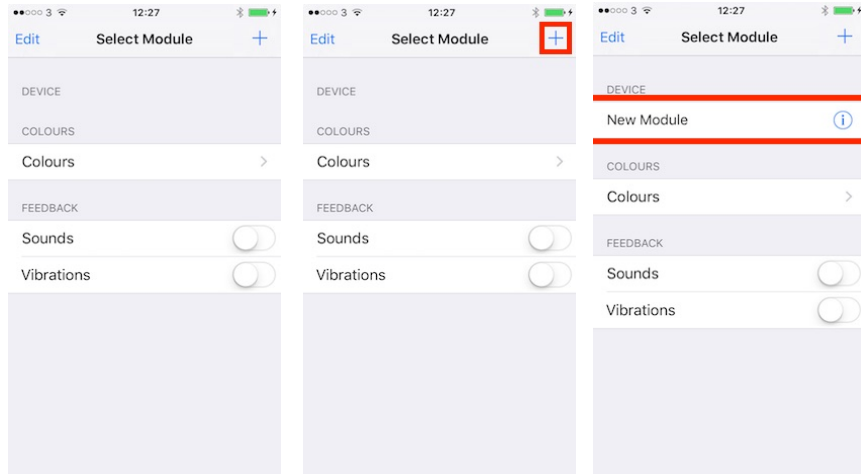


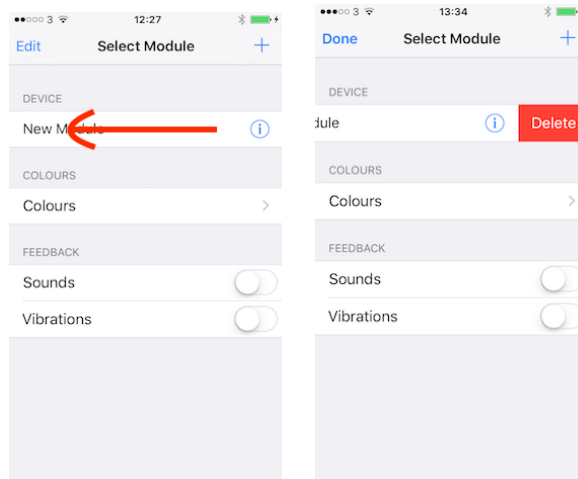
IO network – iOS manual

Adding and removing a module

When you run the app for the first time you will see the Select Module screen . To add a new module press the + button in the top right corner of the screen and a new module will appear in the devices section.

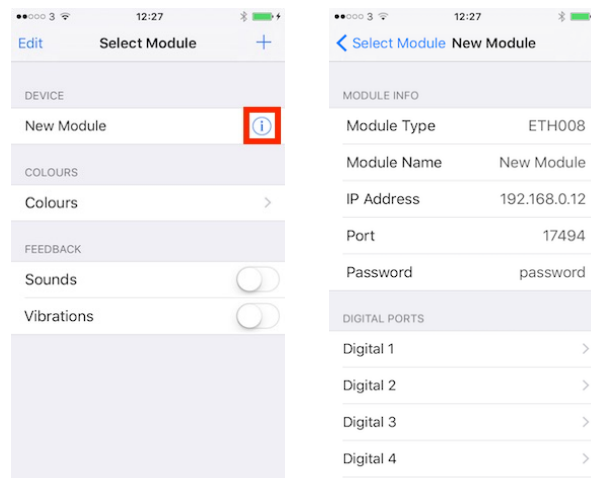


To remove a module swipe left on the module you wish to remove to reveal the delete button and press it. If you do not want to delete the module simply swipe it right again.



Module Settings

To access a modules settings press the information button on the module you wish to edit, you will then be taking to that modules settings page.



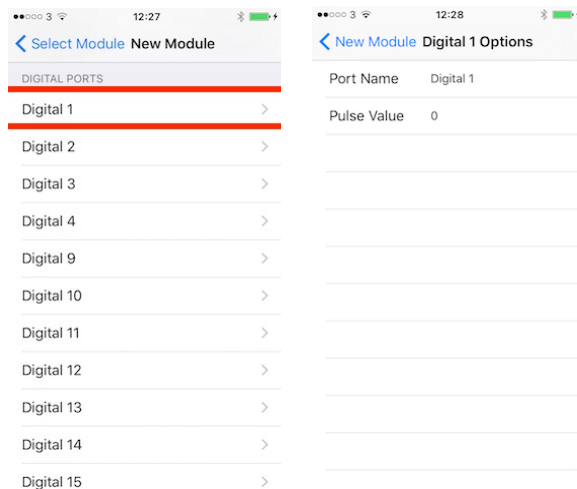
The options available in the Module info section are:

- **Module Type** - Select the module you have from the supported devices, if you select the wrong module from this list you will not be able to set the correct options or connect to your board.
- **Module Name** - A custom name that you can give the module for easy identification
- **IP Address** – If you intend to connect to your module from an Android device connected to the same network (usually via WIFI) then you should use the modules IP address on your local network. If you intend to connect an Android device to the module via the internet then you need to specify the IP address of your router on the internet, you should then setup port forwarding on the router to direct the incoming packet to the module.
- **Port** – the port number that you have set your board to communicate on.
- **Password** – the TCP password for access to the board, if you have not set a password it does not matter what you put in here as it will be ignored.

