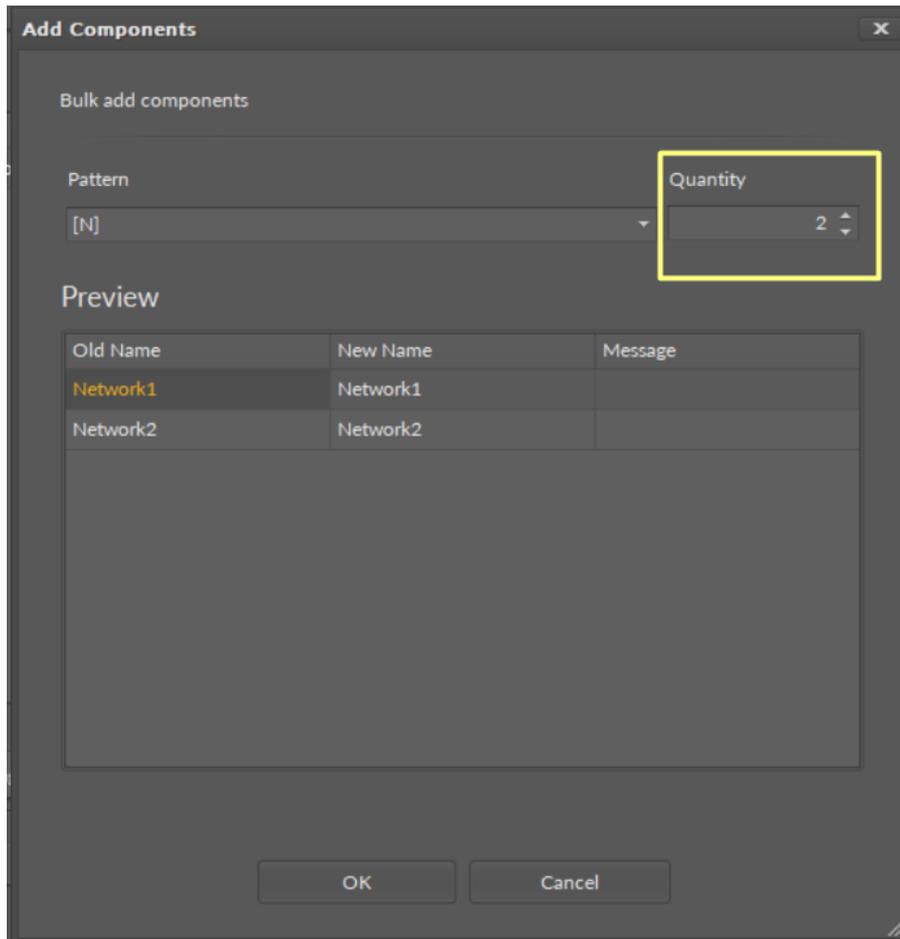
Figure 197. Opening the Network Manager from the context menu

Adding Modbus Networks

The networks may be added to the Network Manager twofold: dragging and dropping the Network component to the Modbus component from the Core library (in the Device Libraries window), or using a special Add function in the Network Manager view available in the bottom right corner.



Using this Add button opens the dialog window, which allows to adjust the quantity of networks to be added.



Multiediting of Common Slots

The Network Manager view allows multiediting of common slots in components of the same type, for example, to enable all one-type components at once. Multiediting is available in the Object Properties window, upon selecting one-type components in the Network Manager with Ctrl or Shift keys.

8.9 Device Manager

8.9.1 BACnet

The Device Manager view is available for the BACnet Network component. It lists all devices added to the configured BACnet network. The Device Manager view shows the statuses, BACnet device names and IDs, and enabled or disabled states of the devices in the network. Once the device listed in the Device Manager is double clicked, the respective Device component is opened.

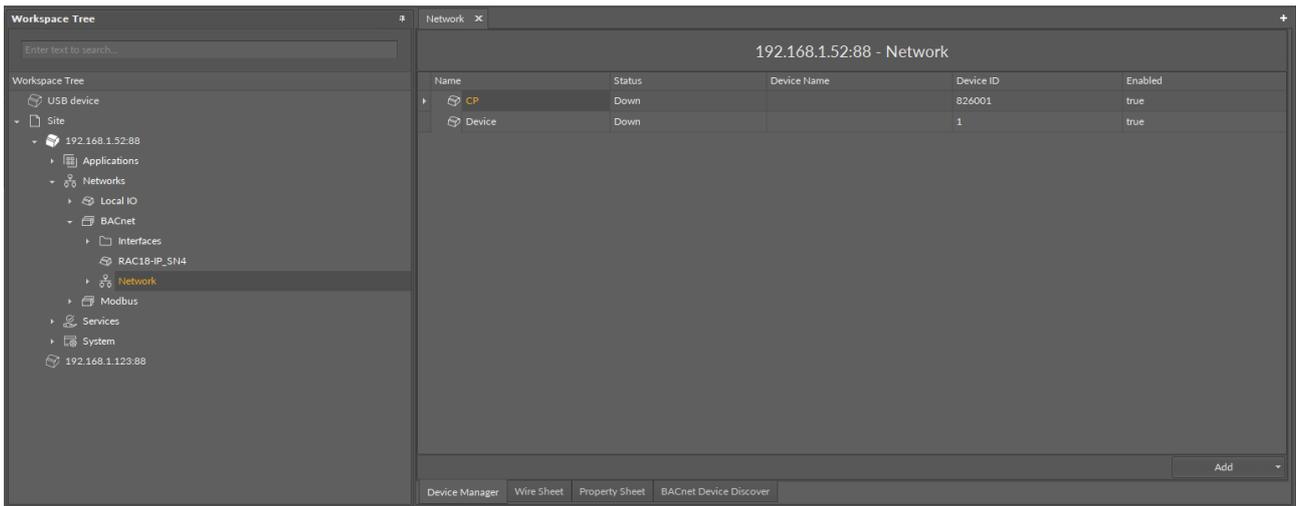


Figure 198. Device Manager for BACnet

Opening Device Manager

The Device Manager view is accessible from the context menu of the Network component. It is also automatically opened if the Network component is double-clicked in the Workspace Tree window.

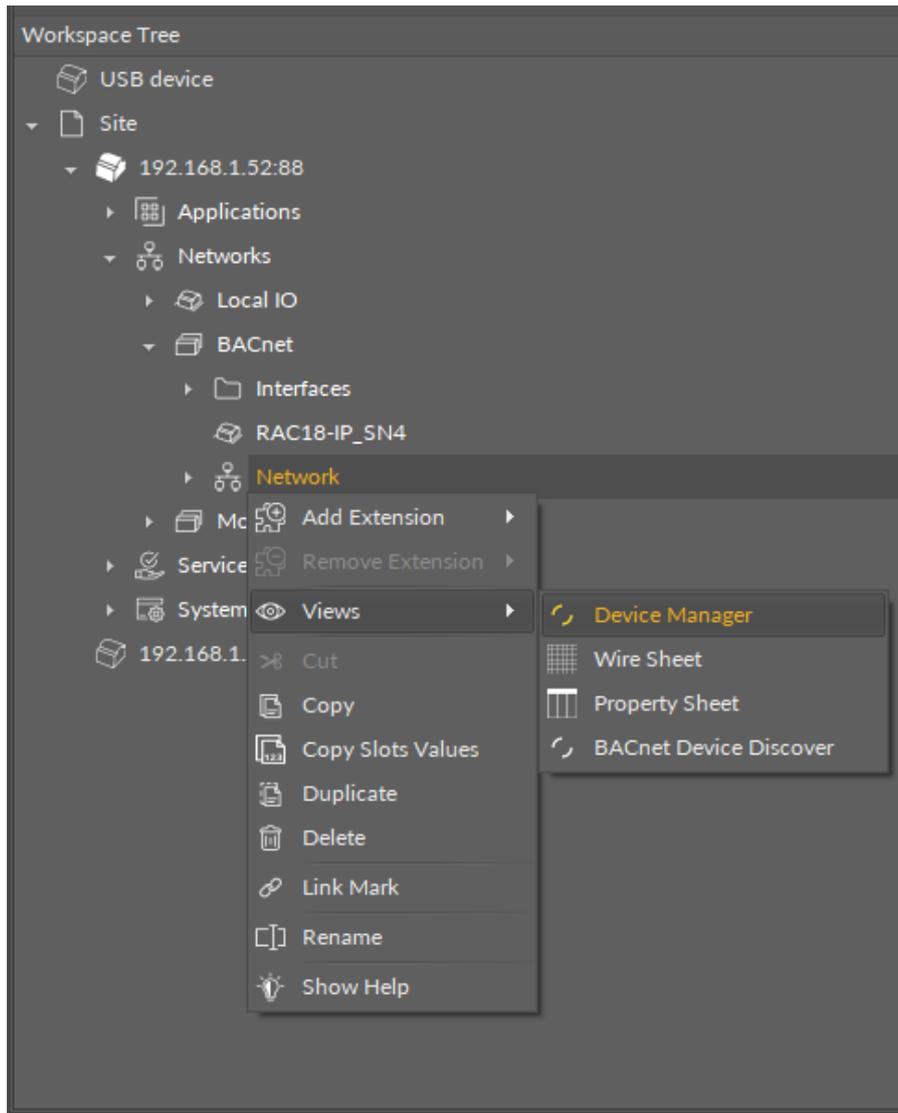


Figure 199. Opening Device Manager from the context menu

Adding BACnet Devices

The devices may be added to the BACnet network twofold: dragging and dropping the Device component to the Network component from the BACnet library (in the Device Libraries window), or using a special Add function in the Device Manager view available in the bottom right corner.

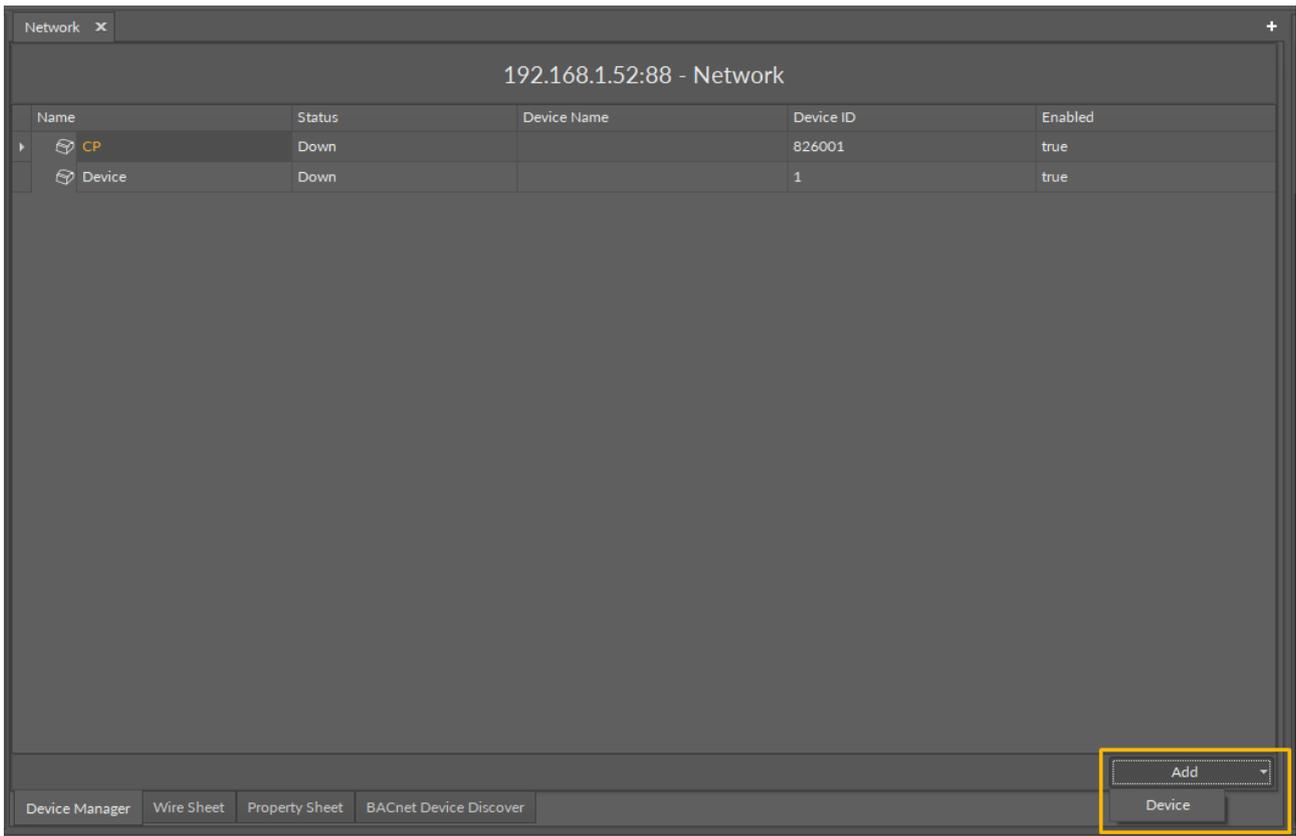
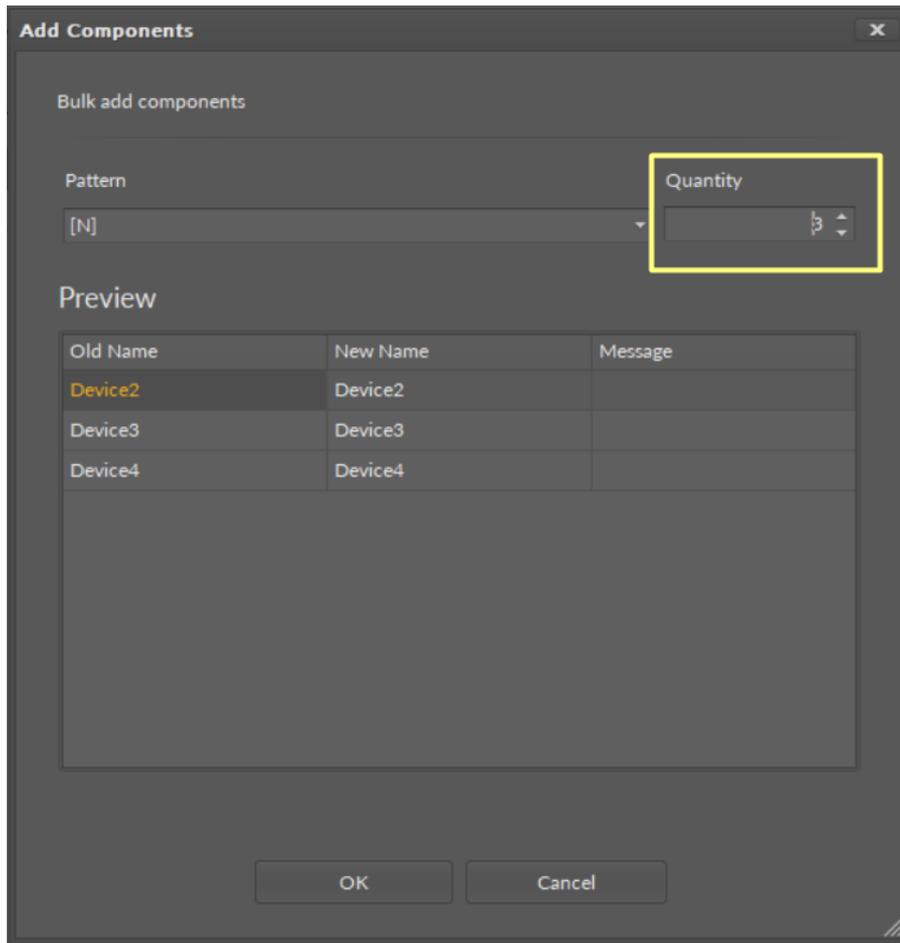


Figure 200. Adding device

Using this Add button opens the dialog window, which allows to adjust the quantity of devices to be added.

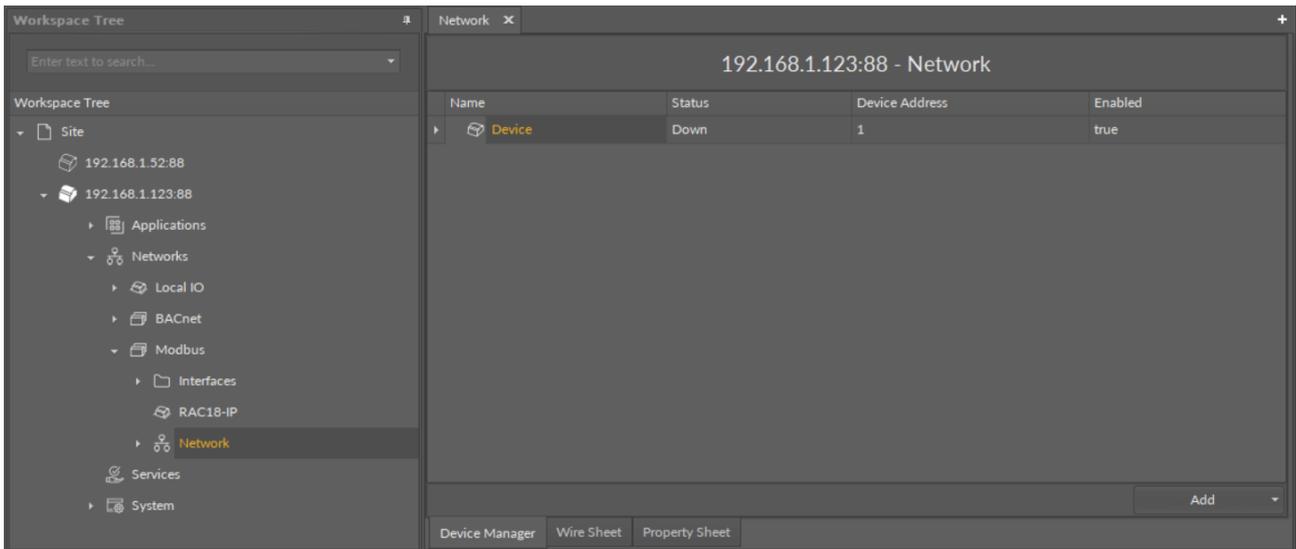


Multiediting of Common Slots

The Device Manager view allows multiediting of common slots in components of the same type, for example, to enable all one-type components at once. Multiediting is available in the Object Properties window, upon selecting one-type components in the Device Manager with Ctrl or Shift keys.

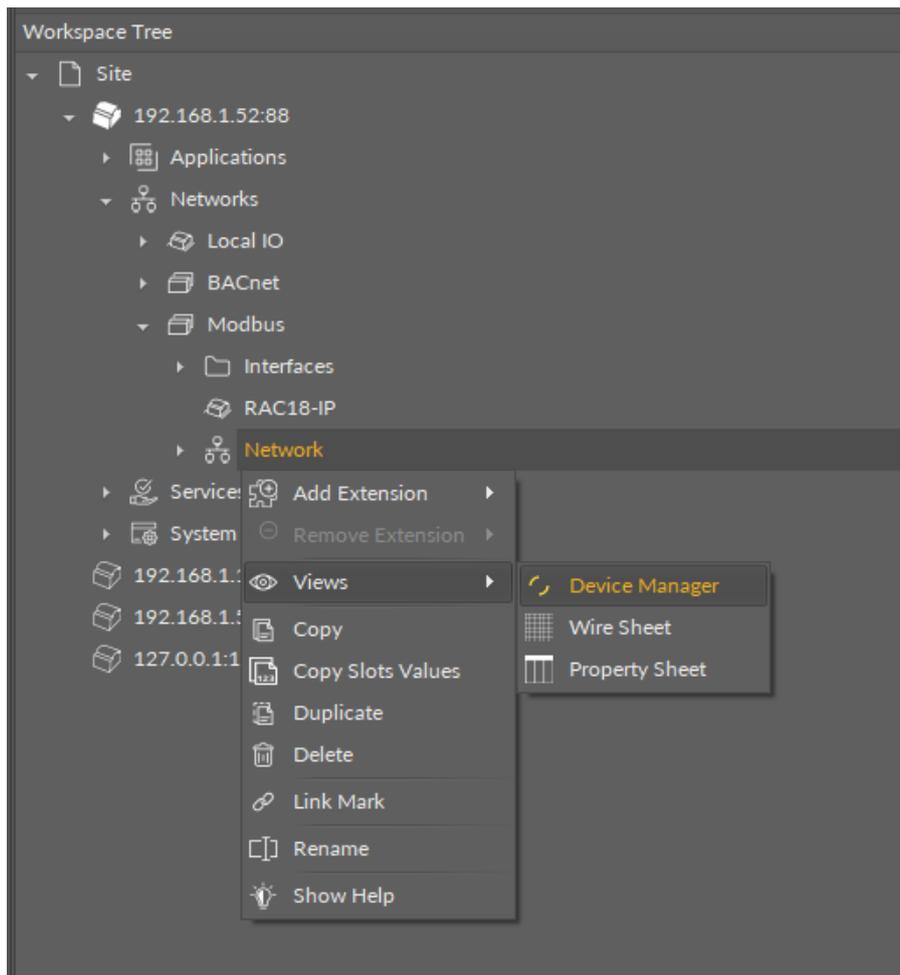
8.9.2 Modbus

The Device Manager view is available for the Modbus Network component. It lists all devices added to the configured Modbus network. The Device Manager view shows the statuses, device addresses, and enabled or disabled states of the devices in the network. Once the device, listed in the Device Manager, is double clicked, the respective Device component is opened.



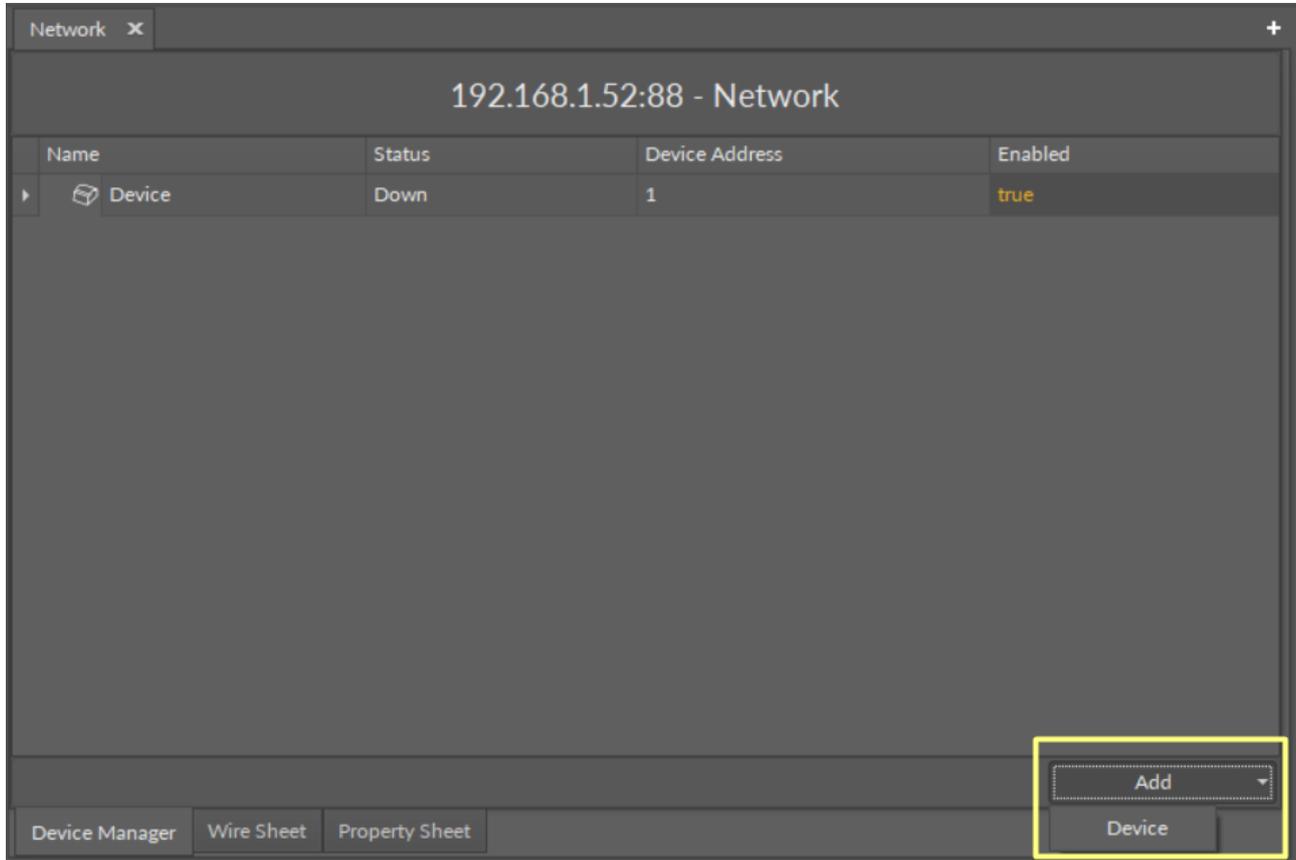
Opening Device Manager

The Device Manager view is accessible from the context menu of the Network component. It is also automatically opened if the Network component is double-clicked in the Workspace Tree window.

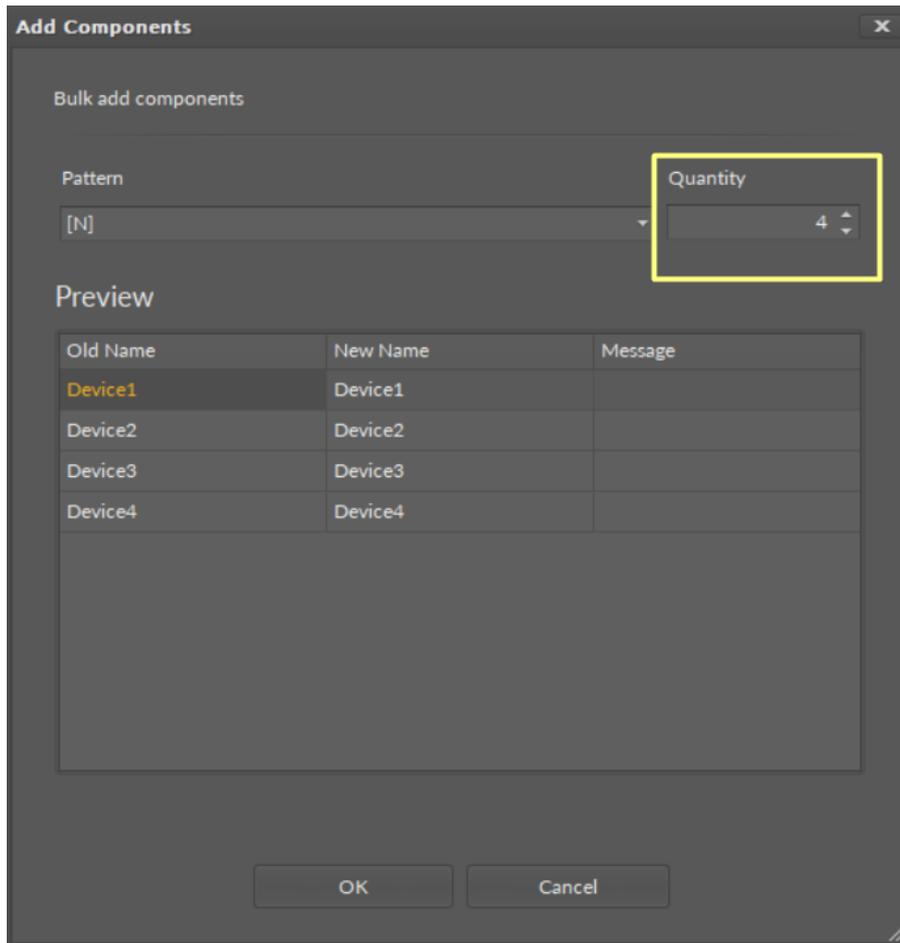


Adding Modbus Devices

The devices may be added to the Modbus network twofold: dragging and dropping the Device component to the Network component from the Modbus library (in the Device Libraries window), or using a special Add function in the Device Manager view available in the bottom right corner.



Using this Add button opens the dialog window, which allows to adjust the quantity of devices to be added.



Multiediting of Common Slots

The Device Manager view allows multiediting of common slots in components of the same type, for example, to enable all one-type components at once. Multiediting is available in the Object Properties window, upon selecting one-type components in the Device Manager with Ctrl or Shift keys.

8.10 Point Manager

8.10.1 LocalIO

The LocalIO Point Manager view is available for the LocalIO component. It lists all I/O points added to the LocalIO component, and shows their:

- Out slot value;
- unit (for analog values);
- status;
- number;
- enabled or disabled state.

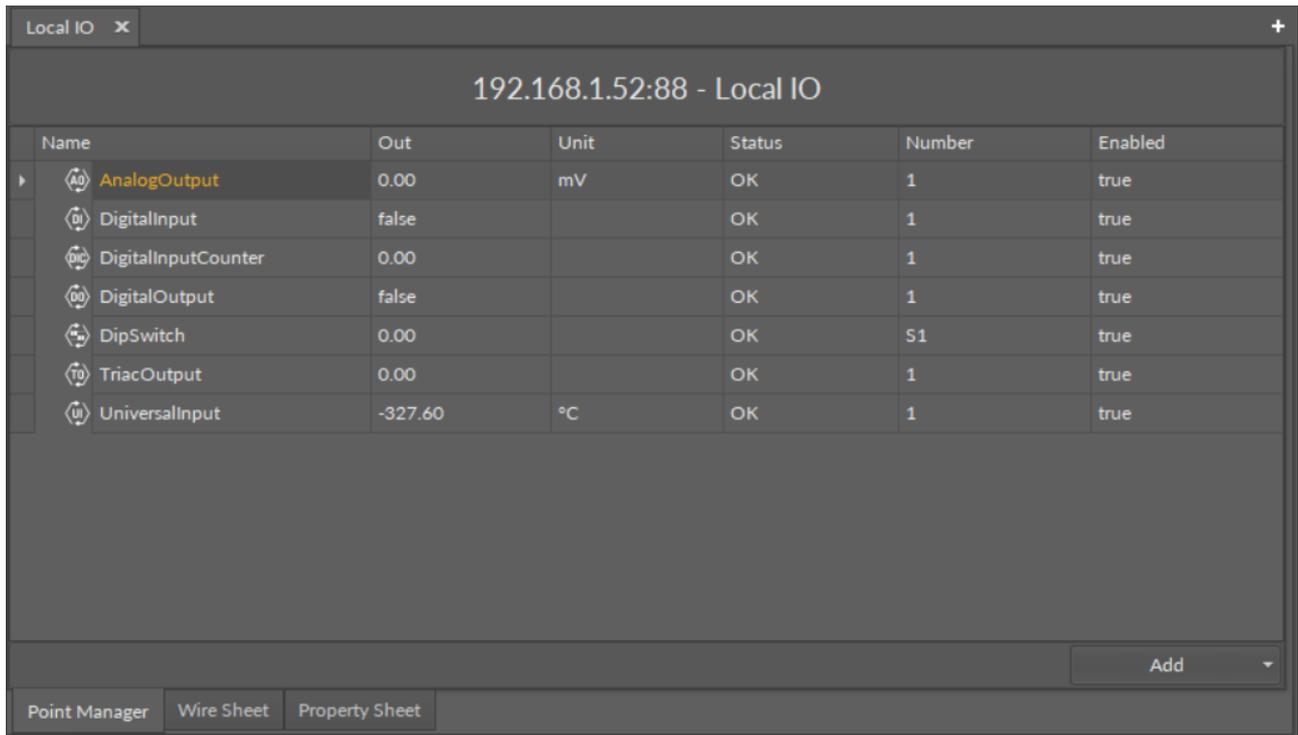


Figure 201. Point Manager

8.10.2 Opening Point Manager

The Point Manager view is accessible from the context menu of the LocalIO component. It is also automatically opened if the LocalIO component is double-clicked in the Workspace Tree window.

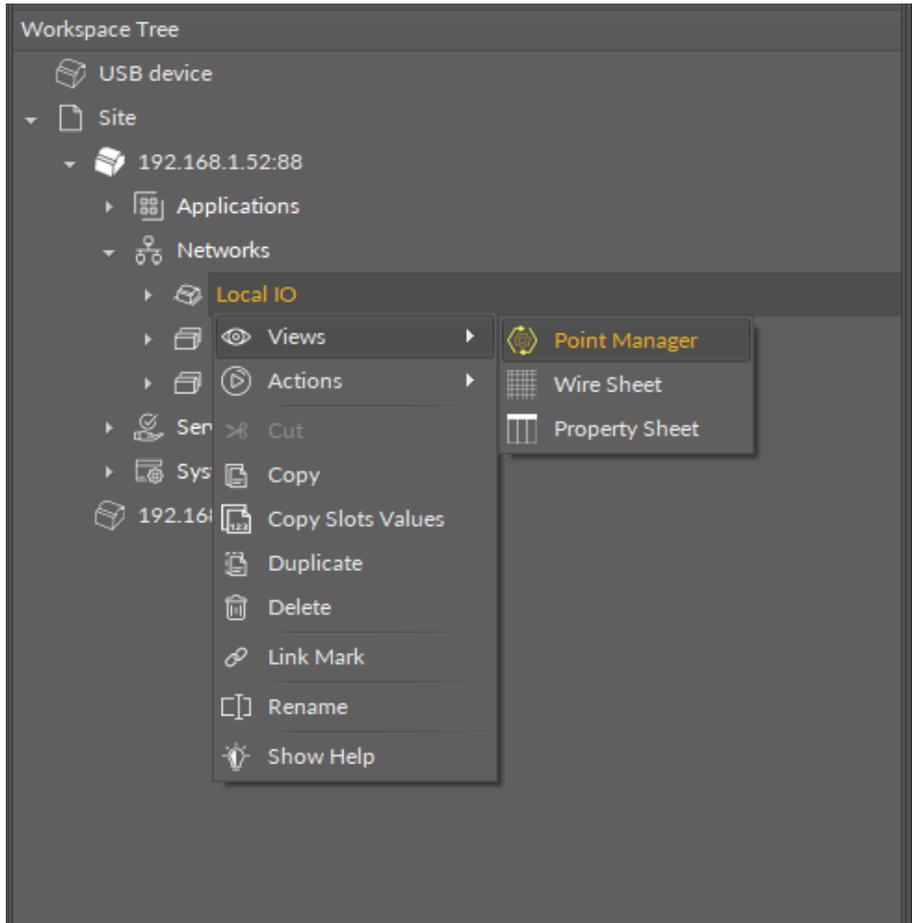


Figure 202. Opening the Point Manager

8.10.3 Adding I/O Points

The I/O points may be added twofold: dragging and dropping the I/O points to the LocalIO component from the IO library (in the Device Libraries window), or using a special Add function in the LocalIO Point Manager view available in the bottom right corner. The Add function allows to add any of the I/O points available in the IO library.

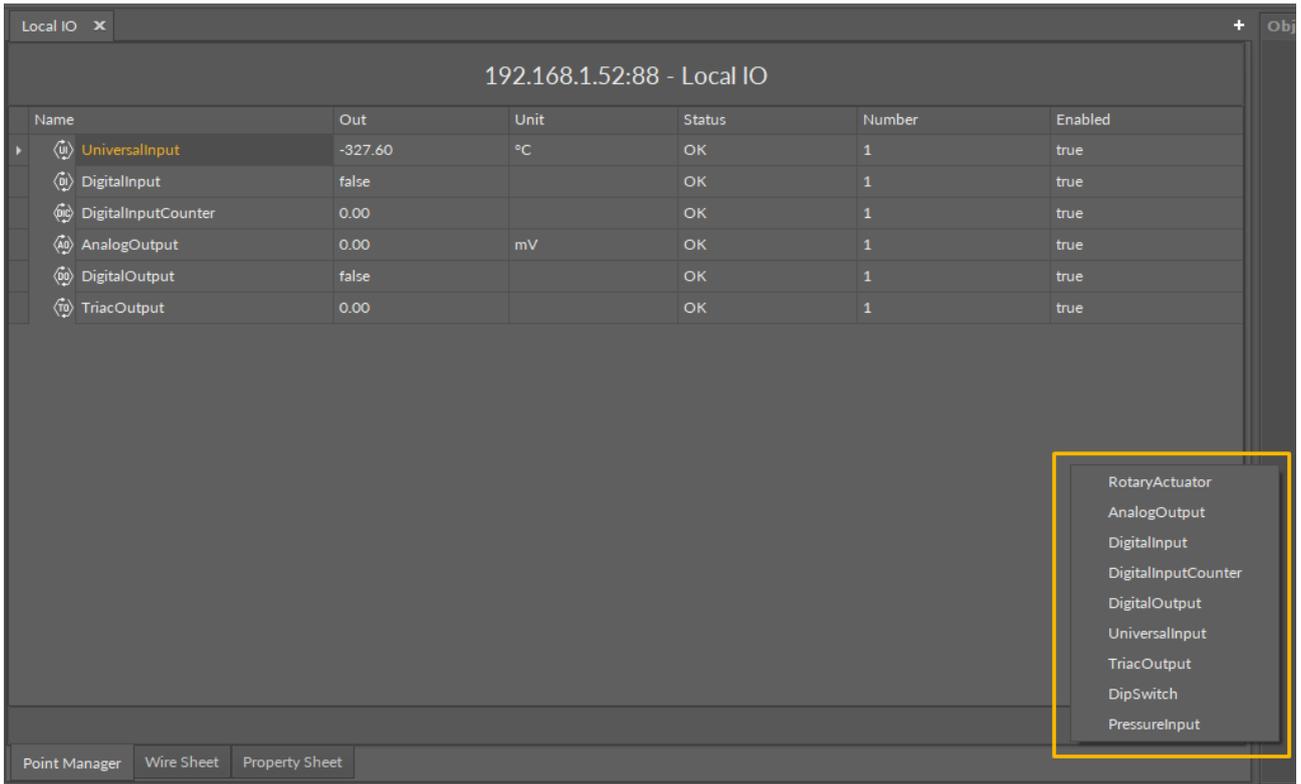


Figure 203. Adding I/O points

Using this Add button opens the dialog window, which allows to adjust the quantity of I/O points to be added.

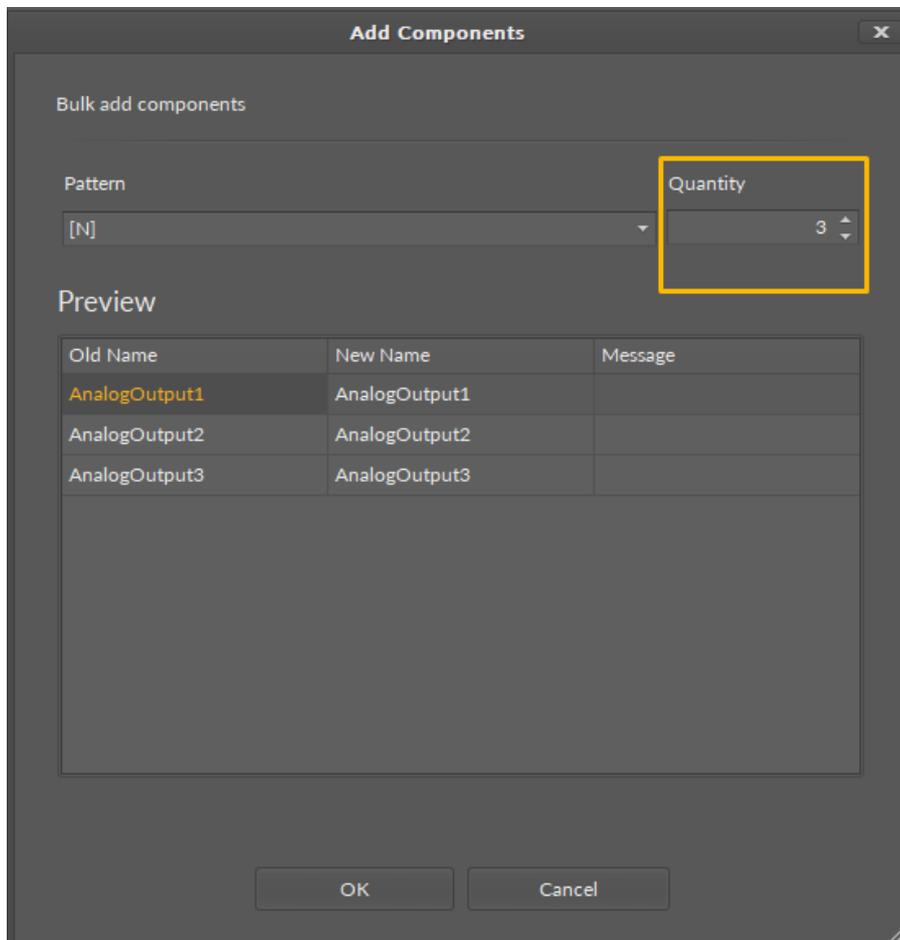


Figure 204. Dialog window for adding components

8.10.4 Multiediting of Common Slots

The Point Manager view allows multiediting of common slots in components of the same type, for example, to enable all one-type components at once. Multiediting is available in the Object Properties window, upon selecting one-type components in the Point Manager with Ctrl or Shift keys.

8.10.5 BACnet

The Point Manager view is available for each device added to the BACnet network. It lists all BACnet points added to the Device component, and shows their Out slot value, status, object name and ID, polling mode, and enabled or disabled state.

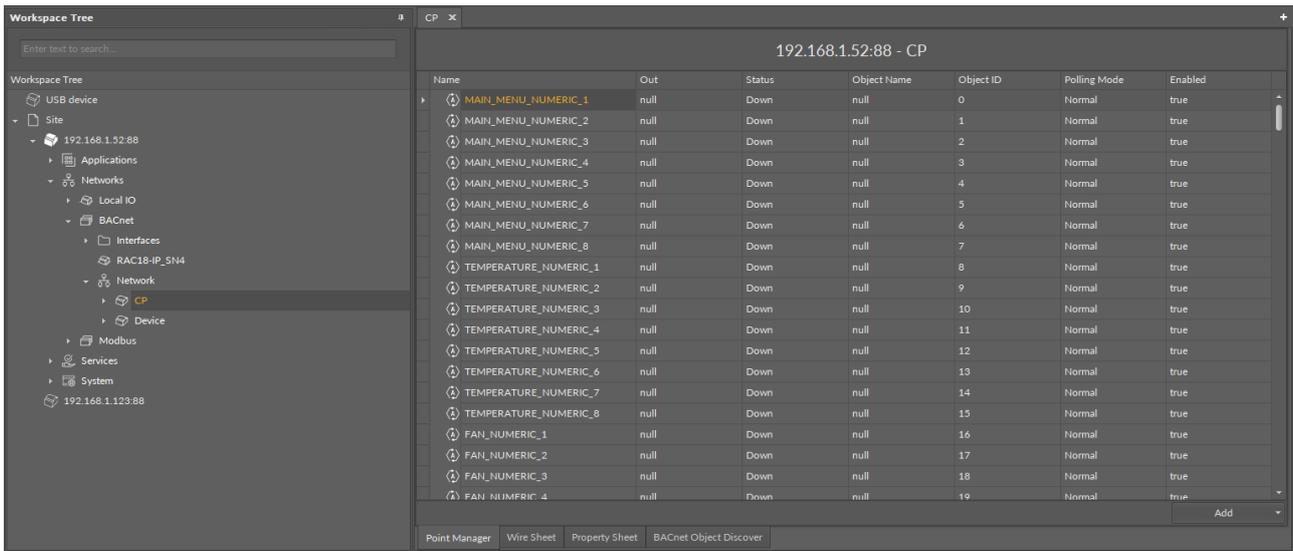


Figure 205. Point Manager for BACnet

Opening the Point Manager

The Point Manager view is accessible from the context menu of the Device component. It is also automatically opened if the Device component is double-clicked in the Workspace Tree window.

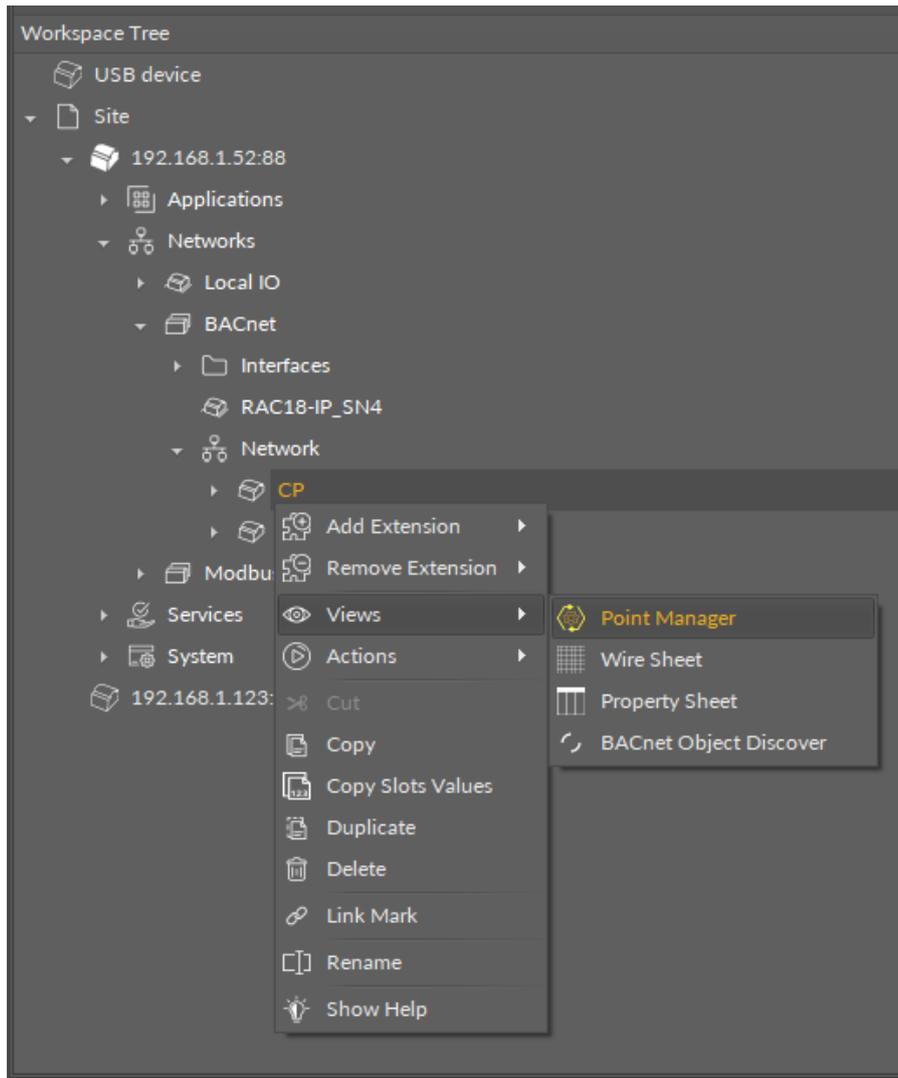


Figure 206. Opening the Point Manager from the context menu

Adding BACnet Points

The BACnet points may be added to the device twofold: dragging and dropping the BACnet points to the Device component from the BACnet library (in the Device Libraries window), or using a special Add function in the Point Manager view available in the bottom right corner. The Add function allows to add any of the BACnet points available in the BACnet library.

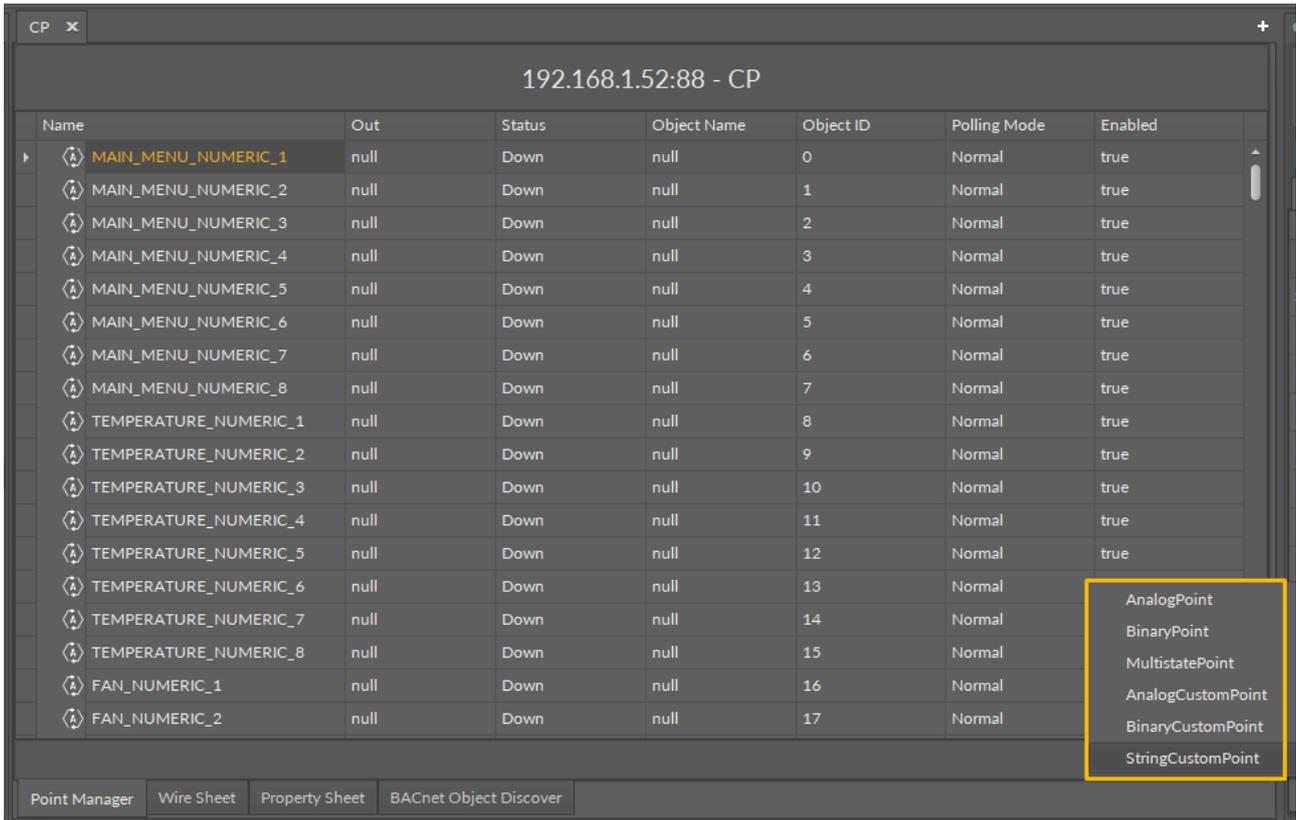
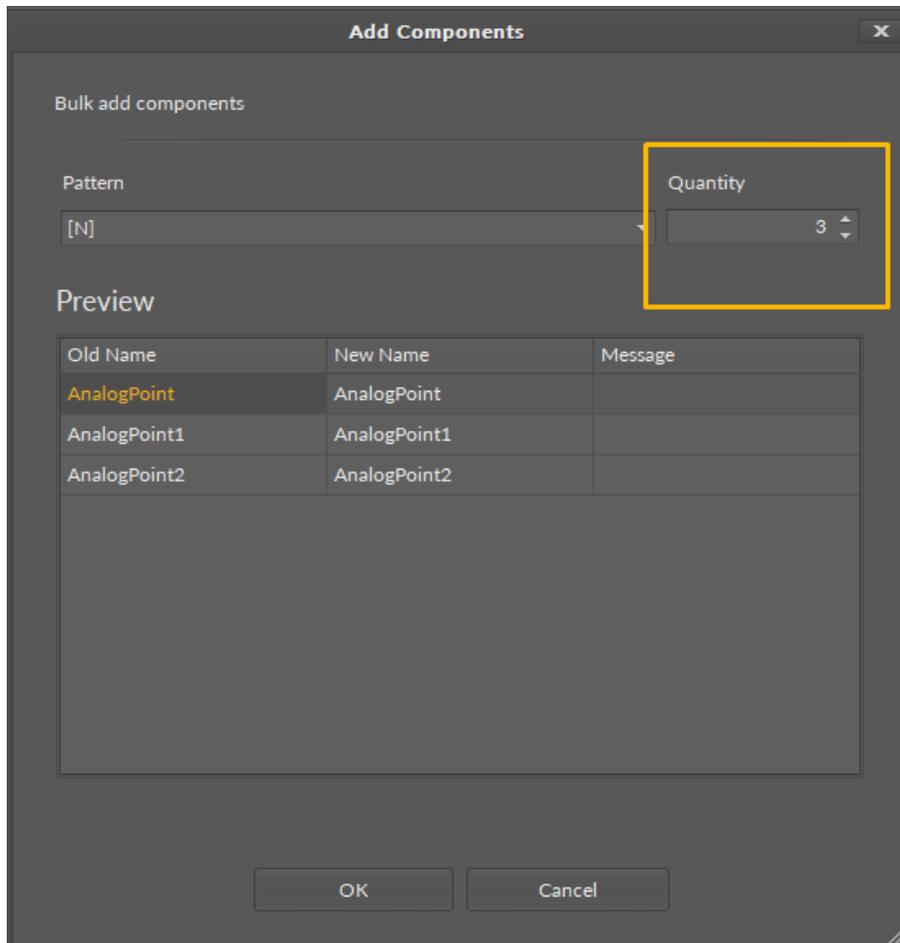


Figure 207. Adding points

Using this Add button opens the dialog window, which allows to adjust the quantity of BACnet Points to be added.



