

groov VIEW USER'S GUIDE

Form 2027-210113—January 2021

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groov View User's Guide
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Contents

Chapter 1: Welcome	1
What is <i>groov</i> View?	1
Connecting Data and Users	2
Build your Operator Interface	2
View your Interface	3
Mobile Device Apps	3
Comparing Build Mode and View Mode	4
Products that Include <i>groov</i> View	5
System Requirements	6
About this Guide	6
In this Guide	6
Other <i>groov</i> Resources	7
Product Support	7
Chapter 2: Building a Project	9
Opening Build Mode on <i>groov</i> EPIC	9
Opening Build Mode on a <i>groov</i> Box	10
Opening Build Mode in <i>groov</i> Server for Windows	10
Building a Sample Project	11
Add a Page	12
Add a Device	13
Add Device Tags	14
Add Gadgets	14
Save the Project	17
View the Project on your Computer	17
Explore	17
Images	18
Round Gauge	19
What's Next?	20
Working with Pages	20
Adding Pages	20
Changing Page Properties	21
Page Size and Grid	22
Using the Page Stash	23
Deleting a Page	24

Renaming a Page	25
Duplicating a Page	25
Exporting and Importing Pages	26
Export a page	26
Import a page	26
Working With a Device	27
Adding an Opto 22 Controller	27
Updating a Strategy	29
Adding an Opto 22 I/O Unit	29
Updating Auto Tags	31
Adding OptoMMP Memory Map Addresses Manually	32
Adding a Modbus/TCP Device	33
Adding Modbus Tags Manually through <i>groov</i> View	36
Creating a Valid Modbus Tags Import File (CSV)	38
Exporting a Modbus Tags Import File (CSV)	41
Importing Modbus Tags from a CSV File	42
Adding an OPC-UA Server	43
Using Static Tags	45
Updating Static Tags	46
Using Dynamic Tags	46
Configuring the Windows Firewall for an OPC UA Server	49
Adding System Tags	51
System tags	52
Adding a Computed Tag	53
Creating a Computed Tag	53
Add Computed Tag Window	57
Managing Computed Tags	58
Adding a Data Store	59
Editing Device Information	60
Disabling Communication to a Device	61
Deleting a Device	62
Viewing Device Health	63
Adding Gadgets	64
Method 1: Add a Tag to a Gadget	64
Method 2: Add a Gadget to a Tag	65
Editing Gadgets	66
Resizing and Moving Gadgets	66
Configuring Gadget Properties	66
Properties and Layouts	67
Languages in Buttons and Labels	67
Cutting and Pasting Gadgets	67
Making a Gadget Visible Based on a Tag	68
Moving a Gadget to the Front or Back	68
Aligning Gadgets	68
Adjusting the Size of Multiple Gadgets	69
Optimizing Layouts	69

Chapter 3: Managing <i>groov</i> View	73
Managing User Access	73
Creating a User	74
Finding a Software User's API Key	76
Changing a User's Settings	76
Deleting a User Account	78
Managing User Groups	78
Changing a User's Password	79
Logging Out Users	80
Managing Images in the Image Library	80
Adding Images	80
Adding Images Directly to the Image Library	80
Adding an Image to a Gadget	81
Changing Image View	81
Changing an Image	83
Deleting an Image	83
Adding a Page Category	83
Deleting a Category	84
Renaming a Category	85
Viewing the Tags in Use	85
Viewing Log Messages	86
Changing the General Project Settings	87
Saving Your Project and Opening <i>groov</i> View	90
Backing Up and Restoring Your Project	90
Resetting your <i>groov</i> Project	92
Updating <i>groov</i>	92
Checking for Updates	92
Installing Updates on <i>groov</i> EPIC	93
Installing Updates on a <i>groov</i> Box	93
Installing Updates on <i>groov</i> Server for Windows	94
Updating Your License/Renewing <i>groov</i> Maintenance	94
Renewing your license	95
Chapter 4: Gadget Reference	97
Group Header Gadget	98
Line Header Gadget	99
Divider Gadget	99
Page Navigator Gadget	100
Auto Navigator Gadget	101
Video Gadget	102
Image Gadget	103
Rectangle and Oval Gadgets (Shape Gadget)	104
LED Gadget	105
Checkbox Gadget	106
Indicator Button Gadget	107
Command Button Gadget	108
Momentary Button Gadget	109

Slider Gadget	110
Level Indicator Gadget	111
Text Area Gadget	112
Text Box Gadget	113
Value Gadget	114
Image Indicator Gadget	115
Round Gauge Gadget	116
Range Indicator Gadget	117
Trend Gadget	118
Classic or Interactive	118
Configuring Pens	122
Configuring Value Limits and Min/Max Values	122
Downloading Data from a Trend	123

Chapter 5: Using Events and Notifications125

Creating Events	126
Using Events as Inputs for Gadgets	128
Enabling and Disabling Events	128
Viewing Events	129
Event Message Log Capacity	131
Setting Up Notifications	131
1. Set Up the <i>groov</i> View Email Account	131
Setting Up the <i>groov</i> View Email Account Using Gmail	132
2. Set Up <i>groov</i> View Users To Receive Event Notifications	133
Email Addresses for Text Messaging	134
3. Add Notifications to Events	135
Event Condition Types Reference	136
Not Equal	136
Equal	136
Above Limit	136
Below Limit	137
Outside Range	137
Inside Range	138
Using Multiple Conditions	138

Chapter 6: Viewing Your Operator Interface139

Opening View	139
From the <i>groov</i> EPIC touchscreen	139
From a computer or mobile device's web browser	139
Opening a Page	140
Logging Out	140
Changing Your Password	141
Refreshing the Operator Interface	141
Automatic Refresh	141
New and updated interface pages	141
Updated <i>groov</i> View versions	142
Setting Up <i>groov</i> View Mobile Apps	142

Using the iOS Mobile App	142
Adding a Connection to a <i>groov</i> Device or Server in the iOS App	142
Connecting, Editing, and Setting a <i>groov</i> View Connection as the Default in the iOS App ..	143
Configuring iOS Mobile App Settings	145
Navigating Through the <i>groov</i> View iOS App	146
Using the Android App	147
Adding a <i>groov</i> Device or Server to the Android App	147
Connecting, Editing, and Setting a <i>groov</i> Connection as the Default in the Android App ...	148
Configuring Android Mobile App Settings	149
Navigating Through the <i>groov</i> View Android App	149
Using <i>groov</i> View over the Internet	150

Chapter 7: Troubleshooting and Additional Help151

Troubleshooting	151
Q: In <i>groov</i> View on my laptop/HDTV/phone/tablet, all I see is a blank page.	151
Q: In <i>groov</i> View on my mobile device, I can't get the pages to load.	151
Q: In <i>groov</i> View, why are some gadgets grayed out with a yellow triangle?	152
Q: In <i>groov</i> View, why are some gadgets grayed out with a manila tag?	152
Q: Why am I not receiving event notifications for properly configured events?	152
Q: In Build mode, where are the dialog box buttons?	153
Q: I have <i>groov</i> Server and I'm not able to open <i>groov</i> View.	153
Q: I cannot locate my <i>groov</i> Box, <i>groov</i> EPIC, or <i>groov</i> RIO on the network.	154
For Windows	154
For Macs	155
Q: I'm having trouble using Internet Explorer 10 with <i>groov</i> View.	155
Q: My cell phone disconnects from <i>groov</i> View after about 30 seconds.	156
Q: I can't read (or write to) my Modbus/TCP device OR the data I get from my Modbus/TCP device doesn't make sense.	157
Q: I want to check when my license expires or renew my license, but I don't see the Licensing item in the Configure menu.	157
Q: Is there a forum for <i>groov</i> View?	157
Working with <i>groov</i> View	157
Q: How safe is <i>groov</i> View in terms of information security?	157
Q: Can I VPN into my <i>groov</i> EPIC?	158
Q: Can I VPN directly into my <i>groov</i> Box?	158
Q: How often does the <i>groov</i> View operator interface update its data?	158
Q: Can I change more than one tag with a single gadget, or stack gadgets to do two things at once? 158	
Q: Can gadgets be restricted to particular operators?	158
Q: Can you choose who can edit which pages?	158
Opto 22 Systems	158
Q: I'm talking to Opto 22 equipment and can't find my strategy .idb.txt file.	158
Q: What's the minimum PAC firmware requirement for <i>groov</i> View?	159
Q: If a PAC controller is connected to B3000 serial brains, can I get those tags in <i>groov</i> View? ...	159
Q: Can I use <i>groov</i> View to access I/O points on my SNAP PAC brain?	159
Q: Can I use <i>groov</i> View with my FactoryFloor system? I have an Ethernet card.	159
Q: Can I use tables in <i>groov</i> View?	159
Q: How do I use timers/PIDs/Scratch Pad in <i>groov</i> View?	159

Appendix A: IP Cameras	161
Serving a Single Image in Response to an HTTP request	161
Setting up the IP Camera's Username and Password	162
Foscam IP Cameras	162
Vivotek IP Cameras	163
Viewing an IP Camera Outside the Network	163
Changing the Video Gadget Refresh Period	163
 Appendix B: OPC UA Data Types Supported	 165
 Appendix C: Data Simulator Tags	 167
Basic Tags	167
Variables	167
General	168
Sample Stepper, Sawtooth, and Ramp Waves	168
Sample Complex and Jagged Waves	169
Square Waves	169
Sine Waves	170
Sample Sine Waves	170
Advanced Tags	170
Variables (Extra)	170
Arrays	171
User Controllable	171
Sample Ramp and Sine Waves	172
Static Values	172
 Index	 173

1: Welcome

WHAT IS *groov* VIEW?

groov View is Opto 22's operator interface tool that is *simple*, *browser-based*, and *connected* to automation systems, software, databases, and devices of all kinds. We call it Mobile Made Simple[®].

Simple: *groov* View requires only a web browser to connect to devices, build operator interfaces, and monitor and control them. *groov* View puts ready-made gadgets at your fingertips; just drag, drop, and tag. Create real-time trends up to 5 years; define events and operator notifications. Authorize users and groups. *groov* View makes it simple to build, deploy, and view effective, scalable operator interfaces.

Browser-based: To view your *groov* View interface, use any brand computer or mobile device with a web browser, from smartphones and tablets, to laptops and computers, to a web-enabled big-screen TV. For mobile, get the free *groov* View app for Android or iOS. *groov* View can augment existing human-machine interfaces (HMIs) and SCADA systems by making specific data available to authorized users at any time and in any location. Use event notifications to alert selected personnel anywhere about system events based on one or more conditions.



WHAT IS GROOV VIEW?

Connected: In your *groov* View operator interface, you can use tags from all the sensors, equipment, and software connected to your *groov* EPIC, *groov* Box, or *groov* Server for Windows—which may be from a wide variety of manufacturers and software companies. Mix data and controls from all of these connected things in your operator interface in any way that suits your application. You can also test project ideas without connecting to a live machine or system, using the built-in Data Simulator.

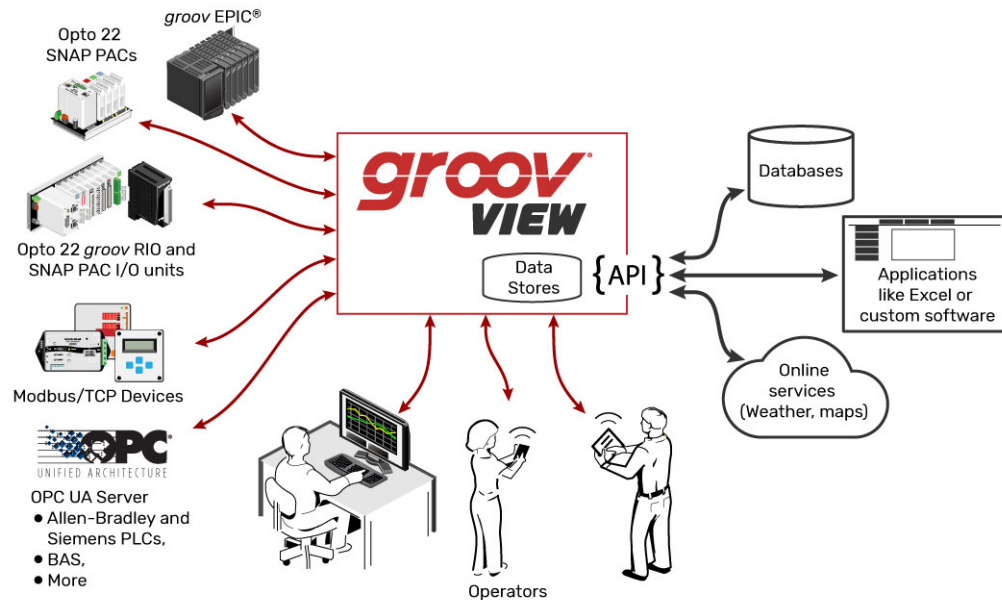
groov View brings key data from processes, sensors, OEM machines, manufacturing and building systems, software, databases, and online services into the hands of those who need it.

Connecting Data and Users

groov View connects to a variety of data sources and presents that data to users for visualization and action. Your *groov* View users may be human operators or software that uses the *groov* Data Store API.

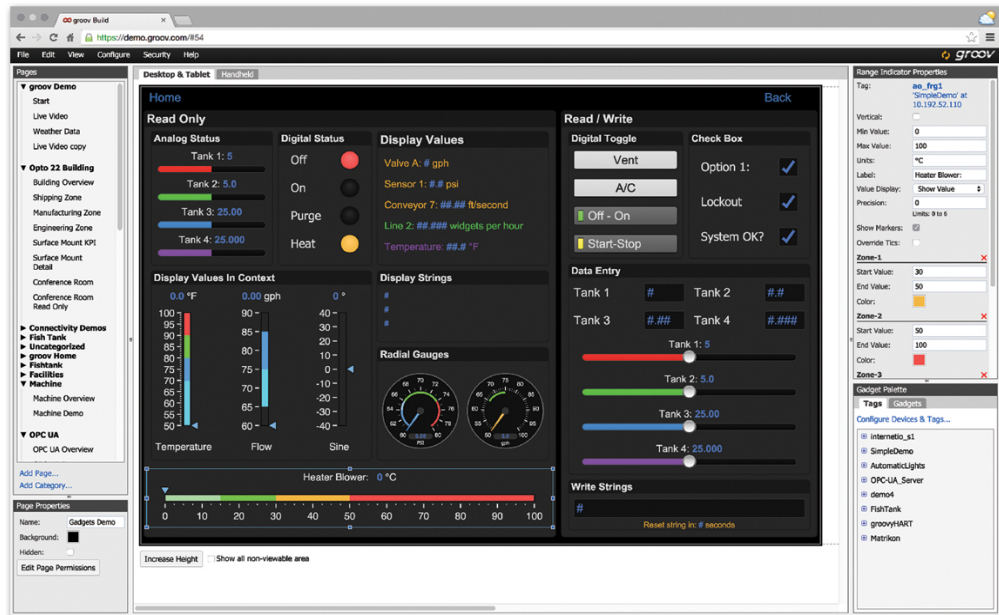
The image below shows how *groov* View connects data sources and users. Automation data sources are on the left; they interact directly with *groov* View. On the right are software users that write data to a *groov* Data Store or read data from that store, via the API. (In a *groov* EPIC system or *groov* Edge Appliance, you may also have Node-RED and Ignition Edge® OPC-UA and MQTT tags as sources of data.)

At the bottom of the image are human operators who interact with your *groov* View interface; they can securely view and act on data from automation sources, Data Stores, and other sources, as you determine. You manage all users and control what each one can see and do.



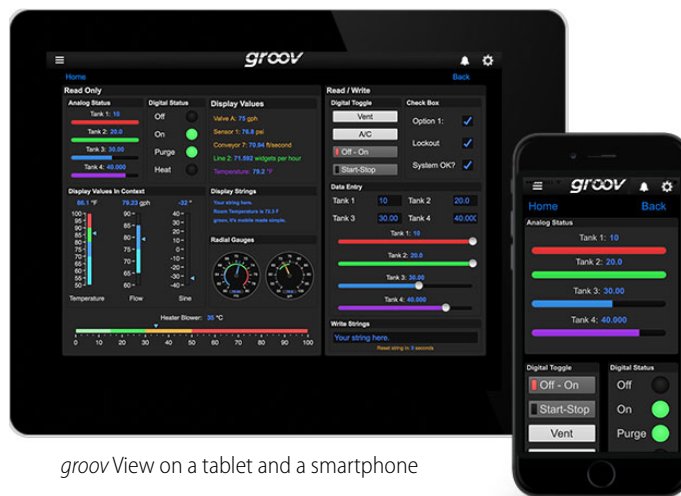
Build your Operator Interface

To build your *groov* View operator interface, you have a library of pre-built gadgets you can simply drag and drop onto the screen. Then you import and use tags from a variety of systems and equipment, including Modbus/TCP devices, Opto 22 *groov* EPIC processors and *groov* RIO units, SNAP PAC controllers and I/O units, and many other manufacturers' systems, equipment, and databases. You can also manage user accounts and set up email or text message event notifications in Build mode.



View your Interface

The *groov* View operator interface you build resides on a *groov* EPIC controller, a *groov* Edge Appliance, or *groov* Server. Your human users access the interface using any device with a web browser and a network connection to *groov* View running on one of those *groov* devices, or using the free *groov* View app on an iOS or Android smartphone or tablet.



groov View on a tablet and a smartphone

Mobile Device Apps

***groov* View for iOS** and ***groov* View for Android** are free native apps for your tablet or smartphone. You can run *groov* View in your browser, but these apps display your interface in full-screen mode.

WHAT IS GROOV VIEW?



View in browser

View in app

These native apps add other advantages as well. You can add another layer of security by setting up passcodes in the app. If you have more than one *groov View* project, you can easily access all of them from the app. The iOS app is also ideal for OEMs and machine builders who want to use a tablet as an operator interface to a machine. You can lock the device so it runs only *groov View*.

[Get groov View for iOS.](#)

[Get groov View for Android.](#)

Comparing Build Mode and View Mode

The following chart shows some key points about building and viewing your operator interface.

	Build mode	View mode
What it's for	Building an operator interface: <ul style="list-style-type: none"> • Connect to devices and systems • Build screens • Create events and notifications • Authorize users • Back up projects 	Viewing an operator interface: <ul style="list-style-type: none"> • Monitor and control equipment/systems • View or change data
Who uses it	Authorized users: <ul style="list-style-type: none"> • An Admin has full control • An Editor can change pages but cannot authorize users 	Authorized users: <ul style="list-style-type: none"> • An Operator can log in/out and change password • Kiosk users cannot log out or change password
Passwords and API Keys	Password: <ul style="list-style-type: none"> • An Admin sets the username and password at first login to <i>groov View</i>. • An Admin user can assign usernames and passwords (and API keys, for software users) to all users. 	Password: <p>A username and password are assigned to each user by an Admin.</p>

	Build mode	View mode
How to get there	<ol style="list-style-type: none"> 1. Open a web browser. For the URL, enter: groov Edge Appliance (Box) or groov EPIC https://[hostname]/ or https://[IP address]/ groov Server https://localhost/ or https://[Server's hostname or IP address]/ 2. From <i>groov</i> View, click Settings (gear in upper right), and choose Switch to Build mode. 	<p>groov EPIC</p> <ol style="list-style-type: none"> 1. Open a web browser. For the URL, enter: https://[hostname]/ or https://[IP address]/ 2. Click <i>groov</i> View. <p>groov Edge Appliance (Box) Open a web browser. For the URL, enter: https://[hostname]/ or https://[IP address]/</p> <p>groov Server Open a web browser. For the URL, enter: https://localhost/ or https://[Server's hostname or IP address]/</p> <p>On a mobile device, use the free <i>groov</i> View app for iOS or Android. Open the app and log in with your username and password.</p>
How to get there in groov Find (Windows or Mac)	<p>For a <i>groov</i> EPIC or <i>groov</i> Box (does not apply to <i>groov</i> Server for Windows):</p> <ul style="list-style-type: none"> • Click Search For Devices. • Find the label on the <i>groov</i> device that shows its serial number. • For <i>groov</i> EPIC, click <i>groov</i> Manage and then <i>groov</i> View. For a <i>groov</i> Box, click <i>groov</i> View. 	[Not normally used]

Products that Include *groov* View

groov View is part of the *groov* EPIC processor, the *groov* Edge Appliance, and the PC-based *groov* Server for Windows software.

groov EPIC (edge programmable industrial controller, part number [GRV-EPIC-PR1](#)) is a system for automation and industrial internet of things applications. *groov* EPIC provides real-time control, connectivity to industrial and IT equipment and systems, data handling at edge of network, and visualization for your system. Learn more about the [groov EPIC system](#).

groov Edge Appliance (part number [GROOV-AR1-BASE](#)), also called the **groov Box**, is an industrially hardened appliance that provides connectivity, data handling, and visualization.

groov Server for Windows (part number [GROOV-SVR-WIN-BASE](#)) provides visualization only and can be installed on a Microsoft® Windows® PC. Once installed, *groov* Server runs as a service on your computer.

Whether you use *groov* View software on a *groov* EPIC, a *groov* Box, or a computer using *groov* Server for Windows, your *groov* View operator interface can be viewed on almost any mobile device or computer. And you can develop on one *groov* product and later move your project to another: for example, develop on *groov* Server and then move the project to a *groov* Box or *groov* EPIC.

- For more information on *groov* EPIC, see the [groov EPIC Data Sheet](#) (form 2245).
- For more on the *groov* Box, see the [groov Box User's Guide](#) (form 2104).
- For *groov* Server, see the [groov Server for Windows User's Guide](#) (form 2078).

SYSTEM REQUIREMENTS

To build operator interfaces with *groov* View, you'll need:

- Any computer with a web browser (does not have to be a Windows PC)
- One of the following:
 - *groov* EPIC
 - *groov* Edge Appliance
 - *groov* Server for Windows

You can connect to any of the following devices or services to get and send data:

- A Modbus/TCP device
- A database, online service, or software program to get data from or put data into a Data Store using the *groov* API
- An Opto 22 *groov* EPIC processor or SNAP PAC controller (SNAP PAC S-series, R-series, or SoftPAC, with firmware R9.2a or newer), running a PAC Control strategy
- An Opto 22 *groov* EPIC I/O unit
- An Opto 22 *groov* RIO unit
- An Opto 22 SNAP PAC I/O unit
- (*groov* EPIC or *groov* Box only) A database, cloud application, API, or serial device accessible via a Node-RED node. (Serial device with a *groov* Box requires a USB-to-serial converter with FTDI chipset, *groov* Admin R1.570.46 or higher, and Node-RED for *groov* Box version 3 or higher.)
- OPC UA-compatible automation system or equipment. Ignition Edge supplies an internal server and drivers for *groov* EPIC or a *groov* Box. Additional drivers or an external OPC-UA server may be required for your equipment.

NOTE: Browser-based groov View software works on a large number of device/operating system/browser combinations, including HDTVs, smartphones and tablets, and computers. If one browser is causing issues, however, try another one and let us know what issues you've seen. For Product Support, see [page 7](#).

ABOUT THIS GUIDE

This user's guide teaches you how to build and view an operator interface with *groov* View.

This guide assumes that you have already set up your *groov* EPIC or *groov* Box, or installed *groov* Server for Windows, and that you are already familiar with your personal computer's operating system and how to use your tablet or smartphone.

To set up *groov* EPIC, see [form 2267](#), the *groov* EPIC User's Guide.

To set up a *groov* Box, see [form 2104](#), the *groov* Box User's Guide for GROOV-AR1.

To install *groov* Server for Windows, see [form 2078](#), the *groov* Server for Windows User's Guide.

In this Guide

Chapter 1: Welcome introduces this user's guide and *groov* View.

Chapter 2: Building a Project walks you through building a sample project, and then describes how to create pages, add devices and tags, and configure gadgets.

Chapter 3: Managing *groov* View describes how to manage user accounts, back up and restore your project, and update *groov* View and your license.

Chapter 4: Gadget Reference provides details on how to configure gadget properties.

Chapter 5: Using Events and Notifications describes how to set up user accounts and event conditions in *groov* so that users can be notified about system status. Events can also be used as tags with gadgets.

Chapter 6: Viewing Your Operator Interface describes how to open and use a *groov* View HMI on any device with access to the Internet.

Chapter 7: Troubleshooting and Additional Help provides troubleshooting information and answers questions you may have about *groov* View.

A: IP Cameras describes the IP cameras that work with the Video gadget.

B: OPC UA Data Types Supported lists the OPC UA data types supported in *groov* View and the corresponding *groov* View names.

C: Data Simulator Tags lists the Data Simulator tags and briefly describes what they do.

OTHER *groov* RESOURCES

Get free online training for *groov* View and related products at training.opto22.com. For additional information on related products, visit the Opto 22 website, www.opto22.com.

PRODUCT SUPPORT

If you have any questions about *groov* View, you can call, fax, or e-mail Opto 22 Product Support.

Phone:	800-TEK-OPTO (800-835-6786 toll-free in the U.S. and Canada) 951-695-3080 Monday through Friday, 7 a.m. to 5 p.m. Pacific Time	<i>NOTE: Email messages and phone calls to Opto 22 Product Support are grouped together and answered in the order received.</i>
Fax:	951-695-3017	
Email:	support@opto22.com	
Opto 22 website:	www.opto22.com	

When calling for technical support, be prepared to provide the following information about your system to the Product Support engineer:

- *groov* product you are using (*groov* EPIC, Box, or Server) and license
- *groov* version. In Build mode, select Help > About.
- A description of your system equipment:
 - Computer type, speed, memory, and operating system
 - Brand and model numbers for the controllers or devices you are monitoring and controlling through *groov*
- A description of the network
- Specific error messages or other diagnostic indications

2: Building a Project

This chapter describes the basic aspects of creating an operator interface in *groov* Build mode, including how to create pages, add devices and tags, and configure gadgets. The operator interface you build resides on the *groov* EPIC processor or *groov* Box, or on the PC where *groov* Server is installed. Your authorized users can access it from a computer, smartphone, tablet, or other device with a web browser.


In this chapter:

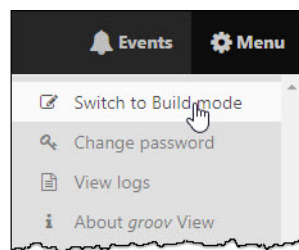
Opening Build Mode on <i>groov</i> EPIC.....	10
Opening Build Mode on a <i>groov</i> Box.....	10
Opening Build Mode in <i>groov</i> Server for Windows.....	10
Building a Sample Project.....	11
Working with Pages.....	20
Working With a Device.....	27
Adding Gadgets.....	64
Editing Gadgets.....	66
Optimizing Layouts.....	69

OPENING BUILD MODE ON *groov* EPIC

These steps assume you have already installed and initialized your *groov* EPIC processor following the steps in form 2267, the *groov* EPIC User's Guide.

To create your *groov*View HMI, you must be on a computer. Once the HMI is built, you can use it on the *groov* EPIC processor's built-in high-resolution touchscreen.

1. From a computer, log into the *groov* Manage Home screen.
2. Click the *groov*View button . *groov*View opens first in View mode.
3. Click Menu (gear icon) on the top right-hand side and click Switch to Build mode.



OPENING BUILD MODE ON A *groov* BOX

The first time you open *groov* View, make sure to follow the instructions in [form 2103](#), the *groov* Quick Start for GROOV AR1. For additional information, see [form 2104](#), the *groov* Box User's Guide for GROOV AR1.

*NOTE: In order to use a URL hostname, your network must have a DNS. If it doesn't, see [page 154](#) for information on how to use *groov* Find.*

1. Enter `https://` and your *groov* Box's hostname as the URL. The hostname is printed on the bottom of the *groov* Box.

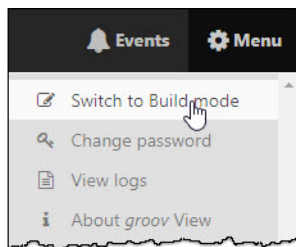
For example, if the hostname is `opto-00-d2-dc`, you type:

`https://opto-00-d2-dc`

*NOTE: If you've assigned a static IP address to the *groov* Box, use the IP address instead of the hostname to open *groov*.*



2. When *groov* View opens, enter your username and password. *groov* View opens first in View mode.
3. Click Menu (gear icon) on the top right-hand side and click Switch to Build mode.



OPENING BUILD MODE IN *groov* SERVER FOR WINDOWS

The first time you open *groov* View, make sure to follow the instructions in [form 2078](#), the *groov* Server for Windows User's Guide.

1. Open Firefox, Chrome, or Internet Explorer 10 or newer and do one of the following:

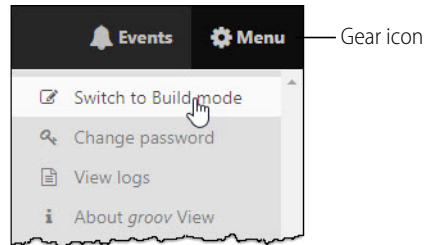
- If *groov* Server is installed on the same computer, type `https://localhost` in the address bar of your browser.



- If *groov* Server is installed on a different computer, type `https://` and the computer's hostname. For example, if the computer's hostname is `RStarr-w10`, you type `https://RStarr-w10`. You can use the IP address of the host PC instead of the hostname. However, if the PC is on a network with DNS and DHCP, the IP address is subject to change.

NOTE: If groov View does not open, see Chapter 7: Troubleshooting and Additional Help

2. When *groov* View opens, log in.
groov View opens first in View mode.
3. Click the gear icon (Menu) on the top right-hand side and click Switch to Build mode.

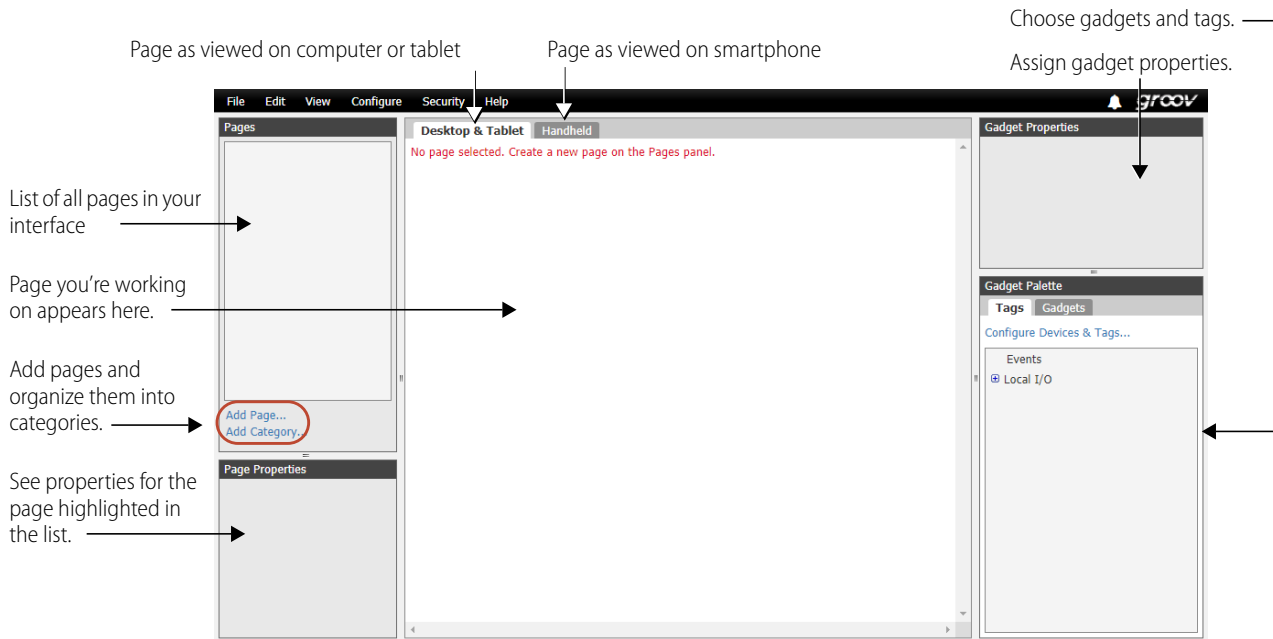


BUILDING A SAMPLE PROJECT

To get started, let's build a page using tags in the Data Simulator and then view it on the computer. Here's what we'll do:

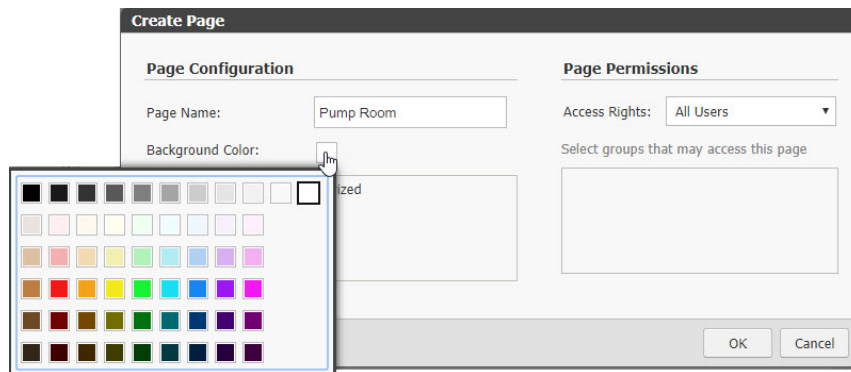
- Add a page
- Add a device ([page 13](#))
- Add device tags ([page 14](#))
- Add gadgets ([page 14](#))
- Save the project ([page 17](#))
- View the project on your computer ([page 17](#))
- Explore ([page 17](#))

When Build mode opens, you see the workspace where you'll build your operator interface:



Add a Page

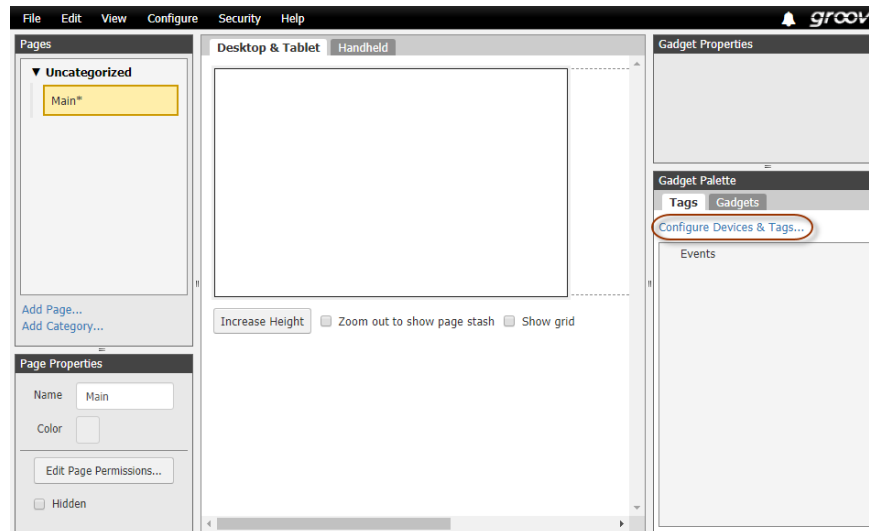
1. In the Pages panel on the left side of the workspace, click Add Page.



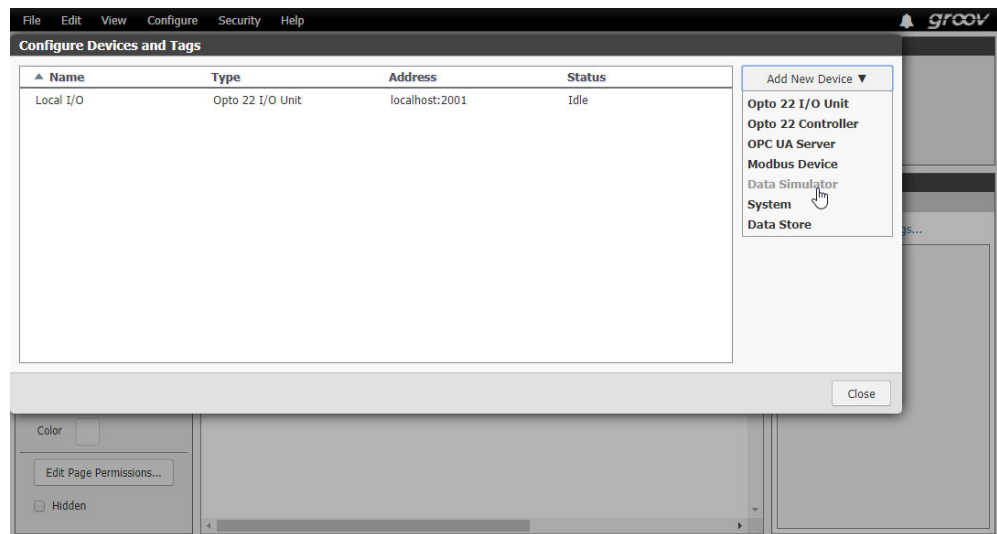
2. Give the page a name and click the color block to choose a background color. For now, leave the page as Uncategorized and leave Access Rights as All Users. Click OK. The blank page appears in the center of the workspace.

Add a Device

1. In the Gadget Palette panel (lower right), click Configure Devices & Tags.



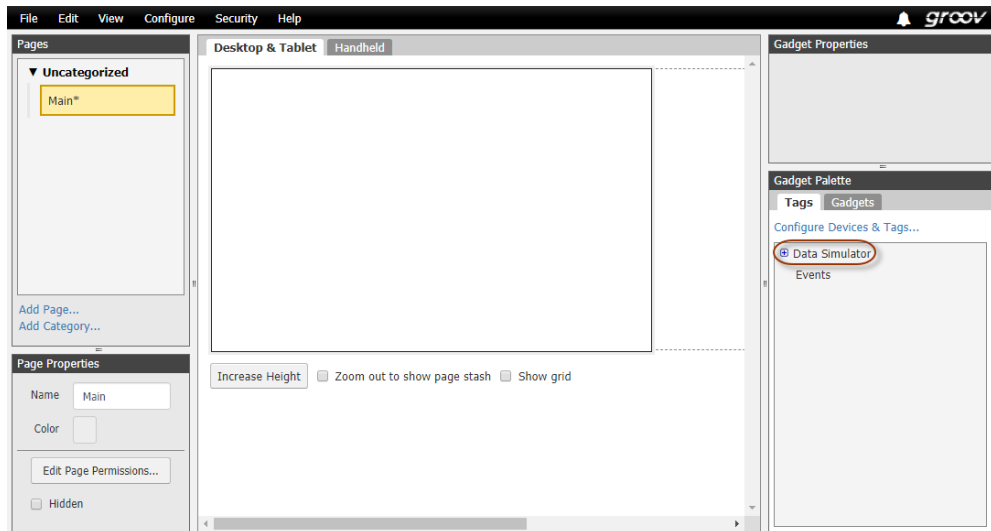
2. On the right side of the Configure Devices and Tags window, click Add New Device. Select Data Simulator.



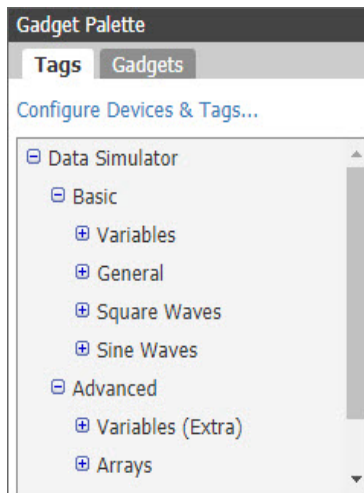
3. Click Close.

Add Device Tags

1. In the Gadget Palette panel, click the plus sign next to Data Simulator.



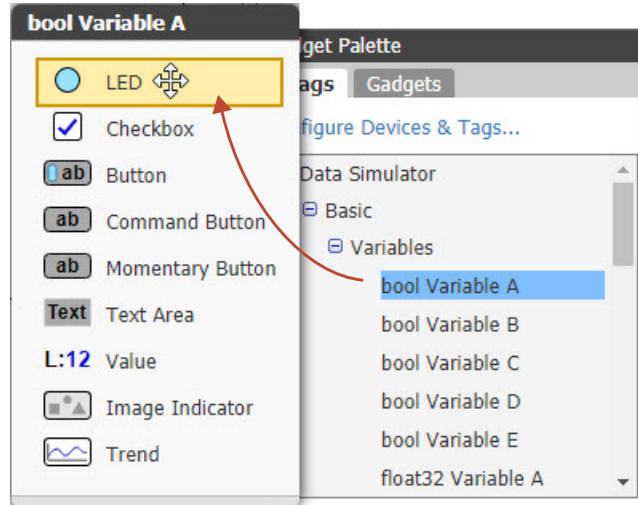
2. Click the plus signs in the tree to see the tags in the device.



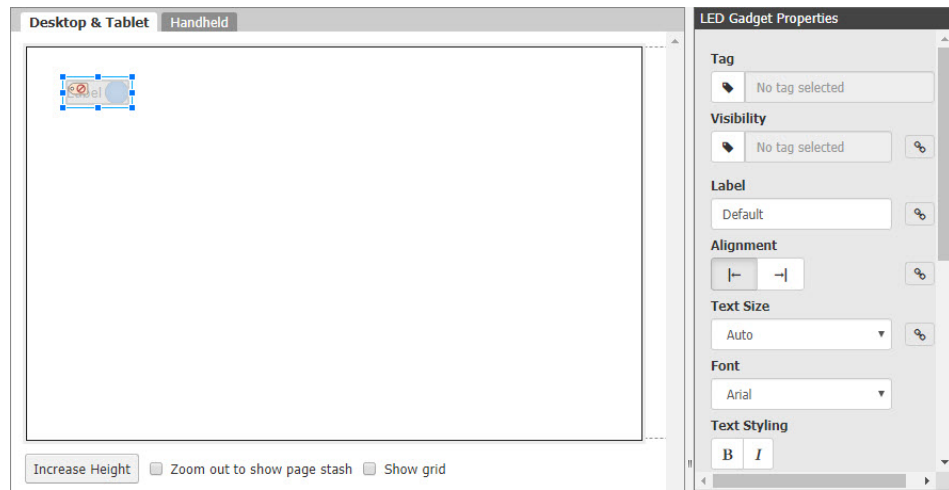
Add Gadgets

1. Expand the tree to find *bool Variable A*. Click this tag.


A list appears showing all the gadgets that work with this tag.



2. Click the LED gadget and drag it to the page you're building.
3. Click the gadget to highlight it and notice that properties appear in the Gadget Properties panel (upper right).

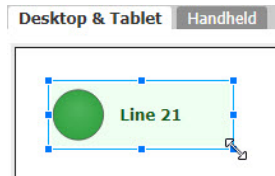


4. Scroll down to see all the possible properties you can choose and adjust. Enter the following properties and watch how the LED gadget changes after each one.

Property	You choose...	Result
Label	Line 21	Tag name is replaced with label.
Alignment	Right	Label moves to right of gadget.
	12	Label text becomes smaller (default is 16 pixels).
Text Size	Click 	Button changes to show link broken. This means that the label text size you just chose (12) will affect only the Desktop & Tablet view, not the Handheld view.
Font	Verdana	Font on the label text changes.
Text Styling	B	Label text is boldfaced (thicker).
Colors	Text: Deep Green	Text changes color.
	Background: Silver	Silver background appears in gadget area.

Property	You choose...	Result
Graphic Size	Uncheck Auto and choose 6	LED becomes larger.
On/Off Colors	True: Dark Green	LED color changes.
	False: [Leave as is]	No change

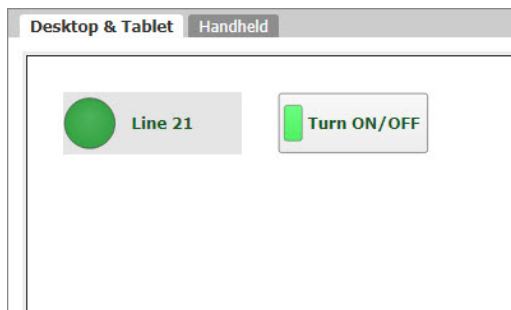
- Notice that part of the LED and its label text are hidden. Use your mouse to grab a corner handle on the gadget and pull it out so everything is visible.



- In the Gadget Palette, click *bool Variable A* again. Click Button and drag it to the page, next to the LED. Click to highlight it. In the Gadget Properties area, enter the following:

Property	You choose...	Result
Confirm Writes	Check the box	When someone pushes this button, they'll be required to verify the button's action before it happens.
Display Mode	[Leave as Button]	No change
Label	Turn ON/OFF	Button text changes.
Text Size	12	Text becomes smaller on Desktop view.
	Click link icon	Text size remains the default on Handheld view.
Font	Verdana	Text font changes.
Text Styling	B	Text is boldfaced.
Colors	On indicator: Green	LED embedded in the button changes color.
	Off indicator: [As is (black)]	No change.
	Text: Deep Green	Text color changes slightly.
	Button: White	Button color changes.

- With the button highlighted, adjust its handles so it's about as large as the LED gadget. Make sure you can see all the text.
Your page now looks something like this:



Save the Project

From the File menu, choose Save All Changes and Switch to *groov* View.

View the Project on your Computer

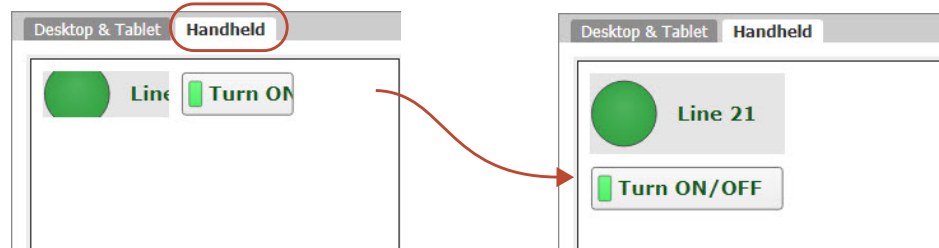
Your saved project opens in *groov* View.



Try it out! Click the button and see what happens.

Explore

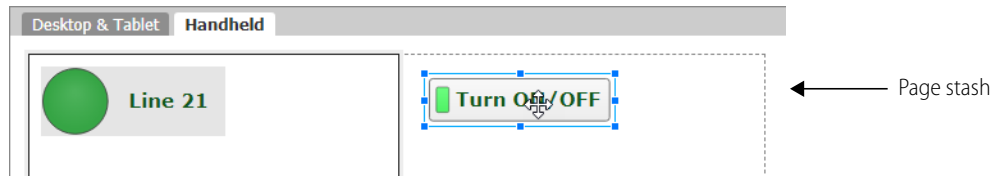
1. Go back to Build mode by clicking Menu in the upper-right corner of the window and choosing Switch to Build mode.
2. Click the Handheld tab, just above your page in the center of the workspace.
While you were building your page in the Desktop & Tablet tab, *groov* View automatically put the same gadgets in the Handheld tab, which shows the page layout for a smartphone. However, you may want the page to look different on a phone. Maybe some data or controls are more important and should be at the top of the page. Or maybe some don't need to be on the phone at all. In this tab you can resize, rearrange, change, or delete gadgets to suit your needs.
3. Click to highlight each gadget and change its size and position the way you want.



Remember that you made the text size smaller (12 instead of 16) for both the LED and the button? You also broke the link between the two views for that property, which means you changed it for one view only. So the text is smaller for Desktop & Tablet, but for Handheld it remains at the default of 16.

You can make the two views different in other ways as well. For example, suppose you want smartphone users to be able to see the status of Line 21 but not be able to turn it on or off. You can stash the Turn ON/OFF button so it's not visible in the Handheld view.

4. In the Handheld tab, notice the area off to the right of the page with a dotted line around it. Drag the Turn ON/OFF button into this area, which is called the page stash.



The button will still be shown on a computer or tablet but will not be visible on a smartphone. You can also stash gadgets in the Desktop & Tablet tab if you don't want them to appear on these devices, so you can customize the view on large and small devices.

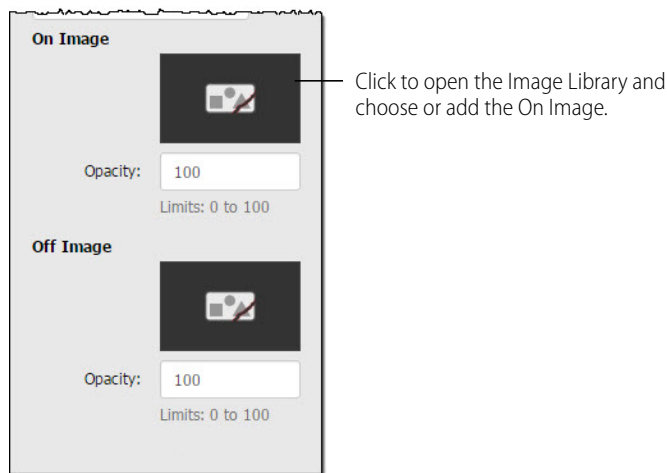
Now let's explore some more.

Images

When we added the Turn ON/OFF button, one of the properties was Display Mode. Let's take another look at that now.

1. In the Desktop & Tablet tab, select the Turn ON/OFF button and look in the Properties panel.
2. For Display Mode, choose Image.

As you can see, instead of a simple button, you could skin the button with images: one image indicates that the button is On and the other that it is Off.



3. Click a broken image to open the Image Library, where you can add images to your project. All the images for your *groov* project are stored in the Library. You can add and delete images. You can use the same image in multiple places, and if you change it, it's automatically updated everywhere it's used. Compatible file types for images are BMP, GIF, PNG, JPG, and SVG. For more on the Image Library, see [page 80](#).

Here's what the Image Library looks like before you've added any images:



4. For now, click Cancel to exit the Image Library. In the Properties panel, change Display Mode back to Button.

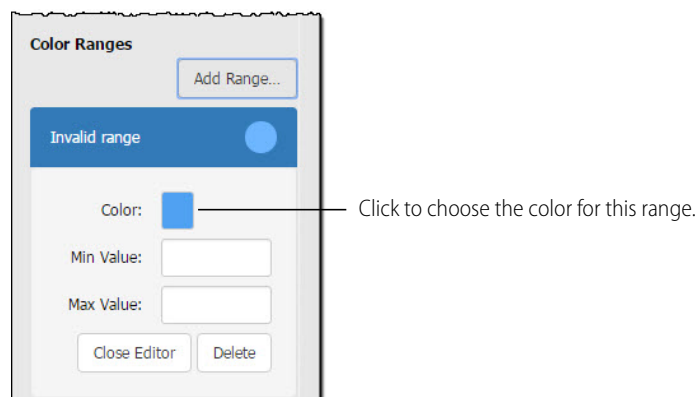
Round Gauge

Let's look at a gauge.

1. In the Gadget Palette, expand the tag tree again. Under Basic > Variables, choose *float32 Variable A*. In the gadget list, click Round Gauge and drag it to your page.
2. Highlight the new gadget and look at its properties. To understand all the options, see ["Round Gauge Gadget"](#) on page 116. But for now, change only the following:

Property	You choose...	Result
Range	Min value 0, Max value 100	The gauge changes to show 0-100.
Units	Gallons	"Gallons" appears below the numeric value on the gauge.
Precision	0	Value will be shown in whole numbers (no digits after the decimal point).
Colors	Needle: Black Background: Dark Orange	Colors change on the gauge.

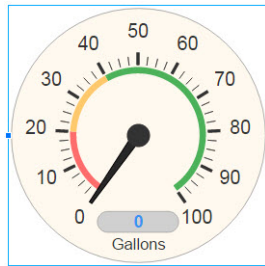
3. Scroll down to Color Ranges and click Add Range.



4. Click the blue rectangle and choose Red. Enter Min Value 0 and Max Value 20.
5. Click Add Range again. For Color, choose Orange. Enter Min Value 20 and Max Value 40.

WORKING WITH PAGES

- Click Add Range again. For Color, choose Dark Green. Enter Min Value 40 and Max Value 100. Your gauge now looks like this:



This gauge is easy for an operator to understand at a glance. Anything in the green range is OK, but if the needle dips down into the red, you have a problem.

The numeric value appears in blue at the bottom of the gauge.

What's Next?

Now that you have an idea of what *groov* View can do, you can get to work on your real project.

To connect to your systems and equipment, see these sections:

- “Adding a Modbus/TCP Device” on page 33
- “Adding an Opto 22 Controller” on page 27
- “Adding an OPC-UA Server” on page 43

To add more pages, see “Working with Pages” on page 20.

To learn **more about gadgets**, see “Editing Gadgets” on page 66. For help on choosing **gadget properties**, see [Chapter 4: Gadget Reference](#) on page 97.

To set up **users and passwords** and control who accesses your *groov* interface, see “Managing User Access” on page 73.

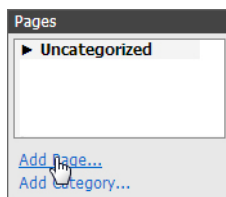
To **notify** authorized people when events occur, see [Chapter 5: Using Events and Notifications](#) on page 125.

