

irBoard

User's Manual

ito-soft-design, Inc.

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irBoard 3.0 New Features

irBoard 3.0 introduces many new features focused on improving design efficiency and multilingual support.

New Item

[Matrix](#)

A table-style item that displays and edits multiple device values in a grid layout.

- Configurable rows and columns
- Assign devices to individual cells
- Customize appearance with design templates
- Add borders and change colors

[Watch the tutorial video](#)

I

AI-Powered Screen Design

[AI Import](#)

AI automatically detects and places items from screen images created with drawing software.

- Automatically recognizes item types, positions, and sizes from images
- Import design images created with drawing software to recreate screens

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Enhanced Multilingual Support

[Localization Manager Inspector](#)

A new inspector to manage all translatable text in one place.

- View and edit translation text for page items, message items, and message sets
- Easily identify missing translations
- YAML export/import for bulk translation editing with text editors or AI tools

For details on the localization feature, see [Localization \(Multilingualization\)](#) .

New Inspectors

[Device Manager](#)

An inspector to view and manage all devices used in your project.

- List all devices in use
 - Check for duplicate or unused devices
 - YAML export/import for bulk device assignment editing
-

Data Logging

[Data Logging](#)

Added the ability to automatically record PLC device values to CSV files.

- Create multiple configurations and record simultaneously
 - Supports Time Series mode and Table mode
 - Interval recording or bit trigger recording
 - Auto-export in CSV / Excel format
 - View and export sessions during runtime
 - Import / export configurations via YAML / CSV
-

YAML Project Import/Export

[YAML Project Format](#)

Projects can now be created and edited using human-readable YAML text files, enabling AI-powered project generation.

- Export projects as YAML for review, version control, or editing
- Import YAML files to create or update projects
- AI-friendly format with comprehensive documentation for automated project creation
- Includes device lists, localization, message sets, and all item configurations

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Usability Improvements

[Multi-Selection Mode](#)

Improved item selection behavior.

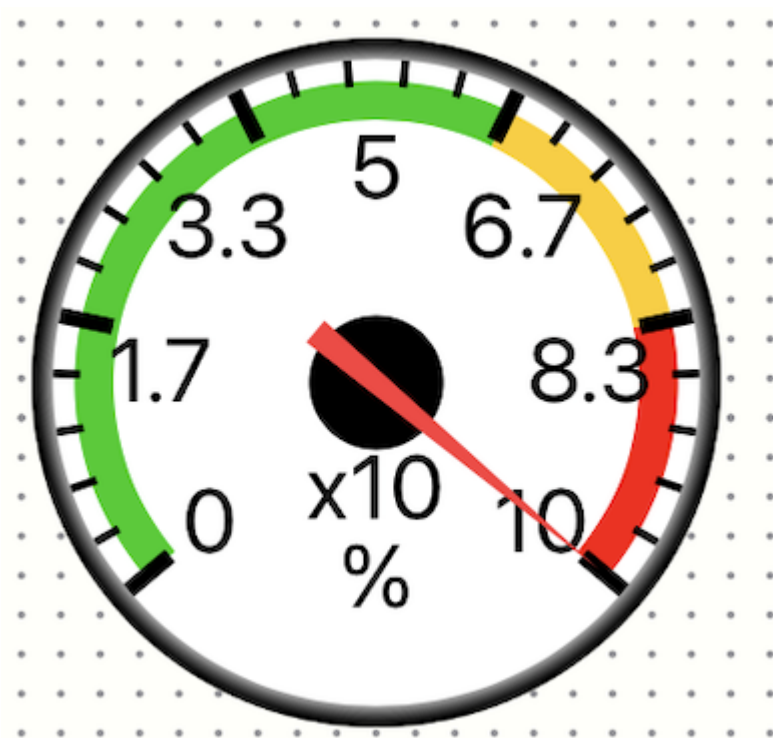
- Normal mode: Tap to select a single item
 - Multi-selection mode: Double-tap to enter, then tap to add/remove items
 - Tap an empty area to return to normal mode
 - Cmd+A to select all (automatically enters multi-selection mode)
-

Item Enhancements

[Meter Zones](#)

Meters now support colored zones to visually indicate value ranges.

- Define multiple zones with custom colors and value ranges
- Zones are displayed as colored arcs on the meter face
- Add zones individually or use the 3-zone preset (green/yellow/red)
- Fully supported in YAML import/export



Project list

When irBoard is started, the project list screen is displayed.

The project list screen is divided into the following sections:

1. [Toolbar](#)

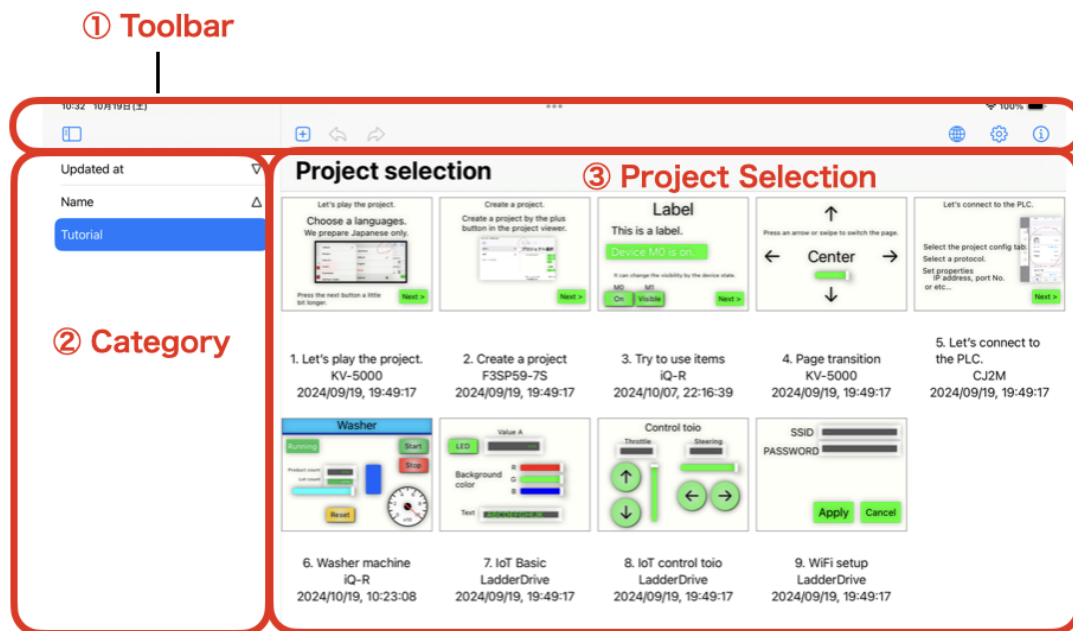
At the top of the screen is the toolbar.

2. [Category](#)

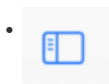
On the left side of the screen is the category section.

3. [Project Selection](#)

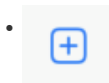
In the center of the screen is the project selection section.



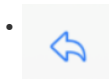
Toolbar



Show and hide the category display.

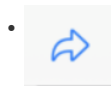


[Add](#) a project



Undo

Undo project [add](#), [delete](#), etc.



Redo

Redo the action that was undone by Undo.



Language selection

You can select a language.

[See Localization \(Multilingualization\)](#)



Settings of irBoard.

◦ **Auto running**

The specified project is executed when it is launched.

It also executes when it is returned from the lock screen.

*** In the Lite edition, this feature can be used if the 'Communication Restriction Cancellation' item is purchased. ***

◦ **Browse mode**

When Browse Mode is activated, after running a project, you will no longer be able to return to the edit screen, preventing accidental editing by operators.

To go back to the edit screen, [turn off Browse Mode in the Settings app.](#)

When Browse Mode is on and you use the iOS accessibility feature “Guided Access,” irBoard will be the only app that can operate, allowing you to use it like a dedicated device.

*** In the Lite edition, this feature can be used if the 'Communication Restriction Cancellation' item is purchased. ***

◦ **Message visibility**

Choose how the message shows at the bottom of the screen.

▪ Visible

It shows messages.

▪ Invisible

It will not show messages.

▪ Auto-hide

It will disappear after a while.

▪ Error only

It only shows error messages.



Information

◦ **Support site**

Show our support site on the default Browser.

- **News**

Show our news related to irBoard.

- **Feedback**

When you need to Feedback to us, use it.

The mail form will be open. Fill it out and send it.

- **Bug report**

It will be shown if you turn on the “Bug report” option in the [Settings app](#).

When you turn on this option, the mail form will be shown.

We are able to invest for bugs if you send them to us.

- **Acknowledgments**

It uses open-source libraries and fonts.

[The license for each library and font is listed.](#)

- **Terms of Use**

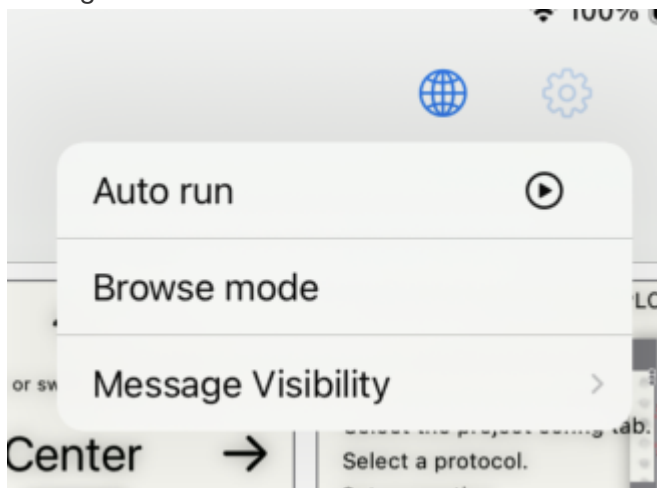
Our Terms of Use will be shown in the default browser.

- **Version info**

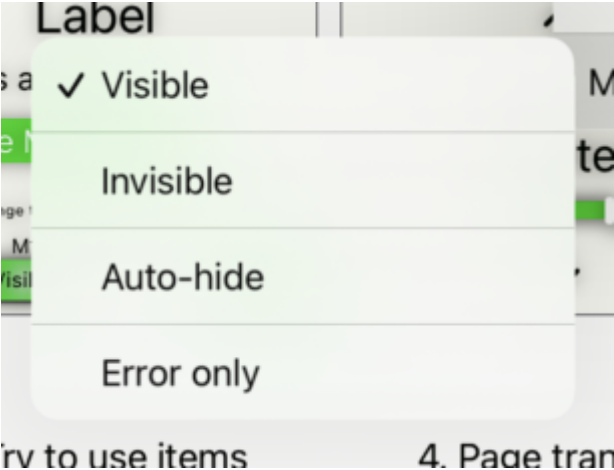
Shows the version of irBoard.



Settings of irBoard.

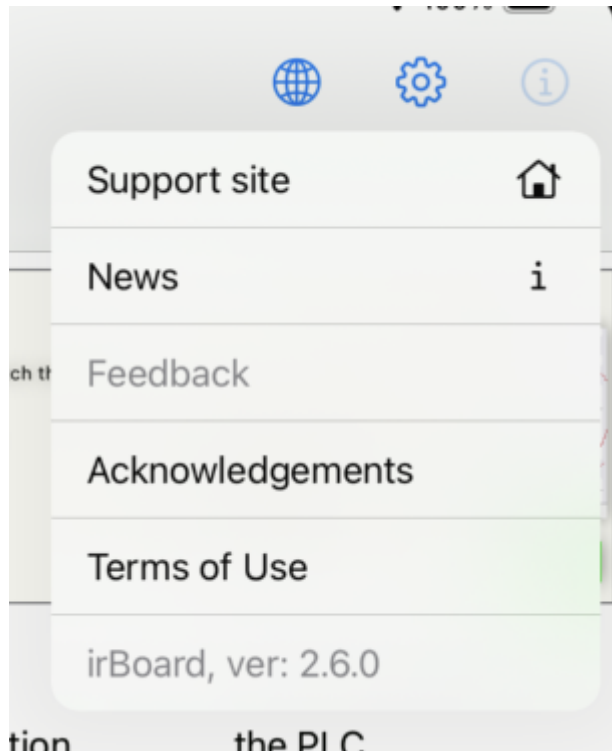


How the message shows



Access Guide





Category

Categories allow you to sort the order in which projects are displayed.

- **Update Date**

Sort by the date the project was last updated. You can switch between ascending and descending order by pressing the $\triangle \nabla$ buttons on the right.

- **Name**

Sort by project name. Press the $\triangle \nabla$ buttons on the right to switch between ascending and descending order.

- **Tutorial**

Displays tutorial projects. The tutorial project may be overwritten by the version update. In that case, the changed parts may be restored.



Updated at

▽

Name

△

Tutorial

Project selection

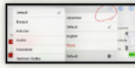
A list of projects is displayed.
Touch and select a project to display the [edit screen](#).

Add Project

- +

Press the Add button on the toolbar.
- Select the PLC **maker** from the menu that appears.
- Select the PLC **model** from the menu that appears.

Project selection

Let's play the project.
Choose a languages.
We prepare Japanese only.

Press the next button a little
bit longer.
Next >

Create a project.
Create a project by the plus
button in the project viewer.

Next >

Label
This is a label.
Device M0 is on.
It can change the visibility by the device state.
M0 M1
On Visible
Next >

↑
Press an arrow or swipe to switch the page.
← Center →
↓

Let's connect to the PLC.
Select the project config tab.
Select a protocol.
Set properties
IP address, port No.
or etc...
Next >

1. Let's play the project.
KV-5000
2024/09/19, 19:49:17

2. Create a project
F3SP59-7S
2024/09/19, 19:49:17

3. Try to use items
iQ-R
2024/10/07, 22:16:39

4. Page transition
KV-5000
2024/09/19, 19:49:17

5. Let's connect to
the PLC.
CJ2M
2024/09/19, 19:49:17

Washer
Running Start Stop
Product count
Lot count
Reset

Value A
LED
Background
color
R
G
B
Text
2024/09/19, 19:49:17

Control toio
Throttle Steering
↑ ↓ ← →

SSID
PASSWORD
Apply Cancel

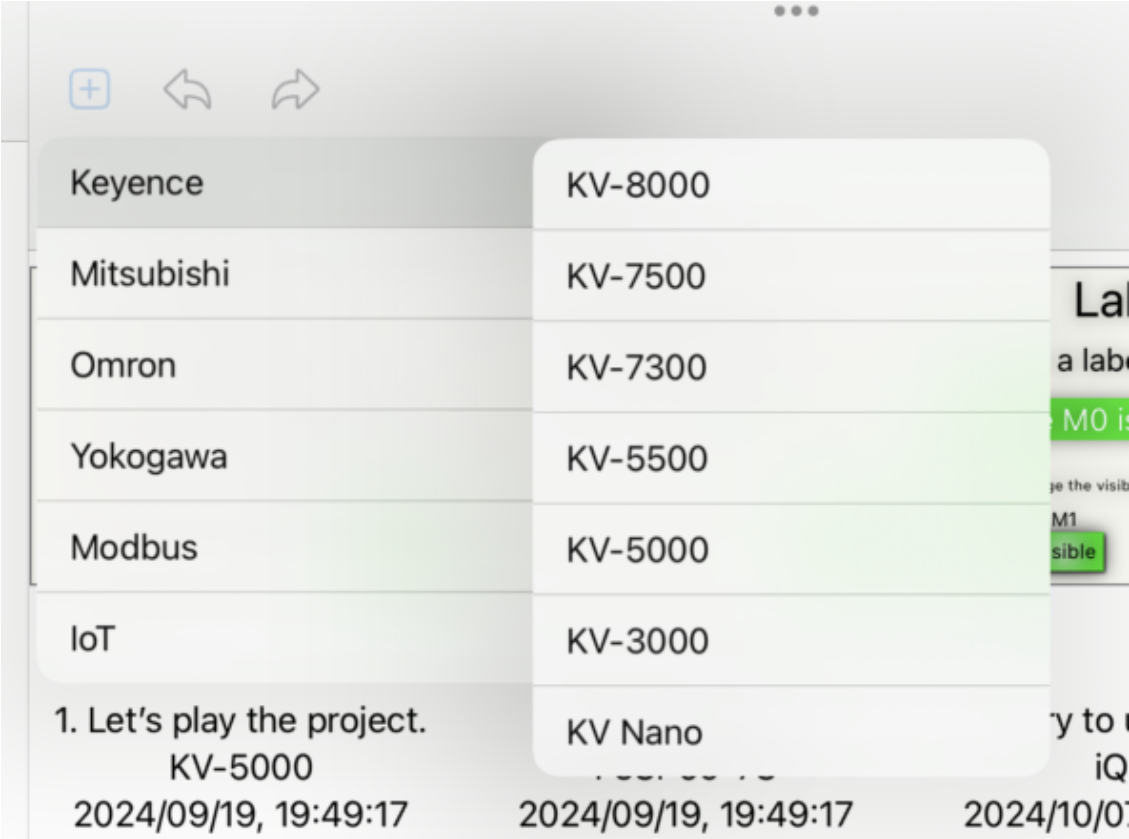
6. Washer machine
iQ-R
2024/10/19, 10:23:08

7. IoT Basic
LadderDrive
2024/09/19, 19:49:17

8. IoT control toio
LadderDrive
2024/09/19, 19:49:17

9. WiFi setup
LadderDrive
2024/09/19, 19:49:17

プロジェクト追加



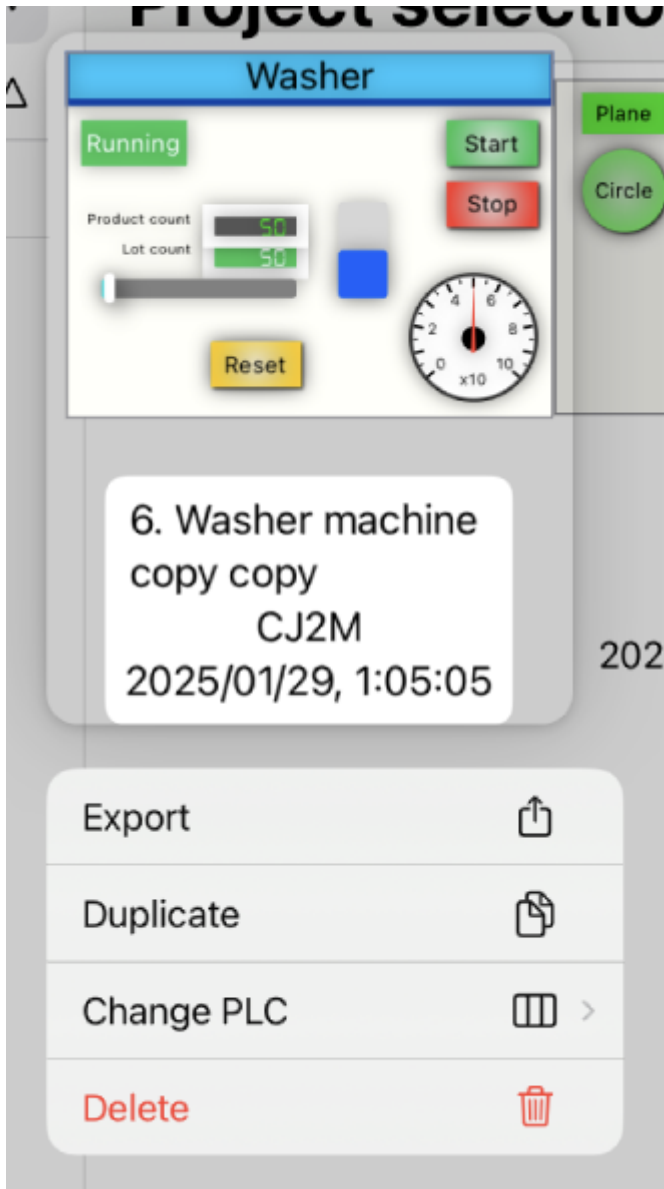
Project Export

- Press and hold the project you wish to export to display the context menu. Select Export from the menu to export the project.