Multiediting of Common Slots

The Point Manager view allows multiediting of common slots in components of the same type, for example, to enable all one-type components at once. Multiediting is available in the Object Properties window, upon selecting one-type components in the Point Manager with Ctrl or Shift keys.

8.10.6 Modbus

The Point Manager view is available for each device added to the Modbus network. It lists all Modbus Points added to the Device component, and shows their Out slot value, status, address, polling mode, and enabled or disabled state.

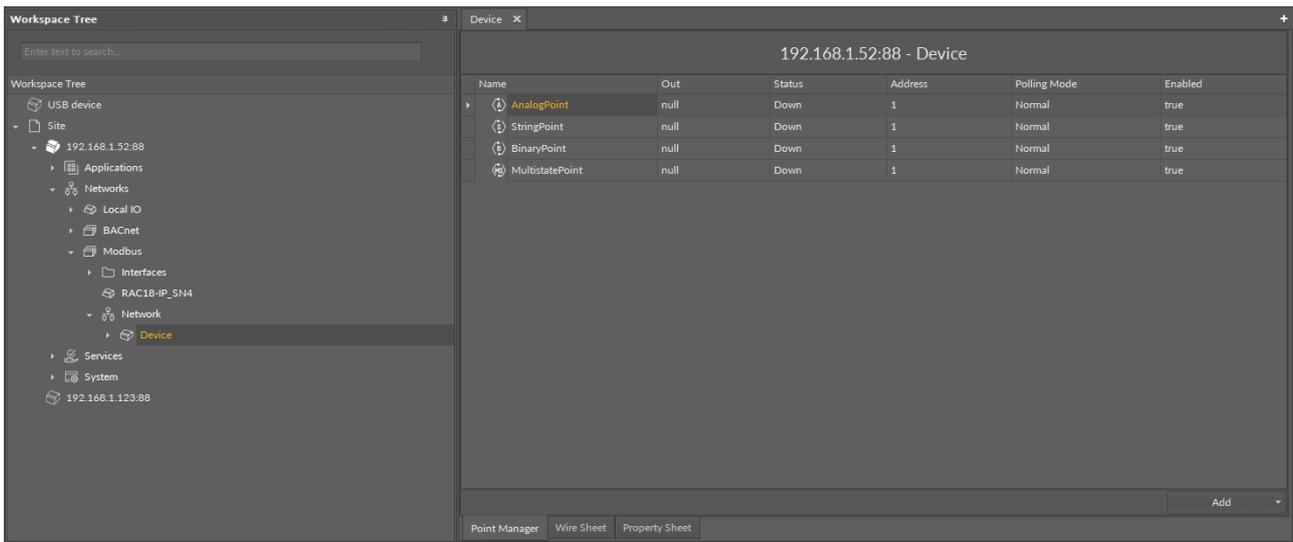


Figure 208. Point Manager for Modbus

Opening Point Manager

The Point Manager view is accessible from the context menu of the Device component. It is also automatically opened if the Device component is double-clicked in the Workspace Tree window.

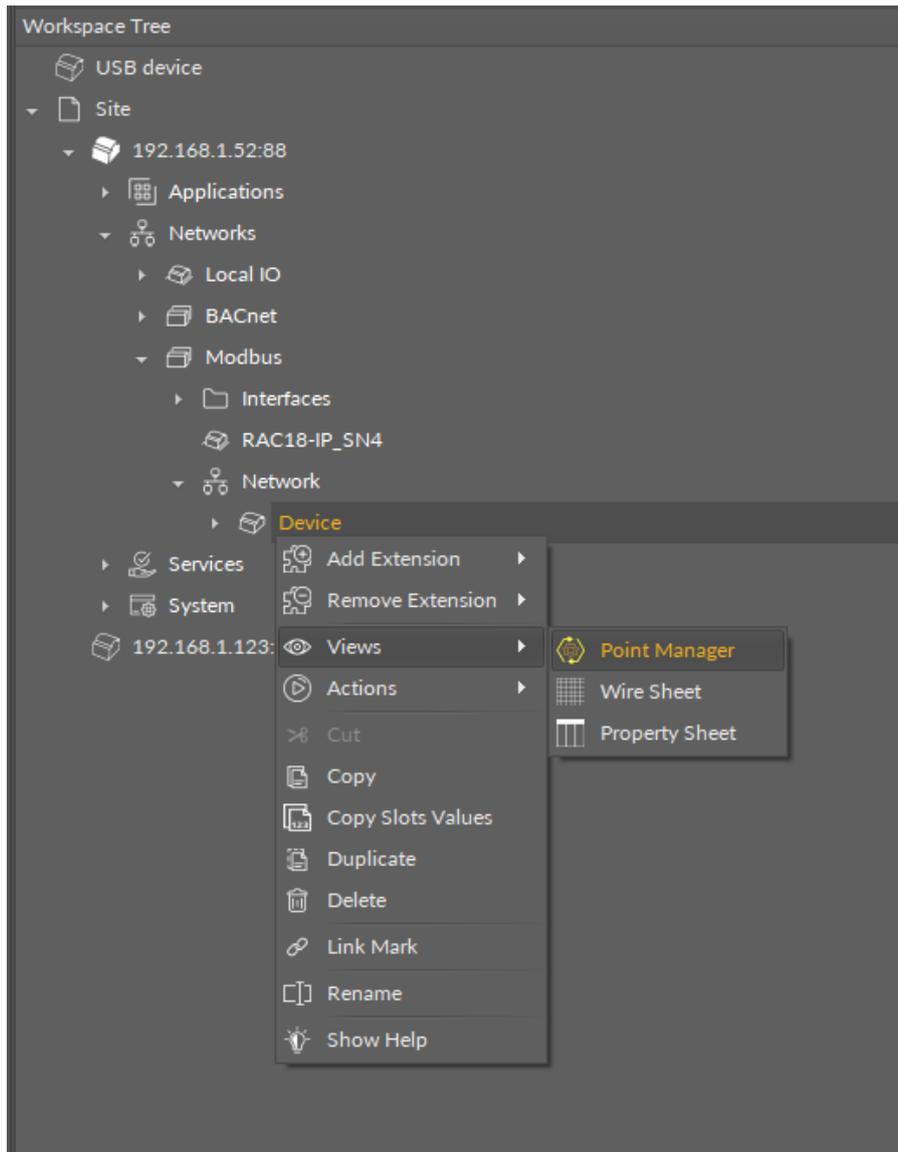


Figure 209. Opening the Point Manager from the context menu

Adding Modbus Points

The Modbus points may be added to the device twofold: dragging and dropping the Modbus points to the Device component from the Modbus library (in the Device Libraries window), or using a special Add function in the Point Manager view available in the bottom right corner. The Add function allows to add any of the Modbus points available in the Modbus library.

Device ✕
+

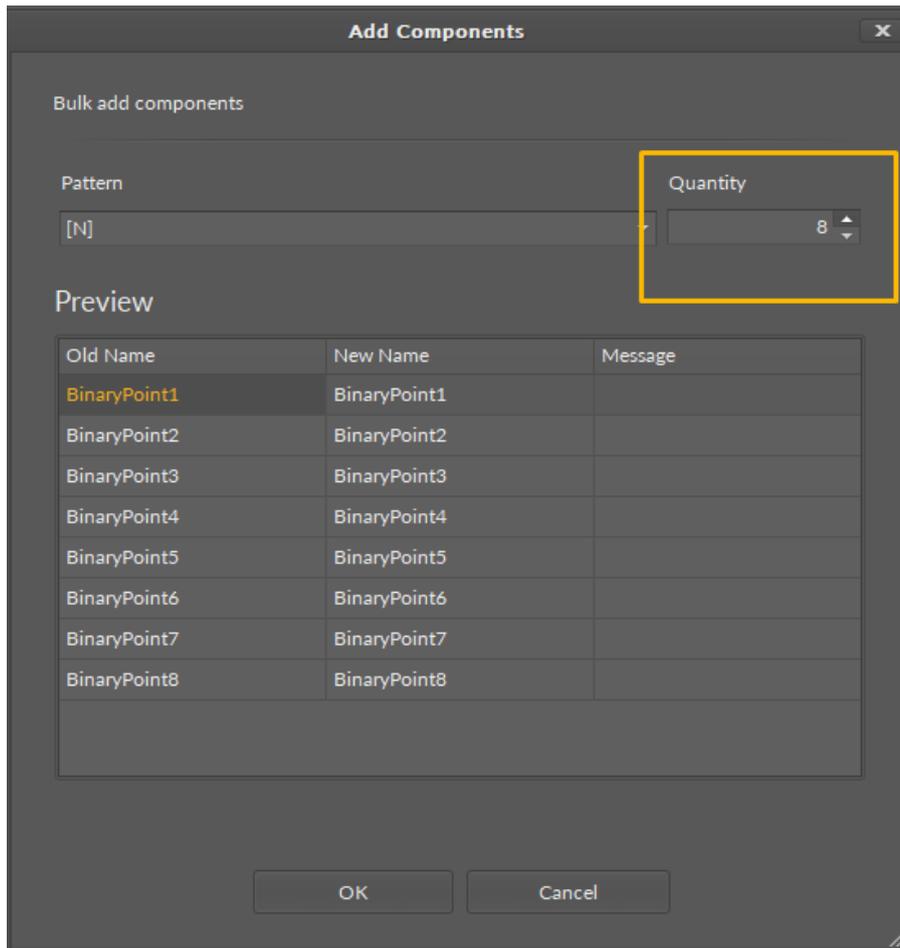
192.168.1.52:88 - Device

Name	Out	Status	Address	Polling Mode	Enabled
▶ A AnalogPoint	null	Down	1	Normal	true
▶ B BinaryPoint	null	Down	2	Normal	true
▶ S StringPoint	null	Down	3	Normal	true
▶ MS MultistatePoint	null	Down	4	Normal	true

- AnalogPoint
- BinaryPoint
- MultistatePoint
- StringPoint

Point Manager
Wire Sheet
Property Sheet

Using this Add button opens the dialog window, which allows to adjust the quantity of Modbus Points to be added.



Multiediting of Common Slots

The Point Manager view allows multiediting of common slots in components of the same type, for example, to enable all one-type components at once. Multiediting is available in the Object Properties window, upon selecting one-type components in the Point Manager with Ctrl or Shift keys.

8.11 BACnet Device Discover

The BACnet Device Discover view allows to automatically discover devices available in the BACnet IP or BACnet MS/TP network.

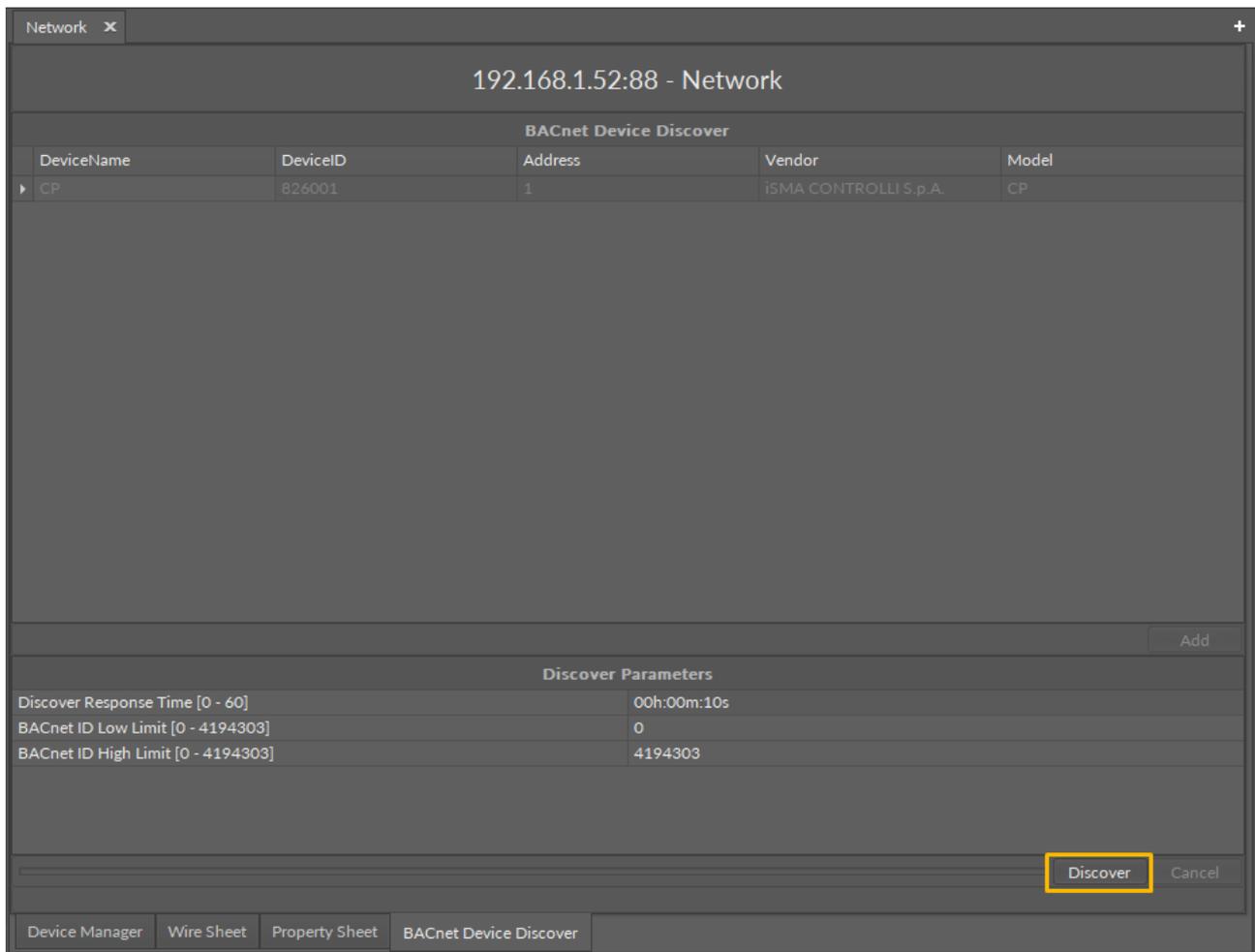


Figure 210. The BACnet Device Discover view

The BACnet Device Discover view is available for the Network component (upon double-click on the component).

It is structured with two windows, lower window which allows to set the discover parameters and initiate the discovering action (the Discover button). Next to the Discover button, there is a progress bar, which indicates how advanced is the discovering action.

The upper part of the view shows a list of discovered devices. It displays the following information in five columns:

- **DeviceName:** shows the discovered device's name;
- **DeviceID:** shows the device ID number provided by the BACnet organization to the vendor;
- **Address:** shows the MAC address attributed to the device;
- **Vendor:** shows the name of the device's vendor;
- **Model:** shows the device's product code.

Discovered devices can be easily added to the Network component. Select the devices on the list and click the Add button.

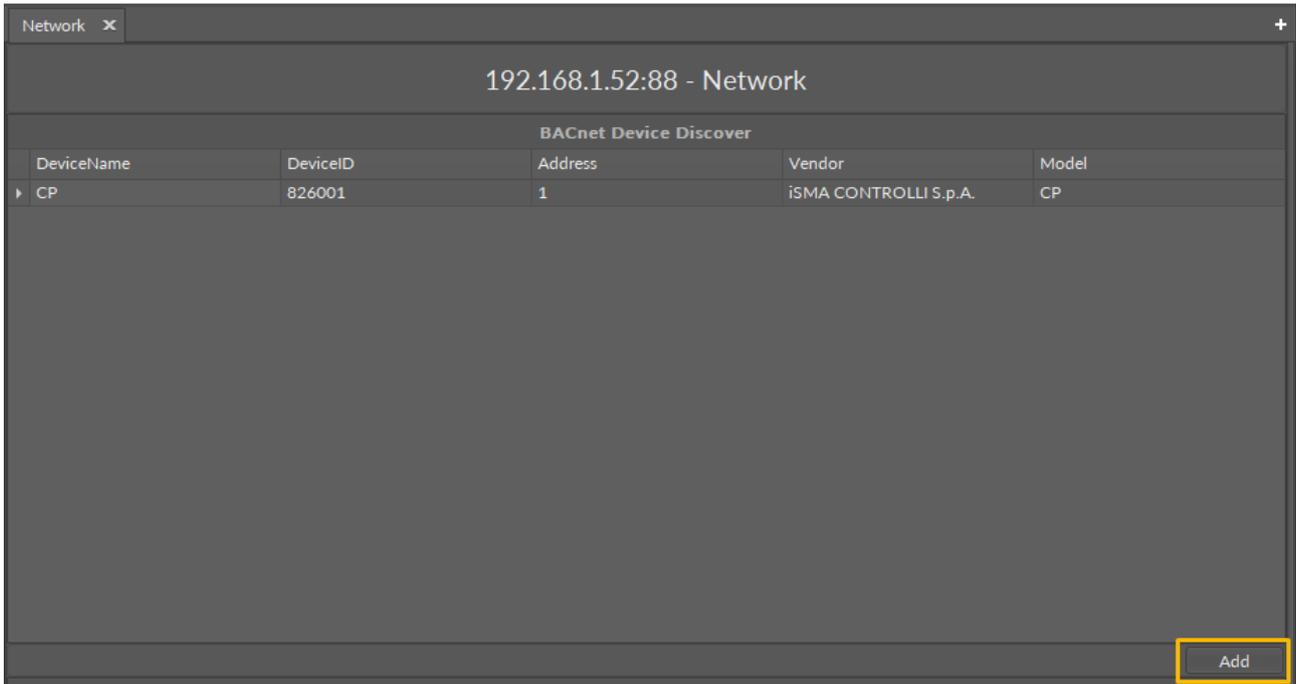


Figure 211. Adding discovered devices

The added devices will be listed under the Network component in the Workspace Tree.

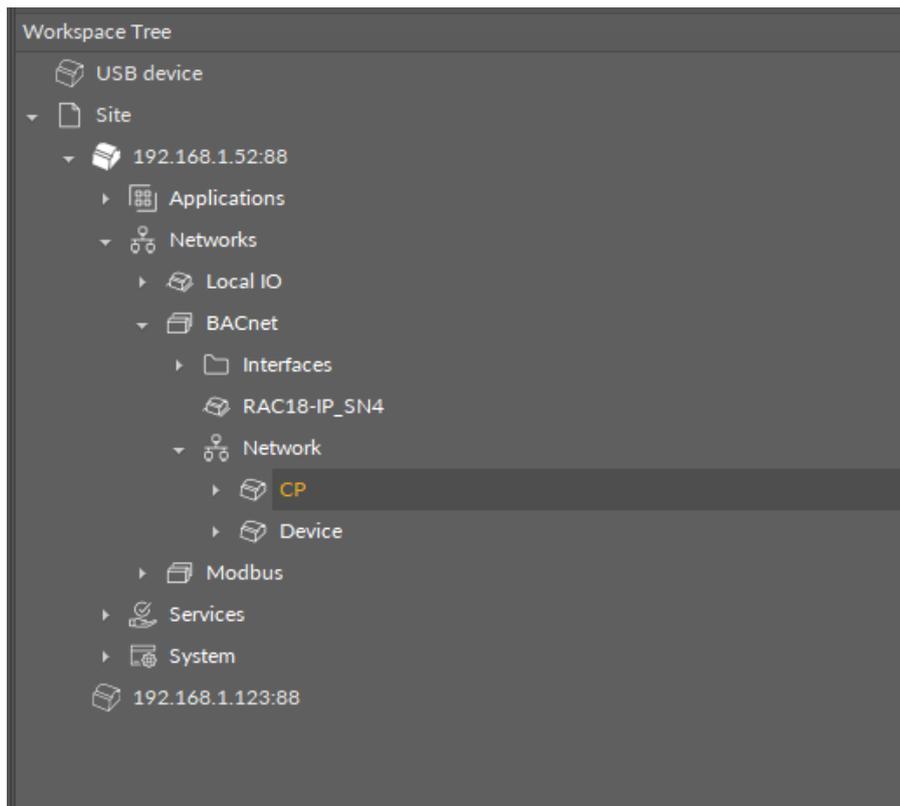


Figure 212. Added device

To add the device's points, proceed to the [BACnet Object Discover](#) view.

8.12 BACnet Object Discover

The BACnet Object Discover view allows to automatically discover points available in the devices added to the BACnet network.

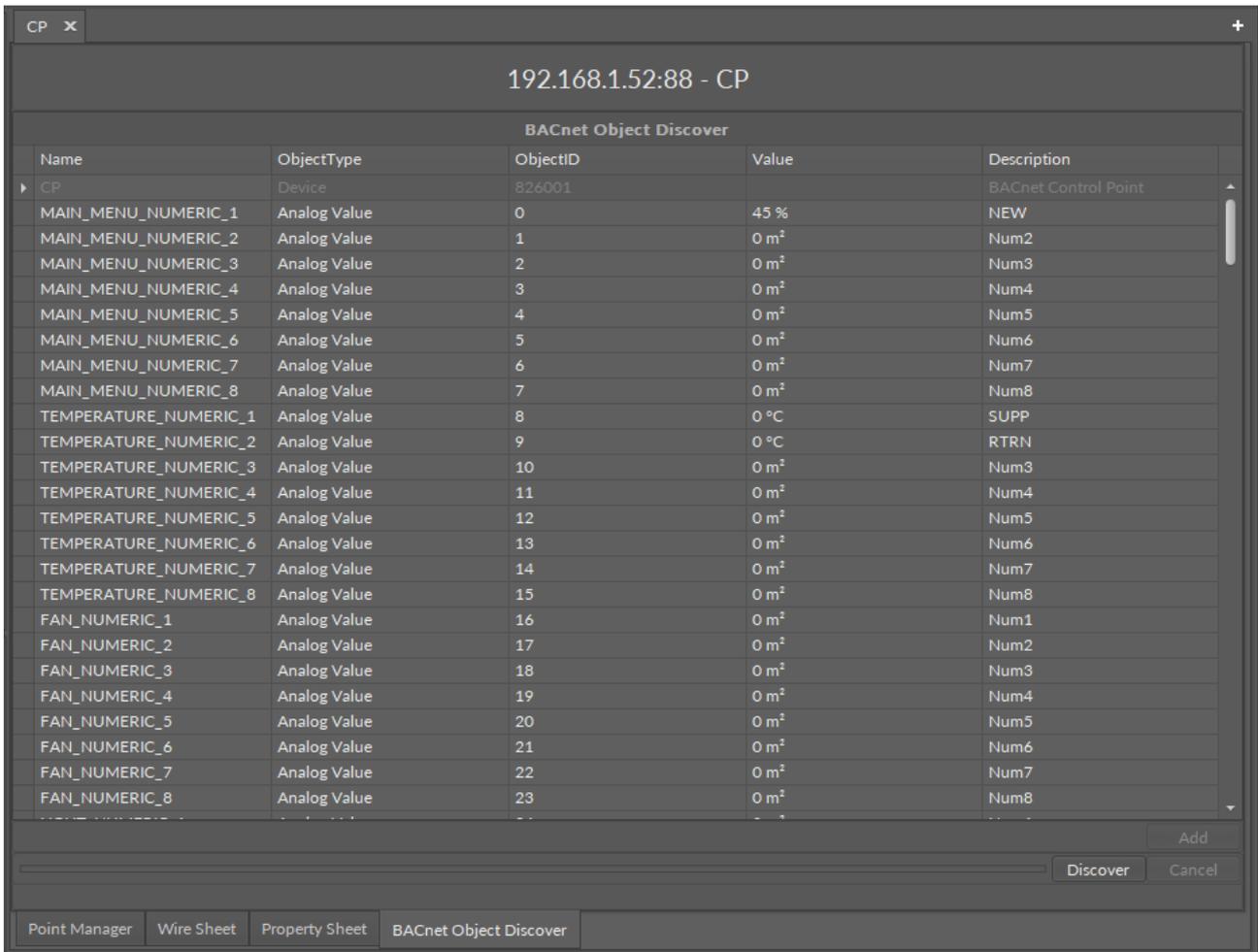


Figure 213. BACnet Object Discover

The BACnet Object Discover view is available for the Device component in the BACnet network (upon double-click on the component).

Once opened for the selected device, the view allows to initiate the discovery action, with the Discover button. All points discovered for the device are listed with the following information in five columns:

- **Name:** shows the discovered point's name;
- **ObjectType:** shows the BACnet object type of the point;
- **ObjectID:** shows the object ID of the point;
- **Value:** shows a current value of the point;
- **Description:** shows an additional description.

First, grayed out row shows information about the device the points are discovered for.

Discovered points can be easily added to the Device component. Select the points on the list and click the Add button.

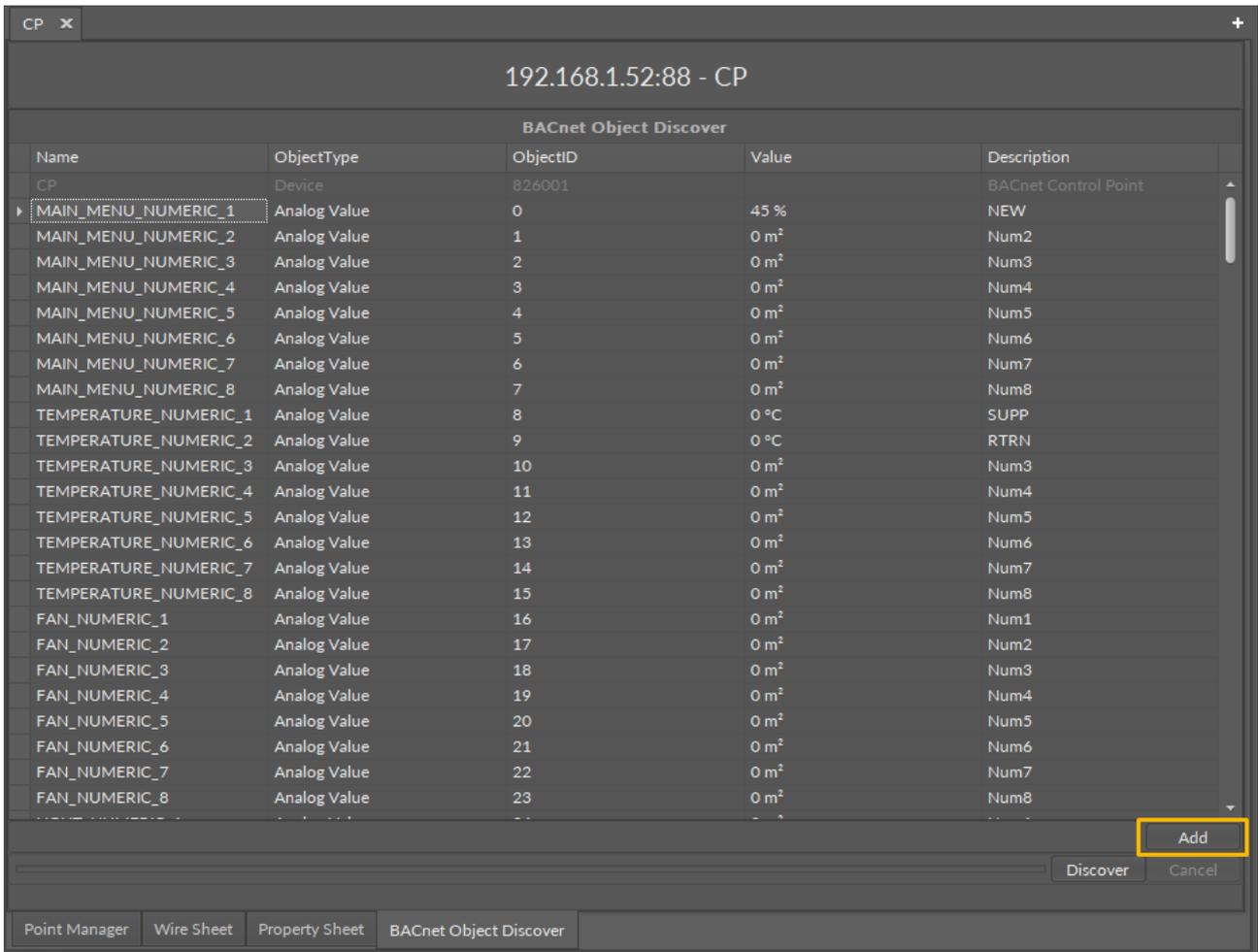


Figure 214. Adding points

The added points will be listed under the Device component in the Workspace Tree.

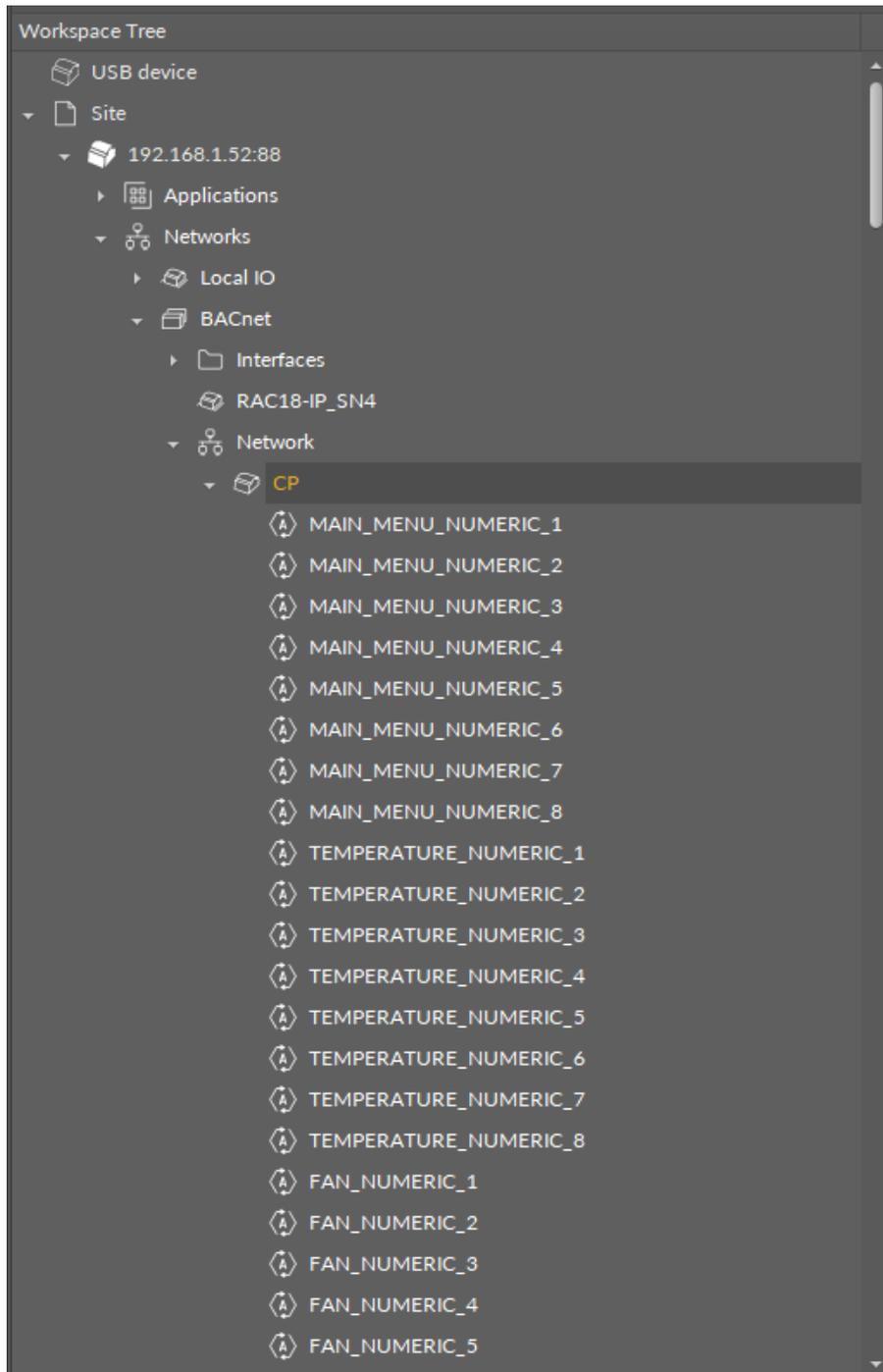


Figure 215. Added points

8.13 Time

The Time view is available for the Time component in the System container. The view shows a current time (date and time, time zone, and UTC offset) in the device, and allows to change time values (in the Desired window). The view also allows for enabling the use of a daylight saving time and changing its settings.

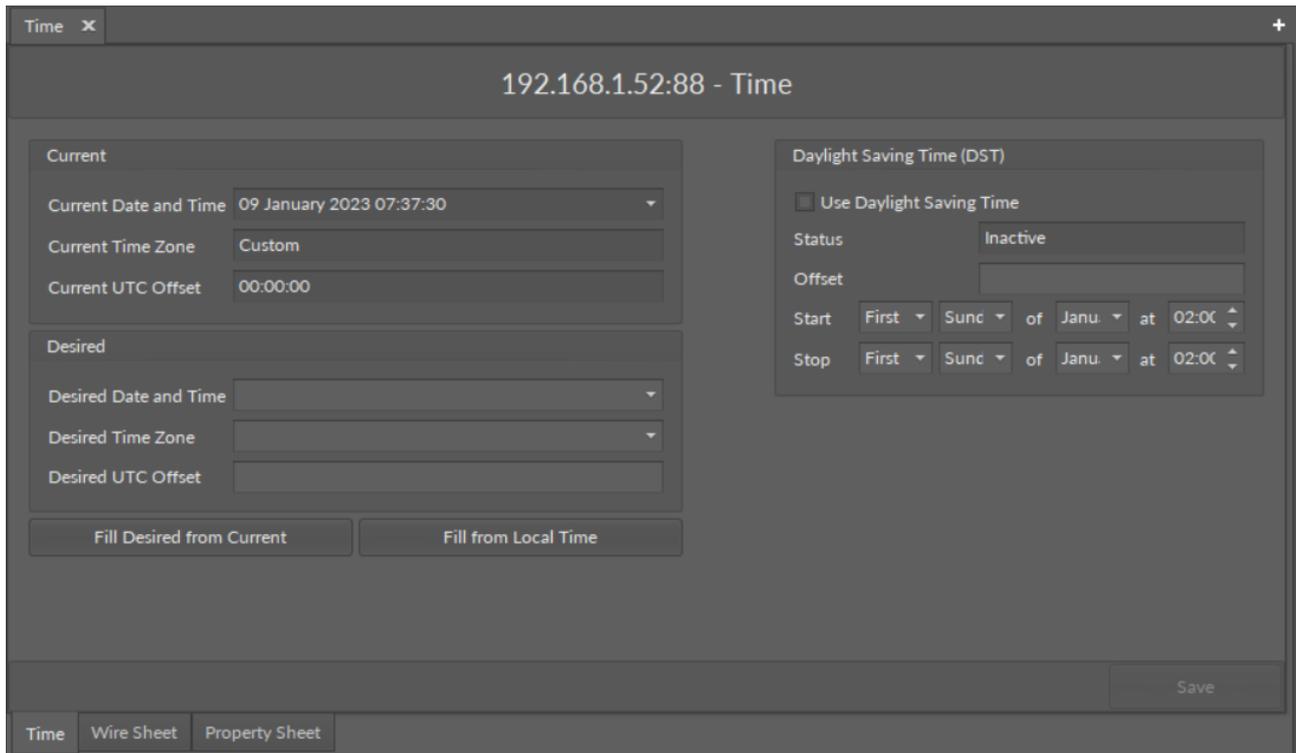


Figure 216. Time view

The Time view has the following fields:

Current window

- **Current Date and Time:** shows a current date and time values in the device;
- **Current Time Zone:** shows a current time zone value in the device;
- **Current UTC Offset:** shows a current UTC offset value in the device;

Desired window

- **Desired Date and Time:** allows to set date and time values to be changed in the device;
- **Desired Time Zone:** allows to set a time zone value to be changed in the device;
- **Desired UTC Offset:** allows to set a UTC offset value to be changed in the device;
- **Fill Desired from Current:** writes current values to the desired fields;
- **Fill from Local Time:** writes PC local date and time values to the desired fields;

Daylight Saving Time (DST) window

- **Use Daylight Saving Time:** enables or disables using a daylight saving time;
- **Status:** informs if a daylight saving time is used (active/inactive);
- **Offset:** allows to set an offset value for a daylight saving time;
- **Start:** allows to set beginning date and time values for using a daylight saving time;
- **Stop:** allows to set ending date and time values for using a daylight saving time.

8.14 Calendar

The Calendar view is designed to set one time or repeatable special days in a year. The view is automatically opened upon double-clicking of the component.

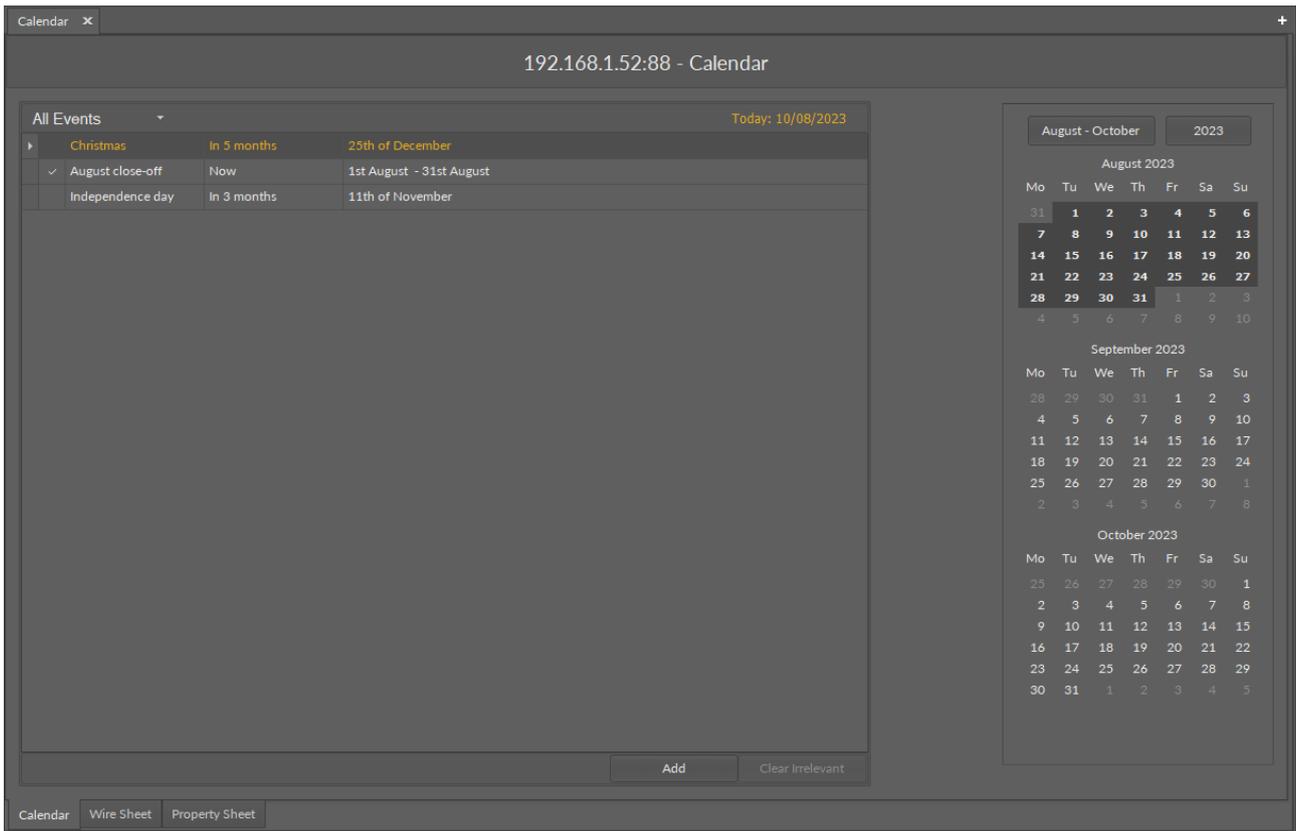


Figure 217. The Calendar view

To add an event in the calendar, use the Add button in the bottom right corner of the view; a pop-up window appears.

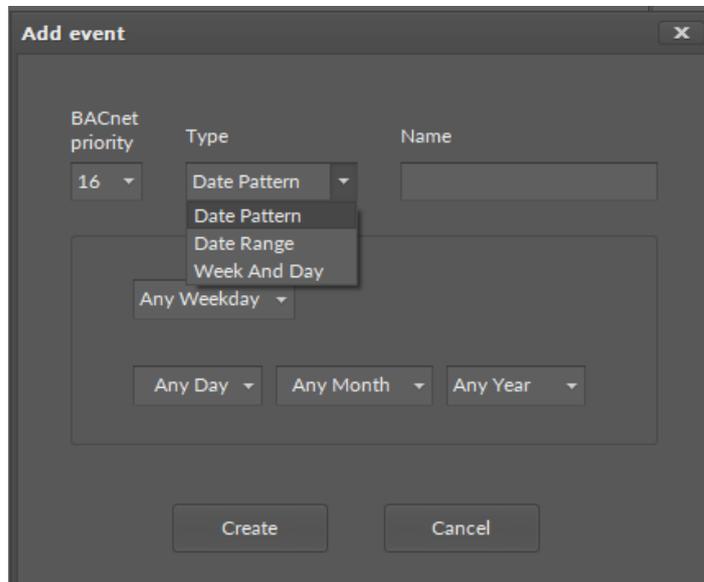


Figure 218. The Add event dialog window - Date Pattern parameters

In the Add event dialog window, it is possible to set the following parameters:

- **BACnet priority:** from 1 to 16;
- **Type:** type of the event;
 - Available options: Date Pattern, Date Range, Week and Day;
- **Name:** allows to set a name of the event, specific to the user's requirements.

The type of event defines the data entered for each type.

For Date Pattern:

- weekday;
- specific day of a month;
- specific month of a year;
- specific year.

Each of these parameters may be left to any (Any Day, Any Month, etc.).

For Date Range:

- Since/Until: allows to specify a beginning or end day of the event (unchecked sets the "future" value);
- specific day, month, and year of a calendar date;
- Repeat every year: if checked, disables the year field.

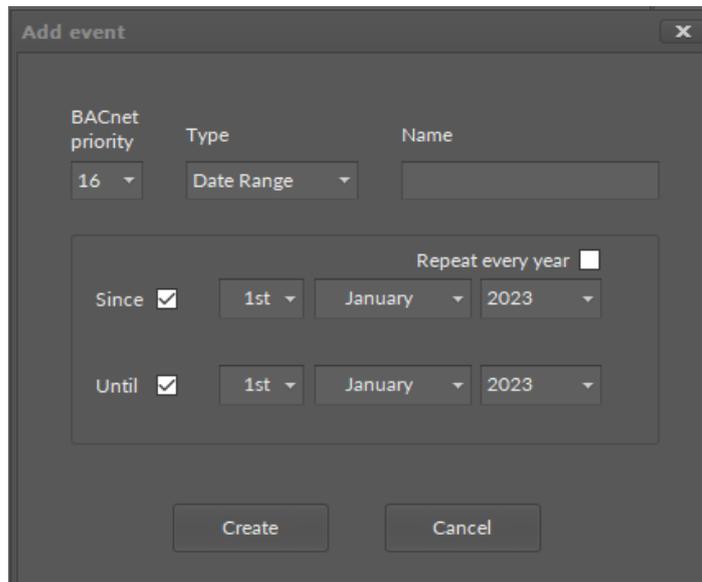


Figure 219. The Add event dialog window - Date Range parameters

For Week and Day:

- specific weekday, week, and month of the event.

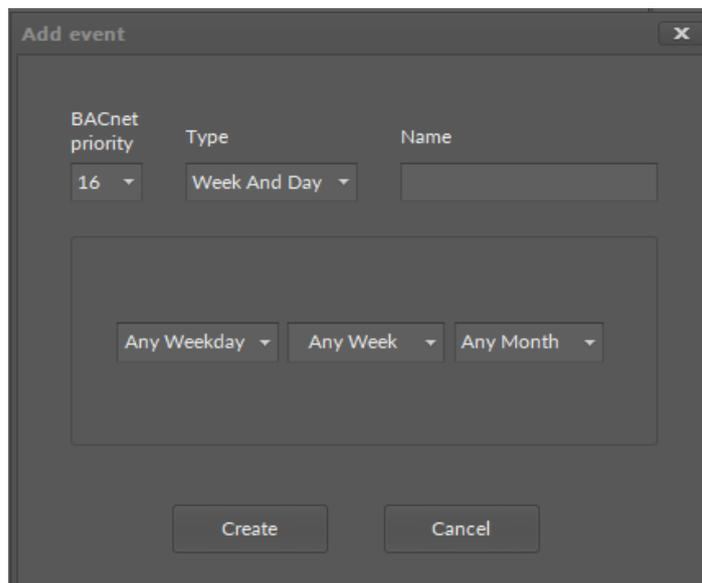


Figure 220. The Add event dialog window - Week and Day parameters

The Clear Irrelevant button removes all event that already took place.

Note

Please note that the events in the Calendar cannot be assigned a specific value. Specific values for these events may be set in a relevant schedule component (AnalogSchedule/BinarySchedule) by sourcing the Calendar in the Special Events view. All events in the Calendar will be then assigned with identical values if active. To assign a different type of values, create multiple Calendar components with events of corresponding types.

8.15 Weekly Schedule

The Weekly Schedule view is designed to set schedules for the AnalogSchedule, BinarySchedule, and MultistateSchedule components. The view is automatically opened upon double-clicking of the component.

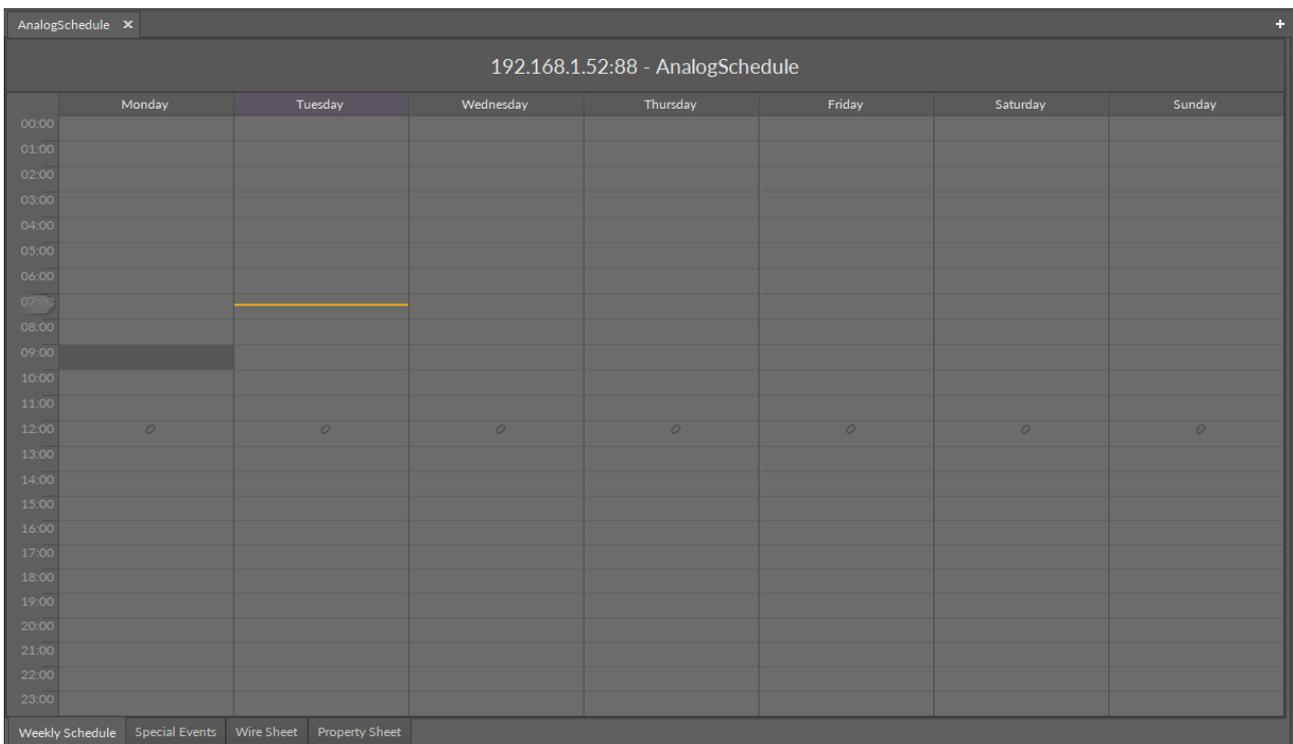


Figure 221. The Weekly Schedule view

To set a schedule, first, set the required time interval. If the required time interval lasts for an hour or less, double-click on the required day and time, open the context menu, choose Add Event option, and enter the required value and time limit in the displayed dialog window. If the required time is longer than an hour, click and hold the click on the beginning of the required time interval and drag until the end of it. Open the context menu, choose Add Event option, and set the required value in the displayed dialog window.