WORKING WITH PAGES

Your operator interface can consist of one or many pages, depending on your application’s needs. You may have separate pages for different functions, different people, or different locations. You use the Page Navigator gadget to provide a link so users can go from one page to another.

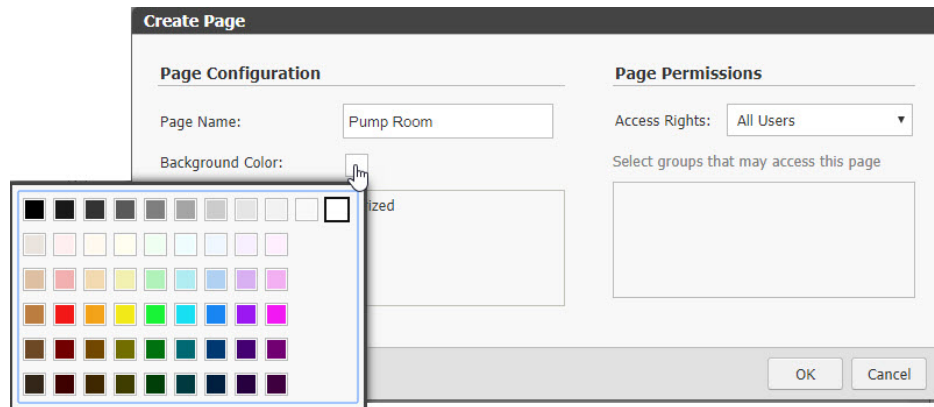
Adding Pages

- In Build mode, click Add Page in the Pages panel on the left side.



- Type a name for the page.
- If you wish, choose any of the following options:

- Click the Background Color square to choose a color for your page.



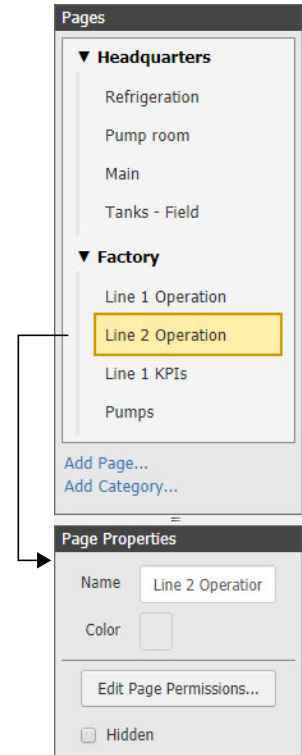
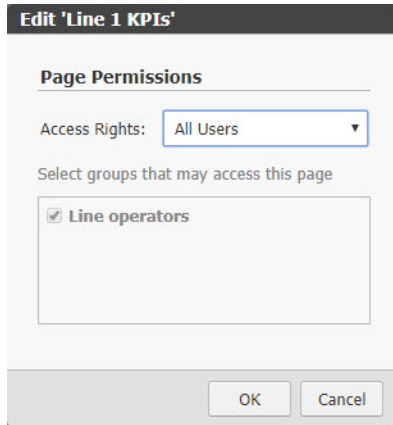
- If you have added page categories (see [page 83](#)), select a category for this page.
 - Limit access rights based on user security level (see [“Creating a User” on page 74](#)). Or, if you want only specific users to see this page, choose Limited Access. If the page is Limited Access and you have already added user groups (see [page 73](#)), select the groups that should see this page.
4. Click OK.
Your new page appears in the middle of the workspace.

Changing Page Properties

You can change an existing page’s name, permissions, or other properties.

NOTE: When you import a page, any permissions limitations it may have had are not imported. If you want the page to be limited, you must change its permissions after importing.

1. In the Pages panel on the left side of the workspace, click the page you want to change.
In the Page Properties panel just below, you see the current page properties. (Both panels are shown at right).
2. Change Name or background color as needed.
3. To hide the page so no users can see it, click Hidden (useful when you are building a new page).
4. To change user permissions for the page, click Edit Page Permissions.



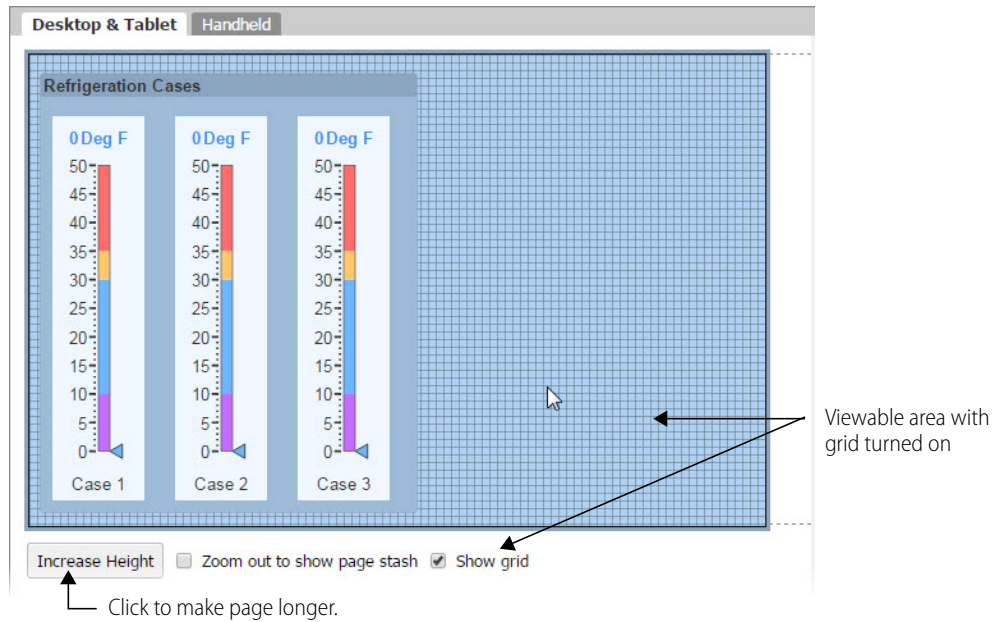
You can limit access rights based on user security level (see ["Creating a User" on page 74](#)). Or, if you want only specific users to see this page, choose Limited Access. If the page is Limited Access and you have already added user groups (see [page 73](#)), select the groups that should see this page.

5. Click OK.

Page Size and Grid

As you fill your page with gadgets, you may find you need more room. Click the Increase Height button at the bottom of the work area. If you switch to another page and then return, the page will shrink to fit the content or return to the default page size, whichever is larger.

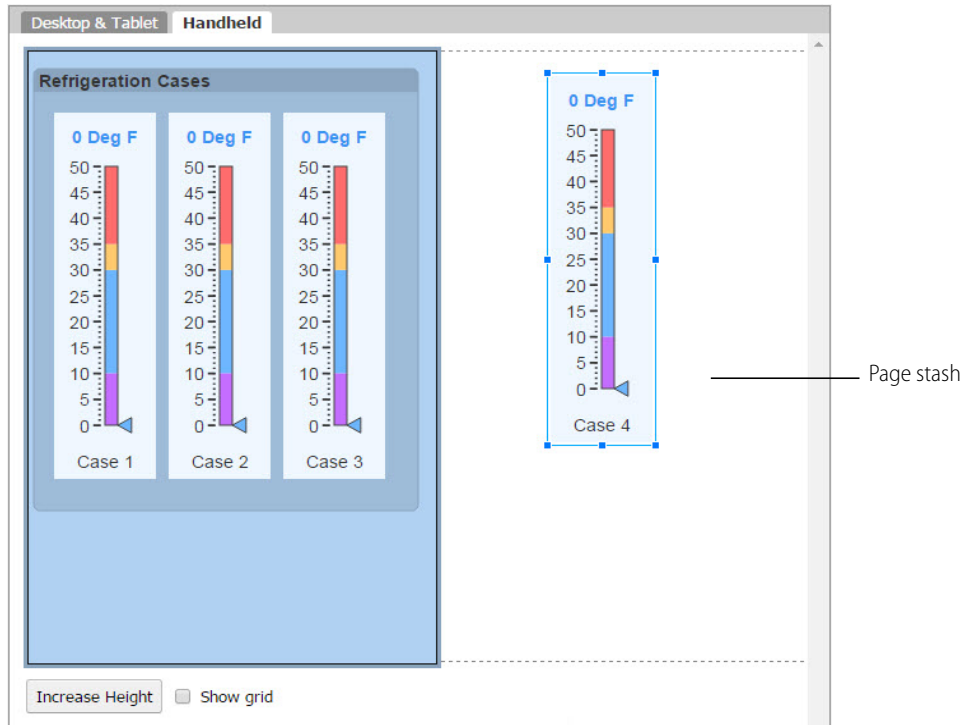
When you place or move gadgets on the page, they automatically snap to a grid so they are aligned. If you want to see the grid, at the bottom of the work area click “Show grid.”



Using the Page Stash

The workspace for each page has a *page stash* where you can put gadgets that are not yet part of the project. Or if you don't want a gadget to appear in the Handheld layout, for example, you can move it to the page stash; the gadget will still appear in the Desktop & Tablet layout.

To see the page stash in the Desktop & Tablet view, select “Zoom out to show page stash” at the bottom of the work area. In the Handheld view, the page stash is always visible to the right.

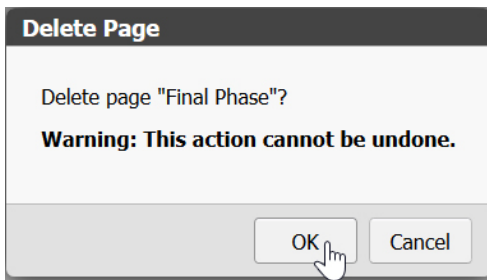


Deleting a Page

1. In the Pages panel at left, hover over the page or category name, and then click the red **X** that appears.

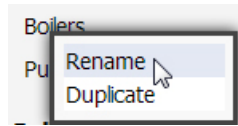


2. To verify, click OK.



Renaming a Page

1. In the Pages panel, right-click the page name and select Rename.

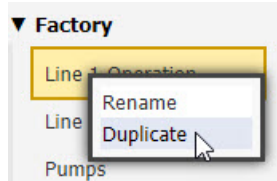


2. Enter a new label, and press Enter or left-click in the work area.

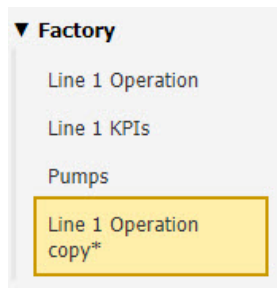


Duplicating a Page

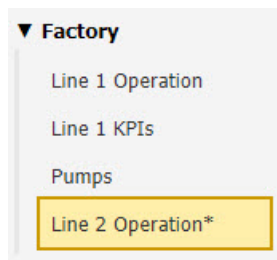
1. In the Pages panel, right-click the name and select Duplicate.



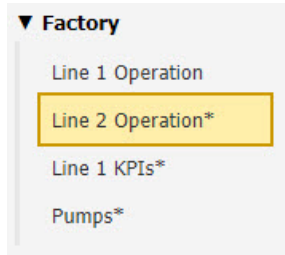
A copy appears in the same page category.



2. Right-click the copy and select Rename to give the page a new name.



3. If you want, you can drag it to a new position in the list or to a different page category.



Exporting and Importing Pages

You can move pages from one *groov* project to another by exporting and importing them. When you export, only the page layout with gadgets is exported. Associated tags, images, and page navigators are not exported. In addition, if you limited viewing permissions to specific user groups, those limitations are not exported.

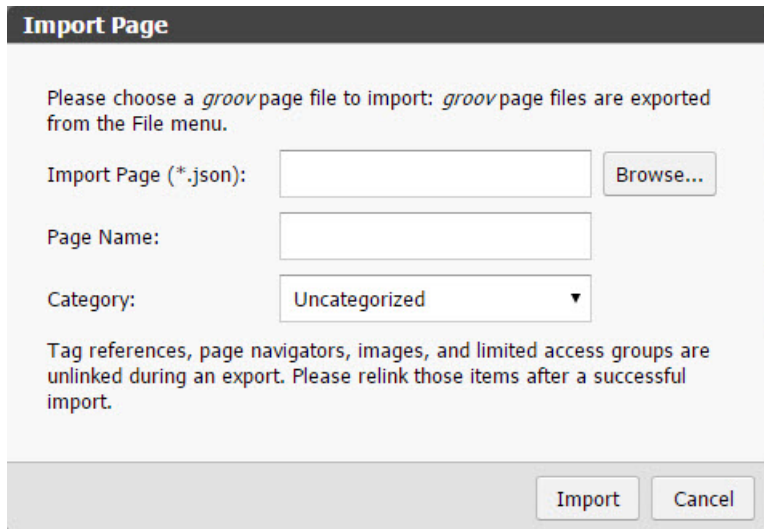
The export file is downloaded to your PC with a date and time stamp as its filename.

Export a page

1. In Build mode, choose File > Export Page.
The file is immediately downloaded. The filename looks something like this:
`Groov_Page_D04242017.T211956.json`
2. Save the file with a filename you'll recognize in the location you want. Make sure you retain the .json file extension.

Import a page

1. Open the *groov* project you want to import the page to.
2. Choose File > Import Page.



- a. Click Browse and find the file you exported.
 - b. In the Page Name field, enter the name for the page in this project.
 - c. (Optional) Choose a category for the new page.
3. Click Import.
A new page is created in the project, containing the gadgets and layout from the imported page.

4. Complete the new page by:
 - Adding tags for each gadget
 - Replacing any images
 - Adding page navigators appropriate for this project
 - Editing page permissions
5. Save the page.

WORKING WITH A DEVICE

When you first open *groov* View, only tags for the Data Simulator are available for use. Any other device, system, or software you want to monitor, control, or exchange data with using your *groov* View operator interface—including the *groov* EPIC, Box, or Server itself—must be added to *groov* View as a *device*. When you add the device you also add its tags, so that you can connect the tags to the *groov* View gadgets to make them operational.

With any *groov* View project, you can add as many *groov* EPIC processors and I/O units, *groov* RIO I/O units, SNAP PAC controllers and I/O units, Modbus devices, and Data Stores as you like. You can also add an OPC UA Server—either the internal Ignition Edge® OPC UA server inside *groov* EPIC or the *groov* Box, or an external OPC UA server with any *groov* product. In addition, any events you create (see [Chapter 5: Using Events and Notifications](#)) automatically appear as tags in a device named Events.

NOTE: Devices cannot talk with each other directly. For example, a Modbus/TCP device cannot write data to a Data Store; an Opto 22 controller cannot read groov System data. However, you can use Node-RED in groov EPIC, groov RIO, or the groov Box to create a logical flow that exchanges data between devices that have Node-RED nodes. For more on Node-RED, see nodered.org, developer.opto22.com, and the user guides:

- [groov EPIC User's Guide \(form 2267\)](#)
- [groov RIO User's Guide \(form 2324\)](#)
- [groov Box User's Guide for GROOV-AR1 \(form 2104\)](#)

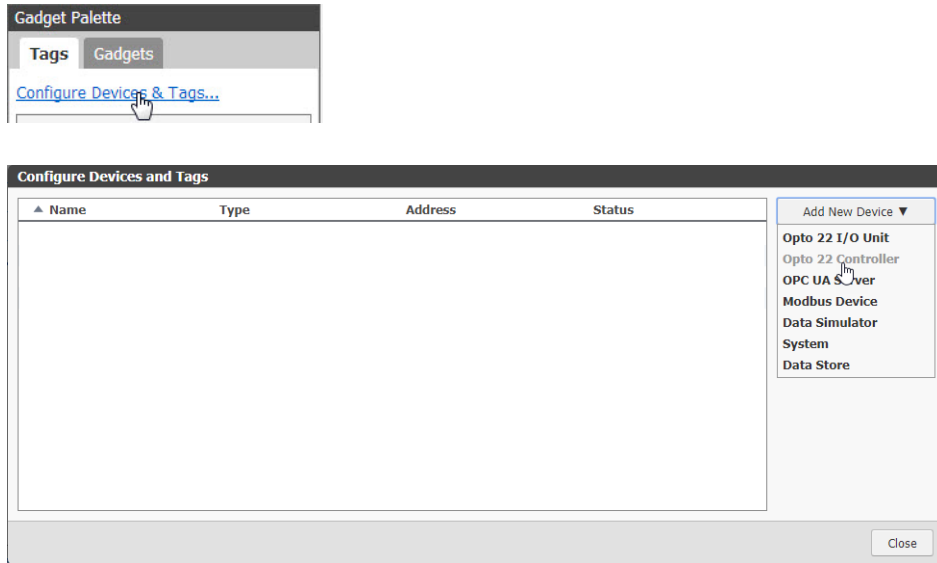
This section includes:

- “Adding an Opto 22 Controller,” page 27
- “Adding an Opto 22 I/O Unit” on page 29
- “Adding a Modbus/TCP Device,” page 33
- “Adding an OPC-UA Server,” page 43
- “Adding a Data Store” on page 59
- “Adding System Tags,” page 51
- “Adding a Computed Tag,” page 53
- “Editing Device Information,” page 60
- “Disabling Communication to a Device,” page 61
- “Deleting a Device,” page 62
- “Viewing Device Health,” page 63

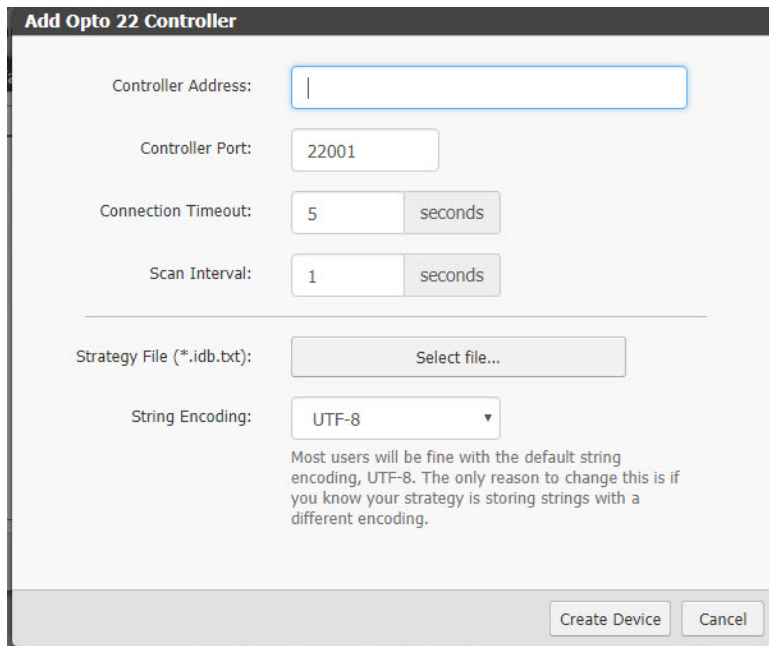
Adding an Opto 22 Controller

Follow these steps to add an Opto 22 controller—either a *groov* EPIC processor or a SNAP PAC controller—that the operator interface will communicate with. When you add a controller and the .idb.txt file associated with the strategy that runs on the controller, the strategy's tags become available in *groov* View for you to use. Repeat the steps to add additional Opto 22 controllers.

1. Under Gadget Palette on the right side, in the Tags tab, click Configure Devices & Tags. Or choose Configure > Devices and Tags.



2. Click Add New Device and then select Opto 22 Controller.



3. In the Controller Address field, enter the hostname or IP address of the controller running the strategy you want to use. For a SoftPAC controller, use the full name of the computer running SoftPAC as in this example:
JAlvarez-w10.ACME.com
4. Change the port, timeout, scan interval, or string encoding if necessary for your application.
5. For Strategy File, click Select file to locate the .idb.txt file you want to use.

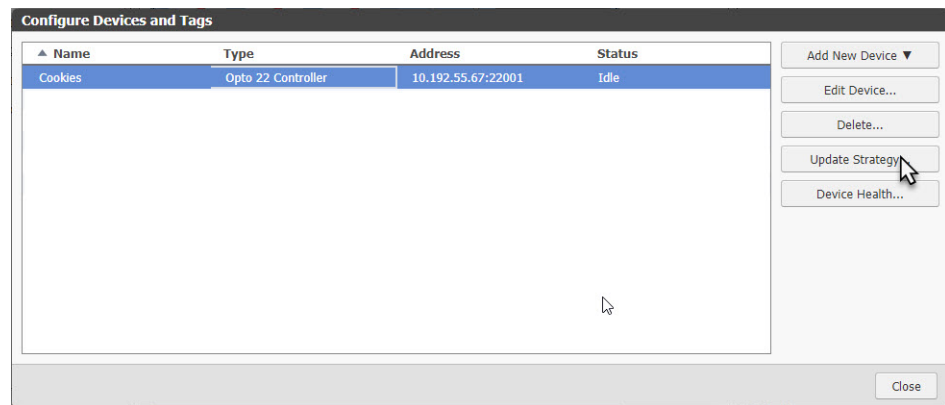
NOTE: When PAC Control compiles a strategy it automatically generates an .idb.txt file and places it in the same directory as the strategy. If you are setting up groov on a computer other than the one used to develop the PAC Control strategy, copy the .idb.txt file into a directory that is accessible to the computer you are using to set up groov.

6. Navigate to the file and click Open.
7. When you've made all the changes you need to, click Create Device.
Build imports the .idb.txt file. In the Gadget Palette, you see the name of your strategy and the IP address of your Opto 22 controller. Click the plus signs to expand the tree and see all the tags.

Updating a Strategy

If a controller's strategy has been changed, you need to update it in *groov* View by importing its new .idb.txt file.

1. Select Configure > Devices and Tags.
2. Highlight the controller you want to update, and then click Update Strategy.



CAUTION: Be very sure you are updating the correct strategy. If you use the wrong one, all of the controller tag connections will break. This is critical because re-importing the correct strategy will not fix the broken gadgets. You can only fix the connections by restoring your project with a recent backup.

3. Browse to the strategy you want to use, select the new .idb.txt file, and then click Open.

NOTE: The .idb.txt file is in the same directory as the strategy. If groov is on a different computer than the strategy, copy the .idb.txt file into a directory accessible to the computer you are using for groov.

4. Close the Configure Devices and Tags dialog box.

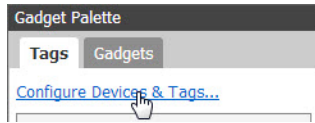
Adding an Opto 22 I/O Unit

Your *groov* View operator interface can read tags from the OptoMMP memory map in the following I/O units:

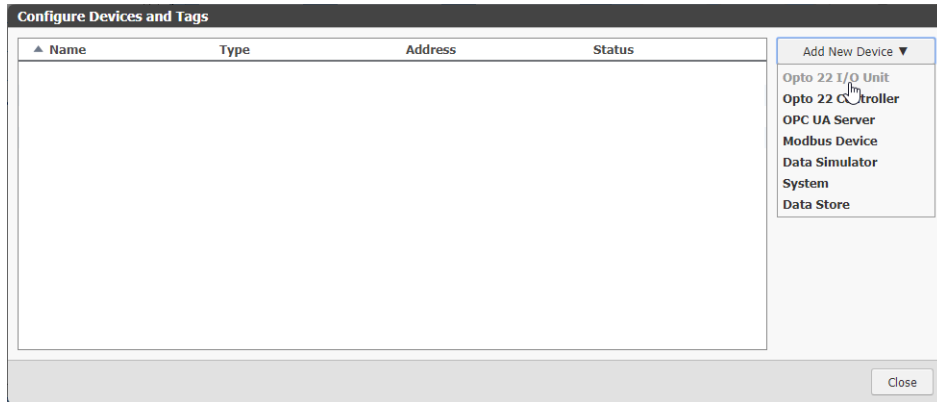
- A *groov* EPIC I/O unit or a *groov* RIO unit. Before adding it to your *groov* View project, configure the points in PAC Control or *groov* Manage.
- An Opto 22 SNAP PAC I/O unit. Before adding it to your *groov* View project, configure the I/O modules and points in PAC Control or PAC Manager.

When you add an I/O unit, the unit's memory map tags become available in *groov* View. Some memory map address tags are automatically imported (called Auto tags), and you can manually configure others. The following directions add the Auto tags.

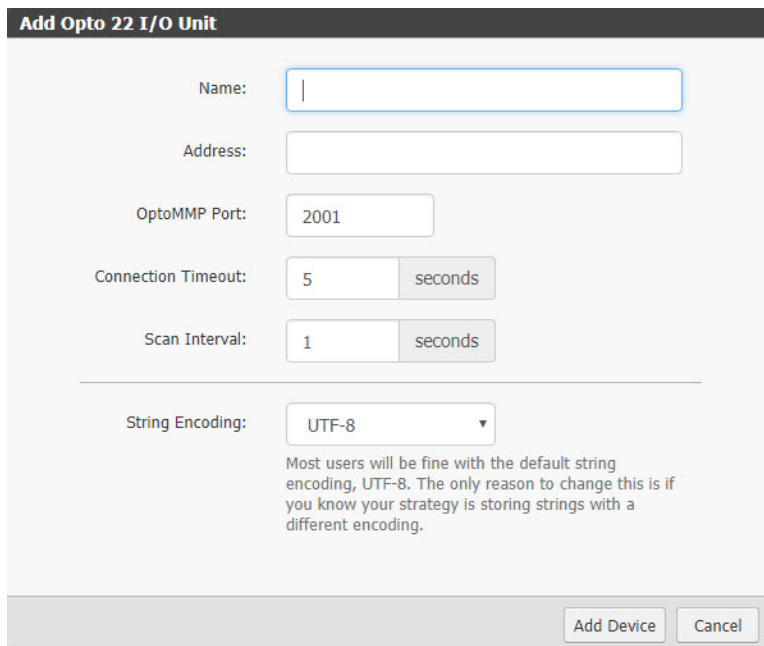
1. Under Gadget Palette on the right side, in the Tags tab, click Configure Devices & Tags, or select Configure > Devices and Tags.



2. Click Add New Device and then select Opto 22 I/O Unit.

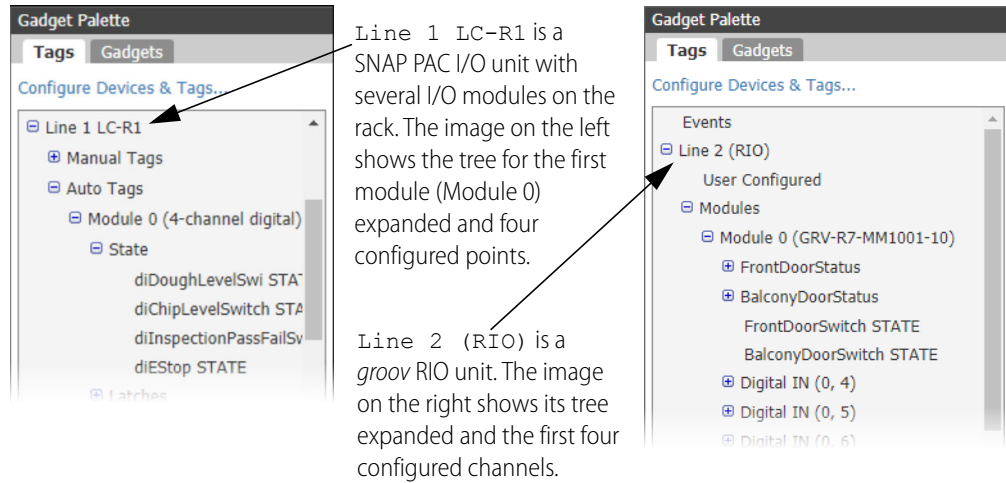


3. Enter a Name for the I/O Unit and, in the Address field, its IP address or hostname.



4. Leave OptoMMP Port at the default of 2001 unless you have changed it on the I/O unit.
5. Change Timeout, Scan Interval, or String Encoding only if necessary for your application.
6. Click Add Device.

7. In the Gadget Palette, notice the name of your I/O unit. Click the plus signs to expand the tree and see all the tags that were automatically imported. The following images show two examples.



NOTE: For SNAP PAC I/O units, empty module slots on the I/O unit may appear as digital modules in the tree.

If the tag you need is not there, you can add individual OptoMMP memory map address tags. See [“Adding OptoMMP Memory Map Addresses Manually”](#) on page 32.

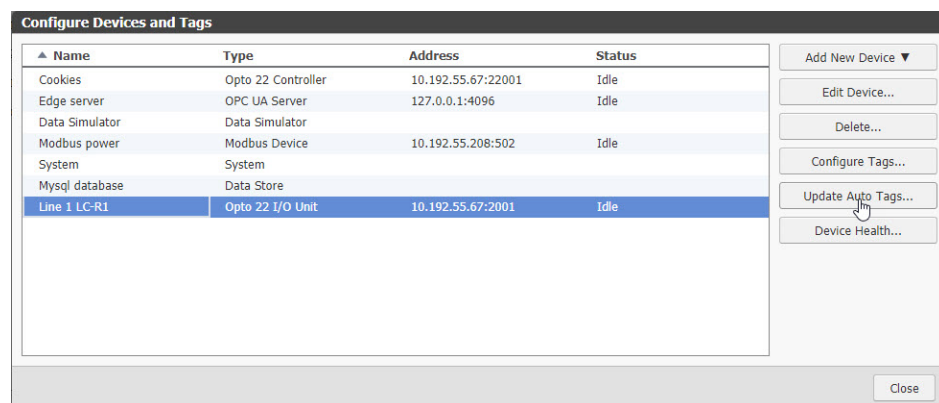
Updating Auto Tags

If you add an I/O module to an I/O unit, to add the Auto tags for the new module:

- For *groov* EPIC I/O units, collapse and then expand the tree to see the new tags.
- For SNAP PAC I/O units, if you configured the points on the new module prior to adding it in *groov* View (for example, through PAC Manager), then you can collapse and then expand the tree to see the new tags.

If you remove an I/O module from the I/O unit, remove the missing tags from their associated gadgets, then update or remove those gadgets:

1. In the Gadget Palette, click Configure Devices & Tags.
2. Highlight the name of the I/O unit in the list of devices.



3. Click Update Auto Tags. A report lists any deleted tags.

4. Click Update Auto Tags to confirm that you want to disconnect the deleted tags from their associated gadgets.
5. Click Close on the Configure Devices and Tags window. Now you can update or remove the associated gadgets.

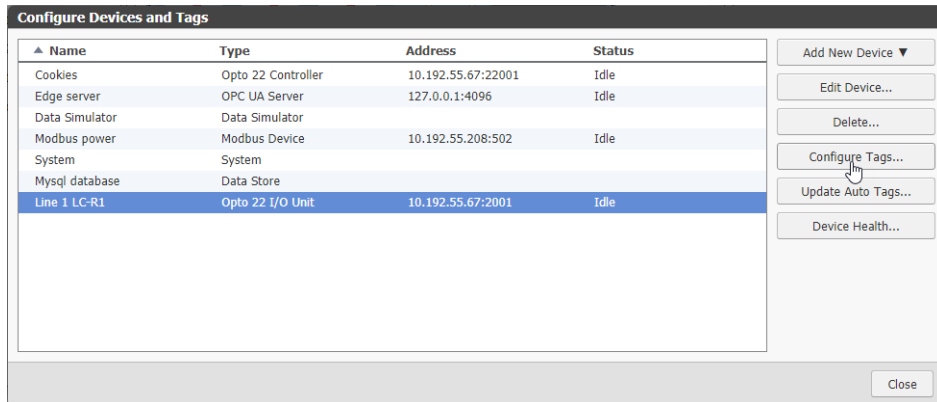
Adding OptoMMP Memory Map Addresses Manually

You will need to know the **memory map address** and **data type** for the tag you want. You can find these in the [OptoMMP Protocol Guide](#) (form 1465) or:

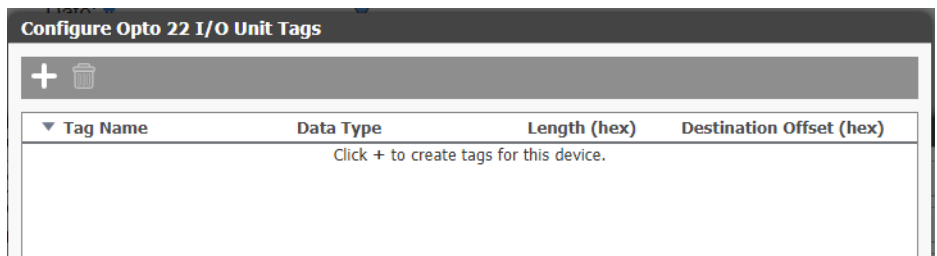
- For *groov* EPIC I/O units or *groov* RIO units, you can find memory map addresses through *groov* Manage. Navigate to the I/O Tools page to access the MMP Calculator.
- For SNAP PAC I/O units, you can find memory map addresses by connecting to the I/O unit through PAC Manager, then clicking Tools > Inspect.

Be aware that your *groov* View interface cannot show hexadecimal values. Hex values will be shown as their decimal equivalents in your interface.

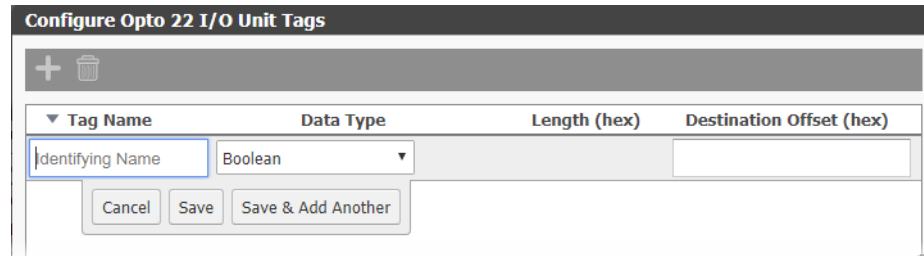
1. In the Gadget Palette, click Configure Devices & Tags. Highlight the name of the I/O unit in the list of devices, then click Configure Tags.



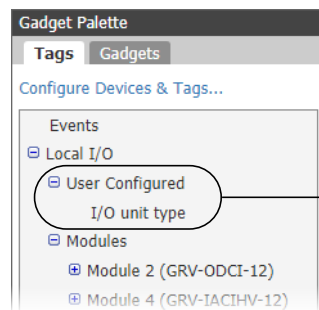
2. Click the plus sign in the upper left of the Configure Opto 22 I/O Unit Tags window.



3. Enter a name for the tag. From the drop-down list, choose the correct Data Type.



4. In the Destination Offset (hex) field, enter the complete memory map address with no spaces. For example, for Unit Type, you would enter FFFF0300020.
5. Click Save, or click Save & Add Another to configure more tags manually. In the Gadget Palette, the tag appears under the I/O unit's name, in the User Configured folder.



Manually added tags appear under the I/O unit in the User Configured folder.

You can use manually added tags just like any other tag in your *groov* View interface. In this example, you see that the hex value returned from the Unit Type memory map address is shown in the interface as its decimal equivalent:



Pump Room

Time: 22:44

Date: 01 Mar 2018

Refrigeration

I/O Unit type: 122

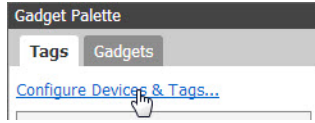
← Decimal equivalent of hex value from the memory map

Adding a Modbus/TCP Device

Modbus is an open protocol widely used in automation and other industries. Although it was originally designed for a serial network, Modbus has since been adapted to work over Ethernet as well. Over Ethernet the protocol is called Modbus/TCP. *groov* has a communication driver that allows *groov* to act as a Modbus/TCP master and communicate with Modbus/TCP slave devices that have an Ethernet connection. Note that *groov* does not support communication with serial devices via a Modbus serial-to-TCP gateway, due to high latency in serial networks.

Follow these steps to add tags for a Modbus/TCP slave device for use in the operator interface.

1. Under Gadget Palette on the right side, in the Tags tab, click Configure Devices & Tags, or select Configure > Devices and Tags.



- 2. Click Add New Device and then select Modbus Device.



- 3. In the Device tab, enter the following details:

A screenshot of the 'Add Modbus Device' configuration dialog box. It contains several input fields and checkboxes. The fields are: Name (empty), Address (empty), Port (502), Unit ID (0), Connection Timeout (5 seconds), and Scan Interval (1 seconds). Below these are three dropdown menus: String Encoding (UTF-8), 32-bit Value Order (First register is least significant), and 64-bit Value Order (First 32-bit value is least significant). At the bottom, there are four checkboxes: 'Use base-one addressing' (checked), 'Use function code 5 when writing a single coil.' (unchecked), 'Use function code 6 when writing a single register.' (unchecked), and 'Use function code 22 when writing a single register bit.' (unchecked). At the very bottom right are 'Add Device' and 'Cancel' buttons.

Name: Enter a name to identify this Modbus device.

Address: Enter the Modbus device’s IP address or hostname. A hostname will be converted to an IP address by the DNS server.

Your device may have a static IP address, which you can find in the device’s documentation. The device may also come with software that allows you to set its IP address or view the address assigned to it by a DHCP server.

Port: 502 is the standard Modbus port. Some Modbus devices may use a different port. Refer to your device’s documentation to determine which port number it uses.

Unit ID: Typically used to address individual devices or memory segments located at a single IP address. Check your device’s documentation to determine whether the slave ID is required for any reason. If it is not, leave this box at the default of 0.

Connector Timeout, Scan Interval, and String Encoding: Change these only if your application requires it.

32-bit and 64-bit Value Order: The Modbus protocol does not specify memory mapping. As a result, devices that store multi-register data types store the data differently. Use these settings to set the byte order of the data coming from your Modbus device for data types that span more than one 16-bit register/address. See your device’s documentation to determine whether either of these settings needs to be changed. The device’s manual may use terms like high or low order or registers, or MSB (Most Significant Bit) or LSB (Least Significant Bit).

NOTE: Setting either of these settings incorrectly may result in garbage values for the affected data types. If you receive data that makes no sense, try changing these settings.

- *32-bit: First register is least significant:* For 32-bit data types that span two 16-bit registers, this indicates that the first (lower) register read contains the *least significant byte* (LSB).
- *64-bit: First 32-bit value is least significant part of 64-bit values:* For 64-bit data types that span four 16-bit registers, this indicates that the LSB is contained within one of the first two registers read.

Example: Assume register values are:

- register 1 = A
- register 2 = B
- register 3 = C
- register 4 = D

Here’s how data will appear based on your settings:

Settings		Results	
32-bit	64-bit	32-bit value from registers 1 & 2	64-bit value from registers 1-4
Second register	Second 32-bit value	AB	ABCD
First register	Second 32-bit value	BA	BADC
Second register	First 32-bit value	AB	CDAB
First register	First 32-bit value	BA	DCBA

Check boxes: Be sure to check the documentation that came with your Modbus device for additional information about these settings. For more information about Modbus function codes, see www.modbus.org/docs/Modbus_Application_Protocol_V1_1b.pdf.

- *Use base-one addressing*
If your device documentation specifies zero-based addressing or you simply prefer zero-based addressing, you can uncheck this option to make tag addressing easier.
- *Use function code 06 when writing a single register*
If your device does not support Modbus function code 06 (0x06, Write Single Register), uncheck this option. If it is not checked, *groov* will use function code 16 (0x10 Write Multiple Registers) for single-register writes.
If this option is checked in *groov* View and your device does not support function code 06, you may receive errors. The error occurs with writes to any tag having a data type sized 16 bits or smaller.
- *Use function code 05 when writing a single coil:*
If your device does not support Modbus function code 05 (0x05, Write Single Coil), uncheck this option. If it is not checked, *groov* will use function code 15 (0x0F, Write Multiple Coils) for single coil writes.

If this option is checked in *groov* View and your device does not support function code 05, you may receive errors.

- Use function code 22 when writing a single register bit:

If your device supports Modbus function code 22 (0x16, Mask Write Register), you can check this option to optimize writes. (Using function code 22 makes writes faster and ensures that the write operation is atomic.)

If this option is not checked, *groov* will use other functions to first read the whole register, modify the bit, and then write to the whole register. Note: Keep this option unchecked for an Opto 22 SNAP PAC controller or brain

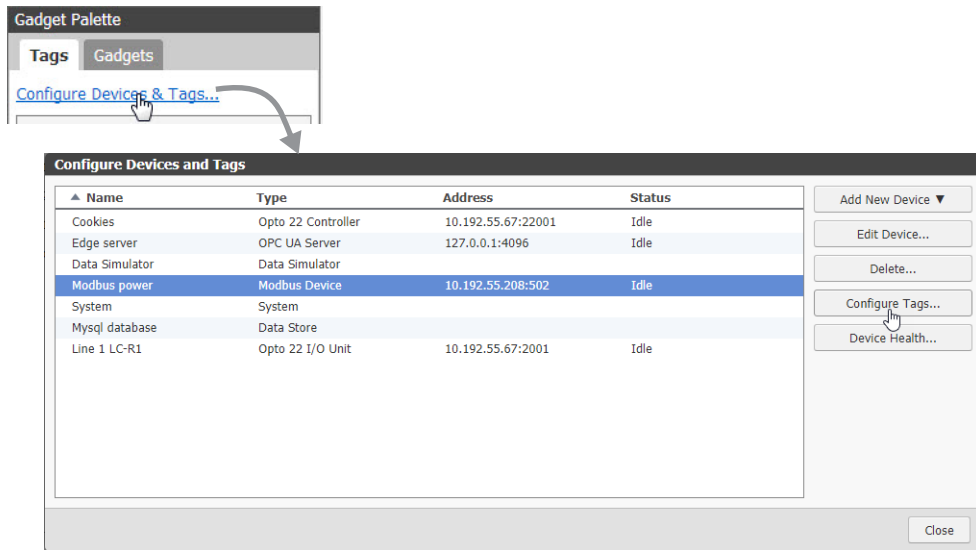
4. When finished, click Add Device.

The Modbus device appears in the list of configured devices. Now you'll add tags, either manually (below) or by importing them from a file (page 42).

Adding Modbus Tags Manually through *groov* View

Use the steps below to manually add Modbus tags in Build mode. You can also add Modbus tags by importing them from a file. See "Importing Modbus Tags from a CSV File" on page 42.

1. Under Gadget Palette on the right side, click Configure Devices & Tags, or select Configure > Devices and Tags.



2. Highlight the Modbus device and click Configure Tags.



3. Click the Add button +.

Tag Name	Data Type	Tag Address	Access	Scaler
Identifying Name	Boolean	6-digit Tag Address	Read/Write	None

- Enter the following attributes.

Tag Name: (Required) Give the tag a descriptive name.

Data Type: (Required) Select the tag's data type. If your Modbus/TCP device's registers contain multiple status or command bits or bit fields in a single register, choose Boolean to access individual bits.

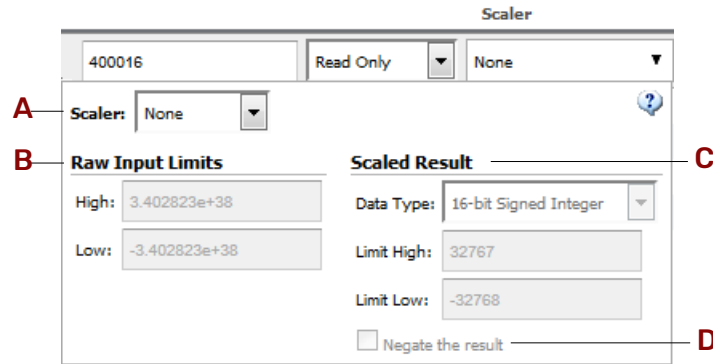
Tag Address: (Required) The Tag Address Builder helps you construct valid tag addresses. After you see what a valid tag address looks like, you can enter the addresses manually in the text box in order to save time. Available options depend on the data type.

- **Address Type:** Identifies which memory segment will be accessed. Discrete Inputs and Coils are single-bit registers that represent Boolean values only. Input and Holding Registers are 16-bit registers that can be used for any data type.
Data types larger than 16 bits are mapped onto consecutive registers, starting at the register located at Start Address. Coils and Holding Registers are default Read/Write, while Discrete Input and Input Registers are Read Only.
To access individual bits in a register, choose Input Registers (Read Only) or Holding Registers (Read/Write).
- **Start Address:** Specifies where the tag value starts in memory. Strings may span multiple registers. Data types larger than 16 bits always span multiple registers.
To configure 0- or 1-based addressing, click Edit Device on the previous dialog box (Configure Devices and Tags) and then click the Access Config tab.
- **String Length:** Determines how many registers will be accessed to read or write the full string. Strings are composed of ASCII characters (1 byte), so a single register may hold up to 2 characters.
- **Byte Order:** Specifies how the characters are ordered within each register. H->L indicates that the first character, when read left to right, starts at the most significant bit (MSB) and the last character ends at the least significant bit (LSB). If you are unsure about order, you can play with this setting to determine which one works.
- **Bit Index:** Identifies the bit within a register to be accessed. Valid bit values are 0–15.

- **Array Size:** To access multiple (contiguous) values of this Data Type using the same tag, set this size to 2 or more (up to a maximum of 65535, depending on the Data Type).
For example, if you want to access 10 contiguous floats that start with the specified Tag Address, set Array Size to 10.
String arrays are not supported.

Access: (Optional) The options available depend on the data type. If you omit this value, the tag will assume the register type default setting.

Scaler: (Optional) Use the Scaler if a read/incoming value spans a much larger data range than you require, or to convert from one unit of measure to another. If you use this option, you must provide all components.



A Scaler

None: The raw input value is not modified in any way.

Linear Scaler: The raw input value is mapped linearly from the specified input range to the specified output range and data type. To flip the sign of the result (negative to positive or positive to negative), select “Negate the result” (**D**).

Here is the function used to scale the input:

$$\text{Output} = (((\text{Scaled High} - \text{Scaled Low}) / (\text{Raw High} - \text{Raw Low})) * (\text{Raw Value} - \text{Raw Low})) + \text{Scaled Low}$$

Square Root Scaler: The raw input value is mapped from the specified input range to the specified output range and data type using the following function:

$$\text{Output} = (\sqrt{((\text{Raw Value} - \text{Raw Low}) / (\text{Raw High} - \text{Raw Low})) * (\text{Scaled High} - \text{Scaled Low})}) + \text{Scaled Low}$$

B Raw Input Limits

High/Low: The High and Low Raw Input Limits must be within the range of values that the tag data type can store.

C Scaled Result

Data Type: Select an available data type. Not all Modbus data types are valid output types for scaled values, so some data types are not listed.

Limit High and Limit Low: These values must be within the range of values that the scaled output data type can store.

D Negate the result: Select this option to flip the sign of the result (negative to positive or positive to negative).

Creating a Valid Modbus Tags Import File (CSV)

See also “Exporting a Modbus Tags Import File (CSV)” on page 41.

A valid Modbus CSV file contains one tag per line and has this form:

Tag Name, Data type, Tag address [, [Read/Write setting] [, Value scaler name, Scaled output data type, Input limit low, Input limit high, Output limit low, Output limit high, Negate]]

When viewed in a text editor, a CSV file containing Modbus tags might look like this:

```

Tag Name      Data Type      Tag Address      Access
ModbusTags_Modbus_Slave (1).csv
1 Digital Input 0, Boolean, 100000, Read Only
2 Digital Input 1, Boolean, 100001, Read Only
3 Digital Output 6, Boolean, 000006, Read/Write
4 Digital Output 7, Boolean, 000007, Read/Write
5 Analog Input 16 (pot knob), Float, 300032, Read Only
6 Analog Output 8 (meter), Float, 400016, Read Only, Linear, 16-bit Signed
7 Integer, -3.4028235E38, 3.4028235E38, -32768, 32767, false
    
```

Scaler

Here is the same file viewed in Microsoft Excel:

	Tag Name	Data Type	Tag Address	Access								
	A	B	C	D	E	F	G	H	I	J	K	
1	Digital Input 0	Boolean	100000	Read Only								
2	Digital Input 1	Boolean	100001	Read Only								
3	Digital Output 6	Boolean	000006	Read/Write								
4	Digital Output 7	Boolean	000007	Read/Write								
5	Analog Input 16 (pot knob)	Float	300032	Read Only								
6	Analog Output 8 (meter)	Float	400016	Read Only	Linear	16-bit Signed Integer	-3.40E+38	3.40E+38	-32768	32767	FALSE	

Scaler

Tag Name: (Required) Give the tag a descriptive name.

Data Type: (Required)

Tag Address: (Required) Use a basic 6-digit address (exception: if you access individual bits within a register, the address includes 6 digits plus a point and the bit number, for example: 302000.12).

The first digit defines the register type:

0 = Coil

1 = Discrete Input

3 = Input Register

4 = Holding Register

The next five digits are the start address:

- For devices with a base 0 addressing, the start address range is 0–65535.
- For devices with a base 1 addressing, the start address range is 1–65536.

NOTE: The start address is decimal by default but may be expressed in hexadecimal format. For hex:

- Place an "H" or "h" character in front of the entire address (for example, H30009F).
 - Follow the H with the address type byte plus a 0 (zero).
 - Then show the hex address using 4 hex bytes. The most significant digit will always be 0.
- Examples: 000001, 400203, H10FFFF*

Registers 0 (Coils) and 1 (Discrete Input) are single bit registers and may be used for *Boolean data types only*. All other data types must use one of the 16-bit register types (3 or 4).

There are limits on the tag start address. The following formula is used to determine if the tag address is within bounds of the registers:

$$\text{OK if: } 65536 \leq \text{Start Address} + (\text{ArraySize} * \text{Data Type Byte Size}) / 2$$

For the String data type: Use the basic address followed by a "." and then a decimal number in the range 2–240 to designate the number of characters in the string. Use either an "L" or "H" to designate character ordering within the registers. Only ASCII characters are supported (1 byte each); therefore each 16-bit register can contain up to 2 characters. "L" indicates a Low-to-High byte ordering (the first character contains the LSB) and "H" indicates the opposite.

Examples: 300001.20H, H4000F9.120L

For all other data types: Data types other than strings may be represented as arrays using a basic address followed by a space, an opening bracket "[", a positive integer value in the range 2–65536, and a closing bracket "]"

Examples: 100003 [50], 300045 [20]

The array starts at the start address and extends through the designated number of elements. The start address + array size may not exceed 65536 registers. The size of the data type must also be factored in, as many data types span multiple registers.

Access: (Optional) This setting must match one of the options available for this data type in Build mode (for example, Read/Write, Read Only). It is not case sensitive. If this value is omitted, the tag will assume the register type default setting. If a value scaler is set, the Read/Write setting must be provided or an empty place reserved for it with commas (Tag address, ,Value scaler).

Scaler: (Optional) If this option is used, all components must be provided.

```

1 Digital Input 0, Boolean, 100000, Read Only
2 Digital Input 1, Boolean, 100001, Read Only
3 Digital Output 6, Boolean, 000006, Read/Write
4 Digital Output 7, Boolean, 000007, Read/Write
5 Analog Input 16 (pot knob), Float, 300032, Read Only
6 Analog Output 8 (meter), Float, 400016, Read Only, Linear, 16-bit Signed Integer, -3.4028235E38, 3.4028235E38, -32768, 32767, false
7

```

...Linear, 16-bit Signed Integer, -3.4028235E38, 3.4028235E38, -32768, 32767, false

A
B
C
D
E

A Scaler Name: The scaler name must be None, Linear, or Square Root. The name is not case sensitive. The Scaler allows you to modify and control raw data values. This may be necessary if for example a raw value spans a much larger data range than you require. Or perhaps you need to digitize an analog value that comes in as a floating point number. There are many reasons why a scaled value may be useful or necessary. Below are the available scaling functions.

None: The raw input value is not modified in any way.

Linear: The raw input value is mapped linearly from the specified input range to the specified output range and data type. Selecting "Negate the result" causes the sign of the result to be flipped (negative to positive or positive to negative). Below is the function used to scale the input:

$$\text{Output} = ((\text{Scaled High} - \text{Scaled Low}) / (\text{Raw High} - \text{Raw Low})) * (\text{Raw Value} - \text{Raw Low}) + \text{Scaled Low}$$

Square Root: The raw input value is mapped from the specified input range to the specified output range and data type using the function below:

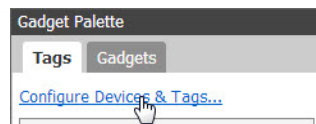
$$\text{Output} = (\sqrt{((\text{Raw Value} - \text{Raw Low}) / (\text{Raw High} - \text{Raw Low})) * (\text{Scaled High} - \text{Scaled Low})}) + \text{Scaled Low}$$

- B Data Type:** The scaled result data type must match one of those offered in the UI. Not all Modbus data types are valid output types for scaled values so check Build mode to see the current list of types.
- C Raw Input Limits:** The Low and High Raw Input Limits must be within the range of values that the tag data type can store.
- D Limit Low and Limit High:** Must be within the range of values that the scaled output data type can store.
- E Negate the result:** True or False. Causes the sign of the result to be flipped (negative to positive or positive to negative).