Project Duplication

- Press and hold the project you wish to duplicate to display the context menu. Select Duplicate from the menu to create a copy of the project.

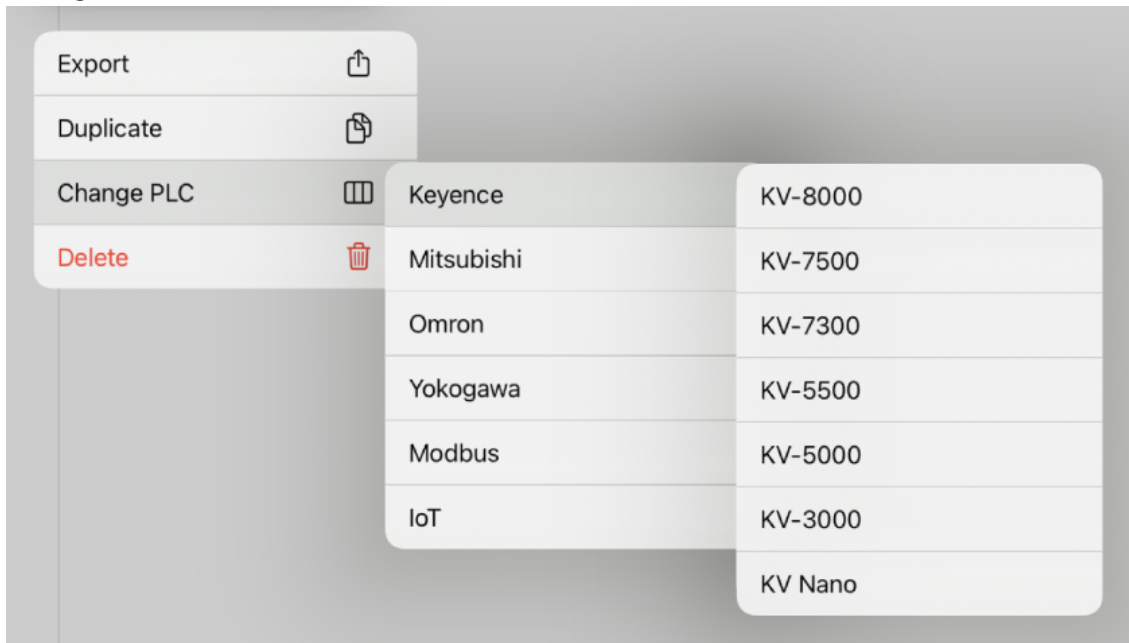
Context Menu



Change PLC

- Press and hold the project for which you want to change the PLC to display the context menu. Select “Change PLC” from the menu, then choose the model of the PLC to make the change. **You can also switch to another provider.**
The devices you are using remain the same as they were before the change, so please set them up again.

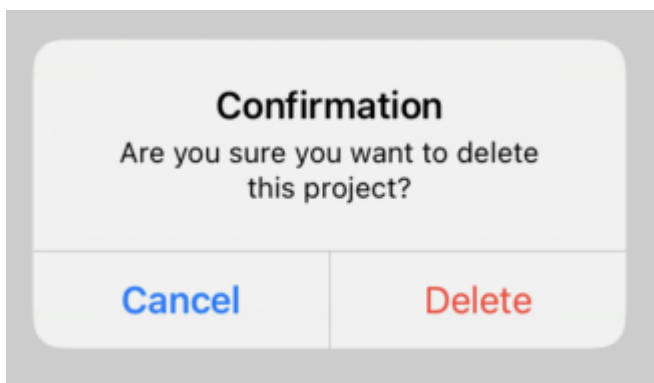
Change the PLC



Project Deletion

- Press and hold the project you wish to delete to display the context menu. Select Delete from the menu, and a confirmation screen will appear.
- Select “Delete” on the confirmation screen to delete the file.

Delete Confirmation



Project Import

- Importing a project can be done via AirDrop or a file app.
- When the file is sent via AirDrop, a confirmation screen will appear. Select the application you want to import, such as irBoard or irBoard Lite.

Import

Choose a languages.

Create a project

the

W

AirDrop

Open with...

irBoard

irBoard Play D

irBoard Play

irBoard Lite

irBoard Ent

irboard2

Files

Cancel

2023/05/27 18:37:30

2023/05/27

Editing

The edit screen appears when you select the project from the project list screen.

The editing screen is divided into four parts.

1. **Toolbar**

The toolbar is located at the top of the screen.

The toolbar contains buttons: Execute, Back to Project List, Copy, and Paste, etc.

2. **Page Selection**

The page selection section is on the left side of the screen.

You can add pages, delete pages, and select pages to edit.

3. **Inspector**

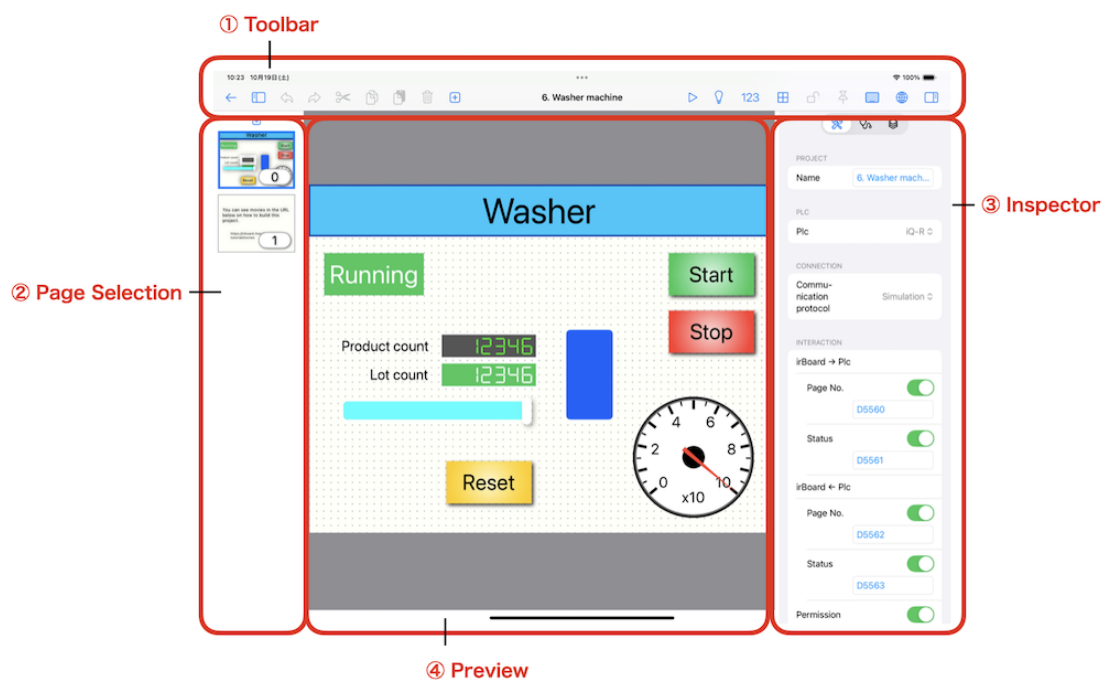
The inspector section is on the right side of the screen.

You can set up projects, selected pages, and parts.

4. **Preview**

The preview section is located in the center of the screen.

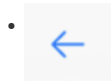
You can check the appearance of the page.



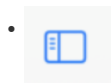
Toolbar

In the toolbar, functions used for editing are assigned to buttons.

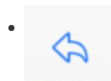
Left Side Icons



Back to the project list screen.



Show or hide the page selection section.



Undo

Undo operation.

Undo and redo are performed on a per-project or per-page basis. Which one is performed depends on the tab selection at the bottom of the inspector section (lower right).

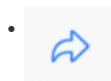
If the project setting on the left in the tabs is selected, this is done for that project.

If the middle object setting or the right object list in the tabs is selected, this is done for the page being edited.

Subject to undo, redo

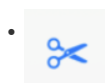
For the project

For the page



Redo

Redo the undo operation.

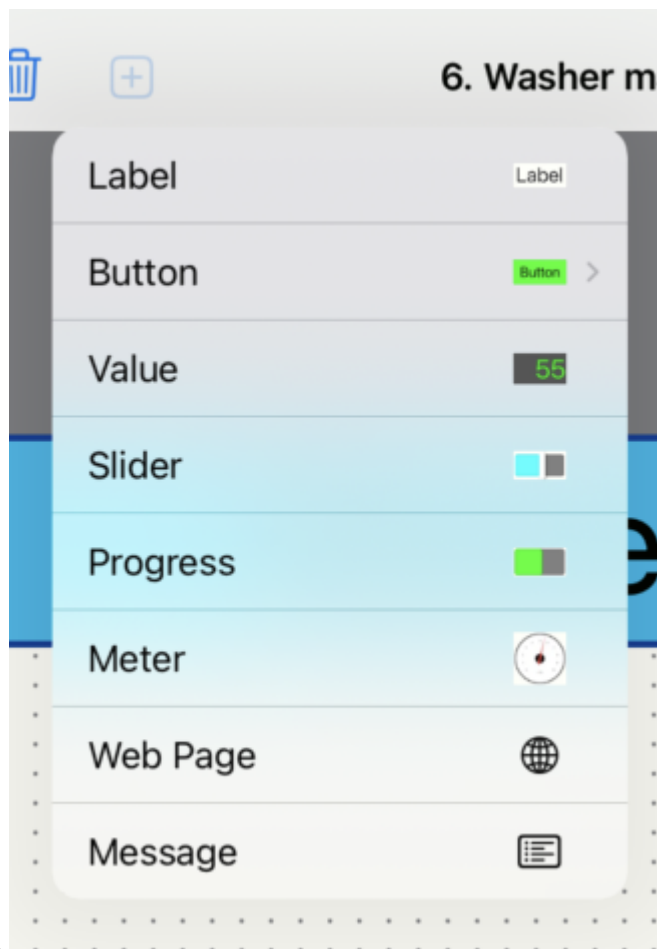
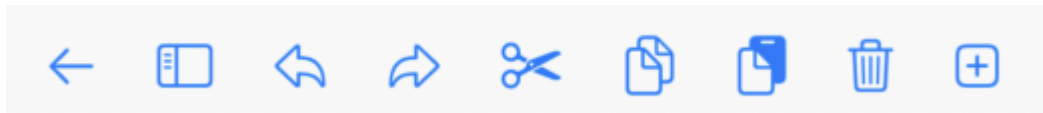


Cut

Copies the selected item to the clipboard and removes it from the screen.

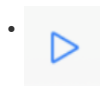
-  **Copy**
Copies the selected item to the clipboard.
-  **Paste**
Duplicates a item copied from the clipboard and adds it to the screen.
-  **Delete**
Deletes the item currently selected.
-  **Add**
Add items. The items are [Label](#), [Button](#), [Value](#), [Slider](#), [Progress](#), [Meter](#), [Web page](#), [Message](#), and [Matrix](#). Also, you can automatically detect and place components from screen images using [AI Import](#).

Left Side Icons



Add Items

Right Side Icons



Play

Transfer to the execution screen.



Bulb

Toggle how the device looks when it's on



or off.



You can set values and characters to be displayed in the preview.

[See Checking Values](#)



Grid

Sets the grid that will guide the placement of items.

- **Enabled**

When turned on, a grid is displayed, and the item is placed along the grid.

When you drag a knob on an item to resize it and release it, it will be adjusted to the grid position. If the item is moved, its center position will be adjusted to the grid. If the width or height of the item is an odd multiple of the grid, the corner position will be half off the grid.

- **Style**

You can choose the style, dots, and lines for the guided display of the grid.

- **Pixel**

Specifies the width of the guide. The position is adjusted according to this width.



Lock

Fixes the position of the selected item so that it cannot be moved



or

released.



Pin

Controls page scrolling. It can be operated when the page is selected.

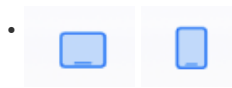


When fixed, scrolling is disabled. If scrolling is enabled, you have difficulty manipulating an item because it scrolls the page. By fixing the scroll, you can

manipulate an item easily.



When you unlock it, you can scroll the page. When you want to zoom in, you can do so while moving around the page.

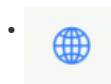


Direction

Switch the screen orientation.

You can switch the orientations of the page when you choose both sides of the direction.

Settings are adjusted in [the Project Inspector](#) or [Page Inspector](#).



Globe

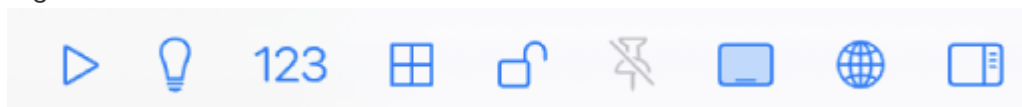
Language selection is available.

[See Localization \(Multilingualization\)](#)

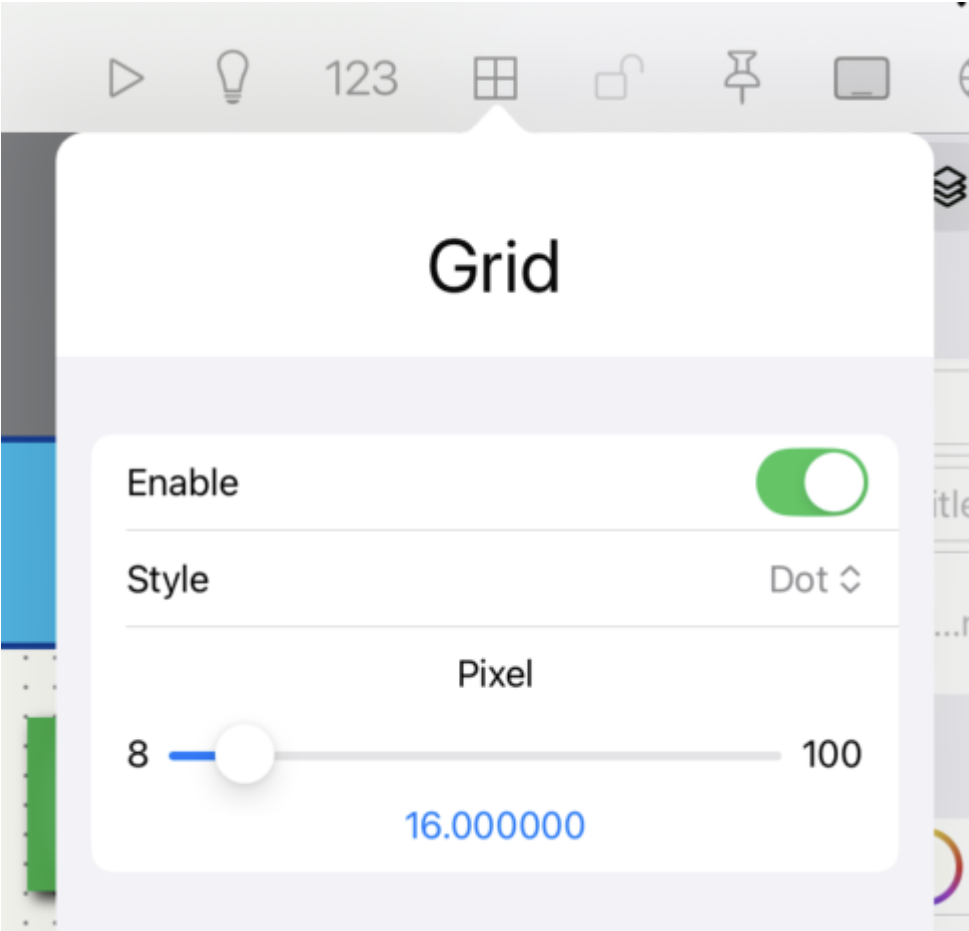


Show or hide the Inspector section.

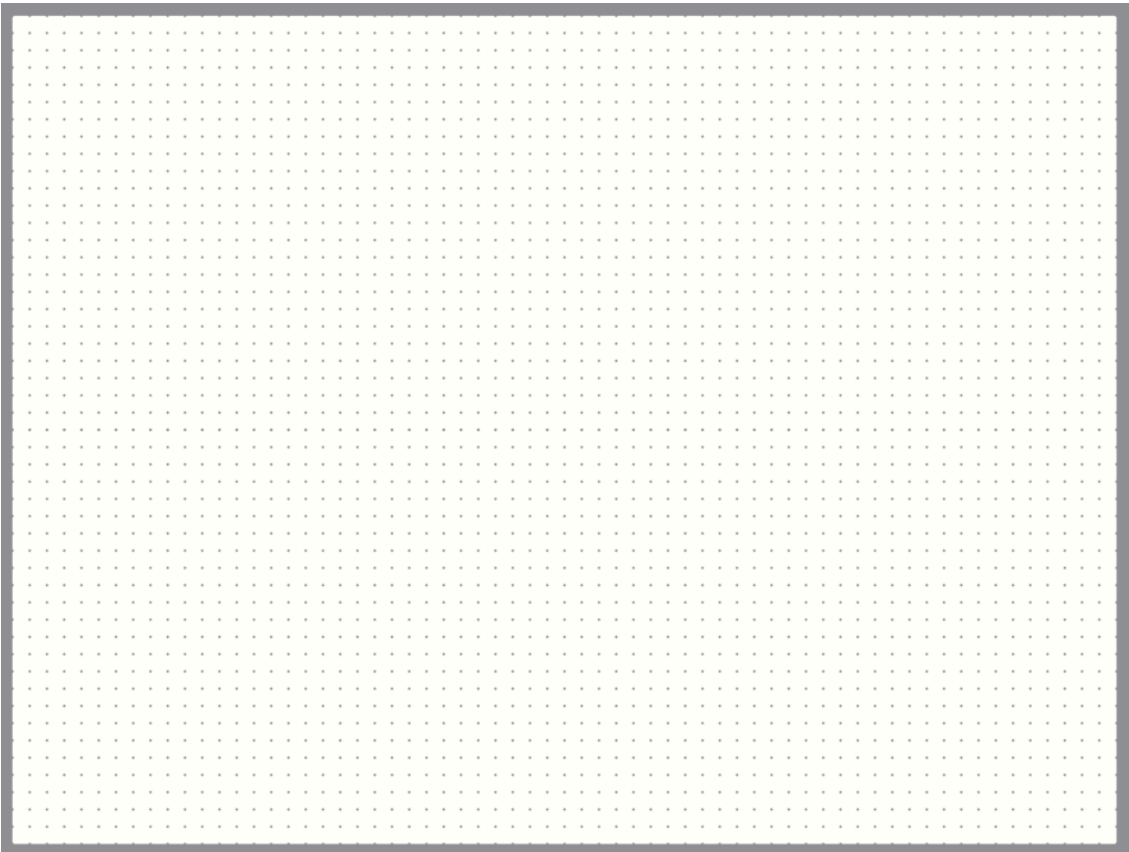
Right Side Icons



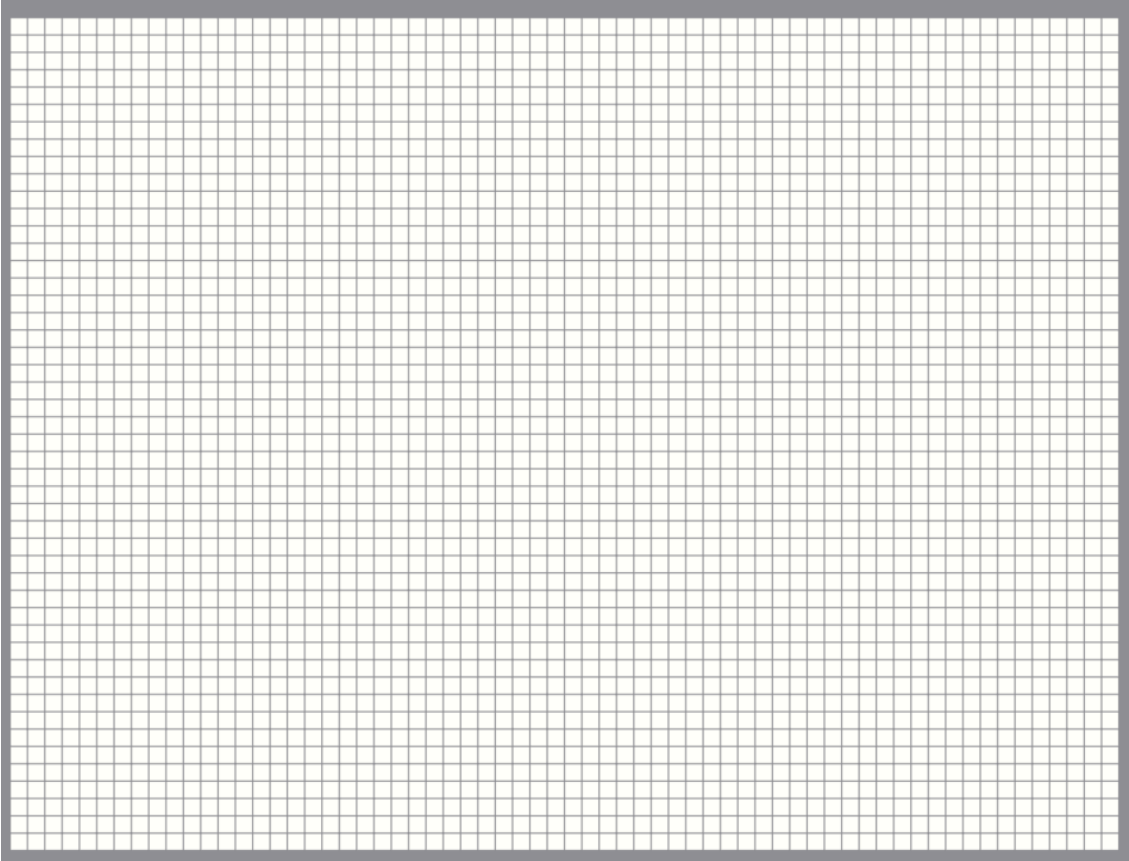
Grid settings



Dot Grid



Line Grid



Page Selection

Page Selection allows you to list, select, add, and delete pages.
The number in the right corner of each page is the page number.