In case no specific value is set for a given time interval, the default value is applied.

An event can be added by double-clicking on a schedule or in a context menu.

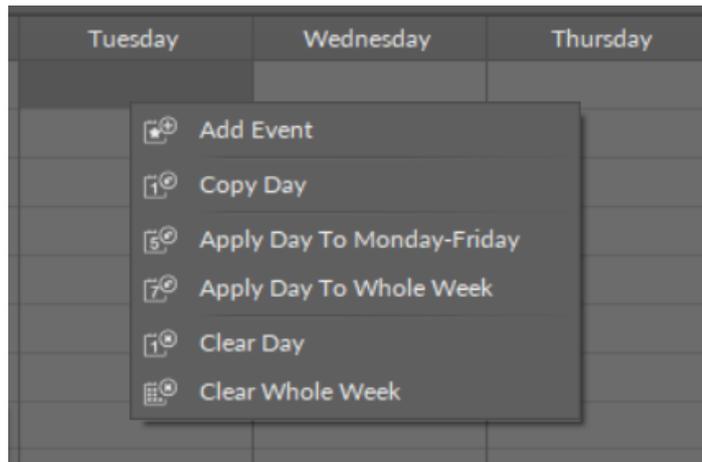


Figure 222. The context menu in the Weekly Schedule view

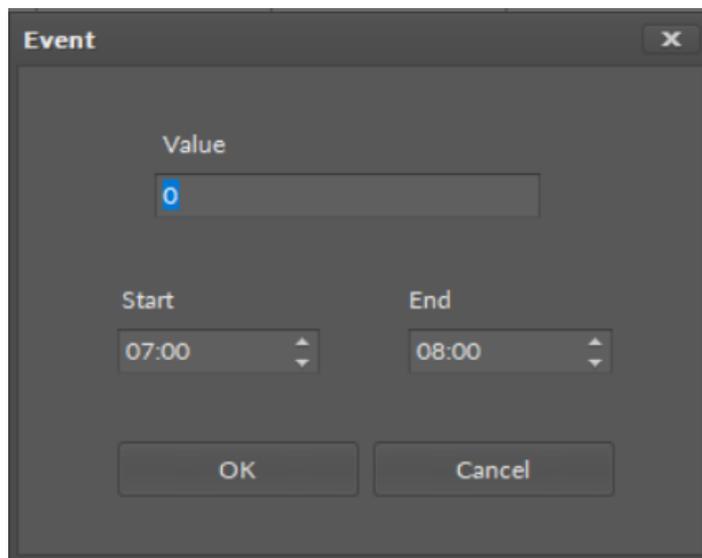


Figure 223. Adding event in the AnalogSchedule component

The Event dialog window allows to enter basic data of an event, value and starting and ending time. Confirm with OK to set the event.

8.15.1 Context Menu for the Weekly Schedule View

The context menu of the Weekly Schedule view has the following options:

- **Add Event:** opens the Event dialog window and allows to add a single event;
- **Copy Day:** copies all events in a day the context menu is invoked for;
- **Apply Day To Monday-Friday:** copies all events in a day the context menu is invoked for, and pastes these events to Monday, Tuesday, Wednesday, Thursday, and Friday;
- **Apply Day To Whole Week:** copies all events in a day the context menu is invoked for, and pastes these events to all days in a week;

Note: If the Apply Day To Monday-Friday or Apply Day To Whole Week option is invoked on a day with no events, all events on other days will be erased.

- **Clear Day:** removes all events scheduled for a day the context menu is invoked for;
- **Clear Whole Week:** removes all events in a whole week.

8.15.2 Context Menu for the Event

The context menu for a single event has the following options:

- **Edit Event:** opens the Event dialog window and allows to edit the selected event;
- **Delete Event:** remove the selected event from the schedule.

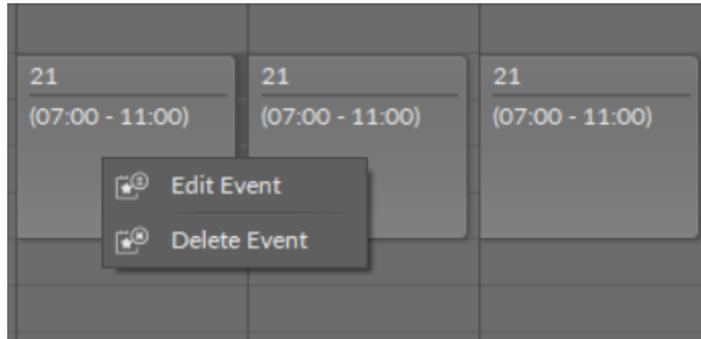


Figure 224. The context menu for a single event

Note

A single event can also be edited by a drag and drop method.

8.16 Special Events

The Special Events view is designed to set irregular events for the AnalogSchedule and BinarySchedule components. The view is automatically opened upon double-clicking of the component.

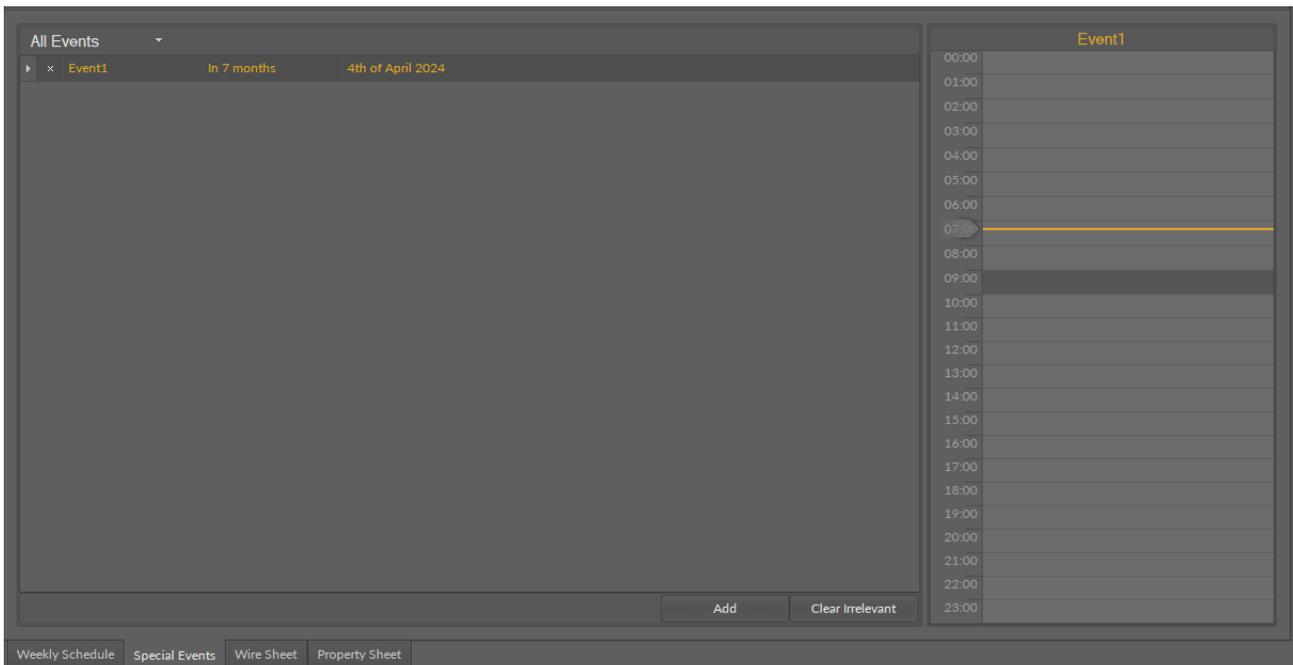


Figure 225. The Special Events view

To add a special event, use the Add button in the bottom right corner of the view; the pop-up window appears.

In the Add event dialog window, it is possible to set the following parameters:

- **BACnet priority:** from 1 to 16;
- **Type:** type of the event;
 - Available options: Date Pattern, Date Range, Week and Day, Calendar;
- **Name:** allows to set a name of the event, specific to the user's requirements.

The type of event defines the data entered for each type.

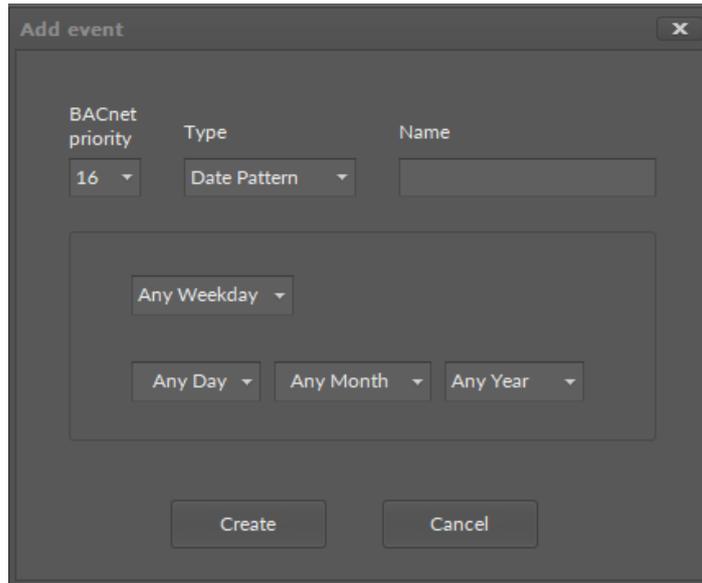


Figure 226. The Add event dialog window - Date Pattern parameters

For Date Pattern:

- weekday;
- specific day of a month;
- specific month of a year;
- specific year.

Each of these parameters may be left to any (Any Day, Any Month, etc.).

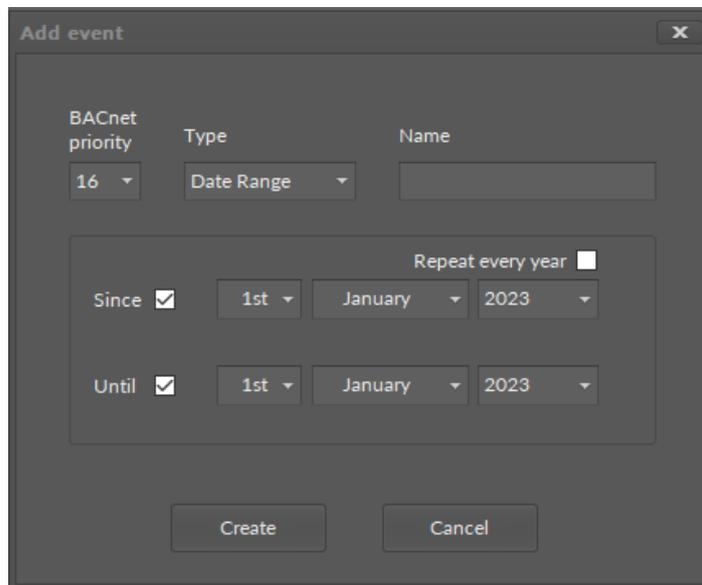


Figure 227. The Add event dialog window - Date Range parameters

For Date Range:

- Since/Until: allows to specify a beginning or end day of the event (unchecked sets the "future" value);
- specific day, month, and year of a calendar date;
- Repeat every year: if checked, disables the year field.

For Week and Day:

- specific weekday, week, and month of the event.

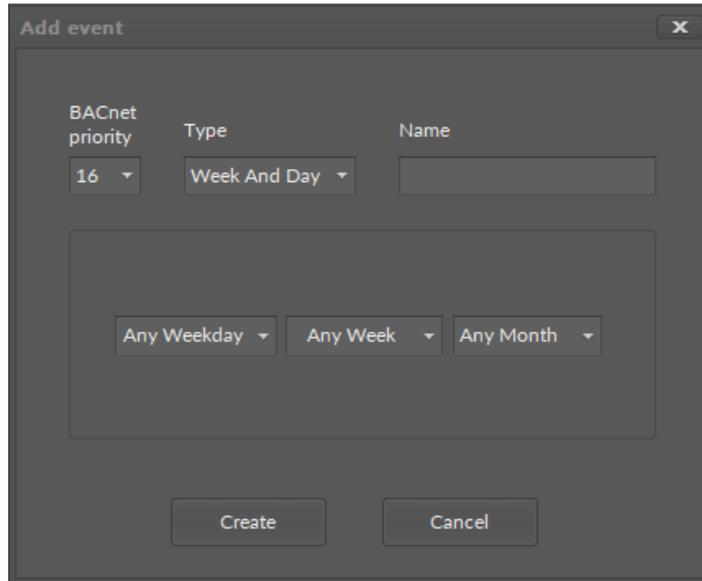


Figure 228. The Add event dialog window - Week and Day parameters

For Calendar:

- source Calendar component.

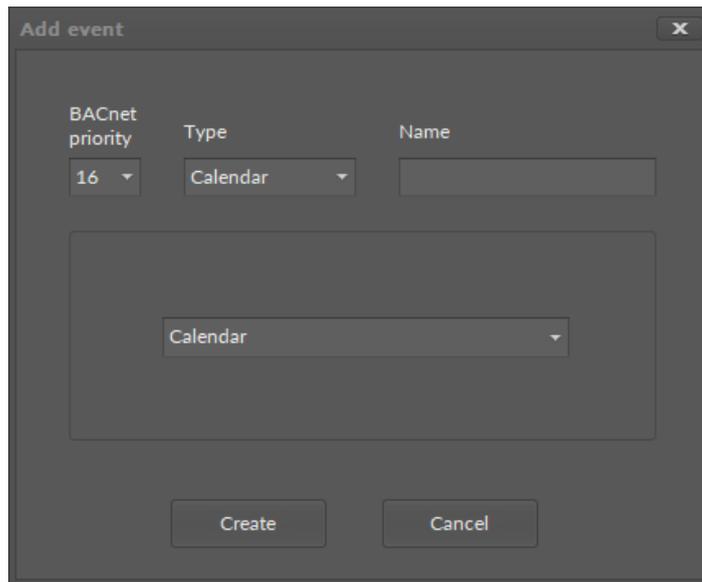


Figure 229. The Add event dialog window - Calendar parameters

Note: It is possible to set 24 exception event for 1 Calendar source component. The Clear Irrelevant button removes all events that already took place.

8.16.1 Setting Values for Special Events

To set a value for special events created in the schedule, double click in the right column of the view to open the Event dialog window.

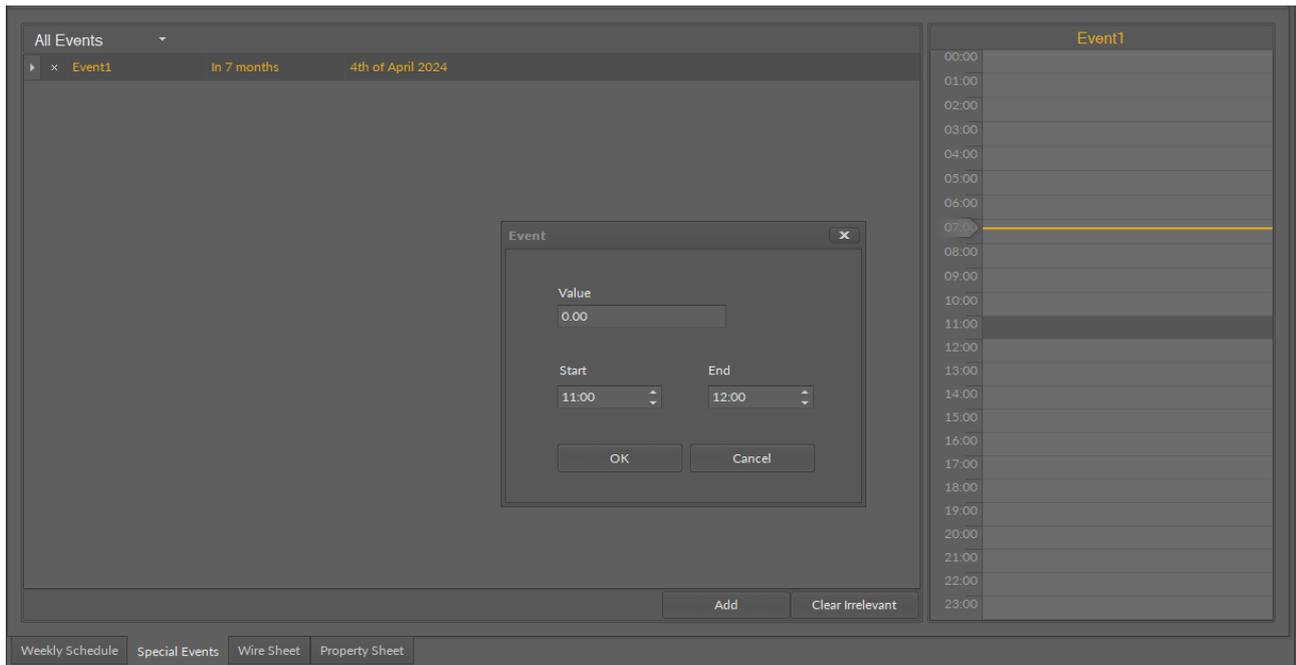


Figure 230. The Event dialog window

In the Event dialog window, set the value, start and end time of the event.

8.17 Log Viewer

The nano EDGE ENGINE Log Viewer provides logs for diagnosing and analyzing the work of the device driven by the nano EDGE ENGINE.

Logs are categorized by their source of occurrence:

- OS.Firmware,
- FW.Statistics,
- OS.Storage,
- OS.Core (system elements),
- OS.iFnet,
- Library.Schedules,
- Library.Core (library including Data Points, folders, etc.),
- OS.SDK,
- Library.BACnet,
- Library.Modbus,
- Library.io,
- Framework.NetScout.

The logs levels are defined in the Logs component. The Log Viewer is the default view of the Logs component.

8.17.1 Opening the Log Viewer

The Log Viewer is accessible by double-clicking the Logs component in the System container in the Workspace Tree window. Alternatively, it can be opened from the context menu of the Logs component, in the Views option.

Upon opening the Log Viewer shows the logs from the current log file, and updates it while running.

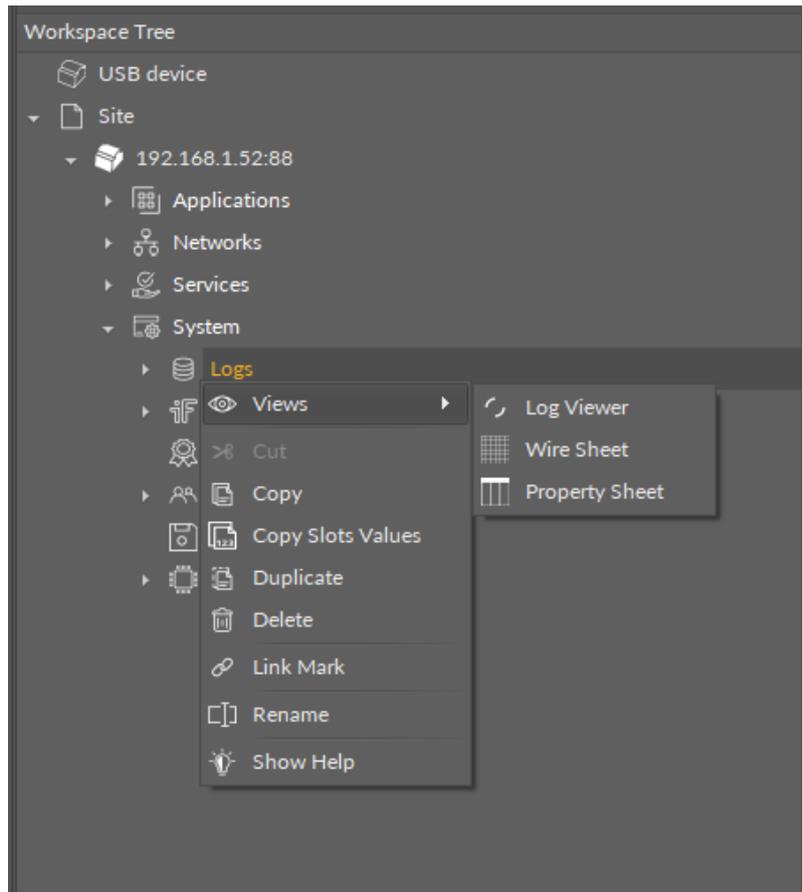


Figure 231. Opening the Log Viewer from the context menu

8.17.2 Using the Log Viewer

Filtering

Once the Log Viewer is opened, it displays logs according to the configuration of the Logs component. The logs are categorized, and can be filtered by dates. The filtering option is available in the bottom left corner of the window.

Filtering can be time consuming, depending on the selected filtering option, however, it does not have any impact on the work of the iC Tool.

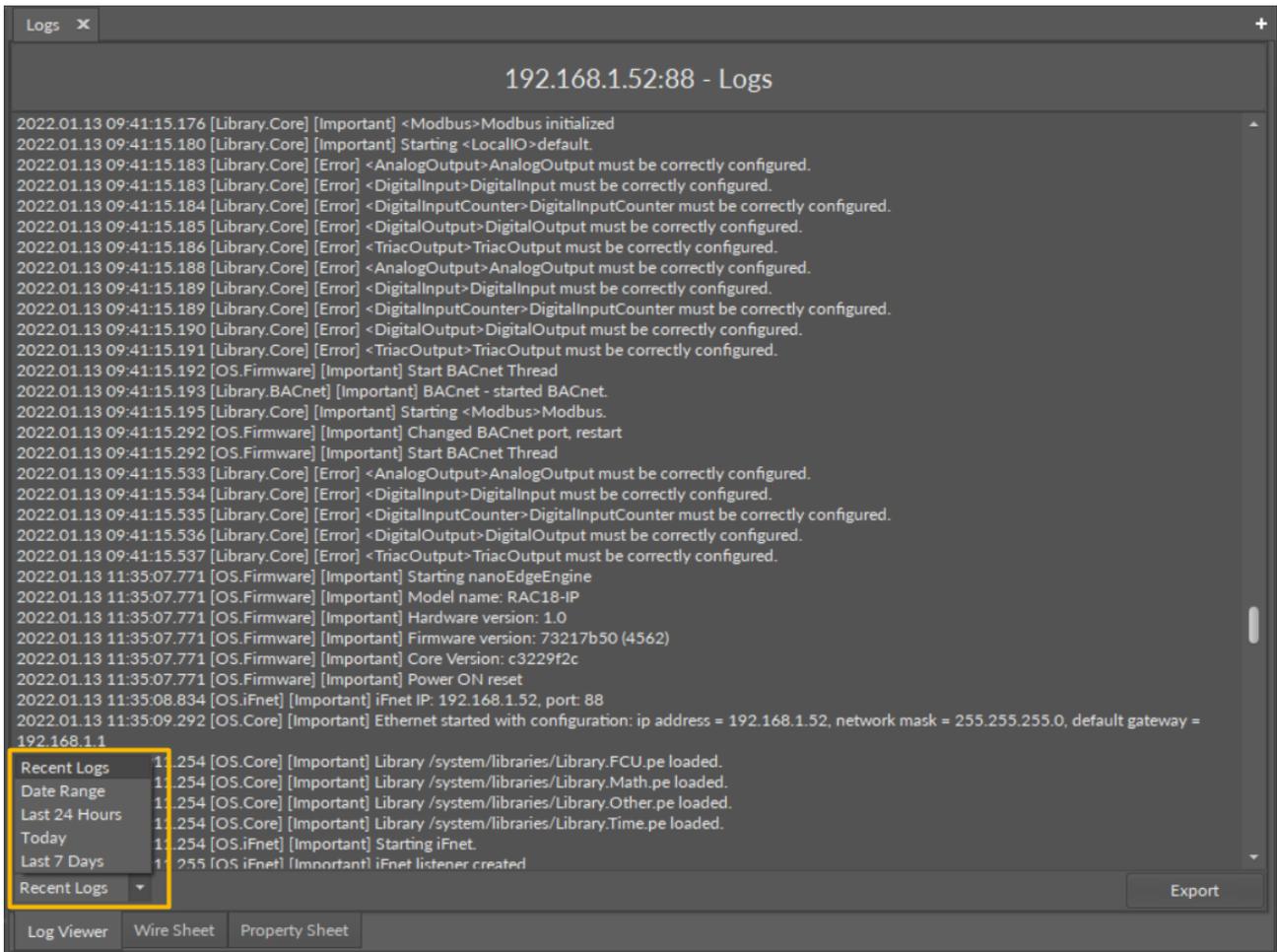


Figure 232. Logs filtering

Exporting

The contents of the Log Viewer can be exported to a chosen location on the hard drive. The Export options is available in the bottom right corner of the window. The logs file is exported as a .txt file, which name includes the date and hour of the export.

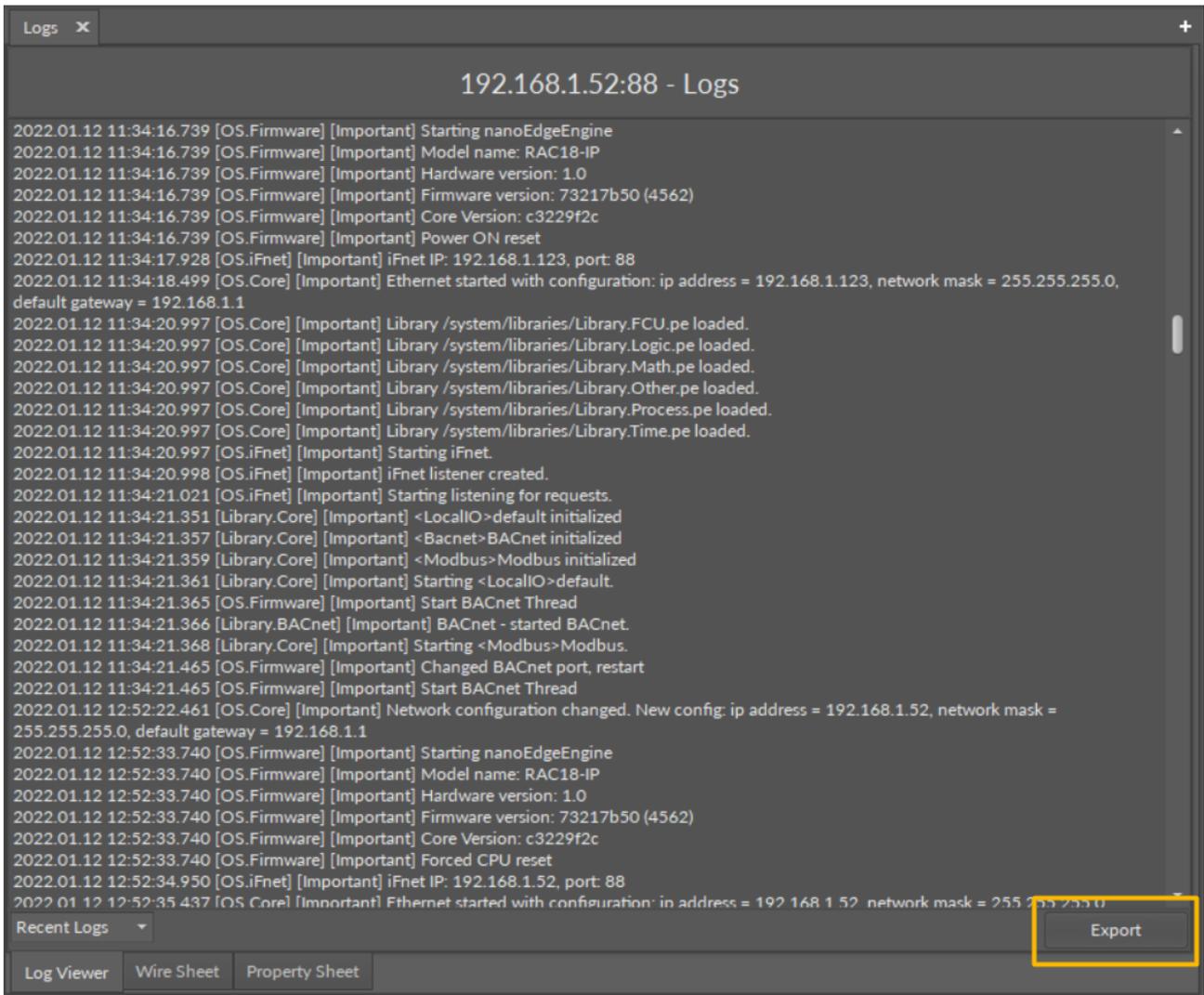


Figure 233. Logs exporting option

8.18 Trends Viewer

The Trends Viewer allows to display saved trends samples in form of a graph view or list view. The Trends Viewer window is divided into two windows; in the lower window, the list of all saved trends is displayed; the upper window shows the graph/list view.

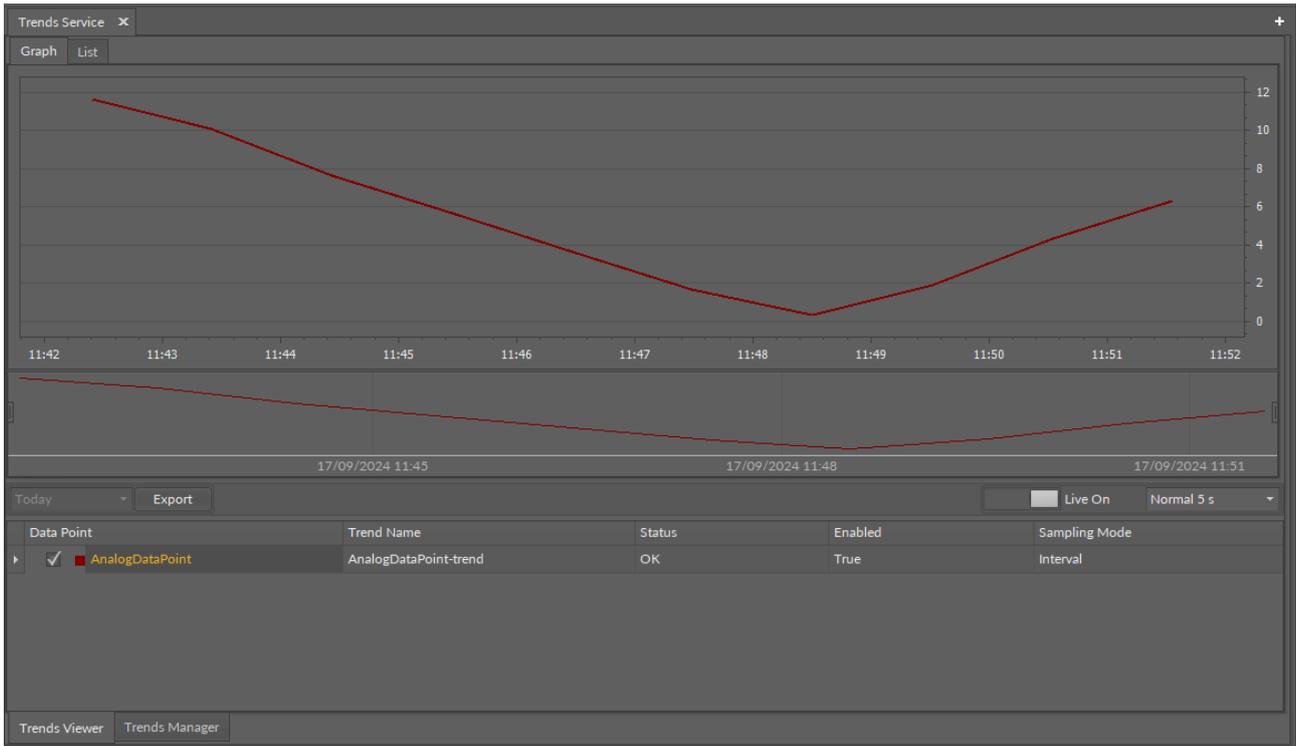


Figure 234. Trends Viewer

8.18.1 Main List

Adding Trends

If a Trend extension is added to the Data Point, it is automatically added in the lower window of the Trends Viewer.

The screenshot shows the main list table in the Trends Viewer. It includes the same controls as Figure 234. The table lists three trends:

Data Point	Trend Name	Status	Enabled	Sampling Mode
<input checked="" type="checkbox"/> AnalogDataPoint	AnalogDataPoint-trend	OK	True	Interval
<input type="checkbox"/> BinaryDataPoint	BinaryDataPoint-trend	OK	True	COV
<input type="checkbox"/> MultistateDataPoint	MultistateDataPoint-trend	OK	True	Interval

Figure 235. Trends Viewer - main list

To display trends in the upper window (graph or list), check them on the main list:

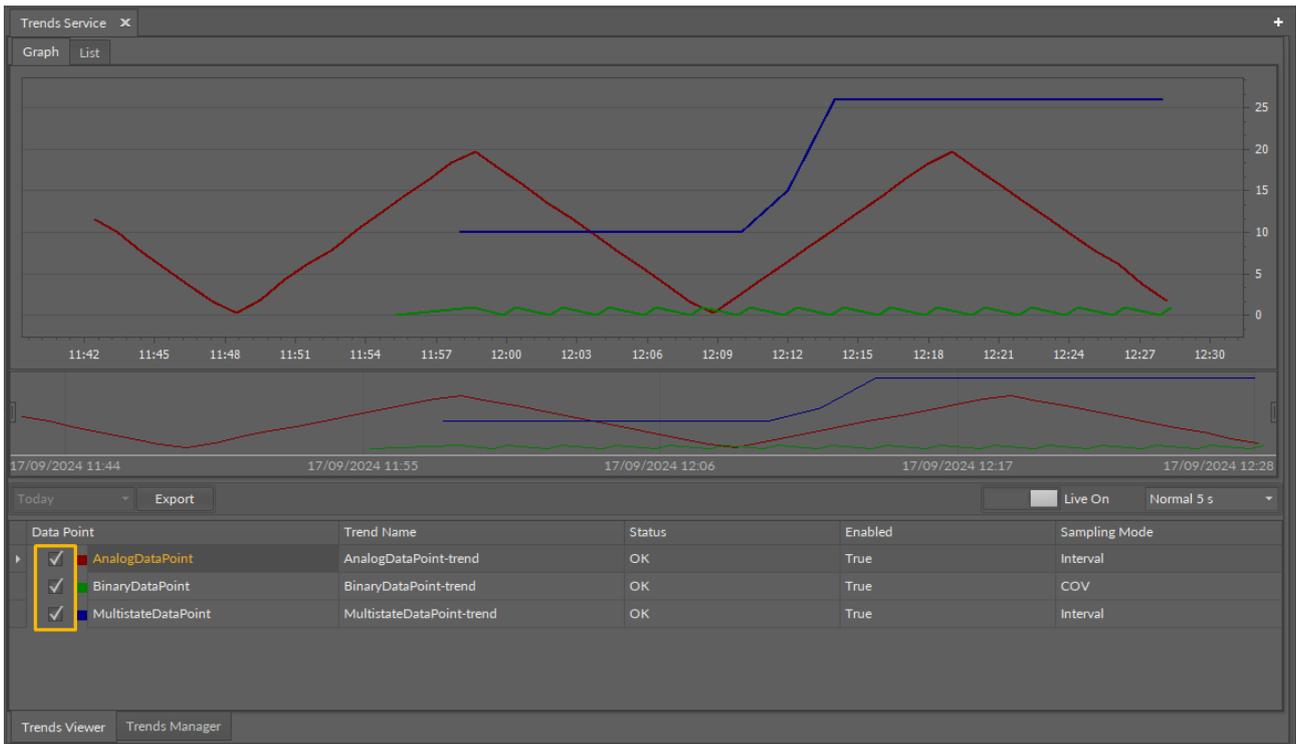


Figure 236. Checking trends to display

Other Options

Other options in the lower window are as follows:

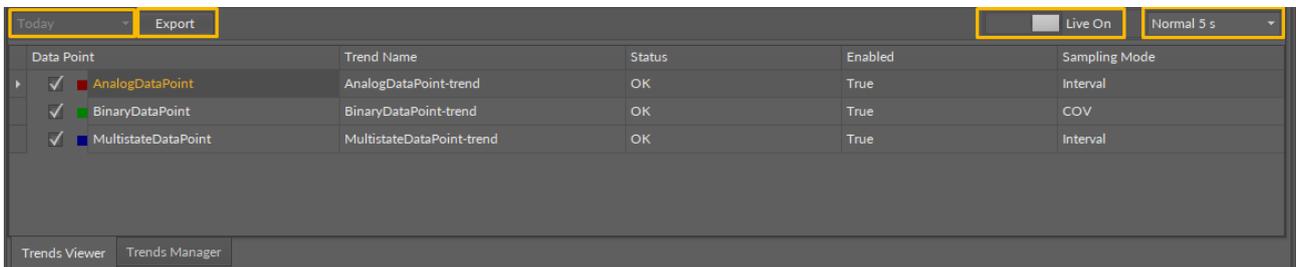


Figure 237. Options in the Trends Viewer main list

From left to right as marked on the above figure:

- a drop-down menu in the left corner allows to select a time period for the display of trends data;
- the Export button allows to save the graph or list of samples to a pdf/jpg/csv/other type of file. Clicking it will open a preview window with options for exporting/printing the currently open view;
- the Live Off/Live On switch allows to display the trends data in a live mode (Live On) or display only previously recorded data (Live Off);
- a drop-down menu in the right corner allows to set a data refresh time.

8.18.2 Graph View

This view presents the trend data in a graph form. It is divided into two areas: the graph and the time range.

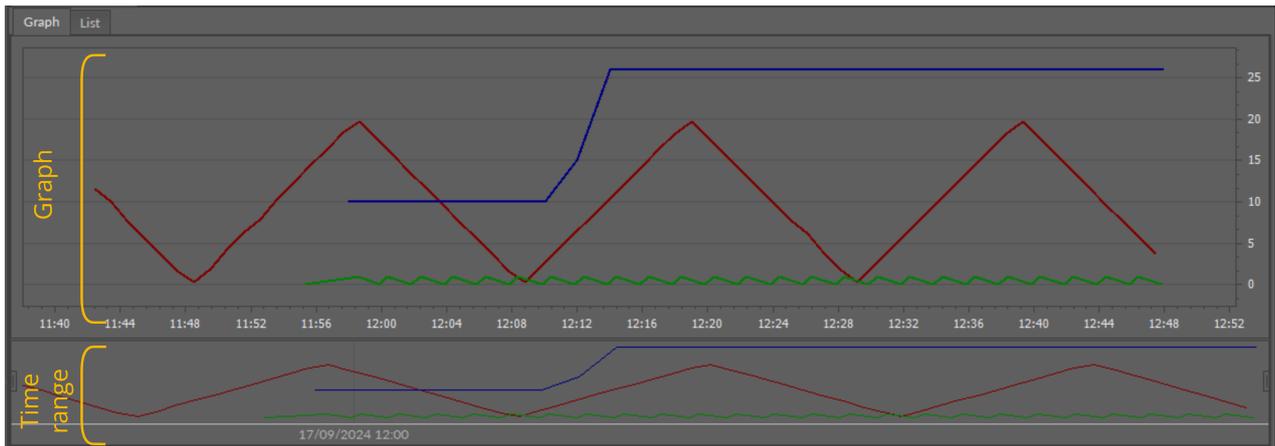


Figure 238. Graph view

Graph presents data samples collected from Trend extensions added to Data Points. The time range can be adjusted with a slider as required by the user.

To zoom the view in/out, use the scroll button.

If the mouse pointer is hovered over a particular trend value, the basic information about this value is displayed:

- date and time (when sample was saved),
- trend name,
- value in double.

Colors of lines on the graph are as assigned to trends displayed on the main list.

8.18.3 List View

The List view allows to review logs from the selected trends. Logs are organized in a simple table.

Timestamp	AnalogDataPoint-trend	BinaryDataPoint-trend	MultistateDataPoint-trend
2024.09.17 13:57:21	17.09		
2024.09.17 13:57:20	18.28		
2024.09.17 13:57:19	19.72		
2024.09.17 13:57:18	17.72		
2024.09.17 13:57:17	15.72		
2024.09.17 13:57:16	13.72		
2024.09.17 13:57:15	Trend log enabled		
2024.09.17 13:57:03	Trend log disabled		
2024.09.17 13:57:02	14.28		
2024.09.17 13:57:01	16.27		
2024.09.17 13:57:00	18.28		
2024.09.17 13:56:59	19.72		
2024.09.17 13:56:58	17.72		
2024.09.17 13:56:57	15.72		
2024.09.17 13:56:56	13.72		
2024.09.17 13:56:55	11.72		
2024.09.17 13:56:54	9.72		

Figure 239. List view

The List view displays logs for all trends selected on the main list.

8.19 Trends Manager

The Trends Manager is a simple view containing the list of all trend extensions added to Data Points.

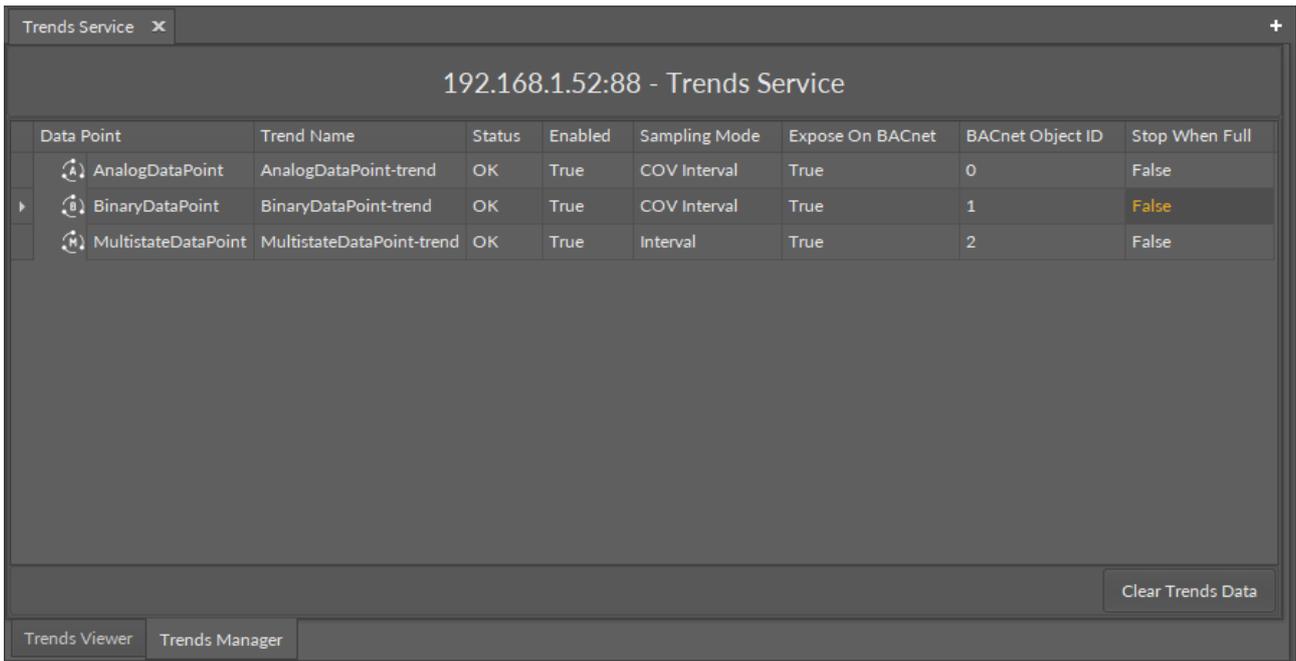


Figure 240. Trends Manager

The view allows to see all relevant information about the trend extensions and to clear trends data.

The Trends Manager has the following columns:

- **Data Point:** shows the name of the Data Point that contains the trend extension;
- **Trend Name:** shows the name of the trend extension;
- **Status:** shows the status of the trend extension;
- **Enabled:** shows if the trends extension is enabled in the Data Point;
- **Sampling Mode:** informs about the way the samples are gathered;
- **Expose On BACnet:** informs if the trend extension is automatically exposed on the BACnet network;
- **BACnet Object ID:** shows the assigned BACnet ID, if exposed;
- **Stop When Full:** informs if the stop-when-full setting is enabled in the extension.

Please note that all the above data is available and (some) editable in the trends extension’s slots in the relevant Data Point.

The Trends Manager offers one action:

- **Clear Trends Data:** removes all trend samples up to the selected date and time.

The action has to be confirmed in a pop-up window, which also allows to select date and time until which the data will be removed.

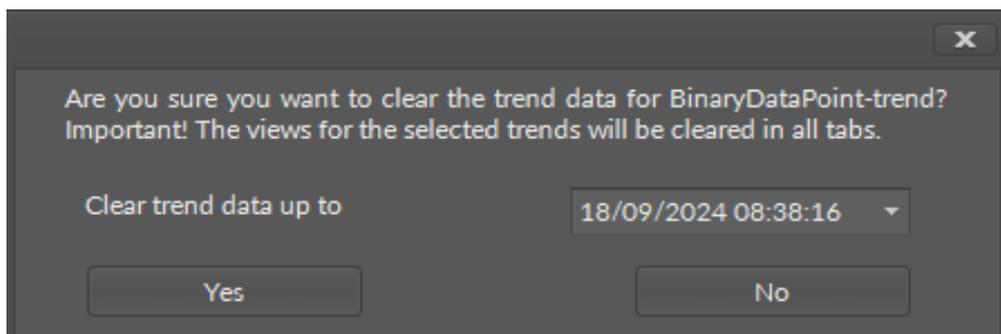


Figure 241. Clear Trends Data pop-up confirmation

8.20 Tag Manager

The Tag Manager is a simple view containing the list of all Equipment components and Data Points along with the information if auto-tags are enabled for the given component or not.

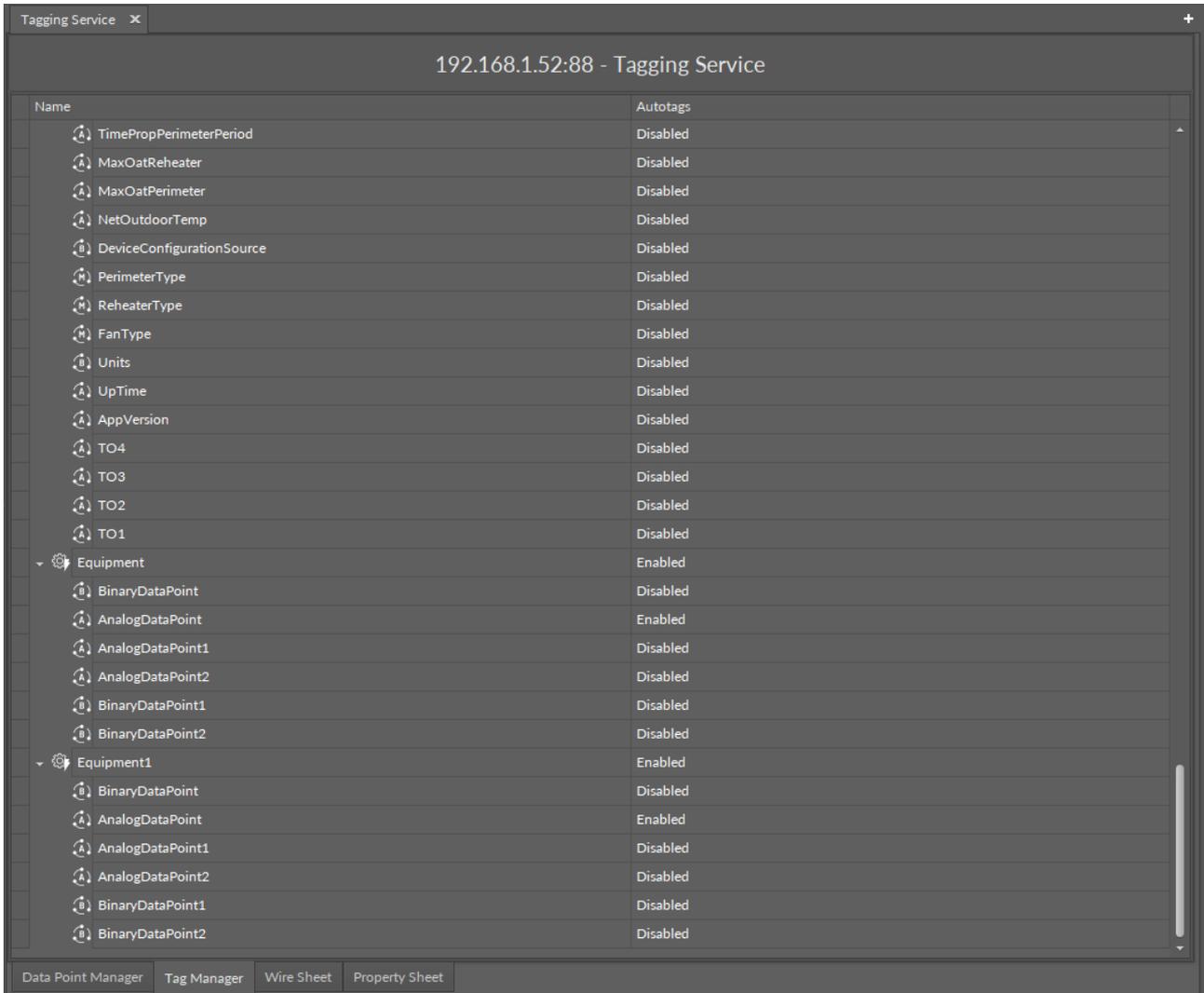


Figure 242. Tag manager

The Tag Manager has the following columns:

- **Name:** shows the name of the Equipment component or Data Point added to the device; the Equipment/Data Point hierarchy is maintained in this view;
- **Autotags:** informs if the auto-tag function is enabled or disabled for a given component.