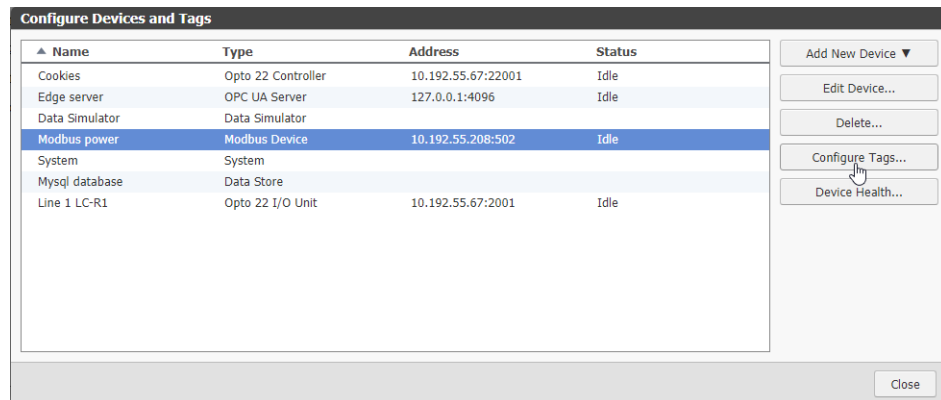
Exporting a Modbus Tags Import File (CSV)

If you already have tags attached to the device, you can export a CSV file containing all of the device tags. Exporting some pre-configured tags is the fastest way to see what a valid tag CSV file looks like.

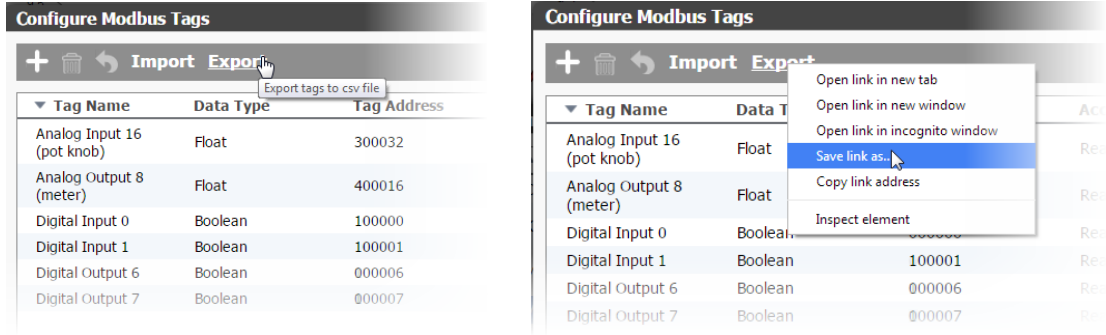
- Under Gadget Palette on the right side, click **Configure Devices & Tags**, or select **Configure > Devices and Tags**.



- Highlight the Modbus device and click **Configure Tags**.



- Click **Export** to send the CSV file to the default downloads directory. Or, right-click **Export** and select "Save link as" to choose the target directory, and then click **Save**.

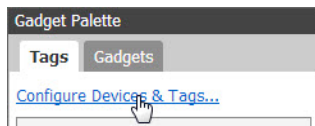


A CSV file with the Modbus device tags is created and downloaded to the default or designated directory.

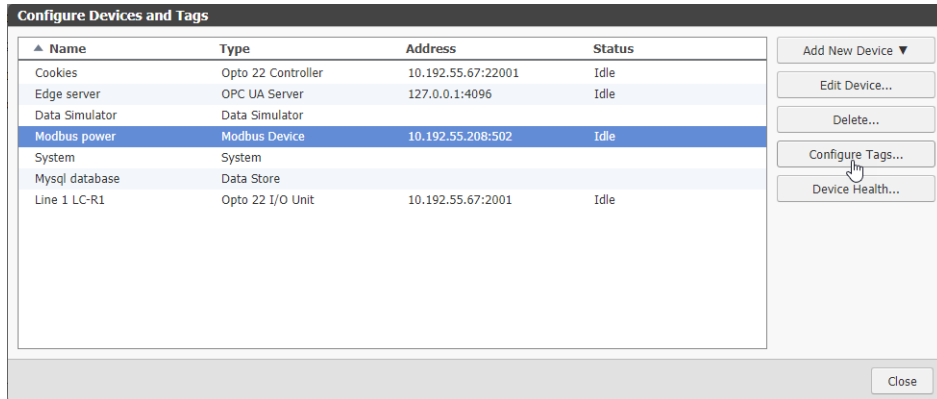
Importing Modbus Tags from a CSV File

If you have a comma-separated values (CSV) file in the proper format with Modbus tags you want to use, you can import the tags directly into *groov*. See also, “Creating a Valid Modbus Tags Import File (CSV)” on page 38)

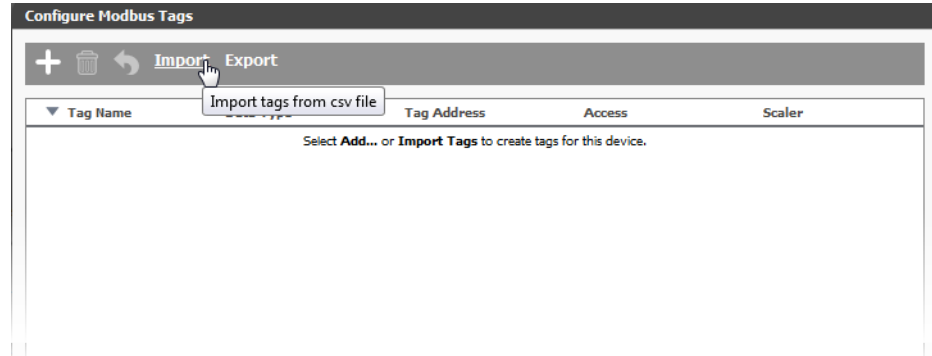
1. Under Gadget Palette on the right side, click Configure Devices & Tags, or select Configure > Devices and Tags.



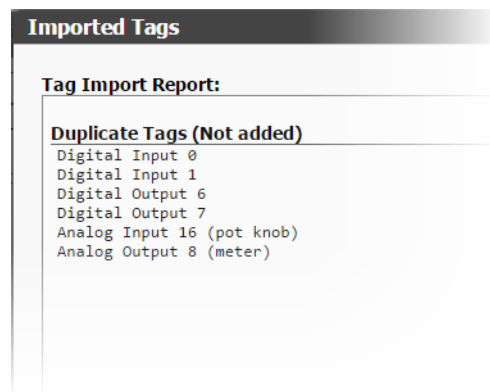
2. Highlight the Modbus device and click Configure Tags.



3. Click Import.



4. Browse to a valid comma-separated values (CSV) file that has a .csv extension, then click Open. A Tag Import Report appears.



5. Click Close. The tags appear in *groov*.

Tag Name	Data Type	Tag Address	Access	Scaler
Digital Input 0	Boolean	100000	Read Only	None
Digital Input 1	Boolean	100001	Read Only	None
Digital Output 6	Boolean	000006	Read/Write	None
Digital Output 7	Boolean	000007	Read/Write	None
Analog Input 16 (pot knob)	Float	300032	Read Only	None
Analog Output 8 (meter)	Float	400016	Read Only	None

Adding an OPC-UA Server

Equipment that is neither a Modbus/TCP device nor manufactured by Opto 22 can still be monitored and controlled in *groov* View if you have an OPC-UA server or if it is an OPC UA-compatible hardware device.

You can add both internal and external OPC-UA servers.

- Internal server: If you have *groov* EPIC or a *groov* Box, you can use the internal Ignition Edge OPC-UA server and drivers for Allen-Bradley, Siemens S7, and other systems. See the [groov EPIC User's Guide](#) or the [groov Box User's Guide](#) for more information.

10.20.30.40:49320/Path
 MyServer:49320
 MyServer:49320/Custom/Path
 MyServer.MyDomain.com:49320
 MyServer.MyDomain.com:49320/Path

Default ports

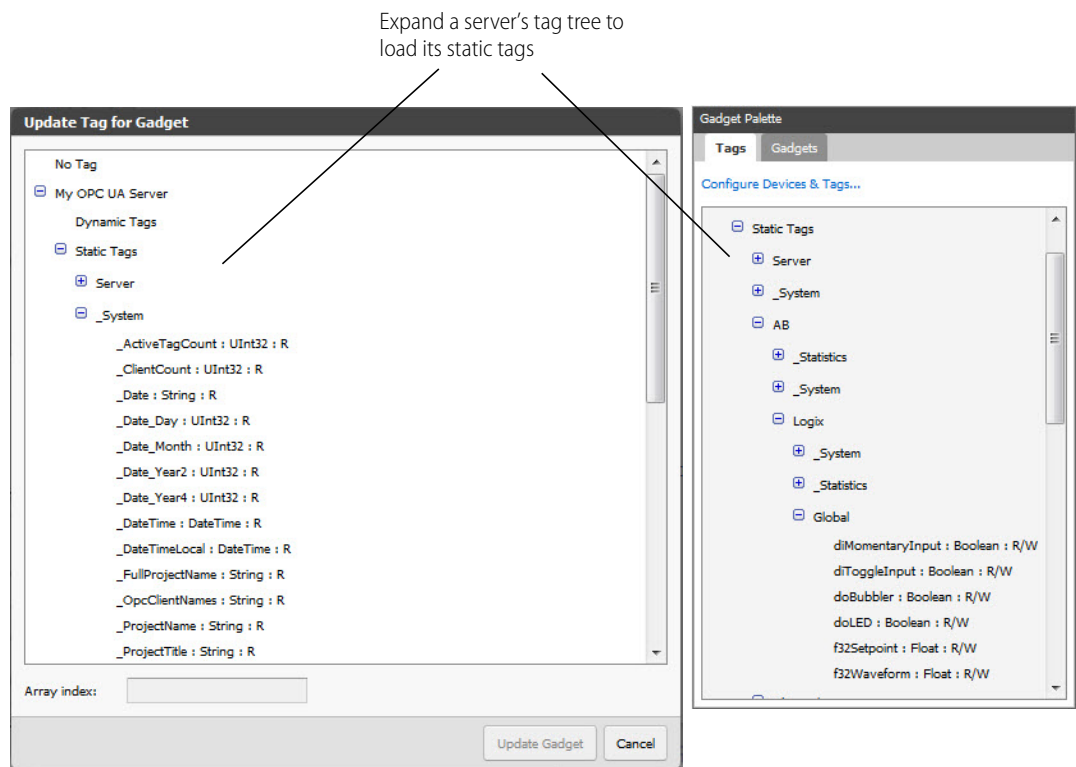
Different OPC UA servers use different ports. Here are the default ports for some servers:

KEPServerEX: 49320
 TOP Server: 49380
 Ignition Gateway: 4096
 MatrikonOPC UA Wrapper: 21381
 MatrikonOPC Universal Connectivity Server: 4846

5. Change Connection Timeout or Scan Interval only if required for your application.
6. Click Add Server.

Using Static Tags

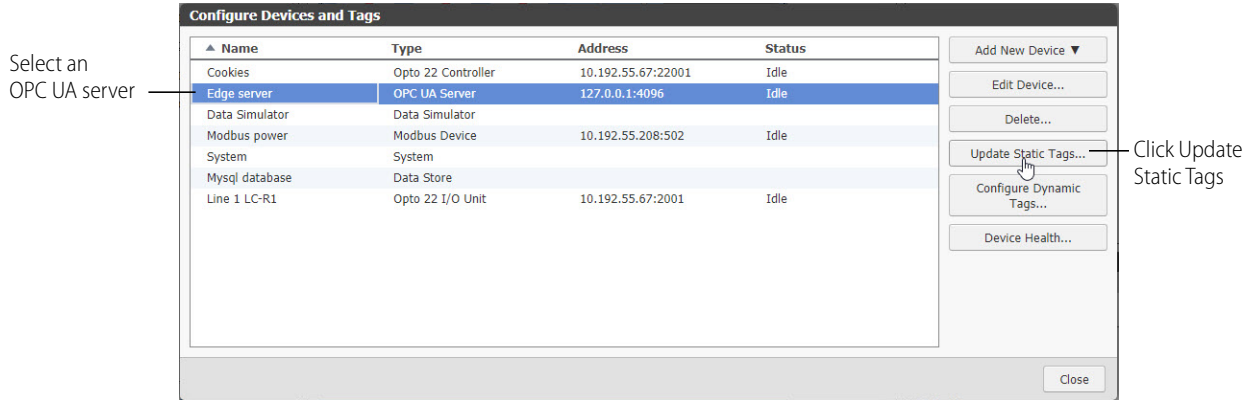
When you add an OPC-UA Server, *groov* View accesses the controller's *static* tags and makes them available so that you can directly browse the tags on the server. *groov* View keeps the server's tag hierarchy and displays the tags in a tree format. As long as you are connected to the server you can browse to find the tag you need in the Gadget Palette or by clicking dynamic link next to "Tag" on a gadget's properties panel. The tags load automatically as you expand the tree. (For more information on tags and folders for an internal Ignition Edge OPC-UA server, see the [groov EPIC User's Guide](#) or the [groov Box User's Guide](#).)



Updating Static Tags

If you know that static tags have changed, or if a link to a tag is broken, you can update the static tags on an OPC UA server. When you update the static tags, *groov* View displays a report that lists any deleted or modified tags so that you can choose different tags as necessary.

To update static tags, select an OPC UA server in the Configure Devices and Tags dialog, and then click Update Static Tags.



Any deleted or modified tags will be listed in the Update Static OPC UA Tags dialog box.



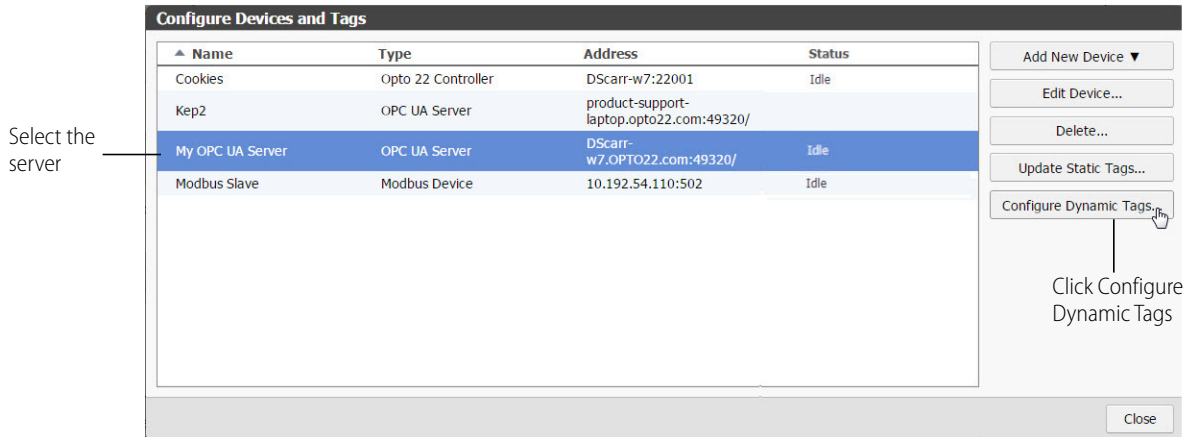
Using Dynamic Tags

NOTE: This section on Dynamic Tags does not apply to the internal Ignition Edge OPC-UA server in groov EPIC or the groov Box. See the groov EPIC User's Guide or the groov Box User's Guide for how to configure individual tags in the Edge server.

Dynamic Tags are tags used with an external OPC-UA server that you enter manually one at a time in *groov*. They are not configured on the OPC-UA server. Dynamic tags allow you to add as many or as few tags to *groov* as you want, making it easier to find the tag you want.

Follow these steps to add dynamic tags to *groov*:

1. In the Configure Devices and Tags dialog, select the OPC UA server, and then click Configure Dynamic Tags.



2. In the Configure Dynamic Tags dialog box, click Add.
3. In the Add Dynamic Tag dialog box, enter a Name and select the Data Type.
You must also make sure the Data Type selected in *groov* matches the type retrieved from the device.
4. If this tag is an array of objects with the same data type, select Array and enter the array size.
5. Choose the Access Read or Write attributes as needed.
Leave this dialog box open while you identify the NodeId Value in the next step.

Add Dynamic Tag

Name:

NodeId Value: [?]

Namespace Index: [?]

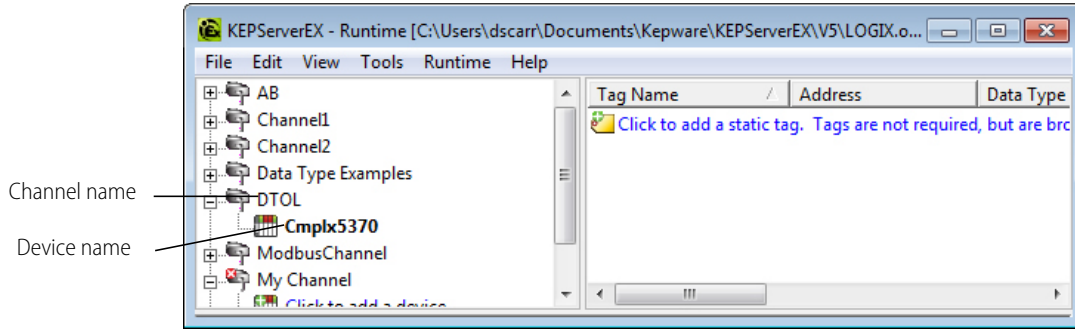
Data type: ▼

Array:

Array size:

Access: Read Write

6. To find the NodeId Value for your device, open your OPC UA server configurator and find the configured device associated with this tag.
You'll find part of the NodeId information here. The remainder comes from the device itself. The addressing syntax is different for each type of device, so you'll need to check the OPC UA server's documentation for this tag's device type.
As an example, here's how you find the NodeId for a Rockwell Automation Logix tag on a KEPServerEX 5 server:
 - a. Open the KEPServerEX 5 Runtime configurator.
 - b. Locate the device and tag from which the dynamic tag in *groov* will obtain data.



Use this format for the Nodeld Value:

[Channel name].[Device name].[Tag group name].[protocol specific address]

So now you can extract the information you need from the server’s configurator and the device itself:

[Channel name]=**DTOL**

[Device name]=**Cmplx5370**

[protocol specific address]=**Program:MainProgram.i32Counter@Long**

NOTE: The protocol-specific address is obtained from the device. If you have a Kepware server, the help file provides the protocol-specific addressing information. To access help for a specific tag, click the device name in the Kepware configurator, choose Properties, and click the Help button.

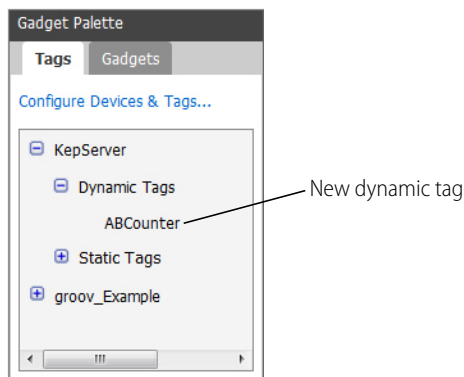
In this example, the “@Long” portion specifies the data type as an unsigned 32-bit integer. This forces the server to report data to this type. If the default data type on the Kepware server is different from the tag’s data type, the link will fail in groov unless you specify the data type in the Nodeld Value. For more information on your specific data type, see the server’s documentation.

Putting it all together, here’s the Nodeld Value for this dynamic tag:

DTOL.Cmplx5370.Program:MainProgram.i32Counter@Long

7. In the *groov* Add Dynamic Tag dialog box you left open in Build mode, enter the Nodeld Value.
8. In most cases, the Namespace Index should stay at 2. However, for some servers (such as Ignition by Inductive Automation) you should change the Namespace Index to 1.
A tag’s Namespace Index is an integer (0 or higher) that tells *groov* how to find the tag on the server.
9. Click Add Dynamic Tag.
10. Close the open dialog boxes.

The new dynamic tag appears in the Gadget Palette.



11. Now you’re ready to add gadgets to a page using the new tags you just created. For instructions, see “Adding Gadgets” on page 64.

- After you've added some gadgets and associated tags to them, select File > Save All Changes and Switch to *groov* View.

It might take a few moments for the OPC UA connection to be established and live values to appear.

Configuring the Windows Firewall for an OPC UA Server

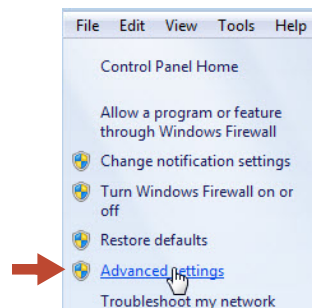
Use this section only if:

- You are using *groov* Server for Windows and the OPC-UA server is installed on a different computer, OR
- You are using an external OPC-UA server with the *groov* Box. (Do not use this section for the internal Ignition Edge server in *groov* EPIC or *groov* Box.)

If your OPC UA server is not on the same computer as *groov*, inbound traffic to the OPC UA server needs to be able get through the firewall on the port used by the server. To allow access through the firewall requires adding an Inbound Rule to the Windows Firewall on the computer where the OPC UA server is installed.

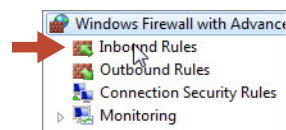
As an example, the following instructions describe how to add in Windows 7 the Inbound Rule for port 49320, the default port for the KEPServerEX 5 server.

- After you have successfully installed the server, open the Windows Control Panel.
- If icons are displayed in the Control Panel, click Windows Firewall. If categories are displayed in the Control Panel, click System and Security and then click Windows Firewall.
- In the left panel, click Advanced settings.

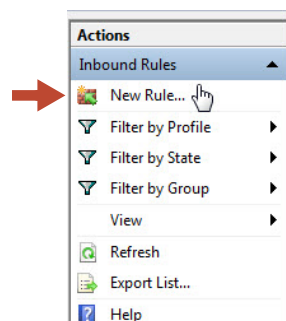


The Windows Firewall with Advanced Security dialog box opens.

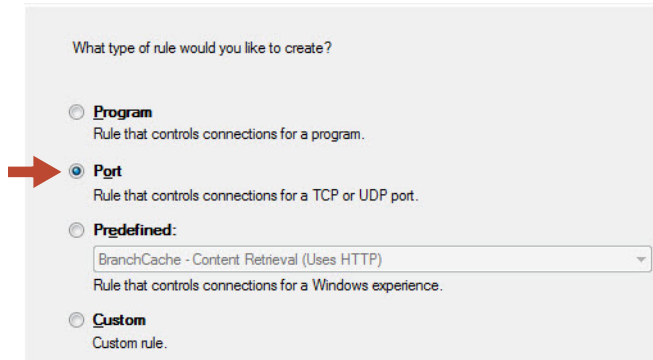
- In the left panel, click Inbound Rules.



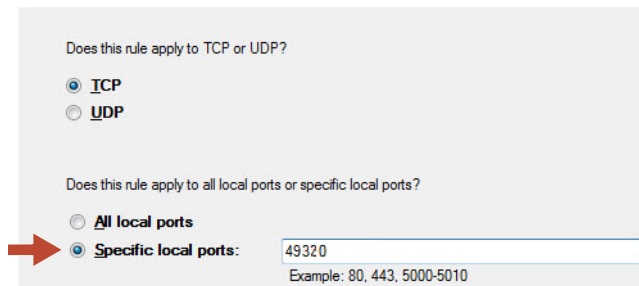
- In the right panel, click New Rule.



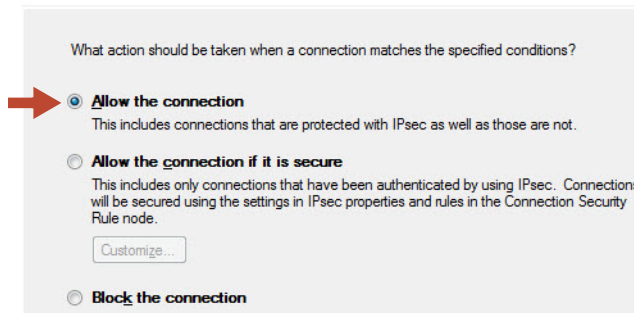
- For Rule Type, select Port. Click Next.



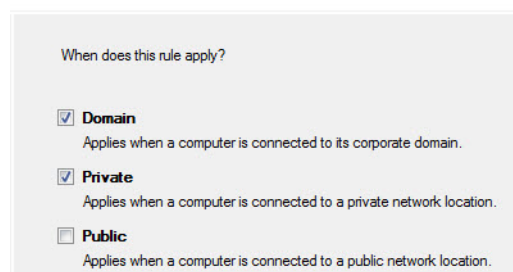
- For Protocol and Ports, select Specific local ports and enter 49320 (the default Kepware port). Click Next.



- For Action, select "Allow the connection." Click Next.



- For Profile, select Domain and Private. Click Next.



- For Name, enter a descriptive name such as "Kepware OPC-UA Server."

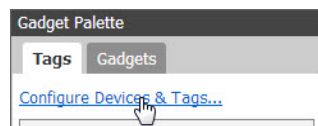
11. Click Finish.
12. Exit the Windows Firewall and Control Panel dialog boxes.

Adding System Tags

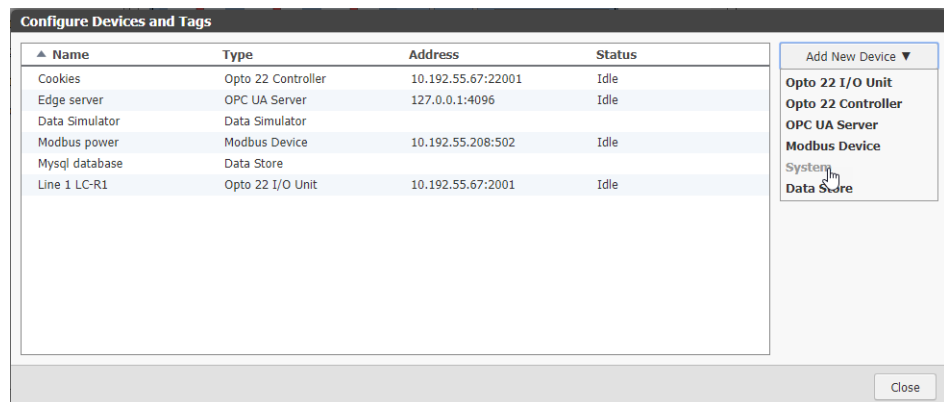
You can get tags for information about the *groov* device itself and use them in your mobile interface. For example, you might want to show operators the current time and date. Or an Admin page might include system uptime, number of current user sessions, and so on.

To make these tags available, you add System as another device.

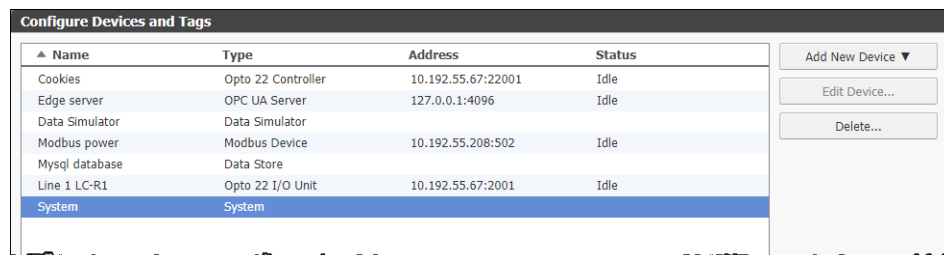
1. Under Gadget Palette on the right side, in the Tags tab, click Configure Devices & Tags, or select Configure > Devices and Tags.



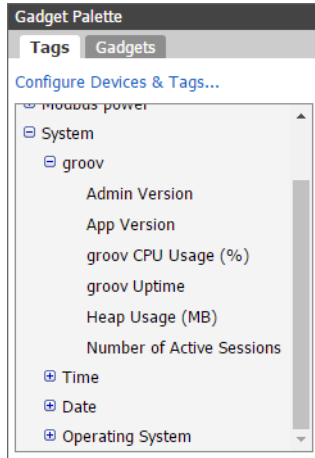
2. Click Add New Device and then select System.



3. System appears in the list of devices.



4. Click Close, and notice that System tags are added in the Gadget Palette. Click the plus signs to expand the tree and see all the tags.



All possible tags are shown in the list, but some may not apply to your *groov*. For example, *groov* Admin version applies only to a *groov* Box, not to *groov* EPIC or a *groov* Server.

The table below shows information about the tags.

NOTE: It's possible to choose an LED or Image Indicator gadget for Time or Date, but since time and date values are strings, you cannot set a numeric range for these gadgets. For example, you can set an LED to be blue at exactly 8:00 and black at any other time, but you cannot set it to be blue between 8:00 and 12:00.

System tags

Tag	Meaning
groov > Admin Version	(<i>groov</i> Box only) Version of <i>groov</i> Admin running on the Box. (This information is also available in <i>groov</i> View; click the gear icon and choose About.)
groov > App Version	Version of <i>groov</i> App (Build and View) running on this <i>groov</i> . (This information is also available in <i>groov</i> View; click the gear icon and choose About.)
groov > groov CPU Usage (%)	Current CPU usage by the <i>groov</i> software on either the <i>groov</i> Box or the PC where <i>groov</i> Server is running, shown as a percentage. A negative value means the current CPU usage is not available.
groov > groov Uptime	How long <i>groov</i> software has been running
groov > groov Heap Usage (MB)	Amount of memory allocated within <i>groov</i> software. Normal values depend on the size of your <i>groov</i> project.
groov > Number of Active Sessions	Number of user sessions currently viewing your <i>groov</i> interface. Typically the number of current users, but one user logged in through two devices or browsers will be counted twice.
Time >	Time of day. For <i>groov</i> Server, the time on the PC <i>groov</i> Server runs on. For a <i>groov</i> Box, see the Box's user guide to set time, set time zone, or synchronize with a time server. Choose the format you want. HH indicates a 24-hour clock; hh indicates a 12-hour clock.
Date >	From the <i>groov</i> Box or from the PC <i>groov</i> Server runs on. Choose the format you want. MM means the month is shown in digits; MMM means the month is written out. For example, DD MMM YYYY might appear as 26 Jul 2017.
Operating System* > System CPU Usage (%)	Current CPU usage for the whole system, shown as a percentage. A negative value means the current CPU usage is not available.
Operating System* > System Uptime	How long the hardware (the <i>groov</i> Box or the PC <i>groov</i> Server runs on) has been running.

* Operating System refers to the hardware the *groov* software runs on, either the *groov* Box or the PC that *groov* Server runs on.

Adding a Computed Tag

A computed tag is a user-created tag that is the result of a JavaScript function that performs a calculation on one or more source tags. A source tag can be a tag from another device or a data store. You may want to create a computed tag to:

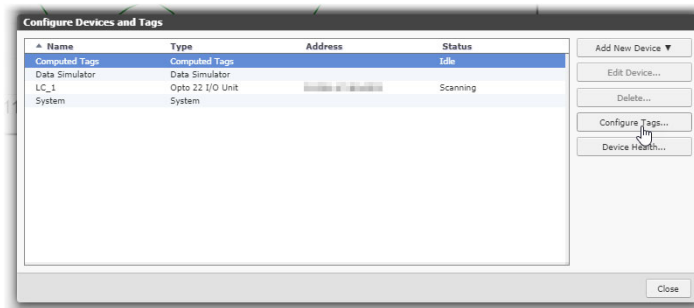
- convert a temperature value from Fahrenheit to Celsius
- sum the number of gallons in multiple tanks to get a total value

You will need to know JavaScript to create computed tags. (There are many references and training available online; for example, <https://www.w3schools.com/js/>.) The data type of the final output of the JavaScript function (which becomes the data type of the computed tag) can be boolean, integer, float, or string.

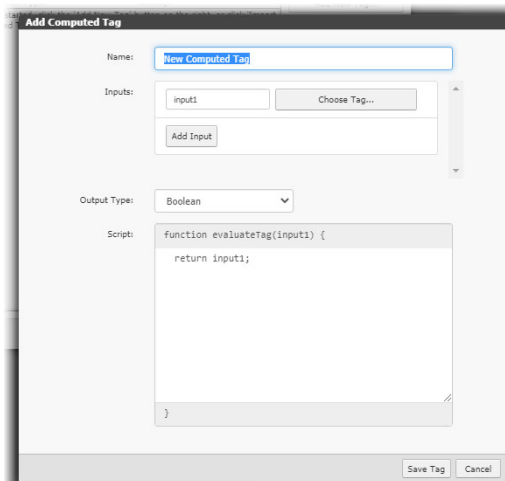
Creating a Computed Tag

Before you create a computed tag, make sure you add the devices or data stores that contain the source tags.

1. Open up your *groov* View project and switch to Build mode.
2. In the Gadget Palette, click Configure Devices & Tags.
3. Click Computed Tags, then Configure Tags.



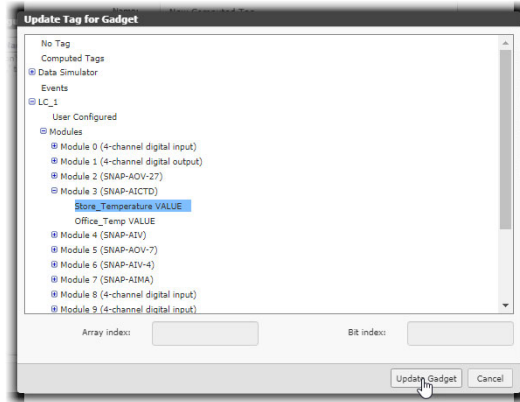
4. Click Add New Tag. *groov* View displays the Add Computed Tag window. (For a description of the fields, see [page 57](#).)



5. In the Name field, type in a name for the computed tag. We will create an example with a computed tag name of Temp (Celsius).

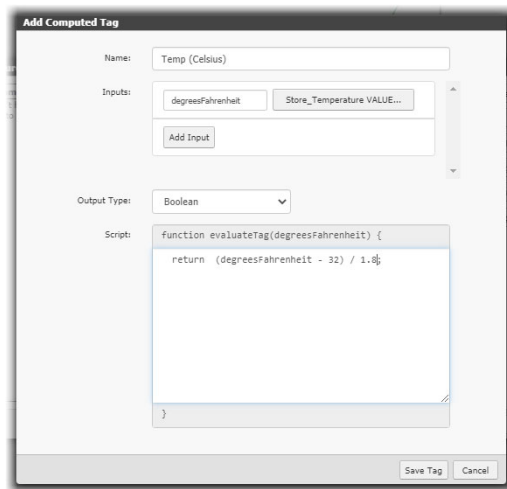
To create a computed tag that converts a source tag to another value:

- a. Click on the text box in the Inputs section (by default, the text box has the word `input` followed by a number).
- b. Type in a name that will identify the source tag in the JavaScript function. This name must comply with the syntax rules of JavaScript identifiers. As an example, we will use the name `degreesFahrenheit`.
- c. Click Choose Tag. Navigate through the Update Tag for Gadget window to find the tag you want to use. After you select the tag, click Update Gadget. In the following image, we selected the `Store_Temperature` tag as the source for `degreesFahrenheit`.



- d. Click on the drop-down list for Output Type and select the data type that your JavaScript function will return. This will be the data type of the computed tag and will determine which gadgets can use it. For the temperature example, we selected `float`.
- e. In the Script box, click in the white space to type in the JavaScript function that converts the source tag to your desired output, making sure the type it returns matches the Output Type. In the example we started in [step b](#), we can convert the store temperature from Fahrenheit to Celsius with the following function: `return (degreesFahrenheit - 32) / 1.8;`

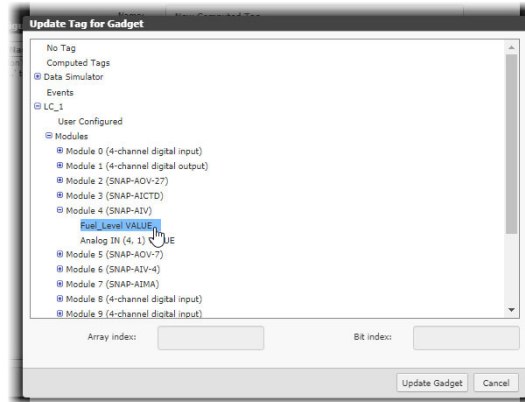
The following image shows the completed window:



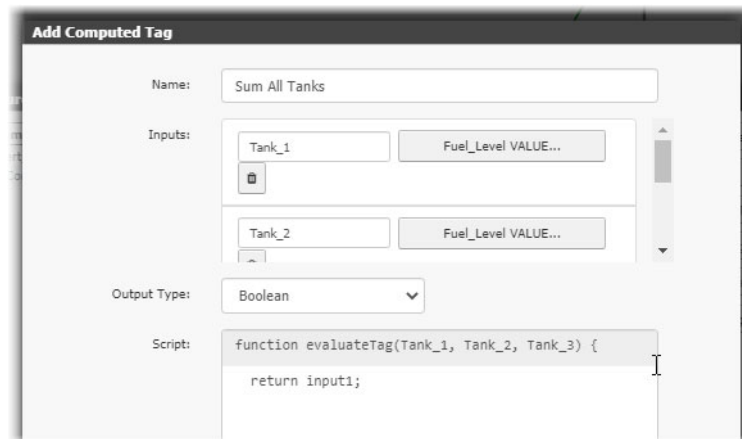
- f. Click Save Tag.

To create a computed tag that uses multiple source tags:

- Click on the text box in the Inputs section (by default, the text box has the word `input` followed by a number).
- Type in a name that identifies the source tag. This name must comply with the syntax rules of pre-Javascript 1.5, which limits the range of characters to ASCII. We will create an example that sums the current fuel levels of multiple tanks, so we will name the first input `Tank_1`.
- Click Choose Tag.
- Navigate through the Update Tag for Gadget window to find the tag you want to use. After you select the tag, click Update Gadget.

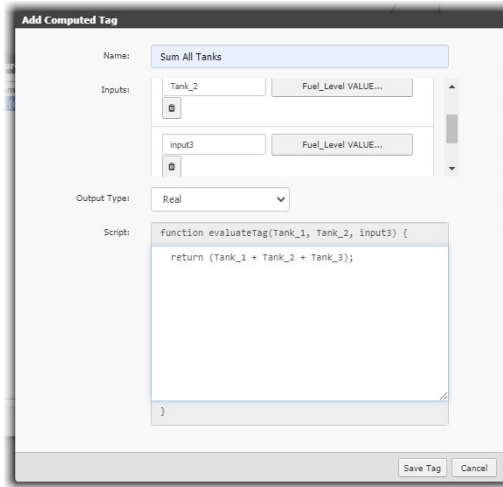


- Click Add Input to add your next source tag. Repeat the previous steps to add the next source tag. Repeat this step until you have added all your source tags. The viewable area of the Inputs section is limited, so if you specify more than two inputs, you will have to scroll through the box to see the other inputs. The following image shows the scroll bar to the right of the Inputs box:

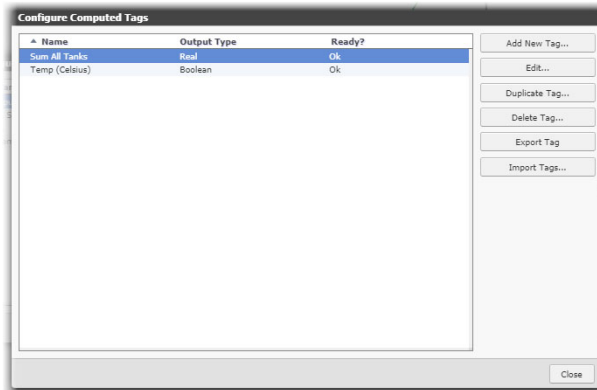


- Click on the drop-down list for Output Type and select the data type that your JavaScript function will return. For our example, we will select float.

- g. In the Script box, click in the white space to type in the JavaScript function that manipulates the source tags into your desired final value, making sure that the type of the final value matches the Output Type. For our example, adding the three inputs will give us the desired final value:

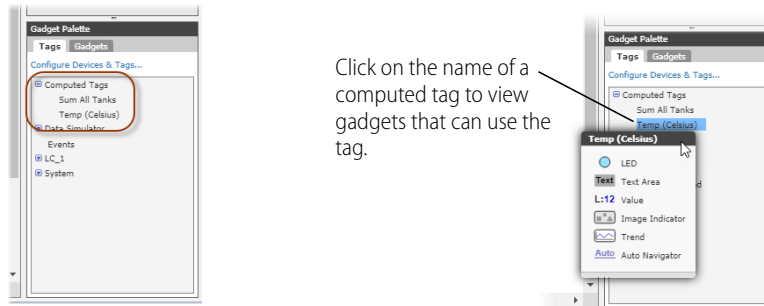


- h. Click Save Tag.
6. After you have finished creating a computed tag, *groov* View displays the tags in the Configure Computed Tags window.



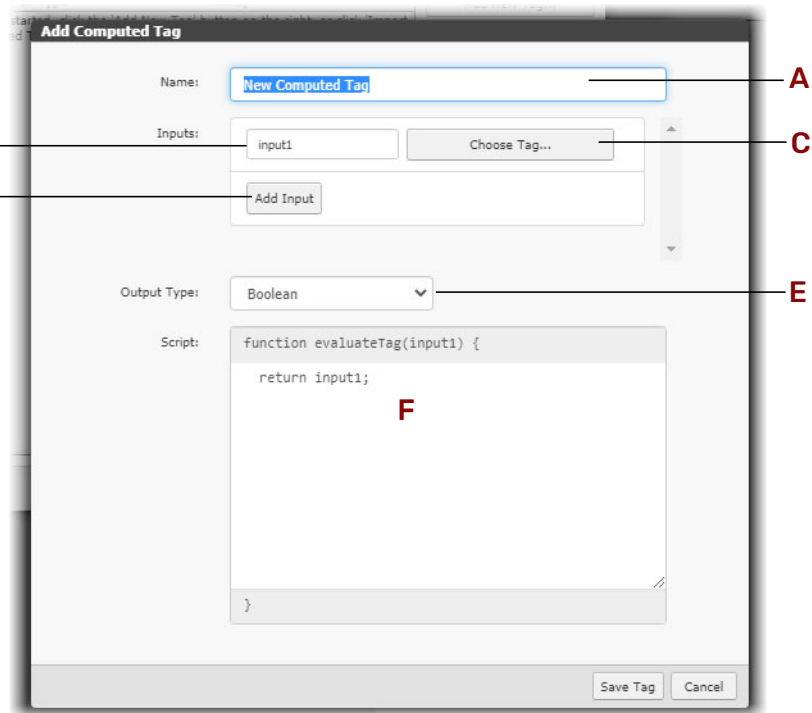
7. Click Close to close the Configure Computed Tags window. Click Close to close Configure Devices and Tags window.

In the Gadget Palette, you can expand the Computed Tags branch to view the computed tags you created, as well as click on a tag to view the gadgets you can use with it:



Click on the name of a computed tag to view gadgets that can use the tag.

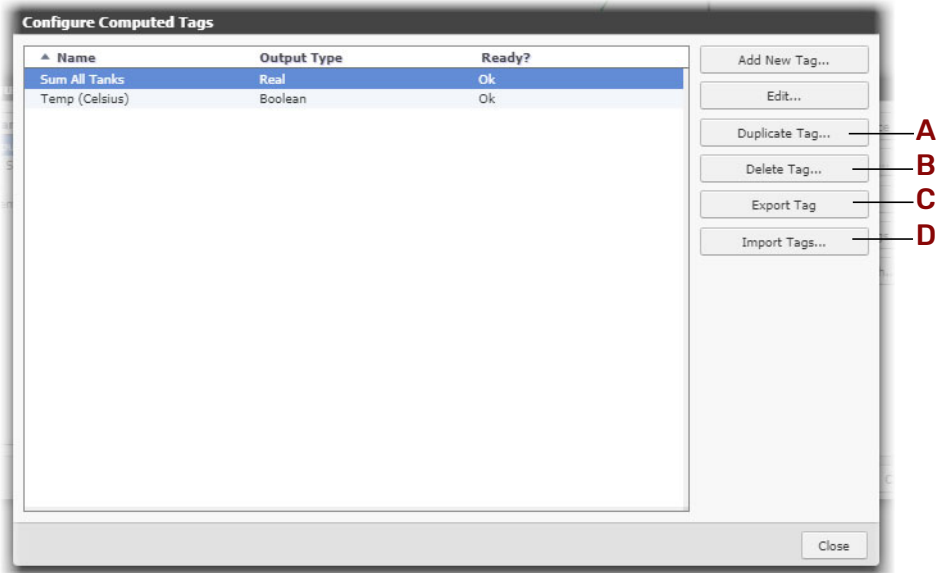
Add Computed Tag Window



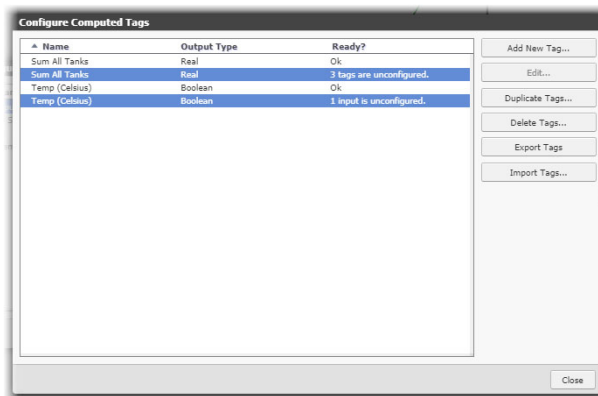
- A** Name for the computed tag. *groov* View displays this name under the Computed Tags branch of the tag tree.
- B** Name of the input to the JavaScript function. This name must comply with the syntax rules of pre-Javascript 1.5, which limits the range of characters to ASCII. *groov* View updates the first line (in gray) of the Script box with this name.
- C** Choose Tag. Click this button to identify the source tag for this input.
- D** Add Input. Click this button if you need to add more than one input.
- E** Output Type. Select the data type of the computed tag, which determines which gadgets can use it.
 - Boolean
 - Integer
 - Float
 - String
- F** Script editor box. Click in the white space of this box to add your JavaScript. You cannot edit the first line (in gray) of the Script box. If you want to change any of the names in the first line, edit the corresponding input.

Managing Computed Tags

You can add, edit, duplicate, delete, export, and import computed tags through the Configure Computed Tags window:



- A** Duplicate Tag. Select a tag, then click Duplicate Tag. *groov* View duplicates the tag and lists it immediately below the original tag.
- B** Delete Tag. Select a tag, then click Delete Tag. *groov* View prompts you to confirm that you want to delete the selected tag. Click Delete Tag to confirm your request.
- C** Export Tag. Select all the tags you want to export, then click Export Tag. *groov* View displays the Save As window. Navigate to the folder where you want to store the file. If you want to change the name, type in the new name in the File Name field. Click Save.
- D** Import Tags. Click Import Tags. *groov* View displays the Open window. Navigate to the folder where the file is stored. Select the file, then click Open. *groov* View imports the tags found in the file and adds them to the Configure Computed Tags window, highlighting them and indicating any changes you need to make. In the following example, two tags were added that need inputs configured:



Select a newly imported tag and click Edit to make the changes needed.

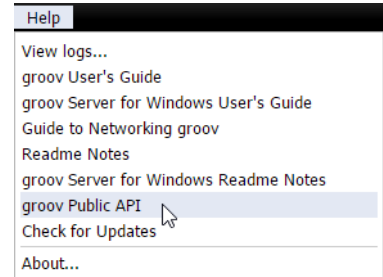
Adding a Data Store

A Data Store provides a way in which users of your *groov* operator interface can interact with data from an online service, a database, or another software application. For example, your company's SQL database could place production or maintenance data into a *groov* Data Store for users to see. Or your *groov* View users could enter production or service data for the database to pull in.

Your application uses the **groov REST API** to either put data in *groov* or get data from *groov*.

To see the full *groov* REST API, in Build choose Help > groov Public API, as shown at right. You can also find the API on developer.opto22.com.

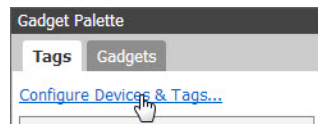
You add a Data Store for each application that will interact with *groov*, and then add the tags you want the application to read or write to.



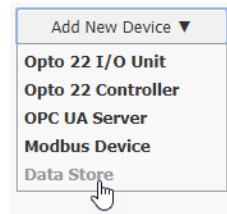
*NOTE: A groov Data Store is another device in groov, like a Modbus/TCP serial device or a SNAP PAC controller. Devices cannot talk with each other directly. For example, a SNAP PAC cannot read data from a Data Store. However, you can use Node-RED in the groov Box (or on your PC) to create a logical flow that exchanges data between devices that have Node-RED nodes. For more on Node-RED, see nodered.org and the *groov Box User's Guide for GROOV-AR1* (form 2104).*

Here's how to add a Data Store in *groov*:

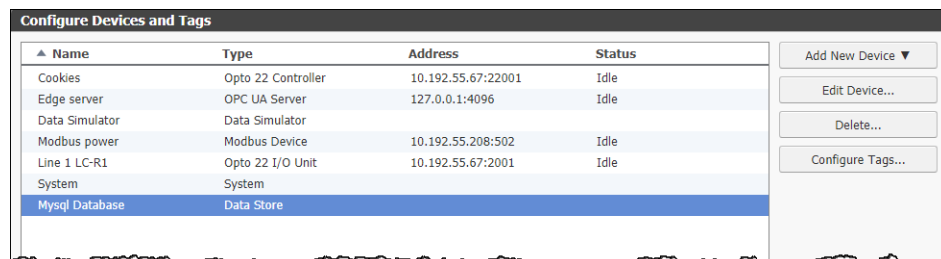
1. Under Gadget Palette on the right side, in the Tags tab, click Configure Devices & Tags. Or select Configure > Devices and Tags.



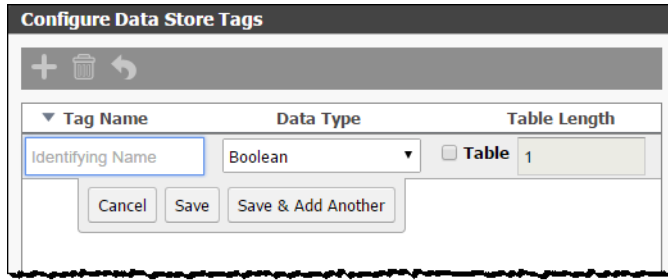
2. Click Add New Device and then select Data Store.



3. Give the Data Store a name and click Create. The Data Store appears in the list of devices.



4. Highlight the Data Store and click Configure Tags. Click the Add button  in the upper left.



5. Enter the following tag attributes:
Tag Name: (Required) Give the tag a descriptive name.
Data Type: (Required) Select the data type that will be written to or read from this tag.

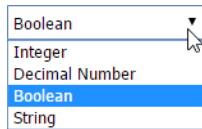
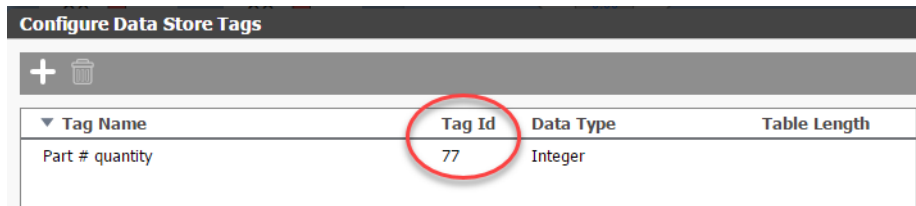


Table: (Optional) If the tag is an array, check the Table box and enter the table length. From a practical standpoint, table length can be whatever you need (within the limits of your system's capacity).

6. Click Save, or click Save & Add Another to add another tag.
7. When your tag appears in the list, note the Tag Id; you will use it when accessing the tag.

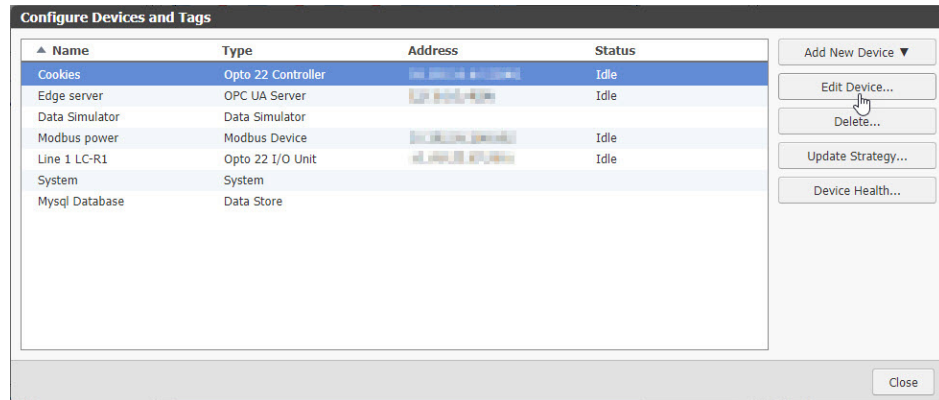


8. When you've finished adding tags, click Close. Click Close again and notice that your Data Store appears in the Gadget Palette with the name you gave it. Click the plus sign to see the tags in the store.