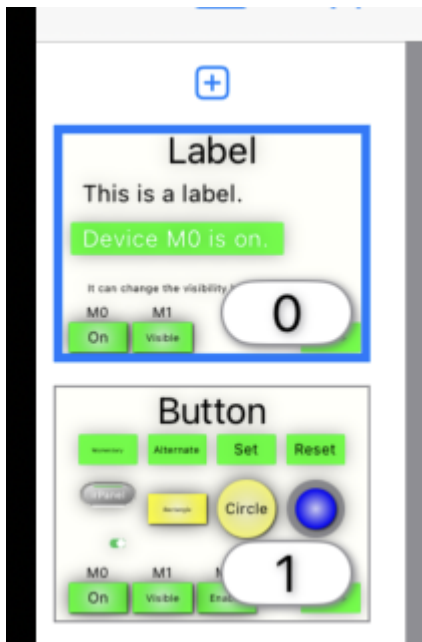
Selection

To select a page, touch the page listed in the selection.
Then the border of the selected page turns blue to indicate that it has been selected.
The selected page is displayed in the preview section.

Add

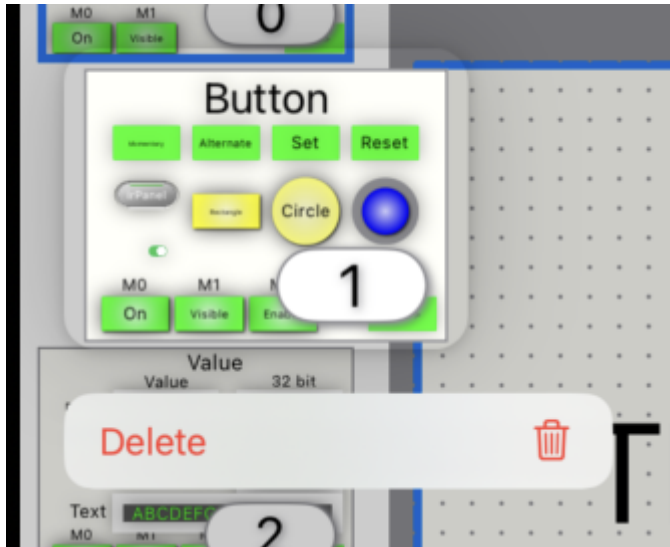


To add a page, touch the add icon.
The page is added to the end of the list and displayed in the preview section. The page number is the continuation number of the last page before the addition. If you want to change the page number, do so in the inspector section.



Delete

To delete a page, press and hold the page in the list you wish to delete. The context menu will be shown; select Delete, and a confirmation message will appear for you to accept. You cannot delete a page when it is the last one.



Inspector

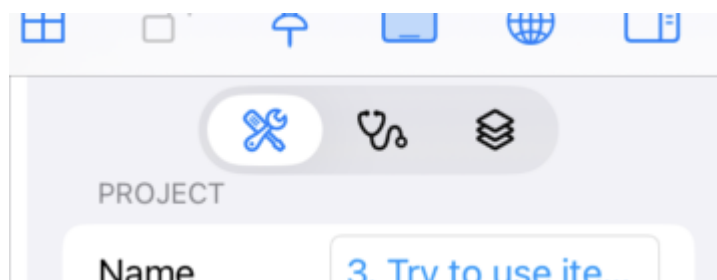
The inspector allows you to configure projects, pages, and items.

In the inspector, there are five separate functions that are toggled by the tab buttons.

-  [**Project Settings**](#)
Project settings allow you to configure settings related to the project.
-  [**Object setting**](#)
The object settings are used to configure settings related to pages and items.
-  [**Item List**](#)
List, select, and sort the items on the page in the Item List.
-  [**Device Manager**](#)
Device Manager displays a list of PLC devices used in the project, with search and batch replace functions.
-  [**Localization Manager**](#)
Localization Manager displays translatable strings in the project, shows translation progress, and allows editing translations.



Inspector tab switching



Tab since iOS 18.

The location of tab is changed to top since iOS 18.

By this document, it describes tab locase as the bottom because it explains prior to iOS 18. Please read it from the bottom to the top.

Project Settings

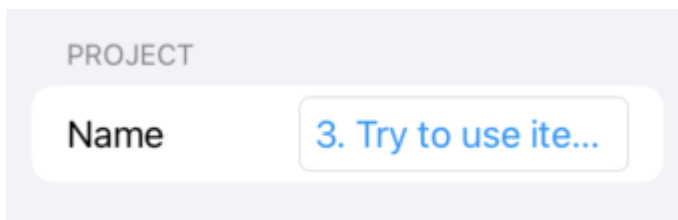
Project settings allow you to configure the settings related to the project.

Press the button  at the bottom of the inspector to display the project settings.

Project

- **Name**

Set the name of the project.



The screenshot shows a light purple header with the word "PROJECT" in grey. Below it is a white rounded rectangle containing the label "Name" in bold. To the right of the label is a button with the text "3. Try to use it..." in blue.

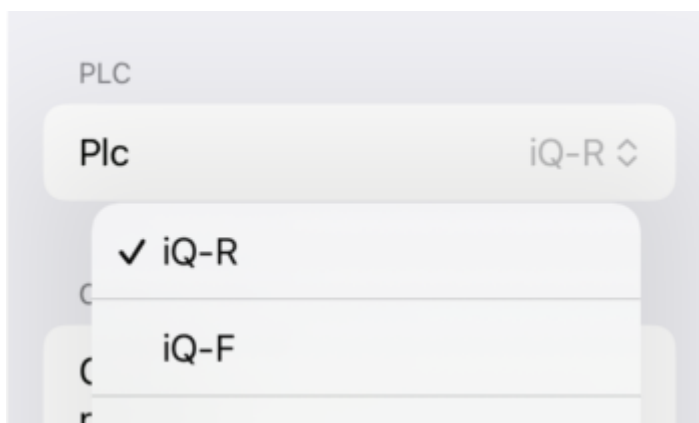
PLC

- **Plc**

Select the model of the PLC.

If no applicable model is available, select a PLC with a similar device configuration.

The device can be used within the device range handled by the selected PLC.



The screenshot shows a light purple header with the word "PLC" in grey. Below it is a white rounded rectangle containing the label "Plc" in bold. To the right of the label is a button with the text "iQ-R" and a dropdown arrow. Below this is a list of options: "✓ iQ-R" (selected), "iQ-F", and "iQ-R" (partially visible).

Connection

Specify how to connect to the PLC.

See the [PLC connection](#) for details on the settings for each PLC.

- **Communication protocol**

Select the communication protocol to use when communicating with the PLC.

Simulate is used to check the simulated operation of the irBoard by itself, without connecting it to a PLC or using it for presentations.

- **HOST/IP**

Set the hostname or IP address of the PLC.

- **Port No.**

Set the port number for the connection to the PLC.

- **Protocol**

Sets the Ethernet protocol. Currently, only TCP is supported.

For Omron, the following extended settings are available:

- **Self node**

- **Network No.**

Sets the network number of its own node. Normally, it is set to 0.

- **Node No.**

Sets the node number of its own node, which is automatically determined at the start of communication when Auto is set.

- **Destination node**

- **Network No.**

Sets the network number for the destination node.

- **Node No.**

Sets the node number of the destination node; if "From IP" is set, the trailing number of the IP address is used as the node number.

- **Gateway**

- **Network No.**

Sets the number of allowed gateway passes.

For Yokogawa Electric, the following settings are used:

- **Network No.**

Sets the network number.

CONNECTION

Commu-
nication
protocol

MC Prot...l(Binary) ⇅

Host/IP

192.168.0.10

Port No.

5007

Protocol

TCP ⇅

Self node

Network No.

0 ⇅

Node No.

Auto ⇅

Destination node

Network No.

0 ⇅

Node No.

From IP ⇅

Gateway

Number
of GW

3 ⇅

For Omron

Network No.

1 ⇅

For Yokogawa Electric

Interaction

Specify the device to control between the irBoard and the PLC.

If the toggle switch on the right is turned off, you can choose not to use that item for intercommunication.

- **irBoard→PLC**

This device controls the PLC from the irBoard.

- **Page No.**

Specifies the PLC device to write the page number currently displayed on the irBoard.

- **Status**

Specify the PLC device to write the communication status from the irBoard.

BIT	Description
0	OFF: Disconnecting ON: Connecting
1	Healthy bit Toggle OFF and ON repeatedly. When it remains OFF or ON and does not change, a communication failure has occurred.
2	Healthy bit Toggle OFF and ON repeatedly. When it remains OFF or ON and does not change, a communication failure has occurred. It works the same as bit1 for compatibility with our iOS apps, ioTouch2, and irPanel.
3 - 15	Reserved for the future.

- **irBoard←PLC**

This device is used to control the irBoard from a PLC.

- **Page No.**

Specifies the device to which page switching is directed from the PLC.

- **Status**

Specify the device that directs limits from the PLC to the irBoard.

BIT	Description
0	OFF: No restrictions. ON: Write-protect restriction.

BIT	Description
1 - 15	Reserved for the future.

• **Permission**

Using multiple devices to give operating instructions to a PLC is dangerous, as this may result in unexpected behavior. Therefore, irBoard limits the number of devices **permitted to one device** per permission area.

Use ten words in the Permission area starting with the device specified in the Permission.

The following are the rules for obtaining permission.

- If all the data in the permission area are zero, it acquires the permission to write its own data.
- If the data in the permission area matches your data, you have already obtained permission and will continue.
- If the data in the permission area does not match your data, another device has already obtained permission, and you cannot operate it; you can only read it.
- When disconnecting after acquiring permission, the permission data is cleared to zero, and the permissions are released to other devices. You can choose not to clear the data to zero by turning off the "Clear before closing" option.

Processing is required on the PLC side.

- If necessary, include a routine to initialize the permission data to zero at PLC startup.
- In the event of a communication failure, resetting the permission data from irBoard to zero may not be possible, and countermeasures may be necessary to address this issue.

• **Clear before closing**

When turned on, the permission area is reset to zero when disconnected, releasing the permission so that other devices can connect to it. If you want to prohibit other devices from operating the device, turn it off and do not relinquish permission for it.

INTERACTION

irBoard → Plc

Page No.

D16371

Status

D16372

irBoard ← Plc

Page No.

D16373

Status

D16374

Permission

D16361

Clear before closing

Screen size

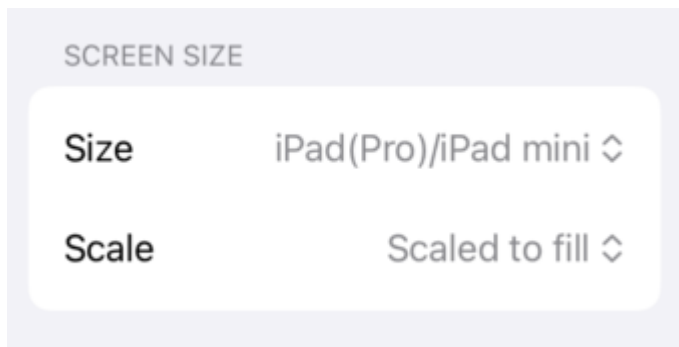
Select the screen size. If you want to draw on an iPad and execute the drawing on an iPhone, you can create the drawing based on the iPhone's screen size.

If the specified screen size differs from the screen size of the iOS device, the image will be enlarged or reduced to fit the screen.

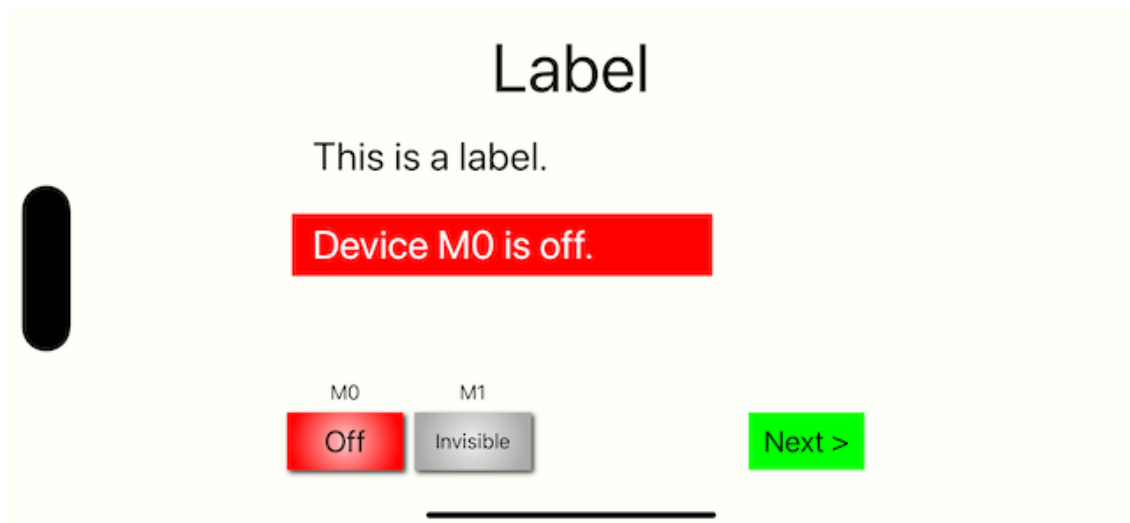
Scale

Select how to scale the screen to fit when the size specified in Screen Size differs from the device's screen size.

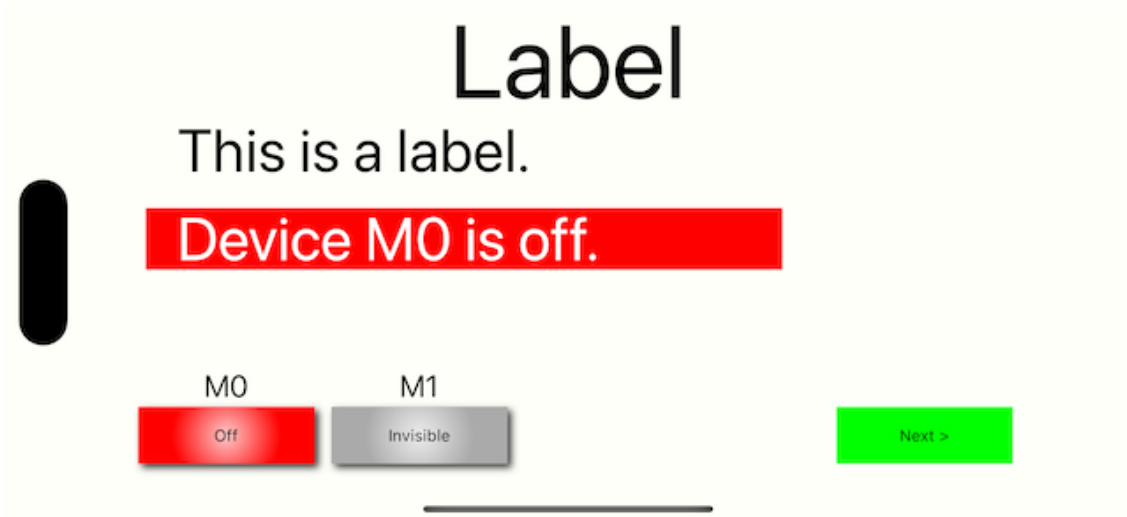
- **Scaled to fit**
 - The image is scaled to maintain the screen's aspect ratio.
- **Scaled to fill (default)**
 - The image is scaled to fit the size of the screen and is displayed in fullscreen.



Scaled to fit



Scaled to fill

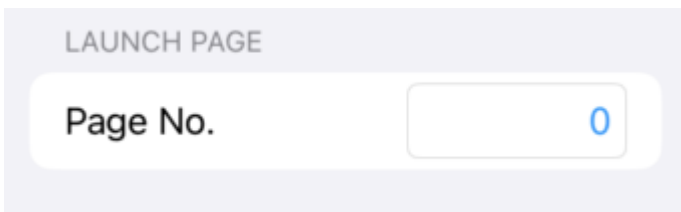


Launch page

Sets the page number for the startup page.

When executed, it displays the specified page.

It then promptly moves to the page specified by the device, using the page number in the interaction section.



Default

Sets the default value for the project.

Default values are set when pages or items are added.

- **Update interval**

This sets the interval to read the PLC devices. If communication takes longer than expected, the actual time may be longer than this.

- **Button delay time**

Set the time in seconds between button presses to **prevent accidental touches and mishandling**, since iOS devices respond immediately upon touch. If you want to speed up the reaction, shorten the time; however, be aware that this will also increase the number of false operations.

The button setting takes precedence if a delay time is set using a button configuration.

- **Slider delay time**

Set the time in seconds between slider presses to **prevent accidental touches and mishandling** , since iOS devices respond immediately upon touch. If you want to speed up the reaction, shorten the time; however, be aware that this will also increase the number of false operations.

The slider setting takes precedence if a delay time is set using a slider configuration.

- **Orientation**

Specifies the orientation of the screen layout.