The Tag Manager has no actions, it is a simple list view. However, from this level, it is possible to use the Edit Tags option from the context menu opened on a particular component (then, the [Tags tab](#) is opened in the Object Properties window):

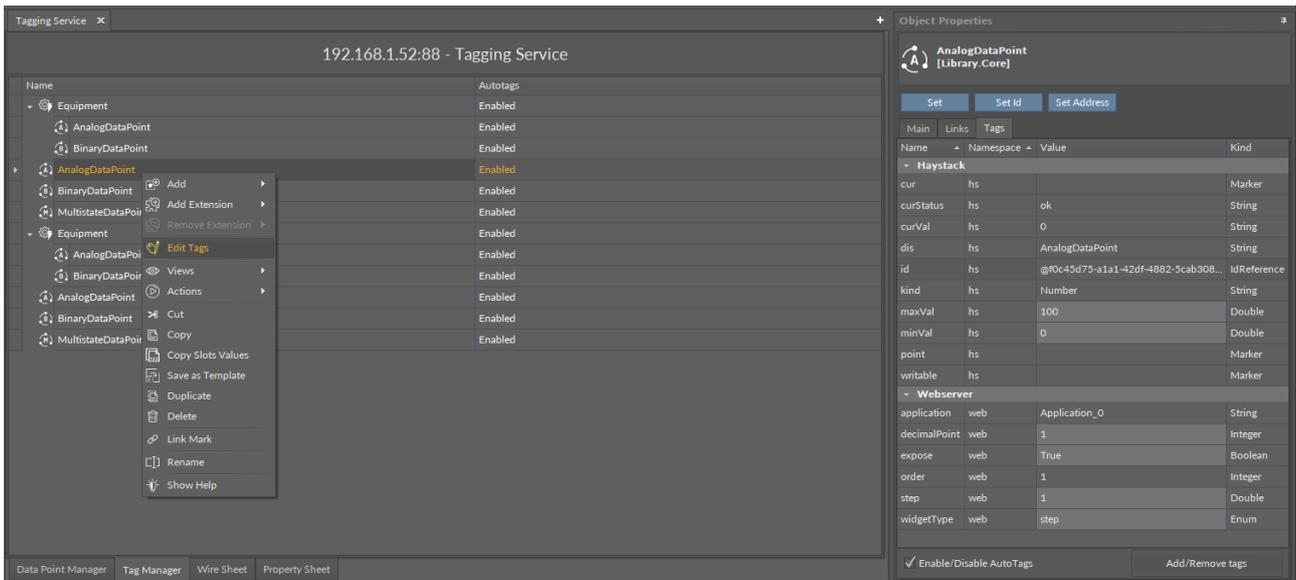


Figure 243. Edit Tags option

To find out more about tagging in the nano EDGE ENGINE and tag-based web interface, please visit: [nano EDGE ENGINE - Tagging](#) and [nano EDGE ENGINE - nanoWebUI™](#).

8.21 Web Tags

The Web Tags is a view containing the list of all Equipment components and Data Points presenting values of tags related to the nanoWebUI™ display of the point.

Note

The Application component is displayed in the Web tags view only for identification reasons as the component cannot be subject to auto-tagging or adding tags at all.

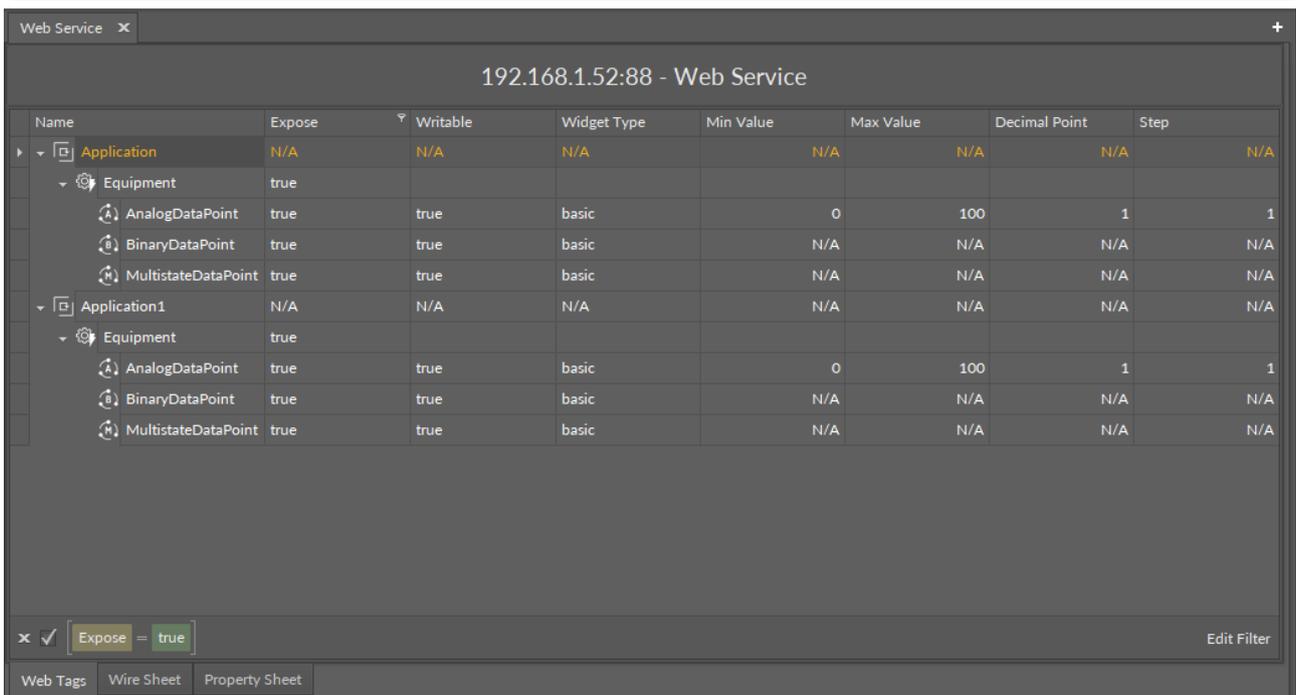


Figure 244. Web tags view

The Web tags view has the following columns:

- **Name:** shows the name of the Application, Equipment component or Data Point added to the device; the Application/Equipment/Data Point hierarchy is maintained in this view;
- **Expose:** informs if the `web:expose` tag is active for the given Equipment component or Data Point;
- **Writable:** informs if the `hs:writable` tag is active for the given Data Point;
- **Widget Type:** informs which widget type is set in the `web:widgetType` tag for the given Data Point;
- **Min Value:** informs what minimum value is set in the `hs:minVal` tag for the given Data Point;
- **Max Value:** informs what maximum value is set in the `hs:maxVal` tag for the given Data Point;
- **Decimal Point:** informs which decimal point is set in the `web:decimalPoint` tag for the given Data Point;
- **Step:** informs what step value is set in the `web:step` tag for the given Data Point.

8.21.1 Actions

Web Order

For the nanoWebUI™ display clarity and accuracy of representation of the user’s requirements, in the Web tags view, it is possible to edit a web order of Data Points displayed in the nanoWebUI™. The order of components presented in the Web Tags view reflects the order of Data Points in the nanoWebUI™.

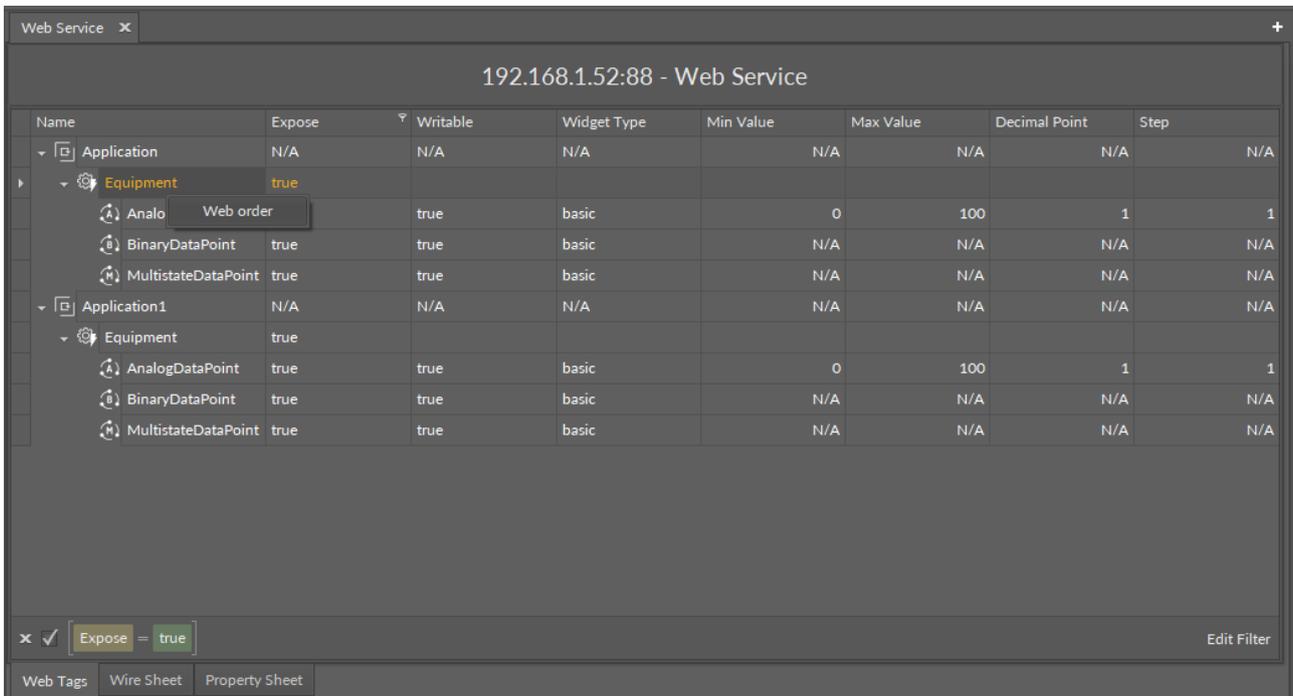


Figure 245. Web order option

On the Application and Equipment components, it is possible to open a web order option from the context menu. It opens a dialog window, where it is possible to drag and drop components to change their order:

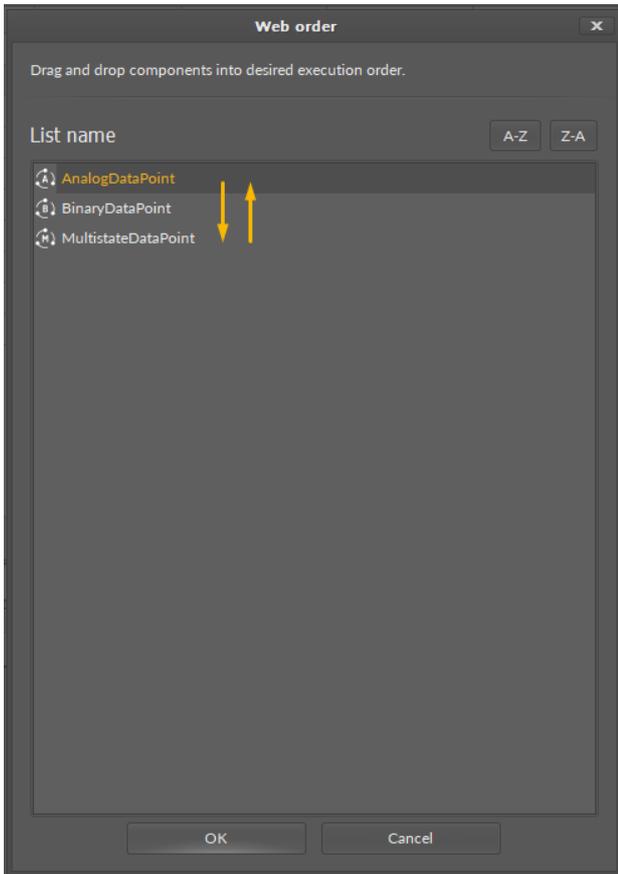


Figure 246. Web order dialog window (confirm with OK)

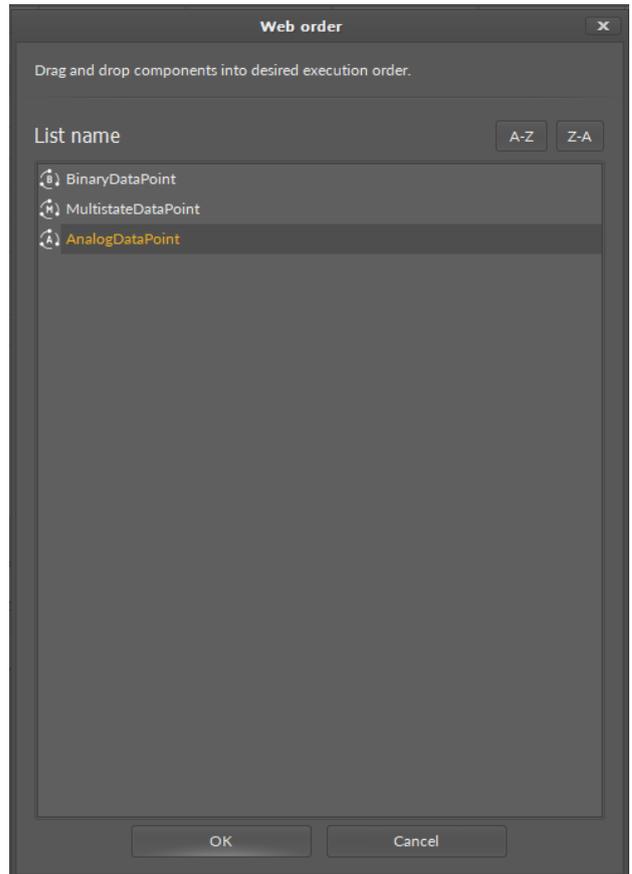


Figure 248. Changed order of components

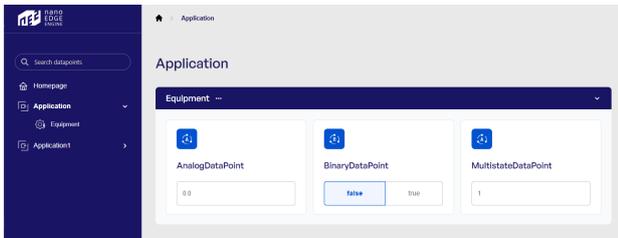


Figure 247. Original order in the nanoWebUI™

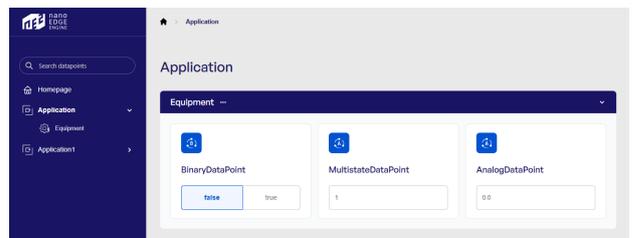


Figure 249. Changed order in the nanoWebUI™

Filtering

The Web tags view offers a filtering option for an adaptable display of Data Point's list according to the user's requirement. Filtering of the view can be performed based on the tags from the Webserver dictionary. By default, the list is filtered by the `web:expose` tag, showing only Data Points, which are exposed to display in the nanoWebUI™.

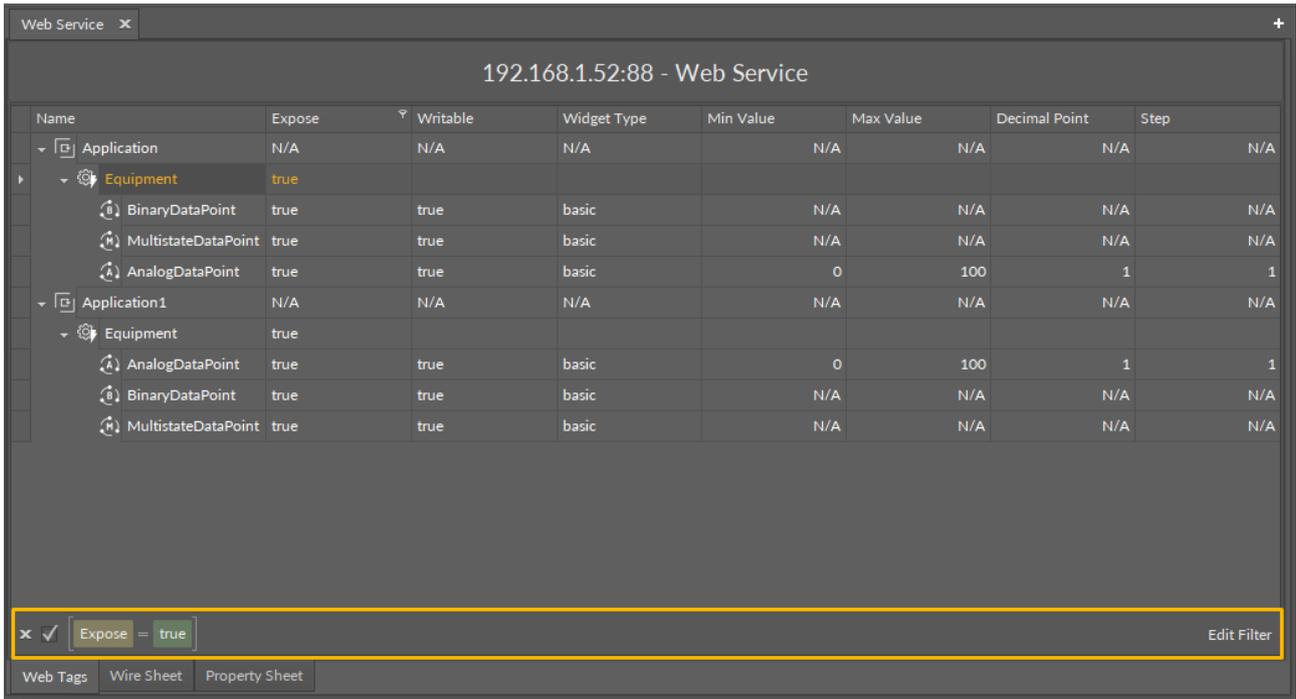


Figure 250. Web tags filtering

To edit filters, use the Edit Filter button, which opens a dialog window.

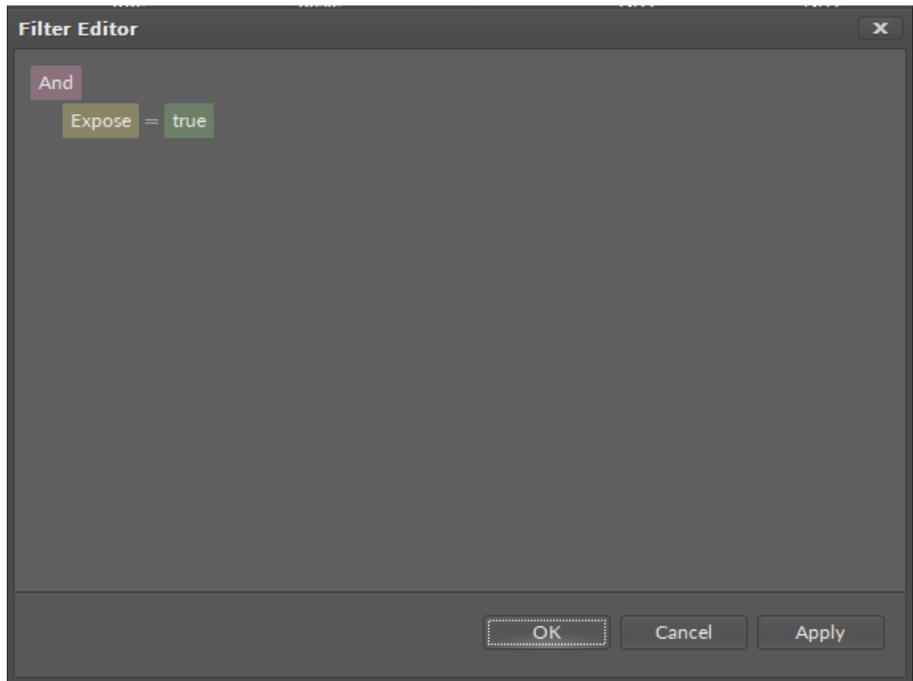


Figure 251. Filtering dialog window

In the Filter Editor, the filters are presented in two levels: groups of logical indicators (violet button) and filtering conditions (yellow button).

Pressing the logical indicator button shows a drop-down list with available options (And, Or, Not And, Not Or):

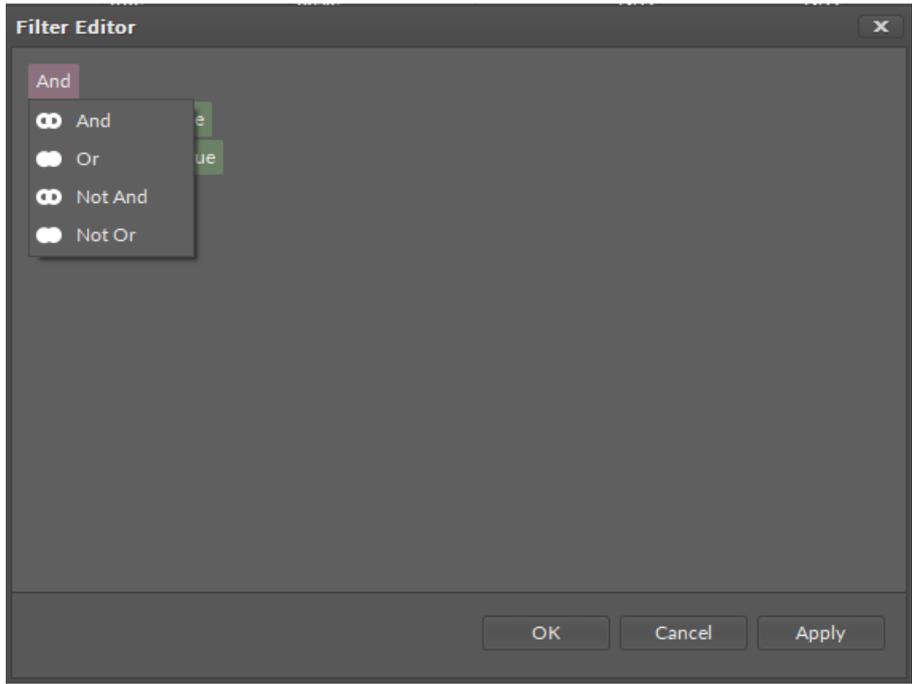


Figure 252. Available logical indicators

For a logical indicator, it is possible to add an additional filtering condition and a subsequent logical indicator with more filtering conditions (available by pressing a plus symbol visible when hovering a mouse pointer over a logical indicator):

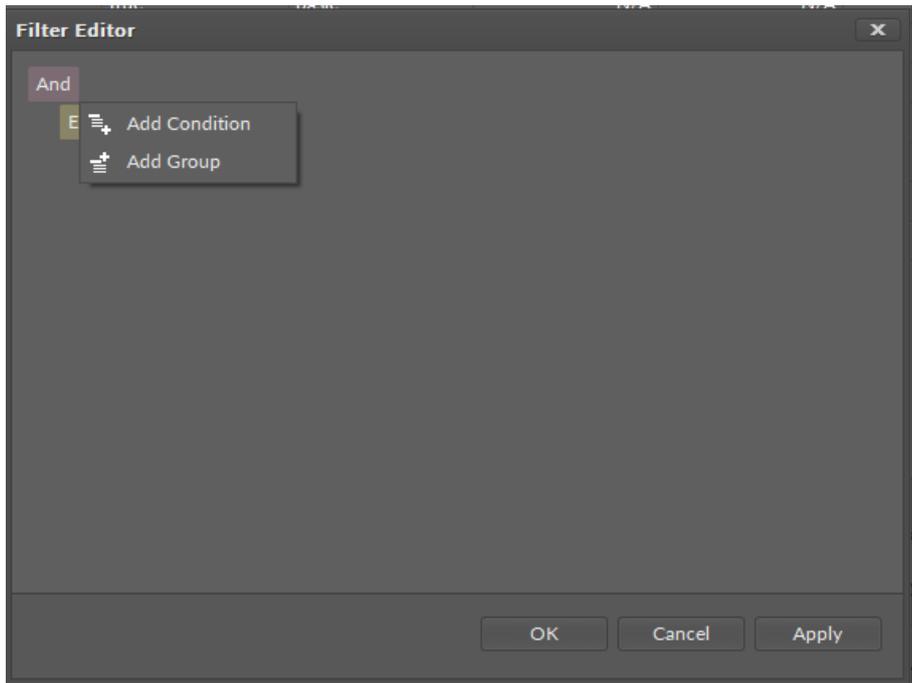


Figure 253. Add Condition/Add Group options

- **Add Condition:** adds a new filtering condition on the level of the host logical indicator:

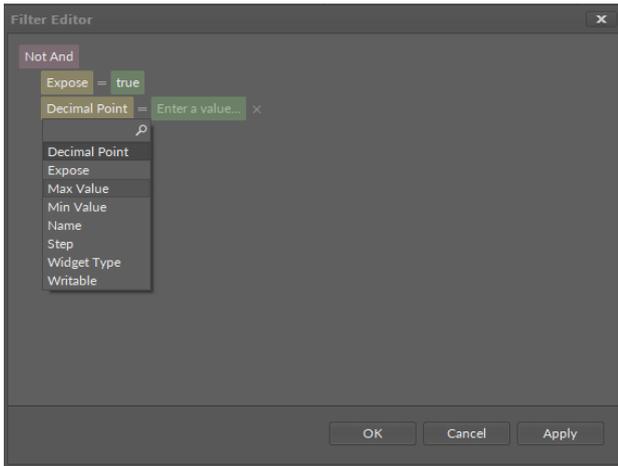


Figure 254. Pressing a yellow button shows a drop-down list with web tags to select for a filter

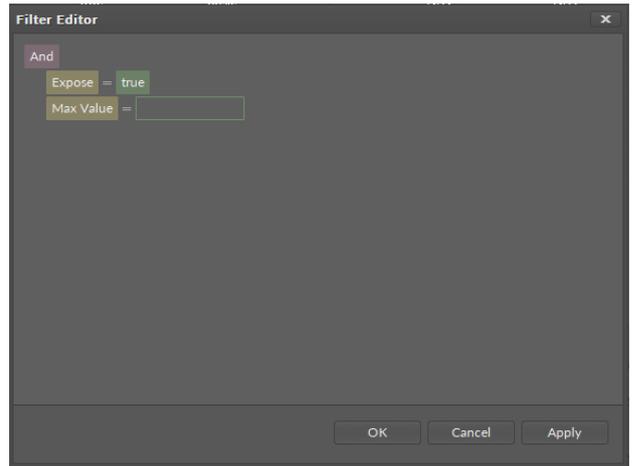


Figure 255. Pressing a green button allows to enter a filtering value for the condition

- **Add Group:** adds a new logical indicator with a condition:

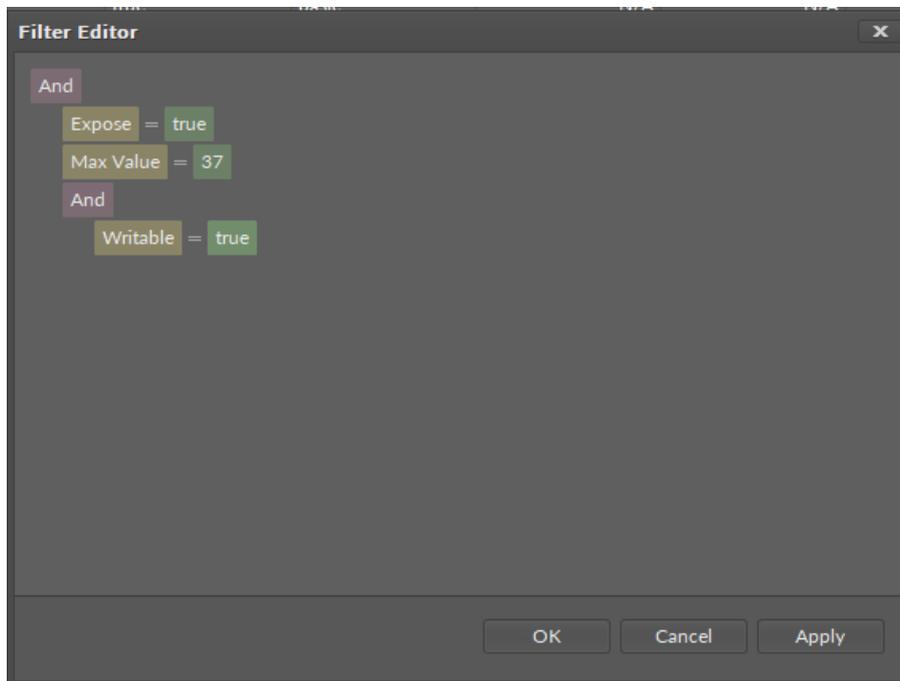


Figure 256. New logical indicator

To apply filters without closing the Filter Editor, click the Apply button. To confirm all selected filters and close the Filter Editor, click OK.

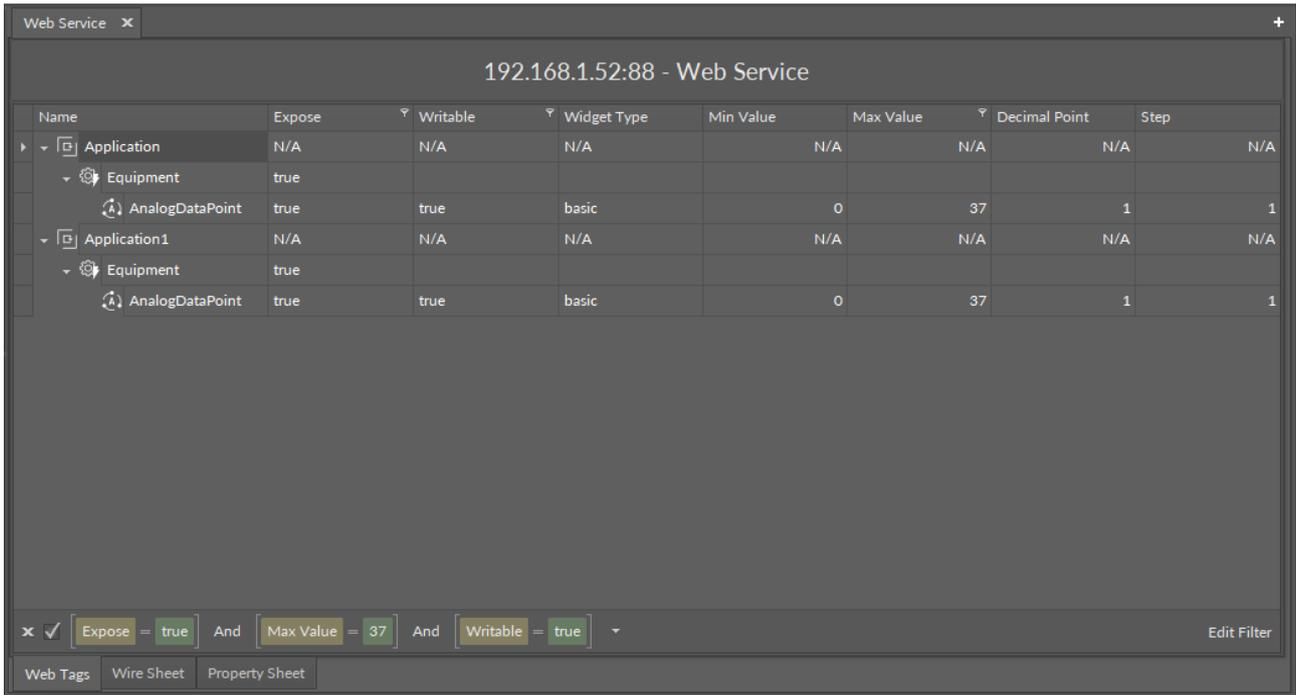


Figure 257. Filtered Web tags view

The list of pre-applied filters is available under a drop-down arrow on the right side of an applied filter:

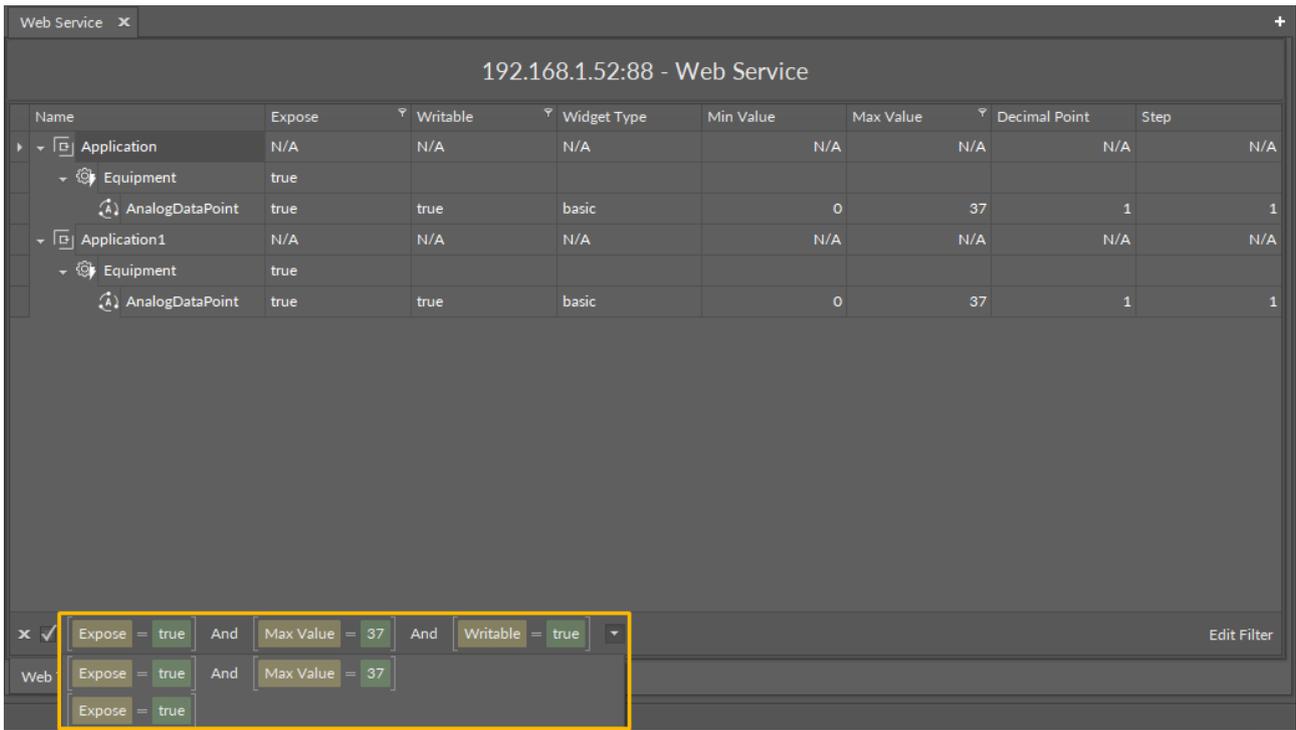


Figure 258. Pre-applied filters

The applied filter can also be temporarily unchecked or permanently deleted with cross and check symbols on the left side of a currently applied filter:

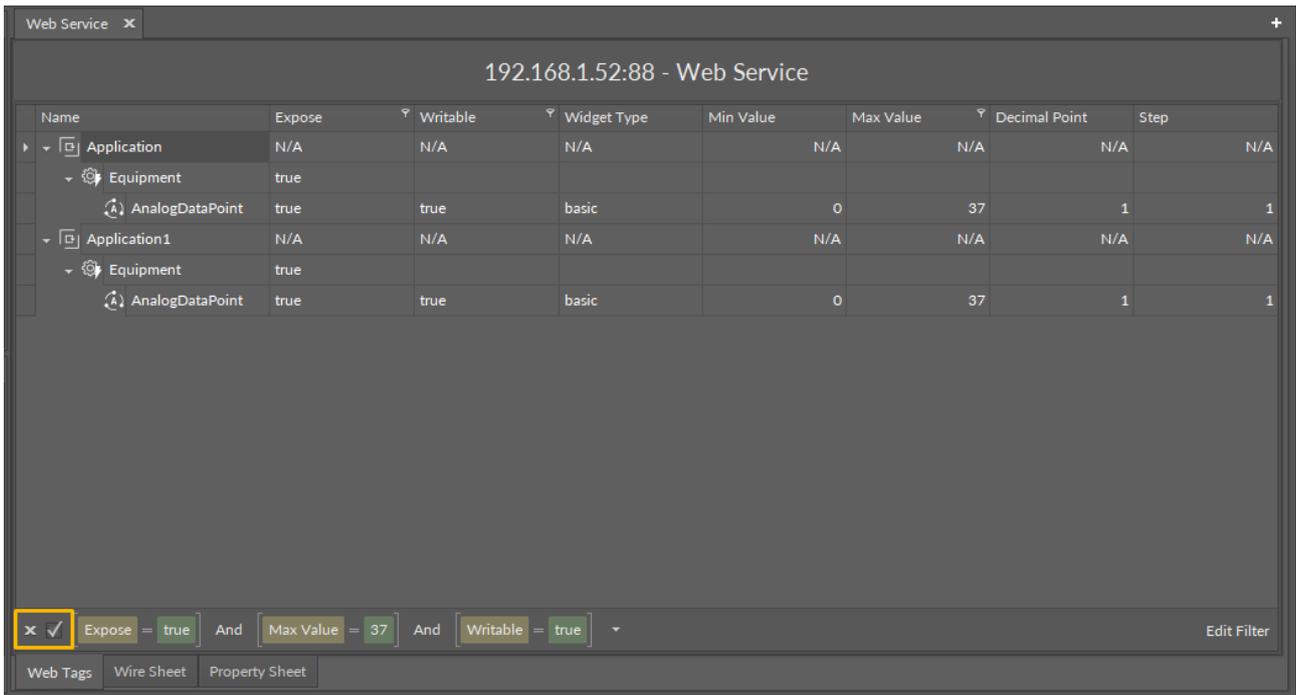


Figure 259. Cross and check symbols

To find out more about the nanoWebUI™ web interface, please visit: [nano EDGE ENGINE - nanoWebUI™](#).

9 iC Tool with Sedona Devices

From the 1.5 version, the iC Tool supports devices based on the Sedona Framework.

9.1 Kit Manager

Kit manager is a special tool that allows to manage Sedona kits in the controller. Its most important functions are adding/removing kits and upgrading/downgrading their versions. The Kit Manager's view consists of two windows - the upper window displays a list of devices and commands to run selected actions, the lower window displays a list of kits, their versions, and actions to be performed.

Warning

Every time kits are edited in the device, it requires a restart of the device.

Warning

Working with the Kit Manager on the iSMA-B-FCU controller is blocked due to the construction and purpose of the controller.

9.1.1 Kits Installed in iC Tool

The Kit Manager may be opened in two ways—defining or without defining the device the Kit Manager will cooperate with—already at the start-up stage.

Opening the Kit Manager without defining the device it will work with, allows to check what kits are currently available (installed) in the iC Tool, which will be available to be added to the device in the next stage.

To open the Kit Manager with a list of kits available the in iC Tool it is necessary to go to the main menu -> View -> Device Managers -> Kit Manager.

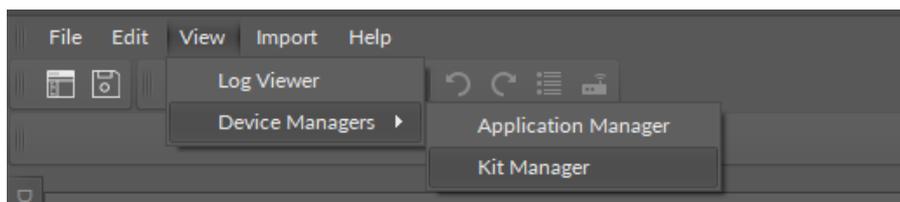


Figure 260. Accessing the Kit Manager

The appearing view consists of two sections: empty upper one for cooperating with devices and lower one with a kit list, see the figure below.

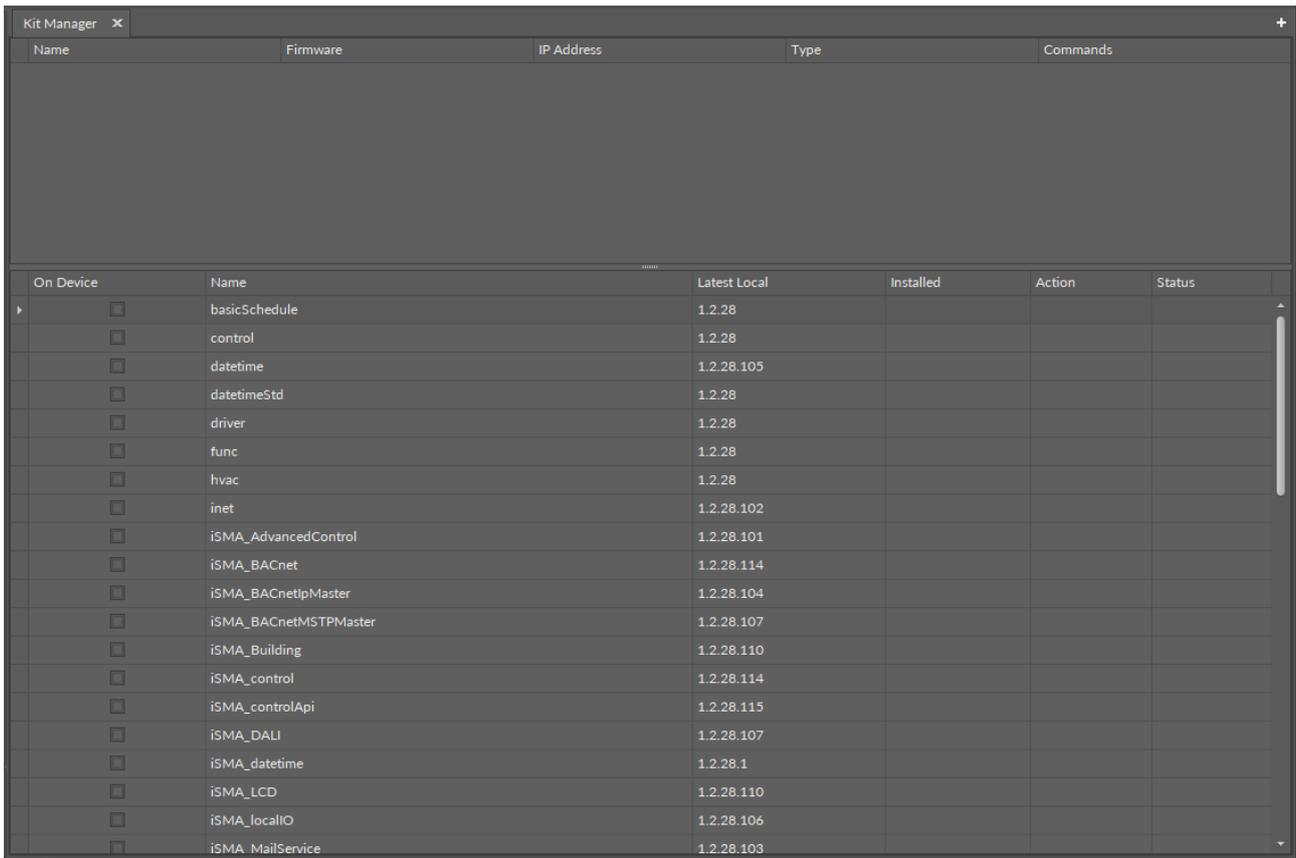


Figure 261. Kit Manager

The lower section shows an uneditable table where every row represents a kit installed in the iC Tool. The meaning of columns is as follows:

- **On Device:** informs whether the kit is currently installed on a chosen device. In this case the table shows only kits present in the iC Tool, so all the checkboxes in this column are empty;
- **Name:** shows a name of the kit;
- **Latest Local:** shows a number of the newest version of the kit installed locally in the iC Tool.

The list of kits visible in the table corresponds with a physical content of kits folder in the main iC Tool location: /home/kits. Proper placing of user’s own kit in this location allows to add it to the Kit Manager.

To update kits in a device, the device to work with has to be exactly defined.

There are two methods to initiate the Kit Manager at the same time defining the device it will cooperate with. They are:

- initiating the Kit Manager from the context menu;
- initiating the Kit Manager from the Object Properties Window.

9.1.2 Adding Devices to Kit Manager

The function of adding the device to the Kit Manager, described below, may be used regardless of the method the Kit Manager has been initiated.

To add a single device or many devices at once to the Kit Manager, the required device needs to be dragged from the Workspace Tree into the upper part of the Kit Manager view, where the list of chosen devices is. There is also a possibility of dragging the whole

subtree from the Workspace Tree with many devices at once. In this situation the iC Tool will filter the dragged objects and add only the devices to a view list. The figure below shows a view after dragging (adding) all the devices placed in the Site B–Shopping Centre subtree.

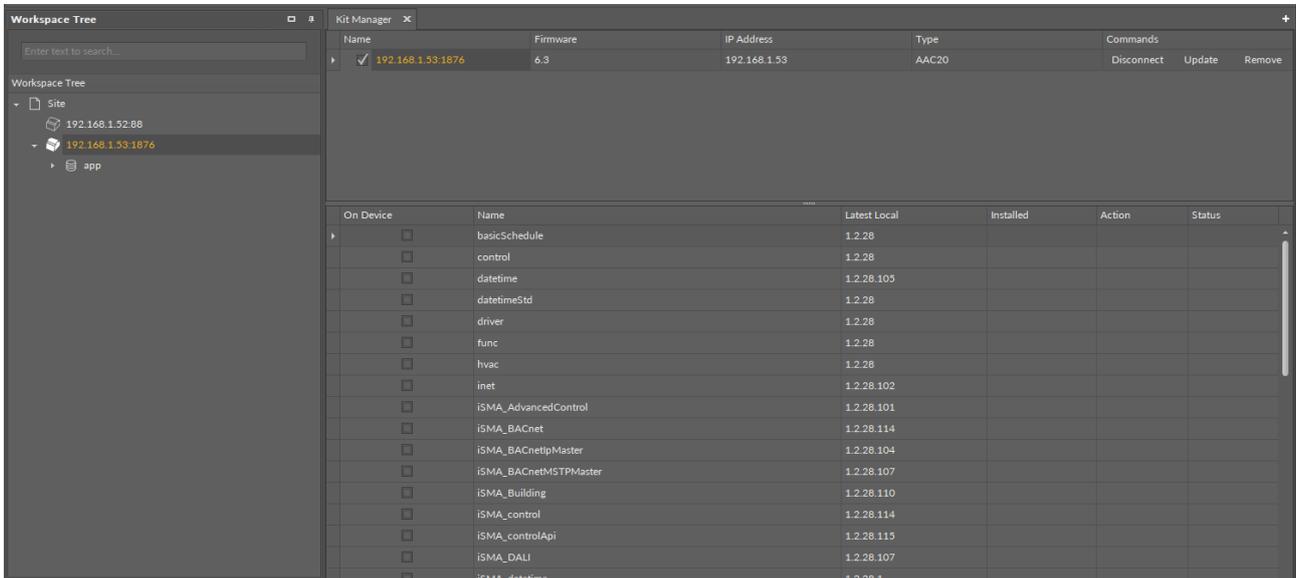


Figure 262. Devices added to the Kit Manager

After adding the devices to the Kit Manager, it is necessary to select one of the devices, which will be operated, by ticking a checkbox. Only when the device is defined, it will be possible to use the Kit Manager for this device.

Note: The Kit Manager allows to work with one device at a time. The device list in the upper part of the Kit Manager is used for an easy switching between devices.

9.1.3 Initiating Kit Manager from the Context Menu

Another method to add a single device to work with the Kit Manager is using the context menu, initiated on the device in the Workspace Tree window, see the figure below.

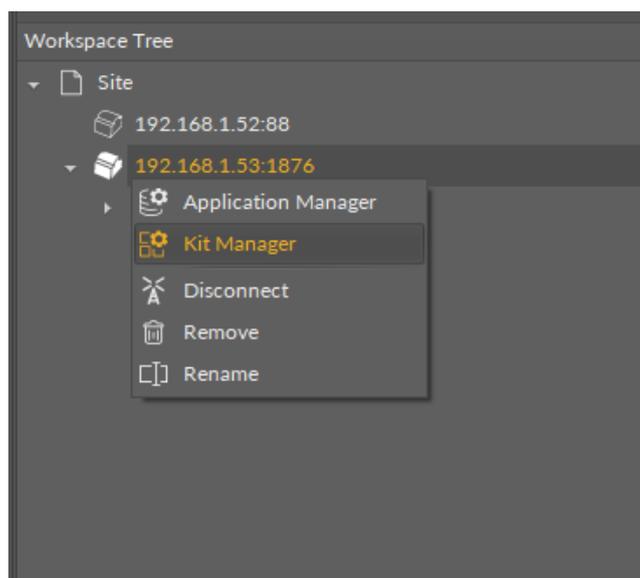


Figure 263. Initiating the Kit Manager from a context menu

After automatic opening of the Kit Manager, the device is added in the upper area of the view, as shown on the figure below.

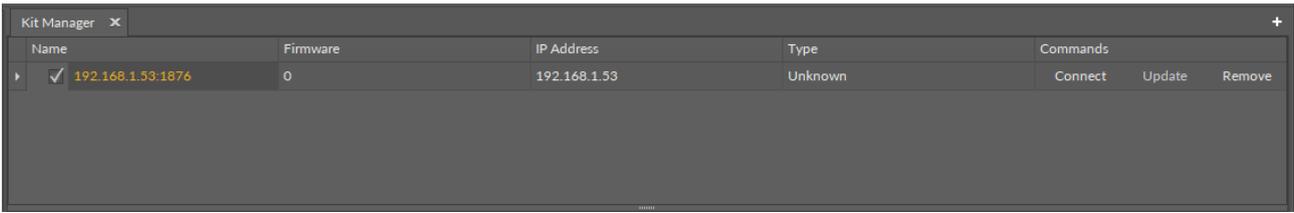


Figure 264. Kit Manager opened for a device

If the device parameters shown in the table (such as on the figure above) are not specified, before working further with the device it needs to be connected using a Connect button. After a correct authorization and connection with the device, all the device parameters will be shown as on the figure below.

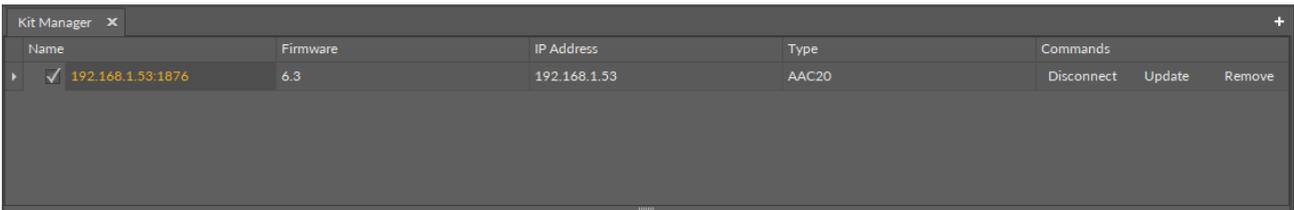


Figure 265. Kit Manager for a connected device

It is now possible for the Kit Manager to work with this device.