The Digital ports and Analog ports sections will be shown depending on what module type you have selected, these options hold the settings for each individual port on your module.

Digital port settings

To access the settings of a digital port press the appropriate line for that port and you will be taken to that ports options screen

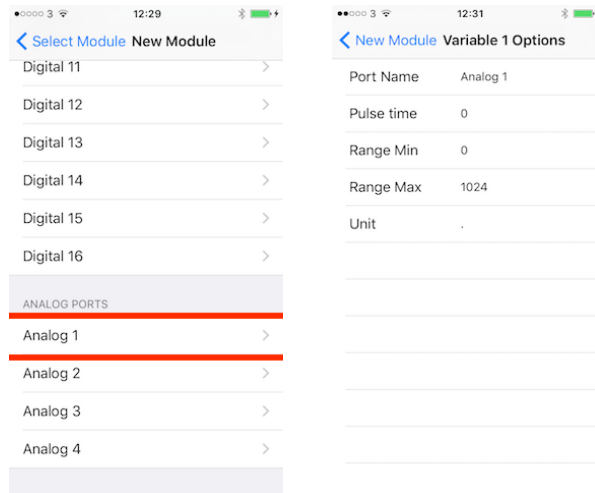


The available options are:

- **Port Name** – A custom name for the port as a reminder of what is attached to it.
- **Pulse time** – A value used to create a timed pulse of the output. A value of 0 sets the digital output to change state permanently, any other value will cause the output to pulse in increments of 100mS, I.E a value of 1 will produce a 100mS pulse, a value of 50 will produce a 5s pulse. The maximum pulse time that can be set is 255, if your port does not support pulse times this value will be ignored.

Analog port settings

To access the settings of an analog port press the appropriate line for that port and you will be taken to that port's options screen

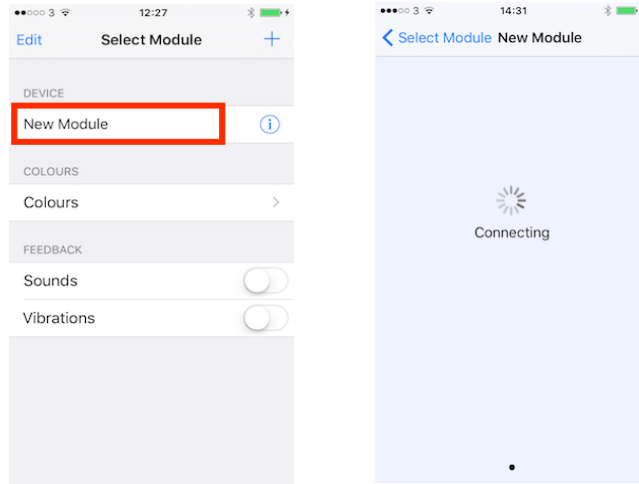


The options available are:

- **Port Name** – A custom name for the port as a reminder of what is attached to it.
- **Pulse time** – A value used to create a timed pulse of the output. A value of 0 sets the analog output to change state permanently, any other value will cause the output to pulse in increments of 100mS, I.E a value of 1 will produce a 100mS pulse, a value of 50 will produce a 5s pulse. The maximum pulse time that can be set is 255, if your port does not support pulse times this value will be ignored.
- **Range Min/Max value** – The normal range for the analog read is from 0 to 1023, this can be easily changed to a custom range with the Max and Min options. An example of changing the range would be to set a Min value of 10 and a Max value of 100, this will change the displayed range accordingly but with input scaling. (10 = 0 and 100 = 1023).
- **Unit** – The unit to be displayed at the end of the analog value. This can be anything you need to measure like kg or Degrees C.

Connecting to a module

To connect to a module you will first need to configure the settings for your board and network in the modules options. Once this is done just press on the name of the module you want to connect to on the Module select screen and the app will attempt to connect to your board.



If you successfully connect to the module the controls will then be displayed on the screen, however if there is a problem while connecting to the module an error will be displayed. Please check your settings are correct and try again.