If the orientation is specified in the page configuration, then the page configuration takes precedence.

- Landscape

The layout is oriented in landscape mode.

- Portrait

The layout is oriented in portrait mode.

- Both

The layout is oriented in landscape and portrait mode.

If the device is oriented in landscape or portrait mode, the scale will change when the device orientation changes.

- **Button style**

Specifies the style to apply when the button is added.

See more details about [Styles](#) for Button.

- **Background color**

Specifies the page's background color.

This applies to all pages, but the page configuration takes precedence if specified by the page.

- **Background image**

Specify a background image for the pages.

This applies to all pages, but the page configuration takes precedence if specified by the page.

See the [Image Selection](#) for instructions on how to select images.

DEFAULTS

Update interval	0.1
Button delay time	0.3
Slider delay time	0.3
Orientation	↕
Button style	Plane ↕
Background color	
 Background image	>

Default font

Specify the default font to use for labels, buttons, values, meters, etc.

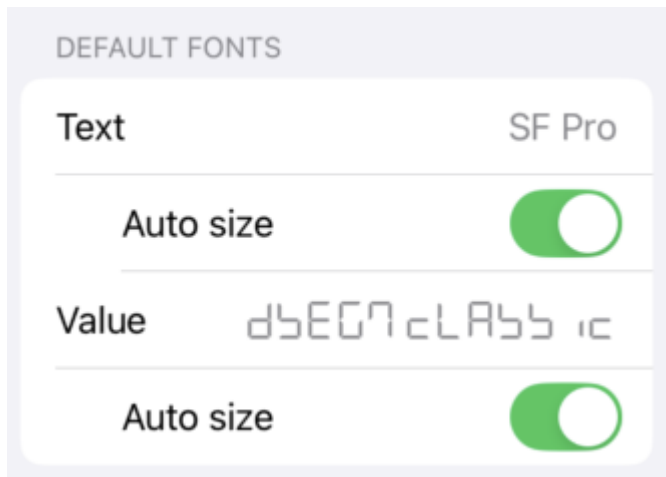
- **Text**

Specifies the default font to use for the text.

- **Value**

Specifies the default font to use for the numeric display.

See the section on [Label](#) for information on how to specify fonts.

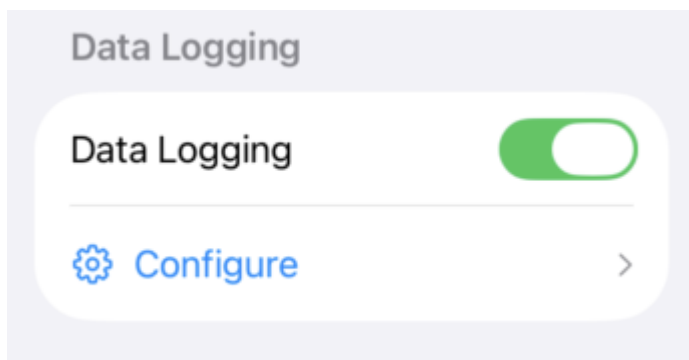


Data Logging

Records PLC device values to CSV files.

- **Data Logging**
Toggle to enable or disable data logging.
- **Configure**
Opens the configuration screen.

See [Data Logging](#) for details.



Object settings

The object settings are used to configure pages and items.

Press the button  at the bottom of the inspector to display the object settings.

Object

The object setting is **for the page or item selected** in the preview section.

When you press an item on the page, eight blue circular knobs appear around it to indicate that it has been selected.

If you press on an empty part of the page, a blue line will appear around the perimeter to indicate that the page is selected.

The settings of the currently selected page or item are displayed in the object settings.

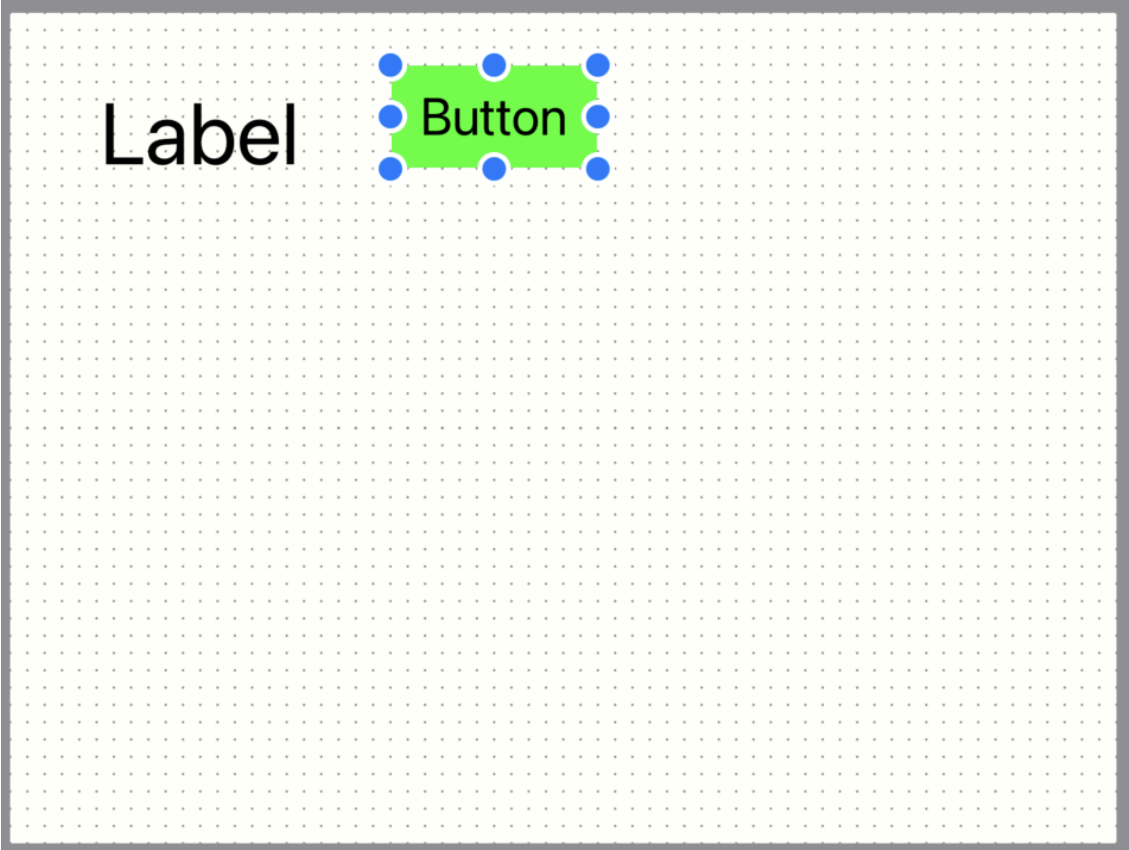
Settings

Please see the respective sections for more information on each setting.

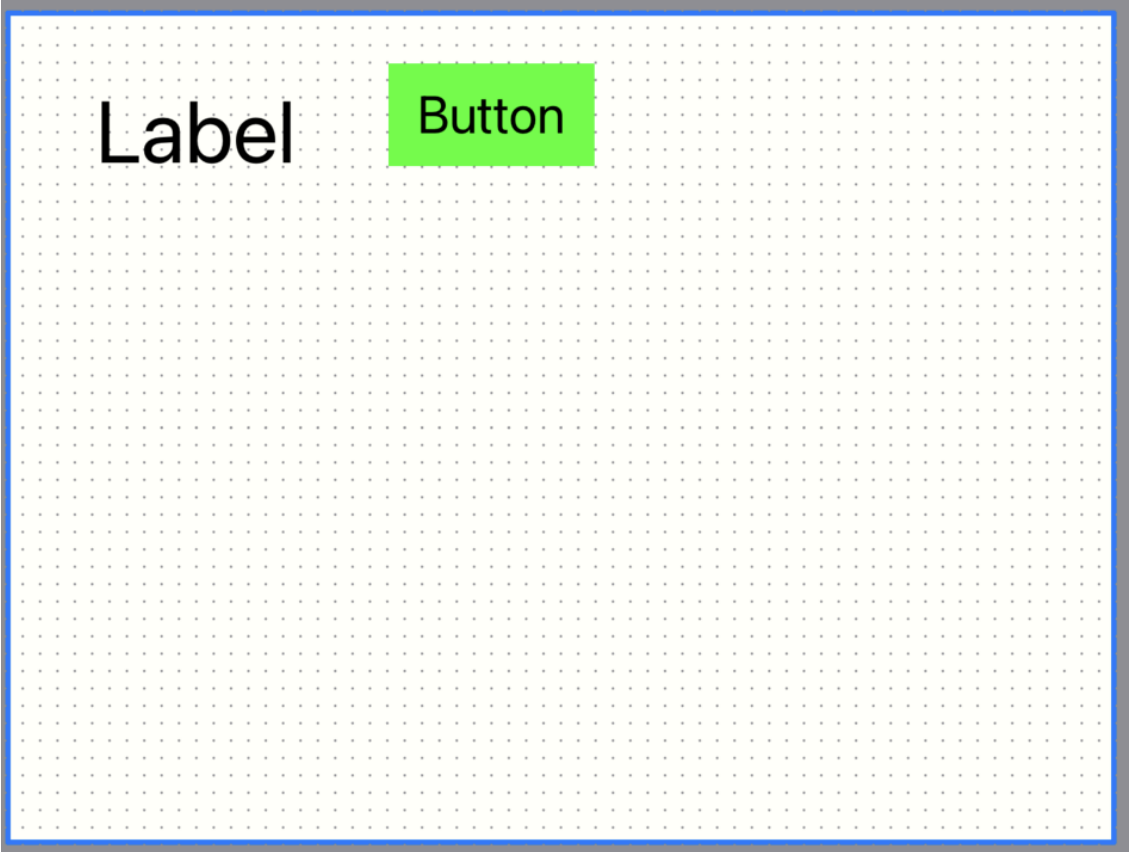
- [Page](#)
- [Item](#)
 - [Common](#)

Please refer to the common sections for the items that are common to each section.
 - [Label](#)
 - [Button / Lamp](#)
 - [Value](#)
 - [Slider / Progress](#)
 - [Meter](#)
 - [Web page](#)
 - [Message](#)

Button is selected



Page is selected



Object settings

DEVICE

Lamp

Device name

Visibility

Visible ↕

TITLE

Alignment

Center ↕

Normal

Label ⊗

FONT

Default font

COLOR

Normal

Items List

The items on the page are listed.

When items overlap and cannot be easily selected, you can choose them from a list.

The selected item is marked with a checkmark  .

Drag the sort icon  to change the order of the overlaps. The top of the list will appear above the overlaps.

Matrix Items

Matrix items are displayed in a tree structure.

The number of generated child items is shown on the right side of the matrix row.

Tap the triangle icon to the left of the matrix name to reveal all generated child items (headers and data cells).

Child items are displayed indented to indicate they belong to the matrix.

PAGE

Page

0

ITEMS



Label

M1



Label

M0



Button

Next >



Button

Visible



Button

On



Label

It can change the
visibility by the
device state.



Label

This is a label.



Label

Device M0 is on.



Label

Label



Device Manager

Device Manager displays a list of PLC devices used in the project.

Press the button  at the bottom of the inspector to display the Device Manager.

Features

Device List

All device names used in the project, page, or selected items are listed.

Tap a device name to see details of where it is used (page, item, field).

Tap a usage entry to jump directly to that item and edit it in the object settings.

Scope Selection

Switch the display scope using the segmented control at the top of the screen.

- **Selection**
Display only devices used in currently selected items
- **Page**
Display only devices used in the current page
- **Project**
Display all devices used in the entire project

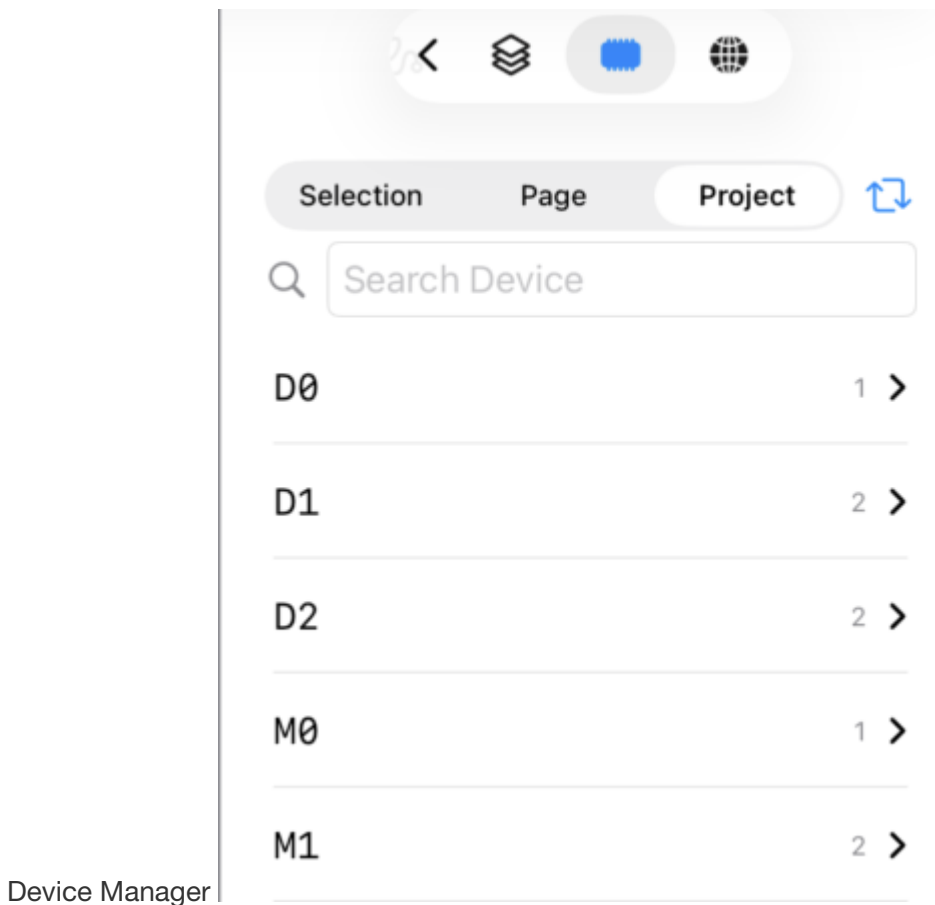
Search

You can search for device names using the search field.

Prefix matching filters device names that start with the entered text.

Device Replace Wizard

Tap the  button at the top of the screen to open the Device Replace Wizard. You can batch-change device name prefixes or replace multiple devices at once. Changes can be previewed before applying, allowing safe batch modifications.



YAML Export/Import

Device Manager supports exporting and importing device lists in YAML format. This allows bulk editing of device assignments using a text editor or AI tools.

Export

Tap the share button to export the current device list as a YAML file. The export scope follows the current view scope (Selection, Page, or Project).

Import

Tap the import button to load a YAML file and update device assignments in the project. Device names and titles are overwritten for existing items that match by UUID. Entries with non-matching UUIDs are skipped, so new items cannot be added through this import. If you need to add items, use [YAML Project Format](#) import instead. The number of updated items is displayed after import.

YAML Format

The exported YAML has the following structure:

```
# Device List - ProjectName

items:
  # Page 1
  - item_uuid: "C1325E46-..."
    page: "Page 1"
    item: Button
    title: Start
    alternate_title: ""
    devices:
      - field: device
        device: D100
      - field: switch
        device: M0
      - field: lamp
        device: M0
      - field: visible
        device: ""
      - field: interlock
        device: ""
```

Fields

Field	Description
item_uuid	UUID of the page item (used for matching on import)
page	Page name (informational)
item	Item type (Button, Label, ValueField, etc.)
title	Item title (also updated on import)
alternate_title	Alternate title (also updated on import)
devices	List of device field assignments

Device Field Types

field	Item Types	Description
device	ValueField, Meter	Main device value

field	Item Types	Description
switch	Button	Switch (write) device
lamp	Button	Lamp (indicator) device
interlock	Button	Interlock device
visible	All items	Visibility control device
editable	ValueField	Edit permission device
label	Label	Label display device
max_value	ValueField	Maximum value device
min_value	ValueField	Minimum value device
step_value	SteppedValueField	Step value device
figures	Meter	Digit specification device
major	Meter	Major scale device
minor	Meter	Minor scale device
message	Message	Message condition device

Usage Tips

- Export device list, bulk-edit device names in a text editor, then import to apply changes
 - Use AI to generate device assignments from a specification document, then import the YAML
 - Export as a reference for reviewing device usage across the project
-

Localization Manager

Localization Manager displays a list of translatable strings in the project and allows you to edit translations and check progress.



Press the button at the bottom of the inspector to display the Localization Manager.

Features

Translation List

All translatable strings in the project are listed.

Each entry shows the default value (base string) and a translation input field.

Translations are automatically saved when you type in the translation field.

Target Locale Selection

Select the target locale for translation using the locale picker at the top of the screen.

Translation progress (translated/total ratio) is displayed in a progress bar.

Add a locale using the locale menu before use.

Scope Selection

Switch the display scope using the segmented control at the top of the screen.

- **Selection**
Display only translatable strings in currently selected items
- **Page**
Display only translatable strings in the current page
- **Project**
Display all translatable strings in the entire project

Search and Filter

You can search for strings using the search field.

Toggle "Untranslated only" on to display only untranslated items.

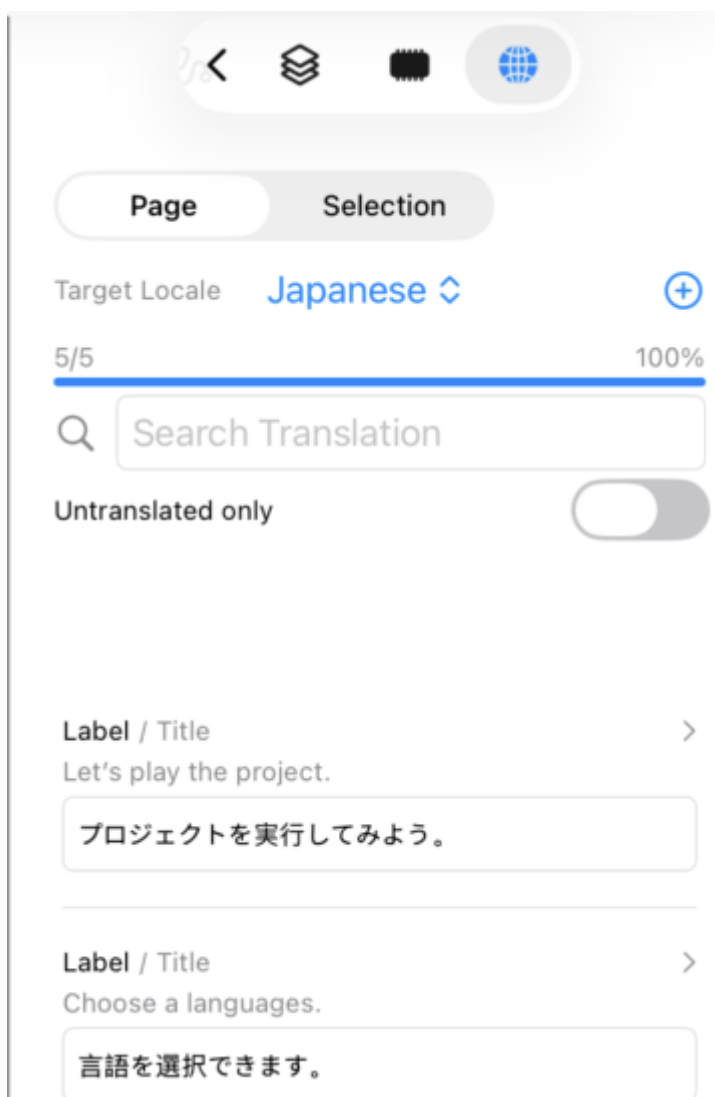
Translatable Fields

The following fields are translatable:

- Item title
- Item alternate title
- Unit (value field, meter)
- Message
- Detail message
- Message set title
- Message set summary

Navigation

Tap an entry's header (item name and field name) to jump directly to that item and edit it in the object settings.