9.1.4 Initiating Kit Manager from the Object Properties

Another convenient way of initiating the Kit Manager for a preselected device is using the button available in the Object Properties window.



Figure 266. Initiating the Kit Manager in the Object Properties window

After selecting the device in the Workspace Tree, its data will be shown in the Object Properties window, as shown on the figure above. It is possible that data will partially be not available due to a lack of information about the device until connecting with this device. Regardless of whether the device is connected or offline, the Kit Manager can be started by pressing the Kit Manager button, which will open with a device chosen.

9.1.5 Adding External Kits

The iC Tool allows to expand the default kit base with external kits, for example, user's own kits. To add them, select the Import Framework Files option, available in the main menu under Import:

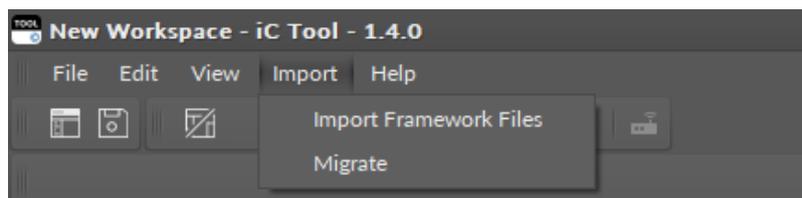


Figure 267. Import options

Once selected, a dialog window opens to specify the location of the imported files.

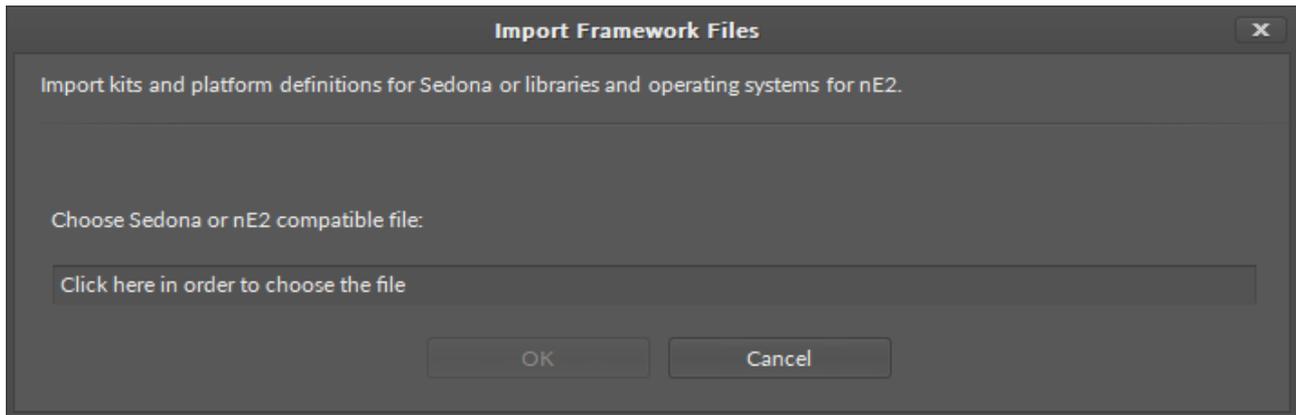


Figure 268. Adding external kits

The iC Tool may import single files or compressed folders with .zip extension containing a single kit or whole packages containing kits, manifests, and .par files.

Note: The iC Tool can read the .zip files including other .zip files containing kits, manifests, and .par files, and can display a summary of how many files have been imported at the end of the process, in a window and in console, as shown on the figure below. If such package contains files, which are not kits, manifests, or .par files, they are skipped.

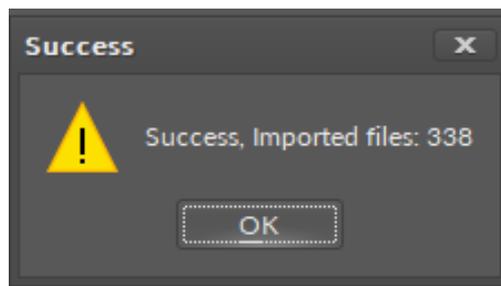


Figure 269. Successful upload

After a successful import the added kits are uploaded to the Kit Manager. The list of kits, which can be installed on the selected device, is displayed in the bottom part of the Kit Manager view. It includes the kits, which were added manually. If the external kits do not appear on the list of available kits, it means they are not compatible with the selected device and cannot be uploaded. In this case, after deselecting the device, external kits will be displayed on the list in the lower part of the view, because in this mode the iC Tool shows all kits installed in it.

9.1.6 Using the Kit Manager

After choosing the device to work with, using methods described earlier, a table with a list of kits is shown in the bottom part of the Kit Manager. In the upper part of the table, the kits, which are currently installed in the device, are grouped, and in the lower part of the table there are filtered kits, fitting to a selected device, which are available to be loaded into the device. After deselecting the device, the filter will be turned off, and a whole list of locally available kits will be shown in the iC Tool, see the figure below.

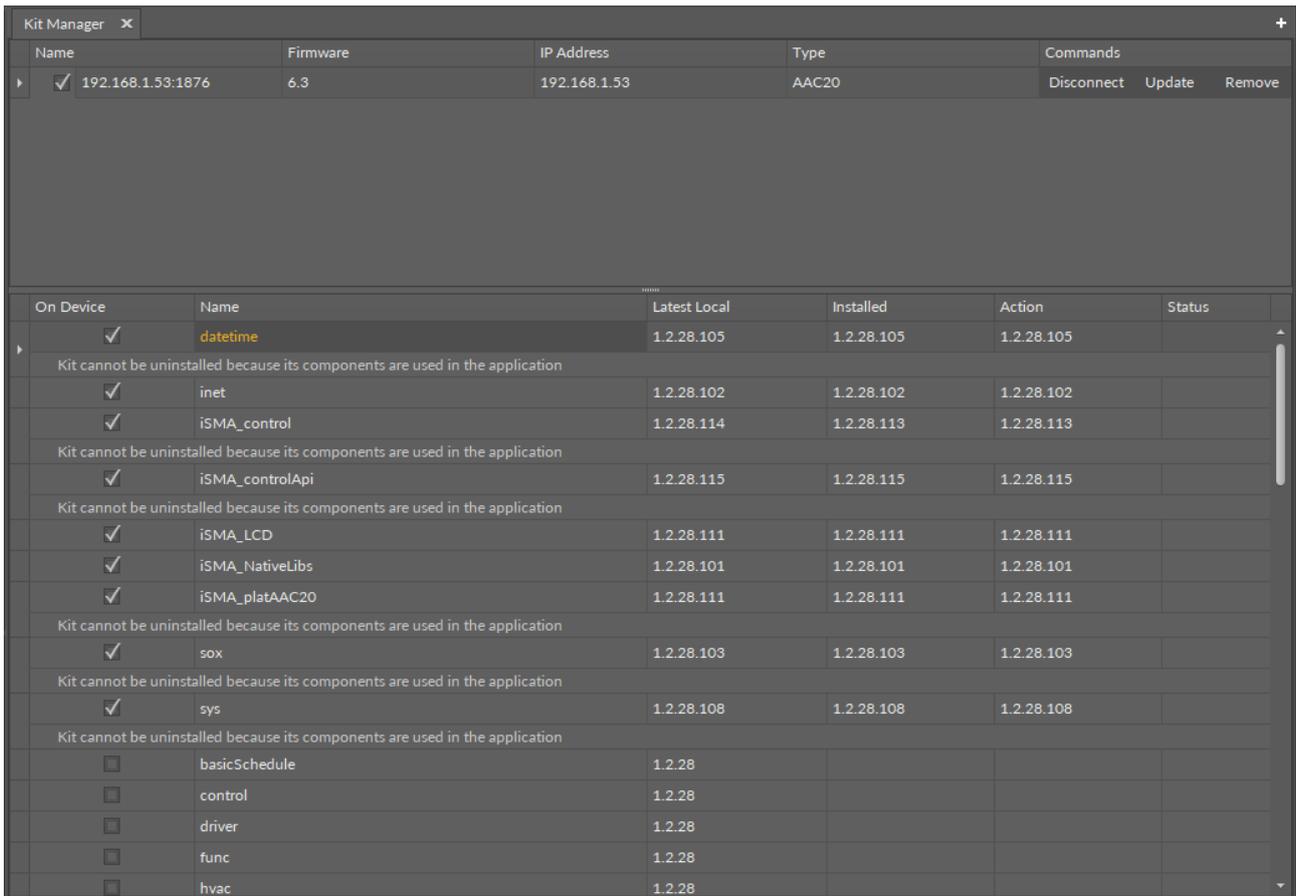


Figure 270. The Kit Manager

The columns in the above table are defined as follows:

- **On Device:** shows if a particular kit is already installed on the selected device;
- **Name:** the name of the kit;
- **Latest Local:** the number of the latest kit version installed locally in the iC Tool;
- **Installed:** the number of the kit version currently installed on the device;
- **Action:** the list of kits versions, which are available locally in the iC Tool and are ready to be installed on the device. A version number to be installed on the device is chosen from a drop-down menu (upgrade or downgrade process).
- **Status:** the column informs about an action that will be taken on the selected kit.

The user's role is limited to editing two columns: On Device and Action.

Operations on Kits

Below there are descriptions how to remove, replace, and add a kit to a device.

Adding Kits

In order to add the kit to the device, select its checkbox, and, if needed, define the version of added kit (by default, the newest version is selected). The Install command appears in the Status column, and the kit is added once the user confirms the Update command in the upper Device panel of the Kit Manager.

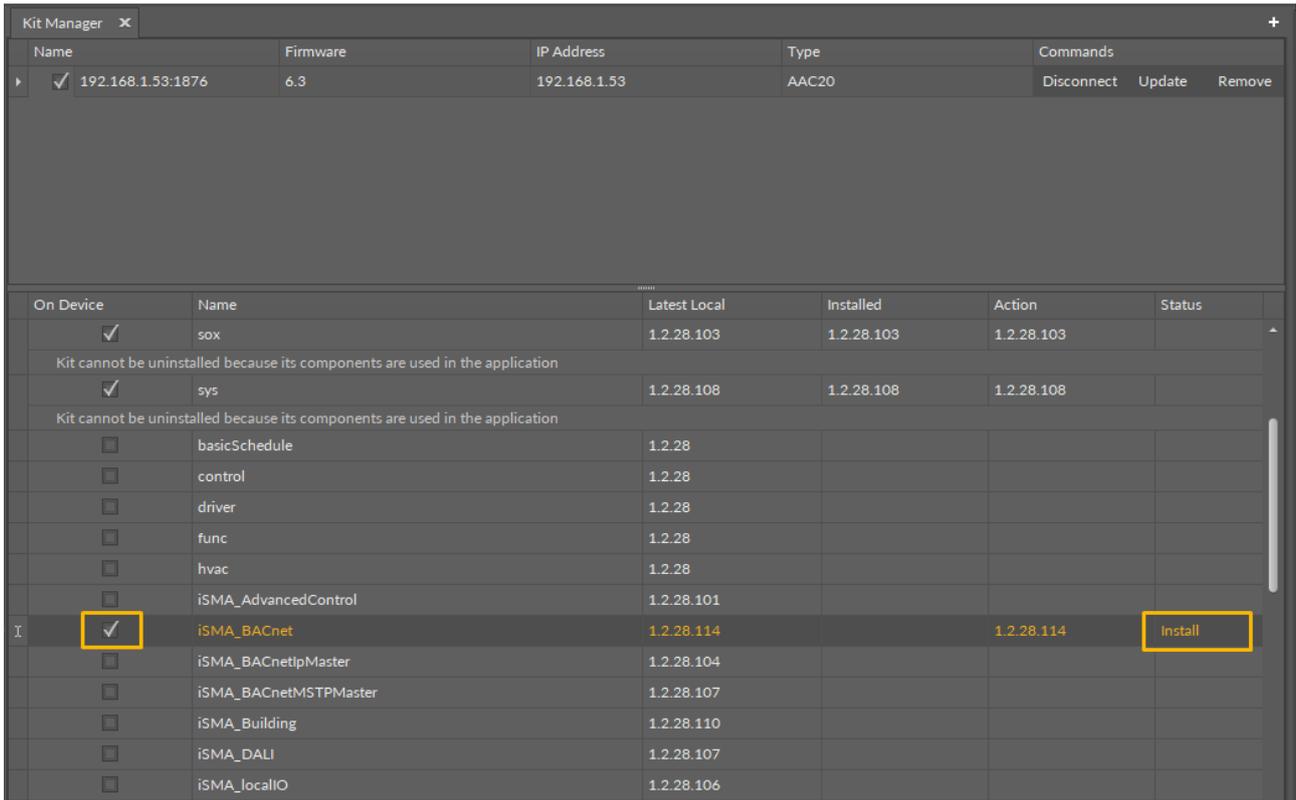


Figure 271. Adding a kit

Upgrading/Downgrading Kits

The kit installed on the device may be replaced by installing its newer or older version. Both upgrade and downgrade operations are done by choosing a proper number of the kit version in the Action column.

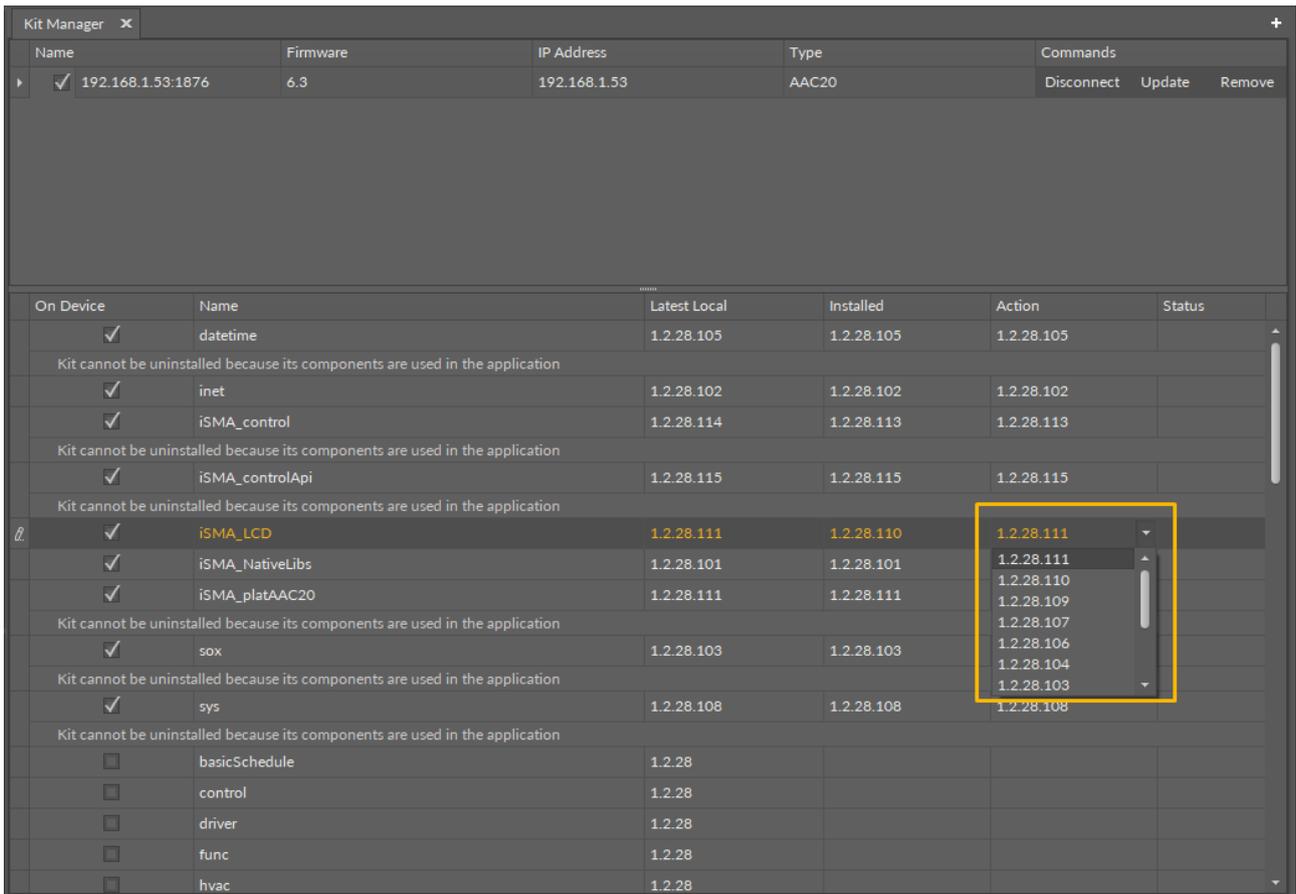


Figure 272. Selecting a version to upgrade or downgrade in the Action column

Depending if the current kit is replaced with a newer or older one, the iC Tool will display the planned action in the Status column, Upgrade or Downgrade.

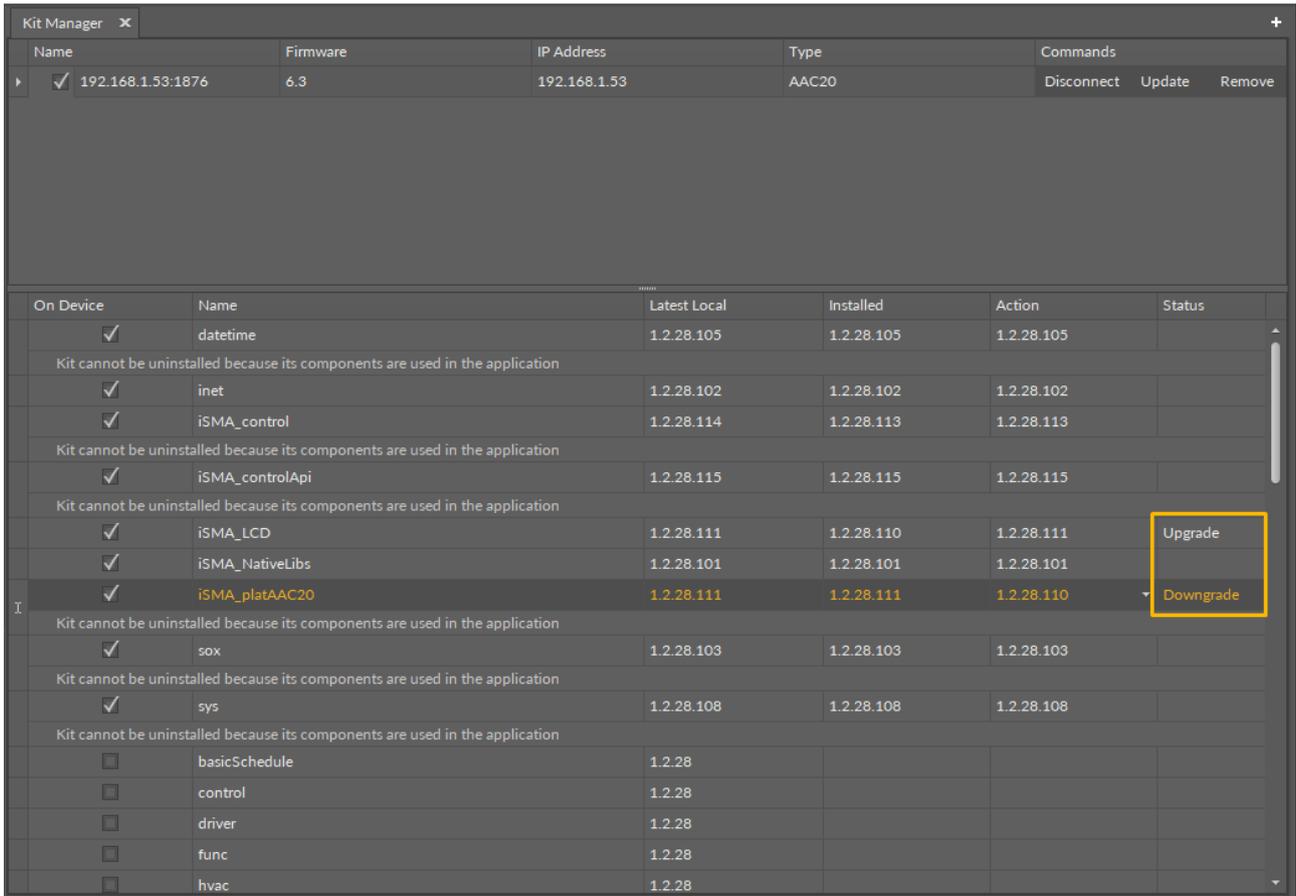


Figure 273. Upgrade or downgrade options

Removing/Uninstalling Kits

If a user deselects the checkbox, the selected kit is chosen to be removed. The Uninstall command appears in the Status column, and the kit is removed once the user confirms the Update command in the upper Device panel of the Kit Manager.

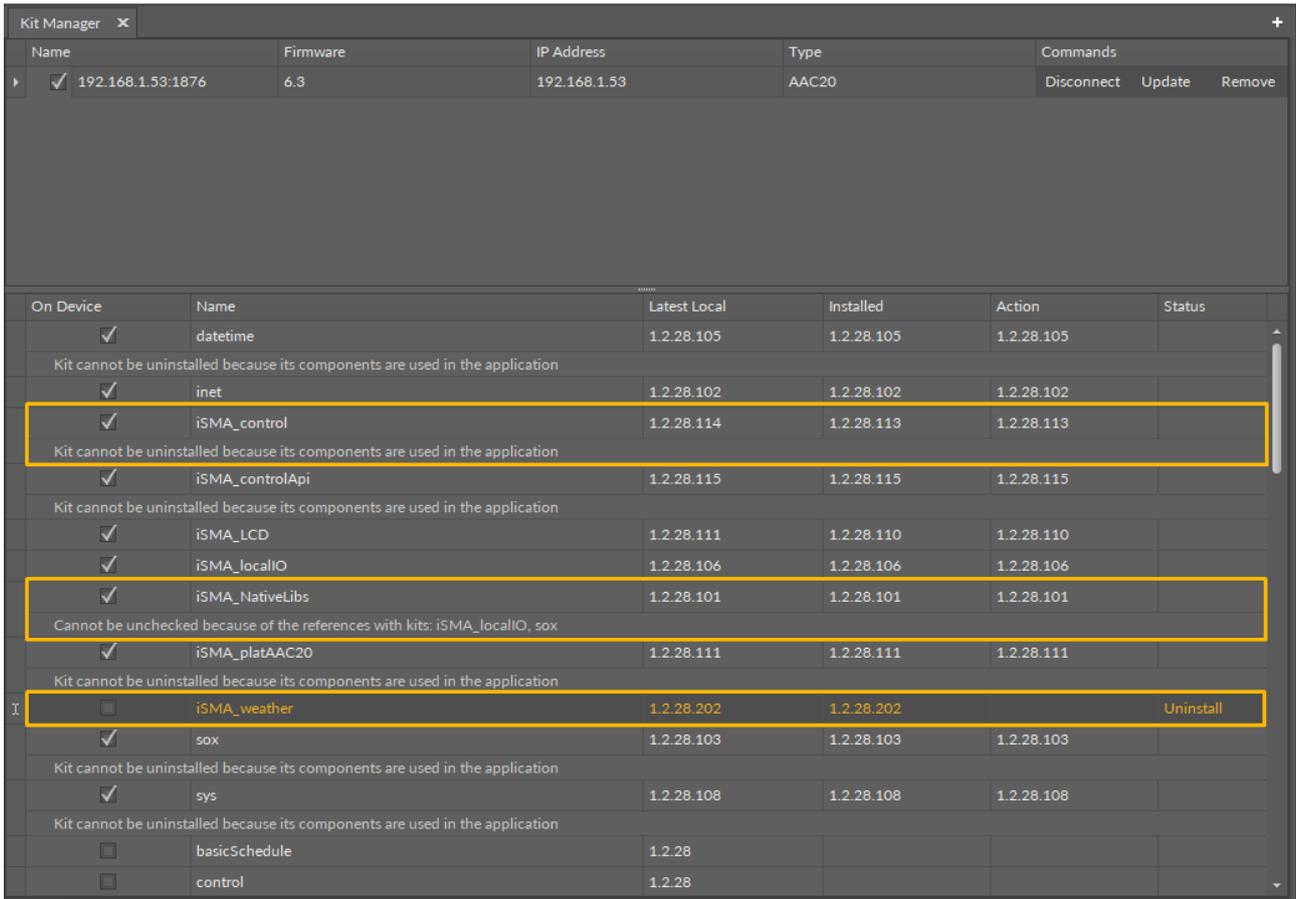


Figure 274. Removing kits

In order for the kit to be removed, the components used in the application shall be removed, or the kit needs to be left installed.

Completing Operations - Updating Kits

After defining the kits to be added, removed, or changed the Update command needs to be confirmed in the upper Device panel of the Kit Manager. The Update command is displayed in the Commands column.

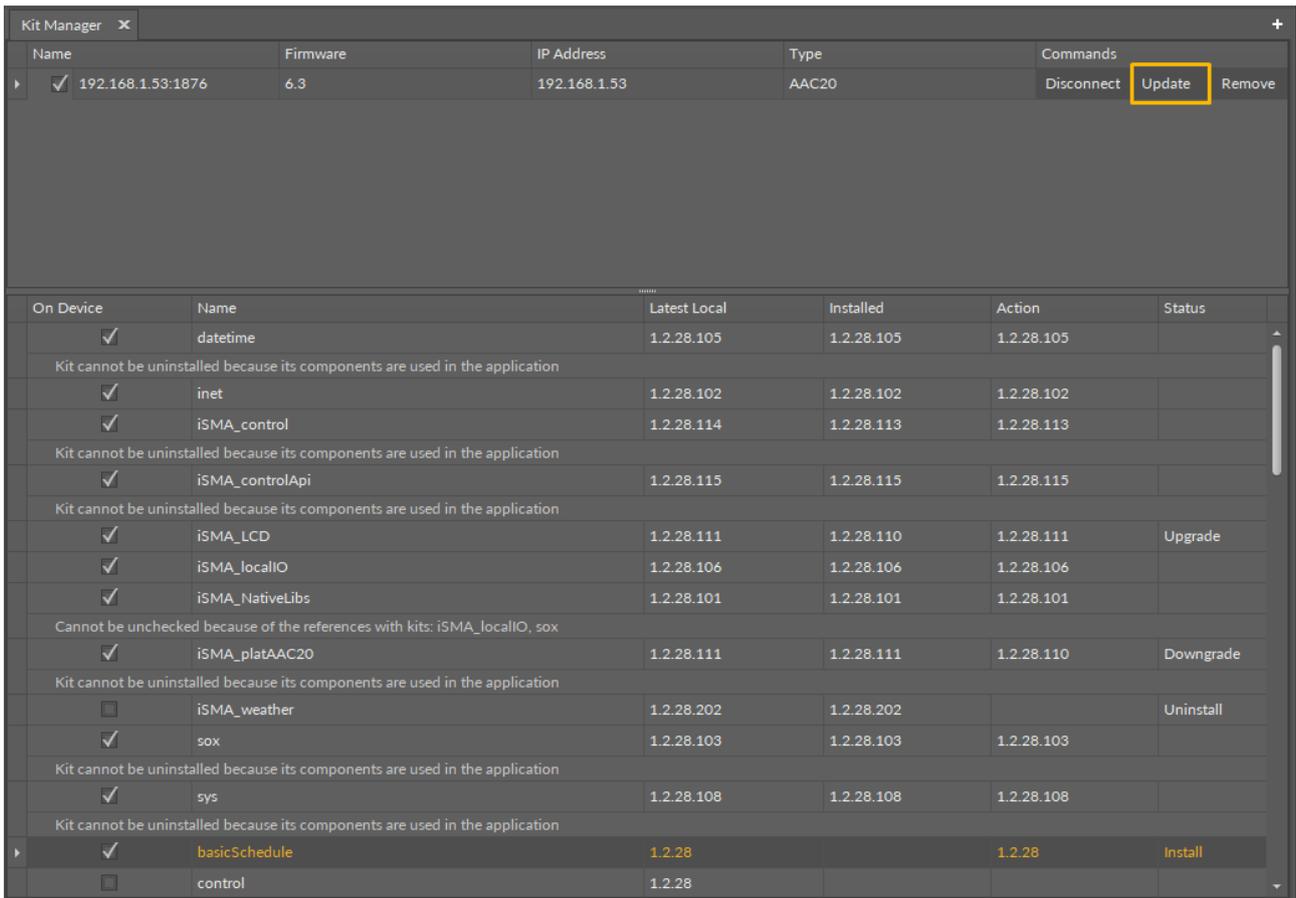


Figure 275. Updating kits

While updating the kits in the device, the iC Tool interface is blocked for the time.

Warning!

Finalizing the kits update requires restarting the device.

After restarting the device iC Tool reconnects with the device.

Note: The update process is monitored in detail in the Console window, which helps in analyzing the situation in case the update could not be completed.

9.2 Application Manager

The Application Manager is a tool that allows to manage applications of a specific device and the applications saved locally in the iC Tool.

The Application Manager allows to:

- manage applications saved locally in the iC Tool;
- load applications to the device;
- download applications from the device.

Warning!

Loading an application to the device overwrites the application already saved in the device.

Warning!

Each loading of application to the device requires restarting the device.

Application Manager may be initiated in two ways: without defining the device it will work with and with defining the device it will work with.

9.2.1 Applications Installed in iC Tool

Opening the Application Manager without defining the device it will work with, allows to check what applications are currently saved in the iC Tool, which will be available to load into the device at the next stage.

To initiate the Application Manager with a list of applications available in the iC Tool go to the main menu: View -> Device Managers -> Application Manager.

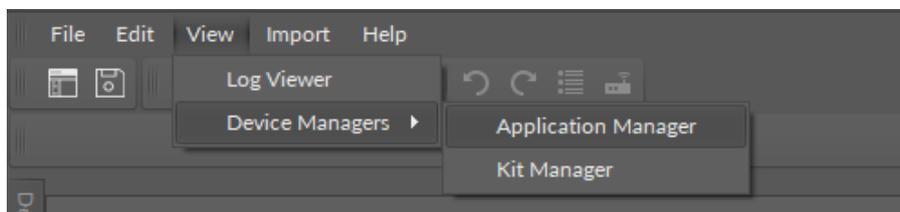


Figure 276. Accessing the Application Manager

The view which will appear is organized into two sections: upper, showing no connected devices, and lower with a list of available applications, see the figure below.

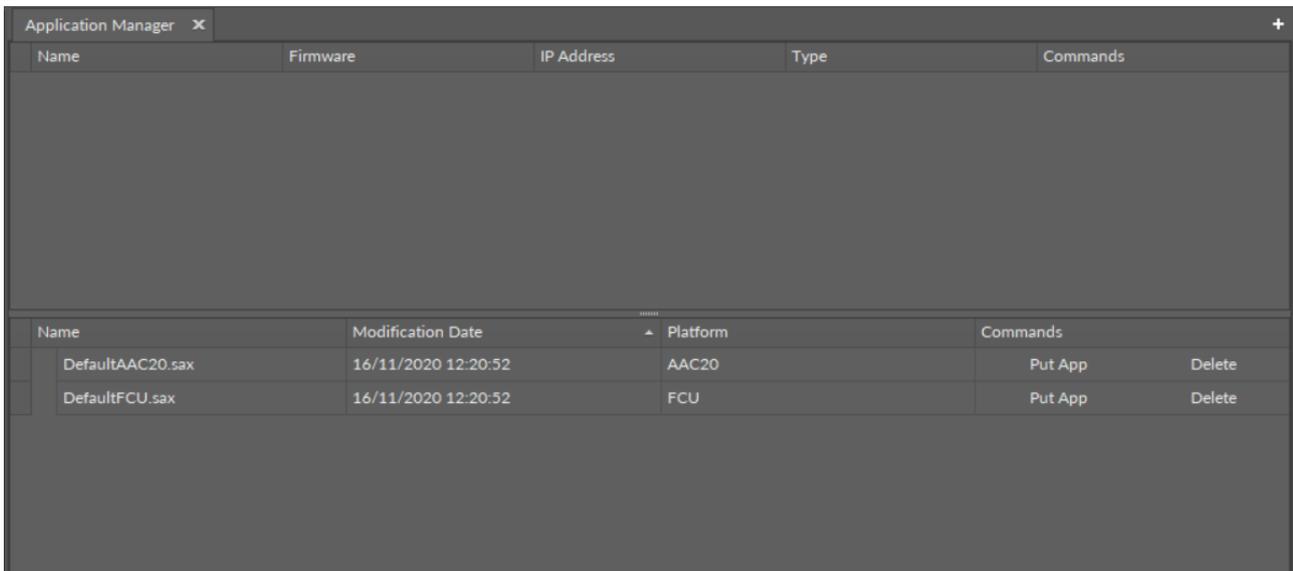


Figure 277. Application Manager

Lower section shows a table where every row represents an application saved in the iC Tool along with a respective .sax file. In the iC Tool structures the .sax file is placed in the /home/Applications folder. Copying a custom application (.sax file) to this location allows to add it to Application Manager.

The meaning of columns is as follows:

- **Name:** the name of application and associated .sax file. The user can edit the name by clicking the application name. Renaming the application automatically changes the name of the .sax. file.
- **Modification Date:** the date of the last modification of the .sax file.
- **Platform:** the type of the device, which the application was downloaded from.

- **Commands:** buttons allowing to send the application to a particular device (Put App button) and the Delete button removing local application along with the .sax file from the iC Tool.

Warning!

Using the Delete button removes not only an application from the Application Manager list, but also a physical .sax file from the hard drive.

To download or upload an application from/to the device, the device to work with needs to be specifically defined.

There are a few ways to initiate the Application Manager:

- initiating the Application Manager from the context menu;
- initiating the Application Manager from the Object Properties window.

The rules of initiating the iC Tool Managers, as well as choosing the device to work with, are discussed in detail in the [Kit Manager](#) section.

9.2.2 Using the Application Manager

After defining the device to work with, the upper part of Application Manager will look similarly to the figure below. In the upper part there is a list of devices, and only one device can be chosen at a time by selecting a checkbox.

Name	Firmware	IP Address	Type	Commands
<input checked="" type="checkbox"/> 192.168.1.53:1876	6.3	192.168.1.53	AAC20	Disconnect Get App Remove

Name	Modification Date	Platform	Commands
DefaultAAC20.sax	18/09/2023 15:00:56	AAC20	Put App Delete

Figure 278. Application Manager

The columns in the above table are defined as follows:

- **On Device:** shows if a particular kit is already installed on the selected device;
- **Name:** the name of the kit;
- **Latest Local:** the number of the latest kit version installed locally in the iC Tool;
- **Installed:** the number of the kit version currently installed on the device;

- **Action:** the list of kits versions, which are available locally in the iC Tool and are ready to be installed on the device. A version number to be installed on the device is chosen from a drop-down menu (upgrade or downgrade process).
- **Status:** the column informs about an action that will be taken on the selected kit.

The user's role is limited to editing two columns: On Device and Action.

Operations on Applications

Below there are descriptions how to remove, replace, and add a kit to a device.

Downloading Application from Device (Get App)

After connecting with a chosen device its application can be downloaded by pressing the Get App button, see the figure below.

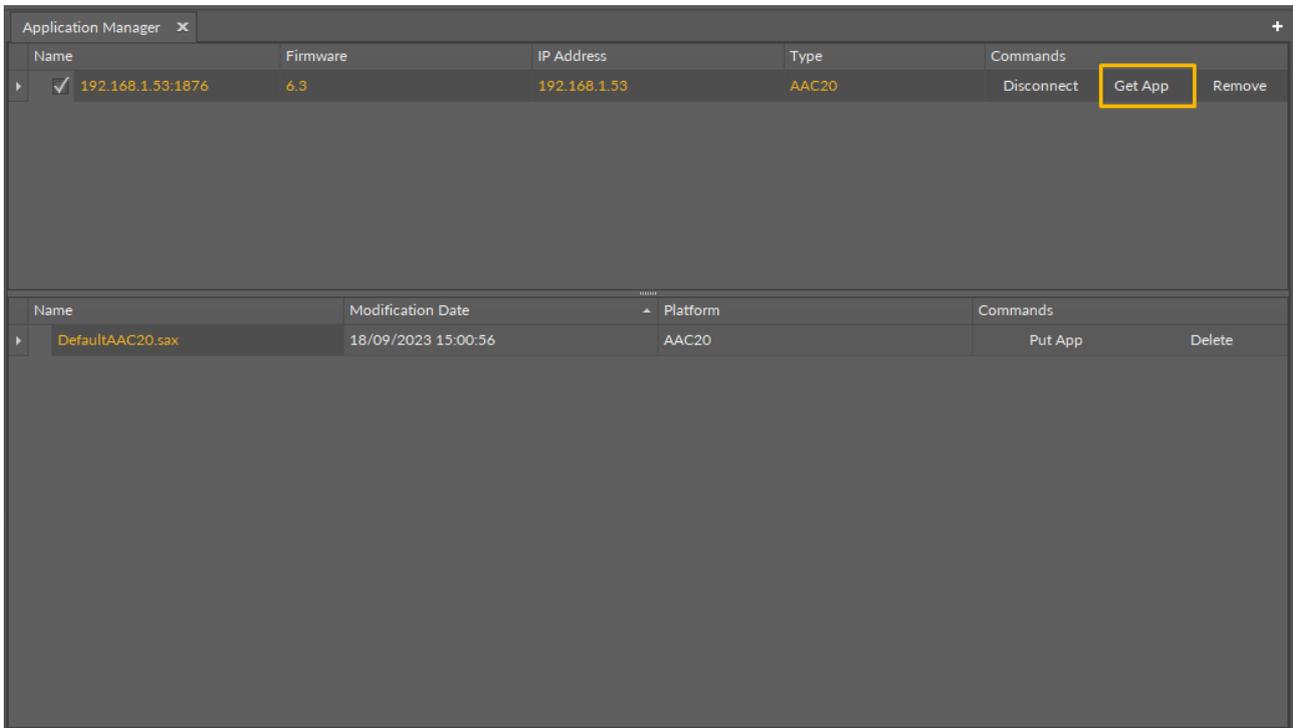


Figure 279. Download application

After initiating the command, a starting process reads an application from the device and creates the .sax file (with a name consisting of the application name and the device's IP address). This process blocks the iC Tool for the time of its operation. The newly created file will be added to the list of available applications saved in the iC Tool, and the physical .sax file will be located in the iC Tool main folder (/home/Applications). The default name of the application file may be changed by editing the Name column.

Note: Downloading an application from the device does not stop or restart the device. Downloading does not disrupt the device's work in any way other than pausing its interface for the time of downloading.

Note: Application downloading process is monitored in detail in the Console window, which helps to analyze the situation, in case downloading the application could not be completed.

Uploading Application to Device (Put App)

Application uploading procedure needs to begin with defining the device to work with Application Manager by selecting a checkbox for a particular device in the upper part of the Manager view.

Next, one of the available applications in the lower part of the Manager needs to be selected by pressing the Put App button in the Commands column.

Warning!

Pressing the Put App button will overwrite the application already installed in the device and reset the device in the final phase of the process.

The figure below shows a situation before beginning of the application upload into the iSMA-B-AAC20 controller, where the user is asked for confirmation due to overwriting of the application currently installed in controller.

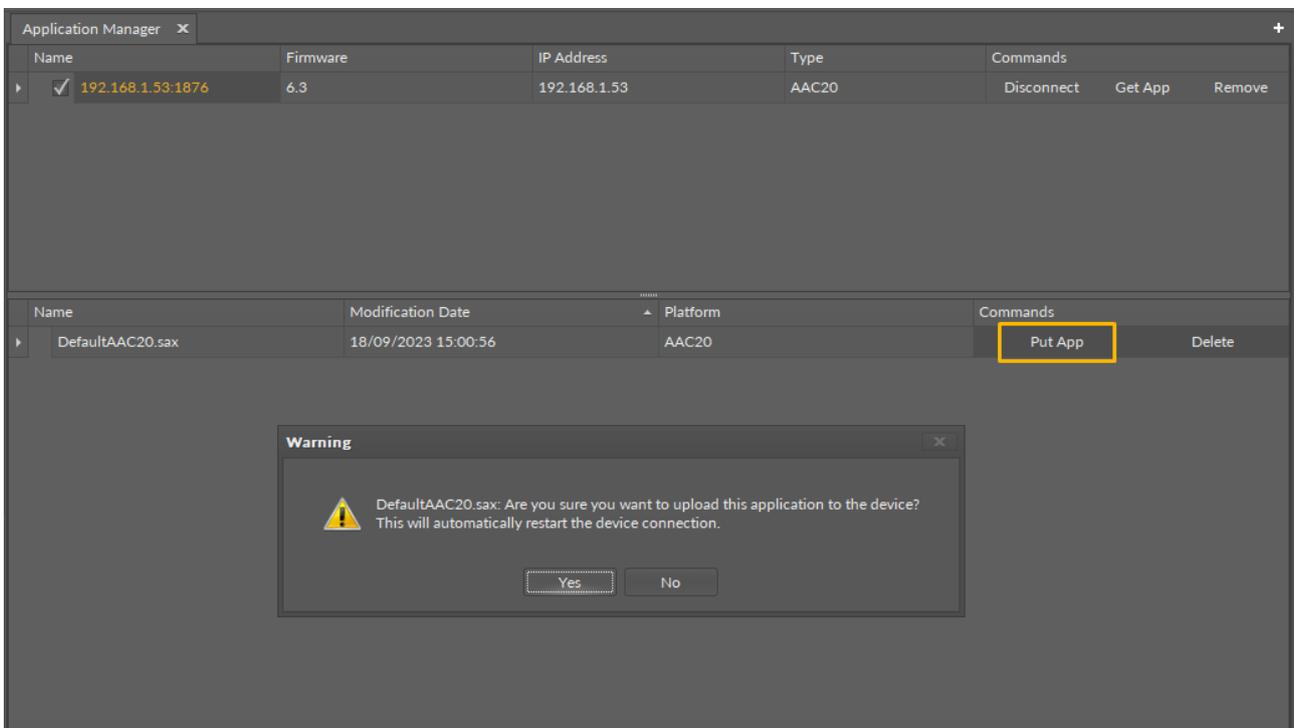


Figure 280. Put App notice

After approving the confirmation, a process blocking the iC Tool interface runs for a period of time, when the iC Tool uploads a chosen application and restarts and reconnects the device.

Note: Application uploading process is monitored in detail in the Console window, which helps to analyze the situation when application upload could not finish.

9.3 Services

This section outlines services available for Sedona-based devices.

9.3.1 Historical Data

The iC Tool allows to perform an analysis of historical trends by using two views, History Chart and History Table. The first view allows to work with a single trend or many trends

on a graph versus time. The second view is a table of registered samples of one of the processes.

Accessing both views is possible from the Workspace Tree at app -> service -> history -> db1. Under the db1 component, which is a historical database, there are historical variables registered in the iC Tool shown by components (see the figure below).

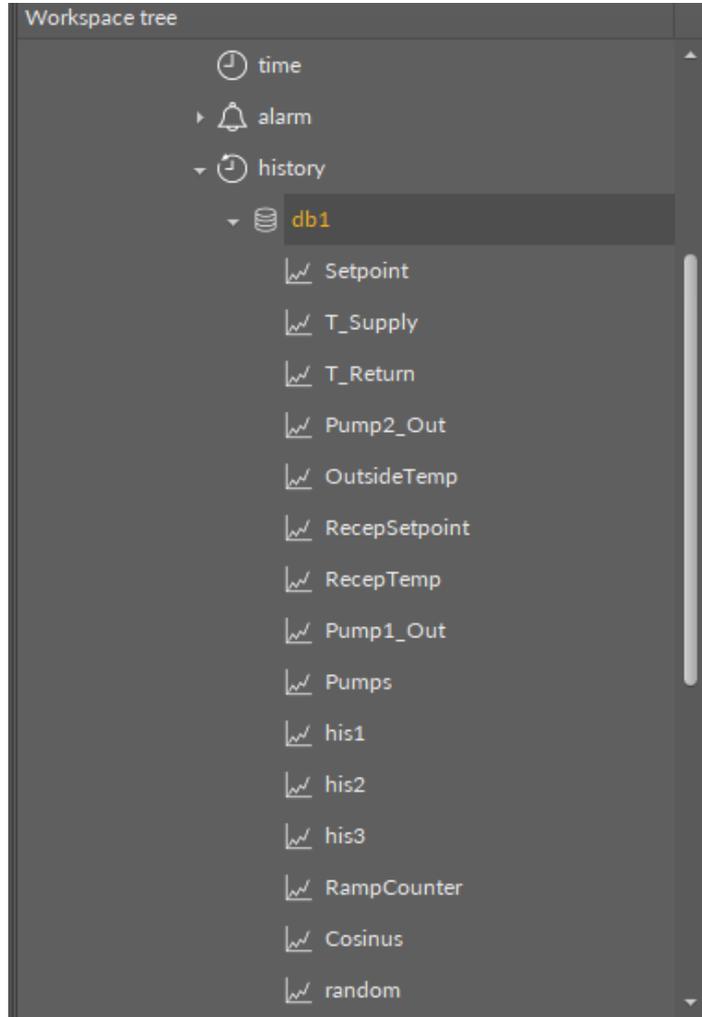


Figure 281. db1 component's tree

Opening any component under the db1 component will open the selected component in the main screen along with the History Chart and History Table.

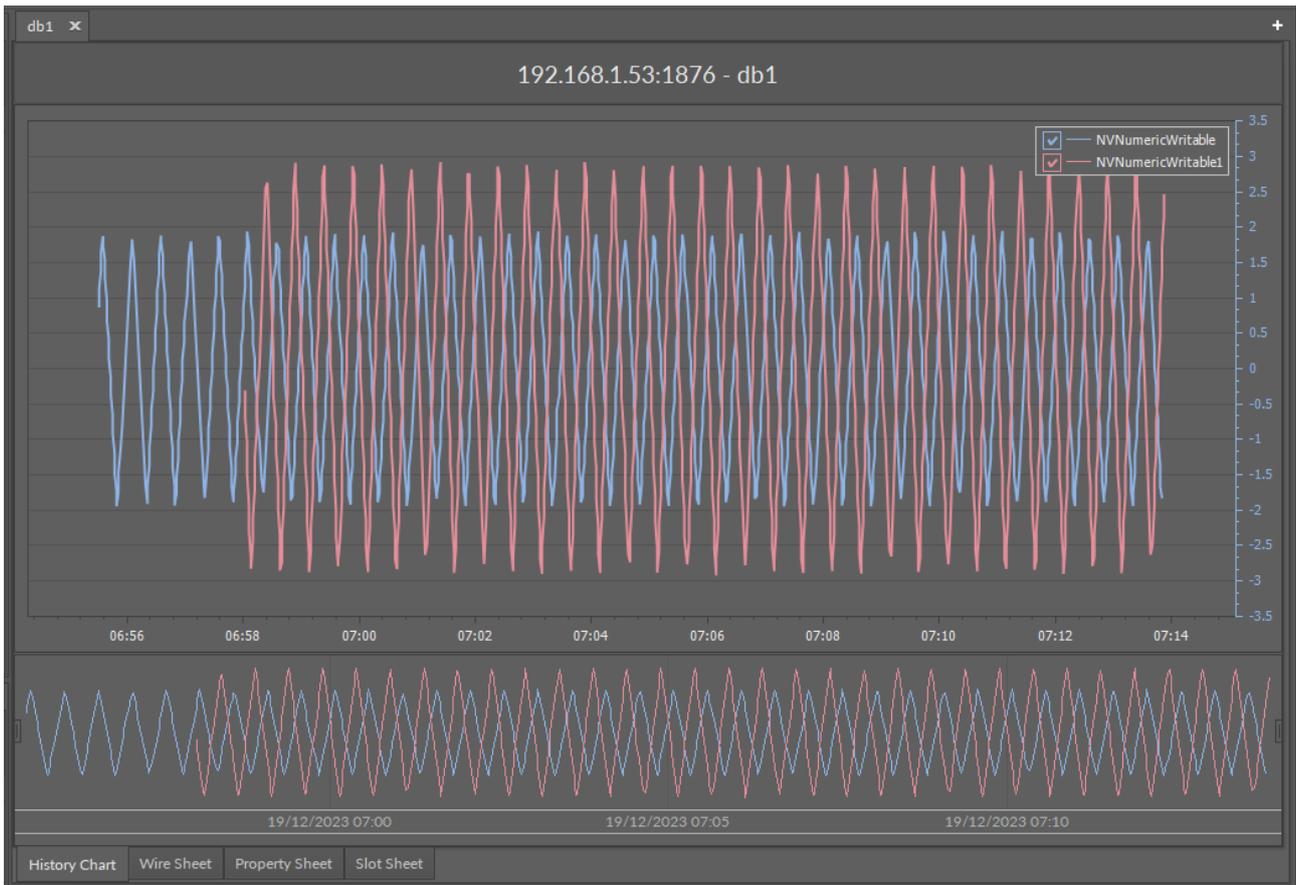


Figure 282. History Chart view

The second method of working with historical data is expanding the db1 component and dragging the component we are interested in from the Workspace Tree to an empty History Chart view. The figure below shows the empty History Chart view of the db1 component before selecting the component to present its historical data.