Editing Device Information

If a device's hostname or static IP address has changed, you'll need to edit the hostname or address in Build. You can also change other information for a device, such as its port, timeout, or scan interval.

1. Select Configure > Devices and Tags.
2. Select the device and click Edit Device.

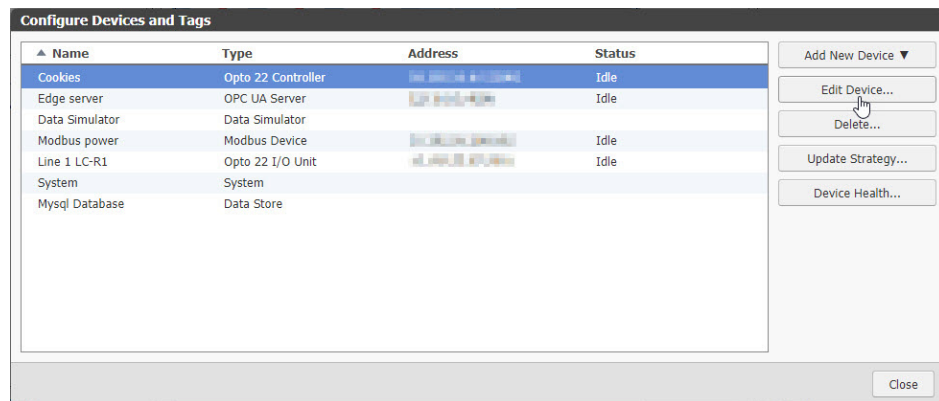


3. Change the information as needed and click Edit Device.
4. Close the Configure Devices and Tags dialog box.

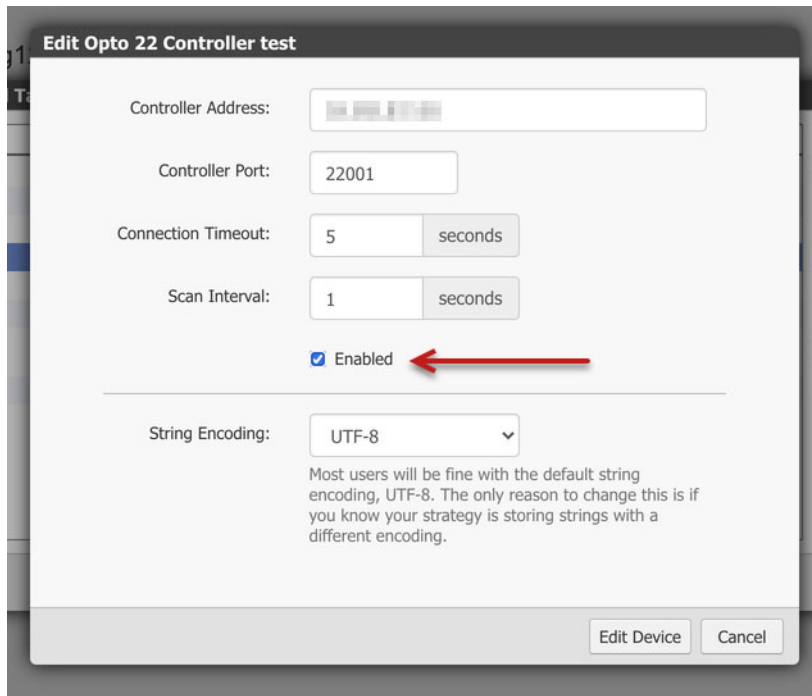
Disabling Communication to a Device

Disabling communication to a device can be helpful in situations where a device incurs communication costs, as well as while testing when a device is not installed yet or is not available. You can disable communication during time periods when you don't need to communicate to the device.

1. Select Configure > Devices and Tags.
2. Select the device and click Edit Device.



3. Click the Enabled box to remove the check. The following image shows the location of the Enabled box in the "Edit Opto 22 Controller" dialog box.



4. Click Update Device to close the Edit Device dialog box.

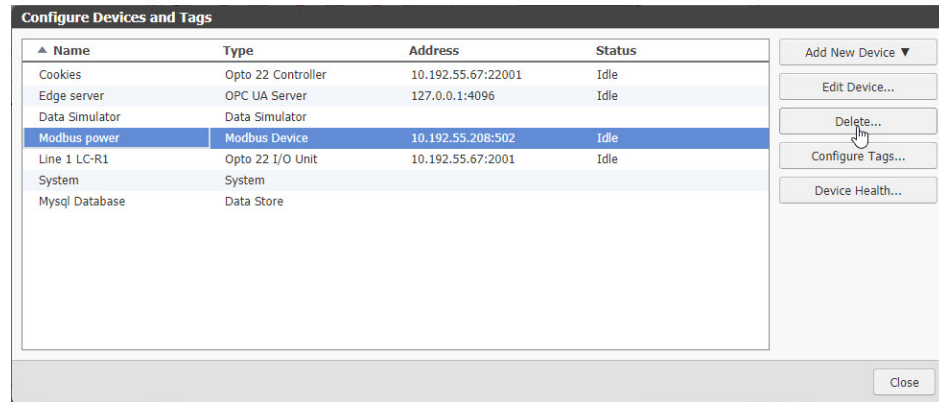
When you return to View mode, any gadgets that refer to tags from that device will display an error message similar to the following:



Deleting a Device

You can remove a device from your project. However, be aware that any tags from the removed device will be removed from all gadgets.

1. Choose Configure > Devices and Tags.
2. Highlight the device you want to remove and click Delete.

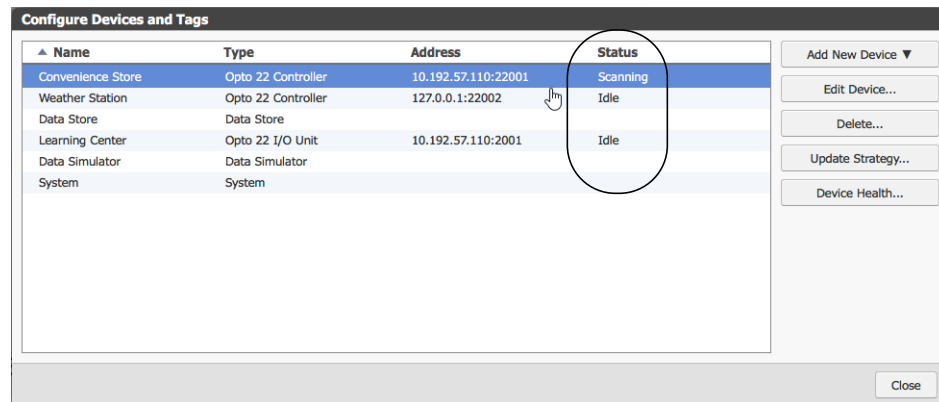


3. Click Delete Device.
4. Close the Configure Devices and Tags dialog box.

Viewing Device Health

The Configure Devices and Tags dialog box shows you the status of each device connected to groov View.

1. Choose Configure > Devices and Tags.
2. Highlight the device you're interested in and notice the Status column:



Possible status notations are:

Status	Meaning
Idle	<i>groov</i> View is not currently connected to the device; nothing is being scanned on it.
Scanning	<i>groov</i> View is reading tag data from the device, everything's working fine.
Degraded	<i>groov</i> View is reading tag data from the device, but it isn't responding fast enough to keep up with all requests.
Error	<i>groov</i> View encountered an error while connecting to the device. This usually means the device is offline, or there's a network issue.

3. To see more information about this device, click the Device Health button at the right.

ADDING GADGETS

The screenshot shows a dashboard titled "Convenience Store - Device Health". It contains two tables. The first table, "Response Times over the last 5 minutes", has columns for Average, Minimum, Maximum, 75th Percentile, and 99th Percentile. The second table, "Request and Error Rates per minute", has columns for Last Minute, Last 5 Minutes, and Last 15 Minutes, and rows for Read Requests, Write Requests, Dropped Requests, and Errors. A "Done" button is located at the bottom right of the dashboard.

Response Times over the last 5 minutes				
Average	Minimum	Maximum	75th Percentile	99th Percentile
4.02ms	3.01ms	8.49ms	4.23ms	4.84ms

Request and Error Rates per minute			
	Last Minute	Last 5 Minutes	Last 15 Minutes
Read Requests	60.0	61.6	66.1
Write Requests	0.0	0.0	0.0
Dropped Requests	0.0	0.0	0.0
Errors	0.0	0.0	0.0

Response Times—Tracks how long a device takes to fully respond to a request. A typical request would be reading a batch of tags (up to 20 at a time), or writing a single tag. Response Times are tracked over the last 5 minutes and show Minimum, Maximum, and Average response times. Values in the 75th and 99th percentiles mean that, for example, 75% of your requests finish in the reported time.

Request and Error Rates—Tracks the number of read and write requests sent to the device over the last 15 minutes, and reports the average requests per minute over the last 1, 5, and 15 minutes. Read requests typically involve more than one tag, while writes are typically one tag at a time.

Dropped Requests result from too many requests in the queue. If the queue is too full, the oldest read requests may be dropped. If Dropped Requests are more than 1.0 for the last minute, device health status changes to Degraded.

Errors indicate connection errors and are also reflected in the health status column until either the connection is successful or the device no longer needs to be scanned (for example, if no one is viewing a page that includes tags from that device).

ADDING GADGETS

There are two basic methods for adding a gadget and associating a tag. You can start with a gadget and add a tag to it. Or you can start with a tag and then add the tag's gadget.

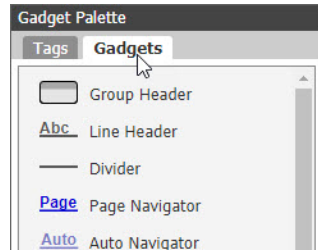
See [“Method 1: Add a Tag to a Gadget,”](#) page 64

See [“Method 2: Add a Gadget to a Tag,”](#) page 65

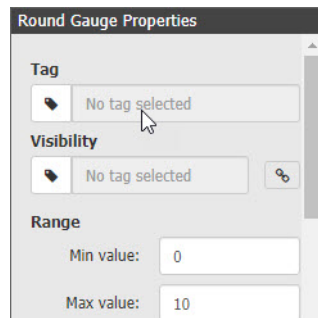
Method 1: Add a Tag to a Gadget

Drag a gadget from a toolbox onto the page, and then assign it a tag.

1. Select the Gadget tab in the Gadget Palette.



2. Either double-click a gadget or drag it to the work area.
3. Select the gadget in the work area and look at the Gadget Properties panel (upper right).

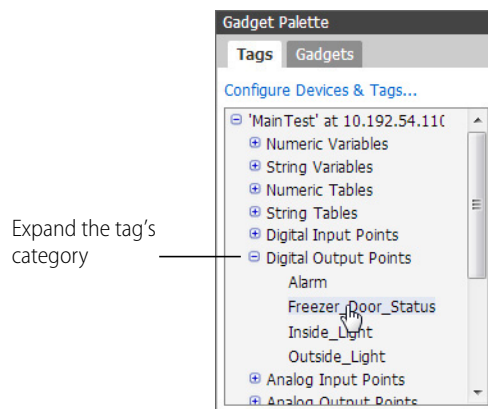


4. Click the little tag next to No Tag Selected.
5. In the Update Tag for Gadget dialog box, click the plus signs to browse to the tag you want to use, select it, and then click Update Gadget. (Or just double-click the tag in the list.)
6. Configure the gadget's properties. See ["Configuring Gadget Properties"](#) on page 66.
7. Choose File > Save All Changes.

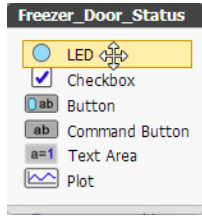
Method 2: Add a Gadget to a Tag

Click a tag and assign an available gadget.

1. Click the Tags tab in the Gadget Palette panel, then click the plus signs to expand the tree and locate the tag you want.



2. Click the tag to see a list of gadgets that work with the selected tag.

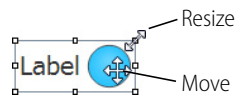


3. Either double-click a gadget or drag it to the work area.
4. Configure the gadget's properties. See "Configuring Gadget Properties" on page 66.
5. Select File > Save All Changes.

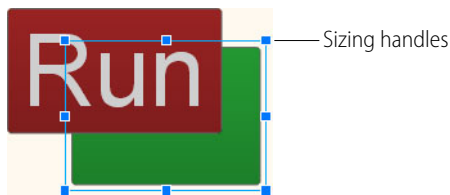
EDITING GADGETS

Resizing and Moving Gadgets

When you resize or move gadgets in either the Desktop & Tablet layout or the Handheld layout, the change does *not* affect the other layout. See "Optimizing Layouts" on page 69 for more information on layouts.



- To move a gadget, grab it with the left mouse button and drag it. To move multiple gadgets, click on an empty part of your page and drag a box around the gadgets. Or hold down the CTRL key while selecting gadgets.
- To resize a gadget, click it, grab a graphic handle, and drag to the new size.
If a gadget is behind another gadget, you can make its sizing handles available by clicking on an exposed portion of the gadget.

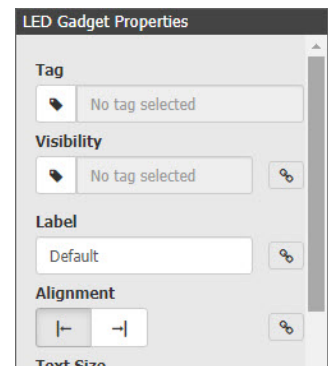


Configuring Gadget Properties


To configure a gadget, click the gadget to display its Properties panel (in the upper right corner of the workspace).

Each gadget has its own specific properties. For example, part of the LED Gadget Properties panel is shown at right.

See [Chapter 4: Gadget Reference](#) for information on specific gadget properties.



Properties and Layouts


Any property with a link icon  next to it can be changed in one layout (Desktop & Tablet, or Handheld) without affecting the other layout. See “[Optimizing Layouts](#)” on page 69 for more information on layouts.

Depending on the gadget, you can change the gadget’s visibility, label name, text size, alignment, color of text and its background, value precision, indicator colors, whether it is oriented vertically or horizontally, and more.

For example, suppose you want a gadget’s label to appear on the left side of the gadget in the Desktop & Tablet layout, but on the right side in the Handheld layout. Here’s how to change it.

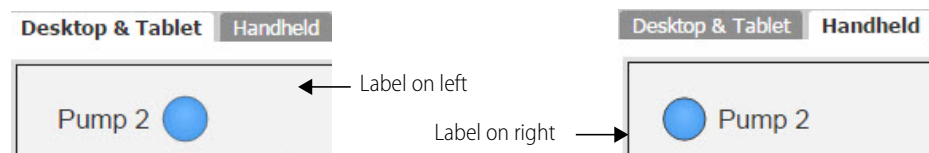
1. Click the Desktop & Tablet tab, and then click the gadget you want to change.
2. In the Properties panel, make sure Alignment is to the left.



3. Click the link icon so it changes to a broken link , indicating that changes to this property affect only the current layout.
4. Click the Handheld tab and click the same gadget.
5. In the Properties panel, notice that the link is broken. Change Alignment to the right.



6. Check both tabs to see how the label on this LED will appear in the two layouts:



Languages in Buttons and Labels

When adding text to a gadget, *groov* has full Unicode support and uses very common fonts such as Arial with broad support for most languages.



Cutting and Pasting Gadgets

- **To cut or copy** a gadget, right-click it to open the popup menu, and then select Delete, Duplicate, Copy, or Cut.
- **To paste** a copied or cut gadget, left-click the workspace, then right-click and select Paste from the popup menu.
- **To select more than one gadget** at a time, hold down the CTRL key as you click them. Or draw a box around multiple gadgets.

As indicated on the popup menus, you can also use keyboard shortcuts for Copy (CTRL + c), Cut (CTRL + x), and Paste (CTRL + v). Or choose Copy, Cut, or Paste from the Edit menu.

Making a Gadget Visible Based on a Tag

You can change a gadget's visibility in *groov* View based on:

- An integer variable. A value of 0 will hide the gadget, any non-zero value will show the gadget. To indicate which integer variable:
 - a. Click the Tag symbol.
 - b. Navigate through the Update Tag for Gadget window to select the integer variable.
 - c. Click Update Gadget.
- A boolean tag. A value of 0 will hide the gadget, a value of 1 will show the gadget. To indicate which boolean variable:
 - a. Click the Tag symbol.
 - b. Navigate through the Update Tag for Gadget window to select the integer variable.
 - c. Click Update Gadget.
- The bit of an integer variable or element of an integer table. A value of 0 will hide the gadget, a value of 1 will show the gadget. To indicate which bit:
 - d. Click the Tag symbol.
 - e. Navigate through the Update Tag for Gadget window to select the integer variable or integer table (array).
 - f. Specify the bit:
 - For integer variables, specify the bit number in the Bit field.
 - For an element of an integer table, specify the element number in the Array index field, then the bit number in the Bit field.
 - g. Click Update Gadget.

Moving a Gadget to the Front or Back

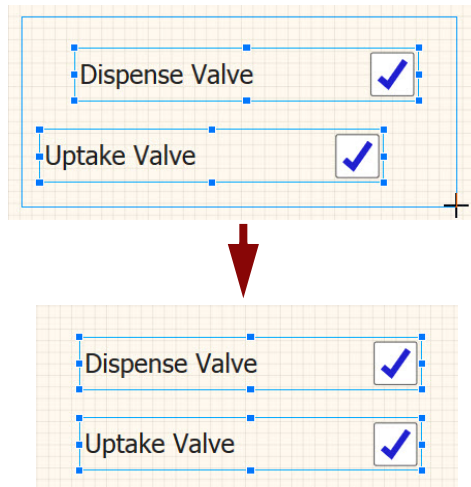
If gadgets overlap and you want to change the order of the stack, right-click a gadget and select Bring To Front or Send To Back.

If you don't want a gadget to move, choose Lock Position.

Or choose Bring To Front, Send To Back, or Lock Position from the Edit menu.

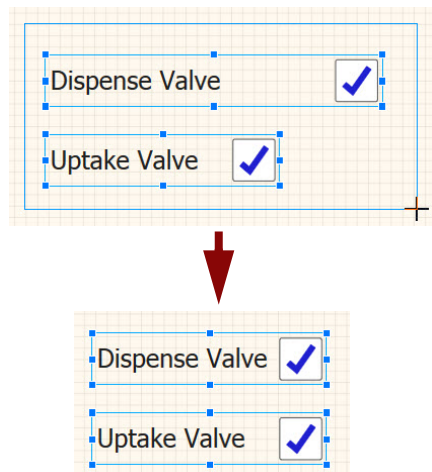
Aligning Gadgets

To align multiple gadgets, click on an empty part of your page and drag a box around the gadgets (or hold down the CTRL key while selecting them), then right-click and choose the alignment type. The Align commands are also available in the Edit menu.



Adjusting the Size of Multiple Gadgets

To make multiple objects the same size, drag the cursor around the gadgets (or hold down the CTRL key while selecting them), then right-click and choose how to size them. The Size commands are also available in the Edit menu.

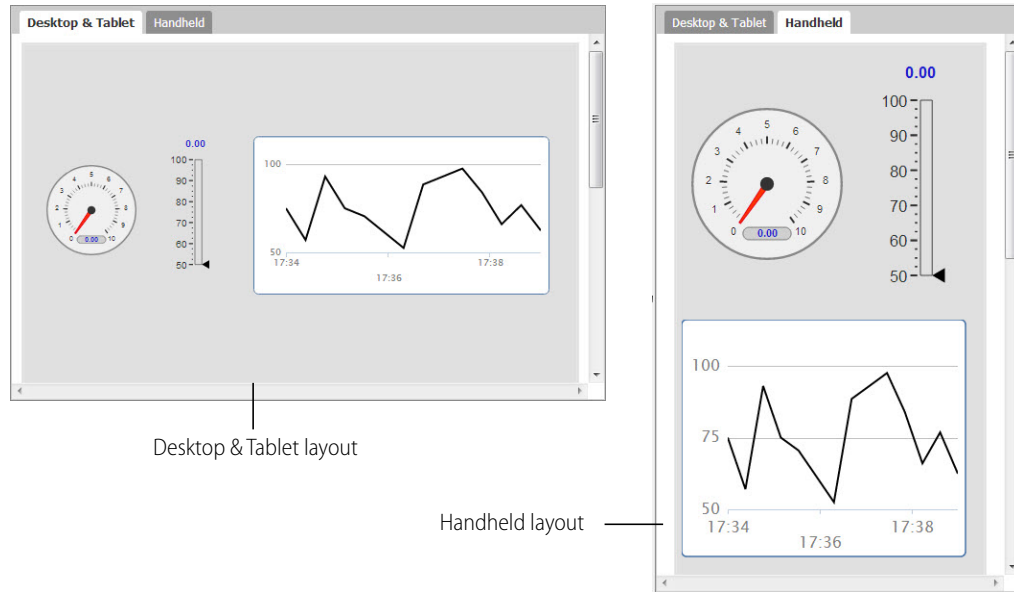


OPTIMIZING LAYOUTS

In Build mode there are two different layouts: Desktop & Tablet and Handheld. The Desktop & Tablet layout shows you how gadgets will appear when viewed on a computer monitor or a tablet. The Handheld layout is for viewing on a smaller handheld device such as a smartphone.

groov View automatically shows the appropriate layout for the device being used. Or, if you are using the *groov* View app for iOS or Android on a mobile device, you can choose which layout to view.

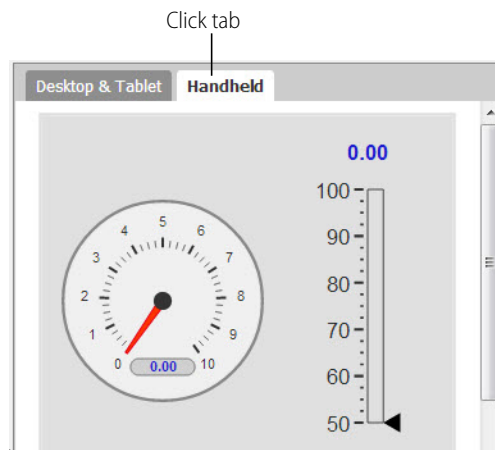
OPTIMIZING LAYOUTS



If most of your users will view your *groov* operator interface on a smartphone, you may want to start building your project in the Handheld layout tab. No matter where you start, you can adjust both layouts to optimize them for the people who will use them.

For any given page, by default both layouts contain identical gadgets and properties, but you can make the layouts different in several ways.

To work on a layout, click the tab for either Desktop & Tablet or Handheld at the top of the page.



You can switch between tabs as needed to make each layout the way you want. You can:

- Change a gadget's size and position in one layout without affecting the other one. For example, you can move the most important gadgets to the top in the Handheld layout. See [“Editing Gadgets” on page 66](#).
- Hide a gadget in one layout and show it in the other. See [“Using the Page Stash” on page 23](#).
- Change the size, color, and alignment of gadget text in one layout only, for example to fit more on a smaller screen. But be careful not to make text too small to read or controls too small to use with your finger. See [“Properties and Layouts” on page 67](#).
- Show a different gadget label on one layout than on the other. See [“Properties and Layouts” on page 67](#).

- Orient a gadget horizontally in one layout and vertically in the other. See [“Properties and Layouts” on page 67](#).

Each gadget has individual properties that may limit or expand what you can do with it in a layout. See [Chapter 4: Gadget Reference](#) for information on each gadget.

3: Managing *groov* View

This chapter describes how to manage user accounts, back up and restore your project, update *groov* View and your license, and more.

In this chapter:

Managing User Access.....	73
Managing Images in the Image Library.....	80
Adding a Page Category.....	83
Viewing the Tags in Use.....	85
Viewing Log Messages.....	86
Changing the General Project Settings.....	87
Saving Your Project and Opening <i>groov</i> View.....	90
Backing Up and Restoring Your Project.....	90
Resetting your <i>groov</i> Project.....	92
Updating <i>groov</i>	92
Updating Your License/Renewing <i>groov</i> Maintenance.....	94

MANAGING USER ACCESS

When you build or change your *groov* View project, you have specific ideas in mind about which people will use the mobile operator interface and which software applications will have access to *groov* data. Managing these people and applications—your *groov* View users—is the key to maintaining security. Here are some examples:

People—You may want a line operator to monitor and control equipment on the line, while a supervisor can see widget production but has no control over the equipment. Or you may want a central station to monitor equipment at remote sites, and field technicians to control it from a tablet.

Software—It's not just people who may need access to data in *groov* View. You may also want software applications to access the data in a *groov* Data Store, using the *groov* API (application programming interface). For example:

- A company database could write daily sales totals for managers to see on their phones.
- A custom application you've written in C++, .NET, JavaScript, or another programming language could share operational data from remote automation equipment, which then appears to technicians in *groov* View.
- A cloud data service like AT&T M2X or Amazon Web Services (AWS) could provide data on trucks and freight containers to logistics personnel.
- A Node-RED flow you build could tweet status to operators when pressure is unusually low. (For more information on Node-RED, see the *groov EPIC User's Guide* or the *groov Box User's Guide*.)

Software clients that need to access data in *groov* View must be added as users in Build mode. We recommend that each software client be assigned a unique username, password, and API key. That way, if multiple software applications are using the API and one becomes compromised, the others can still operate securely.

Because security is a top priority, you will **restrict access** to your *groov* View data and interface—or to parts of it—to make sure that only authorized people and software can use it, and only in the ways you intended. Here are three ways you can manage access:

- Create an account for each user.** Each person or software application that uses your *groov* View operator interface or accesses its data must have an account with a username and password. When people use your *groov* View interface, their passwords are encrypted. When applications access *groov* View data, they must use their assigned API key to verify their identity.

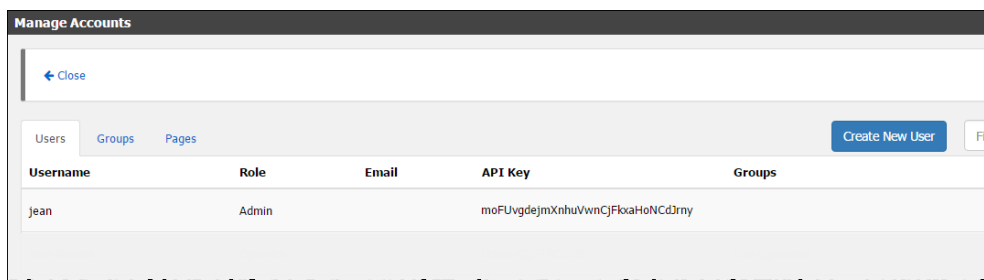
Make sure all users understand the importance of security, keep their passwords and API keys safe, and understand how to change them.

See “[Creating a User](#),” below.
- Create user groups to control page access.** With multiple users, groups are an easy way to define who sees which pages. For example, you could create one user group for central station monitoring personnel and two groups for field technicians, and then assign each user to the correct group. The *Central Station* group sees pages showing all remote sites for monitoring. The *Field Technicians West* group sees pages with controls for their geographic area; the *Field Technicians East* group sees similar pages for their area. See “[Managing User Groups](#)” on page 78.
- Create pages for specific purposes.** If a line operator needs to monitor and control equipment, but a supervisor only needs to monitor it, create two pages, one for each purpose. The operator’s page includes controls; the supervisor’s doesn’t. See “[Working with Pages](#)” on page 20.

Creating a User

You must be an Admin user to create or change users.

1. In Build mode, choose Configure > Accounts. Then click the Users tab.



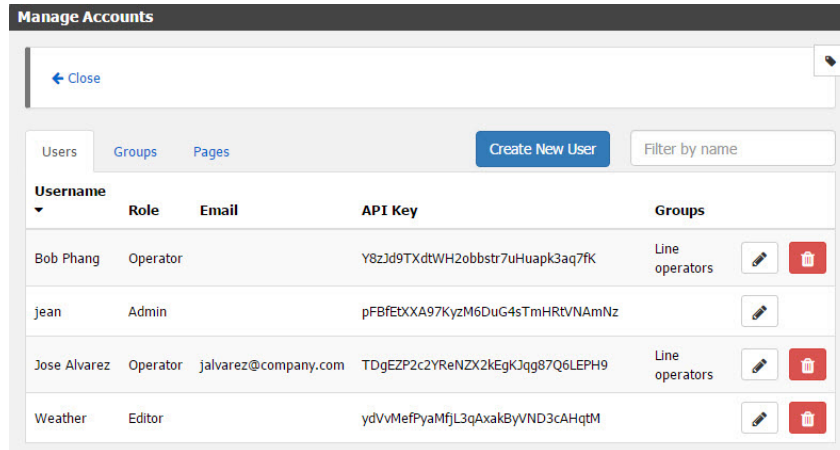
2. Click Create New User.

3. Enter a username for the new user.
4. If this user will receive email notifications from *groov* View, enter the email address to use. See [Chapter 5: Using Events and Notifications](#).
5. Select a Role based on the security level for this user (Admin, Editor, Operator, or Kiosk). For example, if you want a user to be able to log in and out of *groov* View and change their password, choose the Operator security level. If you want a user to use View but not be able to log out or change their password, choose Kiosk. For software users, choose Admin or Editor. Lower levels cannot access a *groov* Data Store. This table shows the privileges available for each security level:

		Security Level			
		Admin	Editor	Operator	Kiosk
Privilege	Use and interact with the gadgets in <i>groov</i> View	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> *	<input type="checkbox"/> *
	Log out and back in, and change their password in <i>groov</i> View	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> *	
	Use Build mode to add devices, make or change pages, & set groups on pages	<input type="checkbox"/>	<input type="checkbox"/>		
	Use the <i>groov</i> API to securely access data in a <i>groov</i> Data Store	<input type="checkbox"/>	<input type="checkbox"/>		
	Create users and groups, assign users to groups, and generate new API keys	<input type="checkbox"/>			

* Only for the user groups an Operator or Kiosk user belongs to. See [page 78](#).

6. For Operator or Kiosk users, if you have already configured groups, select the groups the user belongs to. Groups are used to restrict access to particular pages. For example, if a page is restricted to members of the group called *West Wing*, then an Operator or Kiosk level user must be in the West Wing group to access that page. See [“Managing User Groups” on page 78](#).
7. Click Create User.
The user appears in the list.

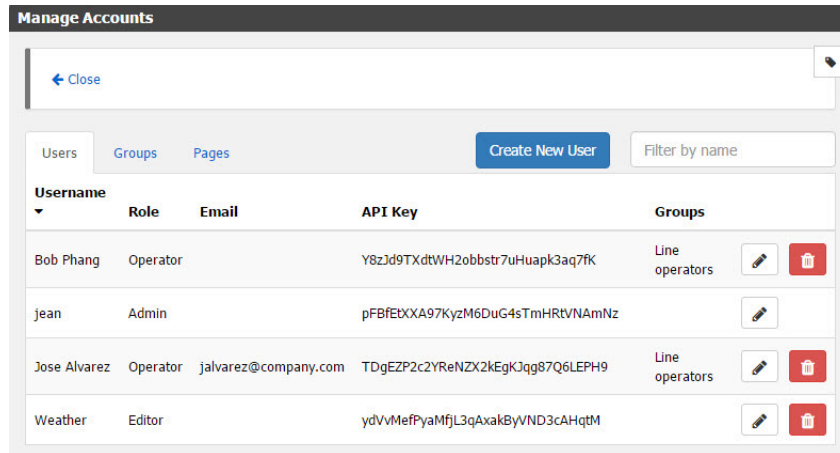


8. Give the username and password (for a person) or API key (for software) to the user. API keys are automatically generated. To change an API key, see “Changing a User’s Settings,” below.

Finding a Software User’s API Key

You must be an Admin user to see API keys.

1. In Build mode, choose Configure > Accounts. Click the Users tab.

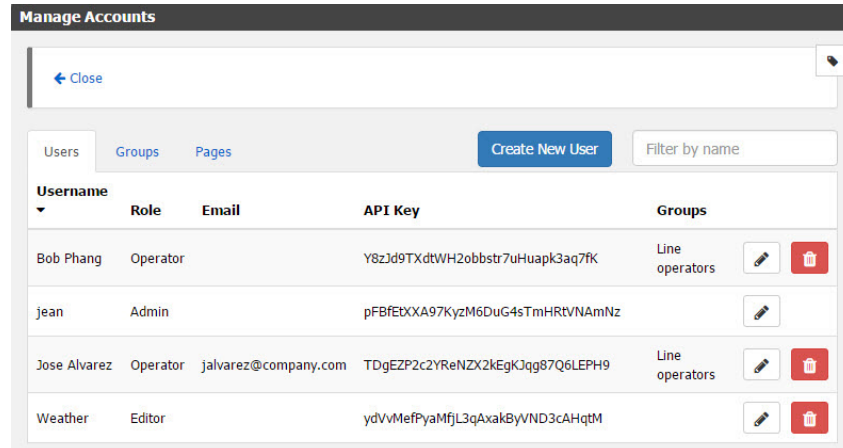



2. Find the user in the list (if you have a long list of names, use the Filter by name field to help). Read across from the username to the API Key column.

Changing a User’s Settings

You must be an Admin user to change user settings.

1. In Build mode, choose Configure > Accounts. Click the Users tab.



- Find the user you want to change (if you have a long list of names, use the Filter by name field to help). Click the edit button  in line with the user's name.

Edit user 'Jose Alvarez'

Username

Email

Role

API Key

Any key change takes effect after selecting **Update User**.

New Password

Confirm

Require password change at next login


Groups

- Change the user's settings as needed. (See more information in ["Creating a User" on page 74.](#)) Note two things you can do here that weren't available when you first created the user:
 - API Key** (applies to software users)—Click Generate to assign a new API key (you cannot create your own). After you update this user and return to Manage Accounts, you'll see the new API key. The old key is automatically disabled.
 - Password change**—You can assign the user a new password here, or check the box if you want to force the user to change their password the next time they log in. (Note that the user's current password is not visible. There is no way to retrieve a user's current password, but you can assign a new one or require them to change theirs.)
- Click Update User.

Deleting a User Account

You must be an Admin user to delete a user account.

A deleted user will no longer be able to log in.

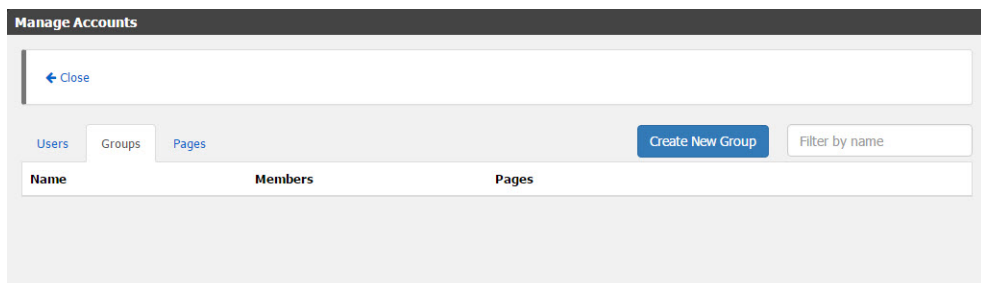
1. In Build mode, choose Configure > Accounts, then click the Users tab.
2. In the list, find the user you want to delete (if you have a long list, you can use the Filter by name field to find it). Click the trash can button  in line with the user's name.
A confirmation message appears.
3. Click OK to confirm.



Managing User Groups

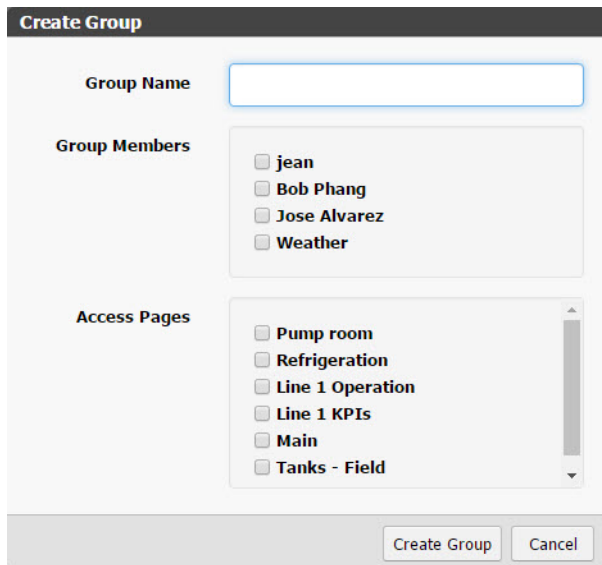
You must be an Admin user to create or change groups.

Groups are used to restrict access to particular pages for Operator and Kiosk level users. For example, if a page is restricted to members of the group called *West Wing*, then an Operator or Kiosk level user must be in the West Wing group to access that page.

1. To work with groups, in Build mode choose Configure > Accounts. Then click the Groups tab.



- To delete an existing group, find the group name in the list (if you have a long list, you can use the Filter by name field to find it). Click the trash can button  in line with the group name.
- To create a new group, click Create Group.
- To edit an existing group, find the group name in the list and click the edit button  in line with the group name.



2. Enter or change the Group Name, select the users to be included in the group, and select the pages this group should see.

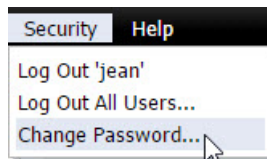
NOTE: You must have already designated page permissions as Limited Access, or the page will not appear here. To change a page's permissions, cancel this dialog box. In Manage Accounts, click the Pages tab. Find the page you want to change and click the edit button in line with the page name. Under Access Rights, choose Limited Access. For more information on page permissions, see "Changing Page Properties" on page 21.

3. Click Create Group (or Update Group).

Changing a User's Password

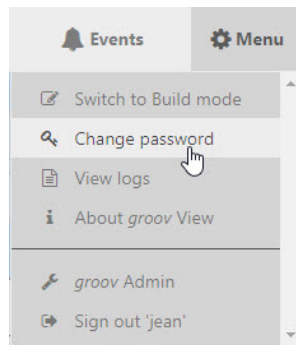
How passwords are changed depends upon the user's security level.

- An Admin level user can change any user's password; see "Changing a User's Settings" on page 76.
- Admin and Editor level users can change their own passwords in either Build or View.
- Operators can change their passwords in View.



Changing your password in Build mode:

Choose Security > Change Password.



Changing your password in View:

Click the gear icon and select Change Password.

Change password for user 'jean'

Original password:

New password:

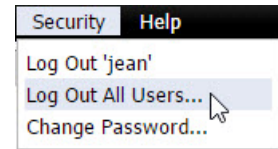
Confirm password:

Fill in the form with the old and new passwords; then click Change Password.

Logging Out Users

An Admin user can log out all logged-in users in one step. The users will no longer be able to get gadget updates, write values, or change pages.

In Build, choose Security > Log Out All Users.



MANAGING IMAGES IN THE IMAGE LIBRARY

All images you use in your *groov* View project are stored in the Image Library. You can use the same image in any number of places in your project, and if you change the image, it is updated everywhere it appears.

groov View accepts many different kinds of images, including photos, drawings, and logos with file types of BMP, GIF, PNG, JPG, and SVG. You can even use an animated GIF. For best performance, use images no larger than 2000 x 2000 pixels at 72 dpi with 8-bit color information, or a total of less than 300 KB in size per image.

You can upload images you make or obtain yourself and any of the drawings in the [SVG Library on the Opto 22 website](#). If you have Microsoft Visio 2003, you can also make a compatible image using any of our [free Visio libraries](#).

You can use images in a variety of ways:

- Use multiple images in the Image Indicator to show status or value (see [page 115](#)).
- Put your logo in the caption bar at the top of the page (see Groov View Styling in “[Changing the General Project Settings](#)” on [page 87](#)).
- Orient your users by showing an image of the location or device they’re monitoring.
- Skin a button with an image (see [page 107](#), [page 108](#), and [page 109](#)).
- Use an image as a link to another page or Internet location (see [page 100](#)).

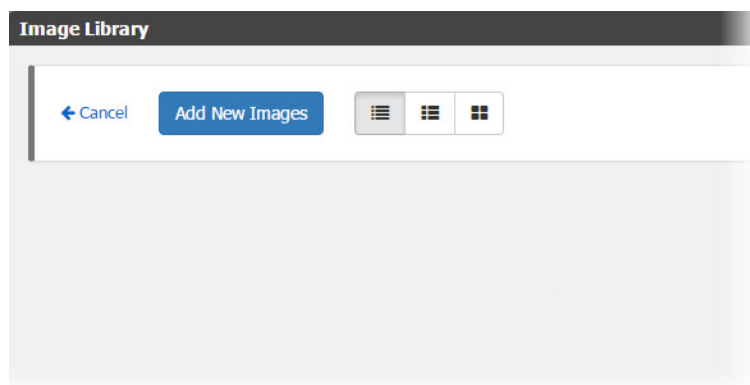
One caution: It’s easy to overdo the use of images. Make sure you don’t clutter your operator interface with unnecessary graphics. Animations are especially distracting for users and should be avoided. Use images that will help your users, not distract them from what’s important on the screen.

Adding Images

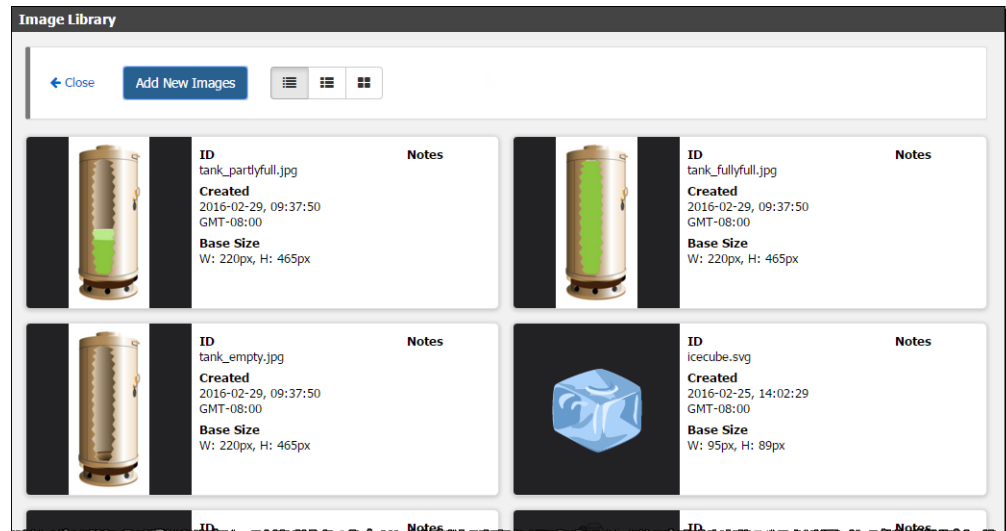
You can add images to the Image Library directly, or you can add them while you’re assigning properties to gadgets.

Adding Images Directly to the Image Library

1. To add images directly to the Image Library, in Build mode choose Configure > Image Library.



2. Either click Add New Images and browse to the location of the image or images you want, or just drag the image(s) from their current location into the Image Library.



3. (Optional) Click inside the Notes area to add your own notes about the image.

Adding an Image to a Gadget

1. To add an image while you're setting the gadget's properties, make sure the gadget is highlighted. In the Properties panel (upper right), depending on the gadget, click Add Image or choose Display Mode > Image and click the broken image button.
2. In the Image Library, select the image you want. Or click Add New Images, browse to the image, click Open, and then select it in the Library.

The library closes and you return to the main workspace to choose image properties. See [Chapter 4: Gadget Reference](#) for details on each gadget.

Changing Image View

To see more details about the images in the library, or to view more images in the same space, choose a different view at the top of the library.

MANAGING IMAGES IN THE IMAGE LIBRARY

Image details view (default)

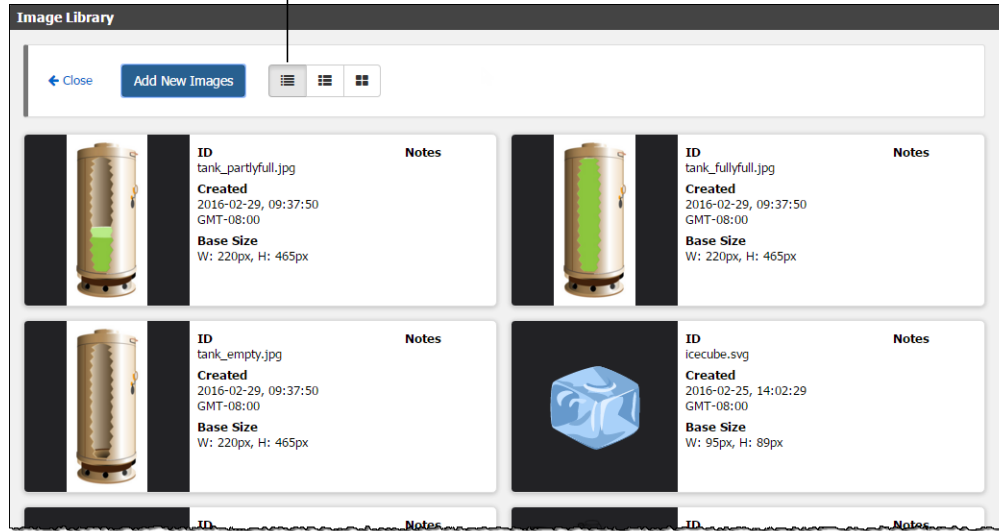
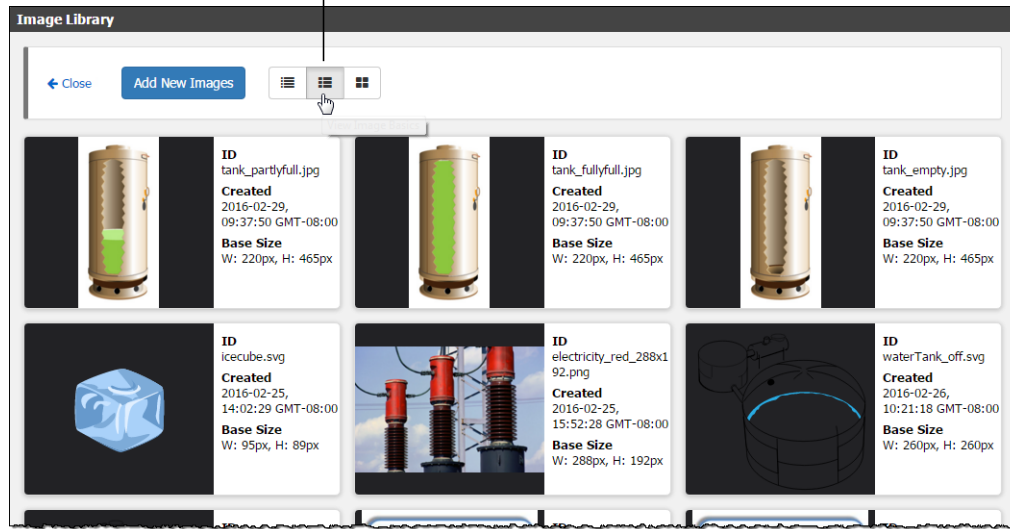
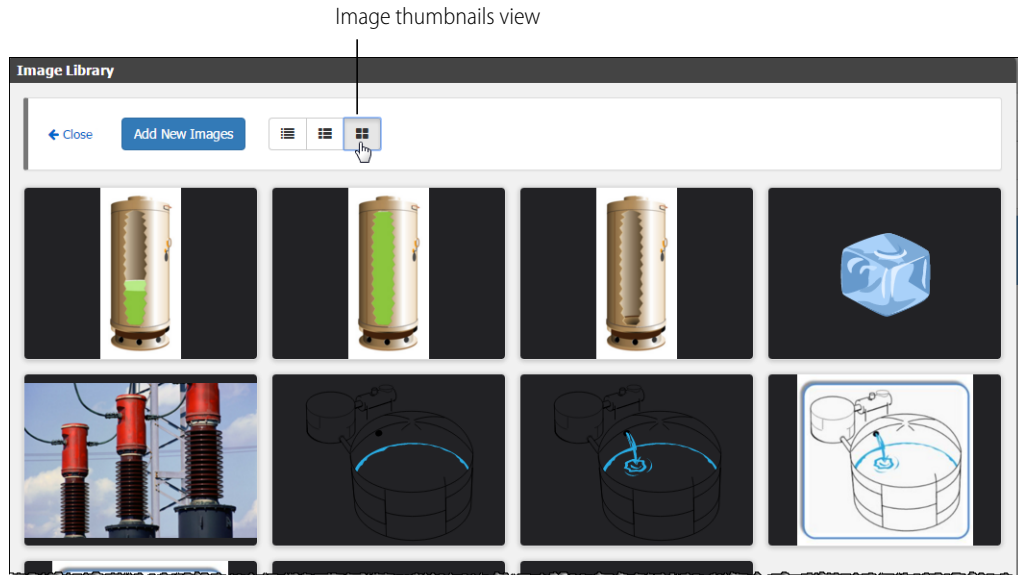


Image basics view





Changing an Image

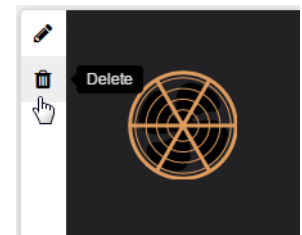
If you change an image, you can upload the new version to replace the older one in the Image Library. You must have already made the change to the image in another software program.

1. Choose Configure > Image Library and locate the image you want to change.
2. Click the pencil icon at the left of the image and browse to the new version of the image. Click Open to replace the image.



Deleting an Image

1. Choose Configure > Image Library and locate the image you want to delete.
2. Click the trashcan icon at the left of the image.
The image is deleted.



ADDING A PAGE CATEGORY

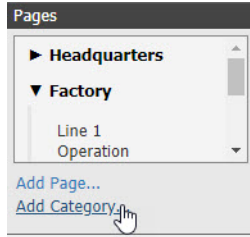
If you have a large project, you can organize pages in the operator interface by creating categories and assigning pages to them.

For example, if you have a multi-story building, you could make a category for each floor, and then add pages to it that apply only to that floor. Or categories can represent individual machines, or rooms, or any number of things.

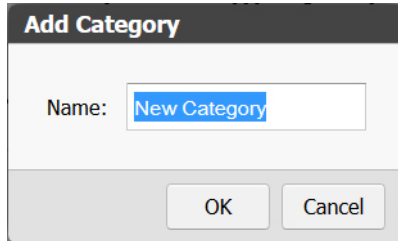
When you create a new category, make sure to add at least one page to the category. Otherwise, the category will be deleted automatically when you save and open View. Also see [“Working with Pages” on page 20](#).

1. In Build mode, click Add Category under Pages on the left side.

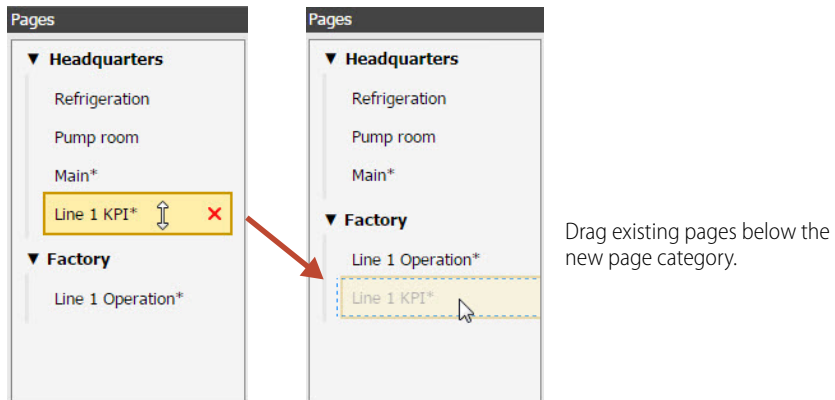
ADDING A PAGE CATEGORY



2. Type a new name for the category.



3. Click OK.
4. To put existing pages in the new category, in the Pages panel, use your mouse to drag and drop them below the new category name.



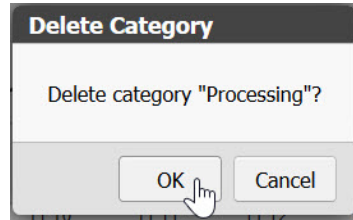
Deleting a Category

The process for deleting a category is similar to deleting a page. However, you can only delete a category that doesn't have any pages assigned to it. To delete a category with pages, first move or delete the pages.