YAML Export/Import

Localization Manager supports exporting and importing translations in YAML format. This allows bulk editing of translations using a text editor, spreadsheet, or AI translation tools.

Export

Tap the share button to export translations as a YAML file. All configured locales are included in the export. The export scope follows the current view scope (Selection, Page, or Project).

Import

Tap the import button to load a YAML file and update translations in the project. Translation text is overwritten for existing items that match by UUID. Entries with non-matching UUIDs are skipped, so new items cannot be added through this import. The number of updated translation entries is displayed after import.

YAML Format

The exported YAML has the following structure:

```
# Localization - ProjectName

locales:
  - en
  - ja

pages:
  - page: "Page 1"
    items:
      - uuid: "C1325E46-..."
        type: Button
        title: Start
        fields:
          title:
            en: Start
            ja: スタート
          alternate_title:
            en: Stop
            ja: ストップ

messages:
  - uuid: "FBB22E64-..."
    set: "Alarms"
    fields:
```

```

    title_:
      en: Alarms
      ja: アラーム
    summary_:
      en: Alarm list
      ja: アラーム一覧
  items:
    - device_name: M100
      value: 1
      default: Motor overload
      field: message_
      translations:
        en: Motor overload
        ja: モーター過負荷

```

Structure

Section	Description
<code>locales</code>	List of locale identifiers included in the export (e.g., en, ja, zh_CN)
<code>pages</code>	Translations grouped by page
<code>pages[].items[].uuid</code>	UUID of the page item (used for matching on import)
<code>pages[].items[].fields</code>	Translation fields (title, alternate_title, unit) with locale-keyed translations
<code>messages</code>	Translations for message sets
<code>messages[].fields</code>	Message set fields (title_, summary_) with locale-keyed translations
<code>messages[].items</code>	Individual message items with translations

Translatable Fields

Field Key	Target	Description
<code>title</code>	Page items	Item title
<code>alternate_title</code>	Page items	Alternate title (Button etc.)
<code>unit</code>	Page items	Unit label (ValueField, Meter)
<code>title_</code>	Message sets	Message set title

Field Key	Target	Description
summary_	Message sets	Message set summary
message_	Message items	Message text
detail_message	Message items	Detail message text

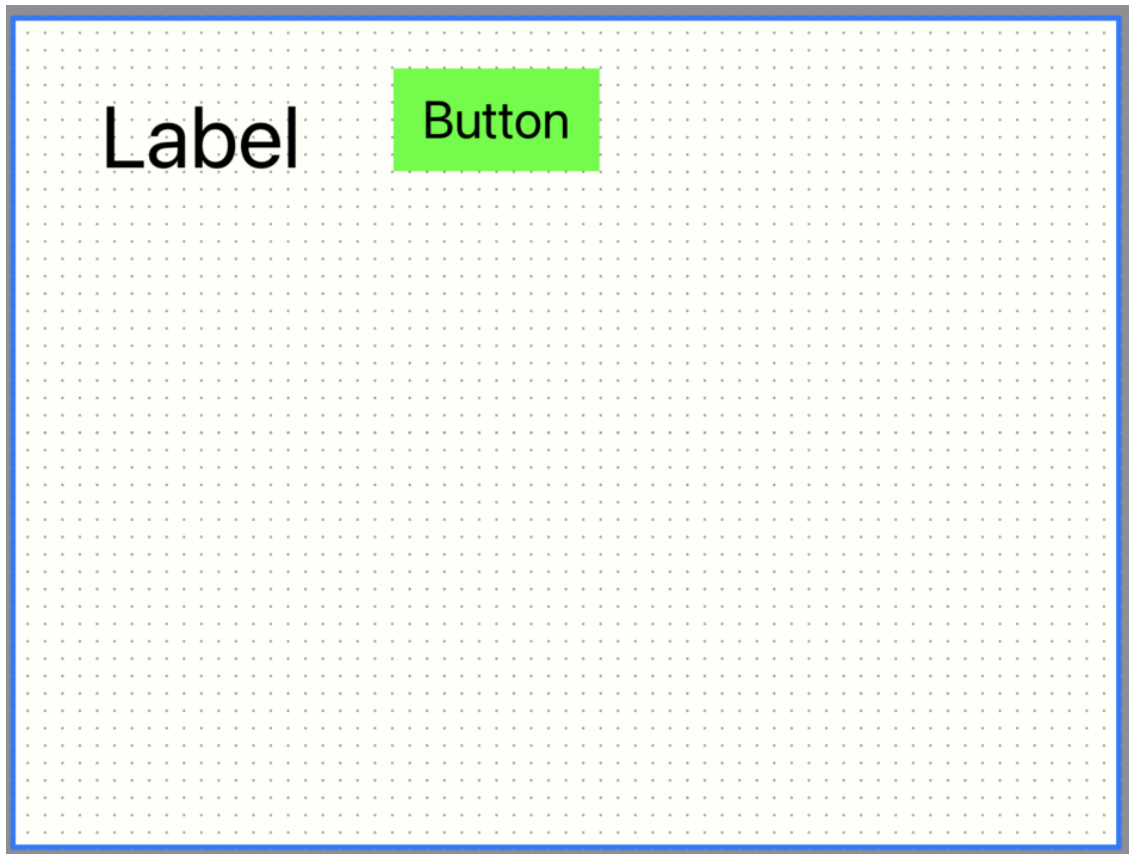
Usage Tips

- Export translations, send to a translator or AI service, then import the completed translations
 - Use AI to bulk-translate all strings into multiple languages at once
 - Export as a reference to review translation completeness across the project
-

Page Settings

Pressing on an empty part in the preview section selects the page, and the page's setting items appear in the object settings.

Page is selected



General

- **Page No.**

Sets the page number of the page.

In case of duplication, which one will be used is still being determined. In the case of duplication, a caution mark is displayed in the page list.

- **Title**

Set the title of the page.

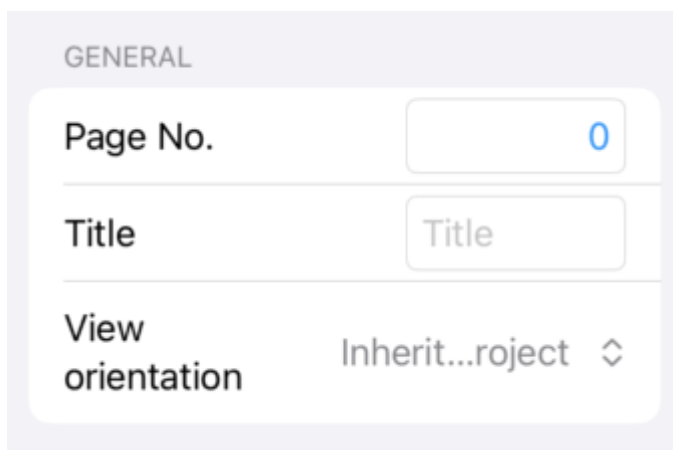
At this time, it can only be registered and has no use.

- **View Orientation**

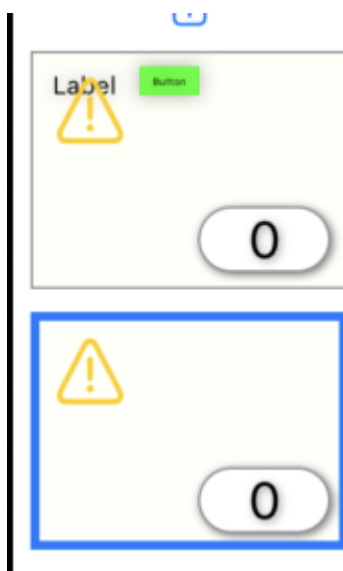
Specifies the orientation of the screen layout.%br If the orientation is specified in the page configuration, then the page configuration takes precedence.

- Inherit from Project
The orientation is set for the project.
- Landscape
The layout is oriented in landscape mode.
- Portrait
The layout is oriented in portrait mode.
- Both
The layout is oriented in landscape and portrait mode.

If the device is oriented in landscape or portrait mode, the scale will change when the device orientation changes.



The image shows a configuration panel titled 'GENERAL'. It contains three fields: 'Page No.' with a value of '0', 'Title' with a value of 'Title', and 'View orientation' with a dropdown menu showing 'Inherit...roject'.



Background

- **Color**

Sets the background color.

When a color is selected, the switch on the right end turns on and applies the color to the background.

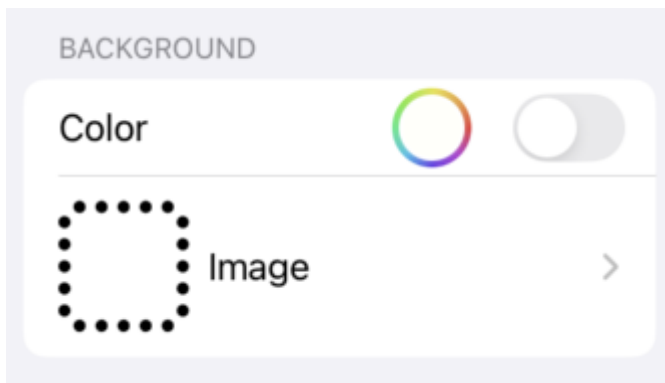
To cancel, turn off the switch at the right end. When the switch is off, [the background color will set the project's settings.](#)

- **Image**

Sets the background image.

If you select None (dotted rectangle), [the background image will be set to the project's settings.](#)

See the image selection for [instructions on selecting images.](#)



Transition pages

Set up transition pages to move between pages with a flick.

※ You cannot move when the Lite edition is restricted from connecting to the actual device.

- **Above page**

Specify the page to switch to when flicking down. If the page below the set page is not yet designated, it will be set to the currently selected page, allowing for mutual movement.

- **Left page**

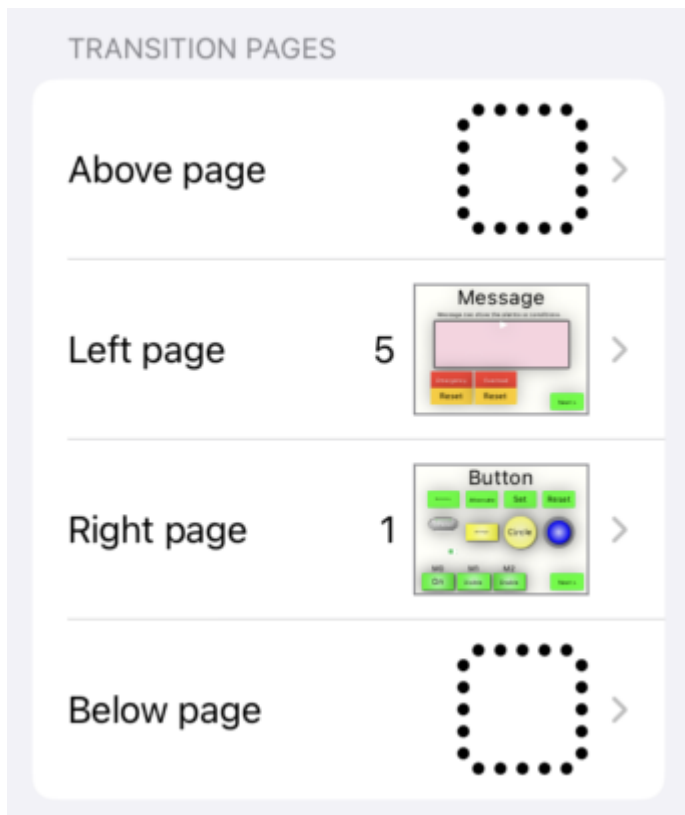
Specify the page to switch to when flicking to the right. If the page to the right of the set page is not yet designated, it will be set to the currently selected page, allowing for mutual movement.

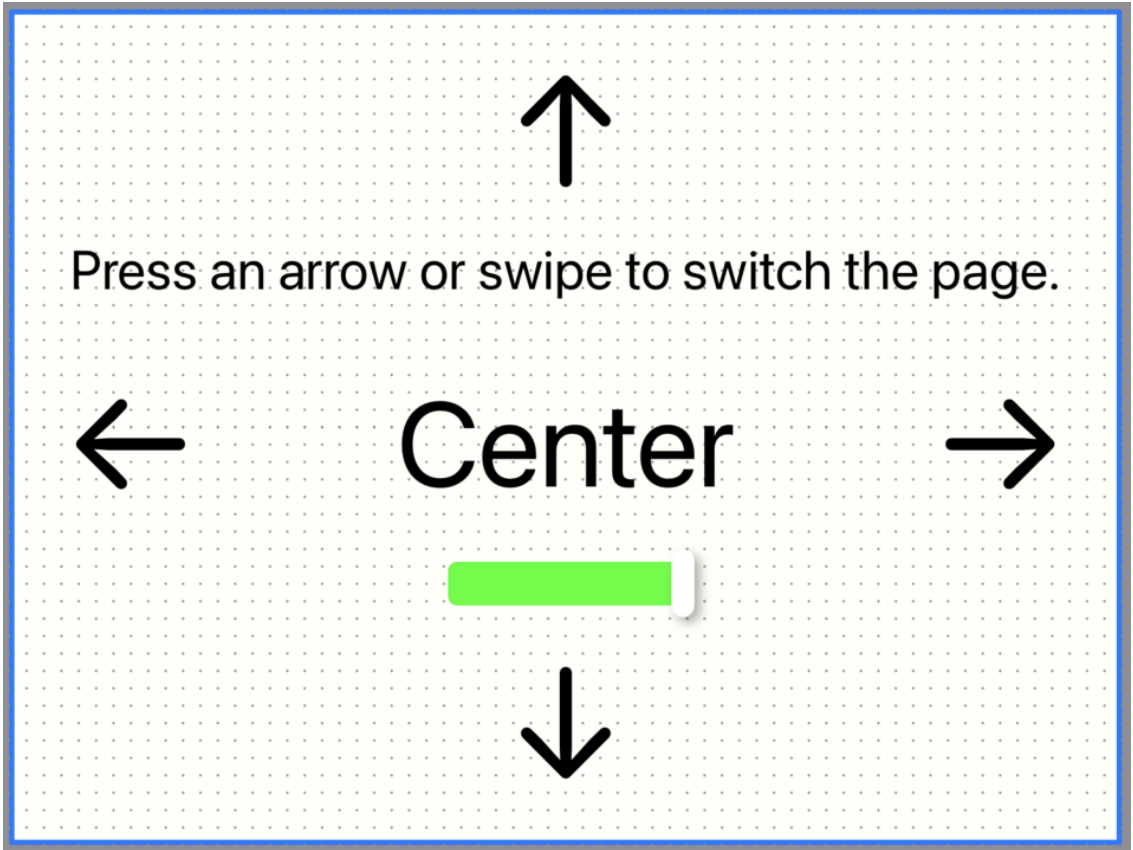
- **Right page**

Specify the page to switch to when flicking to the left. If the page to the left of the set page is not yet designated, it will be set to the currently selected page, allowing for mutual movement.

- **Below page**

Specify the page to switch to when flicking above. If the page below the set page is not yet designated, it will be set to the currently selected page, allowing for mutual movement.





Items

Touch an item on the page to select it.

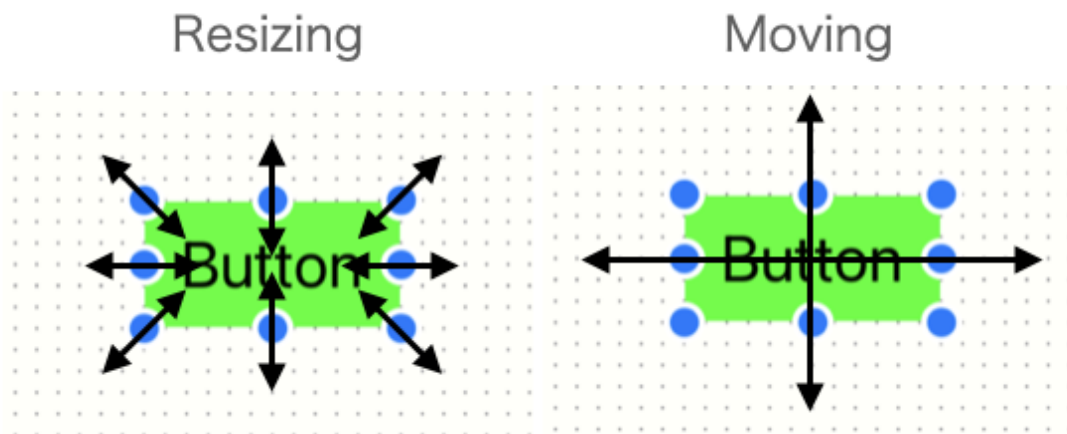
A knob with a blue circle will appear on the selected item. Move the knob to change the size of the item.

Drag the center of the item to move it.

- [Common Properties](#)

Please refer to the common properties for each item.

- [Label](#)
- [Button / Lamp](#)
- [Value](#)
- [Slider / Progress](#)
- [Meter](#)
- [Web page](#)
- [Message](#)



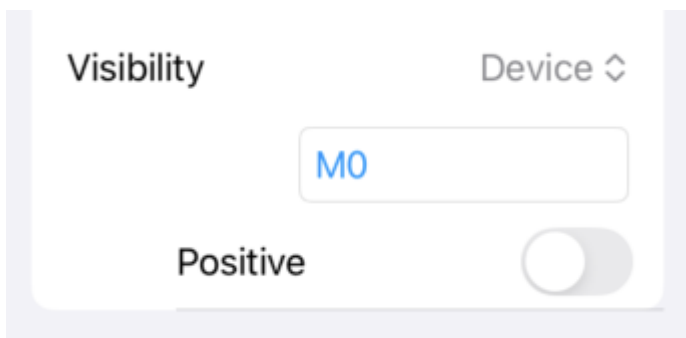
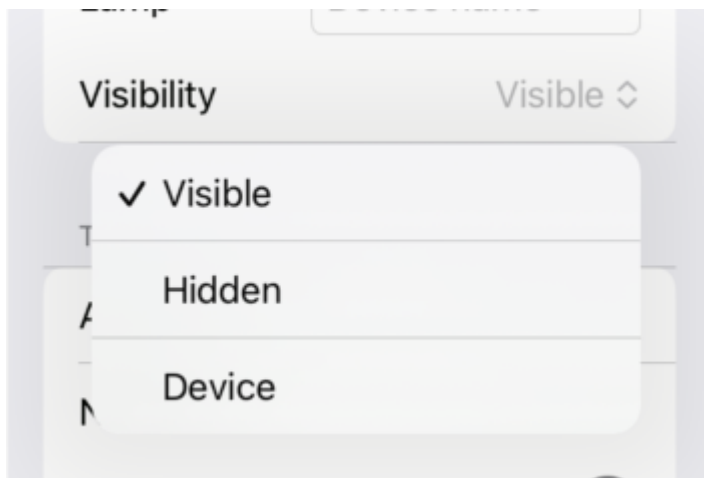
Common Properties

This section describes the common properties in the item inspector.

Visible / Invisible

You can set it to show or hide items in Visibility.

- Visibility
 - Show item
- Hidden
 - Hide item
- Device
 - Shows or hides based on the specified device's status.
 - If the logic is positive, it is displayed when the device is on.
 - If the logic is negative, it is displayed when the device is off.