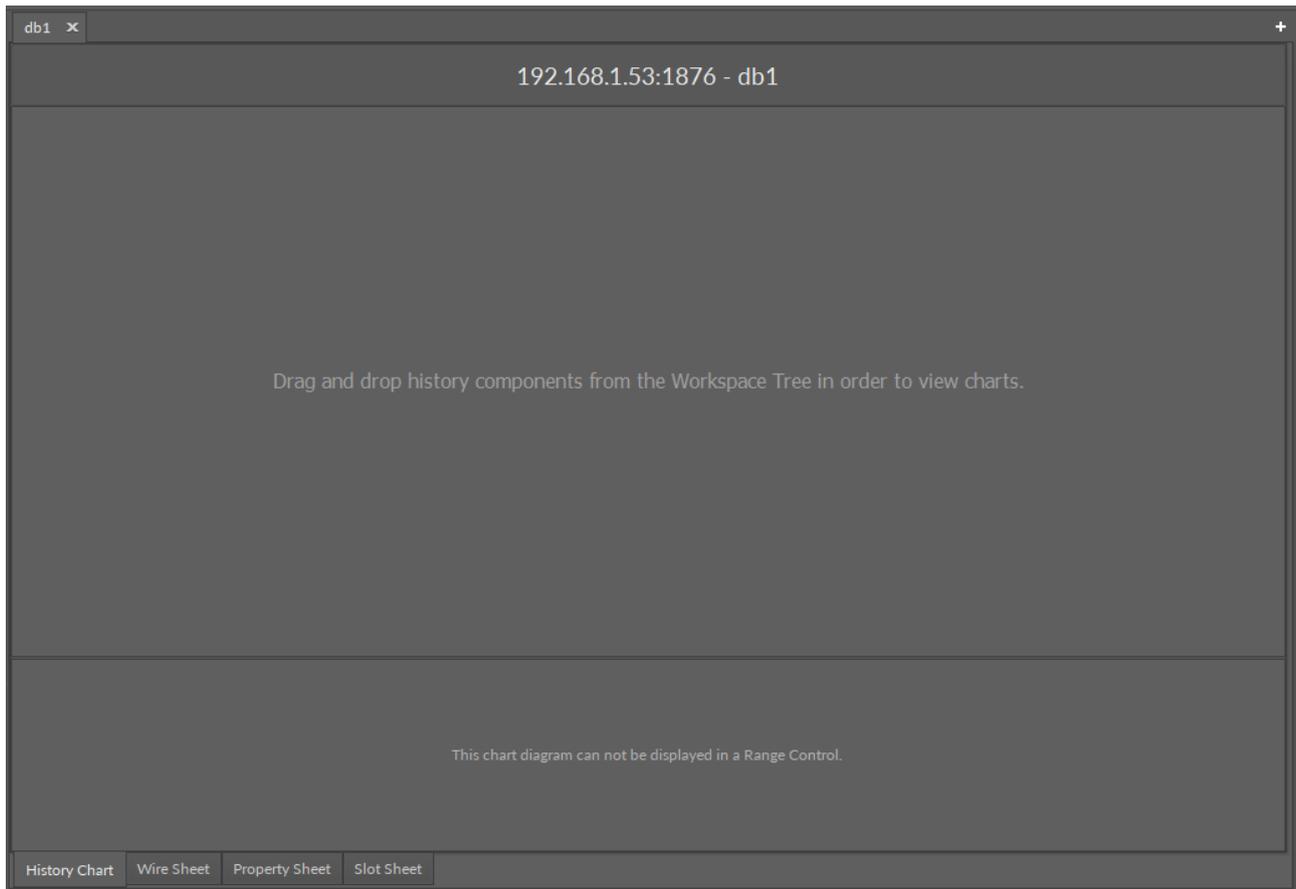


Figure 283. Empty History Chart

History Chart View

The History Chart view is a view dedicated for a graphic presentation of historical data versus time. The graph is located in the main area of the view. Below is a smaller area with a preview of the whole available range saved in the controller.

In the preview area there is a possibility of setting time limits against which the trend will be drawn in the main area above.

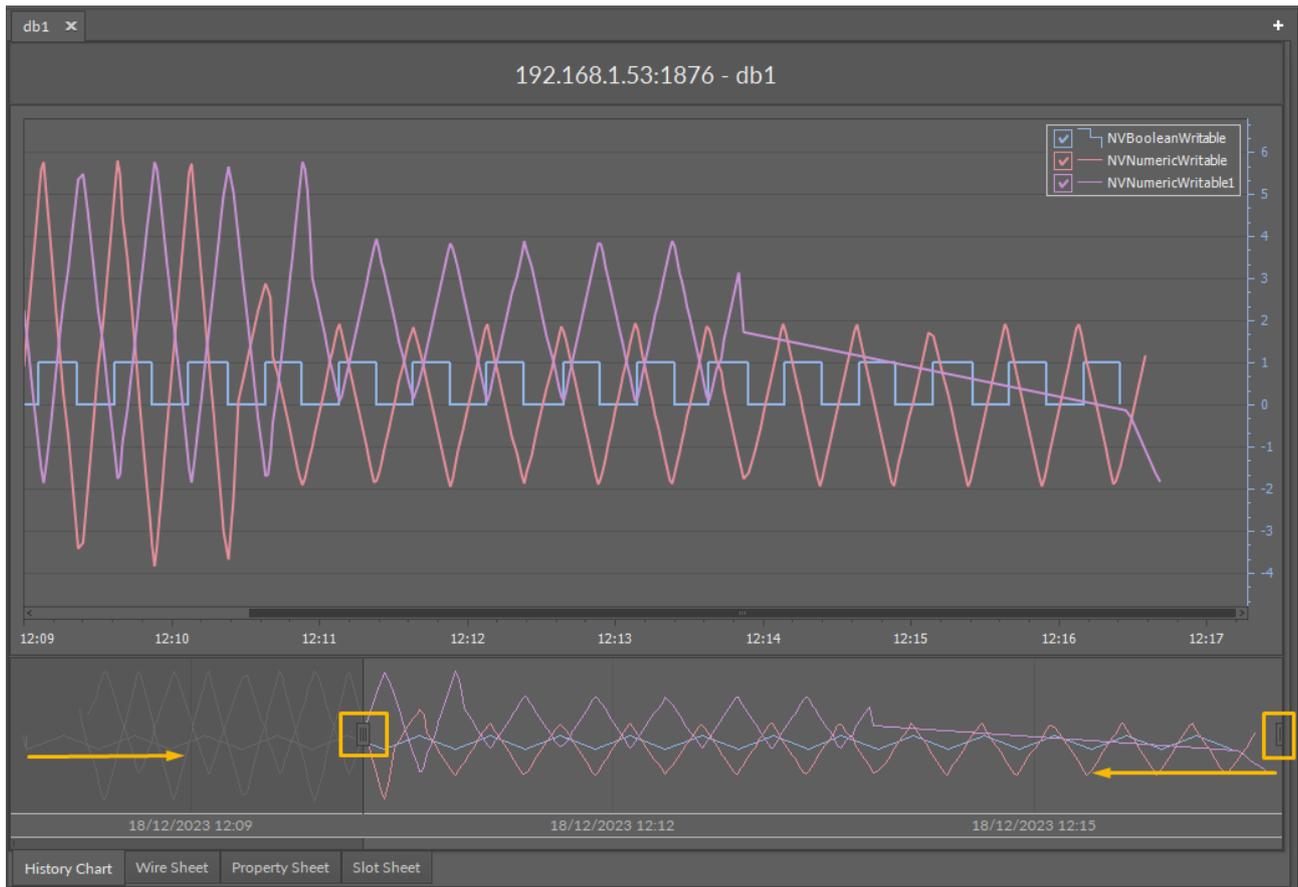


Figure 284. Setting time limits

After setting the time limits, the corresponding graph has been significantly narrowed and looks as shown on the figure below.

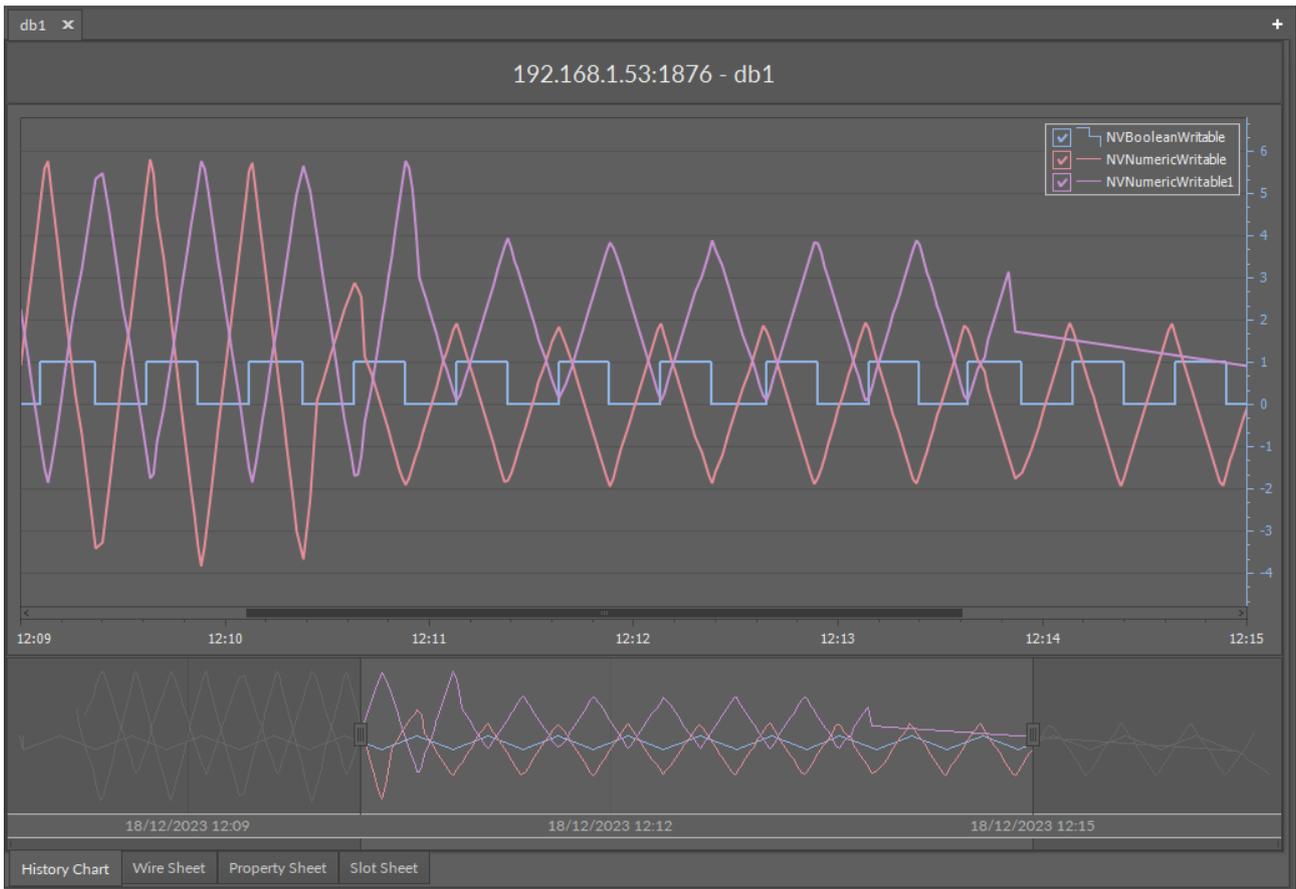


Figure 285. Graph after setting time limits

To analyze values on the History Chart move the mouse pointer over the registered samples—it shows their precise values. Additionally, the auxiliary lines show values on vertical and horizontal axes of the graph.

Clicking and holding the click allows to move the graph, while using the mouse wheel allows to zoom in/out the fragment of a graph. Each change of the graph's range is updated in the preview area under the graph.

It is possible to add another trend to the observed chart and display them both simultaneously for analysis. To add another trend it needs to be dragged from the Workspace Tree, from under the db1 tree to the opened chart. The figure below shows a situation after adding the RampCounter trend.

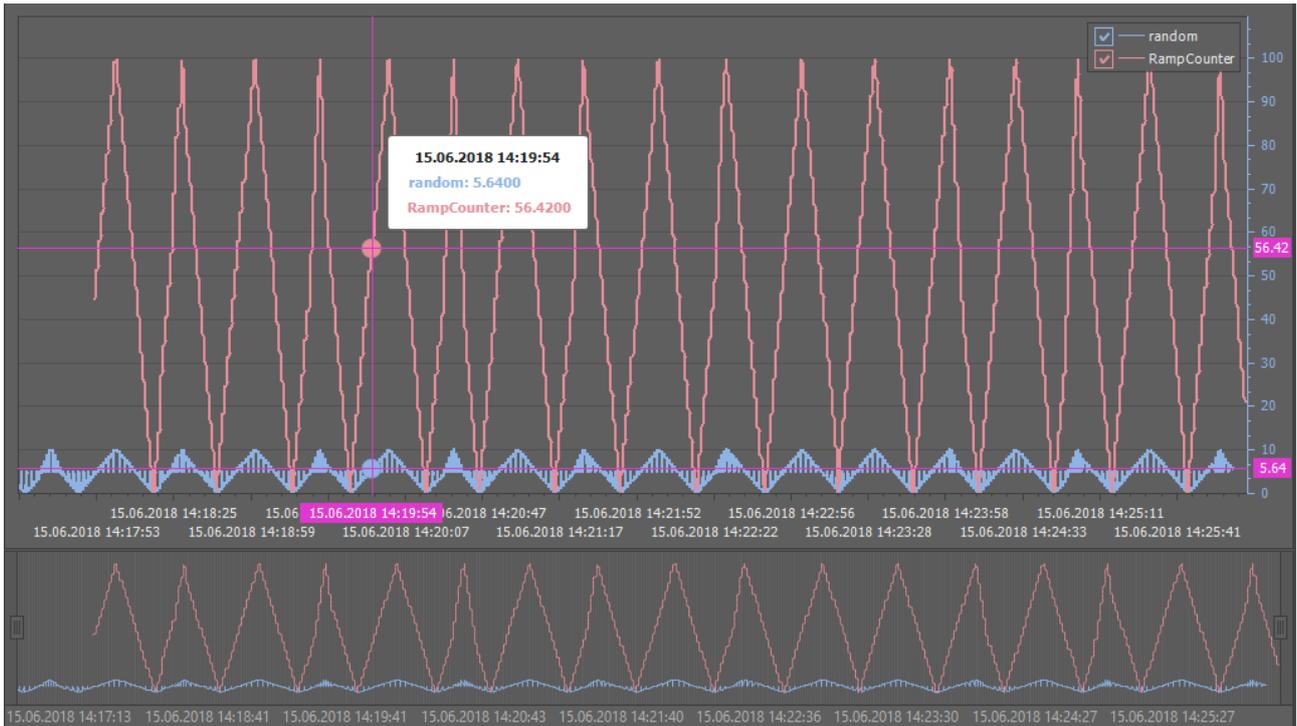


Figure 286. Two trends displayed in the History Chart

After adding another trend, the upper graph and the preview area have been updated accordingly. As the two trends are displayed simultaneously, the auxiliary lines track and show registered samples for the two trends independently.

By default, after adding a second trend the value scale is common for both processes, but individual scales can be displayed for each of historical processes. This is allowed by the Enable/Disable Secondary Axes option in the context menu of the graph.

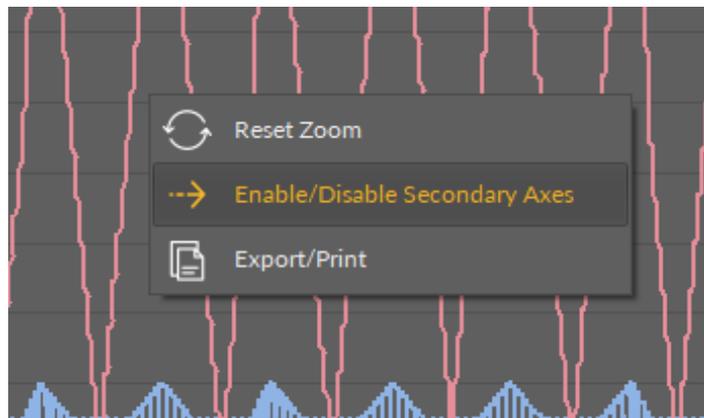


Figure 287. Context menu of a graph

After initiating an individual y axis, for each of the processes, trends are automatically rescaled to cover as big part of the graph area as possible (see the figure below).

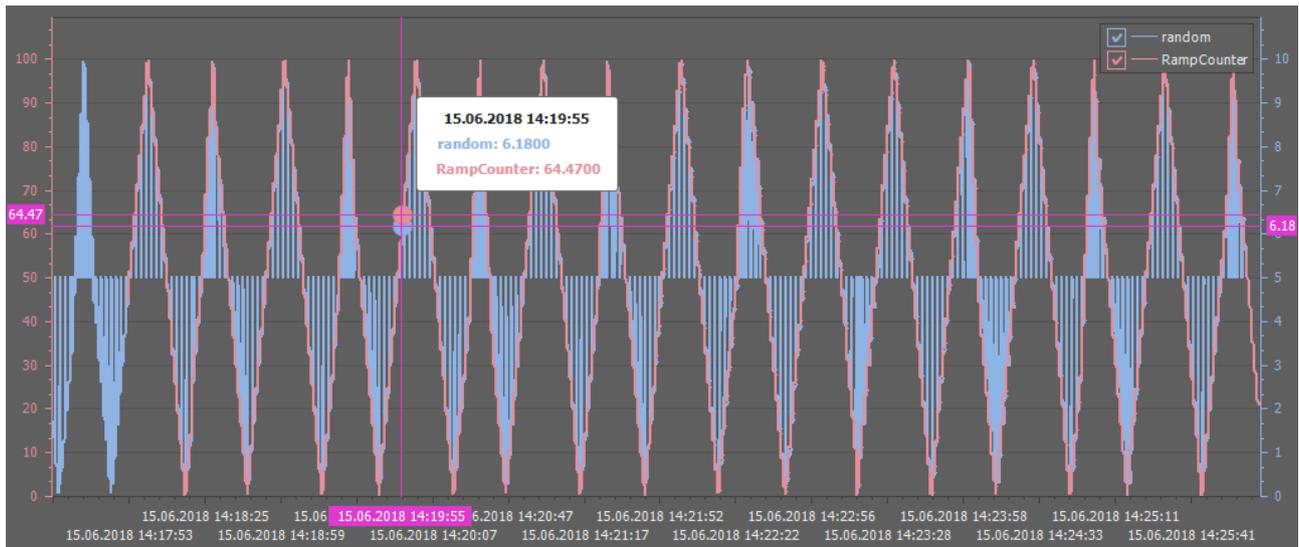


Figure 288. Rescaled graph

A function of temporary hiding of historical trends is available when working with many trends. In order to temporarily hide the trend, deselect it on the key placed in the upper right corner of the graph.

The remaining options of the context menu allow to return to the default values of zoom with the Reset Zoom function, and to export or print the graph with the Export/Print function.

Initiating the Export/Print function starts a Preview application allowing to print and export the displayed graph. The offered export formats are .pdf, .html, .docx, .xlsx, .bmp, .gif, .jpeg, .png, .tiff, .emf, and .wmf. A detailed description of the function is available in the [Exporting and Printing Program–Preview](#) section.

Exporting and Printing Program (Preview)

The Preview program is launched with the Export/Print option in the history chart context menu. Exporting or printing the graph requires defining few of the parameters described below.

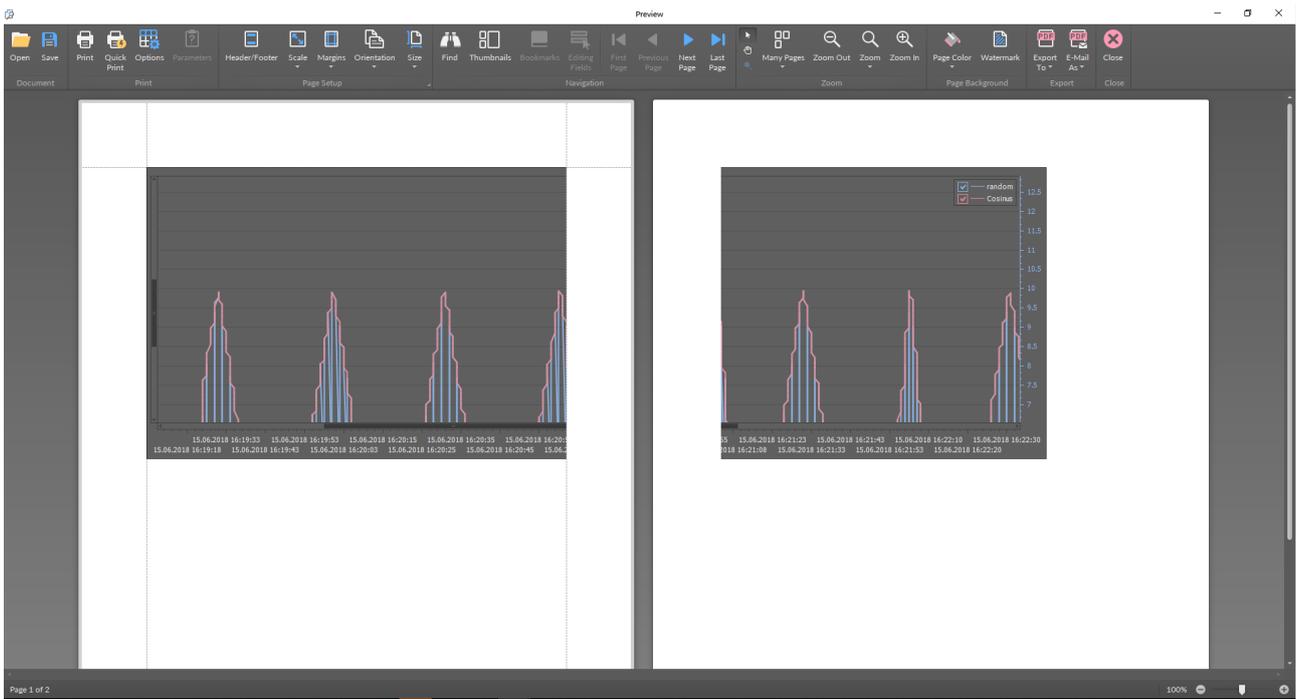


Figure 289. Preview program

The program toolbar offers functions to adjust the graph to be exported or printed. The basic editing options are the following:

Page setup:

- **Header/Footer:** allows to define a header or footer for the document;
- **Scale:** allows to scale the contents to a page size;
- **Margins:** allows to set margins of an exported/printed page;
- **Orientation:** changes page orientation to horizontal or vertical;
- **Size:** allows to set the size of an exported/printed page.

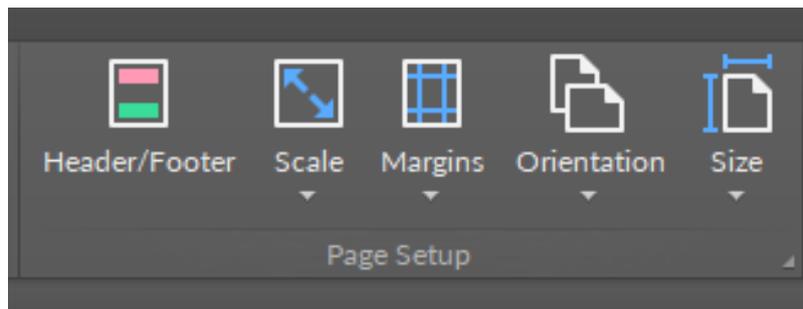


Figure 290. Page setup toolbar

Page background:

- **Page Color:** allows to set a background color of an exported/printed page;
- **Watermark:** allows to add a watermark across an exported/printed page.

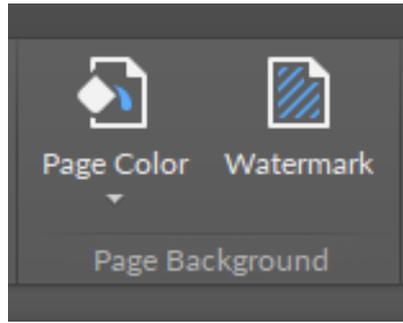


Figure 291. Page background toolbar

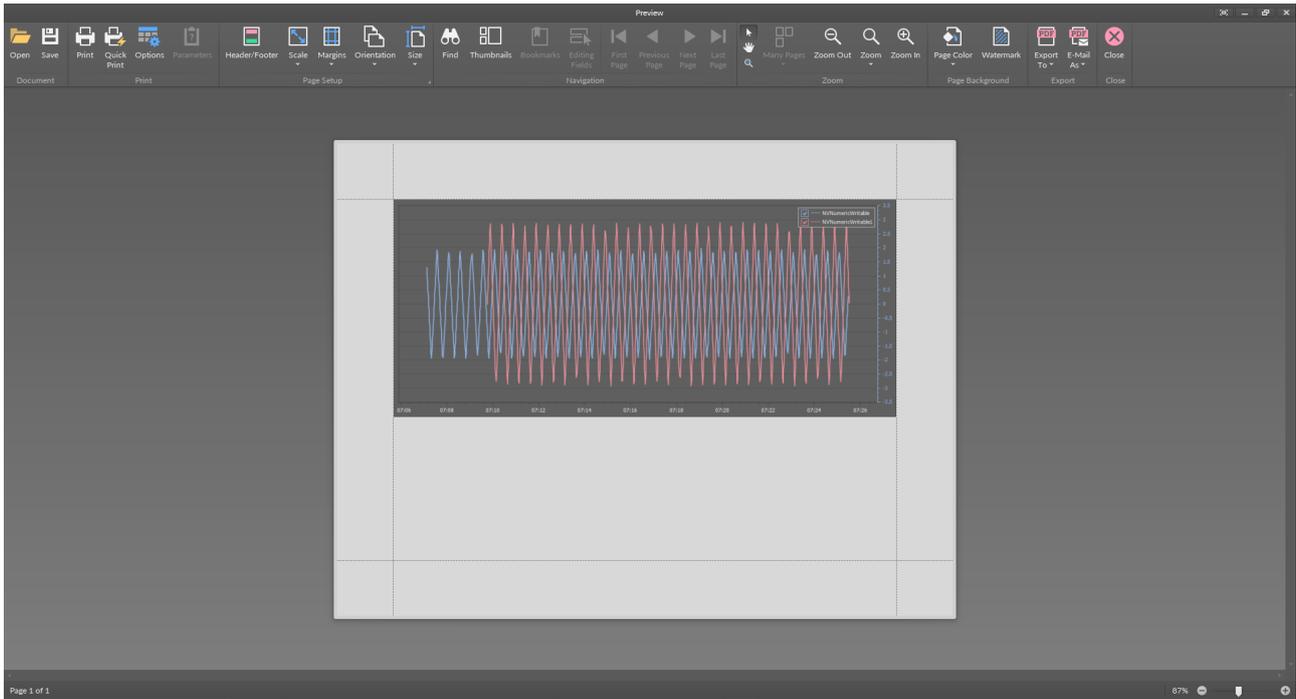


Figure 292. Graph adjusted to exporting/printing

Once the document is edited and adjusted to be printed or exported, the toolbar includes further actions buttons:

- **Open:** allows to open a previously saved file to be exported or printed;
- **Save:** allows to save a file for further action in available formats: .pdf, .html, .docx, .xlsx, .bmp, .gif, .jpeg, .png, .tiff, .emf, and .wmf;
- **Print:** launches printing and allows to choose the printer and its parameters;
- **Quick Print:** launches printing with default printing settings;
- **Options:** allows to set printing options regarding resizing a chart when printing;
 - Available options: none, stretch, zoom;
- **Export To:** launches exporting the file to available formats: .pdf, .html, .docx, .xlsx, .bmp, .gif, .jpeg, .png, .tiff, .emf, and .wmf;
- **Email As:** exports the file and attaches it to an e-mail message.

9.3.2 DateTime Service

The iC Tool allows to precisely set the time in the connected controller, including the time zone and a potential change of time connected with daylight saving. For this purpose, there is a special DateTimeService view, accessible by double-clicking the time component available at app -> service -> time in the Workspace Tree window.

The DateTimeService shows the following data:

- current time of the controller;
- desired time, which is a setting applied to the controller when saved;
- daylight saving time, which sets an automatic time change on a specific day of the year.

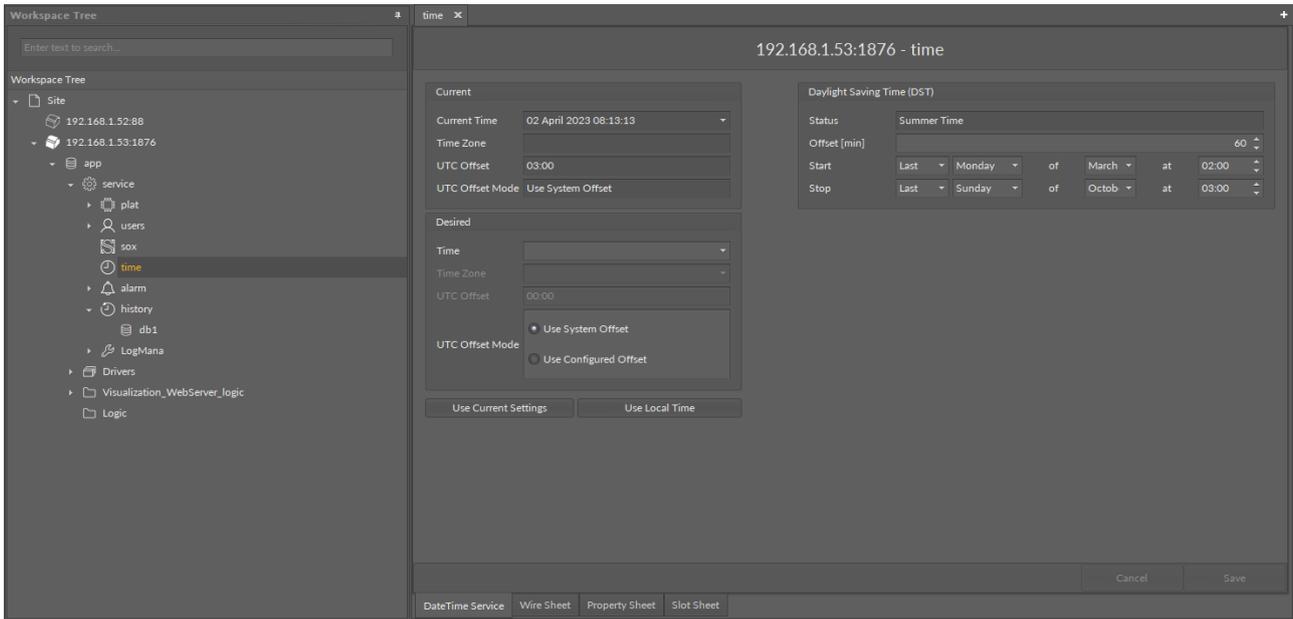


Figure 293. DateTime service

Setting Time and Time Zone

The time and time zone are set in the Desired panel. The new settings are sent to the controller after pressing the Save button in the lower right corner of the view.

To set time in the controller, the time and time zone need to be set up using one of three methods:

- manually enter the time and time zone expanding Time and Time zone fields;
- read the current time and time zone of the controller by pressing the Use Current Settings button, and then edit it;
- read the current time and time zone of the computer operating system in which the iC Tool is running by pressing the Use Local Time button, and then edit it.

Using one of the three methods allows to set the time and time zone ready to be sent to the controller, and it is indicated by a blue color of the edited settings (see the figure below).

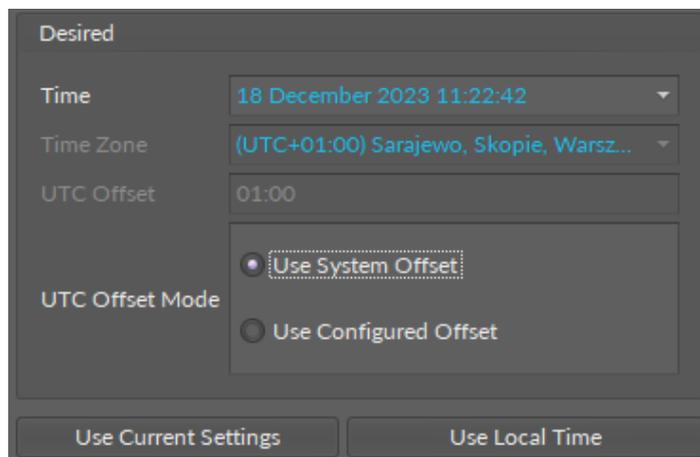


Figure 294. Editing time settings

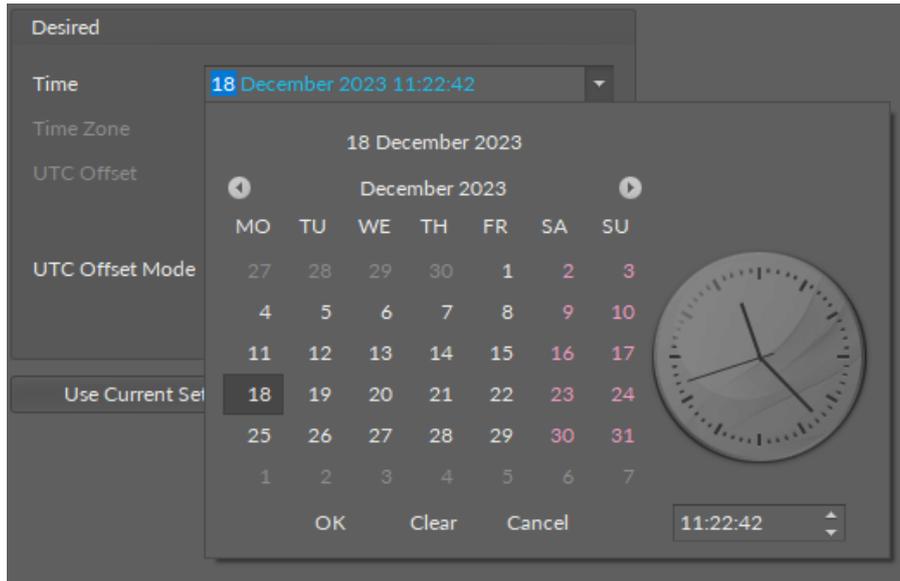


Figure 295. Editing time settings

After pressing the Save button, the settings sent to the controller return to their initial colors.

Warning!

System will not allow setting time before year 2000.

Daylight Saving Time

The Daylight Saving Time (DST) panel on the right side of the DateTimeService view is used for setting the daylight saving time, which is an automatic time change on a specific day of the year.

Warning!

If changing the time due to the daylight saving is not required (e.g., the controller is used in the country that does not use the daylight saving time), 0 should be entered in the Offset field.

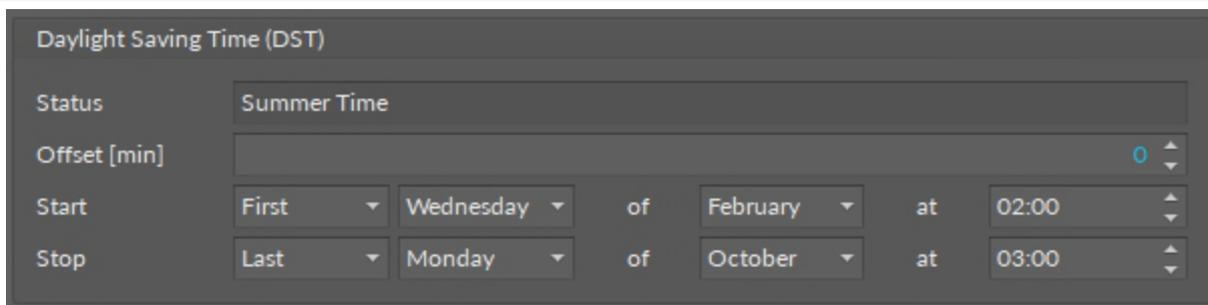


Figure 296. No Daylight Saving Time settings

When the settings for the beginning and end of daylight saving time are entered, the changed parameters are indicated with a blue color. New settings are sent to the controller with the Save button. When the data are successfully sent to the controller, the color returns to the default one.

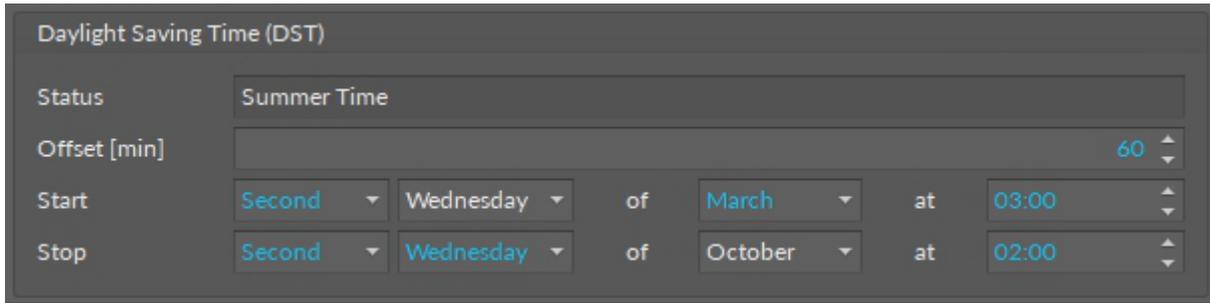


Figure 297. New settings to DST

Note: In case the DST data are not saved while leaving, the iC Tool shows a warning, which should be accepted in order not to lose the entered data.

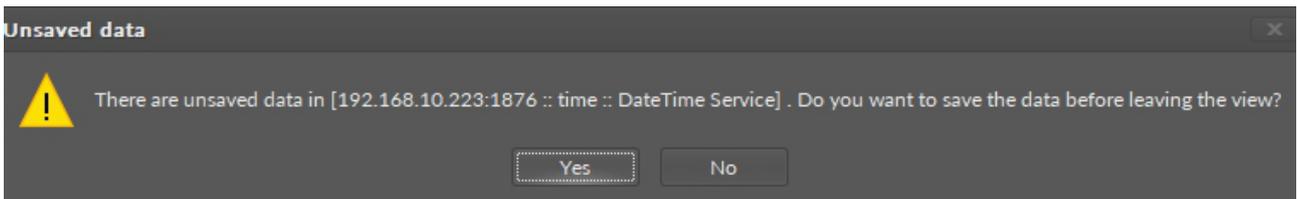


Figure 298. Unsaved data warning

Warning!

Sending the settings to the controller does not mean that the time data are permanently saved in the controller. After sending the data with the Save button, it is necessary to additionally save it in a non-volatile flash memory of the controller by clicking the floppy disk icon on a toolbar in the upper part of the screen.

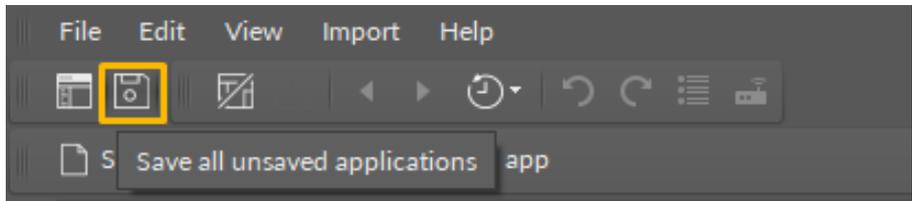


Figure 299. Full saving process is confirmed by clicking a floppy disk on a toolbar

9.3.3 User Manager

The iC Tool allows to manage users of the controller with a dedicated User Manager view. It allows to define a range of changes in controller application for each user. The User Manager is opened by double-clicking the user service in the Workspace Tree window.

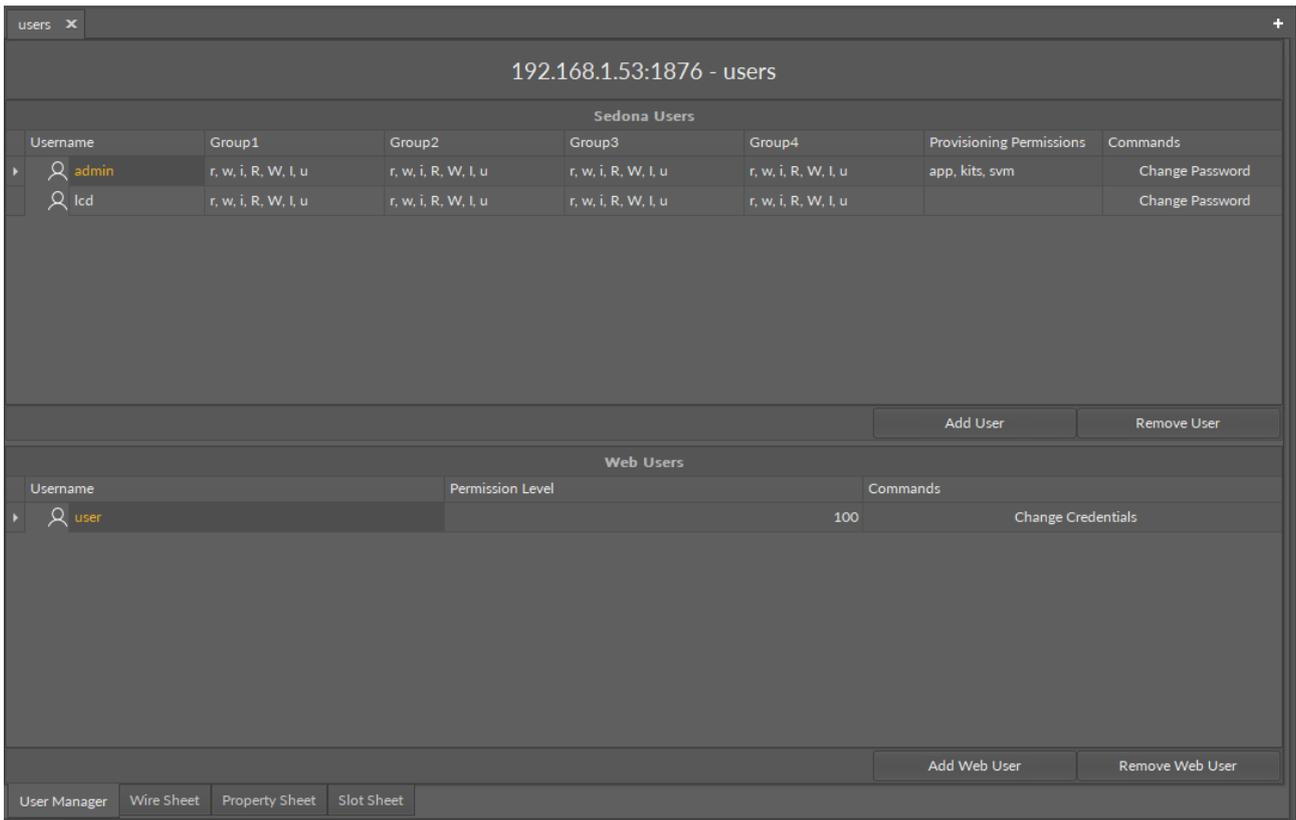


Figure 300. The User Manager view

The User Manager view shows the defined users, allows to edit their permissions and passwords, and makes it possible to add a new user and remove an already existing one.

The view is divided into two windows: Sedona Users and Web Users.

Sedona Users

The upper window of the User Manager view is dedicated for Sedona users, who can log in to the controller. By default, two users are set up, admin and lcd, with different access permissions defined in table columns. The admin user has no restrictions (empty columns) and has full access to the controller. The lcd user, which allows to log in to the controller directly from the lcd display in the AAC20-LCD controllers, has defined restrictions in accordance with rules set by Sedona environment.

The view has 7 columns:

- **Username:** displays a username of the controller's user;
- **Group1-Group4:** shows user permissions given to components assigned to these groups;
- **Provisioning Permissions:** defines what services a particular user is able to use;
- **Commands:** allows to set a new password for a user.

Clicking each column opens a pop-up window with check boxes to edit users options and permissions.

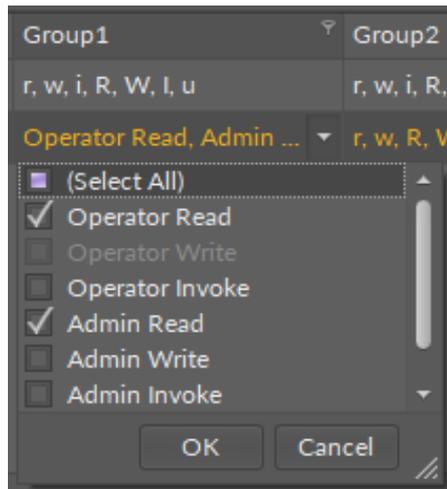


Figure 301. Users editing options - group 1

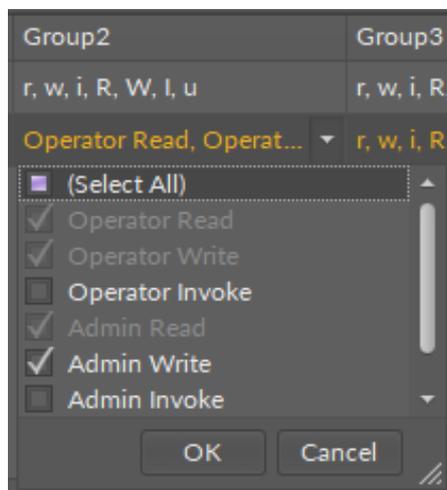


Figure 302. Users editing options - group 2

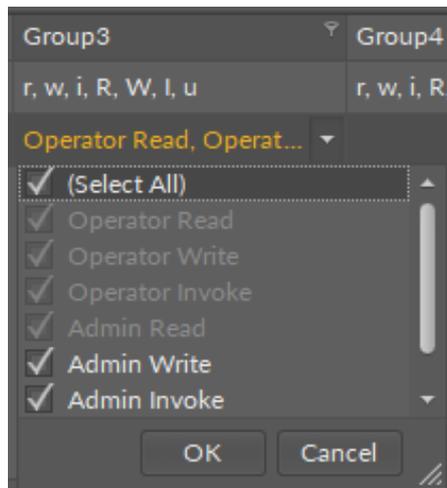


Figure 303. Users editing options - group 3

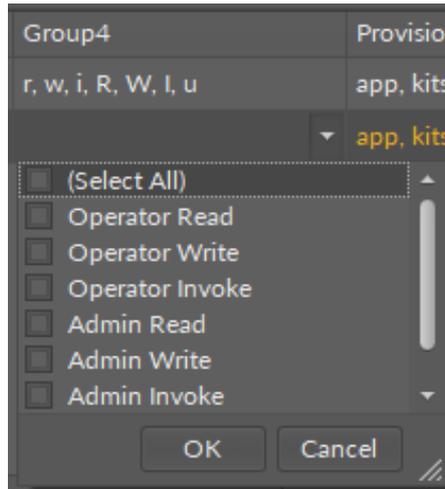


Figure 304. Users editing options - group 4

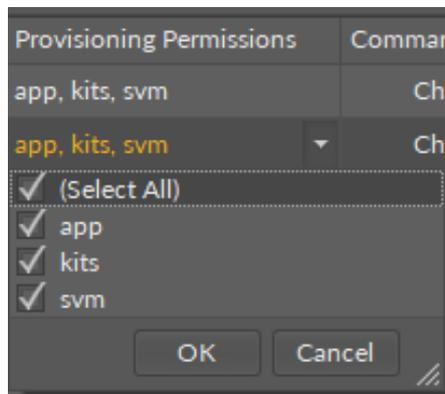


Figure 305. Users editing options - provisioning permissions

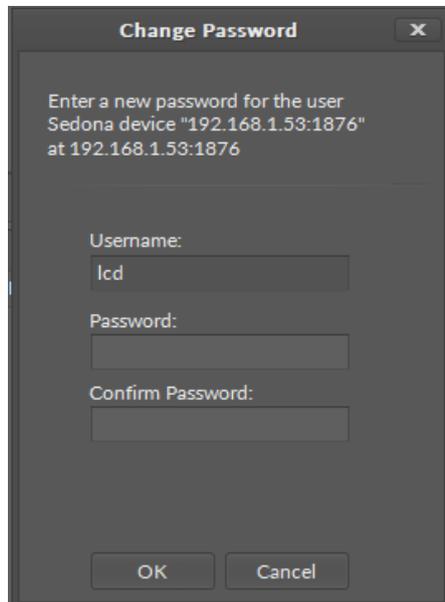


Figure 306. Users editing options - changing password

At the bottom of the Sedona Users tab are two buttons to add and remove users. In order to add a user, enter a username and a password. Adding a new user in the iC Tool will automatically create a component named the same as the username and expand the user list in the User Manager view.

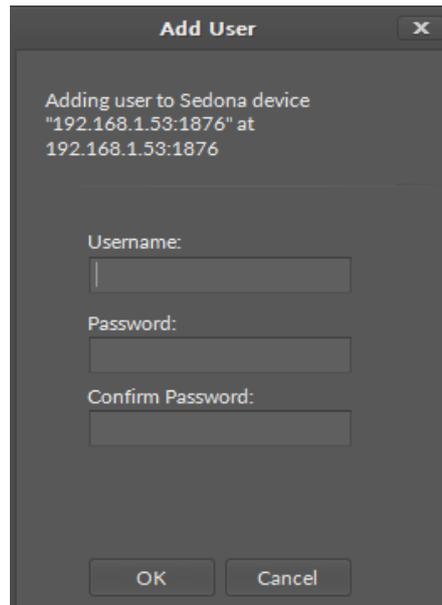


Figure 307. Dialog window for adding a user

Note: It is not recommended to change the username (component's name) after setting a password. If it is necessary to change the username, a new password should be set for it.

Note: In case a component representing a user is duplicated to create a new user with the same permissions, new user should also have a new password set.

Removing of a particular user may be done using two methods: either by removing the row in User Manager view, selecting it and pressing the Remove user button, or by removing the component representing that user.

Web Users

The bottom window of the User Manager view is the Web Users view. Web users are designed to log in to the AAC20 visualization web server.

The view has 3 columns:

- **Username:** displays a username of the web user;
- **Permission Level:** allows to set a permission level for the user;

Note: The permission level of the user is correlated with the permission level of schedules determined in the Visualization_configurator.xlsm file. If the user's permission level is lower than the schedule's required level of permissions, the schedule will not be displayed for this user after logging in to the visualization web server.

- **Comments:** allows to set new credentials for a user.

Note: In order to change a username, it is required to change password at the same time too.

At the bottom of the Web Users tab are two buttons to add and remove users. In order to add a user, enter a username, password, and permission level. Adding a new user in the iC Tool will automatically create a component named the same as the username and expand the user list in the User Manager view.

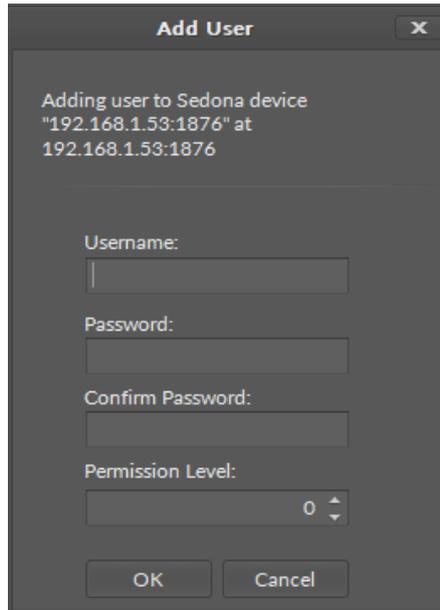


Figure 308. Dialog window for adding a web user

9.3.4 Alarm Service

The iC Tool provides a summary table of all the alarms registered in the controller. This table is presented in the Alarm Table view available at app -> service -> alarm -> alarmDb.