1. Hover over the page or category name in the Pages panel, then click the red **X** that appears.

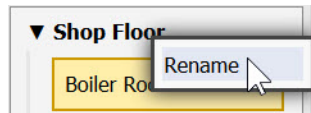


2. Click OK.



Renaming a Category

1. Right-click the name and select Rename.

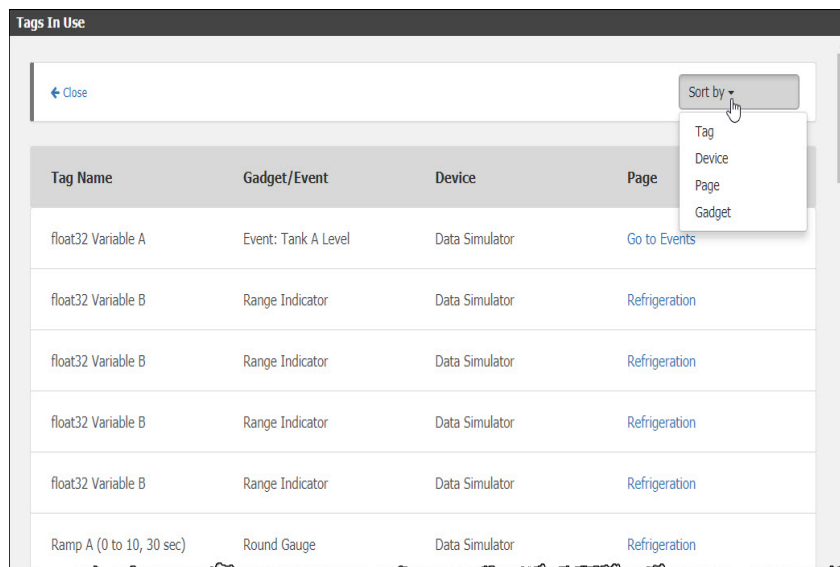


2. Enter a new label, and press Enter or left-click in the work area.



VIEWING THE TAGS IN USE

To see all the tags being used in your project, select View > All Tags. The Tags in Use dialog box shows the tags in use and the gadget or event they are used in, the device, and the page in your *groov* View project.



Click "Sort by" in the upper right to sort tags alphanumerically by tag name, device, page, or gadget.

In the Page column, you can click the page name to go to the page. To return, choose View > All Tags again.

VIEWING LOG MESSAGES

groov View continually logs messages about what it's doing, including all activity that occurs while you are using *groov* View, as well as events and event notifications. Seeing these messages in the Log Viewer can help you troubleshoot issues or track *groov* View progress. All messages are logged, but you can choose what you want the Log Viewer to show.

All users can view Events. For instructions, see [“Viewing Events” on page 129](#).

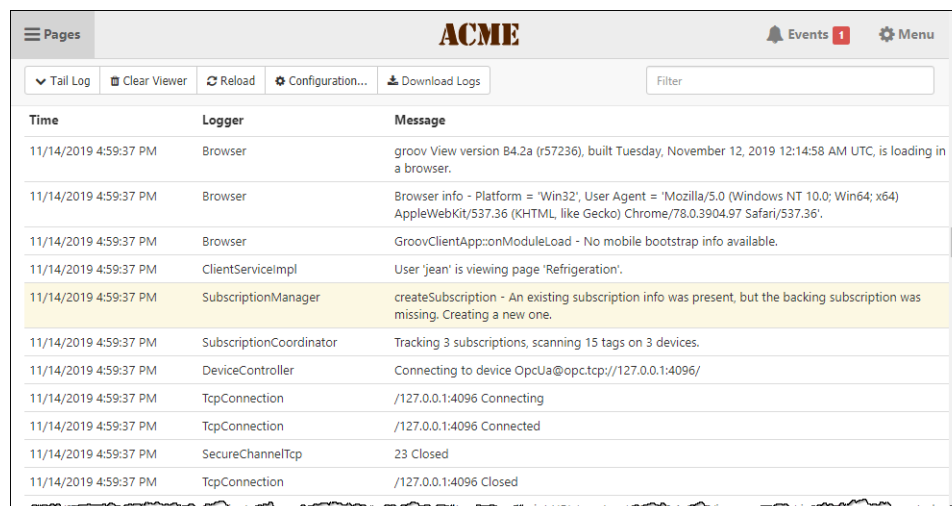
Only Admin or Editor level users can see the Log Viewer.

To open the Log Viewer:

- From Build mode, choose Help > View logs. (Note that the Log Viewer opens in View mode in a new tab; to return to Build mode, close the tab.)
- From View mode, choose Menu > View logs.

The Log Viewer opens in a new browser tab, showing the most recent 500 messages. New messages are added to the Viewer as they occur and continue to be added until you close the Viewer. If you reopen it later, it will again show the most recent 500 messages; older messages will not appear.

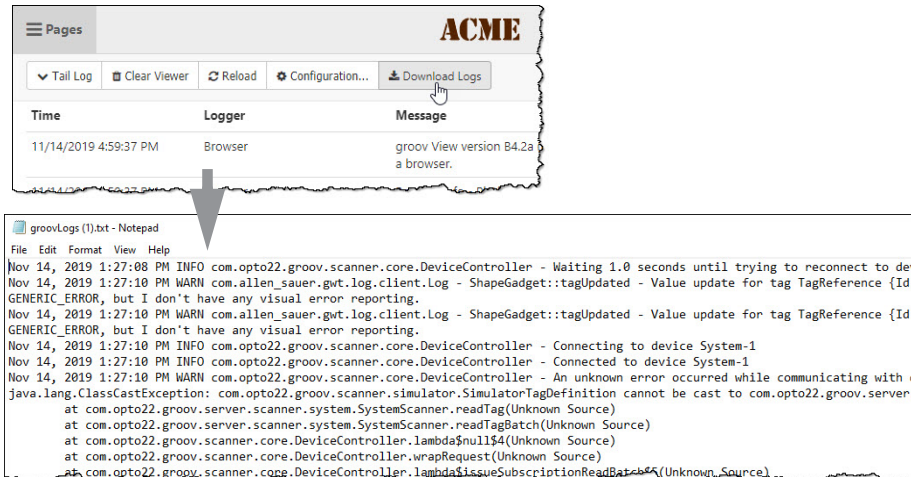
To view older messages, scroll to the top of the log and click Fetch older entries. Each time you click it, the viewer shows an additional 100 older entries.



The screenshot shows the ACME Log Viewer interface. At the top, there's a header with 'Pages' on the left, 'ACME' in the center, and 'Events 1' and 'Menu' on the right. Below the header is a toolbar with buttons for 'Tail Log', 'Clear Viewer', 'Reload', 'Configuration...', and 'Download Logs'. A search filter box is also present. The main area is a table with three columns: 'Time', 'Logger', and 'Message'. The table contains several log entries, with one entry highlighted in yellow.

Time	Logger	Message
11/14/2019 4:59:37 PM	Browser	groov View version B4.2a (r57236), built Tuesday, November 12, 2019 12:14:58 AM UTC, is loading in a browser.
11/14/2019 4:59:37 PM	Browser	Browser info - Platform = 'Win32', User Agent = 'Mozilla/5.0 (Windows NT 10.0; Win64; x64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/78.0.3904.97 Safari/537.36'.
11/14/2019 4:59:37 PM	Browser	GroovClientApp:onModuleLoad - No mobile bootstrap info available.
11/14/2019 4:59:37 PM	ClientServiceImpl	User 'jean' is viewing page 'Refrigeration'.
11/14/2019 4:59:37 PM	SubscriptionManager	createSubscription - An existing subscription info was present, but the backing subscription was missing. Creating a new one.
11/14/2019 4:59:37 PM	SubscriptionCoordinator	Tracking 3 subscriptions, scanning 15 tags on 3 devices.
11/14/2019 4:59:37 PM	DeviceController	Connecting to device OpcUa@opc.tcp://127.0.0.1:4096/
11/14/2019 4:59:37 PM	TcpConnection	/127.0.0.1:4096 Connecting
11/14/2019 4:59:37 PM	TcpConnection	/127.0.0.1:4096 Connected
11/14/2019 4:59:37 PM	SecureChannelTcp	23 Closed
11/14/2019 4:59:37 PM	TcpConnection	/127.0.0.1:4096 Closed

To save all messages to a text file, click Download Logs. You can open the text file in Notepad or save the text file. Downloading the logs saves all of the messages, not just the ones currently in the Viewer. The downloaded file may also include additional information on some errors, which is not shown in the Log Viewer.



To clear the messages currently in the Log Viewer window, click Clear Viewer. This action does not clear all logged messages; you can see them again by clicking Reload or retrieve them by clicking Download Logs.

To filter messages in the window, for example for a key word within the message, type the word or phrase in the Filter field. The list immediately changes to show only those messages. To see older messages, too, click Fetch older entries.

To diagnose problems when working with Opto 22 Product Support, the support engineer may ask you to click the Configuration button to display a file that provides special features. Follow instructions from the engineer to modify the file.

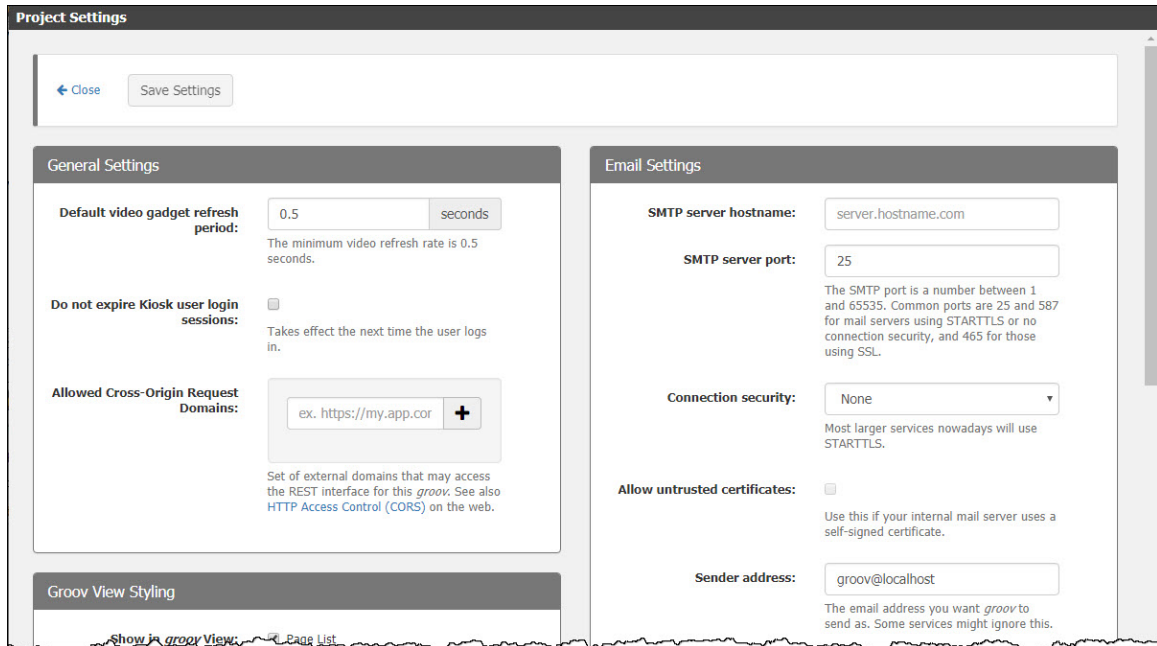
Modifications to this file change the priority level of the data shown. When changes to the file are saved, logs having a priority below the selected level will not be shown. For example, selecting WARN excludes all INFO, DEBUG and TRACE level logs from the display. Here are the possible levels:

- TRACE: Extremely fine-grained information. This level is primarily for diagnosing problems with the help of Opto 22 Product Support.
- DEBUG: Fairly fine-grained information. Primarily for diagnosing problems with the help of Opto 22 Product Support.
- INFO: Messages about the general progress of the app.
- WARN: Information about unusual situations that may indicate a problem in *groov* View or that *groov* View is improperly configured.
- ERROR: Errors within *groov* View that typically don't affect how the program runs.
- FATAL: Problems that cause *groov* View to crash.

CHANGING THE GENERAL PROJECT SETTINGS

This section describes the General Settings for your project. To set up a *groov* View email account, see “[Setting Up Notifications](#)” on page 131.

1. In Build mode, choose Configure > Project.

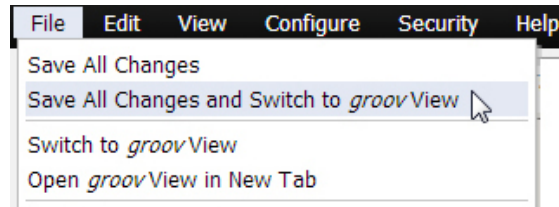


2. In the General Settings box, configure the following options:
 - **Default video gadget refresh period**—Sets how often in seconds *groov* refreshes the image from an IP camera. Use this option to set the default refresh period for video gadgets. The minimum video refresh rate is 0.5 seconds. Every instance of the video gadget will use this refresh period unless a different refresh period is set for an individual instance. To set an individual instance, see [“Video Gadget” on page 102](#). For more information on how to use this setting, see [“Changing the Video Gadget Refresh Period” on page 163](#).
 - **Do not expire Kiosk user login sessions**—Use this setting if you want kiosk users never to be logged out. This is helpful for TVs or other displays not associated with a particular user that need to remain on for long periods of time. Normally, a login lasts two weeks. If you have kiosk users, also see [“Automatic Refresh” on page 141](#).
 - **Allowed Cross Origin Request Domains**—If you have developed a JavaScript application that uses the REST API for *groov* and runs on a different domain, you may need to enter that domain here in order to allow it to access *groov* data. For more information, see the *groov* REST API/cors section on the [Opto 22 Developer website](#).
3. To change the look of your *groov* project (colors, logo, and so on), scroll down to the Groov View Styling box.

4. Configure the following options:
 - **Show in *groov* View**
 - Page List*—If you uncheck this option, any user using View can see only the first viewable page. All other pages will not be available to view.
 - groov Logo*—Uncheck this option to hide the *groov* logo. You can replace it with your own or have no logo.
 - **Freeze caption bar**
 - Check this box if you want the top bar (with or without a logo) to remain fixed at the top of the page, even when your user scrolls down.
 - **Logo**
 - Default*—Either the *groov* logo or no logo will appear, based on your choice above.
 - Custom*—To show a logo other than *groov*, click Custom and then click Choose Image. In the Image Library, locate or upload the image you want to use. A logo larger than 135 x 35 pixels will be resized smaller.
 - **Menu color and Caption bar color**
 - Click the box to change the default colors to match your brand or taste. Choose colors from the samples shown.
5. Scroll to the top and click Save Settings, and then click Close.

SAVING YOUR PROJECT AND OPENING *groov* VIEW

Click the File menu and select one of the following.



Save All Changes—Saves your latest changes, but it does not update any open iterations of View.

Save All Changes and Switch to *groov* View—Saves your latest changes and opens an updated *groov* View. All new and updated pages for *groov* View are automatically updated and refreshed for all users.

Switch to *groov* View—Opens *groov* View without incorporating any changes you have made since your last save.

Open *groov* View in New Tab—Use this option if you want to have both Build and View open at the same time in separate tabs.

To back up your *groov* project, see the next section.

BACKING UP AND RESTORING YOUR PROJECT

You should back up *groov* View frequently, because there is no automatic backup. During backup, your project is saved to a file on your computer. *groov* View project backups are interchangeable among *groov* EPIC, the *groov* Box, and *groov* Server. So you can restore to *groov* EPIC a project you backed up from a *groov* Box, for example, or vice versa.

If you have two *groov* installations at different versions of *groov* and you want to move a project to the older version, it will usually work only between lettered versions. For example, moving a project from a *groov* Server at R3.4b to a *groov* Box at R3.4a should be OK, but moving from R3.4 to R3.3 is not likely to work. It's safest to keep your *groov*s at the same release.

If you are using a *groov* Box, you can also back up using *groov* Admin. For more information, see [form 2104](#), the *groov* Box User's Guide for GROOV-AR1.

IMPORTANT: *Your groov View project files are not encrypted or masked in any way. This means that most of the project information in them (except for the groov View user passwords) can be read, including the following:*

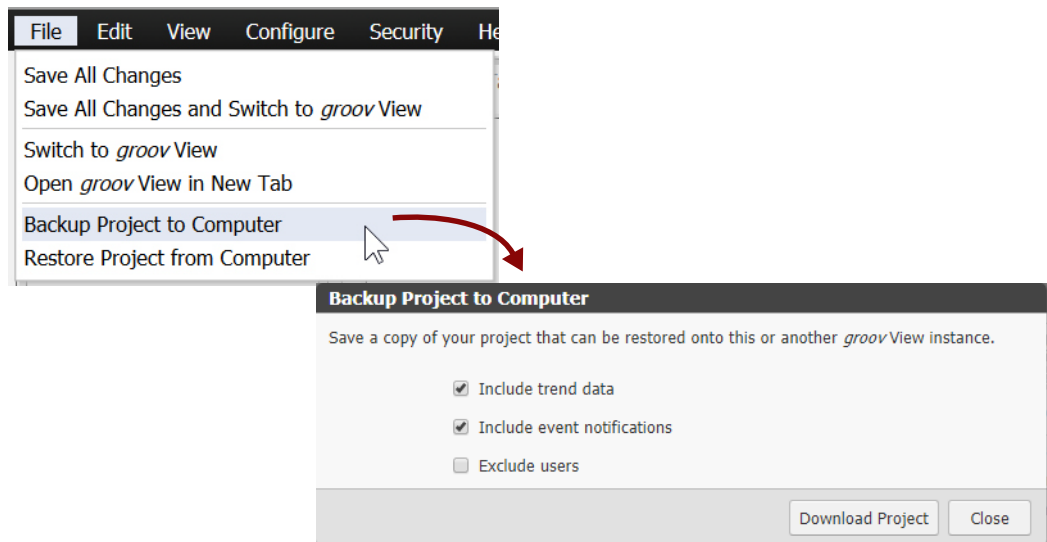
- *SMTP account info (including password)*
- *User email accounts (does not include the groov View user passwords, which are securely encrypted before being stored)*
- *Device addresses*
- *Tag address information (PAC tag names, Modbus addresses, OPC node-id, etc.)*

Opto 22 recommends that you secure your backup files using file- or disk-based encryption provided either by the operating system or other software/hardware.

Also, be aware that if you send project files to Opto 22, our personnel will have access to the information listed above.

To back up your project:

1. Choose File > Backup Project to Computer.



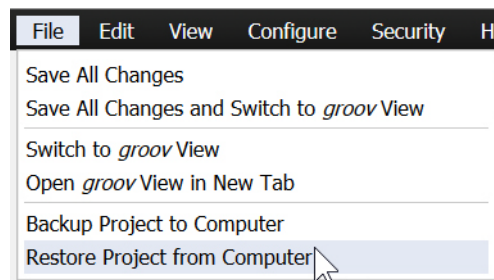
2. Check the boxes to include trend data and event notifications in the backup or to exclude user data. You might want to exclude user data, for example, if you are sending the backup to Opto 22 Product Support for help with an issue.
3. Click Download Project.

A backup file is downloaded to your computer.

To restore your project from a backup file:

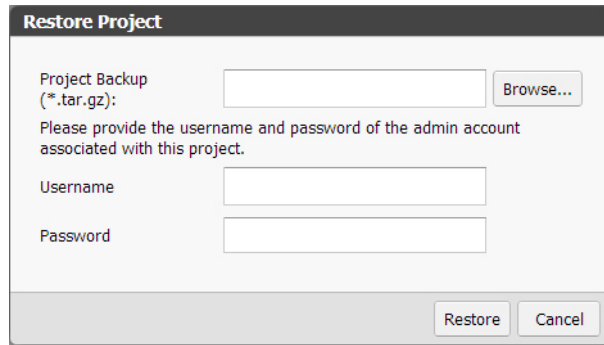
CAUTION: Only restore your project if you have to. You will lose all work done since the last backup, and all users will be logged out.

4. Select File > Restore Project from Computer.



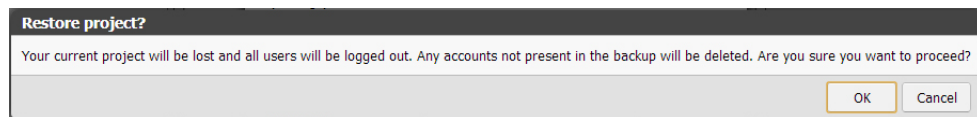
5. In the Restore Project dialog box, browse to the location of your tar.gz backup file.

RESETTING YOUR GROOV PROJECT



6. Enter the username and password for the Admin account.
7. Click Restore.

The following warning appears.



8. If you're ready to proceed, click OK.
When the restoration process is complete, the restored project opens in *groov* View.

RESETTING YOUR *groov* PROJECT

If you need to start a new project, you can reset your project. Resetting deletes all your devices, pages, and trend data, so you can start over fresh. This feature is useful for system integrators or others who work on multiple projects for different customers or locations.

To reset your project:

1. Back up your existing *groov* View project (see [page 90](#)).
2. Choose File > Reset Project.


You return to a blank project. You can start a new project or choose File > Restore Project from Computer to restore one you backed up earlier.

UPDATING *groov*

You are eligible to receive *groov* View updates as long as your license is active. Updates add new capabilities and fix issues that may arise.

Each *groov* View installation (each EPIC or Box or Server) is treated independently; updates are valid for a specific *groov* View installation only.

To see your version of *groov* View:

- In Build mode, choose Help > About.
- In View, click the gear icon  and choose About.

Checking for Updates

To check for updates, go to manage.groov.com.

1. Log in and click Manage.
2. Find your *groov* product in the list and click the Manage button next to its name.
3. If you have not installed one of the latest updates, click the filename to download the file.

In a *groov* Box or *groov* Server, if updates are available, an icon appears next to the *groov* logo in the upper-right corner of Build mode. (This icon does not appear in a *groov* EPIC.)



Click the updates icon (or select Help > Check for Updates). The Check for Updates dialog box opens, telling you what kinds of updates are available. Follow the onscreen instructions to download an update file or view a list of changes in the latest *groov* readme.

To install an update file, follow the instructions for your *groov* product:

- *groov* EPIC, below
- *groov* Box, [page 93](#)
- *groov* Server, [page 94](#)

Installing Updates on *groov* EPIC

To install updates on a *groov* EPIC processor, use *groov* Manage on a computer. The update uses a single file to update *groov* View, PAC Project, CODESYS, Node-RED, Ignition Edge, *groov* Manage, and firmware for the EPIC processor. Installing the update requires careful planning. Follow instructions in form 2267, the [groov EPIC User's Guide](#).

Installing Updates on a *groov* Box

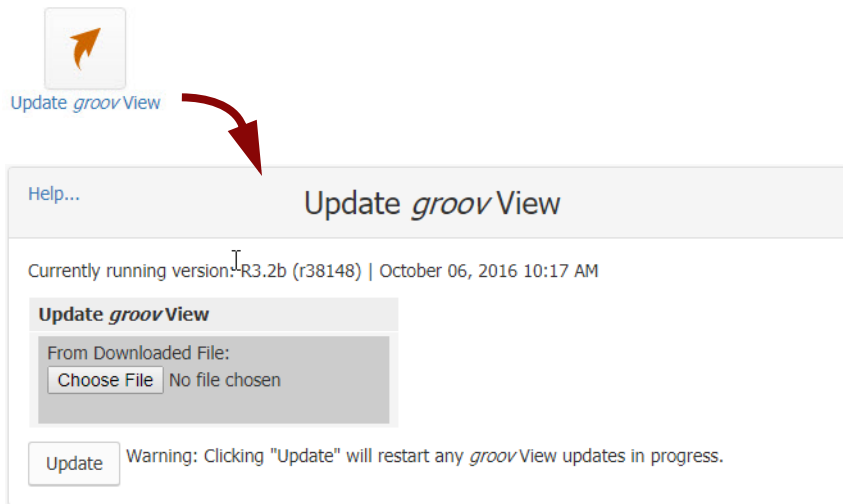
To install updates on a *groov* Box, use *groov* Admin. For more information about *groov* Admin, see [form 2104](#), the [groov Box User's Guide for GROOV-AR1](#). (For the GROOV-AT1, see [form 2077](#).)

To update *groov* Admin or Ignition Edge, follow steps in the [groov Box User's Guide](#).

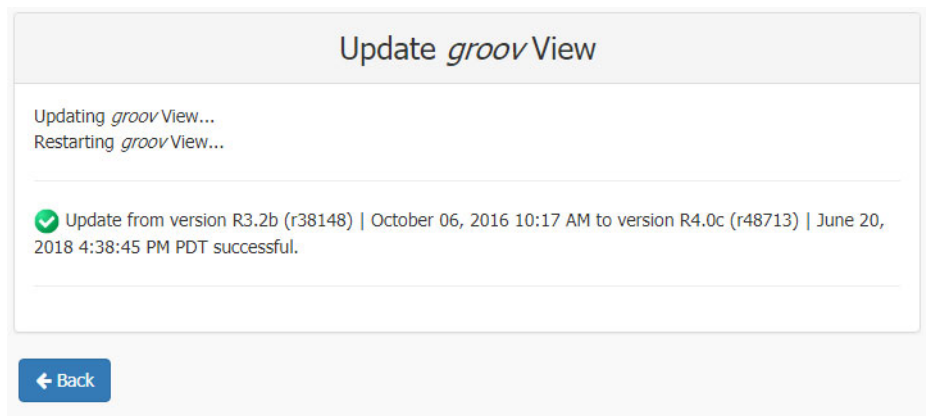
To update *groov* View, follow these steps:

1. Back up your *groov* project ([page 90](#)).
2. To open Admin, from Build mode, select Configure > *groov* Admin.
3. Click Quick Start and then the Update *groov* View button.

UPDATING YOUR LICENSE/RENEWING GROOV MAINTENANCE



4. Click Choose File, navigate to the update file you downloaded, and then click Open.
5. Click Update.
Wait while the application is installed and restarted automatically, which may take several minutes. When the operation is complete, a success message appears.



Installing Updates on groov Server for Windows

1. Back up your groov project ([page 90](#)).
2. Double-click the downloaded update file and run the installation.

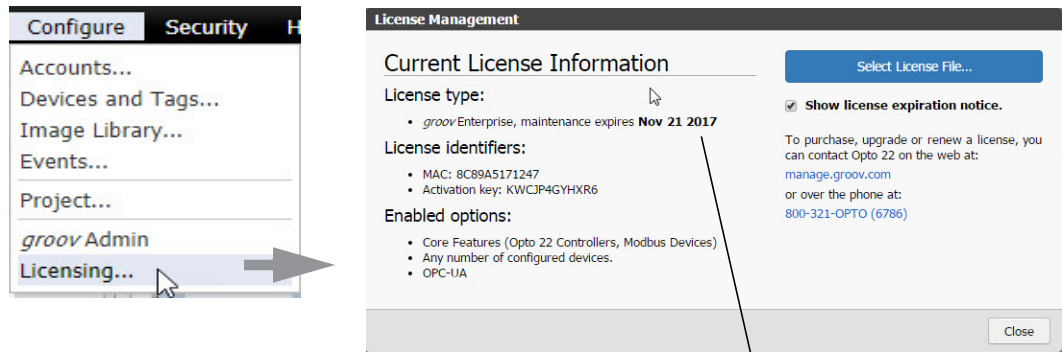
UPDATING YOUR LICENSE/RENEWING groov MAINTENANCE

NOTE: This section applies to groov Box and groov Server for Windows only. It does not apply to groov EPIC.

In order to use groov View updates on a groov Box or groov Server for Windows, your license must be up to date. You may need to download and install a new license. For more information, see the [groov Maintenance Technical Note](#).

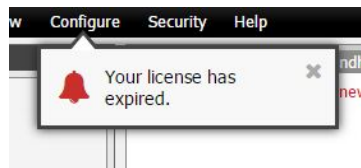
IMPORTANT: You must be logged into groov Build mode as an Admin in order to update your license. (If you're using a groov Box, make sure you use the Admin username and password for groov View, not for the Box.)

To check the enabled options and expiration date, select Configure > Licensing (this menu item appears only if you are logged into Build mode as an Admin user). The expiration date appears under License type.



License agreement expiration date


When your license is about to expire, we send a reminder to the email account you used when you first purchased this *groov* Box or Server. Also, a small notice appears when you first open Build mode to remind you to renew. Once the license has expired, you'll see a similar notice:



Click in the middle of the notice to go to the Licensing dialog box and renew your license. Or if you're not ready to renew, click the small x to dismiss the notice.

Renewing your license

1. Log into manage.groov.com and click Manage.
2. Locate your *groov* in the list. Click its Maintenance Expiration Date (in red) to see renewal options.

 **groov Maintenance Renewal**

Why renew your *groov* maintenance?

Renewing maintenance for your *groov* Box or *groov* Server for Windows gives you free updates for *groov* View software. Updates include:

- > **New features:** Past new features have included new gadgets and interactive trends (up to 5 years).
- > **Enhancements** to existing features, for example more pens for realtime trends, and the ability to use images as buttons
- > **Patches** as needed

NOTE: You do not need to purchase maintenance for *groov* EPIC. EPIC includes unlimited maintenance.



Renewal Options

Choose the option you want and apply it to any *groov* Box or *groov* Server you own. Save when you buy a longer term option.

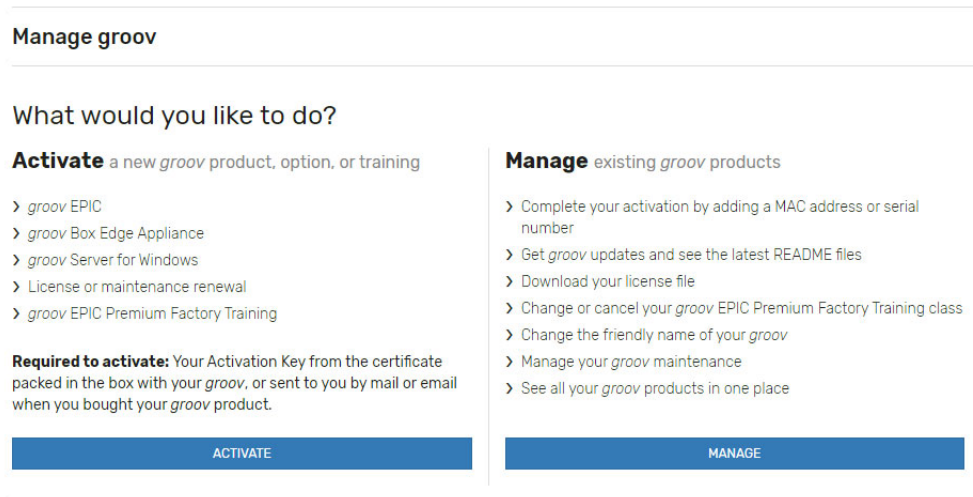
1 Year - \$129 - Buy now: **GROOV-MNT-1YR**
Your *groov* maintenance agreement will be extended for **1 year from the maintenance expiration date** of the product.

3 Years - \$349 - Buy now: **GROOV-MNT-3YR**
Your *groov* maintenance agreement will be extended for **3 years from the maintenance expiration date** of the product.

10 Years - \$749 - Buy now: **GROOV-MNT-10YR**
Your *groov* maintenance agreement will be extended for **10 years from the maintenance expiration date** of the product.
























3. Under Renewal Options, click the part number for the length of time you want to renew. You receive a discount for a 3-year or 10-year renewal. Cost is shown in U.S. dollars.
***International customers:** Please contact your local Opto 22 Distributor to purchase renewal.*
4. Add the product to your cart or call your distributor to order.
When the order is complete, you receive an email or printed certificate with the Activation Key for the renewal. The Activation Key in your email or printed certificate is not specific to an individual *groov* product; you can apply it to any *groov* Box or *groov* Server you own.
5. When you have your Activation Key from the email or printed certificate, go to manage.groov.com.
6. Log in using the email address and password you used when you first activated your *groov*.



7. Click the blue Activate button. Follow instructions on the screen to enter your Activation Key and apply the maintenance renewal to your *groov* Box or Server. **Choose carefully** to make sure it's the right *groov*.
8. In your *groov's* Profile page, click Download License File and save the file to your computer.
9. In *groov* Build mode, come back to the License Management dialog box (Configure > Licensing) and click the Select License File button.
10. Browse to the new license file, highlight it, and then click Open.
11. An Upload Successful message appears in the License Management dialog box.
12. Click Close.
Your renewal is complete.

4: Gadget Reference

Build mode provides a collection of gadgets that allow you to create a graphical, on-screen operator interface. This chapter provides details on how to configure gadget properties.

Gadget	Go to
 Group Header	page 98
 Line Header	page 99
 Divider	page 99
 Page Navigator	page 100
 Auto Navigator	page 101
 Video	page 102
 Image	page 103
 Rectangle	page 104
 Oval	page 104
 LED	page 105
 Checkbox	page 106
 Button	page 107
 Command Button	page 108
 Momentary Button	page 109
 Slider	page 110
 Level Indicator	page 111
 Text Area	page 112
 Text Box	page 113
 Value	page 114
 Image Indicator	page 115
 Round Gauge	page 116
 Range Indicator	page 117
 Trend	page 118

GROUP HEADER GADGET

Use the Group Header gadget to visually define a group of objects. Group related gadgets in the same area and place a Group Header as a box behind them. The box ties them together visually so operators know at a glance that they are related.

TIP: If you need to move a Group Header (or any other gadget) behind another gadget, right click it and choose Send to Back.

Group Header gadget

Enter a title for the group.

Other gadgets placed on top

(Optional) For an explanation of this property, see ["Making a Gadget Visible Based on a Tag"](#) on page 68.

Align title at the left, center, or right. Default is left.

Choose title text size. Default is 12.

Choose title font. Default is Arial.

Make title bold, italics, or both. Default is bold.

Change title text color (click the rectangle and choose).

Group Header Gadget Properties

Label
Header

Visibility
No tag selected

Alignment
Left Center Right

Text size
12

Font
Arial

Text Styling
B I

Text color

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See ["Properties and Layouts"](#) on page 67.

LINE HEADER GADGET

Use the Line Header gadget to provide a label or title for organizing gadgets on a page.

Compressors

Enter title text.

(Optional) For an explanation of this property, see [“Making a Gadget Visible Based on a Tag” on page 68.](#)

Align title at the left, center, or right. Default is left.

Leave title text size at Auto or choose size in pixels.

Choose title font. Default is Arial.

Make title bold, italics, or underlined. Default is underlined, and the underline extends past the title to the full width of the gadget.

Change title text color and background color (click the rectangle and choose).

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See [“Properties and Layouts” on page 67.](#)

Line Header Gadget Properties

Label
Label

Visibility
No tag selected

Alignment
Left, Center, Right

Text Size
Auto

Font
Arial

Text Styling
B I U

Colors
Text: [Color swatch]
Background: [Color swatch]

DIVIDER GADGET

The Divider gadget provides a simple gray horizontal or vertical line to separate groups of objects. You can make the divider longer or shorter by selecting the object and dragging its handles.

Horizontal or vertical

(Optional) For an explanation of this property, see [“Making a Gadget Visible Based on a Tag” on page 68.](#)

Divider Gadget Properties

Display
 Horizontal
 Vertical

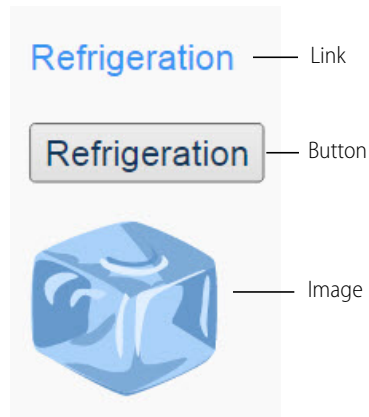
Visibility
No tag selected

PAGE NAVIGATOR GADGET

Use the Page Navigator gadget to link to another page in the project, to *groov* View Event Status or Event Logs, or to a web page. The gadget can be displayed as a text link, a button, or an image.

- To link to a page in your *groov* View project, select the page from the list or search on the page name (or partial name).
- To link to Event Status or Event Logs, just choose it in the Link To drop-down list.
- To link to a web page, choose Web Page in the Link To drop-down list, and enter a full URL (for example, <http://opto22.com>).

Page navigator gadget Display Modes



Choose where the link goes.

(Optional) For an explanation of this property, see [“Making a Gadget Visible Based on a Tag” on page 68](#).

Choose whether to show the link as text, a Button, or an Image.

For a link or a button:

Enter the text for the link.

Leave link text at Auto or enter size in pixels.

Choose title font. Default is Arial.

Make title bold, italics, or both. Default is neither.

Change title text or background color (click the rectangle and choose).

For an image:

Click the broken image button and choose an image from the Image Library (see [page 80](#)).

To change how transparent an image is, enter a value between 0 and 100. Zero is completely transparent (invisible); 100 is completely opaque.

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See [“Properties and Layouts” on page 67](#).

Page Navigator Properties

Link To
 groov Page

Selected Page: New
 Search by page name

- Headquarters: Refrigeration
- Headquarters: Pump room
- Headquarters: Main
- Headquarters: Tanks - Field
- Factory: Line 1 Operation
- Factory: Line 2 Operation
- Factory: Line 1 KPIs

Visibility
 No tag selected

Display Mode
 Link

Label
 Default

Text Size
 Auto

Font
 Arial

Text Styling
 B I

Colors
 Text: [Color Picker]
 Background: [Color Picker]

Display Mode
 Image

Image
 [Image Library Icon]

Opacity: 100
 Limits: 0 to 100

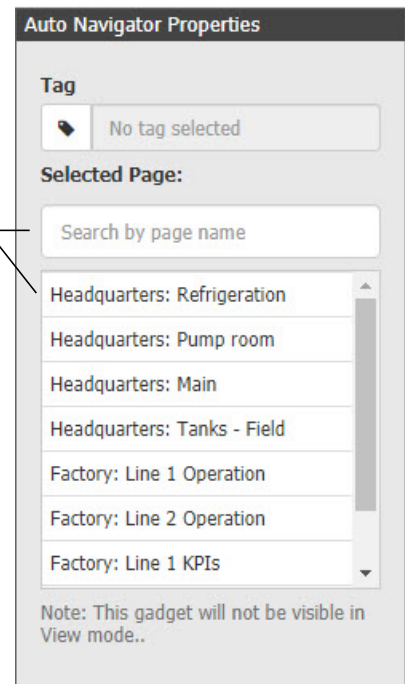
AUTO NAVIGATOR GADGET

Use the Auto Navigator gadget to automatically move ALL viewers of the page this gadget is on to another page in the project. Note that this gadget is **invisible** in *groov* View. When the Bboolean tag it is connected to becomes true, the page automatically changes.

Remember that if you need a more complex condition, you can create an Event for the condition and use the Event tag as the trigger. For more on creating and using Events, see [Chapter 5: Using Events and Notifications](#).

From the list, select the page that should appear when the tag becomes true. You can search on the page name (or partial name) if you have a long list.

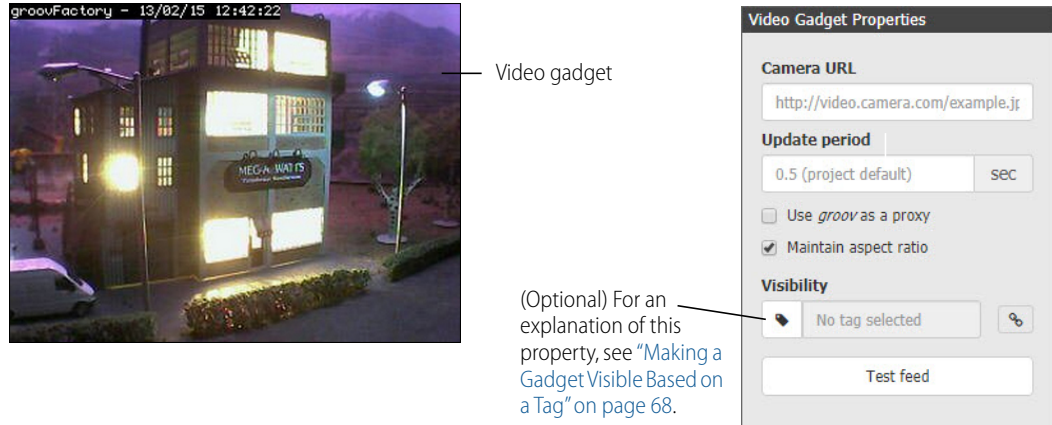
Remember: this gadget will be invisible to your *groov* View users.



VIDEO GADGET

The Video gadget displays iFrame type video images from an IP camera; it does not interact with controller points/variables.

For information on entering a URL and setting up IP cameras, see the appendix on [page 161](#) and your IP camera or server documentation.

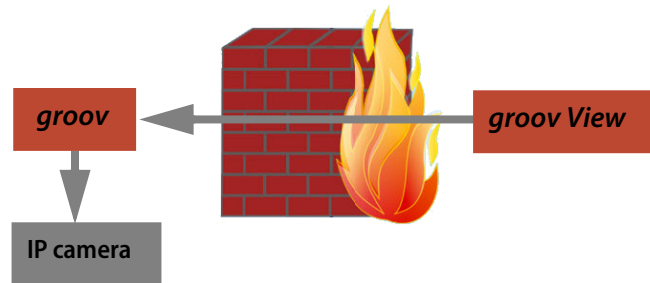


Camera URL—Enter the URL of an IP camera or video server that provides access to your IP camera’s static image feed. If you are using a video server, use the server’s URL. For more information on entering a URL, see the appendix on [page 161](#).

Update Period—Set how often in seconds *groov* View updates the image from an IP camera for this individual video gadget. To set the default update period for all video gadgets, see “[Changing the General Project Settings](#)” on [page 87](#). For more information about this setting, see “[Changing the Video Gadget Refresh Period](#)” on [page 163](#).

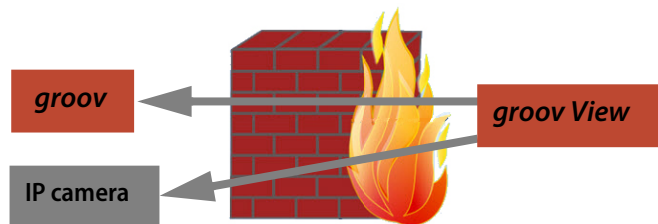
Use *groov* View as a proxy—This feature provides a secure reverse proxy service for the video gadget. This service is useful when viewing from outside a firewall.

When the box is checked, the video gadget requests video from *groov* View, which authenticates and forwards the request to the IP camera, eliminating the need to configure the firewall for each IP camera.



In this case, *groov* View will poll the IP camera over the local network at the set update period (in seconds) and buffer the images. When you look at your *groov* View project, you will see the images over the same secure connection as the rest of your *groov* View project.

When the box is *not* checked, the video gadget requests video directly from the IP camera. You must configure the firewall to allow the video feed for each IP camera.



Maintain aspect ratio—Check the box to keep the video at the same height-to-width ratio when the video gadget is resized.

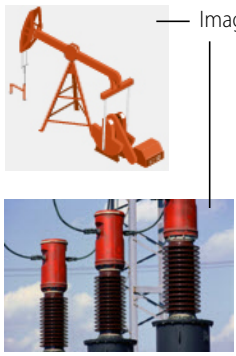


Test Feed—Click the button to test the live IP camera feed in Build.

IMAGE GADGET

Use the Image gadget to place an image in your project. See more about using images in “Managing Images in the Image Library” on page 80.

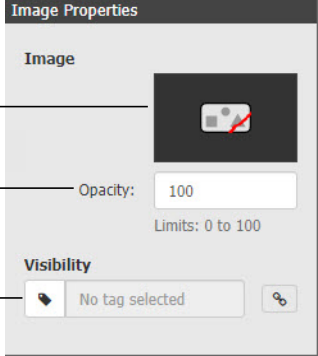
Image gadgets



Click here to open the Image Library.

To change how transparent an image is, enter a value between 0 and 100. Zero is completely transparent (invisible); 100 is completely opaque.

(Optional) For an explanation of this property, see “Making a Gadget Visible Based on a Tag” on page 68.



RECTANGLE AND OVAL GADGETS (SHAPE GADGET)

Use the Rectangle gadget to place a square or rectangle shape in your project, and use the Oval gadget to place a circle or oval. Both are essentially the same Shape gadget with most of the same properties.

You can choose any color for the shape's edge (stroke) and body (fill), and choose how transparent they are. You can also round a rectangle's corners.

You can use this shape for any purpose, alone or in combination with other shapes or other gadgets. In addition, you can set the width and/or height of the shape to change dynamically, based on a tag. For example, you could use a shape to indicate the level in a tank.

Choose the color for the edge of the shape. To change its transparency, move the slider. Far left is completely transparent (invisible); far right is completely opaque.

Enter the width of the stroke (edge). To round a rectangle's corners, increase the corner radius value. Zero = square corners.

Choose the color for the inside of the shape. To change its transparency, move the slider.

Choose where the shape is drawn from. If you enter dynamic width or height, this is the starting point of the shape's expansion.

(Optional) For an explanation of this property, see ["Making a Gadget Visible Based on a Tag"](#) on page 68.

To make the shape change in width, height, or both based on a tag's value, choose the tag. Then enter the minimum and maximum width or height for the shape (typically the min and max values of the tag).

A rectangle or square expands from the Origin point. A circle or oval expands from its center, but the center is placed at the Origin point and the rest of the circle is cut off. For example, a circle with an Origin of Upper Left creates a quarter circle. A circle with an Origin of Center creates a complete circle.

You can use these shapes next to each other or on top of each other to create more complex shapes and indicators.

Shape Gadget Properties

Stroke

Width:

Corner radius:

Fill

Origin

Visibility

No tag selected

Dynamic Width

No tag selected

Min Max

Dynamic Height

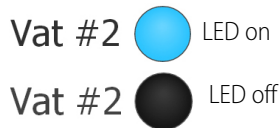
No tag selected

Min Max

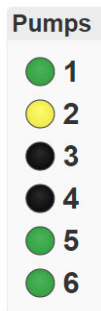
LED GADGET

An LED is a read-only gadget that typically indicates the state of a numeric value. It can be used with Boolean tags (on/off, true/false), with numeric values with multiple colors to indicate an exact value or a range, or with string values with multiple colors to indicate an exact match. For boolean tags, the LED is off when the value is 0 and on when the value is non-zero.

On and Off states for a blue LED



LEDs with multiple colors



LED Gadget Properties

Tag
No tag selected

Visibility
No tag selected

Label
Default

Alignment
Left | Right

Text Size
Auto

Font
Arial

Text Styling
B I

Colors
Text: [Color Picker]
Background: [Color Picker]

Graphic Size
 Auto
4 units

On/Off Colors
Tag == True [Blue Circle]
Tag == False [Black Circle]

(Optional) For an explanation of this property, see "Making a Gadget Visible Based on a Tag" on page 68.

Enter a label for the LED.

Align label on the left or right side of the LED. Default is left.

Leave label text at Auto or enter size in pixels.

Choose label font. Default is Arial.

Make label text bold, italics, or both. Default is neither.

Change label text or background color (click the rectangle and choose).

Leave graphic size at Auto or choose size in page grid units.

For a boolean tag:
Click the colored circle and choose colors to indicate LED is on (True) or off (False).

For a non-boolean tag:
Click the Add Range button to set colors for each range.

Color Ranges

Add Range...

Invalid range [Color Picker]

Color: [Color Picker]

Match Type:
 Exact
 Range
 Negate

Min Value: [Text Input]
Max Value: [Text Input]

Close Editor Delete

Choose the range color.

Choose when the color should appear:
Exact: Color appears for the specified value.
Range: Color appears for any value within a range.

Negate: If checked, color appears if value is *outside* the specified value or range.

Enter a specific value for Exact, or the start and end values for Range.

Click to close editor for this range.
To add another, click Add Range.

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See "Properties and Layouts" on page 67.

CHECKBOX GADGET

The Checkbox gadget is a read/write binary input which your user can toggle on or off by selecting the box. Off = zero, On = non-zero.

Outside Light Checkbox gadgets

Inside Light

Click to require confirmation before a write. Confirm writes

(Optional) For an explanation of this property, see ["Making a Gadget Visible Based on a Tag"](#) on page 68. No tag selected

Enter a label for the Checkbox. Default

Align label on the left or right side of the LED. Default is left. |← →|

Leave label text at Auto or enter size in pixels. Auto

Choose label font. Default is Arial. Arial

Make label text bold, italics, or both. Default is neither. B I

Change label text or background color (click the rectangle and choose). Text: Background:

Leave gadget size at Auto or choose size in page grid units. Auto 4 units

Checkbox

Tag
No tag selected

Confirm writes

Visibility
No tag selected

Label
Default

Alignment
|← →|

Text Size
Auto

Font
Arial

Text Styling
B I

Colors
Text: Background:

Graphic Size
 Auto 4 units

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See ["Properties and Layouts"](#) on page 67.

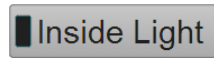
INDICATOR BUTTON GADGET

The Indicator Button gadget is a read/write binary button which your user can toggle on or off by clicking it. Off = zero, On = non-zero. This gadget can be displayed as a button (with an integral color to show status) or as two images (one for On and one for Off). See more about using images in “Managing Images in the Image Library” on page 80.

Button display—configurable color



Button on



Button off

(Optional) For an explanation of this property, see “Making a Gadget Visible Based on a Tag” on page 68.

Click to require confirmation before a write. Confirm writes

Choose whether to display a button or images.
 Display Mode: Button

For a button, enter a label for the Checkbox.
 Label: Default

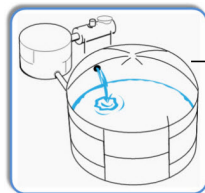
For a button:
 Leave label text at Auto or enter size in pixels.
 Text Size: Auto

Choose label font. Default is Arial.
 Font: Arial

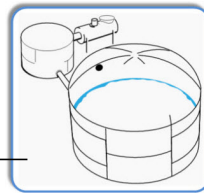
Make label text bold, italics, or both. Default is neither.
 Text Styling: B I

Change colors for On/Off indicator, button text, and button background (click the rectangle and choose).
 Colors: On Indicator: Blue, Off Indicator: Black, Text: Black, Button: Grey

Image display



Button on



Button off

For an image:
 Click here to open the Image Library and choose an image to show when the button is On.

Choose a second image for when the button is Off.

Opacity: To change how transparent an image is, enter a value between 0 and 100. Zero is completely transparent (invisible); 100 is completely opaque.

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See “Properties and Layouts” on page 67.

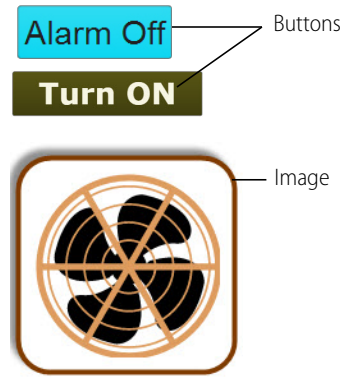
COMMAND BUTTON GADGET

The Command Button gadget sends a value to a numeric or string variable. The value is sent once when the button is pressed.

Optionally, in addition to writing a value, the button can also immediately navigate to a *groov* View page (a page you've created, the Event Status page, or the Event Logs page) after successfully writing the value. The target page opens in the same window.

This gadget can be displayed as a button or as an image. See more about using images in [“Managing Images in the Image Library” on page 80](#).

Command button gadgets—Display Modes



(Optional) For an explanation of this property, see [“Making a Gadget Visible Based on a Tag” on page 68](#).

Enter the value to write.

Click to require confirmation before a write.

(Optional) To also open a page, choose the type (and name) to open.

Choose whether to display a button or an image.

For a button, enter a label for the button.

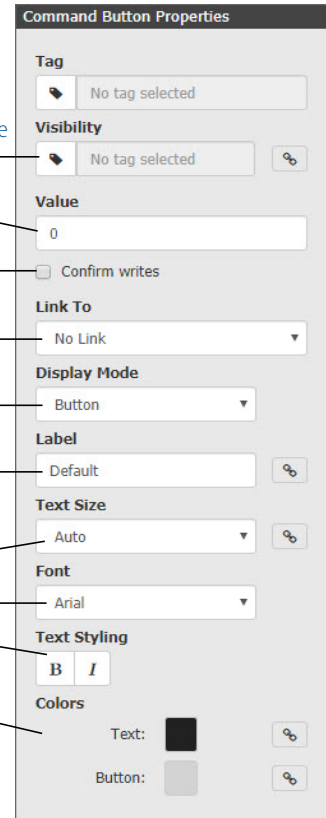
For a button:

Leave label text at Auto or enter size in pixels.

Choose label font. Default is Arial.

Make label text bold, italics, or both. Default is neither.

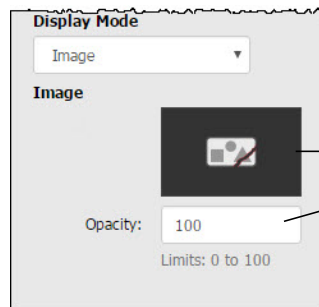
Change colors for On/Off indicator, button text, and button background (click the rectangle and choose).



For an image:

Click here to open the Image Library.

To change how transparent an image is, enter a value between 0 and 100. Zero is completely transparent (invisible); 100 is completely opaque.



NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See [“Properties and Layouts” on page 67](#).

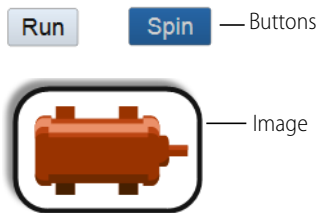
MOMENTARY BUTTON GADGET

The Momentary Button gadget simulates a normally open button. It writes a value once when it is pressed, and another value once when released. This gadget might be used to drive a motor to raise and lower a crane, or to start and stop a drill. You can choose to display the button as a button or as an image. See more about using images in [“Managing Images in the Image Library” on page 80](#).