Title

Configure the text displayed on the item.

- **Alignment**

Select the text alignment.

- Top Leading
- Top
- Top Trailing
- Leading
- Center
- Trailing
- Bottom Leading
- Bottom
- Bottom Trailing

- **Active (ON) - Normal Title**

Enter the text to display on the item.

- **Inactive (OFF) - Alternate Title**

For items with a lamp device (such as buttons), you can set an alternate title that is displayed when the lamp is OFF (Inactive).

The screenshot shows a configuration window titled "Title". It contains three main sections: 1. "Alignment" with a dropdown menu currently set to "Center". 2. "Inactive(OFF)" with a text input field containing the placeholder "Alternate title". 3. "Active(ON)" with a text input field containing the placeholder "Normal title".

Font

Configure the font used for text display on the item.

- **Default Font**

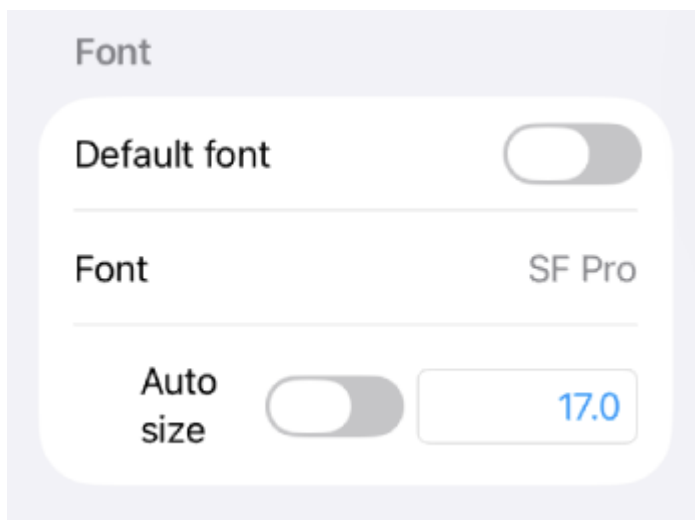
When turned on, the project's default font is used. Turn off to specify a custom font for this item.

- **Font**

Displayed when Default Font is off. Specify the font name and size.

- **Auto Size**

When turned on, the font size is automatically adjusted to fit the item.



Style

The style allows you to specify the item's background display.

- **Shape**

Select the shape of the background.

- Rectangle
- Round Rectangle
- Circle
- Capsule
- Ellipse

- **Line Width**

Specifies the width of the border.

- **Padding**

Specify the margins between the background and the item.

- **Corner Radius**

Specifies the roundness of corners for the Rounded Rectangle.

- Lien Color
Specifies the color of the border.
- Background Color
Specifies the color of the background.
- Image
Specify a background image. See [Image Selection](#) for details.

STYLE

Shape

Round Rectangle ↕

Line width

1

-

+

Padding

0

-

+

Corner radius

0

-

+

Line color



Background color



 Image >

LOCATION

X	0	-	+
Y	0	-	+
Width	1024	-	+
Height	160	-	+
Square	☐		
Lock	☐		

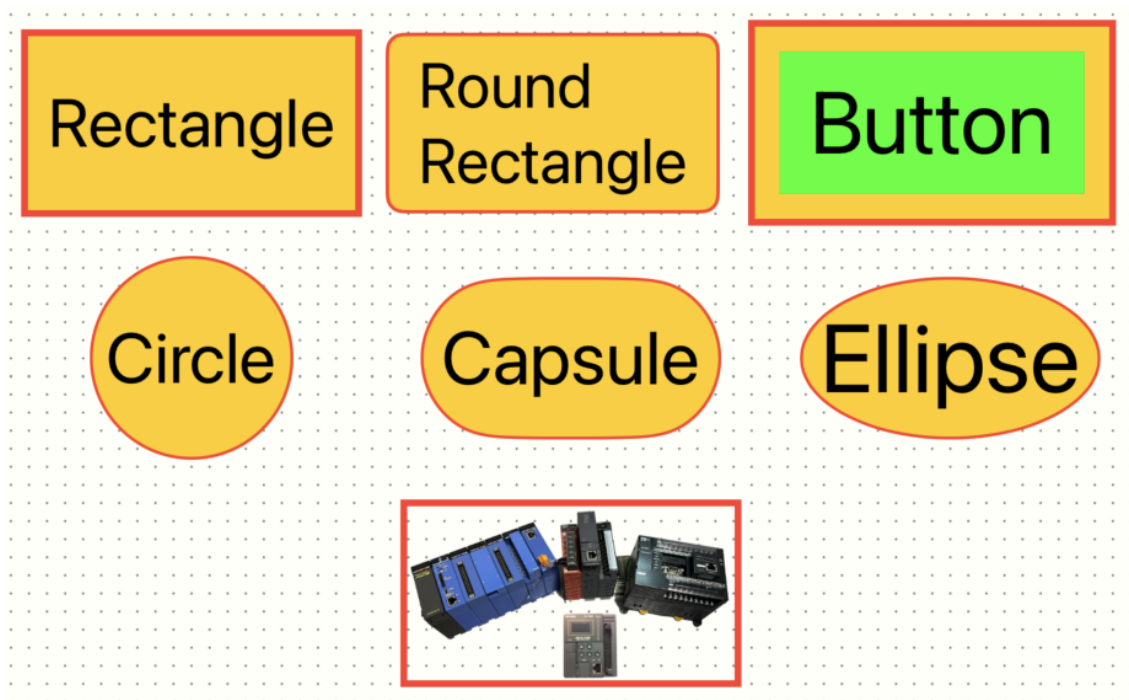


Image Selection

When selecting an image, an image list screen will appear. Previously selected images are displayed in a list. Tap an image to select it.

- To select an image from the library, press the Add (+) button.
(*) However, in the current version, HEIC files are not applied even if they have been selected.

- If you do not want to use an image, select "None" (dotted square).

When an image is selected, the following detailed settings are displayed.

- **Content Mode**

Select how the image is displayed.

- **Fit** — Maintains the image's aspect ratio and fits it within the item.
- **Fill** — Maintains the image's aspect ratio and fills the entire item. Overflowing parts are clipped.
- **Stretch** — Stretches the image to match the item's size. The aspect ratio is not preserved.

- **Scale**

Specify the image scale factor. 1.0 is the original size.

- **Offset X / Y**

Shift the display position of the image.

- **Opacity**

Specify the opacity of the image. 1.0 is fully opaque, 0.0 is fully transparent.

- **Image Layer**

Specify the stacking order of the image.

- **Behind Background** — The image is displayed behind the background color. Making the background color semi-transparent allows the image to show through.
- **Above Background** — The image is displayed above the background color and behind the text.
- **Above Content** — The image is displayed above content such as text. Useful for icon overlays.

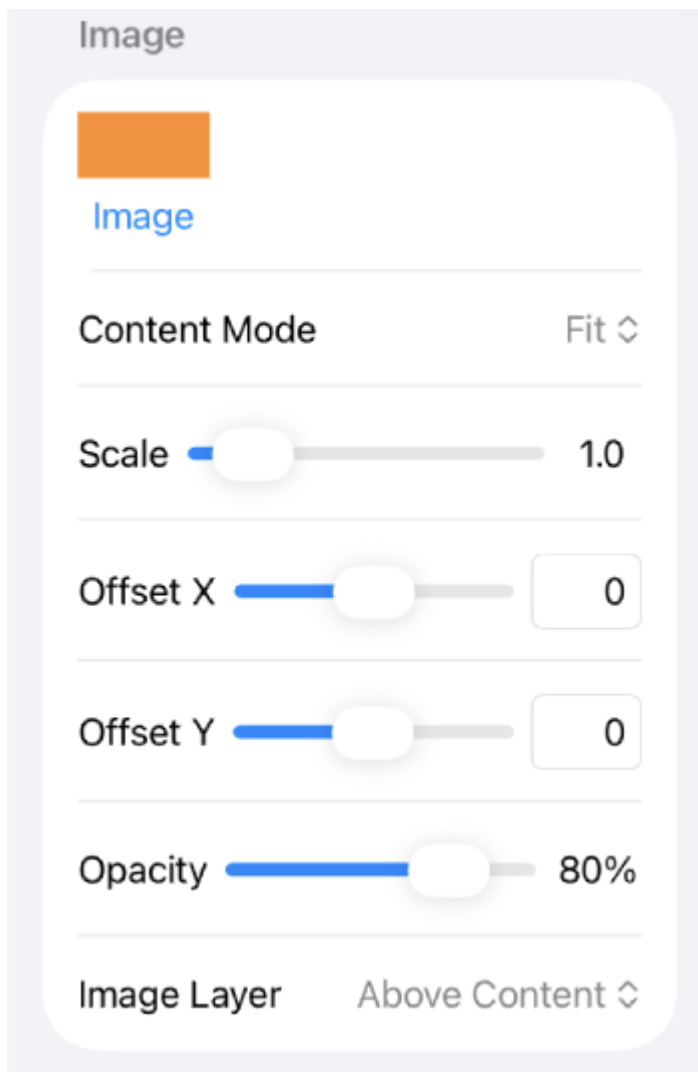


Add



None





Location

The location allows you to specify the item's location and size.

- X: X-coordinate for item placement.
- Y: Y-coordinate for item placement.
- Width: Width for the item.
- Height: Height for the item.
- Square: When turned on, the width and height are the same.
- Lock: When it is turned on, the position is locked and cannot be moved.

LOCATION

X

364

-

+

Y

496

-

+

Width

296

-

+

Height

160

-

+

Square

☐

Lock

☐

Multi Selection

You can select and operate on multiple items at the same time.

Selection Modes

There are two selection modes.

- **Normal Mode**

Tapping an item selects only that item (clears any previous selection).

- **Multi-Selection Mode**

Double-tap an item to enter multi-selection mode. In this mode, tapping an item adds it to the selection, and tapping an already selected item removes it from the selection.

A "Multi-selection" badge appears in the upper right of the Object Inspector while in this mode.

- **Exit Mode**

Tap an empty area of the page to exit multi-selection mode and return to normal mode.

- **Select All**

Press Cmd+A on the keyboard to select all items on the current page. This automatically enters multi-selection mode.

Operations with Multiple Selection

- **Move**

Dragging a selected item moves all selected items together.

- **Lock**

Toggling the lock in the inspector applies to all selected items.

- **Group**

Press the "Group" button in the toolbar to group the selected items together.

- **Ungroup**

Press the "Ungroup" button in the toolbar to ungroup items.

- **Copy / Delete**

Copy and delete operations apply to all selected items.

Group Selection

Tapping a grouped item selects the entire group. To select individual items within a group, double-tap an item to enter group editing mode.



Group / Ungroup buttons

Label

Labels display text.

Device

- **Lamp**

The appearance changes based on the device status specified here.

- **Positive**

When the device is ON, the display is an active expression; when it is OFF, the display becomes an inactive expression.

- **Negative**

When the device is OFF, the display is an active expression; when it is ON, the display becomes an inactive expression.



Title

Specify the text to display on the label.

- **Alignment**

Specifies the alignment of text.

- **Normal**

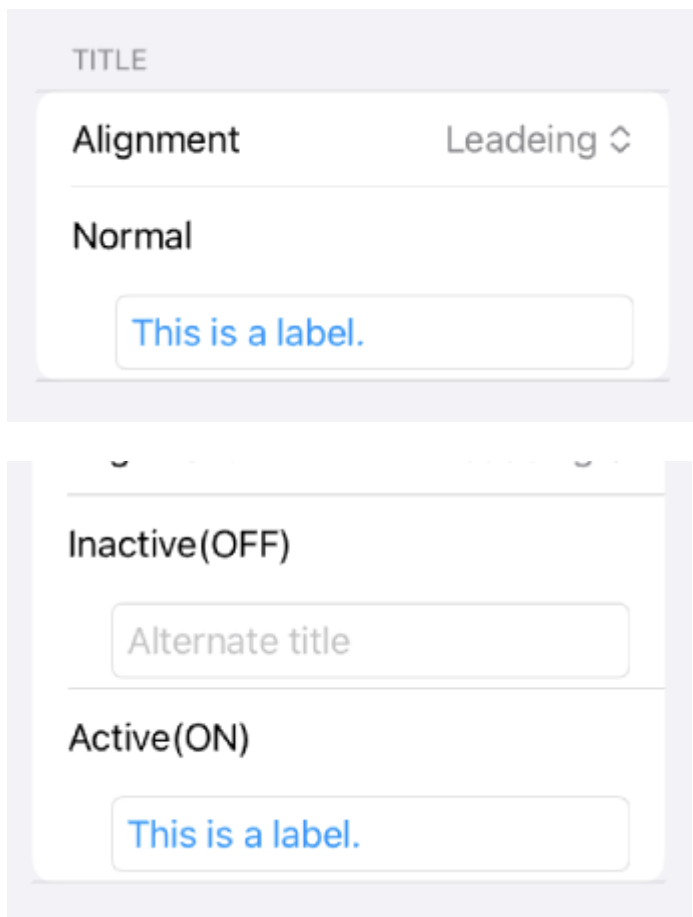
Specifies the text to be displayed (when the lamp device is not specified).

- **Inactive**

Specifies the text if the device specified by the lamp is inactive. It can be omitted if the display is the same for both active and inactive.

- **Active**

Specifies the text if the device specified by the lamp is active. It can be omitted if the display is the same for both active and inactive.



Font

Specifies the font of the text.

- **Default font**

When turned on, the default font is used, and the font size is adjusted to fit the width.

- **Font**

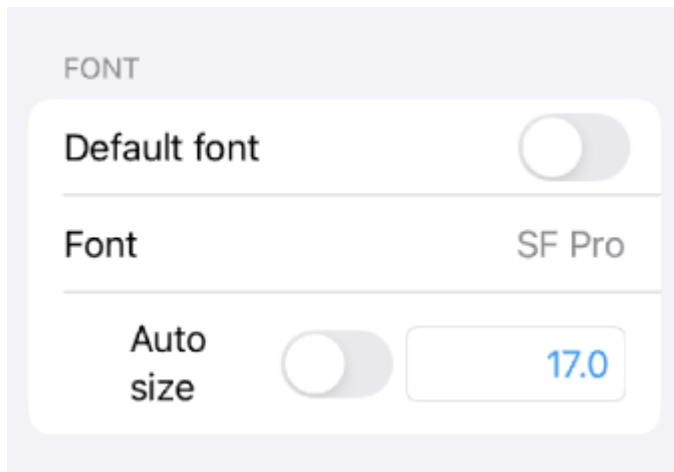
Specify the font.

- **Auto size**

When turned on, the text size is adjusted to fit the width.

- **Font size**

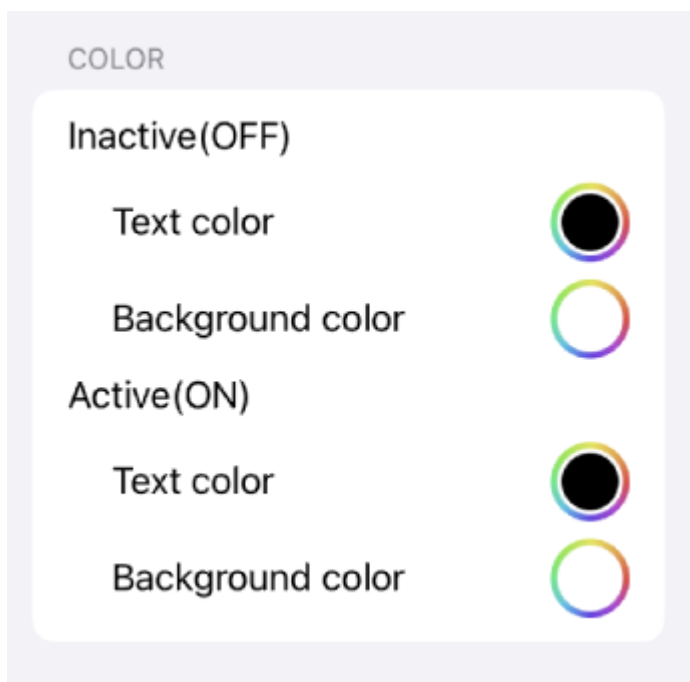
Turning auto size off allows you to specify the text size. Adjusting the font size, label width, and height will cause the text to wrap.



Color

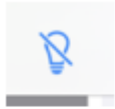
Specify the background and border colors of the text.

Specify the background and border colors when inactive or active.

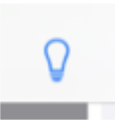


Confirmation

The in the top toolbar shows you how it looks.



Inactive looks



Active looks

Button / Lamp

Buttons can turn bit devices on and off and indicate the status of the bit device as a lamp.
(If no button device is specified, it behaves like a lamp.)

You can also move pages and switch projects.

Style

Style specifies the button's style.

- **irPanel**

This is the button style used in our iOS app, irPanel.

- **Rectangle**

It is rectangular in style and comes with a shadow.

- **Circle**

It is round in style and comes with a shadow.

- **Touch light**

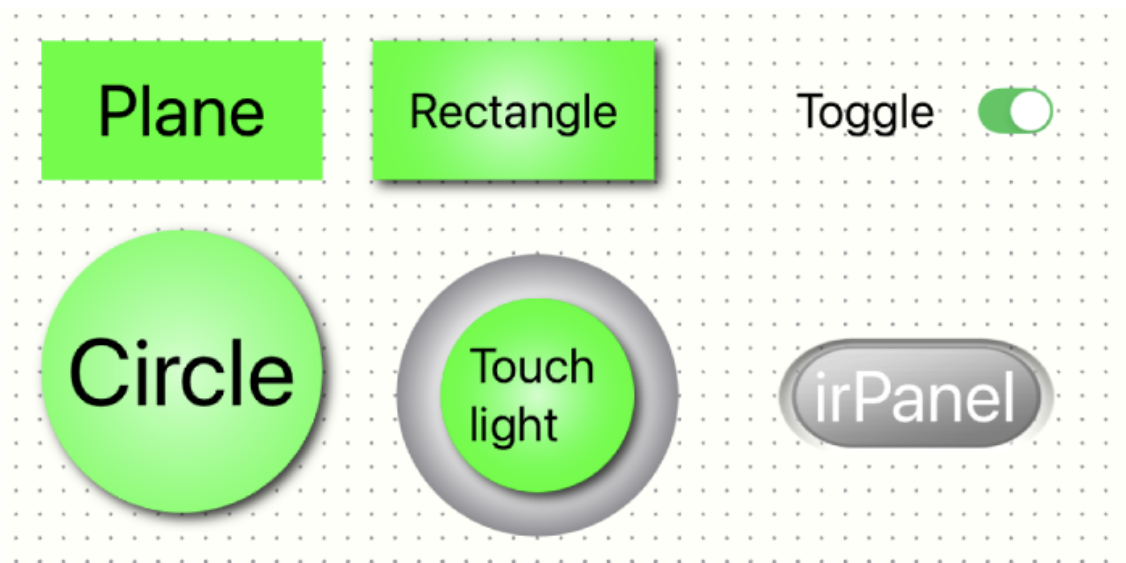
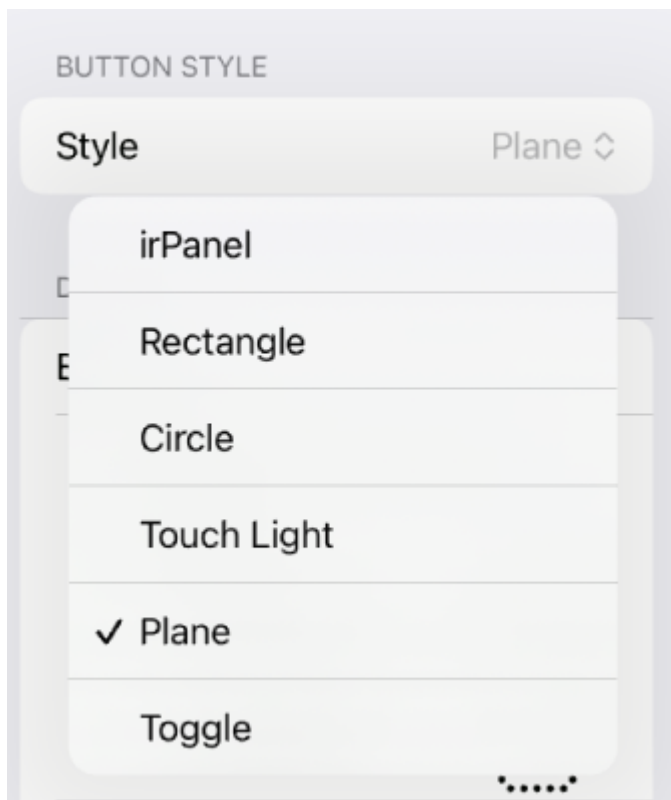
It is a touch-light style with a lamp in the center that casts a shadow.