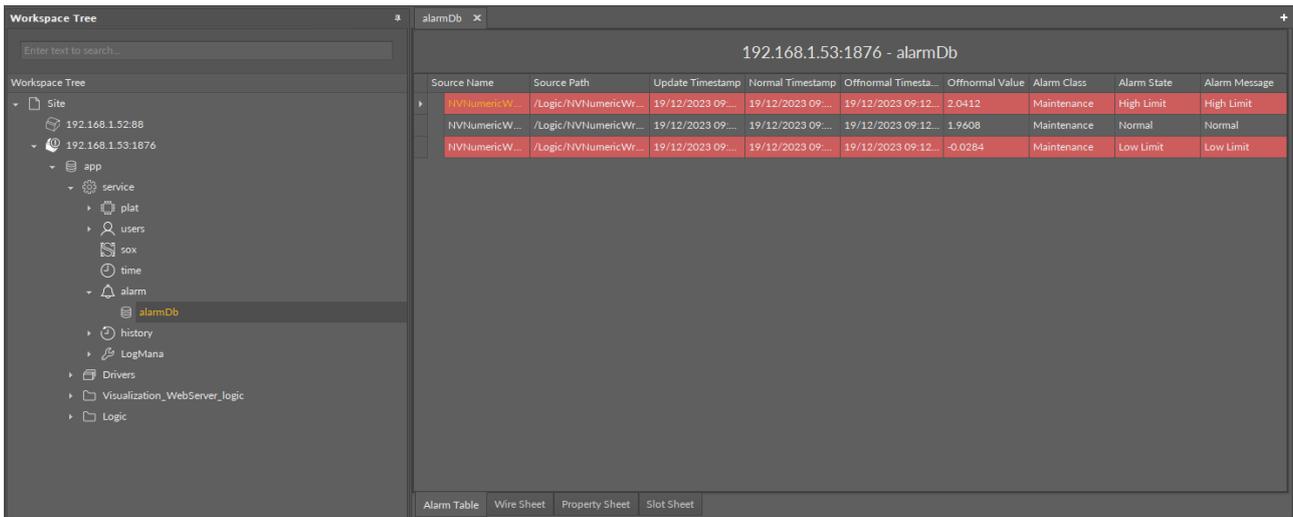


Figure 309. Alarm service

Once the Alarm Table view is opened, the iC Tool downloads a file with the registered alarms from the controller and displays its contents in a table. The table columns are defined as follows:

- **Source Name:** shows the name of the component, which generated the alarm;
- **Source Path:** shows the source component’s path;
- **Update Timestamp:** shows the time of the last update;
- **Normal Timestamp:** shows the time of switching to normal state after the alarm;
- **Offnormal Timestamp:** shows the time of switching to alarm state;
- **Offnormal Value:** shows the alarm value;
- **Alarm Class:** shows the alarm class;
- **Alarm State:** shows the alarm status;
- **Alarm Message:** shows the alarm message.

Warning!

The Alarm view is a non-editable view and its contents are read from the alarm file only while the view is loading.

9.4 Sedona Specific Views

For Sedona based devices, the iC Tool offers views that are tailored for the Sedona functionalities.

9.4.1 Schedule Weekly

In the iC Tool there are two components that allow to set schedules for specific events—the BooleanScheduleWeekly and NumericScheduleWeekly. Both offer a Schedule Weekly view, which facilitates setting a schedule, and a Special Events view, which allows to add special events to the schedule.

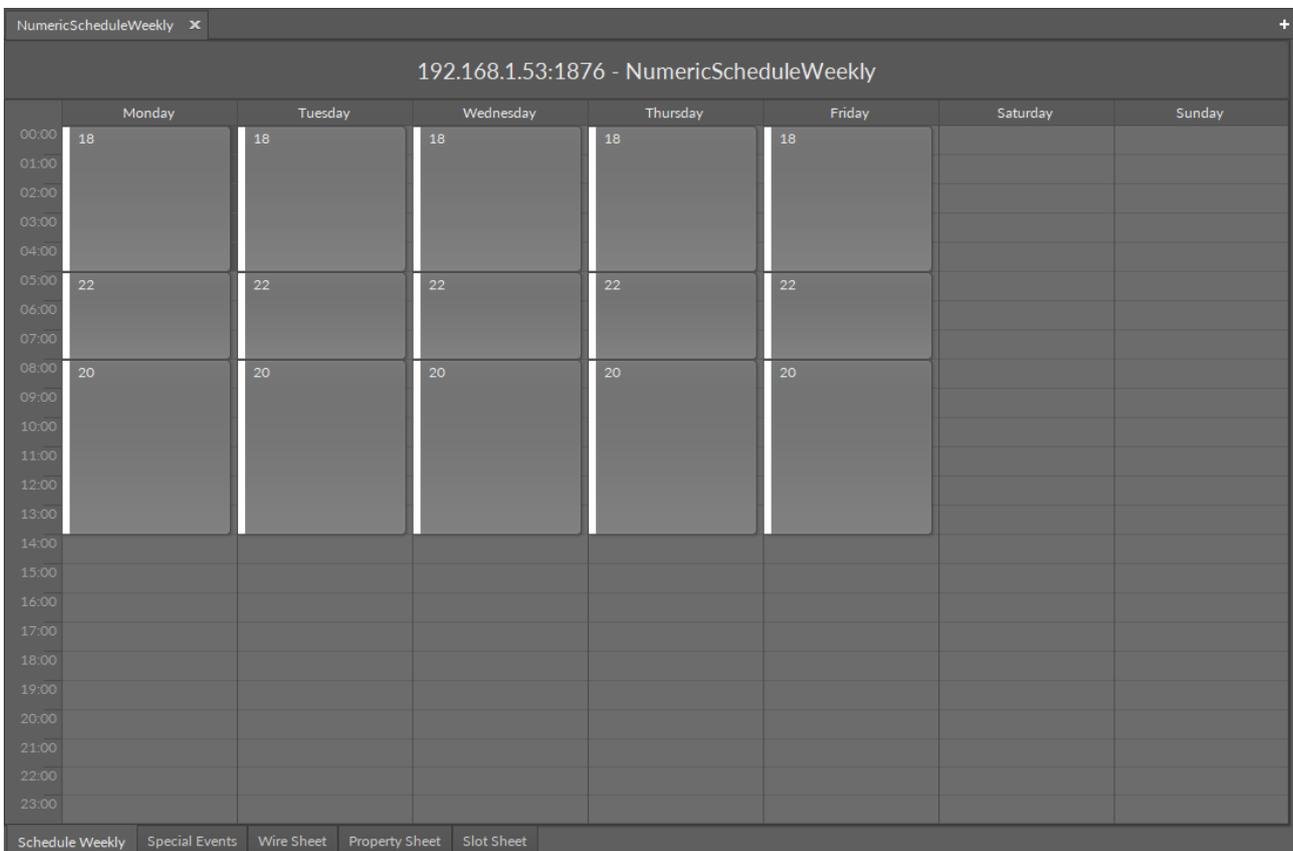


Figure 310. Schedule Weekly view

In order to open the Schedule Weekly view, double-click either one of the scheduling components. The Schedule Weekly view displays a one week view, each day divided by hours.

To set a schedule, first, set the required time interval. If the required time interval lasts for an hour or less, double-click on the required day and time, open the context menu, choose Add Event option, and enter the required value and time limit in the displayed dialog window. If the required time is longer than an hour, click and hold the click on the beginning of the required time interval and drag until the end of it. Open the context menu, choose Add Event option, and set the required value in the displayed dialog window.

In case no specific value is set for a given time interval, the default value is applied.

The example from the figure above shows the schedule, which may be read as a room temperature profile. From Monday to Friday, from 00:00 AM to 06:00 AM the set value is 18, and then it changes from 06:00 AM to 09:00 AM to 22. From 09:00 AM to 04:00 PM the set value is 20. After 04:00 PM the default value is applied.

Editing of the schedule involves selecting the required time interval and using the context menu. The context menu offers the following options:

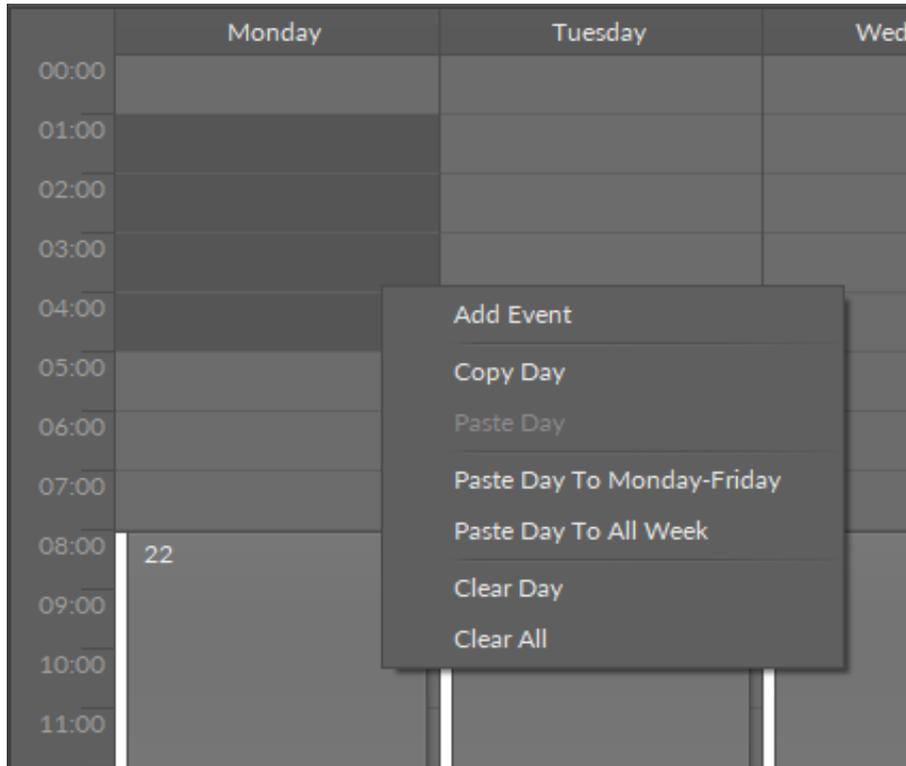


Figure 311. Context menu in the Schedule Weekly view

- **Add Event:** allows to create a new event, which means setting a required value to be applied in the define time. The Add Event option opens a dialog window:

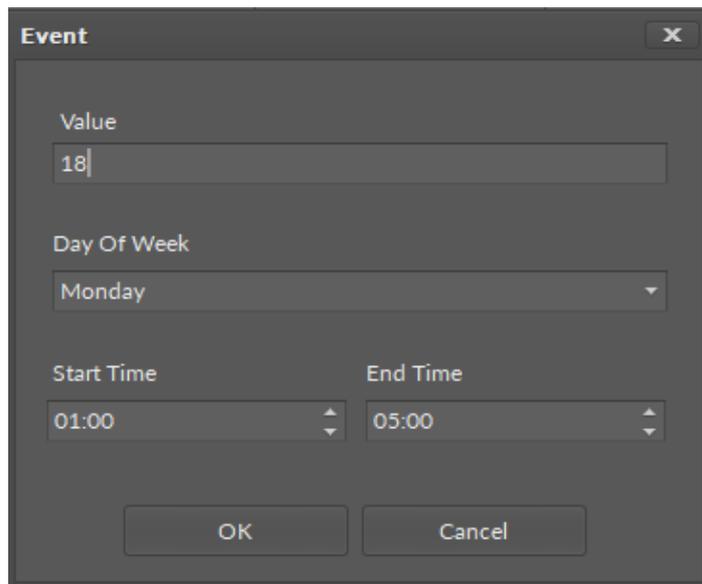


Figure 312. Add Event dialog window

The Value field allows to set a required value, depending on the scheduling component type, it is a numeric or Boolean value.

The Day Of Week field allows to adjust the starting day of the selected time interval.

The Start Time and End Time fields allow to adjust the selected time interval.

The event is created after confirming with the OK button in the dialog window. Now, on Monday, from 01:00 AM to 05:00 AM the setting will be 18.

	Monday	Tuesday
00:00		
01:00	18	
02:00		
03:00		
04:00		
05:00		
06:00		
07:00		
08:00	22	22
09:00		
10:00		

Figure 313. New setting in a schedule

- **Copy Day:** allows to copy all events of a day;
- **Paste Day:** allows to overwrite the selected day with the events copied from another day (Copy Day);
- **Paste Day To Monday-Friday:** allows to copy and overwrite all the events of selected day to all days from Monday to Friday;
- **Paste Day To All Week:** similar to the Paste Day To Monday-Friday option, but in this instance all days of the week will be overwritten;
- **Clear Day:** allows to remove all events of a day;
- **Clear All:** allows to remove all events from the schedule, regardless of which day the option was initiated on.

To edit of an already existing event:

- drag the event to a new time in a calendar;
- pull the upper or bottom border of the event, changing its beginning or ending hours

Note: The events cannot overlap during one day.

- double-click the event;
- open the event’s context menu and choose the Edit Event option.

The selected event may be removed using Delete button on the keyboard or choosing the Delete Event option from the context menu.

Note: All changes in the schedule are sent directly to the controller and are immediately taken into account in the application’s logic. It means that removing any event may result in a change of the application’s behavior due to the change of the schedule output parameter value.

While using the Schedule Weekly view, additional data are displayed in the Object Properties window:

- **Current Time:** shows the current time;
- **Current Output:** shows the current output value;
- **Default Value:** allows to set a default value, which is used in case no event is planned;
- **Next Event Value:** shows the output value of the next scheduled event;
- **Next Event Time:** shows the time when the next output value will be applied.

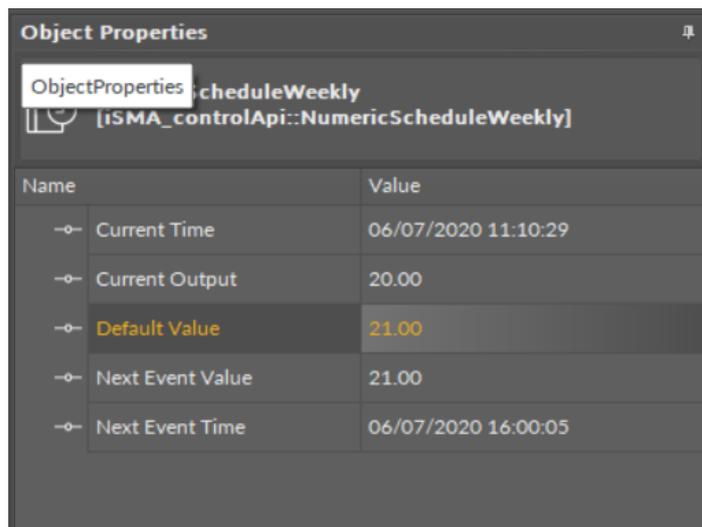


Figure 314. Object Properties view for scheduling components

Note: All settings, which are available in the Schedule Weekly view and the Object Properties window, can also be edited in the Property Sheet view.

Special Events

Apart from the Schedule Weekly view, the scheduling components have also the Special Events view available.

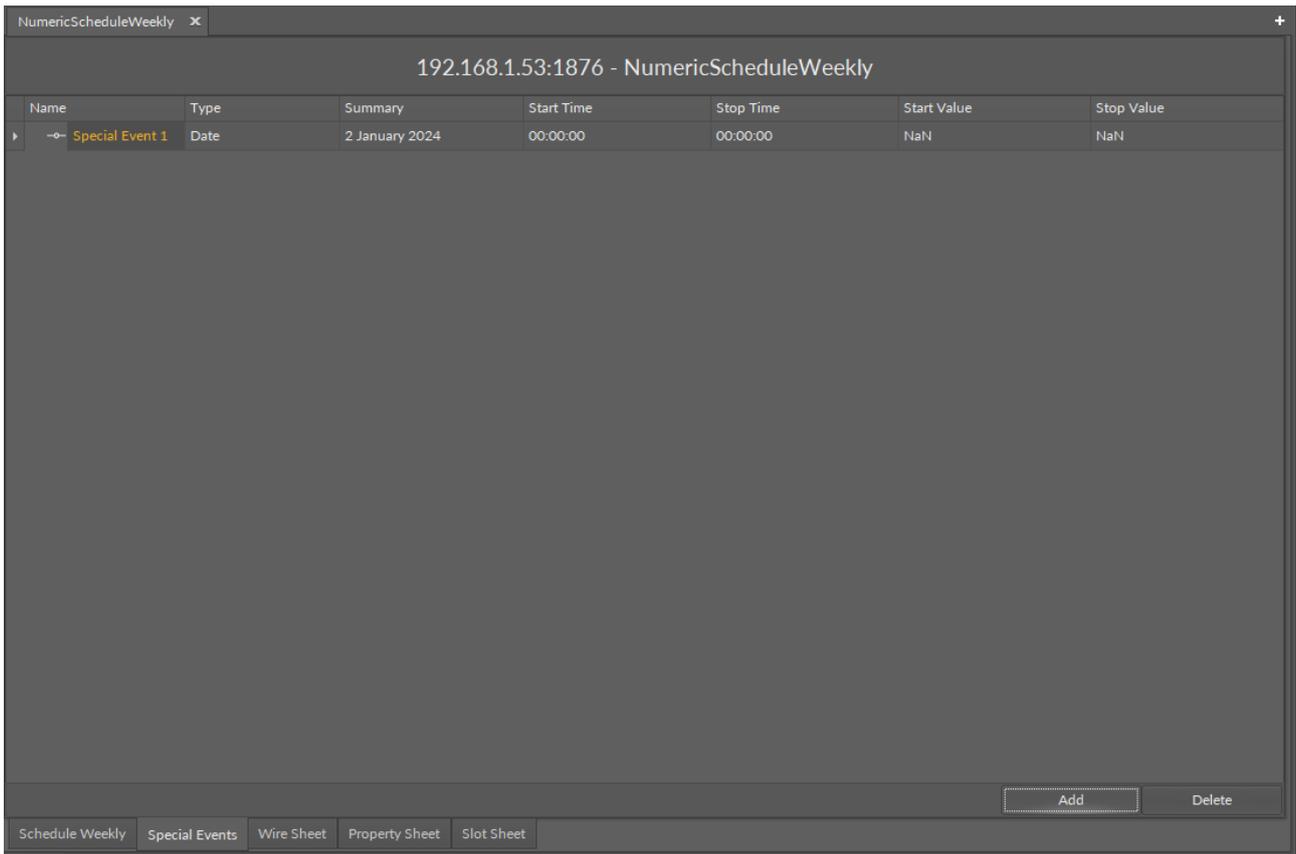


Figure 315. Special Events view

The Special Events tab allows to set individual events, which are not part of a weekly schedule. These events are not displayed in the Schedule Weekly view. They are added or deleted using the Add or Delete buttons at the bottom of the tab. The settings available for a special event are the following:

- **Type:** the setting edited in the Object Properties window; the special event can be set either for a specific date, the date range, or a specific week and day (this option allows also to select month which the special event will take place in);

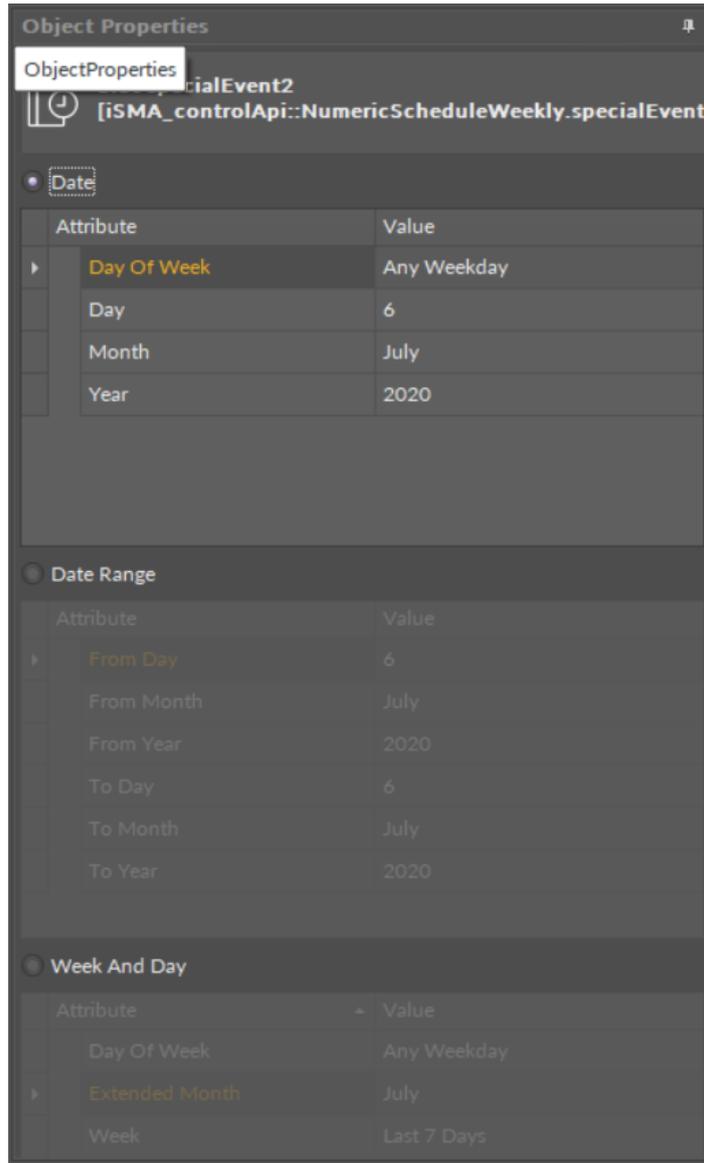


Figure 316. Special Event in the Object Properties window

- **Start Time:** the starting time for the special event;
- **Stop Time:** the ending time of the special event;
- **Start Value:** the starting value of the special event;
- **Stop Value:** the ending value of the special event.

9.4.2 Drivers Views

The iC Tool has specially designed tabular drivers views to make the work of adding and maintaining the devices working in the network and exchanging data among them as easy as possible. Predefined drivers views will be discussed based on an exemplary complex configuration of many networks and devices.

Tabular drivers views may be divided into 3 hierarchical segments:

- First segment is a table with the view of all drivers, that is networks. It is called Driver Manager. For example, the table shows the status of, among others, the following networks: localIO, ModbusAsync, OneWire, ModbusTCP, BACnet.

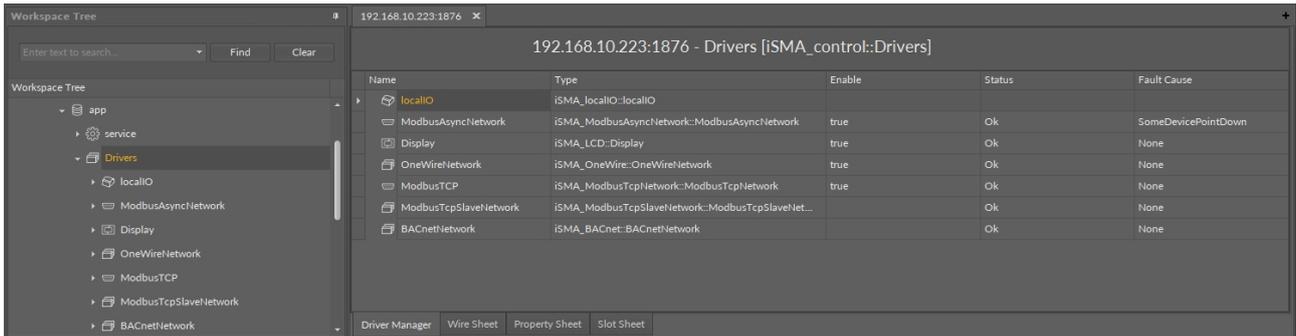


Figure 317. First segment of tabular drivers views

- Second segment shows the devices included in the network selected from the first segment. In the below example, the devices are 'MIX18' and 'Mini4I4O' for the network (driver)–ModbusTCP. The name of this view depends on the type of the chosen network, here it is the Modbus TCP Device Manager view.

Name	Enable	IP Address	Port Number	Device Address	Status	Fault Cause
MIX18	true	192.168.10.101	502	1	Ok	None
Mini4I4O	true	192.168.10.125	502	4	Ok	None

Figure 318. Second segment of tabular drivers views

- Third segment is a list of network points, which are variables allowing to read/record particular data from a particular device. In the below example, the digital points are RoomLight1-4, and they are read by the iSMA-B-4I4O device. The name of the views showing network points depends on the name of the device the data comes from, e.g., Modbus TCP Point Manager view.

Name	Enable	Address Format	Address	Poll Frequency	Out	Status	Fault Cause
RoomLight1	true	Decimal	272	Normal	false	Ok	None
RoomLight2	true	Decimal	273	Normal	false	Ok	None
RoomLight3	true	Decimal	274	Normal	false	Ok	None
RoomLight4	true	Decimal	275	Normal	false	Ok	None

Figure 319. Third segment of tabular drivers views

Generally, the three drivers views' segments described above may graphically be presented as follows:

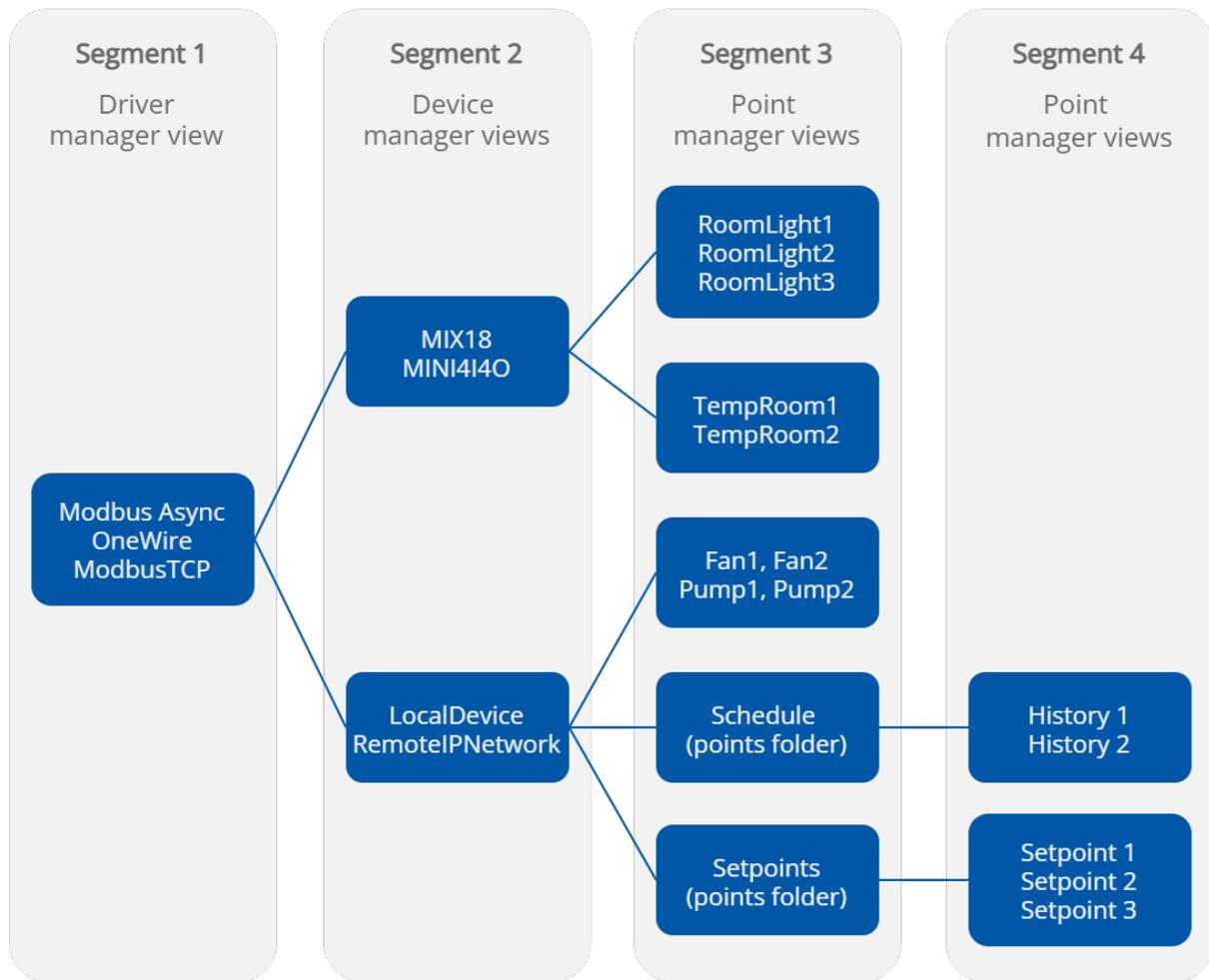


Figure 320. Driver views segments graphically

As depicted in the above diagram, network points may be grouped in network folders (Points Folder) and nested any number of times, which allows grouping and ordering large quantities of network points under a particular device (here, Schedule and Setpoints are folders grouping points History1,2 and Setpoint1,2,3, respectively).

The views construction of particular segments is very similar, so one type of table for each of the segments may display all the necessary data.

The next part focuses on how networks should be built based on devices distributed among Kits and points available in the iC Tool.

The further part focuses on how the XML configuration files are built and how the inbuilt tabular views for drivers views were defined. That knowledge may be used to build custom tabular views to expand drivers views with custom networks, devices, points, or to create completely new views for other application zones.

Using Drivers Views

This section shows how to add a network, devices and points, using built-in tabular views divided into segments.

Segment 1

To add a new network (driver) to the application:

- open a proper Driver Manager view available at app -> Drivers in the Workspace Tree;

- drag the required driver (component) representing the proper network from the Device Kits window;

Note: To make working with drivers views (but also device and point views) easier, the iC Tool filters components available to use in the Device Kits window, leaving only the ones, which can be added to the particular view. The figure below shows the open Driver Manager view with a list of available components in the Device Kits window. The list of components has been limited to these, which define networks, e.g., ModbusAsyncNetwork, ModbusTCPNetwork, ModbusTcpSlaveNetwork, OneWireNetwork, localIO, etc. The figure below shows the process of adding a driver ModbusAsyncNetwork to the Driver Manager view.

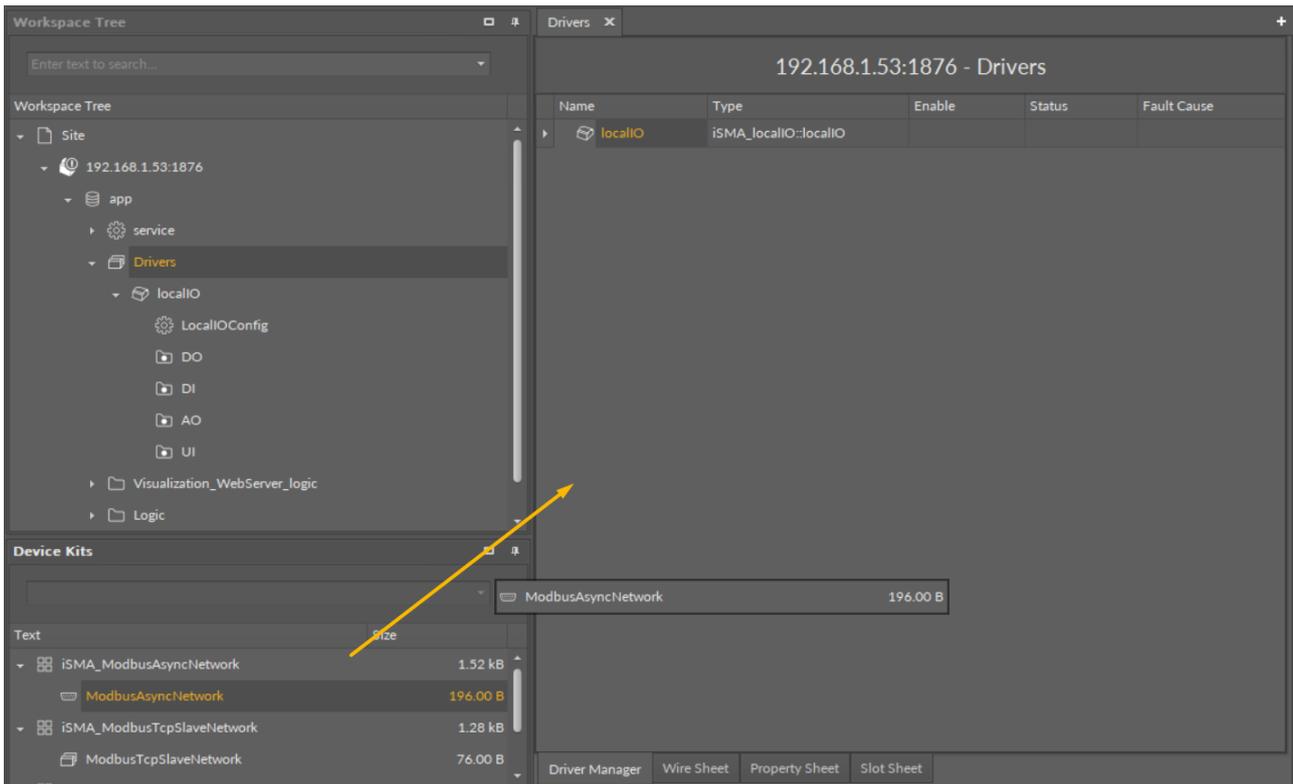


Figure 321. Adding a component to the Drivers view

- adjust the necessary settings for the added network—it is best to use the Object Properties window, which shows parameters of the added driver after it has been selected, see the figure below. A basic thing to set in the beginning is to enable the network using the Enable action in the Object properties window.

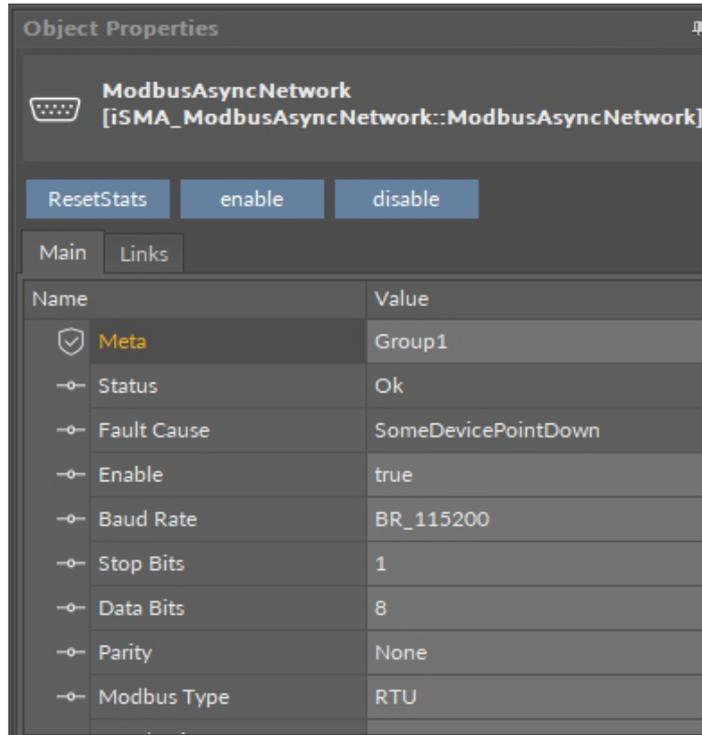


Figure 322. Object Properties of an added network

Warning!

Inactive disabled drivers are marked with gray color, see the figure below.

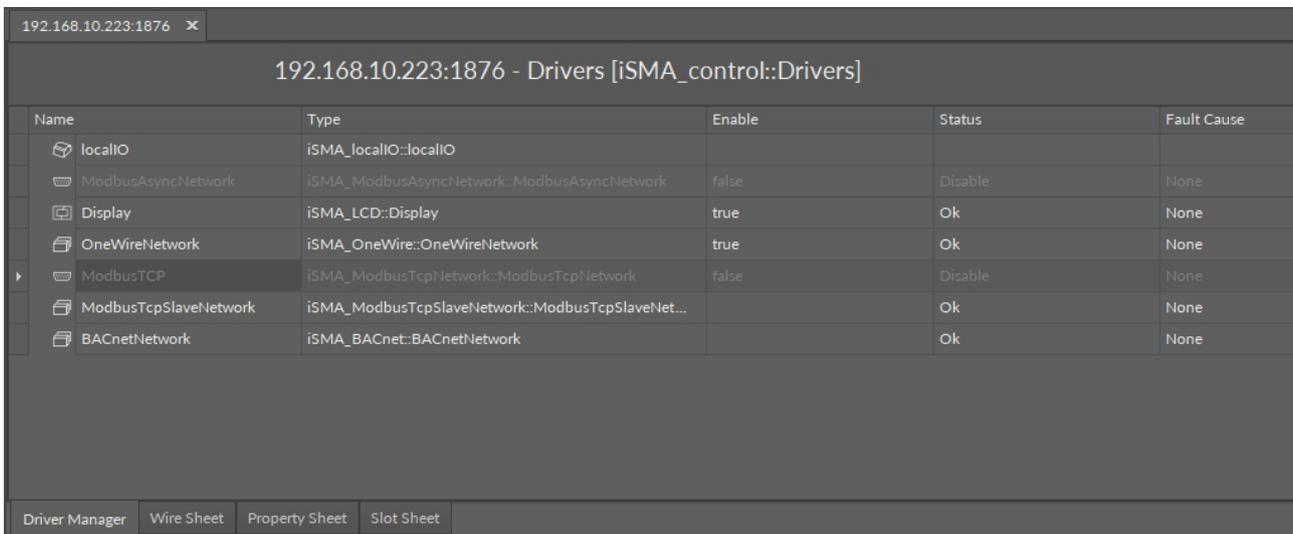


Figure 323. Disabled network view

Segment 2

Next, it is necessary to add the devices to the ModbusAsyncNetwork, which are part of this network:

- double-click the added network (driver) and open the Modbus Async Device Manager view;
- drag the components representing device types installed in this network into the view. The figure below shows dragging the component representing the iSMADevice type of device.

Note: To make working with device views easier, the iC Tool filters devices, which support the selected communications network (ModbusAsync); in the example below the devices are: ModbusDevice and iSMADevice.

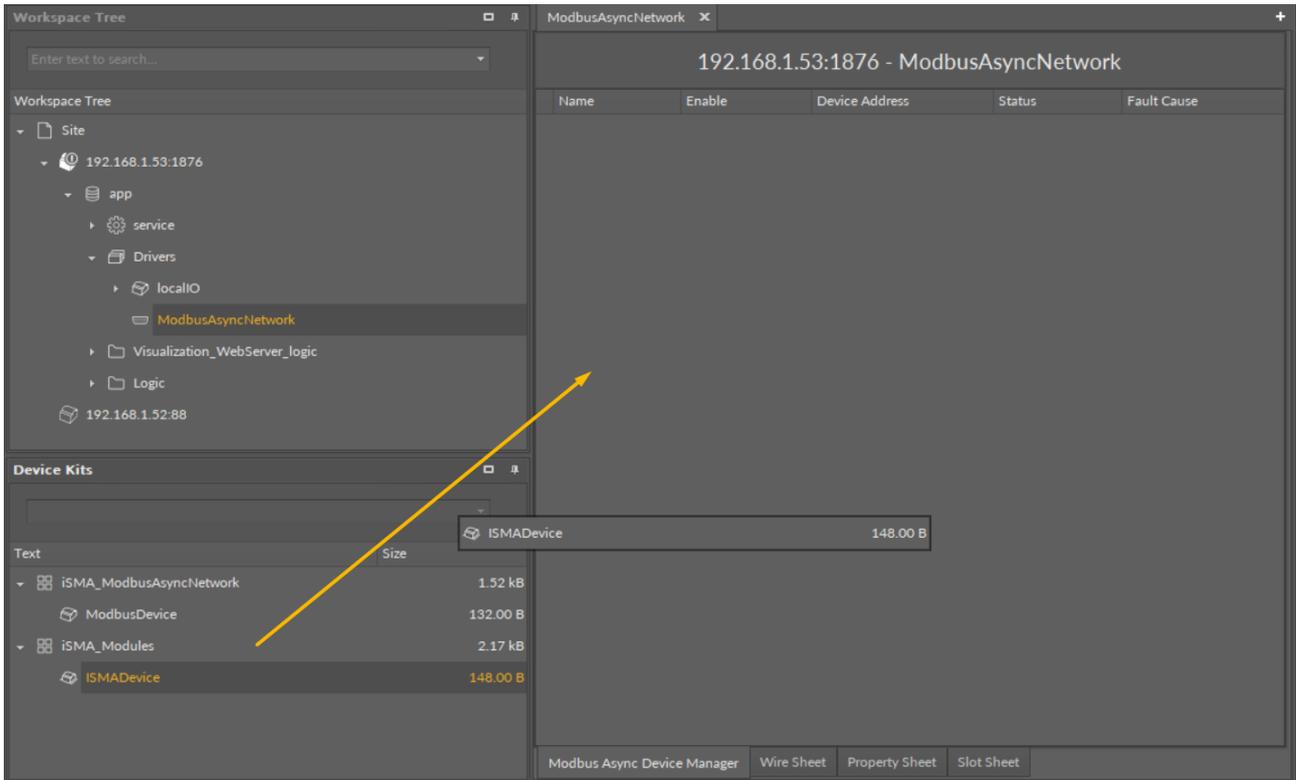


Figure 324. Adding a device to the network

- configure the device settings in the Object Properties window.

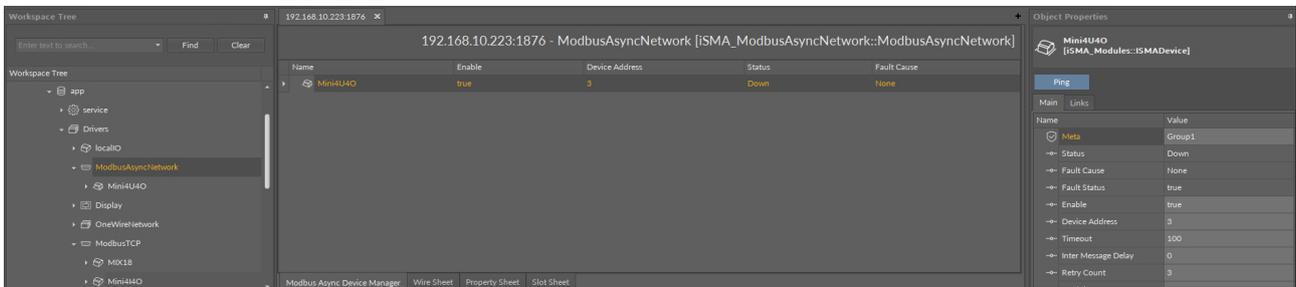


Figure 325. Configure the device in the Object Properties window

Warning!

Inactive devices are indicated by gray color, as shown in the figure below. To activate a device, the Enabled slot needs to be set to true using the Object Properties window.

Name	Enable	Device Address	Status	Fault Cause
Mini4U4O	false	3	Disable	None

Figure 326. Disabled device view

Note: Red color indicates faulty devices with Fault status, see the figure below.

Name	Enable	IP Address	Port Number	Device Address	Status	Fault Cause
MIX18	true	192.168.10.101	502	1	Fault	NetworkDisabled
Mini4U4O	true	192.168.10.125	502	4	Fault	NetworkDisabled
Training	true		502	1	Fault	NetworkDisabled

Figure 327. Faulty devices view

Segment 3

Next, add network points to the defined device, so the application in the controller will be able to read and record data from/to an external device:

- open the Modbus Async iSMA Module Point Manager view double-clicking the freshly added device;

This time as well, the component list in Device Kits is limited to those, which cooperate with the selected device. Besides typical read and write points (here components with N and B icons), there is also a component of another type, the ModulesFolder, see the selected folder in the figure below.

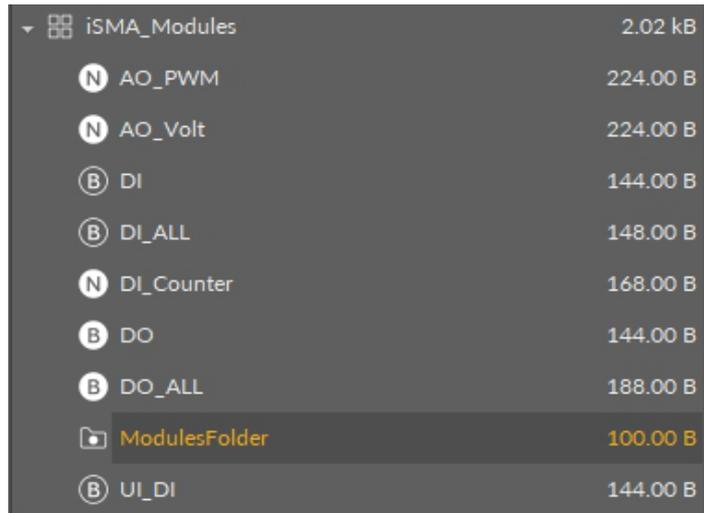


Figure 328. ModulesFolder container

The ModulesFolder is a container (folder) allowing to group the network points. It may be nested in the third segment views any number of times. The figure below shows the process of adding the UI_Temp network point to the iSMA-B-4U40 device.

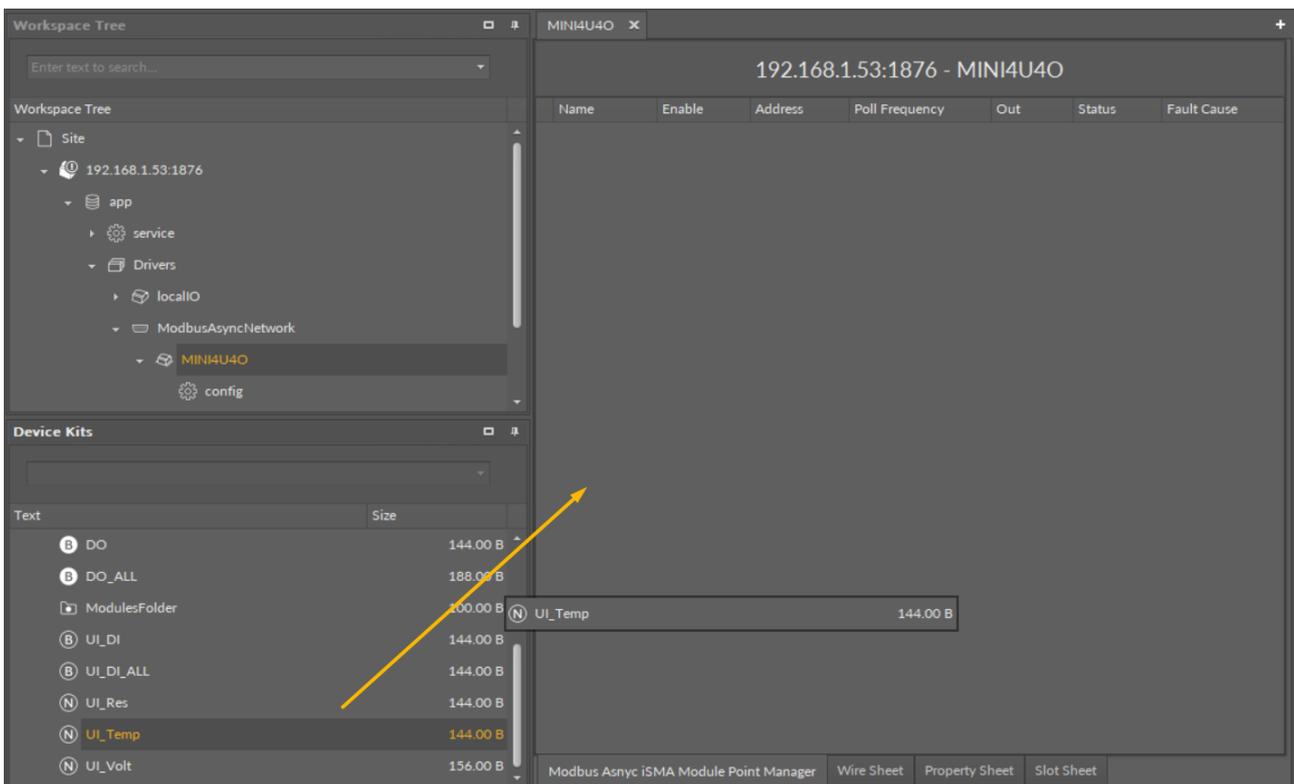


Figure 329. Adding a network point to the device

Warning!

To determine which device the particular network point belongs to, or which network it belongs to, the access path (figure below) is displayed above the Main window in the upper part of the screen. This dependency is also visible in the Workspace Tree.

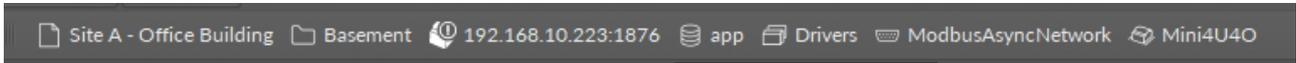


Figure 330. Device and network points dependency

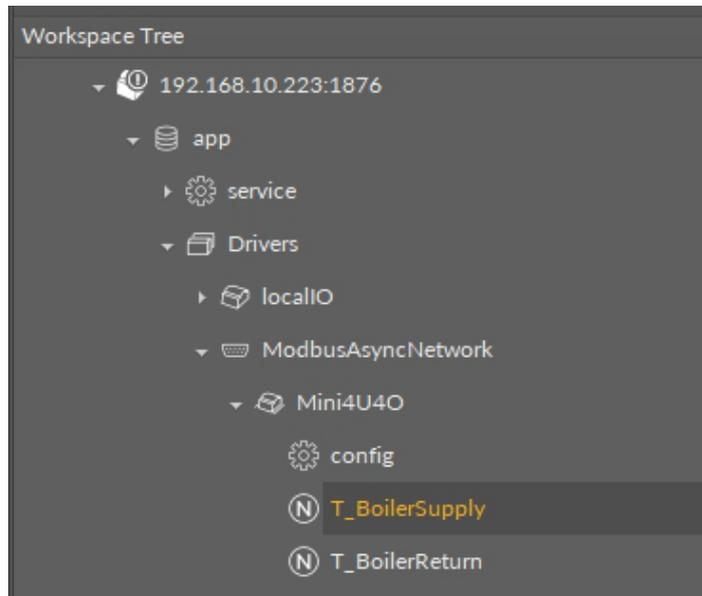


Figure 331. Device and network points dependency

configure the parameters required for each of network point separately, e.g., the address, in the Object Properties window.

Warning!

Red color indicates faulty points with 'Fault' status, see the figure below.