For a boolean tag, select either True or False for the Press Value.

For integers and floats, enter both a Press Value and a Release Value. Optionally, you can also enter a Toggle Value. When a Toggle Value is entered, while the button is pressed it will alternately write the Press value and the Toggle Value once per second. The Press value is always written first. When the button is released, the Release Value is written.

Momentary button gadget—Display Modes



(Optional) For an explanation of this property, see [“Making a Gadget Visible Based on a Tag” on page 68](#).

For a boolean tag, select either True or False.

Choose whether to display a button or an image.

For a button:

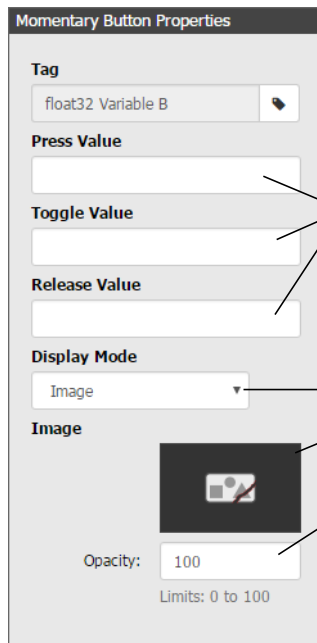
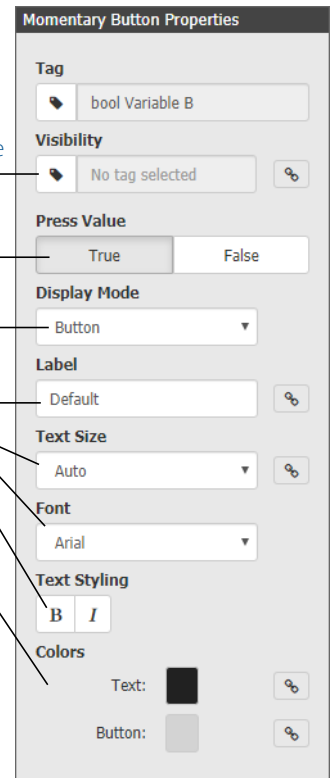
Enter a label for the button.

Leave label text at Auto or enter size in pixels.

Choose label font. Default is Arial.

Make label text bold, italics, or both. Default is neither.

Change colors for button text and background (click the rectangle and choose).



For an integer or float, select a Press Value and a Release Value, and optionally a Toggle Value.

A Toggle Value can help you detect a communication failure. Use controller logic to detect the failure while the button is pressed, and to implement a failsafe if needed.

Choose whether to display a button or an image.

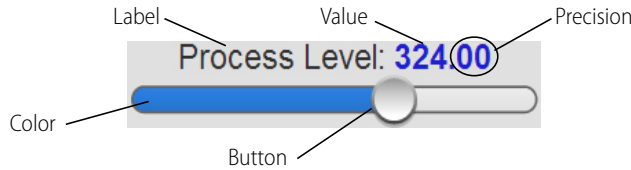
For an image, click here to open the Image Library.

To change how transparent an image is, enter a value between 0 and 100. Zero is completely transparent (invisible); 100 is completely opaque.

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See [“Properties and Layouts” on page 67](#).

SLIDER GADGET

The Slider gadget is a read/write gauge that displays an analog or float-type value using a horizontal or vertical bar that fills to indicate the present position or value. This gadget is the same as the level indicator gadget except that a user can grab and move the slider button to change the value and write it to the controller. You might use this gadget for room temperature setpoints, alarm values, PID settings, and so on.



(Optional) For an explanation of this property, see ["Making a Gadget Visible Based on a Tag"](#) on page 68.

Check the box to continually write values as the slider is dragged. If unchecked, value is written once you let go.

Check to require confirmation before a new value is written.

Enter the slider's minimum and maximum values.

Choose a horizontal or vertical slider.

Choose to show the value as a value or a percent, or choose not to show the value.

Enter Engineering units for the value (gallons, amps, etc.).

Enter the number of places to the right of the decimal point to be displayed.

Enter a title (label) for the slider.

Leave text at Auto or enter size in pixels (controls both label and value text, if shown).

For the label:

Choose font. Default is Arial.

Make text bold, italics, or both. Default is neither.

Change color (click the rectangle and choose).

For the value (if shown):

Choose font. Default is Arial.

Make text bold, italics, or both. Default is neither.

Change color (click the rectangle and choose).

Change the slider's indicator color or background.

Leave gadget size at Auto or choose size in page grid units.

Slider Gadget Properties

Tag
No tag selected

Visibility
No tag selected

Write continuously

Confirm writes

Range
Min value: 0
Max value: 10

Orientation
Horizontal

Show Value As
Value

Units

Precision
2
Limits: 0 to 6

Label
Default

Text Size
Auto

Label Style
Font: Arial
Styling: B I
Color: [Color Picker]

Value Style
Font: Arial
Styling: B I
Color: [Color Picker]

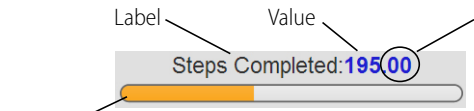
Colors
Track Fill: [Color Picker]
Background: [Color Picker]

Graphic Size
 Auto
6 units

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See ["Properties and Layouts"](#) on page 67.

LEVEL INDICATOR GADGET

The Level Indicator gadget is a read-only gauge that displays an analog or float-type value using a horizontal or vertical bar that fills to indicate the present position or value. You might use this gadget for a fuel gauge or a noise-level indicator, for example.



(Optional) For an explanation of this property, see [“Making a Gadget Visible Based on a Tag”](#) on page 68.

Enter the slider’s minimum and maximum values.

Choose a horizontal or vertical slider.

Choose to show the value as a value or a percent, or choose not to show the value.

Enter Engineering units for the value (gallons, amps, etc.).

Enter the number of places to the right of the decimal point to be displayed.

Enter a title (label) for the slider.

Leave text at Auto or enter size in pixels (controls both label and value text, if shown).

For the label:
 Choose font. Default is Arial.
 Make text bold, italics, or both. Default is neither.
 Change color (click the rectangle and choose).

For the value (if shown):
 Choose font. Default is Arial.
 Make text bold, italics, or both. Default is neither.
 Change color (click the rectangle and choose).

Change the slider’s indicator color or background.

Leave gadget size at Auto or choose size in page grid units.

Level Indicator Gadget Properties

Tag

Visibility
 [Link](#)

Range
 Min value:
 Max value:

Orientation
 [Link](#)

Show Value As

Units

Precision
 [Link](#)
 Limits: 0 to 6

Label
 [Link](#)

Text Size
 [Link](#)

Label Style
 Font:
 Styling: B I
 Color: [Link](#)

Value Style
 Font:
 Styling: B I
 Color: [Link](#)

Colors
 Track Fill: [Link](#)
 Background: [Link](#)

Graphic Size
 Auto [Link](#)
 [Link](#)

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See [“Properties and Layouts”](#) on page 67.

TEXT AREA GADGET

The Text Area gadget is a read-only gadget for displaying numerical or string data. Enter text just as you want it to appear, and use enough pound signs (#) to accommodate numeric data to be displayed. For example, ##.# could display 35.0, and ###.## could display 350.86. For string data, just use one #.

Text | **Value (data)**

Time to Start: 2198

Background

Greeting: Hello World

(Optional) For an explanation of this property, see "Making a Gadget Visible Based on a Tag" on page 68.

Enter text and enough pound signs (#) to display the tag's value. Use one # for a string.

Choose text font and size. Defaults are Arial, 12.

Make text bold, italics, or both, and choose font color ("A" button).

Choose font for the value. Default is Arial.

Choose bold, italics, and color for value.

(Optional) To change the value style when the tag's value reaches a specific level, click the button to add a format rule. You can add multiple rules.

Align text at the left, center, or right within the gadget. Default is left.

Align text at top, middle, or bottom within the gadget. Default is middle.

Change text or gadget background color (click the rectangle and choose).

Text Area Gadget Properties

Data Source
No tag selected

Visibility
No tag selected

Enter your gadget's text here.

Formatting help

Text Style
Arial 12

B I A

Value Style
Arial

B I U A

Add Conditional Format Rule

No rules configured.

Horizontal Alignment
Left Center Right

Vertical Alignment
Top Middle Bottom

Background
Color

Add Conditional Format Rule

equal to

0

B I U A

Choose the condition from the dropdown list. Boolean tags show only True/False.

Enter values for the condition.

Choose the style and color to indicate this condition.

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See "Properties and Layouts" on page 67.

TEXT BOX GADGET

The Text Box gadget is a write-only field that your user can change to send numerical or string data. When the user clicks in the Text Box, a dialog box pops up for entering data. Data is sent when the OK button is clicked or tapped.

Label — Duration: 95

Value

Greeting: Hello World

(Optional) For an explanation of this property, see [“Making a Gadget Visible Based on a Tag” on page 68.](#)

For numerical data, enter the minimum and maximum values your user can enter.

Pre-prompt

Enter pre- and post-prompts for the Edit Value dialog box. The pre-prompt appears above the value they enter. The post-prompt appears below it, for example to indicate units.

Enter the format of the text your user should enter. For a string, use one #.

Select a text box size for user input. If you choose Unlimited, you cannot enter a label.

Enter a label (title) for the Text Box.

Align the label at left or right side of value. Default is left.

Leave text at Auto or enter size in pixels (controls both label and value text).

For the label:
 Choose font. Default is Arial.
 Make text bold, italics, or both. Default is neither.
 Change color (click the rectangle and choose).

For the value (if shown):
 Choose font. Default is Arial.
 Make text bold, italics, or both. Default is neither.
 Change color (click the rectangle and choose).

Change gadget background color.

Text Box Gadgets

Tag: int32 Variable B

Visibility: No tag selected

Range: Min value: 0, Max value: 100

Pre-prompt: []

Post-prompt: []

Format: #.##

Input Size: Medium

Label: Default

Alignment: [| - |]

Text Size: Auto

Label Style: Font: Arial, Styling: B I, Color: []

Value Style: Font: Arial, Styling: B I, Color: []

Background Color: []

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See [“Properties and Layouts” on page 67.](#)

VALUE GADGET

The Value gadget is a read-only gadget for displaying numerical or string data. It has a uniform width to make it easy to line up multiple gadgets. The text format changes depending on the tag type, so you don't have to configure it manually. For example, a float-type tag will have #.##, while an integer tag will have just #.

If you use a boolean tag, you can use the default ON and OFF text for true and false values, or enter your own labels, such as Running and Stopped. In the Label text box, enter text just as you want it to appear.

(Optional) For an explanation of this property, see ["Making a Gadget Visible Based on a Tag"](#) on page 68.

Enter label name

Choose label font and size. Defaults: Arial, 12

Make label bold, italics, or underlined, and choose font color ("A" button).

Value format is entered for you based on the tag you choose. To add precision on a float, enter additional pound signs (#) after the decimal point.

For a string, use the default of #.##

For boolean tags, you can customize the true and false text.

Choose the width and alignment for the value field. Change font, format, and color.

(Optional) To change the value style when the tag's value reaches a specific level, click the button to add a format rule. You can add multiple rules.

Change gadget background color.

Choose the condition from the dropdown list. Boolean tags show only True/False.

Enter values for the condition.

Choose the style and color to indicate this condition.

Value Gadget Properties

Data Source
Ramp B (0 to 10, 60 sec)

Visibility
No tag selected

Label
Default

Arial A

B I U A

Value
#.##

Formatting help
Field Width: Medium
Alignment: Value on
Arial

B I U A

Add Conditional Format Rule
No rules configured.

Background
Color

Add Conditional Format Rule
equal to
0
B I U A

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See ["Properties and Layouts"](#) on page 67.

IMAGE INDICATOR GADGET

With the read-only Image Indicator gadget, you can use multiple images to represent the changing values of a tag. For example, you can use one image to indicate that a pump is on and one to indicate that it's off. Or show different images of a tank depending on how full the tank is.

The Image Indicator can be used with boolean tags (on/off, true/false), with numeric values with multiple images to indicate an exact value or a range, or with string values with multiple images to indicate an exact match.

You choose each image you want to use from the Image Library and assign the status or value range to that image. (See "Managing Images in the Image Library" on page 80.)

Image Indicator gadget changes the image based on the value of the tag (only one image appears).



(Optional) For an explanation of this property, see "Making a Gadget Visible Based on a Tag" on page 68.

Click to add image.

Image currently added

Click to change this image.

To change how transparent the image is, enter a value between 0 and 100. Zero is completely transparent (invisible); 100 is completely opaque.

Choose when the image should appear: Exact: Image appears for specific value. Range: Image appears for any value within a range.

Negate: If checked, image appears if the value is outside the specified value or range.

Enter exact value; or for a range, enter Minimum and Maximum Values.

Click to close editor for this image. Click Add image again to add the next image.

Image Indicator Properties

Tag
No tag selected

Visibility
No tag selected

Images
Add Image...

Tag == 0.0

Select Image

Opacity: 100
Limits: 0 to 100

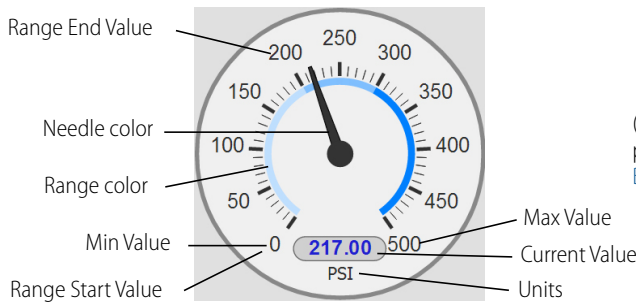
Match Type: Exact Range Negate

Value: 0

Close Editor Delete

ROUND GAUGE GADGET

The Round Gauge gadget is a read-only gauge that displays an analog or float-type value using a rotating needle and decimal numerical display to indicate the present value. Possible uses include water or gas pressure gauges, the speed of a conveyor belt, and so on.



(Optional) For an explanation of this property, see ["Making a Gadget Visible Based on a Tag"](#) on page 68.

Enter the gauge's minimum and maximum values.

If the value is very large (for example, 50,000 kilograms), you can scale the value so numbers are more readable.

Check to display the value in the gadget.

Enter Engineering units (gallons, PSI, etc.).

Enter the number of places to the right of the decimal point to be displayed.

For the current value:

- Leave at Auto or choose size.
- Choose font. Default is Arial.
- Make text bold, italics, or both. Default is bold.
- Change color (click the rectangle and choose).

For the markers around the gauge:

- Leave at Auto or choose size.
- Choose font. Default is Arial.
- Make text bold, italics, or both. Default is neither.
- Change color (click the rectangle and choose).

Round Gauge Properties

Tag
No Tag Selected

Visibility
No tag selected

Range
Min value: 0
Max value: 10

Scale Factor
1
Use to scale the value. For example, to go from g to kg, use a scale factor of 0.001. Make sure to adjust units as well.

Display
 Show Value

Units
[Empty field]

Precision
2
Limits: 0 to 6

Value Style
Size: Auto
Font: Arial
Styling: **B** *I*
Color: [Blue]

Marker Style
Size: Auto
Font: Arial
Styling: **B** *I*
Color: [Black]

Colors
Needle: [Red]
Background: [Light Gray]

Markers
Display: Auto
Major interval: 0
Minor interval: 0

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See ["Properties and Layouts"](#) on page 67.

More on Markers

For both major and minor intervals, if you use the default (0), *groov* View calculates the optimum number and spacing of tic marks to show on the gauge. If the Custom intervals you enter create more than 200 tic marks (major and minor combined), *groov* View overrides your entries and sets the number and spacing so markers and values are legible. (Your Custom entries still appear in the Properties panel but are not used.)

Panel continued from right.

Color Ranges

Add Range...

Invalid range

Color: [Blue]

Min Value: [Empty]

Max Value: [Empty]

Close Editor Delete

Click here to add a color as a range indicator on the gauge.

Choose the range color.

Enter the start and end values for this range. These must be not more or less than the gauge's Min and Max values.

Click to close editor for this range. To add another, click Add Range.

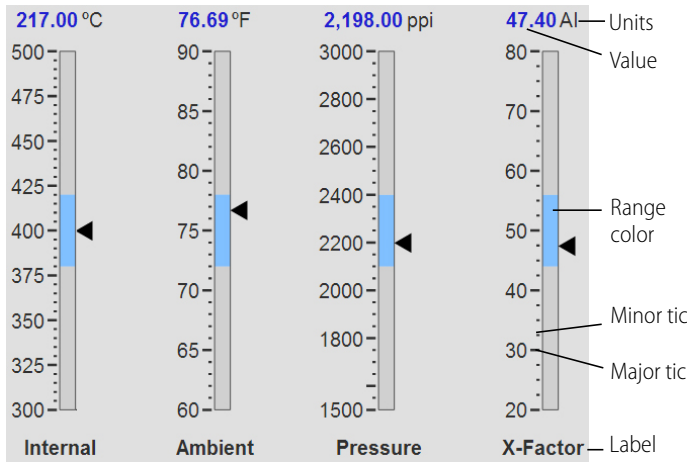
Choose colors for the needle and the gauge's background.

Choose Custom to override the default tic marks. See descriptions above left.

Panel continues at left.

RANGE INDICATOR GADGET

Use the Range Indicator gadget to show on a horizontal or vertical scale where data appears in a range of numbers. This gadget is commonly used as a thermometer, but it can indicate any kind of data within a range. If you arrange several of these together on a page, an operator can tell at a glance if a machine is operating correctly or see the status of several similar devices.



(Optional) For an explanation of this property, see [“Making a Gadget Visible Based on a Tag”](#) on page 68.

Enter the gauge’s minimum and maximum values.

If the value is very large (for example, 50,000 kilograms), you can scale the value so numbers are more readable.

Select a horizontal or vertical gauge.

Choose to show the value as a value, a percent, or not to show it.

Enter Engineering units (for example, degrees, GPM, PSI).

Enter the number of places to the right of the decimal point to display.

Enter a label for the gauge.

For the label:

Leave at Auto or choose size.

Choose font. Default is Arial.

Make text bold, italics, or both.

Default is bold. Change color (click the rectangle and choose).

For the current value:

Choose font. Default is Arial.

Make text bold, italics, or both.

Default is bold. Change color (click the rectangle and choose).

Range Indicator

Tag
No tag selected

Visibility
No tag selected

Range
Min value: 0
Max value: 10

Scale Factor
1
Use to scale the value. For example, to go from g to kg, use a scale factor of 0.001. Make sure to adjust units as well.

Orientation
Horizontal

Show Value As
Value

Units

Precision
2
Limits: 0 to 6

Label
Default

Text Size
Auto

Label Style
Font: Arial
Styling: B I
Color: [black]

Value Style
Font: Arial
Styling: B I
Color: [blue]

Marker Style
Font: Arial
Styling: B I
Color: [black]

Background Color
[white]

Markers
Display: Auto
Major interval: 0
Minor interval: 0

Graphic Size
 Auto
1 units

Color Ranges
Add Range...
Invalid range
Color: [blue]
Min Value: []
Max Value: []
Close Editor Delete

For the markers on the gauge:
Choose font. Default is Arial.
Make text bold, italics, or both.
Default is neither.
Change color (click the rectangle and choose).

Change background color for gauge.

Choose Custom to override the default tic marks. See [“More on Markers”](#) on page 118.

Leave gadget size at Auto or choose size in page grid units.

Click here to add a color as a range indicator on the gauge.

Choose the range color.

Enter the start and end values for this range. These must be not more or less than the gauge’s Min and Max values.

Click to close editor for this range. To add another, click Add Range.

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See [“Properties and Layouts”](#) on page 67.

More on Markers

For both major and minor intervals, if you use the default (0), *groov* View calculates the optimum number and spacing of tic marks to show on the range indicator.

If the Custom intervals you enter create more than 200 tic marks (major and minor combined), *groov* View overrides your entries and sets the number and spacing so markers and values are legible. (Your Custom entries still appear in the Properties panel but are not used.)

TREND GADGET

Use the Trend gadget to create a trend that shows how a variable changes over time. You can configure up to 4 pens (variables) per trend, each with a different tag.

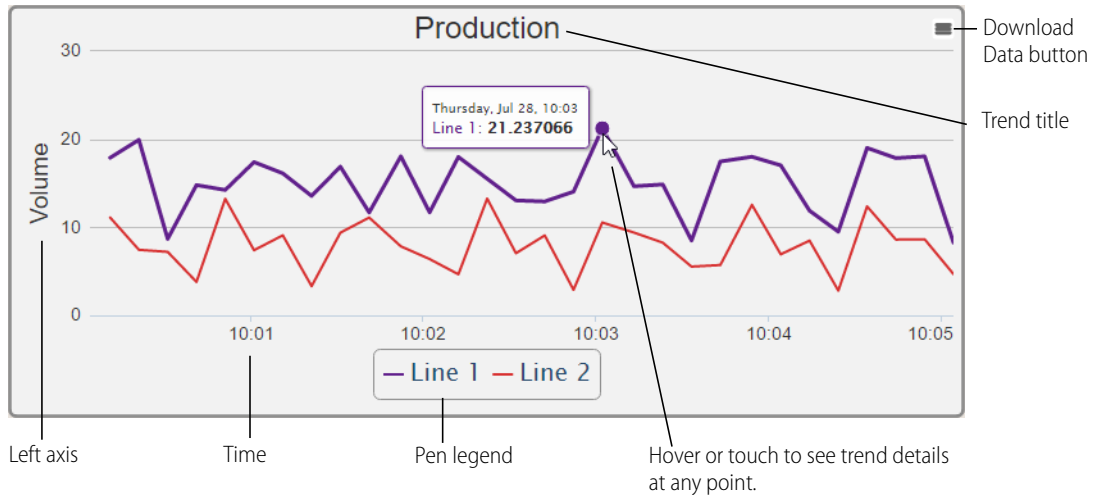
Trending starts in *groov* View when you save your changes. If a page contains a Trend gadget that has accumulated data, when the page is opened in View, the Trend gadget immediately has data. The scanned values are retained if *groov* EPIC, *groov* Box, or *groov* Server is restarted.

In *groov* View, you can download data from each pen to a .csv file, which you can open in an application like Microsoft Excel. See “[Downloading Data from a Trend](#)” on page 123.

Classic or Interactive

When you configure the Trend gadget, you can choose between a Classic Trend or an Interactive Trend.

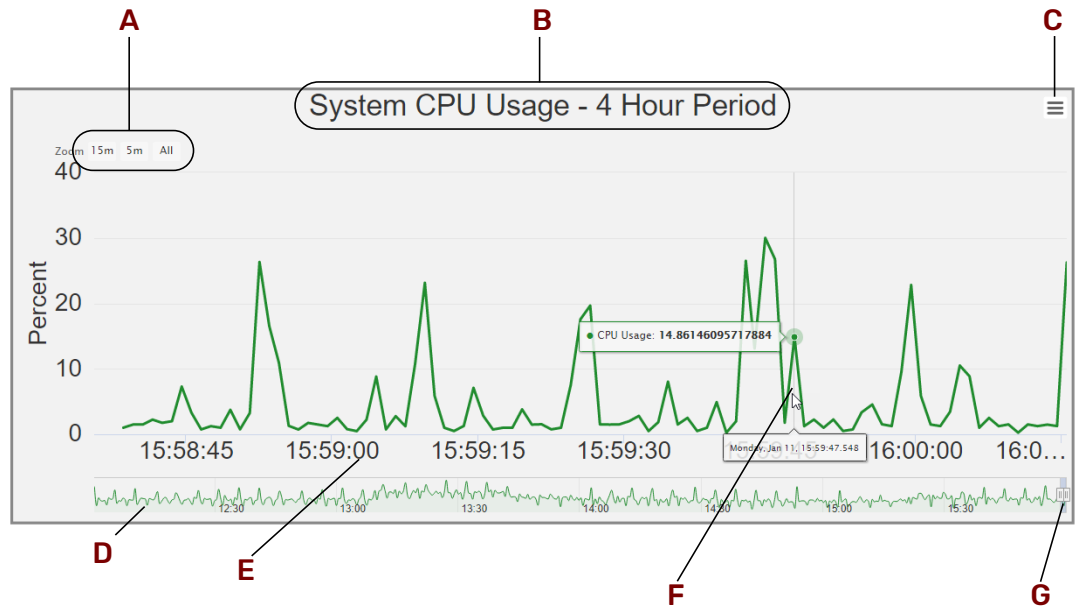
Classic Trend. For simple trends with a relatively small number of data points collected over a period of up to 7 days. You can hover over or touch a spot on the trend to see data for that time.



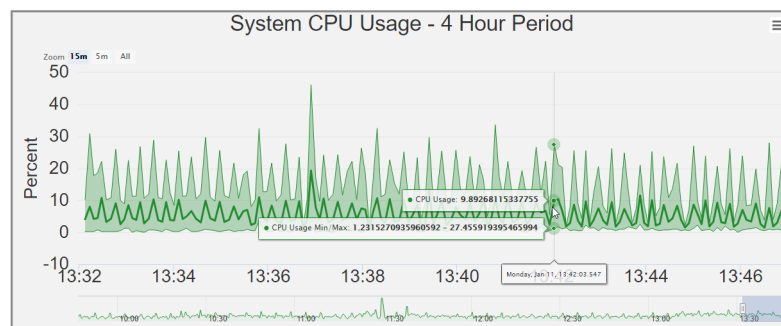
Interactive Trend. For showing a large number of data points or data over a longer period (up to 5 years). You can zoom in and out on the trend to see details. Because interactive trends can hold much more data, *groov* View provides additional navigation aids and manages the display of data differently than a classic trend.

- *groov* View displays raw data as a line chart when the zoom level matches the rate that the data is sampled (sampling rate). This is the default zoom level when you switch from Build mode to View mode, so you will see a line chart when you switch to View mode.
- If you switch to a zoom level that is larger than the sampling rate, then *groov* View displays data that is averaged, as well as minimum and maximum values. *groov* View displays the averaged values as a solid

line, with the minimum and maximum values creating a shaded region around the line (see **A** Zoom tabs, below).

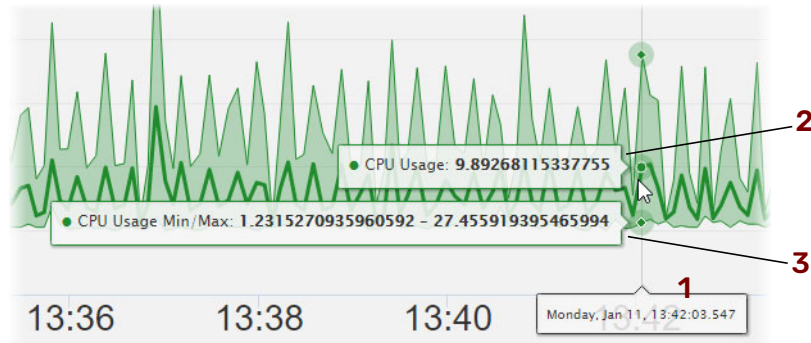


- A** Zoom tabs. Click a tab to zoom in on data. *groov* View generates these tabs and assigns the time period based on the trend's period.
- If you click on the tab with a time period that is close to the sampling rate, then *groov* View displays the trend as a line chart (like the one above).
 - If you click on the tab with a time period that is larger than the sampling rate, then *groov* View displays an average, along with minimum and maximum for each point. The trend will look like a line chart with additional shading around the line, like this one:

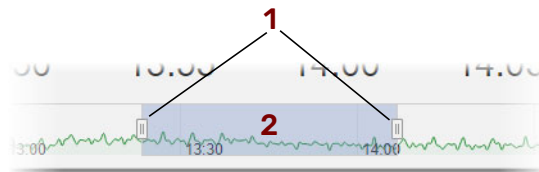


- B** Trend title. You create the title; for reference, you may want to include the trend period in the title.
- C** Download Data button. Downloads all data for the period, not just the current view. For more information, see [“Downloading Data from a Trend” on page 123](#).
- D** Navigator line. Displays a thumbnail of the trend through one trend period, or as much as has been collected up to the current date/time.
- E** Date and time scale. Depending on the trend's period, it may show only time or only date.
- F** Hover or touch on the trend to see pen names and trend details at any point.
- If the period is close to the sample rate, *groov* View shows the raw data. The example at the top of the page shows the raw data of a data point taken on Monday, January 11, at 3:59 PM.

- If the period is larger than the sampling rate, then *groov* View shows three points of data: average, minimum, and maximum. (The example below shows the details of a data point taken on Monday, January 11, at 1:42 PM (1).) The box that points to the center data point (2) shows the average value. The box that points to the bottom data point (3) contains the minimum and maximum; the minimum value applies to the bottom data point and the maximum value applies to the top data point.



- G** Data navigator. Helps you adjust the amount of data you see on the screen. To zoom in or out, drag the handles on either side (1). To keep the same zoom level but see a different date/time, put your cursor in the center of the navigator (2) and drag it to the left or the right. Or just click or tap on another date/time on the navigator line to see the data at that date/time.



In the example at the top of the [page 119](#), you can click or tap 13:30 to see the same limited view of data around that time. This method works especially well on mobile devices, where a finger may not fit inside the zoom section.

To return to the current date/time, drag the navigator to the right until it stops.

After you drag or tap, wait for the data to fill in.

Note that there is no room in the interactive trend for a pen legend. If your users view your *groov* View interface on a device (such as a TV) where they cannot hover over a data point, use the Text Area gadget to add a legend next to the trend, indicating pen colors.

Trend Gadget

Enter a title for the trend. (For an Interactive trend, you can include the trend period in the title for reference.)

Choose the type of trend (see “Classic or Interactive” on page 118).

Click here to add pens. See “Configuring Pens” below.

(Optional) For an explanation of this property, see “Making a Gadget Visible Based on a Tag” on page 68.

Choose the trend’s background color.

Enter the Period (maximum 7 days for a Classic trend, 5 years for an Interactive trend).

Enter how often you want data captured. No data is captured between intervals. A red text box indicates that you have entered a value less than the minimum. The minimum varies based on the Period you entered.

Classic trends: A longer Update Interval uses less memory and may give better performance on a cell phone. Recommended interval is for a PC.

For the trend title:
 Leave at Auto or choose size.
 Choose font. Default is Arial.
 Make text bold, italics, or both. Default is neither.
 Change color (click the rectangle and choose).

For the markers:
 Leave at Auto or choose size.
 Choose font. Default is Arial.
 Make text bold, italics, or both. Default is neither.
 Change color (click the rectangle and choose).

For the axes:
 Leave text size at Auto or choose size.
 Select the axis you want to configure (left or right)
 Enter the axis title. To enter a degree symbol, see Appendix D.

Choose Custom to set the Minimum and Maximum values that make sense for the configured tag (pen). Auto sets these values for you; in View the trend will zoom in or out to accommodate the real-time range of the pen. Also see “Configuring Value Limits and Min/Max Values” on page 122.

The screenshot shows the configuration panel for a Trend gadget. It includes sections for Title, Style, Tags, Visibility, Background Color, Period, Update Interval, Title Style, Marker Font, and Axis. Each section contains various input fields, dropdown menus, and checkboxes. Link buttons (represented by a chain icon) are present next to several settings, such as Title Size, Title Color, Marker Font Color, Axis Size, and Value Limits. The 'Style' section has radio buttons for 'Interactive' and 'Classic'. The 'Update Interval' section has a dropdown for 'Sec' and a note about a minimum of 30 seconds. The 'Axis' section has a dropdown for 'Direction' set to 'Left' and a 'Title' input field. The 'Value limits' section has input fields for 'Min value' (0) and 'Max value' (10).

NOTE: For any property with a link button, you can click to break the link and choose the property value independently for Desktop & Tablet versus Handheld layouts. See “Properties and Layouts” on page 67.

Configuring Pens

You can configure up to four pens for each trend. To add and configure a pen, do the following:

1. In the Trend Properties panel, click Configure Data Sources.

The screenshot shows the 'Edit Data Sources' dialog box with two pens configured:

- Remaining Pen:**
 - Tag: ai_IO_0302
 - Source: 'Convenience Store' at 10.192.54.110
 - Title: Remaining
 - Color: Blue
 - Axis: Left
 - Line Type: Line
 - Fill:
- Rate Pen:**
 - Tag: ai_IO_0401
 - Source: 'Convenience Store' at 10.192.54.110
 - Title: Rate
 - Color: Purple
 - Axis: Right
 - Line Type: Smoothed Line
 - Fill:

Buttons: 'Delete' (top right of each pen), 'Add Pen' (bottom left), and 'Done' (bottom right).

2. For the first pen, select a tag, enter a title, and choose either Left or Right axis, depending on where you want the axis located for this pen. Multiple pens can use the same axis.
3. Choose the line type, color, and whether you want to use a fill.
4. For each additional pen, click Add Pen and configure it as desired.
5. Click Done.

Z-Order. The pens are displayed in the order you configure them here. The first pen configured will be on the bottom of the z-order, and the last one will be on top. If you need to change the z-order, the quickest way is to change the tags configured for each pen. For example, if you want the bottom pen's tag to appear on top, re-configure the top pen with that tag and move the other tag to the bottom pen.

Configuring Value Limits and Min/Max Values

The Minimum Value and Maximum Value change automatically even when Value Limits is set to Custom, because *groov*View automatically adjusts the actual scaling lines and labels for optimum readability. For example, they may change when you do any of the following:

- Change the size of the gadget in Build
- Adjust the size of your browser in either Build or View
- Switch from Build to View
- Change the Minimum or Maximum values on the other axis

Downloading Data from a Trend


You can download the data from any pen to a .csv file, which can be used by other applications or opened in an application like Microsoft Excel. The file consists of a Java/JavaScript timestamp and a value for each data update (determined by the trend's update interval) during the period of the trend.

For example, if you have a classic trend with a period of 24 hours and an update interval of 60 seconds, the data you download will be for the latest 24 hours and show a data value for each 60-second interval.

If you have an interactive trend with a period of 1 year and an update interval of 60 seconds, the data you download will be for the latest year and show a data value for each 60-second interval (a lot of data!). When downloading data from an interactive trend, remember:

- The download includes *all data for the trend's period*, not just the time period you're viewing.
- Data is for one pen only.

To download trend data:

1. In *groov* View, click the Download Data button  in the upper-right corner of the trend and choose the pen you want.
2. When the file has been downloaded, save it in the location you want.

If you open the file in Excel, it looks something like this:

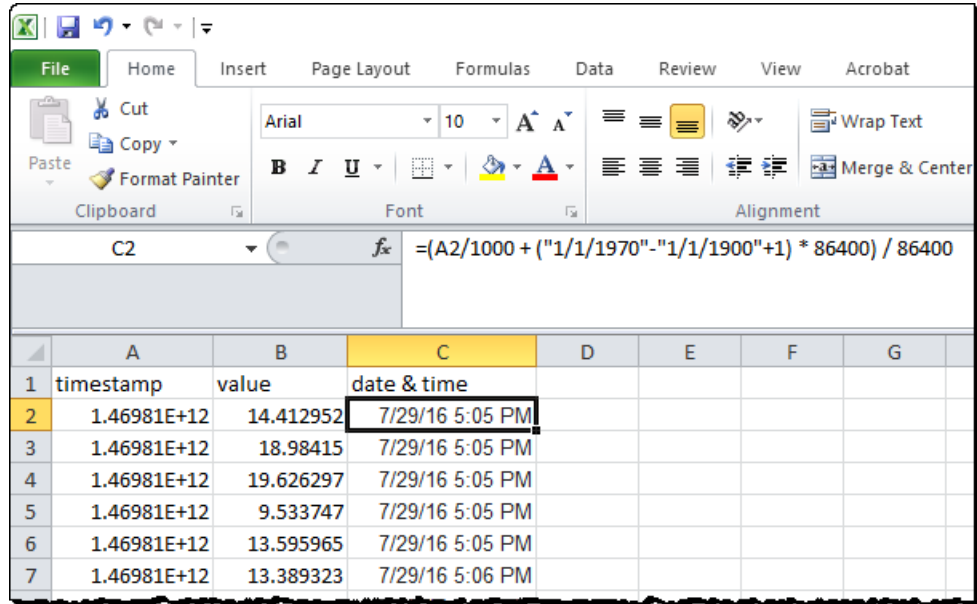
	A	B	C
1	timestamp	value	
2	1.46981E+12	14.412952	
3	1.46981E+12	18.98415	
4	1.46981E+12	19.626297	
5	1.46981E+12	9.533747	
6	1.46981E+12	13.595965	
7	1.46981E+12	13.389323	
8	1.46981E+12	19.766735	
9	1.46981E+12	16.010696	
10	1.46981E+12	12.363201	
11	1.46981E+12	14.523704	

3. The value in the Timestamp column isn't really a date and time; it's actually just a number of seconds. You can use Excel to convert it to a number that Excel can then format into a date and time.
 - a. For each row of data, copy and paste the following formula to an unused column in the spreadsheet. This formula converts the seconds into a (UTC time zone) date and time.

$$=(A2/1000 + ("1/1/1970"- "1/1/1900"+1) * 86400) / 86400$$
 (Optional) To convert the UTC time to local time, add or subtract the number of hours that your time varies from UTC. For example, if your time zone is 10 hours ahead of UTC, you can use either of these formulas:

$$=(A2/1000 + ("1/1/1970"- "1/1/1900"+1) * 86400) / 86400 + (10/24)$$

$$=(A2/1000 + ("1/1/1970"- "1/1/1900"+1) * 86400) / 86400 + TIME(10,0,0)$$
 - b. Then, use Excel's Format Cells feature to format the resulting number as a date value, according to the way you'd like to see it displayed.



5: Using Events and Notifications

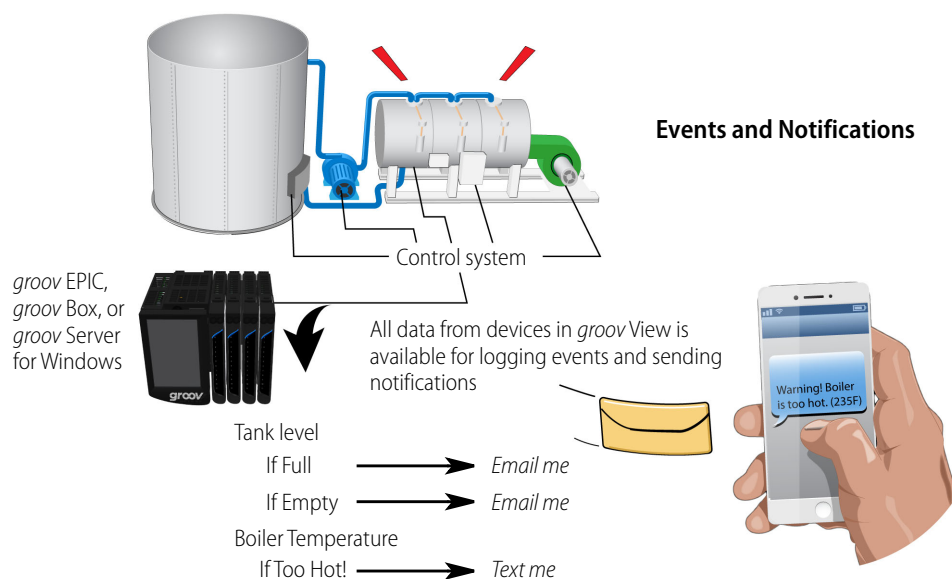
Use this chapter to set up event conditions in *groov* View and to view event logs. All events are logged, and authorized *groov* View users can see them at any time from either View or Build mode. In addition, all events appear as tags in the tag browser, so you can use an event as an input for a gadget.

This chapter also shows you how to set up optional email or text notifications when an event occurs. For example, if a machine's temperature is critical, you can create an event and notify a maintenance technician via email or text message when the machine overheats. The technician can click a link in the notification that leads to the *groov* View screen with more data on the machine.

You can customize messages, send them to groups or individuals, and include time/date stamps and other information. A notification can be sent when the event becomes active, inactive, or both.

In this chapter:

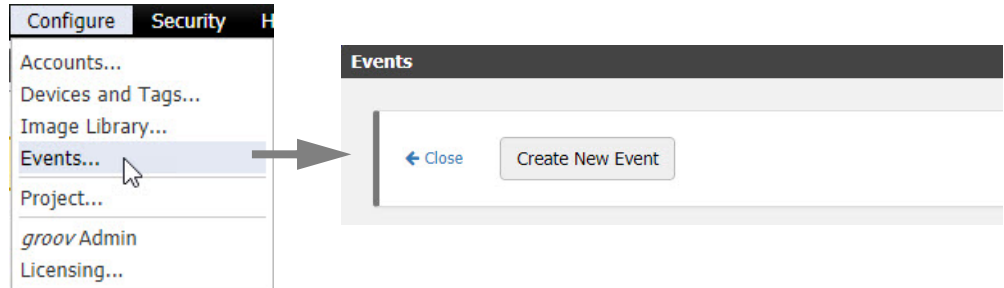
Creating Events	126
Viewing Events	129
Setting Up Notifications	131
Event Condition Types Reference.....	136
Using Multiple Conditions	138



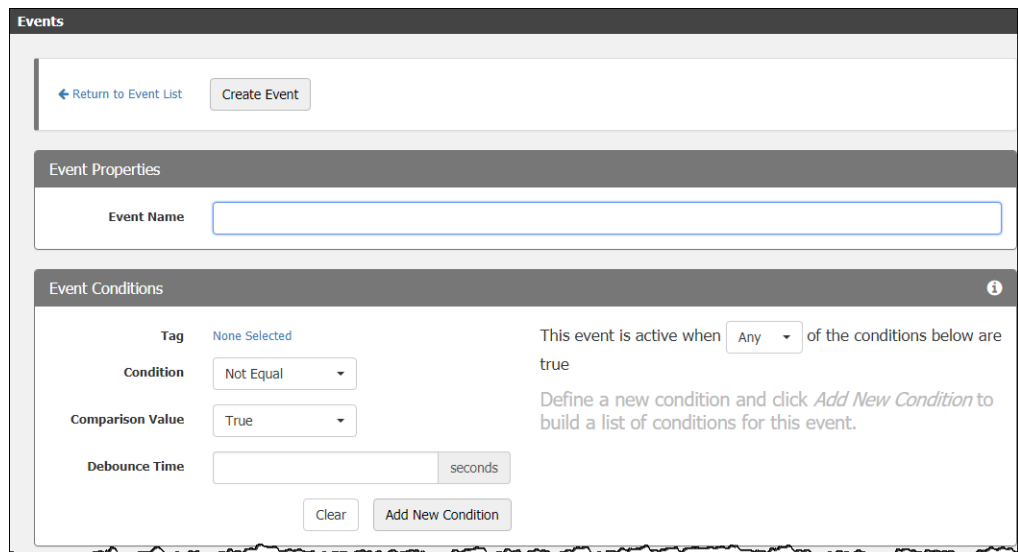
CREATING EVENTS


You can create events based on one or more conditions.

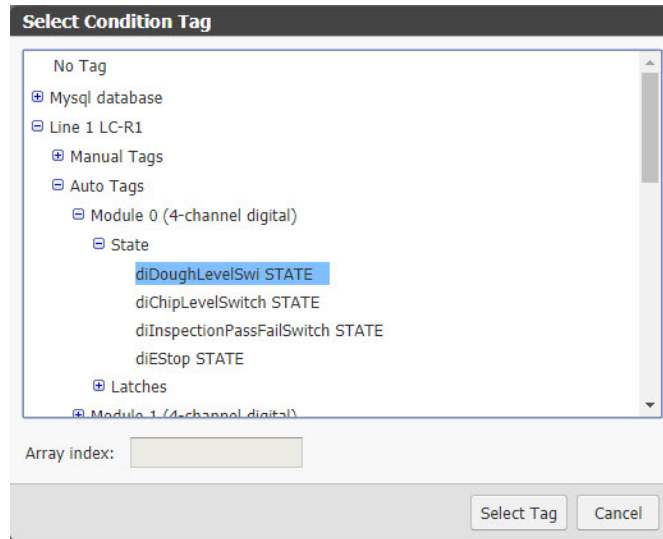
1. In Build mode, select Configure > Events.



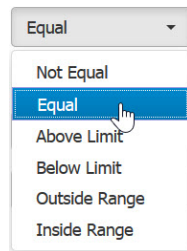
2. Click Create New Event.



3. In Event Properties, give the event a name.
4. In Event Conditions, follow steps below to create one or more conditions that define the event. (For help in understanding the conditions and the fields to complete, click the Info icon .)
 - a. **Tag**—Click None Selected. In the Select Condition Tag dialog box, browse to a tag to monitor for this condition. If the tag is an array, also enter the array index. Then double-click the tag or click Select Tag.



- b. Condition**—Click the drop-down menu and choose the condition type for the event. (For Boolean true/false or state tags, the condition Equal is chosen for you.)

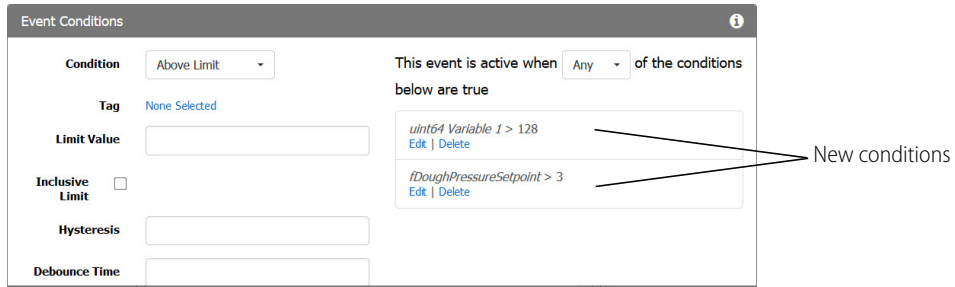


For details on conditions, see [“Event Condition Types Reference”](#) on page 136.

- c.** Complete additional fields as needed for the tag type and condition type you chose. For example, for state tags you choose True or False. For analog or numeric tags you enter a comparison value. For Above Limit, you enter the limit and choose whether the event should occur when the value is greater than the limit, or greater than or equal to the limit. In some cases you may also want to enter hysteresis values or debounce times. For more information, see [“Event Condition Types Reference”](#) on page 136.
- d.** When you’ve completed the fields, click Add New Condition to save your entries. The new condition appears at the right (or below on a smaller screen).

NOTE: Be sure to click Add New Condition. If no conditions appear, you’ll receive an error message when you try to save the event.

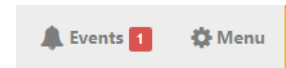
- e.** If you want the event to depend on additional conditions, choose another tag, complete the fields for it, and then click Add New Condition again.



- f. If the event depends on more than one condition, complete the “This event is active when...” sentence. Choose All if all of the conditions must be true to trigger the event. Choose Any if only one of them needs to be true to trigger the event. Also see [“Using Multiple Conditions” on page 138](#).
- 5. (Optional) To show a custom message in the event log, scroll down to Notification Messages. The event message you will see in the log (and in an email or text notification, if you send one) contains default text to identify the event. Default text includes the event name, date/time, and whether the event began or ended. You can enter a custom message in this section if you wish.
- 6. Click Create Event to save the new event. Click Close to return to the main workspace.

As soon as you save an event it is enabled, so if the event conditions become true it will be logged. *groov* EPIC, the *groov* Box, and *groov* Server for Windows continually scan for the event tags and monitors for event conditions, even if *groov* View is closed.

When an event occurs, the events icon in the upper-right corner of *groov* View changes, showing the number of events that have occurred. To view event status, click the icon. Also see [“Viewing Events” on page 129](#).

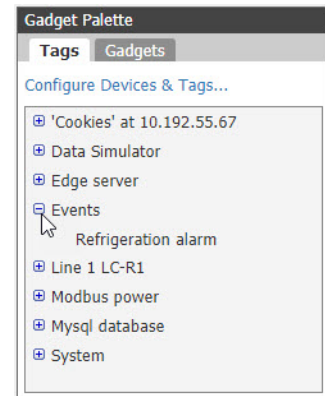


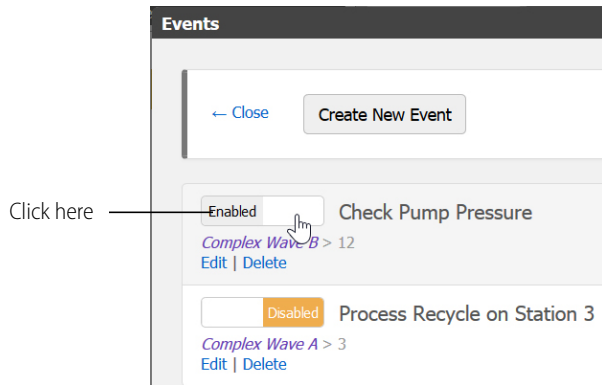
Using Events as Inputs for Gadgets

Once you have created an event, it becomes a read-only Boolean tag that you can use as an input for a gadget. To see these event tags, go to the Gadget Palette. Click the Tags tab, and then click the Events device (see image at right).

Enabling and Disabling Events

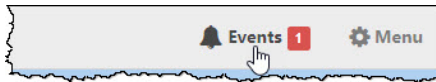
When a configured event is enabled, the event is logged (and notifications are sent, if applicable) when the event conditions are met. To enable or disable an event, choose Configure > Events and find the event you want. Then click its Enabled/Disabled button.





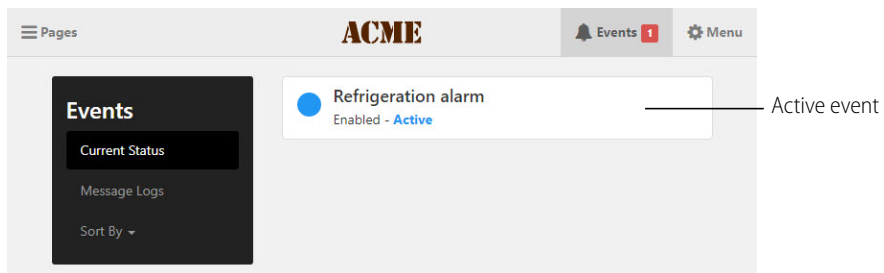
VIEWING EVENTS

As soon as you create an event, it is enabled; when the event occurs, it is logged. To view, sort, and filter logged event messages, click the Events icon (the bell) in the top right corner of either Build or View mode.

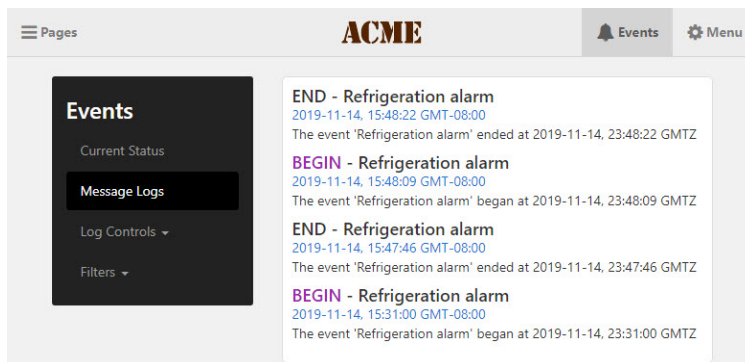


A list of configured events appears next to a menu of viewing options.

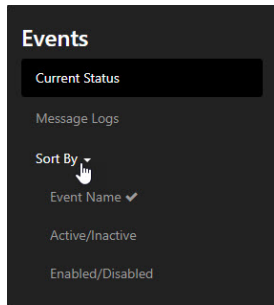
To see the status of all events, choose Current Status. You see a list of configured events and whether they are active (meaning that the event conditions have been met) or inactive. The text and indicator turn blue for events that are active; black for inactive.



To see a list of all logged event messages, choose Message Logs.

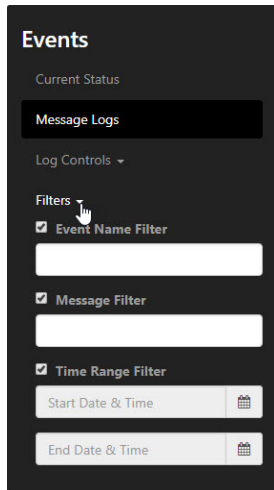


To sort logged event messages when looking at Current Status, click **Sort By** and choose Event Name, Active/Inactive, or Enabled/Disabled.



An active event is one that is enabled and is occurring right now. You can enable or disable events in Build mode (see [page 136](#)).

To see only some events when looking at Message Logs, choose **Filters** and complete the fields.