- **Plane**

Rectangle style, no shadow. Buttons can be transparent. When a button is added, it is created as plain.

- **Toggle**

This is a standard iOS toggle button.



Device

In the device section, you can set devices to turn on or off when buttons are pressed, display devices as lamps, and so on.

- **Button**

Specify the device to turn on or off when the button is pressed. If you do not specify a device, it will only function as a lamp.

- **Positive logic**

When the mode is Momentary, the specified device is turned on when the button is pressed. For other modes, see the mode description.

- **Negative logic**

When the mode is Momentary, the specified device is turned off when the button is pressed. For other modes, see the mode description.

- **Mode**

Specifies the ON/OFF behavior for the specified device when the button is pressed. The following describes the behavior in the case of positive logic. In the case of negative logic, ON/OFF is reversed.

- **Momentary**

When the button is pressed, the specified device turns on; when the button is released, it turns off.

- **Alternate**

Each press of the button reverses the ON/OFF state of the specified device.

- **Set**

Press the button to turn on the device.

- **Reset**

Press the button to turn off the device.

- **Delay**

Sets the time in seconds between button presses and responses. If not set, [the default value from the project settings will be used](#). Since iOS devices respond immediately when touched, the project defaults to a 0.3-second delay in response to **prevent accidental touches and misoperation**. For a faster response, set a shorter delay.

- **Page link**

Select the page to which you want to move when you press the button. Once selected, the page list screen will display, and the target page will be selected. If the Lite edition has limited functionality, it will not work properly.

- **Project link**

Select the project to which you want to move when you press the button. Once selected, the project list screen will be displayed, and the target project will be selected. If the Lite edition has limited functionality, it will not work properly.

- **Lamp**

Specify the device that turns the button lamp on and off.

- **Positive**

If the specified device is ON, it is displayed with the text and colors specified in Active; if it is OFF, it is displayed with the contents of Inactive.

- **Negative**

If the specified device is OFF, it is displayed with the text and colors specified in Active; if it is ON, it is displayed with the contents of Inactive.

- **Interlock**

Enables or disables the button on the specified device.

- **Positive**

Enabled when the specified device is on.

- **Negative**

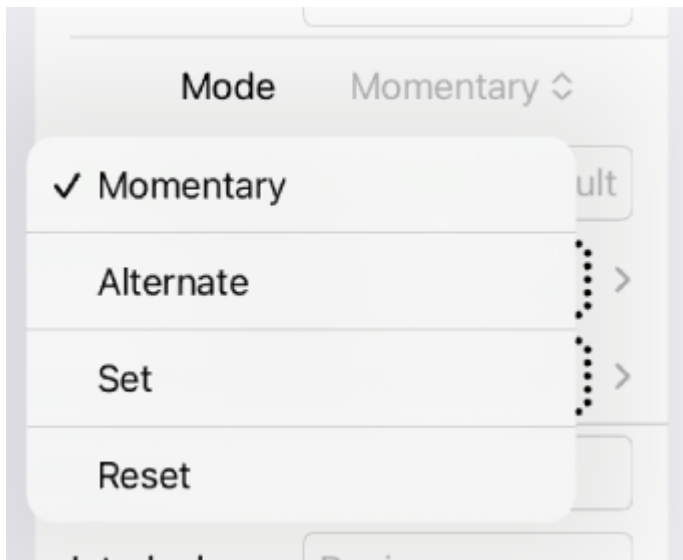
Enabled when the specified device is off.

- **Visibility**

Specify whether to show or hide the button. [See Common Properties.](#)

The image shows a configuration panel for a button device. The panel is titled "DEVICE" and contains several sections. The first section is for the "Button" itself, with a device ID field set to "M0". Below this are two toggle switches for "Positive" (currently off) and "Mode" (set to "Alternate"). There are also fields for "Delay" (set to "Default") and "Page link" (with a dotted box icon and a right arrow). The second section is for the "Lamp", with a device ID field set to "M1" and a "Positive" toggle switch (currently off). The third section is for the "Interlock", with a device ID field set to "M2" and a "Positive" toggle switch (currently off). The final section is for "Visibility", with a dropdown menu set to "Visible".

DEVICE	
Button	M0
Positive	☐
Mode	Alternate
Delay	Default
Page link	 >
Project link	 >
Lamp	M1
Positive	☐
Interlock	M2
Positive	☐
Visibility	Visible



Title

Specify the text that should appear on the button.

- **Alignment**

Specifies the alignment of text.

- **Normal**

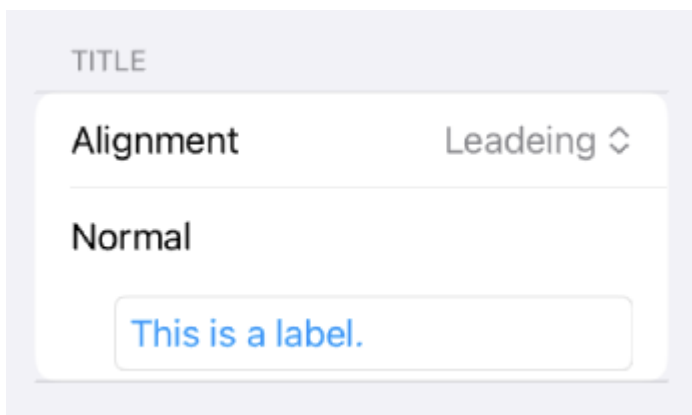
Specifies the text to be displayed (when the lamp device is not specified).

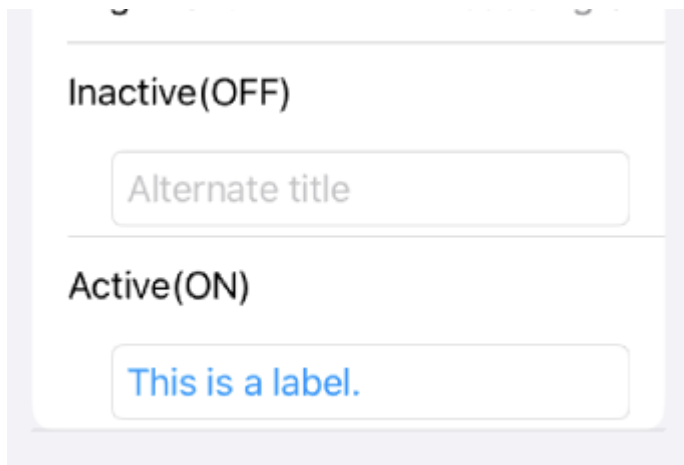
- **Inactive**

Specifies the text if the device specified by the lamp is inactive. It can be omitted if the display is the same for both active and inactive.

- **Active**

Specifies the text if the device specified by the lamp is active. It can be omitted if the display is the same for both active and inactive.





Font

Specifies the font of the text.

- **Default font**

When turned on, the default font is used, and the font size is adjusted to fit the width.

- **Font**

Specify the font.

- **Auto size**

When turned on, the text size is adjusted to fit the width.

- **Font size**

Turning auto size off allows you to specify the text size. Adjusting the font size, label width, and height will cause the text to wrap.



Color

Specify the background and border colors of the text.
Specify the background and border colors when inactive or active.

COLOR

Inactive(OFF)

Text color

Background color

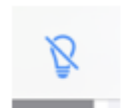
Active(ON)

Text color

Background color

Confirmation

The in the top toolbar shows you how it looks.



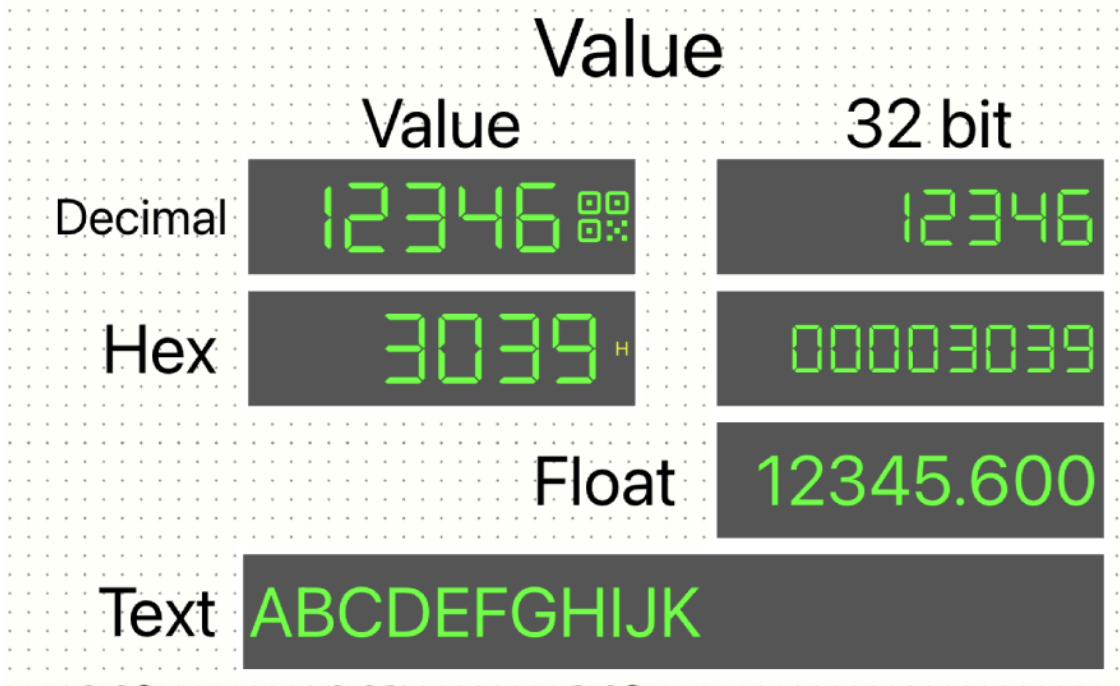
Inactive looks



Active looks

Value

Values can be displayed or entered as numbers or characters associated with the device.



Device

The device sets the device that stores numeric and character data.

- **Value**

Specifies the primary device that stores the target numeric or character data.

- **Value type**

Specifies the type of number or character represented by the device.

- **Unsigned**

Treat it as a 16-bit unsigned integer.

- **Signed**

Treat it as a 16-bit signed integer.

- **HEX**

Treat it as a 16-bit unsigned integers as hexadecimal numbers.

- **BCD**

Treat it as a 16-bit unsigned integer representing BCD numbers.

- **Unsigned(DWORD)**

Treat it as a 32-bit unsigned integer.

- **Signed(DWORD)**

Treat it as a 32-bit signed integer.

- **HEX(DWORD)**

Treat it as a 32-bit unsigned integers as hexadecimal numbers.

- **BCD(DWORD)**

Treat it as a 32-bit unsigned integer representing BCD numbers.

- **Float**

Treat it as a 32-bit single-precision floating point.

- **String**

Treat it as a text.

- **Editable**

pecifies whether numeric or text editing is permitted.

- **Disabled**

Numerical and text editing are not available. Only display is available.

- **Editable**

Numerical and text editing are available.

- **Device**

Specify the device to switch between editable and non-editable content.

- **Positive**

Editing is possible when the device is on.

- **Negative**

Editing can be performed when the device is off.

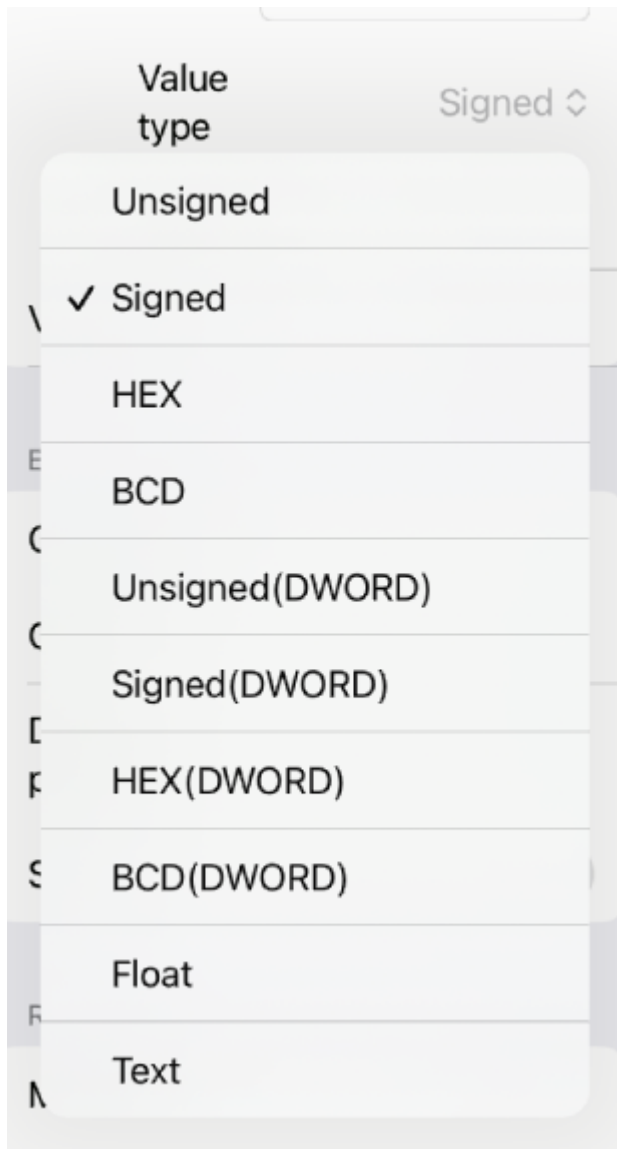
- **Visibility**

Specify whether to show or hide the button. [See Common Properties.](#)

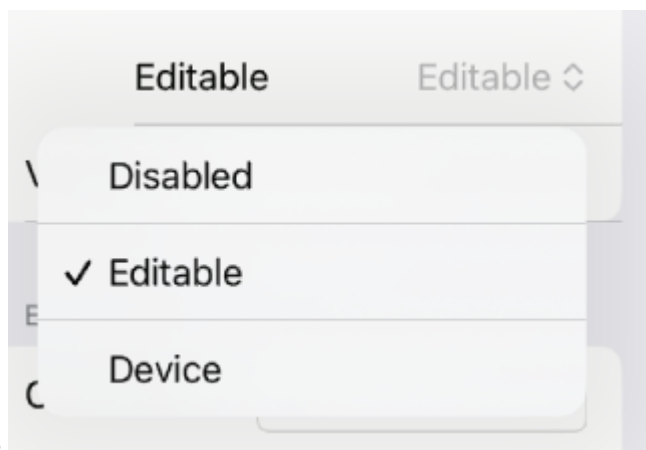
The image shows a configuration window titled 'DEVICE'. Inside, there is a 'Value' field containing 'D0'. Below it, there are three rows of settings, each with a label on the left and a dropdown menu on the right. The first row is 'Value type' with 'Signed' selected. The second row is 'Editable' with 'Editable' selected. The third row is 'Visibility' with 'Visible' selected. A horizontal line separates the 'Editable' and 'Visibility' rows.

DEVICE	
Value	D0
Value type	Signed ⇅
Editable	Editable ⇅
Visibility	Visible ⇅

Device section



Value type



Editable



Expression

Set the number of digits for numbers, characters, etc.

- **Coefficient, offset**

Coefficients and offsets can be used to scale conversion from device values to values to be displayed, which is equivalent to the slope and intercept of a linear function.

The coefficient is multiplied by the device value; then the offset is added, and the number is displayed. The number entered at runtime is written to the device with the offset subtracted, and the result is multiplied by the reciprocal of the coefficient.

- **Number of decimal places**

Specify the number of decimal places. If the coefficient is not set, a coefficient that matches the number of digits is automatically applied.

- **Secret**

The entered value will be displayed with dots to conceal it. This method is used when entering a password.

- **Character Byte Count**

Limit the length of characters in bytes.

- **Encoding**

Specifies character encoding.

EXPRESSION

Coefficient	1
Offset	0
Decimal place	0
Secret	☐

Case Number Type

EXPRESSION

Charactor byte length	16
Encoding	ASCII ↕
Secret	☐

Case Text Type

Barcode

If the numerical values can be edited, the camera can be used to read and input barcodes.

- Use barcode reader

If turned on, it will be able to read barcodes.

- Pattern

If it matches the pattern you set, you can input the data. Patterns are entered in the form of [regular expressions](#).

For example) \d means one numeric character. + means one or more than one characters.

When the code read is SN12345A, 12345 corresponding to one or more numeric characters is eligible for input.

Runtime

- A QR code symbol is displayed on the right side of the value component during runtime.



Touching the symbol activates the camera.

- When the camera reads the code and matches the pattern, the matched characters are displayed in the upper right corner.



The code is SN12345A, but 12345 matching the pattern are listed.

- If the listed characters are correct, touch them to reflect this.



BARCODE

Use Barcode Reader ☒

Pattern

Range

For numerical values, the range of input values can be restricted at runtime; numerical values read from the PLC are unaffected and are displayed as they are.

- **Minimum**

If a direct value is selected, enter the minimum value.

When a device is selected, the specified device's value is treated as the minimum value.

If a number smaller than the minimum value specified at runtime is entered, it is adjusted to the minimum value.

- **Maximum**

If a direct value is selected, enter the maximum value.

When a device is selected, the specified device's value is treated as the maximum value.

If a number smaller than the maximum value specified at runtime is entered, it is adjusted to the maximum value.

RANGE

Minimum

Direct ↕

Minimum value

Maximum

Direct ↕

Maximum value

By direct value

RANGE

Minimum	Device ↕
	D2
Maximum	Device ↕
	D3

By device

Unit

Units can be added for numerical values.

- **Unit**

Enter the symbols and letters that will be used as units.

UNIT

Unit	mm
------	----

Font

You can specify fonts for numbers, letters, and units. Refer to the [Labels](#) and [Buttons](#) section for more information on these settings.

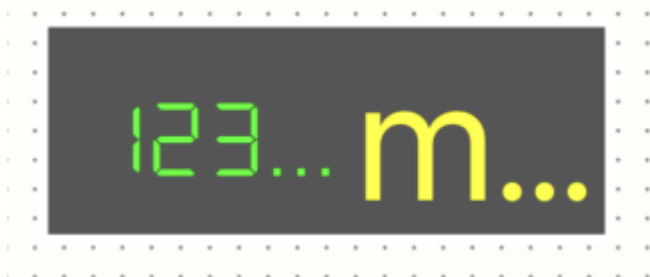
Unlike labels and buttons, if the display does not fit entirely within the area, the end is truncated.