Name	Description	Address	Out	Status	Fault Cause
T_BoilerSupply		UI1	0.0	Fault	DeviceDown
T_BoilerReturn		UI2	0.0	Fault	DeviceDown

Figure 332. Faulty network points view

After successfully configuring the network points parameters, its device, and network, which the device works in, the current value will be read by the network point.

The process described above needs to be performed repeatedly for every network, every device in network, and all required network points.

Modbus CSV Export

For Modbus TCP and Modbus Async slave networks, an additional view is available—the Modbus Export CSV view. The view lists all points in the network with the following parameters and allows to export the list to a CSV file:

- name;
- description;
- address format;
- address;

- information if the point writable or not;
- data type;
- bit number.

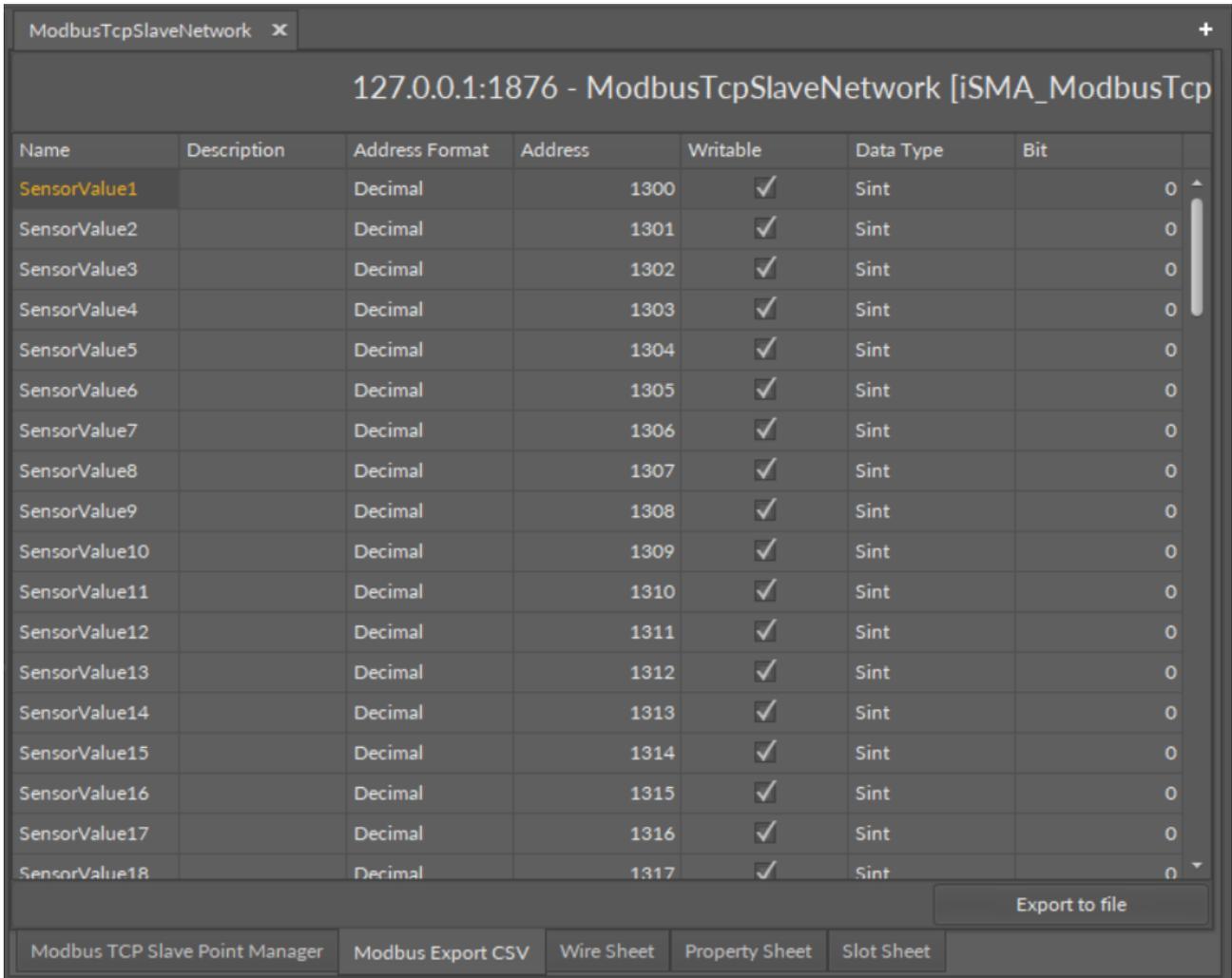


Figure 333. Modbus Export CSV view

To export the list, click the Export to file button. Exported file can include all data or specific columns:

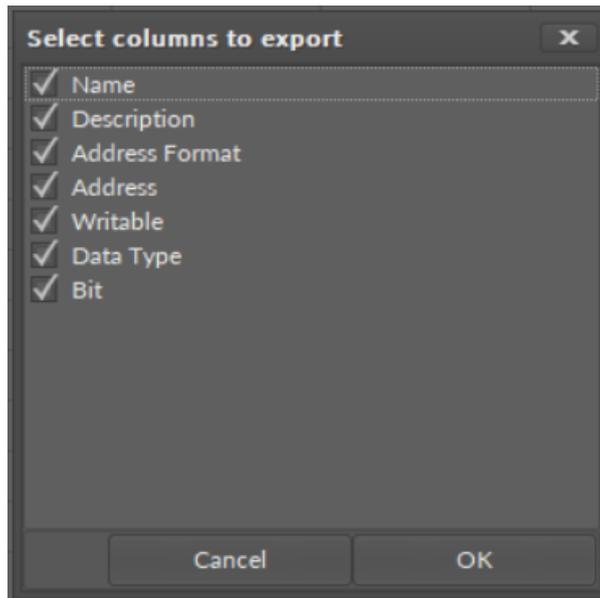


Figure 334. Selecting columns to export

Press OK to confirm, and the file is downloaded automatically.

9.4.3 Slot Sheet

A Slot Sheet view displays a list of slots of a selected component. It is not a dynamic view—the values of component’s slots are read once, when the Slot Sheet is opened, and there is no possibility to edit them.

The Slot Sheet view provides information about the slots of the selected component such as slot type, slot variable type, and slot facet interface.

The slot list contains all component’s slots, including hidden slots which are not visible in the Wire Sheet view. For the LeadLag component the number of slots presented in the Slot Sheet view is much higher than visible in the Wire Sheet view (see the figure below).

Name	Type	Facets
meta	sys::int	[config]
status	sys::int	[range=Ok,Auto,Hand,HandAuto,Alarm,AlarmAuto,AlarmHand,AlarmHandAuto,Fault,...]
faultCause	sys::byte	[range=None,Bad_Parent,Duplicate_Component, readonly]
UI1Type	sys::int	[range=Disable_Resistance, Temperature_10K3A1, Temperature_10K4A1, Temperature_1...
UI2Type	sys::int	[range=Disable_Resistance, Temperature_10K3A1, Temperature_10K4A1, Temperature_1...
UI3Type	sys::int	[range=Disable_Resistance, Temperature_10K3A1, Temperature_10K4A1, Temperature_1...
UI4Type	sys::int	[range=Disable_Resistance, Temperature_10K3A1, Temperature_10K4A1, Temperature_1...
UI5Type	sys::int	[range=Disable_Resistance, Temperature_10K3A1, Temperature_10K4A1, Temperature_1...
UI6Type	sys::int	[range=Disable_Resistance, Temperature_10K3A1, Temperature_10K4A1, Temperature_1...
UI7Type	sys::int	[range=Disable_Resistance, Temperature_10K3A1, Temperature_10K4A1, Temperature_1...
UI8Type	sys::int	[range=Disable_Resistance, Temperature_10K3A1, Temperature_10K4A1, Temperature_1...
UI1MeasureVoltage	sys::bool	[allowNull=false, config]
UI2MeasureVoltage	sys::bool	[allowNull=false, config]
UI3MeasureVoltage	sys::bool	[allowNull=false, config]
UI4MeasureVoltage	sys::bool	[allowNull=false, config]
UI5MeasureVoltage	sys::bool	[allowNull=false, config]
UI6MeasureVoltage	sys::bool	[allowNull=false, config]
UI7MeasureVoltage	sys::bool	[allowNull=false, config]
UI8MeasureVoltage	sys::bool	[allowNull=false, config]
UI1Filter	sys::int	[unit=second, min=0, config, max=60]
UI2Filter	sys::int	[unit=second, min=0, config, max=60]
UI3Filter	sys::int	[unit=second, min=0, config, max=60]
UI4Filter	sys::int	[unit=second, min=0, config, max=60]
UI5Filter	sys::int	[unit=second, min=0, config, max=60]

Figure 335. Slot Sheet view

9.5 Custom Tabular View

The iC Tool allows each user to define individual tabular views for any component by defining an individual .xml file.

In such case the Tabular view is available beside main views of each component, which are the Wire Sheet, Property Sheet, and Slot Sheet.

The Tabular view filters subordinate components (children) making it much easier to work with complex applications composed of many components (children) of different types.

In a situation when a folder-type component (parent) has many different components, under it, including, for example, NV components, the Tabular view facilitates searching for the required components. Without the Tabular view it would be necessary to identify required components among many other components, and view their values in the Object Properties window. By defining one .xml file properly it is possible to create an individual Tabular view for each type of component in the iC Tool (it will list only the required type of components). For example, such view would be filter all NV components.

iSMA CONTROLLI wants the user to be able to create tabular summaries of components according to his individual needs, without the need to delegate it to iSMA CONTROLLI.

Each view created that way will require following characteristics to be defined:

- Tabular view name;
- Types of components for which the tabular view will be displayed;
- Types of components, which will be displayed in tabular view along with their common slots.

The figure below shows an example of a tabular view filtering NV components. While working with a view defined this way (here named 'NVValuesManager'), the iC Tool limits the number of components available in the Device Kits window, making it easier to add proper components to the view. After switching to other view (choosing a tab for other views), the Device Kits window will return to normal working mode displaying all components available in the device.

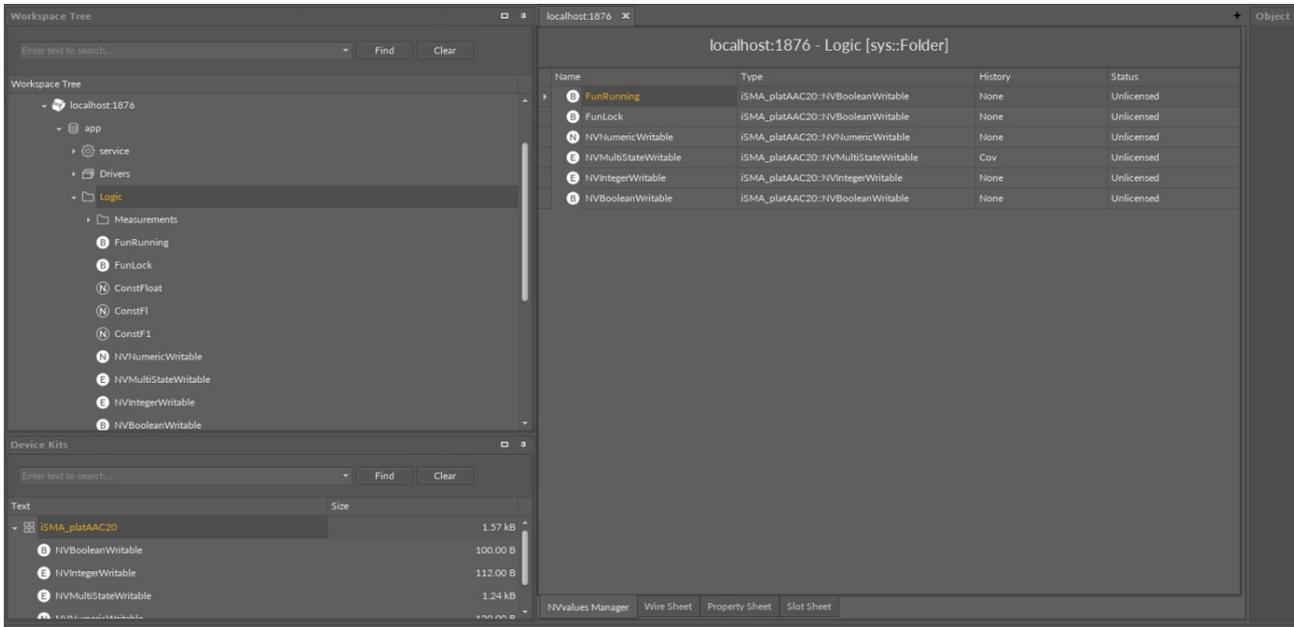


Figure 336. Custom table view

The iC Tool provides properly configured tabular views for all the devices from the iSMA family, which are described in detail in the next chapter.

9.5.1 Creating Custom Tabular View

The iC Tool allows to define the view contents as well as compatible (fitting) components through configuring a proper .xml file. This approach allows the iC Tool user to build required views for any type of component in the application.

The .xml configuration files need to be placed in the iC Tool main folder under /home/CustomTableViews folder.

By default the folder includes the following files created for tabular drivers views:

- one drivers.xml file—defining all drivers (networks) available in the iC Tool;
- [driver name]DeviceManager.xml or [driver name]NetworkManager.xml files—defining the look for a particular driver (device) view;
- [Driver name]PointManager.xml files—defining the look of network points for a particular device.

The .xml files have the following tags, which meaning is necessary for proper construction of any tabular views:

- <ViewName>Driver Manager</ViewName>—defines the name of the view connected to the settings in remaining tags;

```
<ViewName>Driver Manager</ViewName>
```

Figure 337. Creating custom table view

- <ForcomponentTypes>-defines the names of components, for which the particular view will be used. This means that for components defined within this tag, one of the assigned views will be a view defined by <ViewName> tag;

```
<ForComponentTypes>
  <ForComponentType>iSMA_control::Drivers</ForComponentType>
</ForComponentTypes>
```

Figure 338. Creating custom table view

- <Filtercomponents>-defines the names of components, which will appear in the table on the defined view and limits the number of components shown in the Device Kits window;

```
-----
<FilterComponents>
  <FilterComponent>iSMA_BACnet::BACnetNetwork</FilterComponent>
  <FilterComponent>iSMA_DALI::DALINetwork</FilterComponent>
  <FilterComponent>iSMA_localIO::localIO</FilterComponent>
  <FilterComponent>iSMA_LCD::Display</FilterComponent>
  <FilterComponent>iSMA_ModbusAsyncNetwork::ModbusAsyncNetwork</FilterComponent>
  <FilterComponent>iSMA_ModbusTcpNetwork::ModbusTcpNetwork</FilterComponent>
  <FilterComponent>iSMA_ModbusTcpSlaveNetwork::ModbusTcpSlaveNetwork</FilterComponent>
  <FilterComponent>iSMA_obix::Obix</FilterComponent>
  <FilterComponent>iSMA_OneWire::OneWireNetwork</FilterComponent>
  <FilterComponent>iSMA_p2p::P2pNetwork</FilterComponent>
  <FilterComponent>iSMA_MBus::MbusIpNetwork</FilterComponent>
  <FilterComponent>iSMA_MBus::MbusLocalNetwork</FilterComponent>
  <FilterComponent>iSMA_platFCU::SlaveNetwork</FilterComponent>
  <FilterComponent>iSMA_platFCU::localIO</FilterComponent>
  <FilterComponent>iSMA_BACnetMasterSlave::BACnetMasterSlaveNetwork</FilterComponent>
</FilterComponents>
```

Figure 339. Creating custom table view

- <Columns>-a group of settings allowing to read particular slots from components assigned to particular view along with the name replacing the name of the slot;

```
<Columns>
  <Column slotName="name" slotCaption="Name"/>
  <Column slotName="type" slotCaption="Type"/>
  <Column slotName="Enable" slotCaption="Enable"/>
  <Column slotName="status" slotCaption="Status"/>
  <Column slotName="faultCause" slotCaption="Fault Cause"/>
</Columns>
```

Figure 340. Creating custom table view

The following actions need to be taken to extend the offered tabular drivers views with custom networks, devices; and points:

- In 'drivers.xml' file extend the list <Filtercomponents> with component type defining new network (driver) unless such network has already been entered.
- Duplicate any existing '.....DeviceManager.xml' file to define the devices view and optionally change the file name.
- Open newly created file, change the name of the view under the tag <ViewName> and properly edit the definition inside the tags: <ForcomponentTypes>, <Filtercomponents> and <Columns>.
- Duplicate any existing '.....PointManager.xml' file to define the points view for a particular device and optionally change the file name .

- Open newly created file, change the name of the view under the tag <ViewName> and properly edit the definition inside the tags: <ForcomponentTypes>, <Filtercomponents> and <Columns>.

Close and restart the iC Tool, as the iC Tool checks drivers views definitions only on start-up.

Warning!

A thorough description of tags is also available in the drivers.xml file. Getting to know it will allow proper configuration of this and other .xml files.

Warning!

The iC Tool reads all .xml configuration files for tabular views only during start-up, and if an error is found in the .xml file syntax, it will display a proper information in the Console.

9.6 iSMA-B-AAC20 Simulator

Thanks to the iC Tool software, the iSMA-B-AAC20 device can be programmed in the offline mode using the iSMA-B-AAC20 simulator.

The latest simulator is available in the latest AAC20 software bundle.

Windows compatibility – Simulator is an application intended for Windows operating system only, and can be run on Windows 7, 8, and 10 series.

9.6.1 Scope of Simulator's Actions

Scope of Actions in Managers:

- Application Manager and License Manager: full functionality;
- Kit Manager: not supported (view mode only).

Scope of Actions in Services:

- Plat: all options functioning (working on localhost, some options are set to output values);
- Users: adding, removing, and editing of users functioning;
- Sox: all options are configurable and saved;
- Time: all options are configurable and saved;
- Alarm: all options are configurable and saved;
- History: all options are configurable and saved;
- Drivers: not available;
- Logic:
 - Sys: all options functioning;
 - iSMA_ControlAPI: all options functioning;
 - iSMA_Control: scope of options is limited in regards to integer elements, which are set to a minimum value and cannot be configured;
 - iSMA_platAAC20: not implemented in the simulator;

9.6.2 Saving the Modified Simulator App File

This procedure describes how to stop the simulation and save the modified app.

Steps

- In the Objects Properties, click the Application Manager to launch the tool.
- In the Application Manager view, click the Get App option to save the application, and click Update.

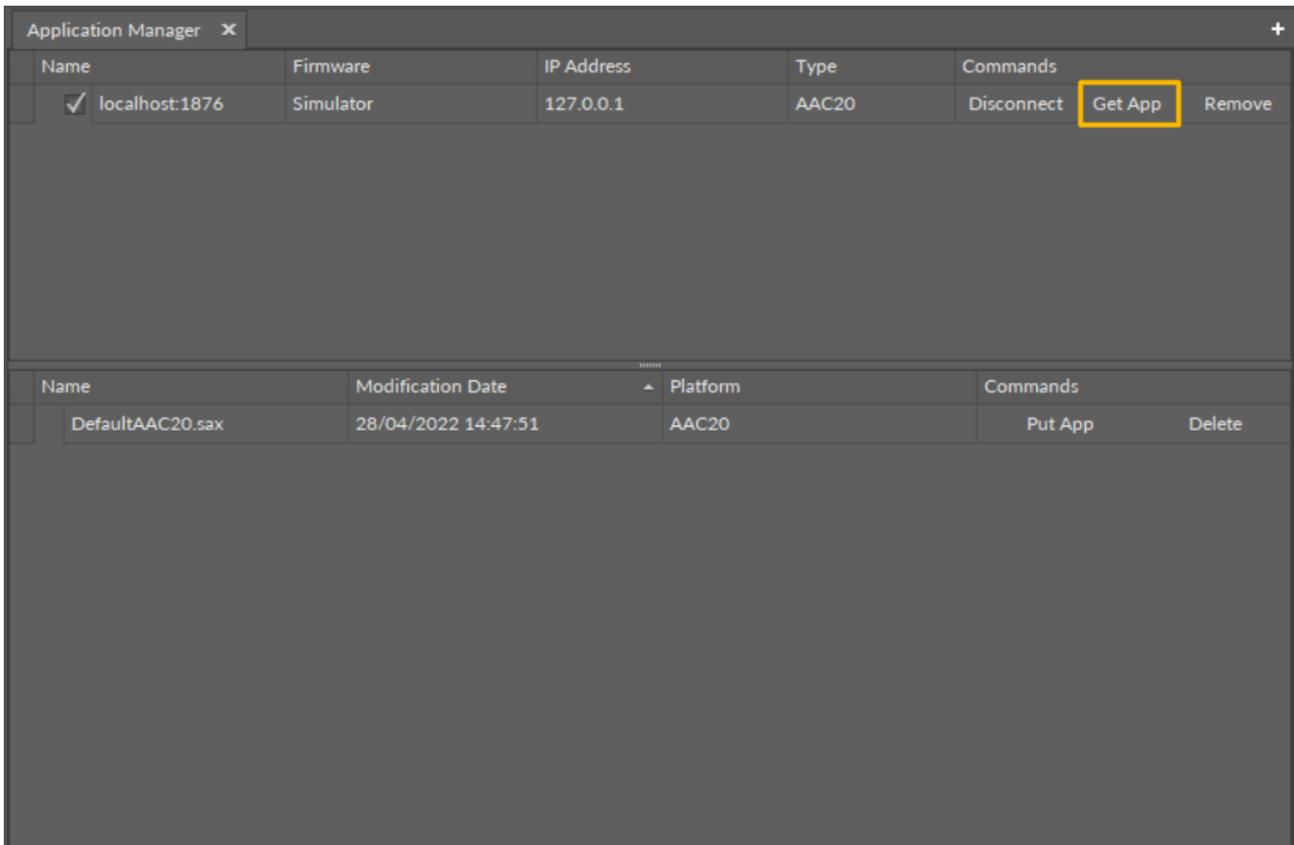


Figure 341. Saving application

- The modified app has been saved successfully to a selected location.

9.6.3 Running App on a Simulated Device

The Sedona Device Simulator tool lets to run a Sedona app on the iC Tool as a simulated device using the Sedona device vendor-supplied simulator, SVM (Sedona Virtual Machine).

This procedure describes how to run an app in the Sedona Device Simulator.

Start

- Run a "run" bat file from a Simulator folder to launch the simulator program:

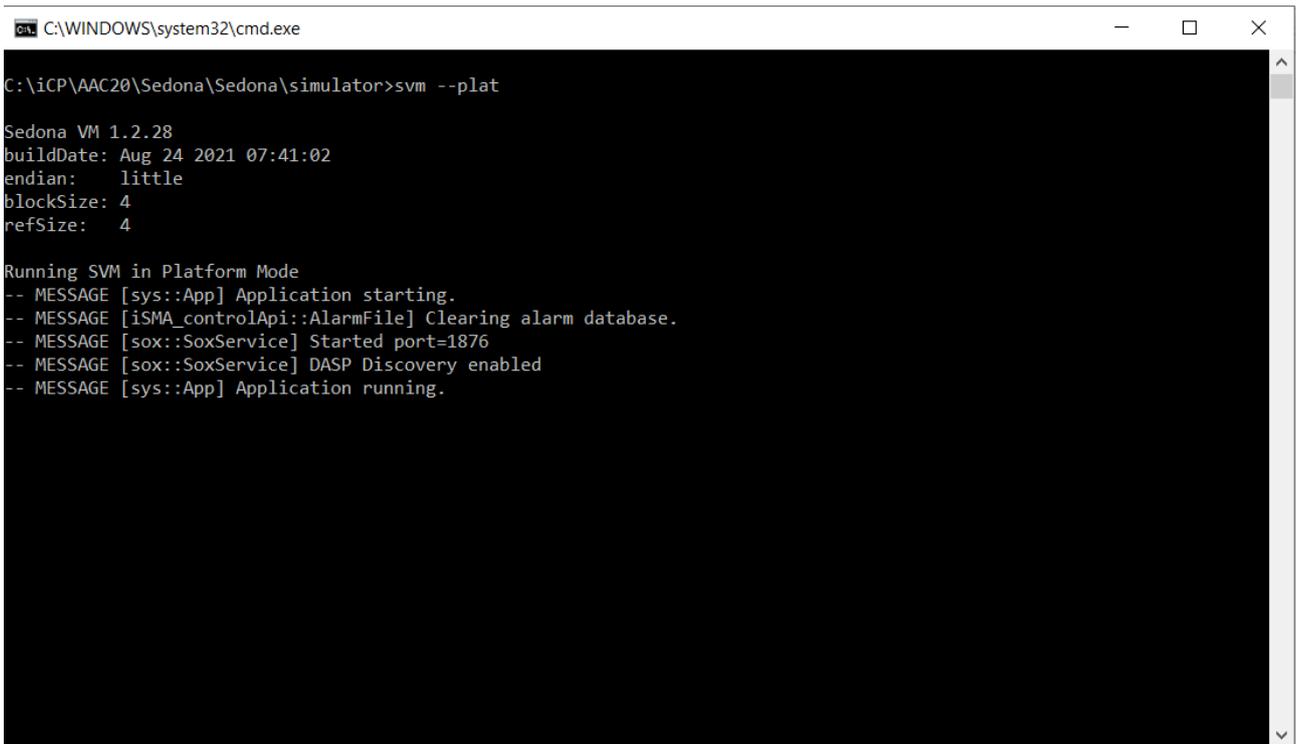


Figure 342. Launching the simulator

- Open a direct Sox connection using a localhost in the iC Tool. Select Add Device.

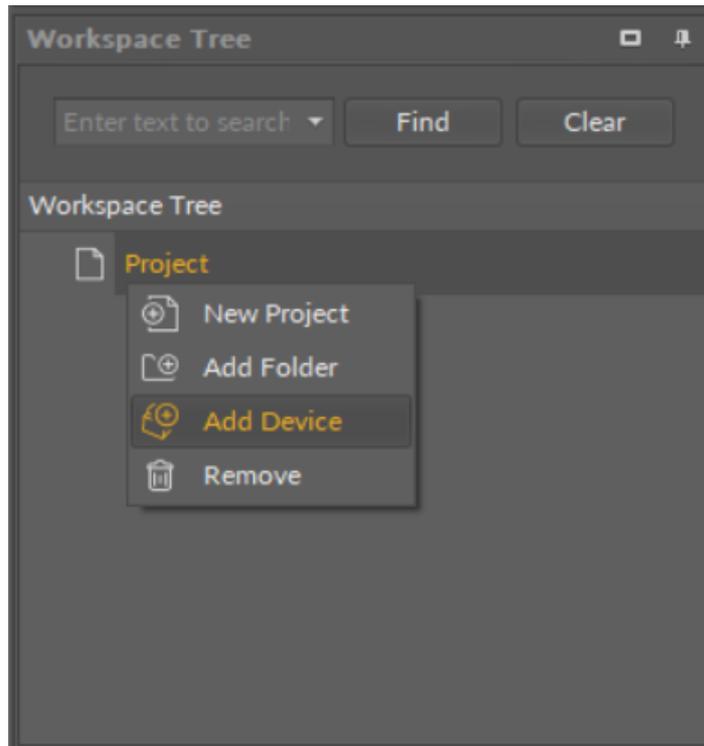


Figure 343. Add device

- In the Connect dialog box, for Host IP, enter: localhost. In the Authentication window, in the Username and Password fields, enter the credentials used in the new app file that has been created, and click Finish.

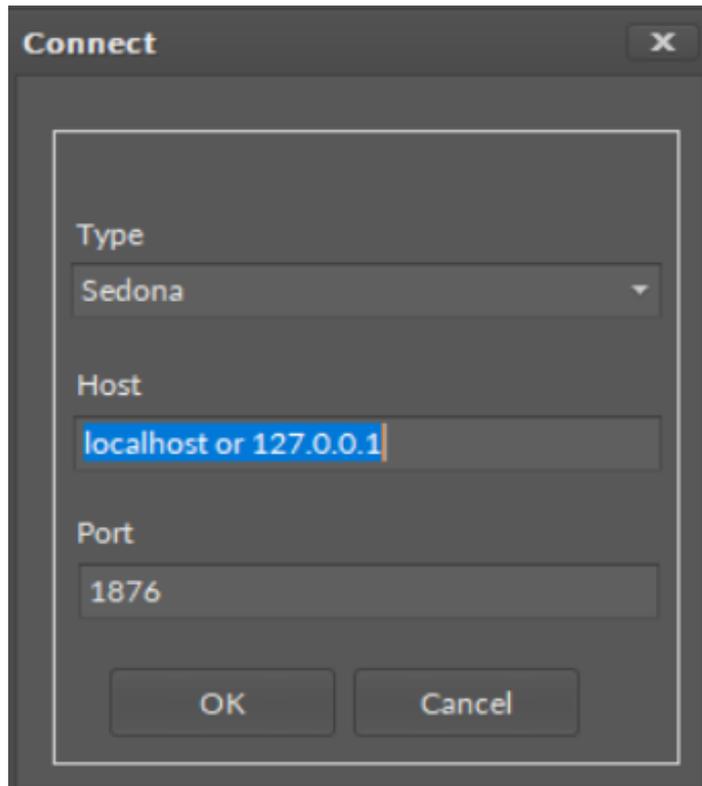


Figure 344. Connect dialog window

If the sample app is used on the sample simulator, the default credentials should be entered: Username: admin, Password: <blank>.

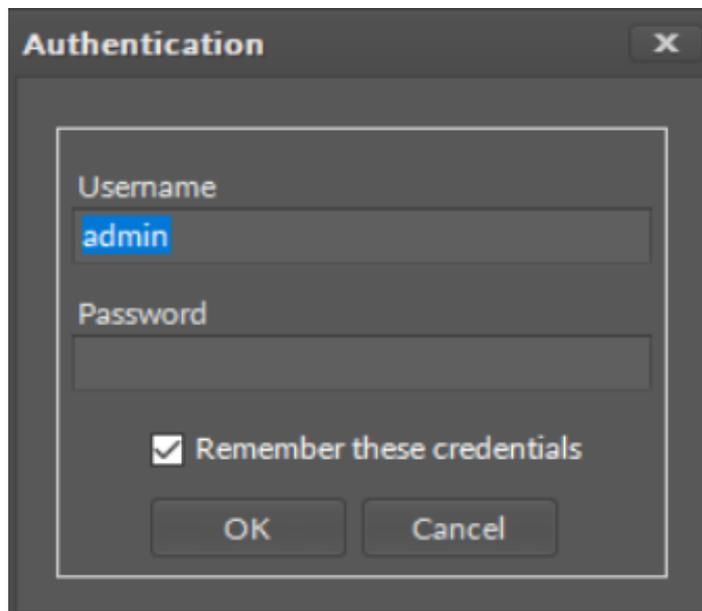


Figure 345. Authentication dialog window

- Once connected, a direct Sox session is established with a connection to the app running in the simulated device:

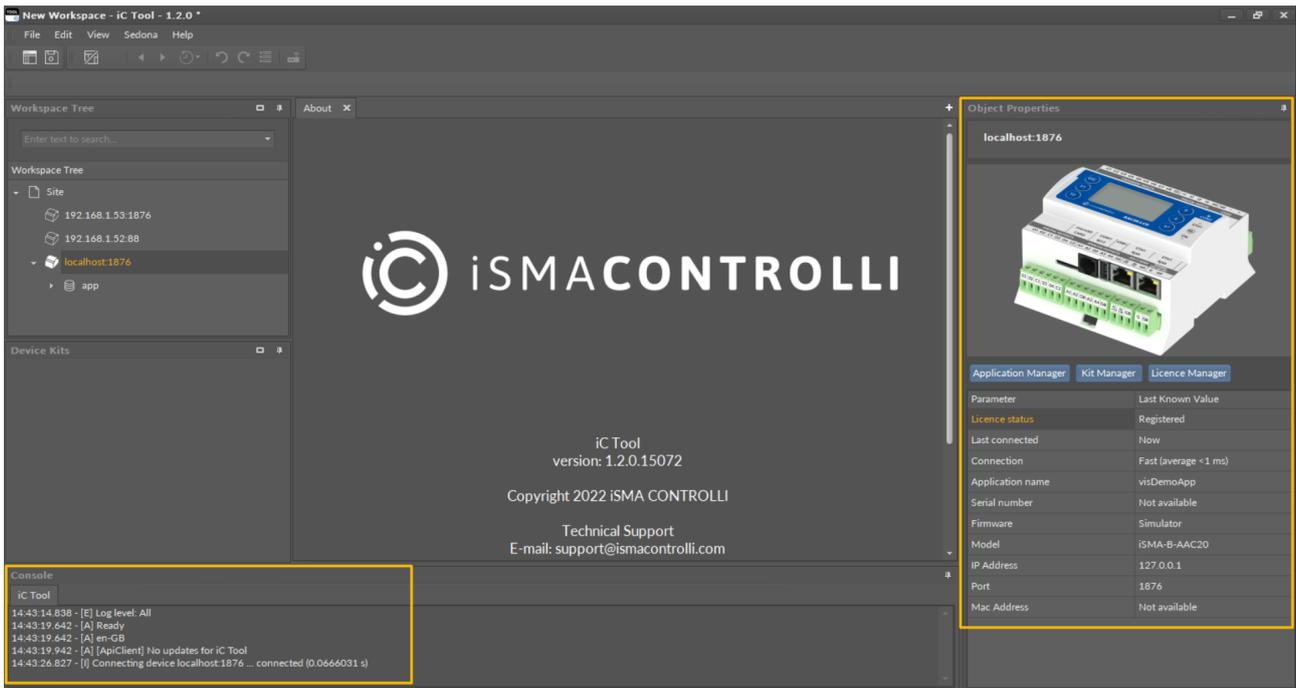


Figure 346. Connected simulator

9.6.4 Making Changes to the App Running on a Simulated Device

This procedure provides an example of making changes in the app running on a simulated device using the Kit Manager tool under the device to add a kit to the app.

Requirements

- The app must be successfully running in the device simulator.
- There is a running Sox connection to the app currently executed on the simulated device.

Steps

- In the Objects properties, click the Kit Manager to launch the tool.
- In the Kit Manager view, click the checkbox to select the kit, and click Update.

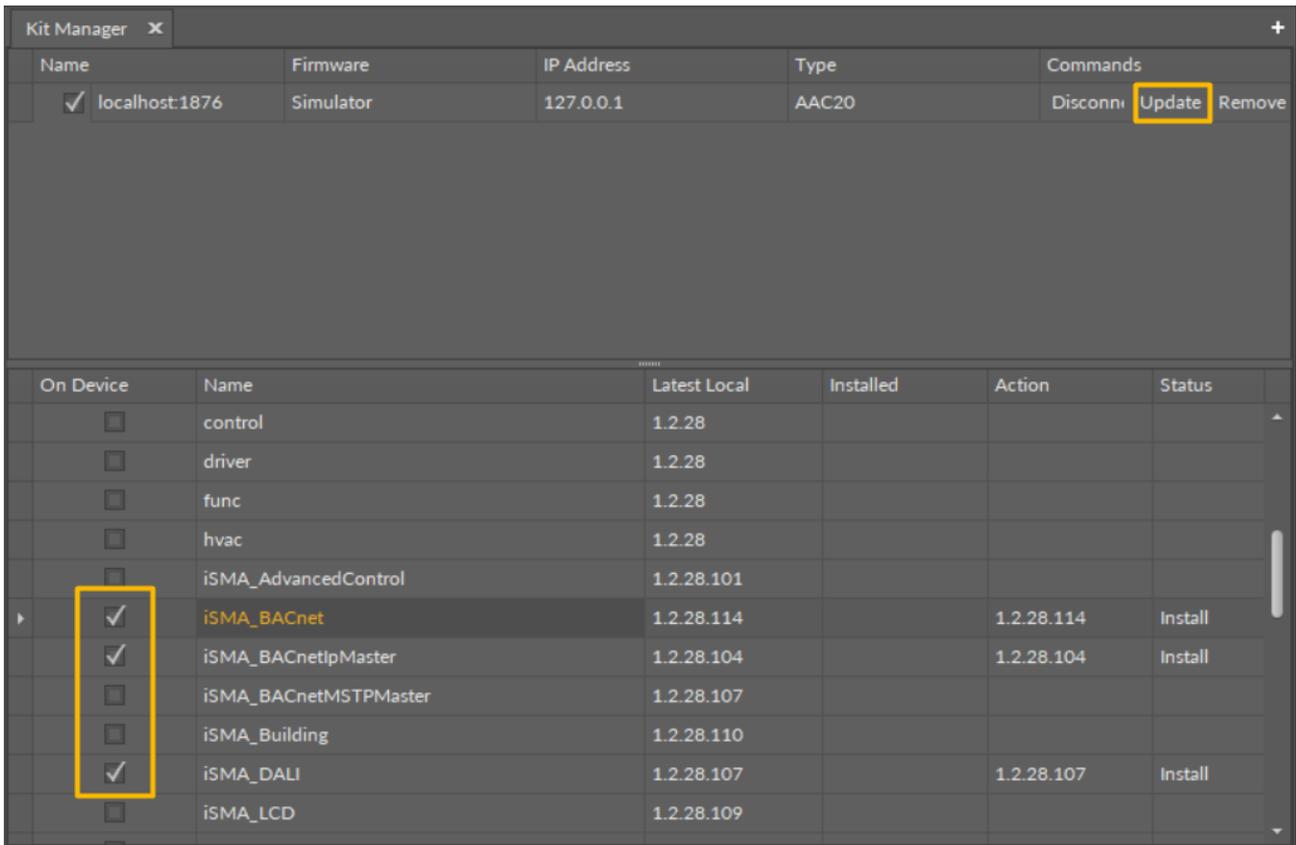


Figure 347. Installing new kits in the Kit Manager

- When kit changes have been successfully completed, the simulator automatically restarts and connects.

9.7 iSMA-B-FCU in the iC Tool

This section describes how to control the iSMA-B-FCU device in the iC Tool.

9.7.1 Software Requirements for iSMA-B-FCU in the iC Tool

The iC Tool requires a connection with the iSMA-B-FCU using a dedicated software, the FCU Updater. The latest software can be downloaded here: [Download Center](#).

Windows Compatibility

The FCU Updater is an application intended for Windows operating system only, which can be run on Windows 7, 8, and 10 series.

Warning!

To use all features of FCU Updater the latest Oracle Java 32-bit is required.

Please, download the latest Java software from Oracle Download website first.

9.7.2 SOX Protocol for Connecting iSMA-B-FCU with iC Tool

In order to establish a connection between the iSMA-B-FCU controller and iC Tool, the SOX connection needs to be opened.

The SOX function allows online programming of the iSMA-B-FCU controller (real time). The controller must be connected directly via a USB cable. The SOX button is always enabled each time the USB cable is connected directly to the iSMA-B-FCU controller and opening of any project is not required.

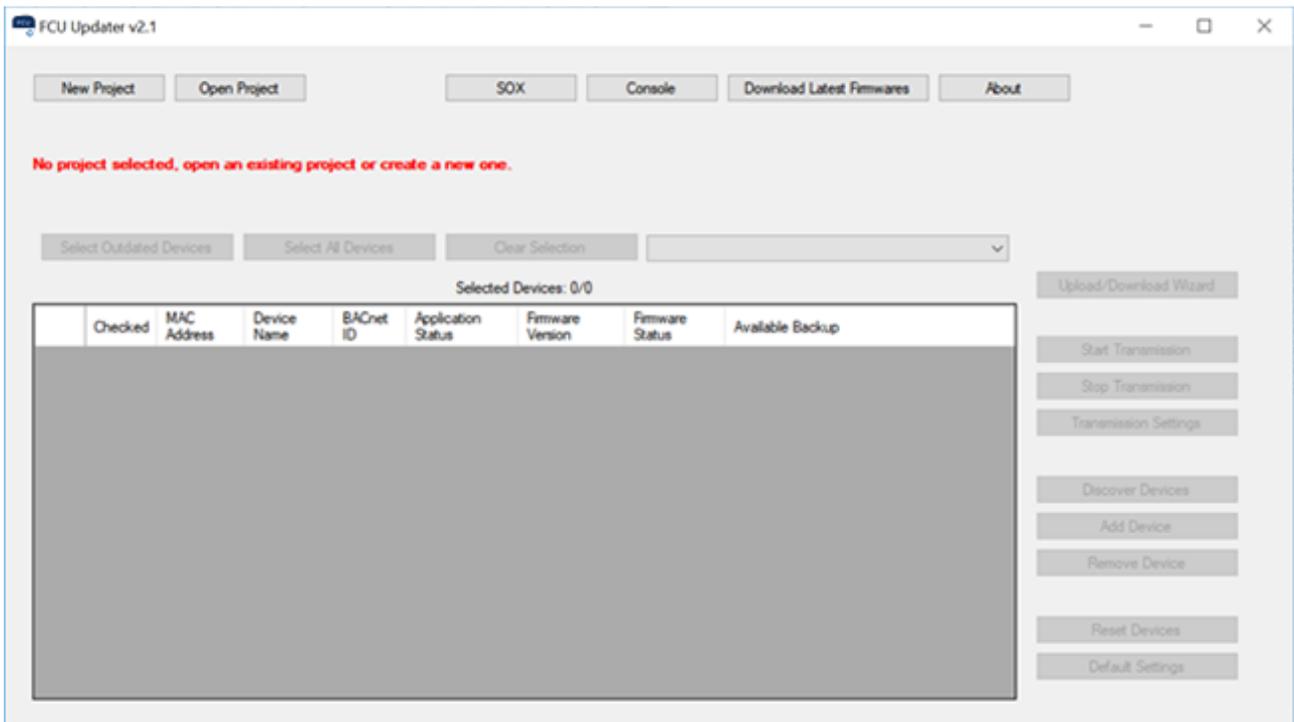


Figure 348. Opening SOX protocol

The SOX button guides the user to the next window, where the SOX protocol can be started by pressing the 'Begin Communication' button. After starting the communication to the connected controller, the User can edit or build the application inside the iSMA-B-FCU controller by using the iC Tool software.

The SOX window has the following communication parameters:

- Port: port number (usually 1876) used by SOX protocol;
- Begin Communication button: start SOX communication. It is recommended to open SOX communication with the iSMA-B-FCU controller before running the iC Tool software;
- Stop Communication button: stop SOX communication.

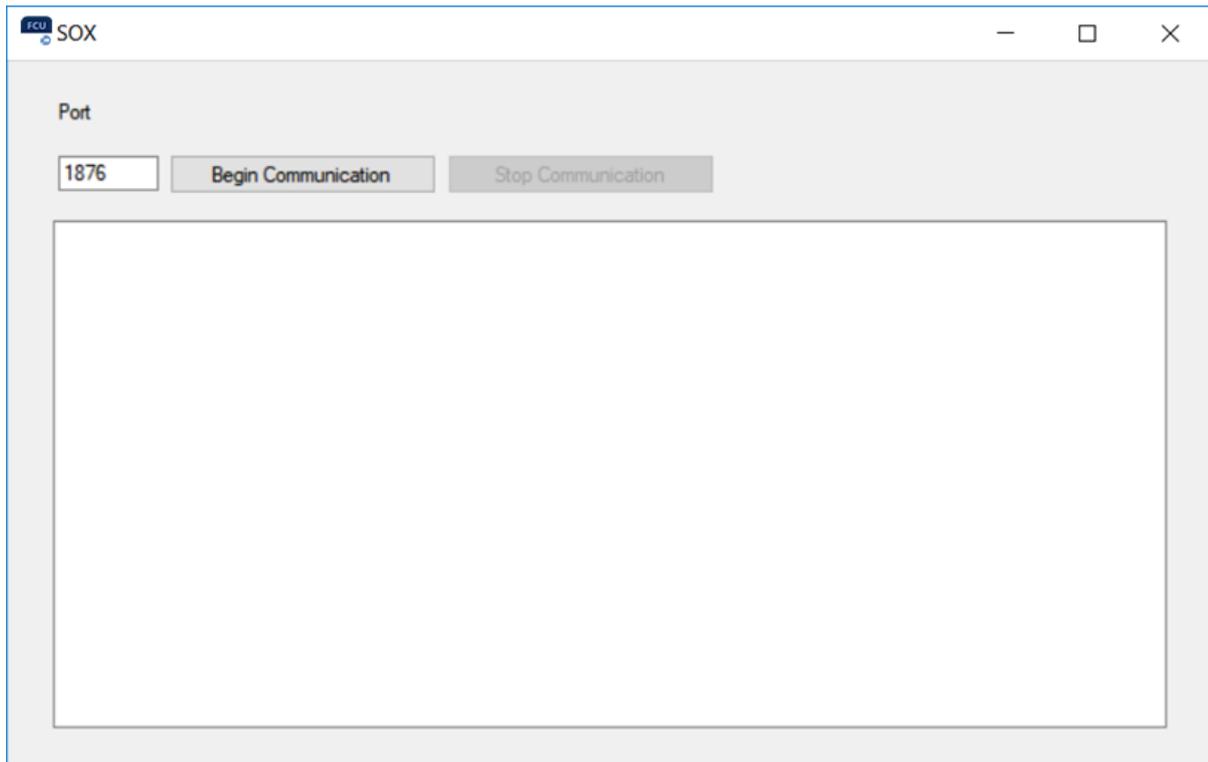


Figure 349. SOX protocol console

Note: Only one instance of the SOX protocol console can be opened at a time. If the SOX button in the main application window is disabled, the SOX protocol console has been already opened, and probably it is hidden somewhere under other windows on the user's screen.

If all the above actions have been performed, the communication via SOX protocol can be established with the iSMA-B-FCU controller using the iC Tool software.

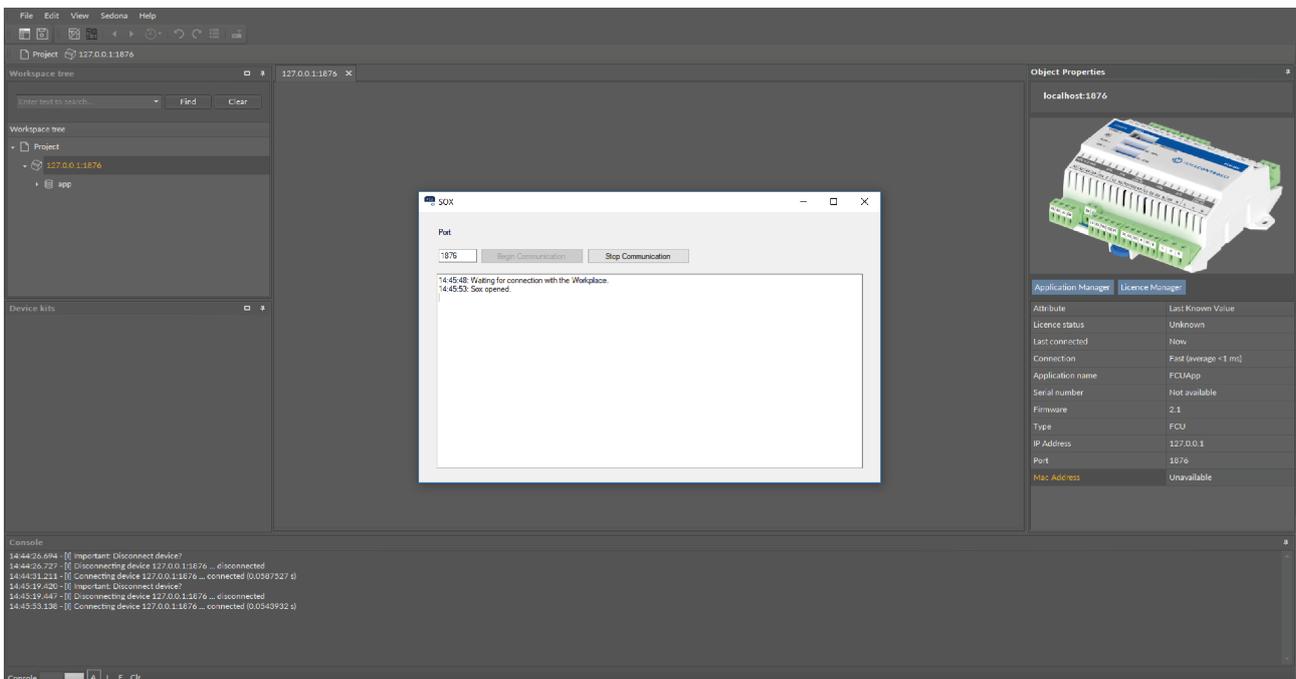


Figure 350. Open communication between iSMA-B-FCU device and iC Tool

Note: A complete iSMA-B-FCU controller programming manual is available here: <https://icdocs.ismacontrolli.com>.

10 Keyboard Shortcuts

Shortcut	Description
Ctrl + N	New workspace (creates a new workspace on Workspace Tree)
Ctrl + O	Opens a dialog window to choose a *.itw file saved earlier (Workspace)
Ctrl + S	Save changes in the Workspace Tree window tree to a defined workspace in *.itw file. Does not apply to saving data in controller.
Ctrl + Q	Exiting iC Tool with confirmation of the intent to leave
Ctrl + C	Copying of selected components
Ctrl + V	Pasting of the components copied with (Ctrl + C) option
Ctrl + D	Duplication of selected components. The option does not overwrite what was remembered during (Ctrl + C) copying.
Delete	Removal of selected elements (component and/or links)
Ctrl or Shift	The keys allow to select components and links selectively. Ctrl adds the chosen element, and Shift defines a set of added elements.
Ctrl + N	Creates new Workspace Tree window for new projects
Ctrl + T	Opens a new tab
F	Rescales all components on the Wire Sheet view to see the all on the screen
Ctrl + mouse wheel	Zooms the Wire Sheet in/out
Ctrl + A	Selects all objects on active view
F11	Hides/shows all other windows to make main screen as large as possible
F12	Restores previous windows position and size before used F11 option
Ctrl + Tab	Changes focus to next window within opened windows in the iC Tool
Ctrl + Shift + Tab	Changes focus to previous window within opened windows in the iC Tool
Tab	Navigates to the next object in the current tree or list
Shift +Tab	Navigates to the previous object in the current tree or list

PageUp/ PageDown	Jumps to the first/last object in the current tree or list
Ctrl + F	Uses a filter on an active view
F2	Renames selected object
F10	Changes focus to the main menu with a possibility to navigate between menu items
Ctrl + P	Prints/exports current view (option not available on all views)
Ctrl + Left/ Right	Expands/collapses the tree
Esc	Cancels current settings
Enter	Accepts current settings
Alt + F4	Exits the iC Tool with a prompt pop-up
Ctrl + Z	Undoes previous action on components
Ctrl + Y	Redoes previously undone action on components
Alt + Left/ Right	Navigates a history view
Alt + Shift + Left/Right	Shows a history view flyout panel

Table 3. Useful keyboard shortcuts