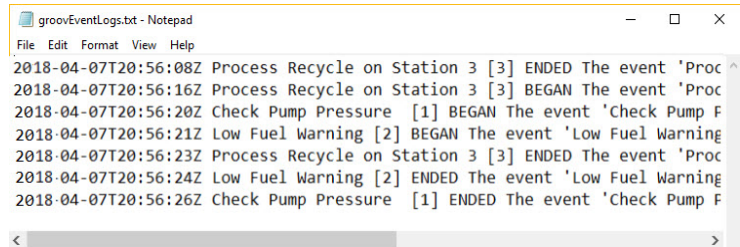
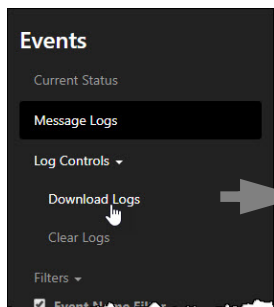


You can use one or a combination of these filters.

- In the fields for Event Name Filter and Message Filter, enter a text string.
- In the Start and End boxes for Time Range Filter, click in the field and select a date and time for each one.

To download a text file of all logged messages, click **Log Controls** and choose **Download Logs**. You can open the text file in a text editor like Notepad or save the file for later viewing.

NOTE: if you are using the groov View REST API, you can also download logs to the API endpoint using any HTTP client in either standard text or JSON format. (For more information on the REST API, visit developer.opto22.com.)



To delete all event messages from the log, click **Log Controls** and choose **Clear Logs**. Only users with a security level of Admin can clear logs.

Event Message Log Capacity

groov View checks the size of the Event Message Log every 30 minutes. If it is more than 200 MB (typically over a million entries), the oldest 25% of entries are trimmed. If this occurs, a message is posted to the Log Viewer noting that the oldest entries have been removed. For more on the Log Viewer, see “Viewing Log Messages” on page 86.

SETTING UP NOTIFICATIONS

You can choose to notify one or more authorized *groov* View users when an event occurs, at the beginning of the event, the end of the event, or both. These steps assume you have already created the event (if not, see “Creating Events” on page 126).

Follow these steps to set up notifications:

1. Set Up the *groov* View Email Account 131
2. Set Up *groov* View Users To Receive Event Notifications 133
3. Add Notifications to Events 135

1. Set Up the *groov* View Email Account

This section sets up the account that *groov* View will use to send email and text notifications. If you want *groov* View to send from a Gmail account, use the setup instructions on page 132 instead.

1. Create an email account that’s used just for this *groov* View.

A separate email account makes it clear where the email is coming from, and it provides a record of all successfully sent notifications in the *Sent Mail* folder of the *groov* View account. (Currently, *groov* View does not buffer notifications that failed to send.)

Also, by creating a separate account for this *groov* View, you can change email settings and not impact your business or personal email account settings.

2. In Build mode, choose Configure > Project.

The screenshot shows the 'Project Settings' dialog box with two main sections: 'General Settings' and 'Email Settings'.

General Settings:

- Default video gadget refresh period:** A text input field containing '0.5' and a dropdown menu set to 'seconds'. Below it, a note states: 'The minimum video refresh rate is 0.5 seconds.'
- Do not expire Kiosk user login sessions:** A checkbox that is currently unchecked. Below it, a note states: 'Takes effect the next time the user logs in.'
- Allowed Cross-Origin Request Domains:** A text input field containing 'ex. https://my.app.cor' and a plus sign button. Below it, a note states: 'Set of external domains that may access the REST interface for this groov. See also HTTP Access Control (CORS) on the web.'

Email Settings:

- SMTP server hostname:** A text input field containing 'server.hostname.com'.
- SMTP server port:** A text input field containing '25'. Below it, a note states: 'The SMTP port is a number between 1 and 65535. Common ports are 25 and 587 for mail servers using STARTTLS or no connection security, and 465 for those using SSL.'
- Connection security:** A dropdown menu set to 'None'. Below it, a note states: 'Most larger services nowadays will use STARTTLS.'
- Allow untrusted certificates:** A checkbox that is currently unchecked. Below it, a note states: 'Use this if your internal mail server uses a self-signed certificate.'
- Sender address:** A text input field containing 'groov@localhost'. Below it, a note states: 'The email address you want groov to send as. Some services might ignore this.'

At the bottom of the dialog, there are buttons for 'Close' and 'Save Settings', and a section for 'Groov View Styling' with a 'Show in groov View' checkbox and a 'Page List' link.

3. In the Email Settings section on the right, set up the *groov* View email account as follows:

SMTP server hostname—Enter the SMTP server address.

SMTP server port—Consider the following:

- The SMTP port is a number between 1 and 65535. Common ports are 25 and 587 for mail servers using STARTTLS or no connection security, and 465 for those using SSL.
- If you are outside a company network, you may need to try port 587. Other email servers might need different port numbers. Check with your IT group if you are using a company email server to send the emails.

Connection security—Choose STARTTLS if you are using a large service such as Yahoo. Other email servers may need a different setting.

Allow untrusted certificates—Check this if your internal mail server uses a self-signed certificate.

Sender address—Enter the email address of the *groov* View account you created previously. Some services might ignore this.

Username—Enter the username for the *groov* View email account.

Password—Enter the password associated with the *groov* View email account.

Send a test email—Enter an email address that can receive a test email and that you can easily check.

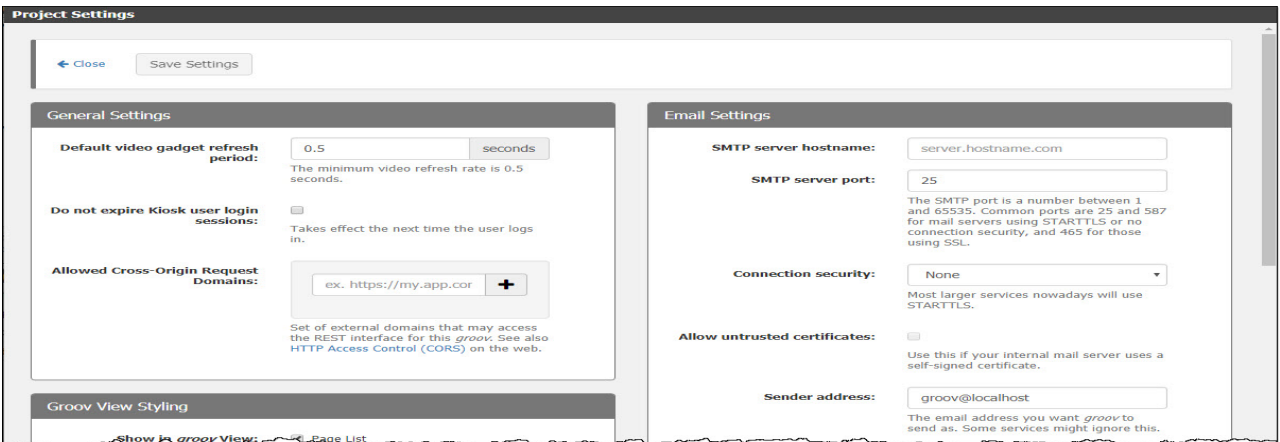
4. Click Send Test Email to test your connection settings.
If a message in green letters appears that says **Test message sent!**, make sure it arrived in the inbox of the email account you sent the message to. If you see a red error message, try different settings in the *groov* View email account.
5. Scroll to the top and click Save Settings, then click Close.

Continue with step 2 on [page 133](#).

Setting Up the *groov* View Email Account Using Gmail

Follow these steps if you are using Gmail for the account *groov* View sends email from. If you are using an email service other than Gmail, see the more general guidelines starting on [page 131](#).

1. Create a Gmail account that's just used for this *groov*.
A separate email account makes it clear where the email is coming from, and it provides a record of all sent notifications in the *Sent Mail* folder of the *groov* View account. The Sent Mail folder thus functions as a kind of automatic cloud-based log file. Also, by creating a separate account for *groov* View, you can change email settings and not impact your company or personal email account settings.
2. Make sure to enable the account to send email by what Google calls "less secure apps."
Follow these steps:
 - a. Open a new *incognito* window in Chrome, or a *private* window in Firefox.
 - b. Go to the following link:
<https://www.google.com/settings/security/lesssecureapps>
 - c. Log in to the Gmail account you created for *groov* View.
 - d. Next to "Access for less secure apps," select "Turn on."
3. In Build mode, select Configure > Project.



4. In the Email Settings window, set up the *groov* View email account as follows:
 - SMTP server hostname**—Enter *smtp.googlemail.com*.
 - SMTP server port**—Consider the following:
 - The SMTP port is a number between 1 and 65535. Common ports are 25 and 587 for mail servers using STARTTLS or no connection security, and 465 for those using SSL.
 - If you are inside a company network, you probably need port 25.
 - If you are outside a company network, you may need to try port 587.
 - Connection security**—Choose STARTTLS.
 - Allow untrusted certificates**—Make sure this option is not selected.
 - Sender address**—Enter the Gmail address of the *groov* View account you created previously.
 - Username**—Enter the Gmail address, the same as the Sender address.
 - Password**—Enter the password associated with the *groov* View Gmail account.
 - Send a test email**—Enter an email address that can receive a test email and that you can easily check.
5. Click Send Test Email to test your connection settings
 If a message in green letters appears that says **Test message sent!**, make sure it arrived the inbox of the email account you sent the message to. If you see a red error message, try a different SMTP server port setting.
6. Scroll to the top and click Save Settings, then click Close.

2. Set Up *groov* View Users To Receive Event Notifications

IMPORTANT: Before setting up notifications, make sure you and your users understand any limitations and charges that will apply to those who receive text or email notifications. Limitations and charges vary by carrier, plan, and country.

This section shows you how to set up email addresses for all *groov* View users who should receive event notifications, either as email or text messages.

Text message notifications are valuable when cell coverage is weak and you can receive only phone calls and plain text messages (SMS); even when your email client can't update, you'll still get important notifications. SMS messages are generally limited to 160 characters, but limits vary by carrier and country, so check with your local carrier.

1. In Build mode, choose Configure > Accounts. Then click the Users tab.
2. Find the user's name in the list and click the pencil icon next to the name to open the Edit dialog box.

3. Enter one of the following in the Email field:
 - **For email notifications**, enter a valid email address. For example BPhang@foomail.com
 - **For text message notifications**, enter the user’s phone number followed by the domain used by the carrier to send text messages to phones. For example, to send a text message to a Verizon phone, use the recipient’s mobile phone number followed by “@vtext.com”. If the phone number is 555-123-4567, you type 5551234567@vtext.com

For a list of carriers and email addresses, see the next section, “Email Addresses for Text Messaging.”

NOTE: if you want the same person to get both email and text message notifications, you will need to create two user accounts.

4. Click Update User. Notice that the email or text address is now shown in the list of users.

Email Addresses for Text Messaging

By using an email-to-SMS (Short Message Service) email address you can send a text message notification from *groov* View. Check with your carrier for SMS character limits.

Here is a list of common cell phone carriers in the U.S. and Canada and the email-to-SMS email addresses they use for sending text messages via email to a cell phone. Choose the carrier for the phone you want to receive event notifications.

Carrier	Email-to-SMS Email Address
AT&T	10digitphonenumber@txt.att.net
Comcast	10digitphonenumber@comcastpcs.textmsg.com
MCI	10digitphonenumber@pagemci.com
Nextel	10digitphonenumber@messaging.nextel.com
Qwest	10digitphonenumber@qwestmp.com
Sprint	10digitphonenumber@messaging.sprintpcs.com
T-Mobile	10digitphonenumber@tmomail.net
US Cellular	10digitphonenumber@email.uscc.net
Verizon	10digitphonenumber@vtext.com

For carriers not listed here, see the following websites:

<http://martinfitzpatrick.name/list-of-email-to-sms-gateways/>

<http://www.emailtextmessages.com/>

3. Add Notifications to Events

1. In Build mode, choose Configure > Events.
2. Click the name of the event you want to send a notification for.
3. Scroll down to Notification Recipients.

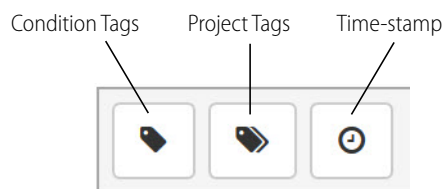
- a. Check the boxes to send the email when the event begins, when it ends, or both.
- b. Do one of the following:
 - Select “Send to every user with an assigned email address.” The To: list is ignored.
 - Click in the text box next to To: and select the users who should be notified.

All recipients must have an email address configured to receive event notifications. You can add users who don't have email addresses, but they'll receive notifications only after addresses have been assigned. To assign and edit user email addresses, choose Configure > Accounts and edit the user (see [page 133](#)).

TIP: If you have configured a group, you can add the group to your list, and all the users in that group will receive the notification.

4. Customize your message in the Notification Messages window. If you leave the subject line or message empty, a default subject line or message will be used.

You can add Condition Tags, Project Tags, or a Time stamp to a message. When you add a Condition Tag or a Project Tag to a message, the < Tag Name > placeholder will be replaced in the email by the tag's value at the time of the event beginning or end.



Condition Tags—The tags that you have referenced in the conditions for this event. When using condition tags, if you alter the conditions for this event, make sure that your tag references in these messages are updated to match.

Project Tags—All of the device tags in this *groov* View project.

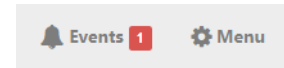
Time stamps—All < Time-stamp > placeholders are replaced in the email by the current local time of the event's beginning or ending.

- In *groov* Server for Windows, the time stamp uses the local time that the PC is set to.
- On a *groov* Box, make sure your time zone is correctly set in *groov* Admin. By default, the *groov* Box is set to UTC. If you change the time zone in *groov* Admin, you must restart the *groov* Box for the change to propagate through *groov* View. Once restarted, event time stamps use the configured time zone. For more information, see “Changing the Time Zone” in [form 2104](#), the *groov* Box User's Guide for GROOV-AR1. (For the GROOV-AT1, see [form 2077](#).)

5. Scroll back up to the top of the window and click Update Event. Then click Close to return to Build mode.

Once you save or update an event it becomes active, so if the event conditions become true a notification will be sent to *groov* View even while you are in Build. *groov* continually scans for the event tags and monitors for event conditions, even if *groov* View is closed.

When an event occurs, the events icon in the upper-right corner of *groov* View changes, showing the number of events that have occurred. To view event status, click the icon. Also see “[Viewing Events](#)” on page 129.



EVENT CONDITION TYPES REFERENCE

Use the information in this section when creating events ([page 126](#)). If you want to use multiple conditions, also see “[Using Multiple Conditions](#)” on page 138.

Not Equal

The event is active when the tag value is not equal to the Comparison Value. The event is inactive when the tag value is equal to the Comparison Value.

Debounce Time. Debounce time filters out tag value noise. It specifies how long the tag's value must satisfy the condition before the event becomes active or inactive. If in that time the tag returns to a value that does not satisfy the condition, the event will not become active (or inactive).

Debounce time is an integer value in units of seconds.

Equal

The event is active when the tag value is equal to the Comparison value. The event is inactive when the tag value is not equal to Comparison Value.

Debounce Time. Debounce time filters out tag value noise. It specifies how long the tag's value must satisfy the condition before the event becomes active or inactive. If in that time the tag returns to a value that does not satisfy the condition, the event will not become active (or inactive).

Debounce time is an integer value in units of seconds.

Above Limit

The event is active when the tag value is greater than (or equal to) the Limit value. To become inactive, the tag value must drop to the Limit minus the hysteresis offset or below.

Hysteresis. A hysteresis offset value is used to determine when an active event may be considered inactive. It establishes an offset from the condition limit that the tag must reach before the event may transition from an active state to inactive.

For Above Limit conditions with hysteresis, the tag value must drop below the Limit value minus the hysteresis offset. For example, if you want to know if a boiler's temperature exceeds a safe limit of 200 degrees, you could create an Above Limit condition that monitors the tag assigned to the boiler temperature sensor.

Setting the Limit Value to 200 and a Hysteresis to 20 indicates that if the boiler temperature exceeds 200 degrees, it should not be considered safe/stable until the temperature drops to 180 degrees or below, rather than the maximum 200 degree limit.

Debounce Time. Debounce time filters out tag value noise. It specifies how long the tag's value must satisfy the condition before the event becomes active or inactive. If in that time the tag returns to a value that does not satisfy the condition, the event will not become active (or inactive).

Debounce time is an integer value in units of seconds.

Below Limit

The event is active when the tag value is less than (or equal to) the Limit value. To become inactive, the tag value must rise up to the Limit plus the hysteresis offset or above.

Hysteresis. A hysteresis offset value is used to determine when an active event becomes inactive. It establishes an offset from the condition limit that the tag must reach before the event changes from an active state to inactive.

For Below Limit conditions with hysteresis, the tag value must rise above the Limit value plus the hysteresis offset. For example, if you want to monitor a settling pond to determine when it is below capacity and is ready to receive more water, you could create a Below Limit condition that monitors the tag assigned to a water level sensor.

Setting the Limit Value to 4 (meters) and a Hysteresis of 2 indicates that if the pond drops below 4 meters in depth, it should not be considered to be at capacity until the level reaches 6 meters or greater, rather than the minimum 4 meter limit.

Debounce Time. Debounce time filters out tag value noise. It specifies how long the tag's value must satisfy the condition before the event becomes active or inactive. If in that time the tag returns to a value that does not satisfy the condition, the event will not become active (or inactive).

Debounce time is an integer value in units of seconds.

Outside Range

The event is active when the tag value is less than (or equal to) the Lower limit or greater than (or equal to) the Upper Limit. To become inactive, the tag value must rise up to or above the Lower Limit plus the Lower Hysteresis, or drop to or below the Upper Limit minus the Upper Hysteresis.

The hysteresis values are used to determine when an active event tag becomes inactive. They establish a value range that the tag must reach before the event changes from an active state to inactive. The Upper Hysteresis and Lower Hysteresis are independent of each other and either one may be left blank.

Also, for an Outside Range condition, hysteresis must be less than the difference between the Upper Limit and Lower Limit.

Debounce Time. Debounce time filters out tag value noise. It specifies how long the tag's value must satisfy the condition before the event becomes active or inactive. If in that time the tag returns to a value that does not satisfy the condition, the event will not become active (or inactive).

Debounce time is an integer value in units of seconds.

Inside Range

The event is active when the tag value is between the Lower and Upper limits. To become inactive, the tag value must drop to or below the Lower Limit minus the Lower Hysteresis, or rise up to or above the Upper Limit plus the Upper Hysteresis.

The hysteresis values are used to determine when an active event tag becomes inactive. They establish a value range that the tag must reach before the event changes from an active state to inactive. The Upper Hysteresis and Lower Hysteresis are independent of each other and either one may be left blank.

USING MULTIPLE CONDITIONS

Using multiple conditions for a single event is a good way to reduce event duplication and to capture events that depend on the state of multiple tags. When using more than one condition for an event, the "event is active when" statement has the following effect:

Any: The event is active when condition 1 is active OR condition 2 is active OR condition 3 and so on. The event becomes inactive only when ALL of the conditions are inactive.

Example uses:

- You have multiple tags that all monitor the same type of condition.
- You want to be notified of a problem in your process that could be caused by any one of a number of sub processes.

All: The event is active when condition 1 is active AND condition 2 is active AND condition 3 and so on. The event becomes inactive when ANY of the conditions is inactive.

Example uses:

- Multiple components along a process line turn off sequentially when not in use. It is normal to have some components off at any given time. If all of the components are off at the same time, however, that may indicate a problem.
- You have a system monitoring multiple boilers. If any one of those boilers becomes too hot, a separate, per-boiler event notification is sent to your on-site technicians. If several boilers all become too hot at the same time, a notification is sent to your on-call technicians and your engineers.

6: Viewing Your Operator Interface

The operator interface developed in Build mode can be securely accessed by an authorized user who is using *groov* View from any of the following:

- a *groov* EPIC’s integral touchscreen
- a computer’s web browser
- a smartphone, tablet, or other mobile device that has the *groov* View mobile app or a web browser.

In this chapter:

Opening View	139
Opening a Page	140
Logging Out	140
Changing Your Password	141
Refreshing the Operator Interface	141
Automatic Refresh	141
Setting Up <i>groov</i> View Mobile Apps	142
Using <i>groov</i> View over the Internet	150

OPENING VIEW

From the *groov* EPIC touchscreen

1. Log into the EPIC’s touchscreen.
2. Tap *groov* View.

From a computer or mobile device’s web browser

1. Open your web browser. (To use the *groov* View mobile app, see “Setting Up *groov* View Mobile Apps” on page 142.)
2. Type `https://` and the *groov* EPIC, *groov* Box, or *groov* Server’s hostname as the URL. Make sure you type the **s**: `https://`
 - a. On a *groov* Box, the default hostname is printed on the bottom of the Box. For example, if the hostname is `opto-00-d2-dc`, you type: `https://opto-00-d2-dc`
If you’ve assigned a static IP address to the Box, use the IP address instead of the hostname.
 - b. If *groov* Server is installed on the same computer, type `https://localhost`
If *groov* Server is installed on a different computer, type `https://` and the computer’s hostname. For example, if the computer’s hostname is `RStarr-w10`, you type `https://RStarr-w10`

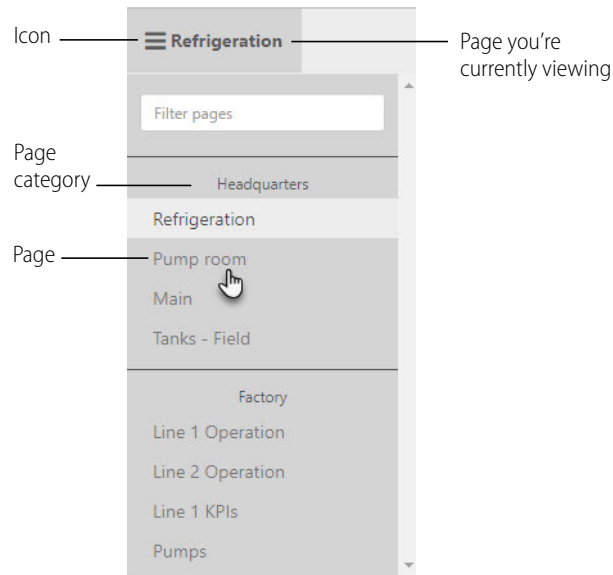
OPENING A PAGE

You can use the IP address of the host PC instead of the hostname. However, if the PC is on a network with DNS and DHCP, the IP address is subject to change.

3. Log in with your username and password. For *groov* EPIC, select *groov* View. *groov* View opens.

OPENING A PAGE

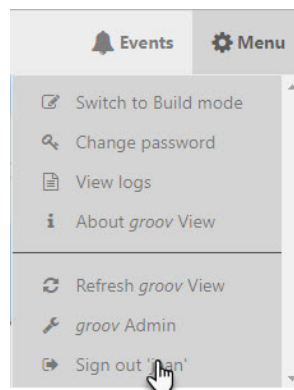
1. Click the navigation icon in the upper left of the screen to see the pages and page categories.



2. Select the page you want to open.

LOGGING OUT

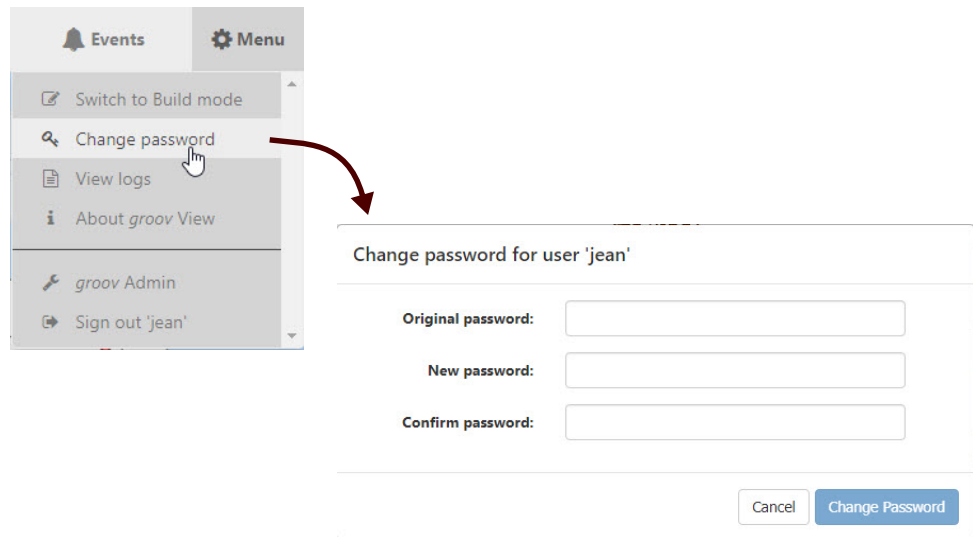
1. Click the gear Menu at the top right.



2. Click Sign out '*Username*'.
The login dialog box appears.

CHANGING YOUR PASSWORD

1. Click the gear icon on the top right-hand side and choose Change Password.

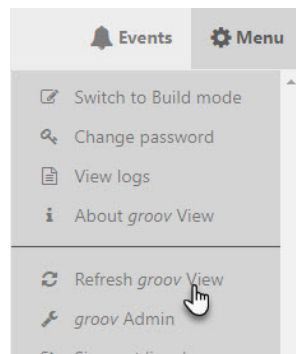


2. Enter the current password and the new password (twice).
3. Click Change Password.

REFRESHING THE OPERATOR INTERFACE

If changes have been made and saved in Build mode, you can refresh View at any time and the new changes will appear.

1. Click the gear Menu on the top right-hand side.
2. Click Refresh *groov* View.



AUTOMATIC REFRESH

New and updated interface pages

Starting with *groov* View version R3.5a, any changes you make to your *groov* View operator interface are automatically pushed out to all users. Users do not need to refresh their screens.

Updated *groov* View versions

Starting with version R3.2a, when your *groov* version is updated (for example, from R3.2a to R3.2b), clients are automatically updated as well.

SETTING UP *groov* VIEW MOBILE APPS

Opto 22's free *groov* View apps for iOS and Android are the best way to view your operator interfaces on your iPhone, iPad, or Android smartphone or tablet. In the mobile app you can see one or more *groov* installations in full-screen mode without the address bar, toolbars, and other things you see in a browser.

To connect to *groov* View the first time:

1. Download the app:
 - [groov View for iOS](#)
 - [groov View for Android](#)
2. Install the app on your iOS or Android device.
3. Tap the *groov* icon to start the app.

Continue with the instructions for iOS or Android:

["Using the iOS Mobile App"](#) (below)

["Using the Android App"](#) on page 147

Using the iOS Mobile App

In this section:

["Adding a Connection to a *groov* Device or Server in the iOS App"](#)

["Connecting, Editing, and Setting a *groov* Connection as the Default in the iOS App"](#)

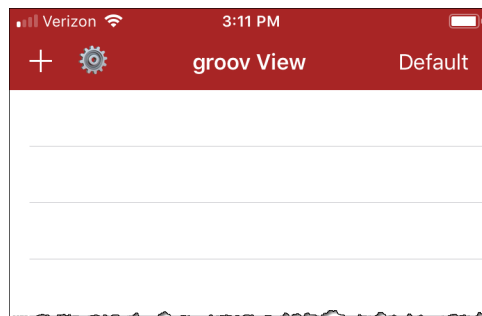
["Configuring iOS App Settings"](#)


["Navigating Through the *groov* View iOS App"](#)

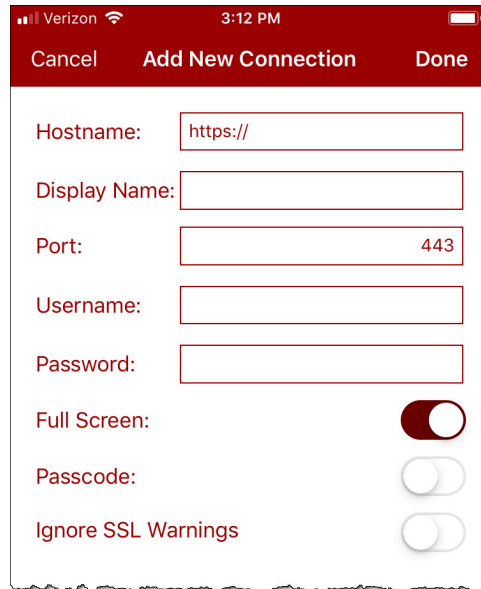
Adding a Connection to a *groov* Device or Server in the iOS App

Follow these steps in your iOS app to connect to a *groov* EPIC processor, a *groov* Edge Appliance (*groov* Box), or *groov* Server for Windows. Do these steps to create the first connection and every time you want to connect to a new *groov* device or server.

1. Tap the *groov* View icon to open a list view for adding one or more connections.



2. Tap  to add a new connection.



3. Enter the following information. (Tap on the screen outside of the text boxes to hide the keyboard and reveal any hidden options.)

- **Hostname**—Type `https://` and the hostname or IP address of a *groov* EPIC processor, *groov* Box, or *groov* Server for Windows.

NOTE: If you are within the company network and have a valid hostname that is registered with the domain server, you still might have to type the fully qualified domain name. For example, if the hostname is “petrovsgroov” and the domain name is “somecompany.com”, you would type “petrovsgroov.somecompany.com”.

- **Display Name**—Enter a name that will appear in the connection list.
- **Port**—Enter the port number, usually 443.
- **Username** and **Password**—Enter the username and password for this connection.
- **Full Screen**—Enable this option to hide navigation to the *groov* View list. (With this option enabled, swipe right to go back to the *groov* View list.)
- **Passcode**—Enable this option to add another security layer by requiring a passcode each time this connection is viewed on this device. The next time you connect to this *groov* device or server, you will be prompted to enter this new passcode.
- **Ignore SSL Warnings**—When enabled, the device will ignore browser security warnings.
- **Handheld Layout** (iPad only)—Enable this option to force the display to use *groov* View’s handheld layout rather than the desktop layout.

4. Tap Done.

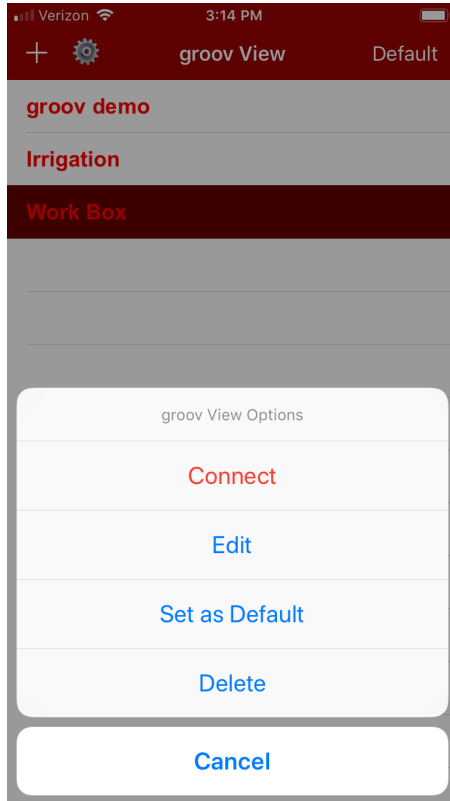
Connecting, Editing, and Setting a *groov* View Connection as the Default in the iOS App

Follow these steps in your iOS app to connect to a *groov* device or server, edit the connection settings, or set a default connection.

1. Start the *groov* View app to open a list of connections.

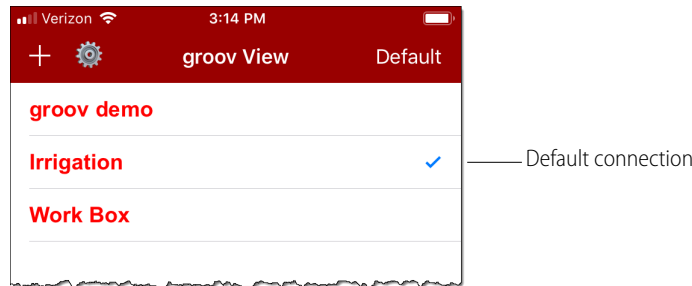
If you haven't connected a *groov* device or server, see ["Adding a Connection to a *groov* Device or Server in the iOS App."](#) If you have set and enabled a default connection, *groov* View automatically attempts to connect to the default *groov* connection. To return to the list view, swipe right.

2. Tap a connection in the list to open its Options.



- **Connect**—Connects to the selected connection.
- **Edit**—Opens the selected connection so you can edit connection settings. The screen is filled with the data from the selected connection, and the title is the Display name (if configured) or the hostname of the connection. For information about the options, see ["Adding a Connection to a *groov* Device or Server in the iOS App."](#)
- **Set as Default**—Sets the selected *groov* connection as the default so that when you start the *groov* View app, it bypasses the connection list and opens the default connection automatically. For this to work, also tap the Settings icon at the top of the screen and turn on Enable Default Connection (see

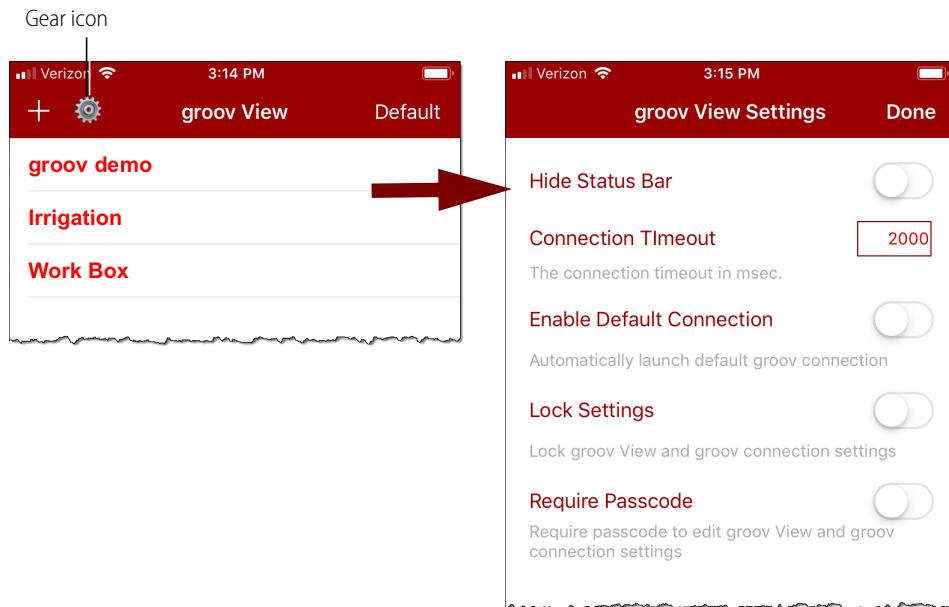
“Configuring iOS Mobile App Settings”). The default connection is indicated with a check mark. Only one connection can be the default.



- **Delete**—Deletes the selected connection from the list.
- **Cancel**—Exits *groov* Options.

Configuring iOS Mobile App Settings

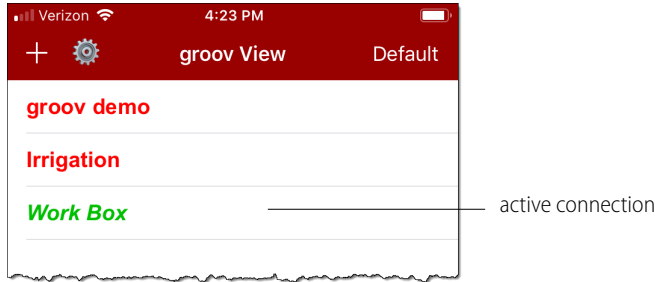
To configure the iOS *groov* View app settings, tap the gear icon.



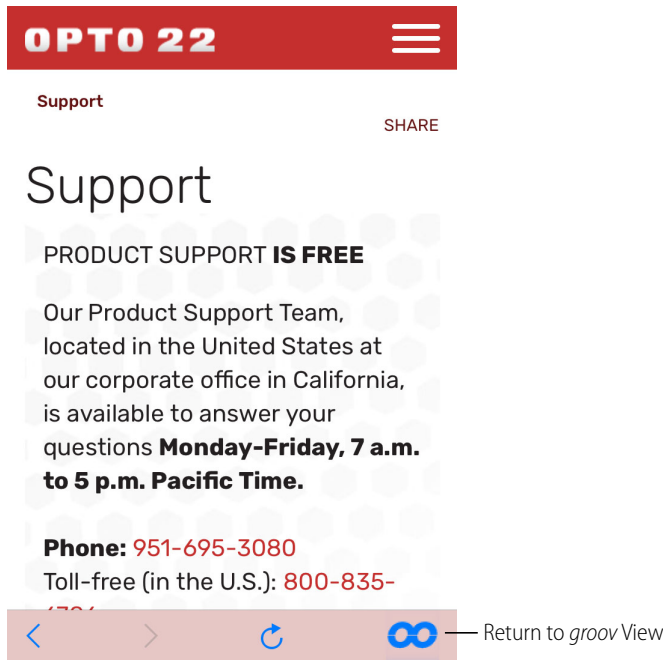
- **Hide Status Bar**—Hides the status bar that normally appears at the top of the screen.
- **Connection Timeout**—Sets how long the app will spend trying to connect to the *groov* device or server. The timer starts as soon as the Connect menu option is selected.
- **Enable Default Connection**—Use this option if you want to bypass the connection list when starting the *groov* View app and go directly to the default connection. You will also need to assign a default connection in *groov* Options. See “Connecting, Editing, and Setting a *groov* Connection as the Default in the iOS App.”
- **Lock Settings**—When enabled, no connections can be added, modified, or deleted, and the settings themselves can’t be changed. When using this option you’ll also want to require a passcode. Otherwise, anyone can unlock the settings.
- **Require Passcode**—When enabled, a user on this mobile device must enter a passcode to change the settings, or add, modify, and delete connections. You’ll be prompted to enter a new passcode when you enable the option.

Navigating Through the *groov* View iOS App

- **To return to the connection list** without closing the current *groov* connection, simply swipe right. This works in normal view or with Full Screen enabled (see “Adding a Connection to a *groov* Device or Server in the iOS App”). The active connection is shown in green.



- **To return to the current connection**, do one of the following:
 - Swipe left from the connection list.
 - Tap the active connection and choose Resume from the menu.
- **To disconnect from the current connection**, tap the connection in the list, and choose Disconnect.
- **When you navigate to an external webpage** that opens when you tap a URL link in a *groov* View HMI, use the navigation bar at the bottom of the page to return to *groov* View: tap the *groov* View icon.



Using the Android App

In this section:

“Adding a *groov* Device or Server to the Android App”

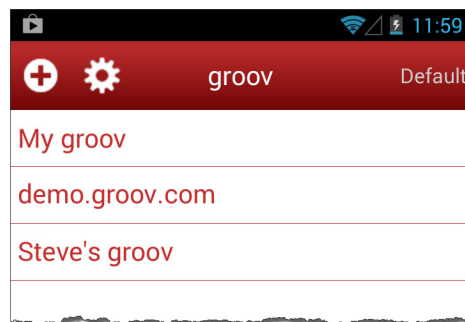
“Connecting, Editing, and Setting a *groov* Connection as the Default in the Android App”


“Navigating Through the *groov* View Android App”

Adding a *groov* Device or Server to the Android App

Follow these steps in your Android app to connect to a *groov* EPIC processor, a *groov* Edge Appliance (*groov* Box), or *groov* Server for Windows. Do these steps to create the first connection and every time you want to connect to a new *groov* device or server.

1. Tap the *groov* View icon to open a list view for adding one or more connections.



2. Tap  to add a new connection.

3. Enter the following information.
 - **Hostname**—Type https:// and the hostname or IP address of the *groov* device or server.


NOTE: If you are within the company network and have a valid hostname that is registered with the domain server, you still might have to type the fully qualified domain name. For example, if the hostname is "petrovsgroov" and the domain name is "somecompany.com", you would type "petrovsgroov.somecompany.com".

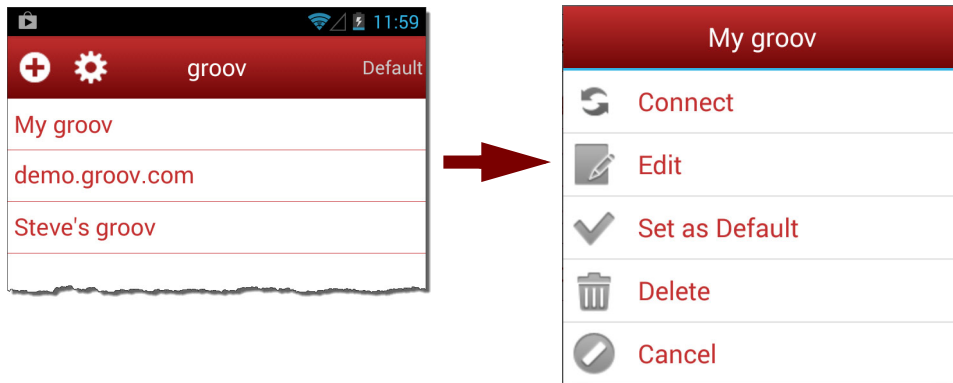
- **Display Name**—Create a name that will appear in the connection list.
- **Port**—Enter the port number, usually 443.
- **Username** and **Password**—Enter the username and password for this connection.
- **Full Screen**—Enable this option to hide navigation to the *groov* View list. (With this option enabled, swipe right to go back to the *groov* View list.)
- **Require Passcode**—When enabled, the next time you connect to this *groov* device or server, you will be prompted to enter a new passcode which will then be needed each time you attempt to view this connection.
- **Handheld Layout**—Enable this option to force the display to use *groov* View’s handheld layout rather than the desktop layout.

4. Tap OK.

Connecting, Editing, and Setting a *groov* Connection as the Default in the Android App

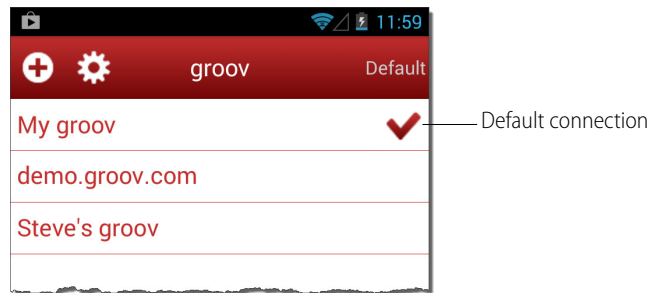
Follow these steps in your Android app to connect to a *groov* device or server, edit the connection settings, or set a default connection.

1. Start the *groov* View app to open a list of connections.
 If you haven’t connected a *groov* device or server, see [“Adding a *groov* Device or Server to the Android App.”](#) If you have set and enabled a default connection, *groov* View automatically attempts to connect to the default *groov* connection. To return to the list view, tap the back button  or swipe right.
2. Tap a connection in the list to open its Options.



- **Connect**—Starts the selected connection.
- **Edit**—Opens the selected connection so you can edit connection settings. The configurator screen is filled with the data from the selected connection, and the title is the Display name (if configured) or the hostname of the connection. For information about the options, see [“Adding a *groov* Device or Server to the Android App.”](#)
- **Set as Default**—Sets the selected *groov* connection as the default so that when you start the *groov* View app it bypasses the connection list and opens the default connection automatically. For this to work, also tap the Settings icon at the top of the screen and turn on Enable Default Connection (see

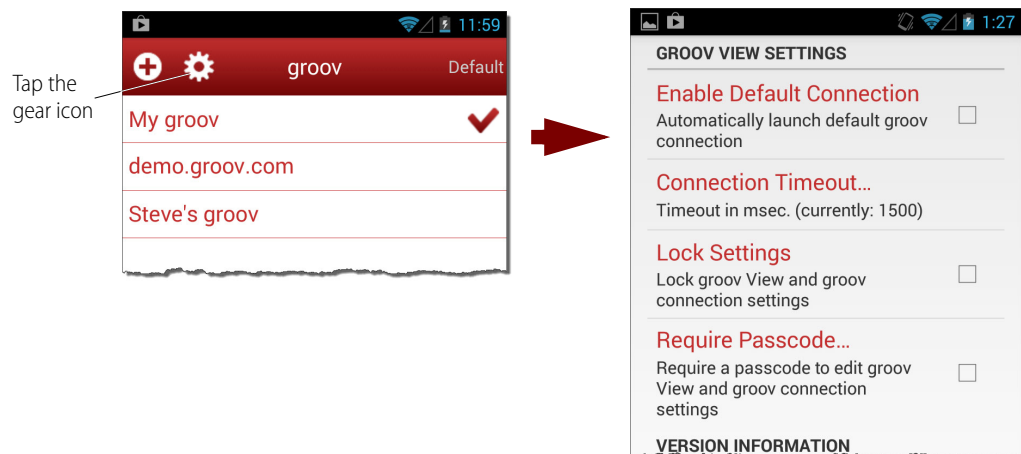
“Configuring Android Mobile App Settings.”) The default connection is indicated with a check mark. Only one connection can be the default.



- **Delete**—Deletes the selected connection from the list.
- **Cancel**—Exits *groov* Options.

Configuring Android Mobile App Settings

To configure the Android *groov*View app settings, tap the gear icon.

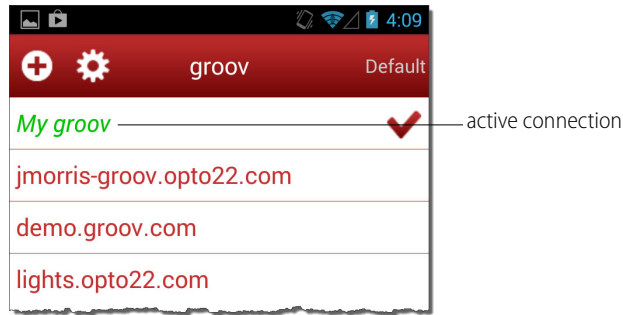


- **Enable Default Connection**—Use this option if you want to bypass the connection list when starting the *groov*View app and go directly to the default connection. You will also need to assign a default connection in the *groov* Options. See “Connecting, Editing, and Setting a *groov* Connection as the Default in the Android App.”
- **Connection Timeout**—Set how long the app will spend trying to connect to the *groov* device or server. The timer starts as soon as the Connect menu option is selected.
- **Lock Settings**—When enabled, no devices can be added, modified, or deleted, and the settings themselves can’t be changed. When using this option you’ll also want to require a passcode. Otherwise, anyone can unlock the settings.
- **Require Passcode**—When enabled, a user on this mobile device must enter a passcode to change the settings, or add, modify, and delete devices. You’ll be prompted to enter a new passcode when you enable the option.

Navigating Through the *groov*View Android App

- **To return to the connection list** without closing the current *groov* connection, simply swipe right. This works in normal view or with Full Screen enabled (see “Adding a *groov* Device or Server to the Android App.”) The active connection is shown in green.

USING GROOV VIEW OVER THE INTERNET



- **To return to the current connection**, do one of the following:
 - Swipe left from the connection list.
 - Tap the active connection and choose Resume from the menu.
- **To disconnect from the current connection**, tap the connection in the list, and choose Disconnect.
- **When you navigate to an external webpage** that opens when you tap a URL link in a *groov* View HMI, use the navigation bar at the bottom of the page to return to *groov* View: tap the *groov* View icon.



USING *groov* VIEW OVER THE INTERNET

If you're using a PC or mobile device to communicate with *groov* View over the internet rather than from inside your local area network, we recommend you use a VPN for security. Talk with your IT Department to get a VPN set up. For more information on using a VPN, see form 2161, the [Guide to Networking groov](#).

7: Troubleshooting and Additional Help

This chapter provides troubleshooting information and answers questions you may have about *groov* View.

In this chapter:

Troubleshooting	151
Working with <i>groov</i> View	157
Opto 22 Systems.....	158

TROUBLESHOOTING

In addition to the questions and answers in this chapter, see [“Viewing Log Messages” on page 86](#). Admins for *groov* may also find it useful to create an Admin-only page to show system information, such as uptime, number of user sessions, CPU usage, and so on. See [“Adding System Tags” on page 51](#).

Q: In *groov* View on my laptop/HDTV/phone/tablet, all I see is a blank page.

A: There are two possibilities:

- Your web browser may not fully support the modern standards *groov* is based on. Try downloading the latest version of your browser. Or try a different browser. We generally recommend Firefox or Chrome, but your device might work better with Safari or Edge.
- You may be logged in as a user who doesn't have access to any pages. Go to Build mode and check your users and groups to make sure the user has access. See [“Managing User Access” on page 73](#) for help.

Q: In *groov* View on my mobile device, I can't get the pages to load.

A: If pages won't load, first, make sure you have at least the minimum OS for your device:

- Android: 4.0.1 (Ice Cream Sandwich)
- iOS: 5.0

If you're still having problems, here are some things to try.

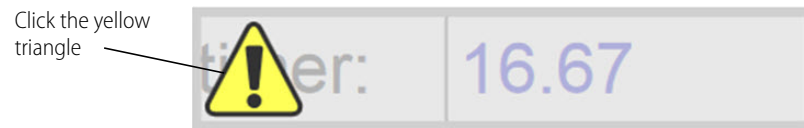
- Try adding your own company domain to the hostname of the *groov* EPIC controller, *groov* Edge Appliance (Box), or *groov* Server for Windows. Sometimes the DNS (domain name server) won't resolve the hostname unless you add your domain. Example: instead of `https://opto-02-81-c2` try `https://opto-02-81-c2.opto22.com` (Your domain will be different. Note the period between the hostname and domain.)
- Try adding the port number to the hostname. Port 443 is the default; port 8443 is the secondary, so try them in that order. For example: instead of `https://opto-02-81-c2` try `https://opto-02-81-c2:443` (Note the colon between the hostname and port.)

Q: In *groov* View, why are some gadgets grayed out with a yellow triangle?

A: If a gadget is grayed out with a yellow triangle, one of these communication problems is occurring:

- *groov* View isn't communicating with the *groov* EPIC, Box, or Server.
- *groov* View isn't communicating with the device the tag comes from (for example, PLC or PAC, OPC UA server, etc.).
- If you're using the Ignition Edge free trial, the trial has probably expired. See the *groov* Box *User's Guide* for steps to restart it or license Ignition Edge.
- The device the tag comes from (for example, OPC UA server or PLC) is not communicating with your control system or equipment.

Click the yellow triangle to display an information dialog box.



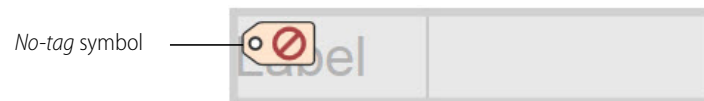
- If the information box says that a tag is not available on a SNAP PAC controller, make sure the strategy running on that controller matches the *idb.txt* you have associated with that IP address.
- If the information box reports "Bad_ShelvingTimeOutOfRange," your Ignition Edge trial has probably expired, and the internal OPC UA server cannot be reached.

Once you've fixed communications, *groov* View will automatically restore the gadget to working order.

NOTE: *groov* View polls the device (for example, PAC/PLC or OPC UA server) for data once per second. This frequency cannot currently be changed.

Q: In *groov* View, why are some gadgets grayed out with a manila tag?

A: If a gadget is grayed out with a *no-tag* symbol, the gadget does not have a properly configured tag associated with it.



Once you've configured a tag for the gadget, *groov* View will automatically restore the gadget to working order.

Q: Why am I not receiving event notifications for properly configured events?

A: You may have lost connection with the device that has the tags (Modbus/TCP device, EPIC, PAC or PLC, OPC UA server, etc.). If so, *groov* View cannot check the tags it's supposed to be watching, so you won't receive event notifications for those tags.

Click the Events (bell) icon to open the Events Viewer. If you see the "Could not connect..." error, you'll need to track down what happened to your lost connection. Also see "[Viewing Events](#)" on page 129.



● Process Recycle on Station 3

Enabled - **Inactive**

▲ Event Tag Errors ▾

- Could not connect to the controller. *groov* will keep trying to connect.

Q: In Build mode, where are the dialog box buttons?

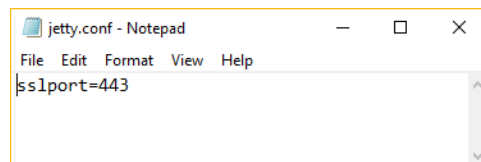
A: If you can't see dialog box buttons, your browser's font size may be set too high. Reduce the browser's font size so that you can see them.

Q: I have *groov* Server and I'm not able to open *groov* View.

A: There might be a conflict with another service running on your computer. In this case, you might need to change one or both of the ports *groov* Server uses to run.

To change a port number, first consult with your IT manager, and then do the following:

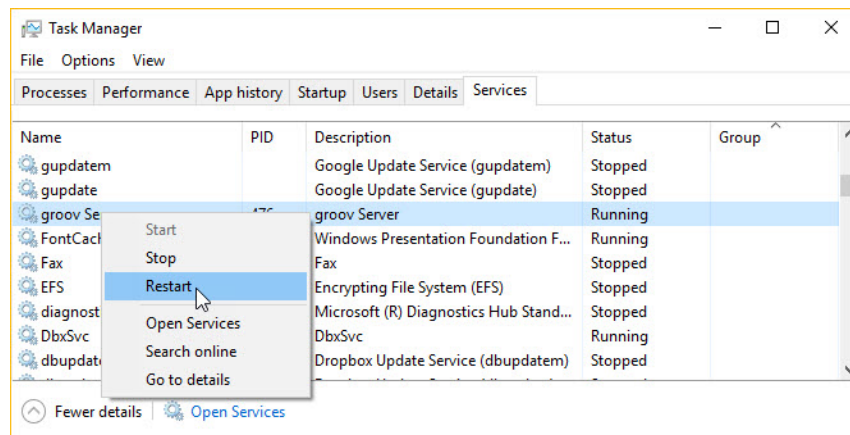
1. Open the `jetty.conf` file installed on the *groov* Server computer. You'll find the file in `Opto22\groov\jetty`.



2. Change the port as necessary.
3. Save and close the file.
4. Restart *groov* Server and try again.

To restart *groov* Server:

5. Open the Windows Task Manager and click the Services tab.
6. Right-click *groov* Server and choose Restart from the pop-up menu.

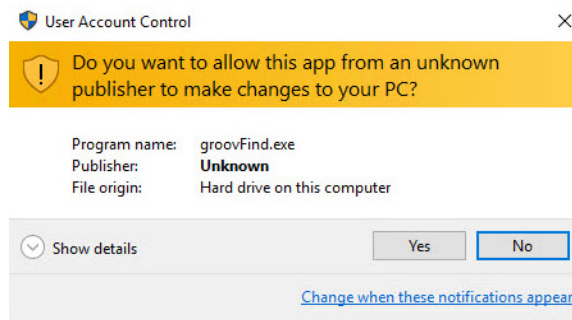


Q: I cannot locate my *groov* Box, *groov* EPIC, or *groov* RIO on the network.

A: If your browser can't connect to your *groov* RIO module, *groov* Box, or *groov* EPIC processor using its hostname, you can use *groov* Find to locate *groov* devices on your network. You must use *groov* Find if your network does not provide DHCP and DNS services.

For Windows

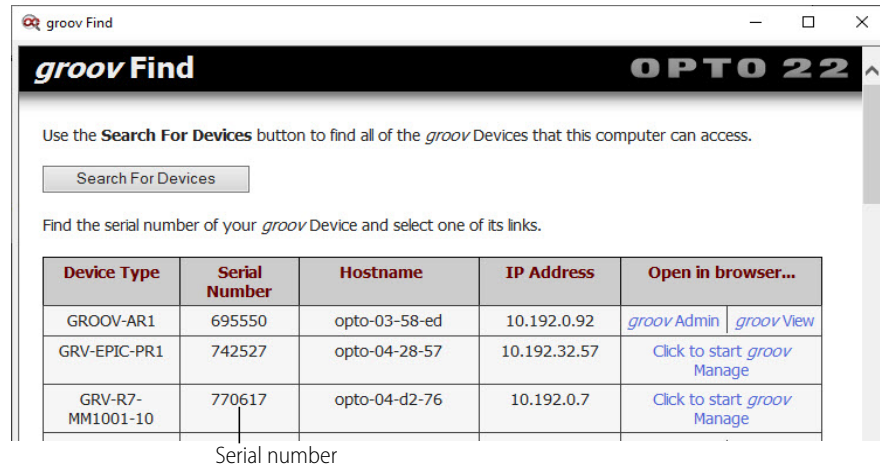
1. Download *groov* Find from our website (go to www.opto22.com and search for *groov* Find). Save the file to your computer.
2. Open *groov* Find.
3. If you have User Account Control (UAC) turned on, a message appears asking if you want Find to be allowed to make changes to your computer. Click Yes to proceed.



*NOTE 1: If you are using a Windows account that does not have Administrator privileges (such as Guest), you will need to enter the Administrator User Name and Password in order to use *groov* Find. If you do not have this information, contact your IT department.*

*NOTE 2: Clicking Yes permits Find to have temporary administrative privileges to create an additional temporary IP address for each network interface on the computer. This enables Find to locate a *groov* device on a network that does not have DNS and DHCP. If the network does not have DNS and DHCP, you will need to assign a static IP address to the *groov* device in order to maintain communication. (See the device's user's guide.) If the network does have DNS and DHCP, the temporary IP address is not used and is removed when you exit Find.*

4. Click Yes.
groov Find opens and automatically searches for *groov* devices on the network.
5. Locate the serial number on the *groov* device.
 - On *groov* EPIC, open the LCD display and look at the label on the back of the display.
 - On a *groov* Box, find the label on the bottom of the Box.
 - On a *groov* RIO unit, the label is on the unit's side. The serial number is indicated by SN.
6. Locate the matching serial number in Find.



If you do not see the serial number right away, wait 60 seconds and click Search For Devices.

- Note the *groov* device's IP address. Enter this IP address instead of the hostname as the URL in your browser: `https://<ip address>`

Or you can click the link for *groov* Manage, *groov* Admin, or *groov* View, depending on your device and the software you want to open.

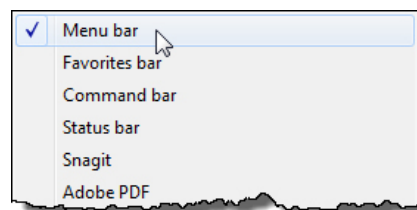
For Macs

- Go to the App Store and search for Opto 22. On the *groov* Find app, click Get. If requested, enter your Apple Store ID and password.
- Click Open.
Within a minute, *groov* Find begins locating *groov* RIOs, *groov* EPICs, and *groov* Boxes on your network and displays them in a list.
- Locate the serial number on the *groov* device.
 - On *groov* EPIC, open the LCD display and look at the label on the back of the display.
 - On a *groov* Box, find the label on the bottom of the Box.
 - On a *groov* RIO unit, the label is on the unit's side. The serial number is indicated by SN.
- Locate the matching serial number in Find and note the *groov* device's IP address. Enter this IP address instead of the hostname as the URL in your browser: `https://<ip address>`

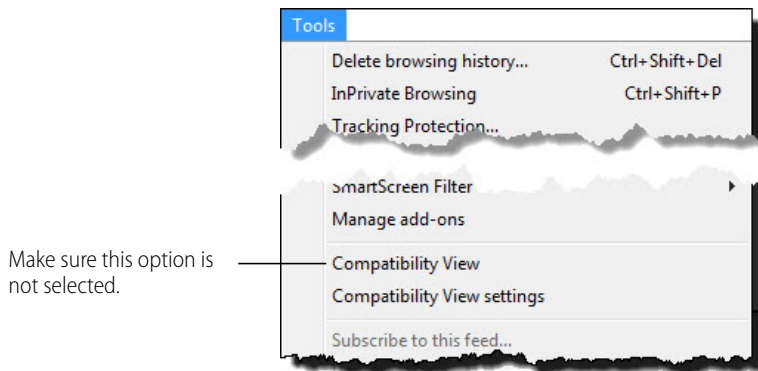
Q: I'm having trouble using Internet Explorer 10 with *groov* View.

A: Try Microsoft Edge, IE11, Chrome, or Firefox instead, if those browsers are available. If you have to use Internet Explorer 10, do the following steps to make sure the browser is not reverting back to version 9 mode; *groov* View is not compatible with Internet Explorer 9.

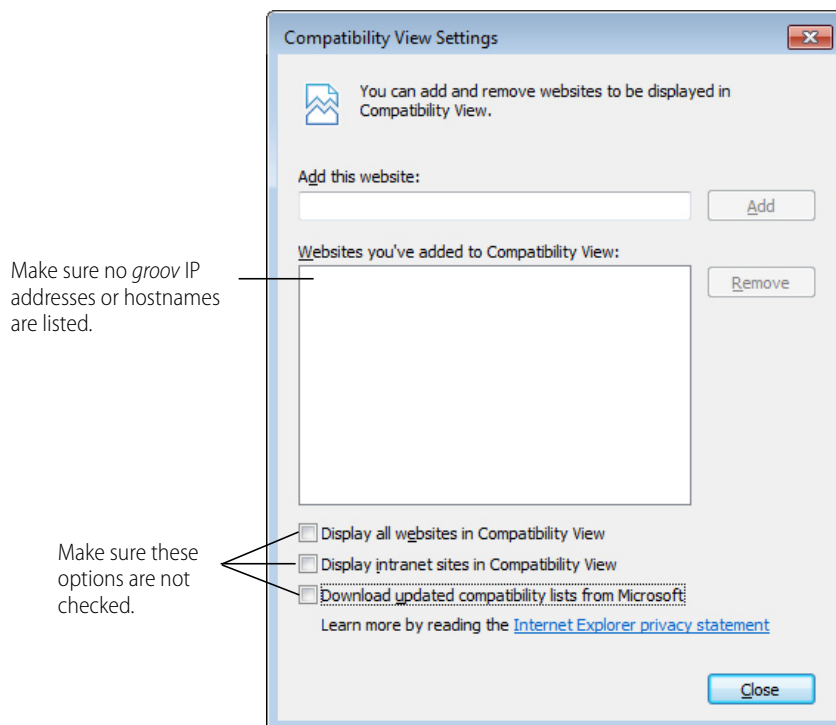
- Open Internet Explorer 10.
- If the menu bar is not already showing, right-click anywhere in the top border of the browser and select the Menu bar option.



- Open the Tools menu, and make sure that Compatibility View is not selected.



- Select Tools > Compatibility View settings.
- In the Compatibility View Settings dialog box, make sure that no *groov* IP addresses or hostnames are listed under “Websites you’ve added to Compatibility View.”
- Also, make sure that the compatibility options at the bottom of the dialog box are not checked.



- Click Close

Q: My cell phone disconnects from *groov* View after about 30 seconds.

A: The settings on your phone can cause a connection to the soft access point on the GROOV-AR1 to disconnect.

If you are a Sprint customer: Try turning off the Connections Optimizer. On your phone, go to Settings > More... > Mobile Networks > Connections Optimizer and uncheck the box for this feature.

If you are not a Sprint customer: On your phone, go to Settings > Wifi > Advanced and make sure that the “Avoid poor Internet connection” and “Internet Unavailable” options are not checked.

Q: I can't read (or write to) my Modbus/TCP device OR the data I get from my Modbus/TCP device doesn't make sense.

A: Modbus/TCP devices, though based on a standard protocol, may be set up differently from one another. Some use zero-based addressing and some use one-based addressing. Some devices don't support all Modbus functions. Modbus/TCP devices also vary in the way they present float data. And device documentation sometimes doesn't specify how the device is set up.

If you're having trouble reading or writing to your device, or if the data is clearly wrong, start by reading the explanations in “Adding a Modbus/TCP Device” on page 33. Consult your device's documentation for help, and change the settings for your Modbus device in Configure > Devices and Tags. You may need to try different combinations of settings to see what works.

If data from the Modbus device doesn't make any sense (looks like garbage or is completely abnormal), change the “Use base one addressing” setting. Or change the combination of Value Orders.

Probably the best way to figure out how to connect with any Modbus/TCP device and get the data presented in the right format is to use a Modbus/TCP test utility, like [ModScan32](#) from [www.Win-Tech.com](#). Our Product Support Group recommends this utility.

You can also use the utility [Wireshark](#) ([www.wireshark.org](#)) to see the Modbus/TCP traffic between your devices, so you know exactly what message was sent and what the specific reply was.

If you need help, be sure to contact Opto 22 Product Support (see [page 7](#)). Product support is free.

Q: I want to check when my license expires or renew my license, but I don't see the Licensing item in the Configure menu.

A. If *groov* View is running on a *groov* EPIC processor, your license does not expire.

For a *groov* Box or *groov* Server, you must be logged into Build mode as an Admin security level user in order to see licensing information or update your license. If you're logged in as an Editor, you won't see Licensing in the Configure menu.

NOTE: If you're using a groov Box, it's easy to confuse groov Admin, the software that administers the Box, with the Admin user security level in groov View. What you need for licensing is the Admin username and password for groov View.

Q: Is there a forum for groov View?

A: Yes! There's a [groov OptoForum](#). Find it at [www.opto22.com](#): click Community > Opto Forums and choose *groov* from the categories dropdown list. This is the place to ask and answer questions. Experienced engineers and integrators all over the world contribute to OptoForums, so it's a great way to get help at any time.

WORKING WITH *groov* VIEW

Q: How safe is groov View in terms of information security?

A: *groov* products use the same security as your bank: the latest 256-bit encryption, plus authentication with usernames and passwords. For communications over the internet, we recommend a virtual private network (VPN).

Q: Can I VPN into my *groov* EPIC?

A: Yes. The *groov* EPIC processor includes an OpenVPN client. See the *groov EPIC User's Guide* for information on setting it up.

Q: Can I VPN directly into my *groov* Box?

A: The *groov* Box is not a VPN server. Find out if your company network has a VPN server. Many do, usually to let employees safely access the network from home or a remote site. Most smartphones have a VPN client built into them. For more information, see form 2161, the *Guide to Networking groov*.

Q: How often does the *groov* View operator interface update its data?

A: Your interface in *groov* View polls tags once per second by default. You can change this rate for each device as needed. See “Working With a Device” on page 27 and follow the steps for your type of device.

Q: Can I change more than one tag with a single gadget, or stack gadgets to do two things at once?

A: Sorry, not for control. Currently *groov* supports only one tag per gadget. And if you stack gadgets, the one on top wins: it's the only one that will be functional.

From a monitoring standpoint, though, if indicators on the gadget at the back are still visible with another gadget in front, stacking gadgets can work. See [Chapter 4: Gadget Reference](#) for details on each gadget, including transparency (opacity) options and using images or colors to indicate values within a range.

Q: Can gadgets be restricted to particular operators?

A: Operator permissions are based on a page, so everything on one page must be OK for everyone in a user group to see and change. If some operators should be able to see a gauge and some should not, for example, just create two pages—one that includes the gauge and one that doesn't. Then assign user rights to the pages appropriately. See “Managing User Groups” on page 78.

A page can be different for operators using it on a desktop or tablet versus those using it on a handheld device, however. You can stash individual gadgets so they don't appear in one view while still visible in the other. See “Using the Page Stash” on page 23.

Q: Can you choose who can edit which pages?

A: At present anyone designated as an Editor can edit all pages in one *groov* View installation (*groov* EPIC, *groov* Edge Appliance or Box, or *groov* Server). A second *groov* would give you the option to assign different Editors to different pages.

OPTO 22 SYSTEMS

Q: I'm talking to Opto 22 equipment and can't find my strategy .idb.txt file.

A: Your *groov* EPIC or SNAP PAC controller is running the control program (strategy) you built in PAC Control. When you saved that strategy, the .idb.txt file was automatically created on your PC in the same directory as your other strategy files. If you're now using a different PC, you'll need to get the .idb.txt file from the other computer.

If your computer hides common file type extensions (some do), you'll see two files with the same name, the name of your strategy. Just select the file that does not have the PAC Control icon next to it.

NOTE: If you're using groov with an OptoEMU Sensor, you can get the OptoEMU Sensor.idb.txt file on opto22.com.

Q: What's the minimum PAC firmware requirement for groov View?

A: The SNAP PAC controller your *groov* EPIC, *groov* Box, or *groov* Server connects to must be running R9.2 or higher firmware. If you're using *groov* View with an OptoEMU Sensor, you need update file R3.0a or higher.

Q: If a PAC controller is connected to B3000 serial brains, can I get those tags in groov View?

A: Yes. If the tag is in the controller, it can be displayed in *groov* View.

Q: Can I use groov View to access I/O points on my SNAP PAC brain?

A: Yes, as of version R3.5a, *groov* View can access memory map tags on a SNAP PAC I/O unit. See ["Adding an Opto 22 I/O Unit" on page 29](#).

If you need to access legacy I/O units, it's possible to do so using KEPServerEX (see next question).

Q: Can I use groov View with my FactoryFloor system? I have an Ethernet card.

A: Yes, but not directly. *groov* View works with all *groov* EPIC processors, with SNAP PACs running 9.2 firmware or higher (SNAP PAC S-series controllers, SNAP PAC R-series controllers, SoftPAC software-based controller), and with OptoEMU Sensor energy monitoring units running update file R3.0a or newer.

groov View does not work with Opto 22 FactoryFloor, SNAP Ultimate I/O, SNAP-LCSX, or other legacy controllers, or pre-9.2 SNAP PACs.

However, it's still possible to use *groov* View with these legacy systems by installing KEPServerEX with the OPC Connectivity Suite. Connect to your FactoryFloor OPC Server (which is an OPC-DA server). Then *groov* View (which is an OPC UA client) connects to KEPServerEX, and you can import your tags.

Q: Can I use tables in groov View?

A: You can select individual elements (indexes) of a table. *groov* View supports all of these data types: integer, float, and string variables and tables, and analog and digital I/O.

Q: How do I use timers/PIDs/Scratch Pad in groov View?

A: *groov* View supports integer, float, timer, and string variables and tables, and analog and digital I/O. To use elements in a PID loop, memory-map Scratch Pad elements, or other data you need in a *groov* View interface, just periodically move the data you want into a variable.

A: IP Cameras

The Video gadget works with IP cameras that can serve a single image in response to an http request without the need for an ActiveX control. Make sure that the IP camera or server is configured to provide a single frame at a time. IP cameras serve content in a variety of ways, but single-frame display is a very common configuration option.

We have successfully used the following IP cameras in our projects:

- Foscam Fi8910w
- Foscam Fi9802w
- Vivotek FD8361
- Vivotek IP8352

If you are using a make or model IP camera other than ones listed here, you can try using one of the example URLs described in the sections below.

In this appendix:

Serving a Single Image in Response to an HTTP request	161
Setting up the IP Camera's Username and Password	162
Foscam IP Cameras.....	162
Vivotek IP Cameras	163
Viewing an IP Camera Outside the Network.....	163
Changing the Video Gadget Refresh Period.....	163

SERVING A SINGLE IMAGE IN RESPONSE TO AN HTTP REQUEST

groov View does not support streaming. Instead it uses a web browser to retrieve a sequence of images from an IP camera. Therefore, when you set up a Video gadget you cannot simply paste the IP camera's IP address (like you can in your browser). Nor can you use the link that leads to the IP camera video stream. Instead you need to construct a link that will retrieve a single image from your IP camera is. Your link will look something like this: `http://123.123.123.123/snapshot.cgi`

Every IP camera is different, so you will have to look in your IP camera's documentation to find out what your specific IP camera uses. It might be called either a *snapshot* or *single shot*.

TIP: To find URL information for your IP camera on the Internet, try doing a search using your IP camera model number and the word "snapshot."

SETTING UP THE IP CAMERA'S USERNAME AND PASSWORD

If your IP camera requires a password, you will need to include the user name and password in the URL that the browser passes to the IP camera.

NOTE: Not all IP cameras use the same format, so you will need to refer to your IP camera's documentation for the exact syntax.

1. Construct the URL to include the user name and password.

For example:

```
http://123.123.123.123/snapshot.cgi?user=yourusername&pwd=yourpassword
```

Make sure to use your IP camera's IP address and link information, and use the appropriate user name and password to replace *yourusername* and *yourpassword*. If you do not provide the user name and password in the URL, View will display an empty box instead of the image and prompt you for the user name and password.

NOTE: The link will not be secure because you are passing the username and password in plain text, so it is easy to sniff.

2. Open the URL in a new browser tab.
You should see a static picture.
3. Try clicking Refresh or Reload in the browser.
If the static picture updates to a new picture, this means you have an IP camera and a URL that will work with *groov* View.
4. Copy and paste the URL into the video gadget, and then save the project.
In View the image is refreshed at the rate you set in Configure > Project in Build mode.

NOTE: It is the browser, not groov View, that polls the IP camera. So the browser (not groov View) needs to have network access, permissions, and so on to access the IP camera.

If you use this procedure and cannot get the web browser to display a static image from the IP camera, it is not an issue with *groov* View. Check the IP camera itself and its configuration, the browser and browser settings, the network and subnet, and network permissions. For more information, see ["Viewing an IP Camera Outside the Network" on page 163](#).

FOSCAM IP CAMERAS

Foscam Fi8910w

Sample URL:

```
http://123.123.123.123/snapshot.cgi?user=UUUU&pwd=PPPP
```

Change the IP address to match your internal or external IP address. Change UUUU to the username for the IP camera, and change PPPP to the password for the IP camera.

Foscam Fi9802w

Sample URL:

```
http://123.123.123.123/cgi-bin/CGIProxy.fcgi?cmd=snapPicture2&usr=UUUU&pwd=PPPP
```

1. Change the IP address to match your internal or external IP address.

2. Change UUUU to the username for the IP camera, and change PPPP to the password for the IP camera.
3. If you are using a different port than port 80, you will need to add that to the URL.
For example, some Foscam IP cameras use port 88, so 88 is added to the URL as follows:

```
http://123.123.123.123:88/cgi-bin/CGIProxy.fcgi?cmd=snapPicture2&usr=UUUU&pwd=PPPP
```

VIVOTEK IP CAMERAS

IP cameras tested:

- Vivotek FD8361
- Vivotek IP8352

For details on how to construct a URL for a Vivotek IP camera and configure security, see the documentation that came with the IP camera.

Example URL:

Here is an example of a URL to use with a Vivotek IP camera that is compatible with *groov* View.

```
http://opto22.groov.com:8082/cgi-bin/viewer/video.jpg?channel=1&resolution=640x480&quality=3
```

This IP camera is on port 8082, and it has been configured with a user (*viewer*) that has no username or password. Your IP camera may be configured differently.

VIEWING AN IP CAMERA OUTSIDE THE NETWORK

If you wish to view your IP camera image from outside your network, you have two options.

- Option 1: Make sure your IP camera can be accessed from outside the local area network it is configured on. Discuss access with your IT department so they can set up a VPN or allow a port forward on your router to the IP camera.
- Option 2: Use the Proxy option for the video gadget. In this case *groov* will poll the IP camera over your local area network and present the updated video frames to the client at the rate (in seconds) set on the video gadget.

CAUTION: *Be aware that anyone with access to Build mode can view the username and password to the IP camera in clear text. This should be accounted for when setting up access to Build mode and access to the IP camera.*

CHANGING THE VIDEO GADGET REFRESH PERIOD

The video gadget refresh period sets how often in seconds *groov* refreshes the image from an IP camera. You can set the default update period for all instances of the video gadget, or you can set the refresh period for an individual instance.

If you have a fast Internet connection and are not concerned about data use, then you can use the fastest setting (0.5 seconds) for a smoother video. However, if you have a slower connection, the video might not be able to keep up, and you should set a slower rate by entering a higher value. Also, if you have a data use cap, you should probably set a slower rate.

Satellite or cell modem networks may require refresh rates of 5 seconds or slower. For example, the default 0.5 seconds may be too fast for some ADSL connections.

To set the default update period for all video gadgets, do the following:

CHANGING THE VIDEO GADGET REFRESH PERIOD

1. In Build mode, choose Configure > Project. In the General Settings section, enter a value for the “Default video gadget refresh period.”

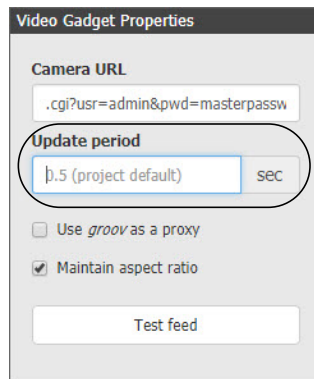


The screenshot shows a dialog box titled "General Settings". Inside, there is a label "Default video gadget refresh period:" followed by a text input field containing "0.5" and a dropdown menu set to "seconds". Below the input field, a note states "The minimum video refresh rate is 0.5 seconds."

2. Click Save Settings (top of page), and then click Close.

To set the update period for an individual video gadget, do the following:

In Build mode, click the video gadget to display the Video Properties. Enter a value for the Update Period.



The screenshot shows a dialog box titled "Video Gadget Properties". It contains several fields and options: "Camera URL" with a text input field containing ".cgi?usr=admin&pwd=masterpassw"; "Update period" with a text input field containing "0.5 (project default)" and a dropdown menu set to "sec"; a checkbox for "Use groov as a proxy" which is unchecked; a checked checkbox for "Maintain aspect ratio"; and a "Test feed" button at the bottom. The "Update period" field and its dropdown are circled in red.

B: OPC UA Data Types Supported

The table below shows the official Browse Name for OPC UA data types and the corresponding names used in *groov* View. The official OPC UA data type names are defined in the [UA Specification \(Part 5, Section 12\)](#). For information about the data types supported by a specific OPC UA server, see that company's documentation.

OPC UA Type	<i>groov</i>
Boolean	Boolean
String	String
SByte	Signed Byte
Int16	16-bit Signed Integer
Int32	32-bit Signed Integer
Int64	64-bit Signed Integer
Byte	Unsigned Byte
UInt16	16-bit Unsigned Integer
UInt32	32-bit Unsigned Integer
UInt64	64-bit Unsigned Integer
Float	Single Float
Double	Double Float

C: Data Simulator Tags

The tags provided with *groov* View's built-in Data Simulator allow you to experiment with adding tags to gadgets, configuring the tags, and running your project in *groov* View. This appendix lists the Data Simulator tags and briefly describes what they do. The first section describes the Basic Tags. For Advanced Tags, see [page 170](#).

BASIC TAGS

["Variables"](#) (below)

["General"](#) on page 168

["Square Waves"](#) on page 169

["Sine Waves"](#) on page 170

Variables

Unlike many other tags in the Data Simulator, you can read and write these basic variable tags. There are five each of boolean, float 32, integer 32, and string data types.

Variable Name	Data Type
bool Variable A	boolean
bool Variable B	boolean
bool Variable C	boolean
bool Variable D	boolean
bool Variable E	boolean
float32 Variable A	32-bit float
float32 Variable B	32-bit float
float32 Variable C	32-bit float
float32 Variable D	32-bit float
float32 Variable E	32-bit float
int32 Variable A	32-bit integer
int32 Variable B	32-bit integer
int32 Variable C	32-bit integer
int32 Variable D	32-bit integer
int32 Variable E	32-bit integer

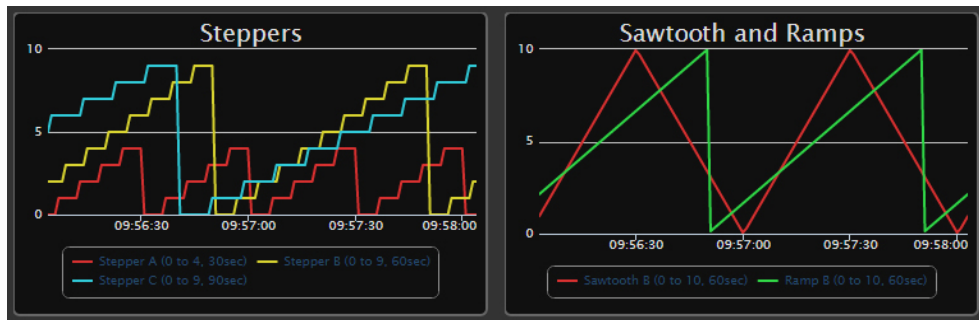
Variable Name	Data Type
string Variable A	string
string Variable B	string
string Variable C	string
string Variable D	string
string Variable E	string

General

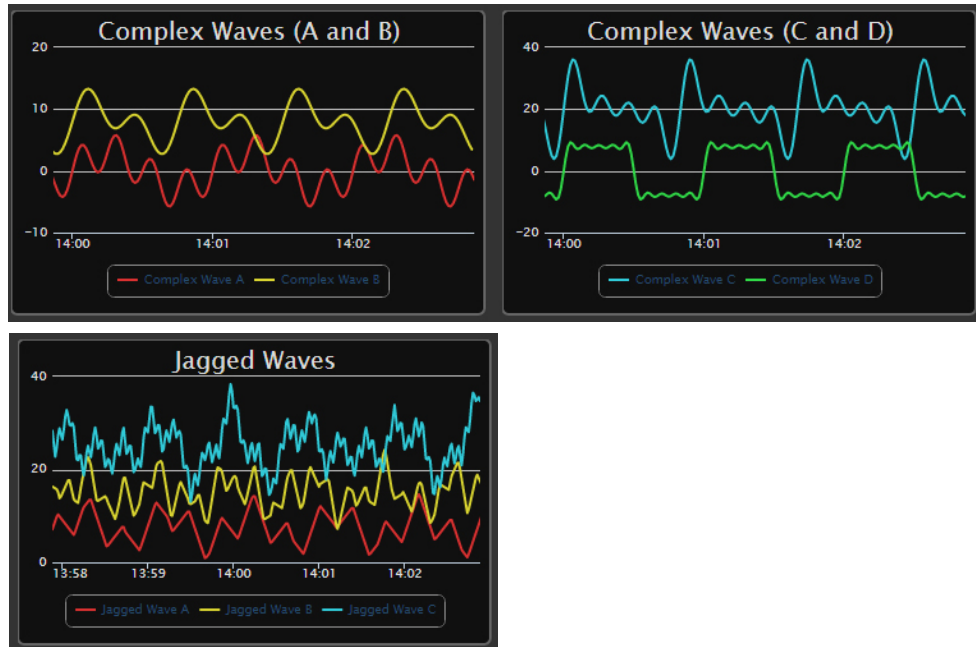
The complex and jagged waves have various ranges so that they don't overlap too much when placed on the same Trend.

Variable Name	Data Type	Description
Complex Wave A	32-bit float	A complex but smooth wave, composed of various sine waves, with values ranging from -6 to 6.
Complex Wave B	32-bit float	A complex but smooth wave, composed of various sine waves, with values ranging from 2 to 14.
Complex Wave C	32-bit float	A complex but smooth wave, composed of various sine waves, with values ranging from 0 to 40.
Complex Wave D	32-bit float	A complex but smooth wave, composed of various sine waves, with values ranging from -10 to 10.
Jagged Wave A	32-bit float	A jagged wave, composed of various sawtooth patterns, with values ranging from 0 to 15.
Jagged Wave B	32-bit float	A jagged wave, composed of various sawtooth patterns, with values ranging from 5 to 25.
Jagged Wave C	32-bit float	A jagged wave, composed of various sawtooth patterns, with values ranging from 10 to 40.
Ramp A (0 to 10, 30 sec)	32-bit float	A ramp pattern, from 0 to 10, with a 30 second period.
Ramp B (0 to 10, 60 sec)	32-bit float	A ramp pattern, from 0 to 10, with a 60 second period.
Sawtooth A (0 to 10, 30 sec)	32-bit float	A sawtooth pattern, from 0 to 10, with a 30 second period.
Sawtooth B (0 to 10, 60 sec)	32-bit float	A sawtooth pattern, from 0 to 10, with a 60 second period.
Stepper A (0 to 4, 30 sec)	32-bit integer	Steps from values 0 to 4 over a period of 30 seconds.
Stepper B (0 to 9, 60 sec)	32-bit integer	Steps from values 0 to 9 over a period of 60 seconds.
Stepper C (0 to 9, 90 sec)	32-bit integer	Steps from values 0 to 9 over a period of 90 seconds.

Sample Stepper, Sawtooth, and Ramp Waves



Sample Complex and Jagged Waves



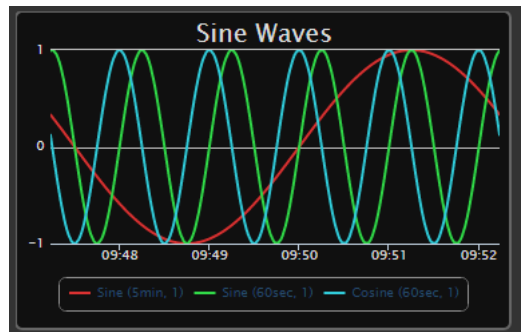
Square Waves

Variable Name	Data Type	Description
Square Wave A (1 sec true/false)	boolean	A square wave with a period of 2 seconds: TRUE for 1 second then FALSE for 1 second
Square Wave B (2 sec true/false)	boolean	A square wave with a period of 4 seconds: TRUE for 2 seconds then FALSE for 2 seconds
Square Wave C (5 sec true/false)	boolean	A square wave with a period of 10 seconds: TRUE for 5 seconds then FALSE for 5 seconds
Square Wave D (10 sec true/false)	boolean	A square wave with a period of 20 seconds: TRUE for 10 seconds then FALSE for 10 seconds
Square Wave E (Random period)	boolean	A square wave with random TRUE/FALSE periods. Each TRUE and FALSE state will be within 2 and 4 seconds.
Square Wave F (Random period)	boolean	A square wave with random TRUE/FALSE periods. Each TRUE and FALSE state will be within 4 and 8 seconds.
Square Wave G (Random period)	boolean	A square wave with random TRUE/FALSE periods. Each TRUE and FALSE state will be within 6 and 12 seconds

Sine Waves

Wave Name	Data Type	Description
Cosine (30 sec)	32-bit float	Cosine wave with a 30 second period and amplitude of 1
Cosine (60 sec)	32-bit float	Cosine wave with a 60 second period and amplitude of 1
Sine (15 min)	32-bit float	Sine wave with a 15 minute period and amplitude of 1
Sine (30 min)	32-bit float	Sine wave with a 30 minute period and amplitude of 1
Sine (30 sec)	32-bit float	Sine wave with a 30 second period and amplitude of 1
Sine (5 min)	32-bit float	Sine wave with a 5 minute period and amplitude of 1
Sine (60 sec)	32-bit float	Sine wave with a 60 second period and amplitude of 1

Sample Sine Waves



ADVANCED TAGS

["Variables \(Extra\)" \(below\)](#)

["Arrays" on page 171](#)

["User Controllable" on page 171](#)

["Static Values" on page 172](#)

Variables (Extra)

These variables have data types that are used less often. Unlike many other tags in the Data Simulator, you can read and write these variable tags. There are three of each type.

Variable Name	Data Type
float64 Variable A	64-bit float
float64 Variable B	64-bit float
float64 Variable C	64-bit float
int16 Variable A	16-bit integer
int16 Variable B	16-bit integer
int16 Variable C	16-bit integer
int64 Variable A	64-bit integer
int64 Variable B	64-bit integer
int64 Variable C	64-bit integer

Variable Name	Data Type
int8 Variable A	8-bit integer
int8 Variable B	8-bit integer
int8 Variable C	8-bit integer
uint16 Variable A	16-bit unsigned integer
uint16 Variable B	16-bit unsigned integer
uint16 Variable C	16-bit unsigned integer
uint32 Variable A	32-bit unsigned integer
uint32 Variable B	32-bit unsigned integer
uint32 Variable C	32-bit unsigned integer
uint64 Variable A	64-bit unsigned integer
uint64 Variable B	64-bit unsigned integer
uint64 Variable C	64-bit unsigned integer
uint8 Variable A	8-bit unsigned integer
uint8 Variable B	8-bit unsigned integer
uint8 Variable C	8-bit unsigned integer

Arrays

The arrays have the most common data types. Like the variables, you can read and write to the elements in the array tags.

Array Name	Data Type
bool Array [100]	boolean table
float32 Array [100]	32-bit float table
int32 Array [100]	32-bit integer table
string Array [100]	string table

User Controllable

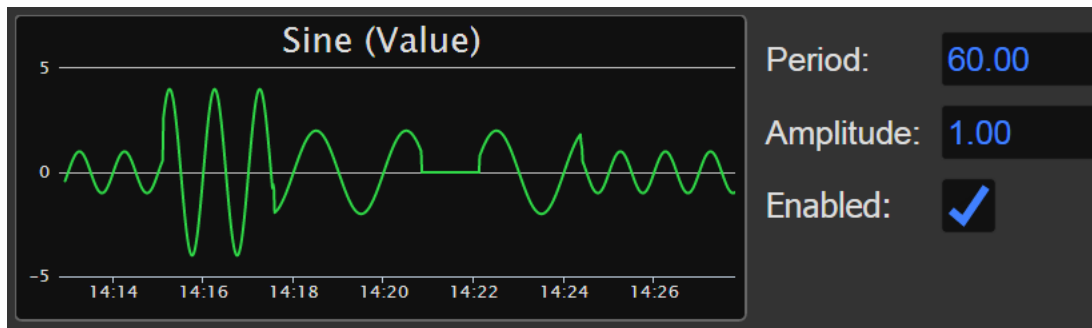
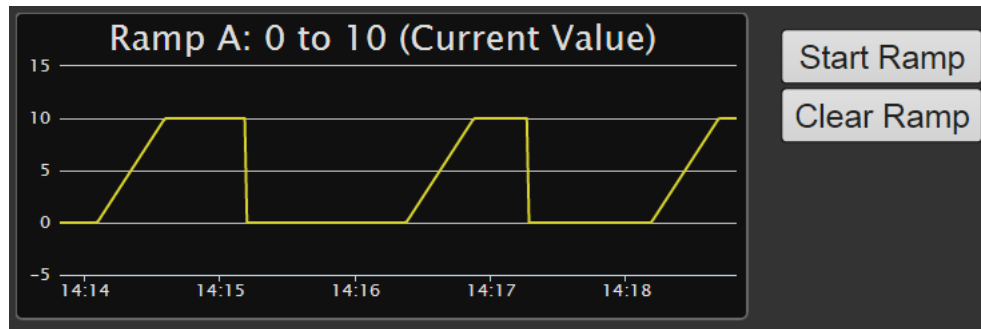
There are two user-controllable waves (or patterns) that provide you something to interact with in the *groov* View interface.

Ramp A: 0 to 10 is a ramping float32 value that you can start and then clear back to 0.

Sine is a sine wave that you can control for period and amplitude. You can also disable the sine wave, during which time it has a value of 0.

Wave Name	Data Type	Notes
Ramp A: 0 to 10 (Clear Flag)	boolean	A boolean flag to clear the ramp
Ramp A: 0 to 10 (Current Value)	32-bit float	The current value of the ramp
Ramp A: 0 to 10 (Start Flag)	boolean	A boolean flag for starting the ramp
Sine (Amplitude, 1 to 1000)	32-bit float	The amplitude of the sine wave (0 to 1000)
Sine (Enabled Flag)	boolean	The enable flag for the sine wave (Setting this tag to False will disable the sine wave and set its current value to 0.)
Sine (Period, 1 to 1000 sec)	32-bit float	The period of the sine wave (1 to 1000 seconds)
Sine (Value)	32-bit float	The current value of the sine wave.

Sample Ramp and Sine Waves



Static Values

These tags have static values, which means that they never change.

Static Value Name	Data Type	Notes
bool Always False	boolean	Always boolean "false"
bool Always True	boolean	Always boolean "true"
float32 Always +INF	32-bit float	Always float32 "+INF"
float32 Always -INF	32-bit float	Always float32 "-INF"
float32 Always 0.0	32-bit float	Always float32 "0.0"
float32 Always 1.0	32-bit float	Always float32 "1.0"
float32 Always NaN	32-bit float	Always float32 "NaN"
float64 Always +INF	64-bit float	Always float64 "+INF"
float64 Always -INF	64-bit float	Always float64 "-INF"
float64 Always NaN	64-bit float	Always float64 "NaN"
int32 Always 0	32-bit integer	Always an int32 "0"
int32 Always 1	32-bit integer	Always an int32 "1"
string Always ABC	string	Always a string of "ABC"
string Always Opto 22	string	Always a string of "Opto 22"

Index

Symbols

, 60, 129

A

- above limit, 136
- access
 - limiting users, 75, 78
 - logging out all users, 80
 - password, 74
- adding
 - Data Store, 59
 - devices and tags, 27
 - gadgets, 64
 - groov EPIC controller, 27
 - images, 80
 - Modbus tags, 36
 - OPC UA server, 43
 - Opto 22 I/O unit, 29
 - PAC Control strategy, 27
 - page, 20
 - page category, 83
 - SNAP PAC controller, 27
 - system tags, 51
 - tags to gadgets, 64
 - user, 74
- address
 - changing device, 60
- admin security level, 75
- aligning gadgets, 68
- Android
 - app, 3, 142
- API, 59
- API key, 74
 - changing, 76
 - finding, 76
 - generating, 76
- apps for mobile devices, 3, 142

- Auto Navigator gadget, 101
 - properties, 101
- automatic refresh of groov View, 141

B

- backing up project, 90
- Bad_ShelvingTime, 152
- below limit, 137
- blank page, 151
- browsers, 6
- Build mode, 2, 9
 - opening in groov Server for Windows, 10
 - opening on a groov Box, 10
- Button gadget, 107
- button, normally open, 109
- byte order, 35

C

- camera, 102
- category
 - adding, 83
 - deleting, 84
 - renaming, 85
- changing
 - API key, 76
 - gadget properties in different layouts, 67
 - images, 83
 - user password, 79
 - users, 76
 - z order for Trend pens, 122
- Checkbox gadget, 106
 - properties, 106
- checking
 - groov version, 92
- classic Trend gadget, 118
- Color Ranges (LED gadget), 105
- Command Button gadget, 108, 109

- properties, 108
- condition tags, 136
- configuring
 - events, 126
 - gadget properties, 66
 - notifications, 131
 - pens for Trend gadget, 122
- controller
 - adding, 27
 - deleting, 62
 - disable communication, 61
 - editing, 60
- copying
 - gadgets, 67
 - page, 25
- creating
 - events, 126
 - page, 20
 - user, 74
- CSV file, 42
 - downloading Trend pen data to, 123
 - exporting, 41
 - importing, 38
- cutting gadgets, 67

D

- data
 - downloading Trend pen data, 123
 - settings for Modbus, 35
 - types for OPC UA, 165
 - update frequency, 158
 - zoom in on Trend gadget, 118
- data simulator, 167
- Data Store, 59
- debounce time, 136
- deleting
 - controller, 62
 - gadgets, 67
 - I/O unit, 62
 - images, 83
 - Modbus/TCP device, 62
 - OPC UA server, 62
 - page, 24
 - page category, 84
 - users, 78
- desktop layout, 69
- device
 - adding, 27
 - disable communication to device, 61
 - editing information, 60
 - working with, 27
- disable communication

- device, 61
- disabling events, 128
- disconnecting from groov on phone, 156
- Divider gadget, 99
 - properties, 99
- drag page, 26
- duplicating a page, 25
- dynamic tags, 46

E

- editing
 - device information, 60
 - images, 83
 - pages, 158
 - security level, 75
 - users, 76
- email
 - setting up, 131
- email-to-SMS, 134
- enabling events, 128
- enlarging a page, 22
- equal, 136
- event conditions, 136
 - above limit, 136
 - below limit, 137
 - debounce time, 136
 - equal, 136
 - hysteresis, 137
 - inside range, 138
 - multiple conditions, 138
 - not equal, 136
 - outside range, 137
- event message log capacity, 131
- events
 - creating, 126
 - enabling/disabling, 128
 - notifications, 131
 - receiving notifications, 133
 - viewing, 129
- expiration, license, 94
- exporting
 - interface pages, 26
 - Modbus tags (CSV), 41

F

- FactoryFloor, 159
- finding API key, 76
- firewall, 49
 - video gadget, 102

G

gadget

- Auto Navigator, 101
- Button, 107
- Checkbox, 106
- Command Button, 108, 109
- Divider, 99
- Group Header, 98
- Image, 103
- Image Indicator, 115
- LED, 105
- Level Indicator, 111
- Line Header, 99
- Momentary Button, 109
- Oval, 104
- Page Navigator, 100
- Range Indicator, 117
- Rectangle, 104
- Round Gauge, 116
- Shape, 104
- Slider, 110
- Text Area, 112
- Text Box, 113
- Trend, 118
- Value, 114
- Video, 102

gadgets

- adding, 64
- aligning, 68
- changing z order, 68
- copying, 67
- cutting and pasting, 67
- locking into position, 68
- moving, 66
- moving to front or back, 68
- multiples, 69
- properties, 66
- resizing, 66
- sizing, 66, 69
- stacking, 68
- video, 161
- video refresh, 88
- general settings, 87
- Gmail account, 132
- graphics, 80
- grayed out tags, 152
- grid, showing or hiding, 22
- groov API, 59
- groov EPIC controller, 27
- groov Find, 154
- groov product
 - locating on network, 154

- groov Server can't open groov, 153
- groov View, 3
 - changing password, 141
 - logging out, 140
 - navigation, 140
 - opening, 139
 - opening pages, 140
 - refreshing pages, 141
 - refreshing pages automatically, 141
 - resetting project, 92
 - switching to from Build mode, 90
 - using over the Internet, 150

groov View, mobile

- Android, 3
- iOS, 3, 142
- groov, updating, 92
- Group Header gadget, 98
 - properties, 98
- groups of users, 78

H

- handheld layout, 69
- help, 151
 - Opto 22 Product Support, 7
 - Product Support, 7
- hysteresis, 137

I

I/O unit

- adding, 29
- deleting, 62
- disable communication, 61
- idb.txt file, 28, 158
- Image gadget, 103
 - properties, 103
- Image Indicator gadget
 - properties, 115
- image library, 80
- images
 - adding, 80
 - changing, 83
 - changing view in library, 81
 - deleting, 83
 - file types, 80
 - image library, 80
 - replacing, 83
 - uses, 80
- importing
 - interface pages, 26
 - Modbus tags (CSV), 38
- Indicator Button gadget

- properties, 107
- inside range, 138
- interactive Trend gadget, 118
- Internet Explorer, 155
- Internet, using groov, 150
- iOS app, 142
- IP address, 10
- IP camera, 102, 161
 - refresh period, 88

K

- KEPServerEX, 43
- kiosk
 - automatic refresh, 141
 - do not expire login, 88
 - security level, 75

L

- languages, Unicode support, 67
- layout
 - optimizing, 69
 - types, 69
- LED gadget
 - properties, 105
- Level Indicator gadget, 111
 - properties, 111
- license
 - expiration, 94
 - updating, 94
- limiting
 - users, 75
 - users by groups, 78
- Line Header gadget, 99
 - properties, 99
- locating groov product on network, 154
- locking gadgets, 68
- Log Viewer, 86
- logging events, 129
 - capacity, 131
- logging out
 - all users, 80
 - of groov View, 140
- logo, adding, 80

M

- maintenance
 - expiration date, 94
 - renewing, 94
 - update, 94
- managing

- users, 73
- message log, 129
- message log capacity, 131
- messages, viewing, 86
- min/max values for Trend gadget, 122
- mobile apps, 3, 142
- mobile devices, 3, 142
- Modbus/TCP
 - adding Modbus device, 33
 - adding Modbus tags manually, 36
 - cannot read/write data, 157
 - creating Modbus tags import file, 38
 - data, 157
 - data settings, 35
 - deleting device, 62
 - disable communication to device, 61
 - editing device, 60
 - exporting Modbus tags import file, 41
 - importing Modbus tags from CSV file, 42
 - scaling data, 38
 - slave ID, 35
 - tag address, 37
- Momentary Button gadget
 - properties, 109
- moving
 - gadgets, 66
 - gadgets to front or back, 68
 - page, 26
- multiple conditions, 138

N

- Namespace Index, 48
- navigation, 100, 101, 108
- not equal, 136
- notifications, 133
 - configuring, 131
 - not being received, 152

O

- On/Off Colors (LED gadget), 105
- OPC UA
 - browse name, 165
 - data types, 165
- OPC UA server, 43
 - adding, 43
 - deleting, 62
 - disable communication, 61
 - editing, 60
 - Windows firewall, 49
- opening
 - Build mode, 9

- groov View, 139
- operator security level, 75
- Opto 22 controller, 27
- Opto 22 I/O unit, 29
- Opto 22 Product Support, 7
- OptoEMU Sensor, 159
- OptoMMP device
 - adding, 29
 - deleting, 62
- organizing pages, 83
- OS app, 3
- outside range, 137
- Oval gadget, 104
 - properties, 104

P

- PAC Control
 - adding strategy, 27
 - updating tags, 29
- Page Navigator gadget, 100
 - properties, 100
- pages
 - adding, 20
 - categorizing, 83
 - deleting, 24
 - duplicating, 25
 - editing, 158
 - exporting, 26
 - hide grid, 22
 - importing, 26
 - navigating between, 100, 101
 - opening in groov View, 140
 - organizing, 83
 - renaming, 25
 - show grid, 22
 - size, 22
 - stash, 23
 - won't load, 151
- password, 74
 - changing, 79
 - changing in groov View, 141
 - IP camera, 162
- pasting gadgets, 67
- pens for Trend gadget, 122
- phone layout, 69
- photos, 80
- Product Support, 7
- project, 136
 - backing up, 90
 - exporting and importing pages, 26
 - restoring, 90
 - saving, 90

- settings, 87
- properties
 - Auto Navigator gadget, 101
 - Checkbox gadget, 106
 - Command Button gadget, 108
 - Divider gadget, 99
 - gadgets, 66
 - Group Header gadget, 98
 - Image gadget, 103
 - Image Indicator gadget, 115
 - Indicator Button gadget, 107
 - LED gadget, 105
 - Level Indicator gadget, 111
 - Line Header gadget, 99
 - Momentary Button gadget, 109
 - Oval gadget, 104
 - Page Navigator gadget, 100
 - Range Indicator gadget, 117
 - Rectangle gadget, 104
 - Round Gauge gadget, 116
 - Shape gadget, 104
 - Slider gadget, 110
 - Text Area gadget, 112
 - Text Box gadget, 113
 - Trend gadget, 118
 - Value gadget, 114
 - Video gadget, 102
- properties, gadget
 - changing in different layouts, 67
- proxy, 102

R

- Range Indicator gadget, 117
 - properties, 117
- receiving event notifications, 133
- Rectangle gadget, 104
 - properties, 104
- refresh period for Video gadget, 88, 163
- refresh rate, video, 88, 163
- refreshing groov View, 141
 - automatic refresh, 141
- registers for Modbus, 35
- release number, checking, 92
- removing
 - page, 24
 - users, 78
- renaming
 - page, 25
 - page category, 85
- renewing maintenance, 94
- replacing images, 83
- requirements, system, 6

- reset project, 92
- resizing gadgets, 66, 69
- restoring
 - to older groov version, 90
- restoring groov project, 90
- Round Gauge gadget, 116
 - properties, 116

S

- saving groov project, 90
- scaling, 38
- security level, 75, 157
- setting up
 - events, 126
 - notifications, 131
 - users, 73
- settings, video refresh period, 163
- Shape gadget, 104
 - properties, 104
- simulator, 167
- size, of page, 22
- sizing
 - handles, 66
 - multiple gadgets, 69
- slave ID, 35
- Slider gadget, 110
 - properties, 110
- smartphone layout, 69
- SMTP server, 133
- SNAP I/O unit, 29
- SNAP PAC controller, 27
- SoftPAC, 28
- stacking gadgets, 68
- STARTTLS, 133
- stash, 23
- static IP address, 10
- static tags, 45
- strategy
 - adding, 28
 - idb.txt file, 158
 - updating tags, 29
- system
 - adding system tags, 51
 - requirements, 6

T

- tablet layout, 69
- tag address, 37
- tags, 136
 - adding Data Store, 59
 - adding gadgets, 64

- adding Modbus/TCP device, 33
- adding OPC UA server, 43
- adding Opto 22 controller, 27
- adding Opto 22 I/O unit, 29
- adding System, 51
- dynamic, 46
- grayed out, 152
- in data simulator, 167
- Modbus/TCP, 42
- static, 45, 46
- updating PAC Control strategy, 29
- viewing, 85

Technical Support. *See* Opto 22 Product Support, 7

test email, 133

Text Area gadget, 112

- properties, 112

Text Box gadget, 113

- properties, 113

text message notifications, 134

text messaging, setting up, 131

text, Unicode support, 67

time stamp, 136

Trend gadget, 118

- changing pen z order, 122
- classic trend, 118
- configuring pens, 122
- downloading pen data, 123
- interactive trend, 118
- min/max values, 122
- properties, 118

troubleshooting, 151

- Bad ShelvingTime, 152
- blank page, 151
- can't open groov (groov Server), 153
- cannot read/write Modbus data, 157
- disconnecting from groov on phone, 156
- grayed out tags, 152
- Internet Explorer, 155
- Log Viewer, 86
- notifications not received, 152
- Opto 22 Product Support, 7
- pages won't load, 151
- yellow triangle, 152

U

- Unicode support, 67
- updating
 - data, frequency, 158
 - groov software, 92
 - license, 94
 - PAC Control strategy tags, 29
 - users, 76

- User Account Control, 154
- username, 74
 - for IP camera, 162
- users
 - adding, 74
 - changing, 76
 - changing password, 79
 - creating, 74
 - deleting, 78
 - groups, 78
 - kiosk login, 88, 141
 - limiting access, 78
 - logging out all users, 80
 - security level, 75, 157
 - types, 73

V

- Value gadget, 114
 - properties, 114
- verify tags, 46
- version, checking, 92
- version, restoring to older groov version, 90
- Video gadget, 102
 - properties, 102
 - refresh period, 88
 - setting up camera, 161
- video refresh period, 88, 163
- video refresh rate, 88
- viewing
 - events, 129
 - log messages, 86
 - tags used in events, 85
 - tags used in the project, 85
- VPN, 158

W

- web camera, 161
- Windows firewall, 49
- working with
 - devices, 27
- Write continuously (Slider gadget), 110

Y

- yellow triangle, 152

Z

- z order, 68
 - changing, for Trend pens, 122
- zoom, 118