FONT

Default font ☐

Font SF Pro

Auto size ☐ 17.0



Color

Specify the colors of numbers and text, unit color, background color, and border color.

COLOR

Value text color 

Unit text color 

Background color 

Boarder color 

Confirmation

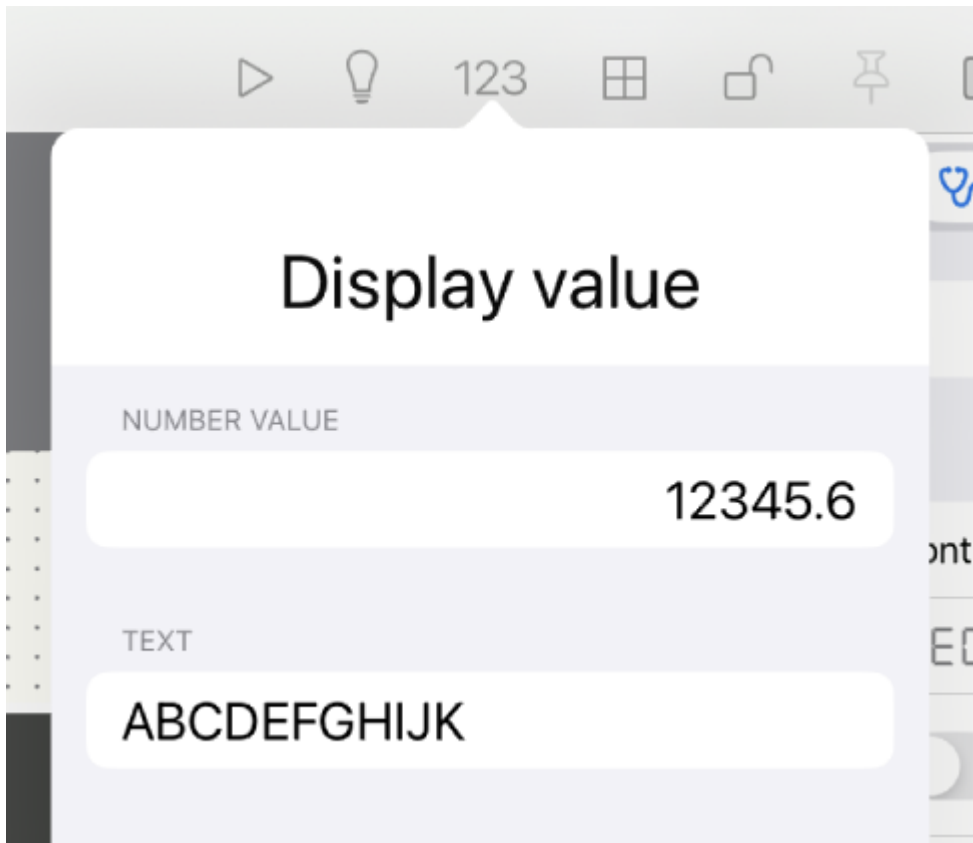
Press the  icon on the top toolbar to change the value used for the preview.

- **Number**

Sets the value to be used for the number in the preview. The value is treated as a device value and is displayed with digit settings, etc., applied to this value.

- **Text**

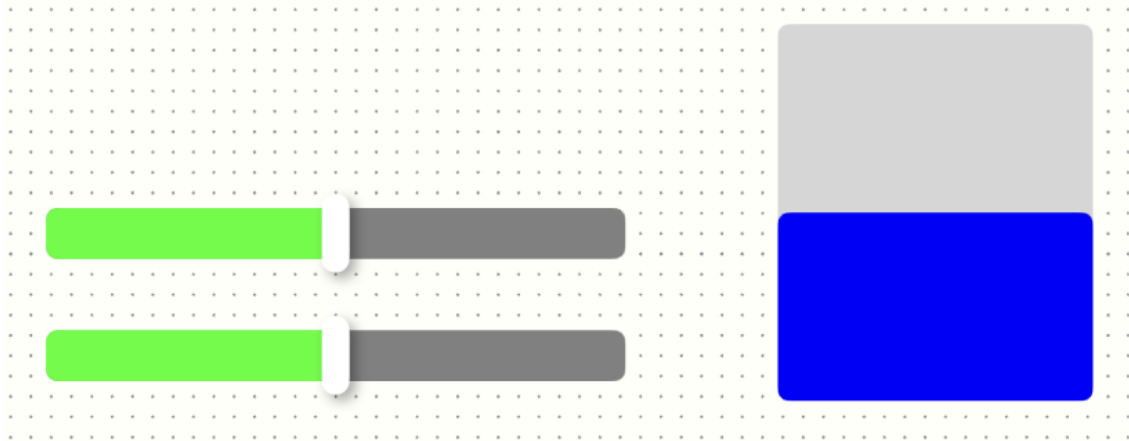
Sets the value used for the character in the preview.



Slider / Progress

The slider is slid to change the value and write that value to the device.

Progress reflects the loss of the knob that adjusts the numerical value of the slider, which is expressed in terms of levels.



Device

The device sets the device that stores numerical values.

- **Value**

Specifies the first device that stores the target numerical value.

- **Delay**

Sets the time in seconds between slider presses and their corresponding reactions. [If not set, the default value in the project settings will be used.](#) iOS devices respond immediately when touched; therefore, the project defaults to a 0.3-second delay to **prevent accidental touches** that may result in unintended operations.

- **Value type**

Specifies the type of number or character represented by the device.

- **Unsigned**

Treat it as a 16-bit unsigned integer.

- **Signed**

Treat it as a 16-bit signed integer.

- **HEX**

Treat it as a 16-bit unsigned integers as hexadecimal numbers.

- **BCD**

Treat it as a 16-bit unsigned integer representing BCD numbers.

- **Unsigned(DWORD)**

Treat it as a 32-bit unsigned integer.

- **Signed(DWORD)**

Treat it as a 32-bit signed integer.

- **HEX(DWORD)**

Treat it as a 32-bit unsigned integers as hexadecimal numbers.

- **BCD(DWORD)**

Treat it as a 32-bit unsigned integer representing BCD numbers.

- **Float**

Treat it as a 32-bit single-precision floating point.

- **Editable**

pecifies whether numeric or text editing is permitted.

- **Disabled**

Numerical and text editing are not available. Only display is available.

- **Editable**

Numerical and text editing are available.

- **Device**

Specify the device to switch between editable and non-editable content.

- **Positive**

Editing is possible when the device is on.

- **Negative**

Editing can be performed when the device is off.

- **Continuous**

If OFF, the value is written to the device when the slider operation is complete.

When turned ON, the values are continuously written to the device, even while the slider is being operated. If the response is slow, turn it OFF, as the number of communications has increased.

- **Visibility**

Specify whether to show or hide the button. [See Common Properties.](#)

DEVICE

Value

D0

Delay

Default

Value type

Unsigned ↕

Editable

Editable ↕

Continuous

☐

Visibility

Visible ↕

Expression

Set the number of digits for numbers, characters, etc.

- **Coefficient, offset**

Coefficients and offsets can be used to scale conversion from device values to values to be displayed, which is equivalent to the slope and intercept of a linear function.

The coefficient is multiplied by the device value; then the offset is added, and the number is displayed. The number entered at runtime is written to the device with the offset subtracted, and the result is multiplied by the reciprocal of the coefficient.

- **Number of decimal places**

Specify the number of decimal places. If the coefficient is not set, a coefficient that matches the number of digits is automatically applied.

EXPRESSION

Coefficient

1

Offset

0

Decimal place

0

Range

For numerical values, the range of input values can be restricted at runtime; numerical values read from the PLC are unaffected and are displayed as they are.

- **Minimum**

If a direct value is selected, enter the minimum value.

When a device is selected, the specified device's value is treated as the minimum value.

If a number smaller than the minimum value specified at runtime is entered, it is adjusted to the minimum value.

- **Maximum**

If a direct value is selected, enter the maximum value.

When a device is selected, the specified device's value is treated as the maximum value.

If a number smaller than the maximum value specified at runtime is entered, it is adjusted to the maximum value.

RANGE

Minimum

Direct ⇅

Minimum value

Maximum

Direct ⇅

Maximum value

By direct value

RANGE

Minimum	Device ↕
	D2
Maximum	Device ↕
	D3

By device

Direction

Sets the direction in which sliders and progress figures increase or decrease.

- **Horizontal**
Increases or decreases horizontally.
- **Vertical**
Increases or decreases vertically.

DIRECTION

Horizontal ☐

Color

Specify knobs, values, and slider colors.

COLOR

Knob color	<input type="color" value="#FF00FF"/>
Value color	<input type="color" value="#00FF00"/>
Slider color	<input type="color" value="#808080"/>

Confirmation

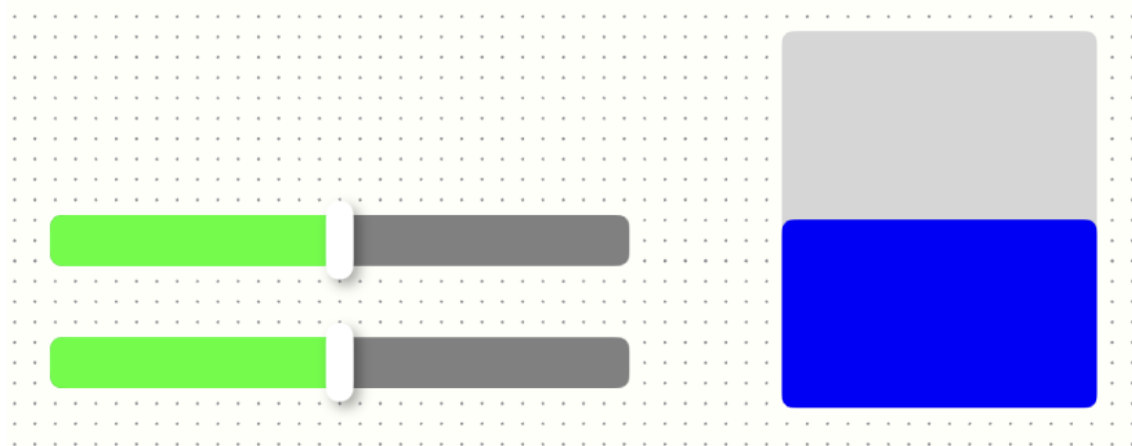
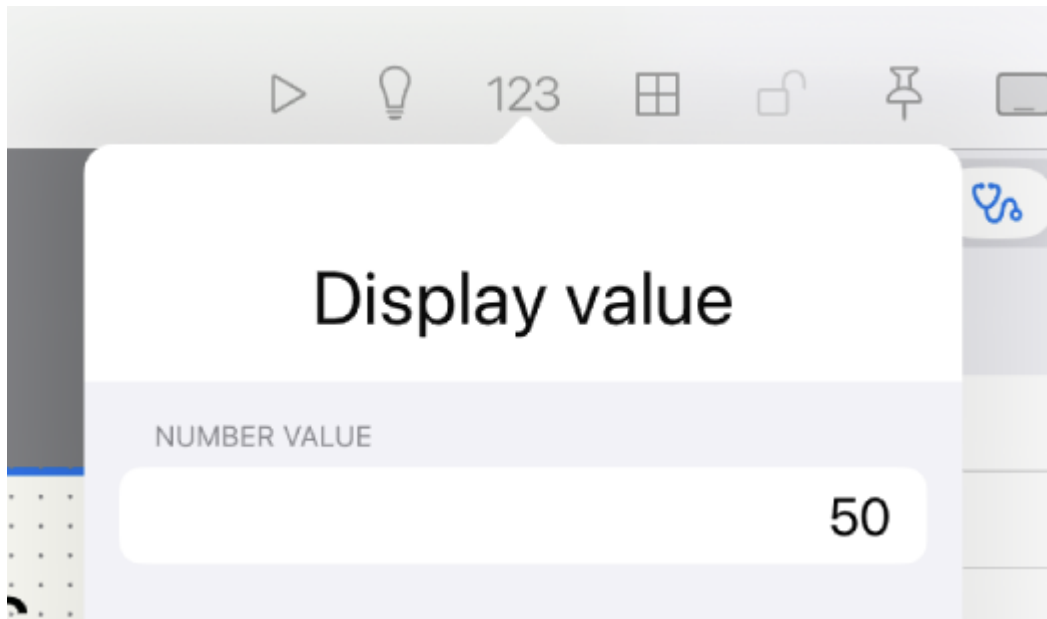
Press the  icon on the top toolbar to change the value used for the preview.

- **Number**

Sets the value to be used for the number in the preview. The value is treated as a device value and is displayed with digit settings, etc., applied to this value.

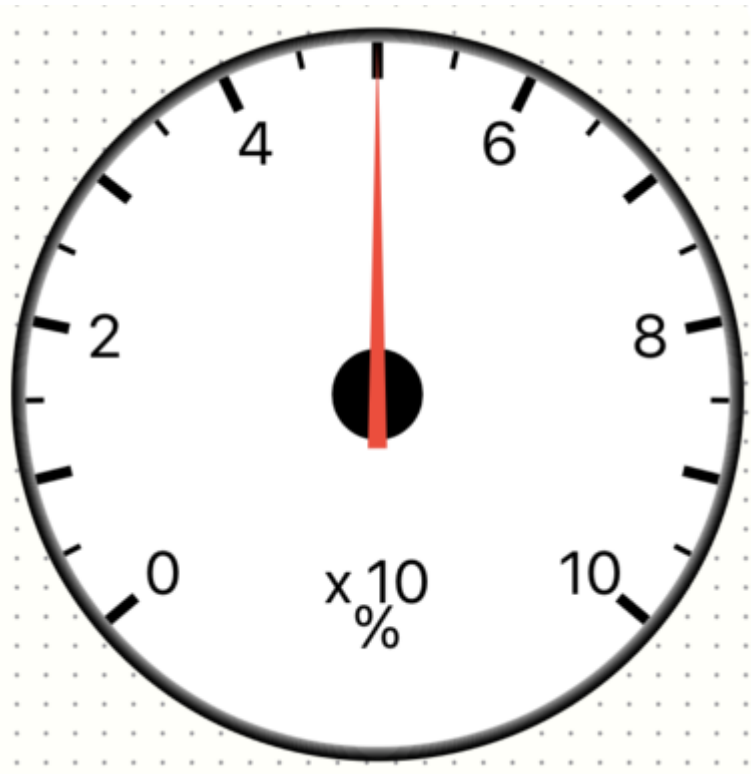
- **Text**

Sets the value used for the character in the preview.



Meter

The numerical value is expressed in meters.



Device

The device sets the device that stores numerical values.

- **Value**

Specifies the first device that stores the target numerical value.

- **Value type**

Specifies the type of number or character represented by the device.

- **Unsigned**

Treat it as a 16-bit unsigned integer.

- **Signed**

Treat it as a 16-bit signed integer.

- **HEX**

Treat it as a 16-bit unsigned integers as hexadecimal numbers.

- **BCD**

Treat it as a 16-bit unsigned integer representing BCD numbers.

- **Unsigned(DWORD)**
Treat it as a 32-bit unsigned integer.
- **Signed(DWORD)**
Treat it as a 32-bit signed integer.
- **HEX(DWORD)**
Treat it as a 32-bit unsigned integers as hexadecimal numbers.
- **BCD(DWORD)**
Treat it as a 32-bit unsigned integer representing BCD numbers.
- **Float**
Treat it as a 32-bit single-precision floating point.
- **Visibility**
Specify whether to show or hide the button. [See Common Properties.](#)

DEVICE

Value	D0
Value type	Unsigned ▾
Visibility	Visible ▾

Expression

Set the number of digits for numbers, characters, etc.

- **Coefficient, offset**
Coefficients and offsets can be used to scale conversion from device values to values to be displayed, which is equivalent to the slope and intercept of a linear function.
The coefficient is multiplied by the device value; then the offset is added, and the number is displayed. The number entered at runtime is written to the device with the offset subtracted, and the result is multiplied by the reciprocal of the coefficient.
- **Number of decimal places**
Specify the number of decimal places. If the coefficient is not set, a coefficient that matches the number of digits is automatically applied.

EXPRESSION

Coefficient	1
Offset	0
Decimal place	0

Unit

Units can be added for numerical values.

- **Unit**

Enter the symbols and letters that will be used as units.

UNIT

Unit	%
------	--------------------------------

Range

For numerical values, the range of input values can be restricted at runtime; numerical values read from the PLC are unaffected and are displayed as they are.

- **Minimum**

If a direct value is selected, enter the minimum value.

When a device is selected, the specified device's value is treated as the minimum value.

If a number smaller than the minimum value specified at runtime is entered, it is adjusted to the minimum value.

- **Maximum**

If a direct value is selected, enter the maximum value.

When a device is selected, the specified device's value is treated as the maximum value.

If a number smaller than the maximum value specified at runtime is entered, it is adjusted to the maximum value.

RANGE

Minimum	Direct ⇅
Minimum value	
Maximum	Direct ⇅
Maximum value	

By direct value

RANGE

Minimum	Device ⇅
D2	
Maximum	Device ⇅
D3	

By device

Scale

The scale is used to set the meter's scale accurately.

- **Major**

Specifies the number of divisions from the minimum to the maximum value of the scale display.

If a direct value is selected, the entered value is used; if a device is specified, the device's value is utilized.

- **Minor**

If a direct value is selected, the entered value is used; if a device is specified, the device value is utilized.

This specifies the number of divisions within the major, presented at a glance.

- **Figures**

If a direct value is selected, the entered value is used; if a device is specified, the device value is applied.

This specifies how many places on the scale, divided by the major divisions, a numeric label should be drawn.

SCALE

Major	Direct ↕
	10
Minor	Direct ↕
	2
Figures	Direct ↕
	5

By direct value

SCALE

Major	Device ↕
	D6
Minor	Device ↕
	D7
Figures	Device ↕
	D8

By device

Zones

Zones allow you to define colored regions on the meter face to visually indicate value ranges (e.g., normal, warning, danger).

- **Add Zone**

Tap the "+" button to add a new zone. Each zone has a color, a start value (From), and an end value (To).

- **Preset (3 zones)**

Quickly add three zones that divide the meter range into thirds: green (low), yellow (middle), and red (high).

- **Color**

Use the color picker to set the zone color. Any color can be chosen.

- **From / To**

Set the value range for each zone. Zones are displayed as colored arcs on the meter face.

- **Delete**

Swipe left on a zone row to delete it.

Zones



0.0

~

60.0



60.0

~

80.0



80.0

~

100.0

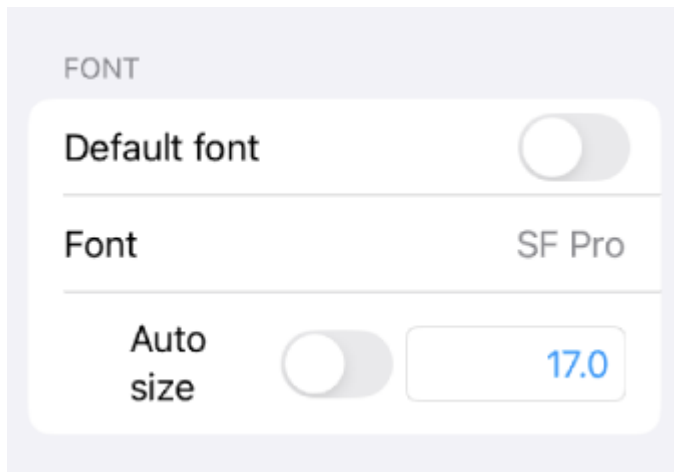


Add Zone

Preset (3 zones)

Font

You can specify fonts for numbers, letters, and units. Refer to the [Labels](#) and [Buttons](#) section for more information on these settings.

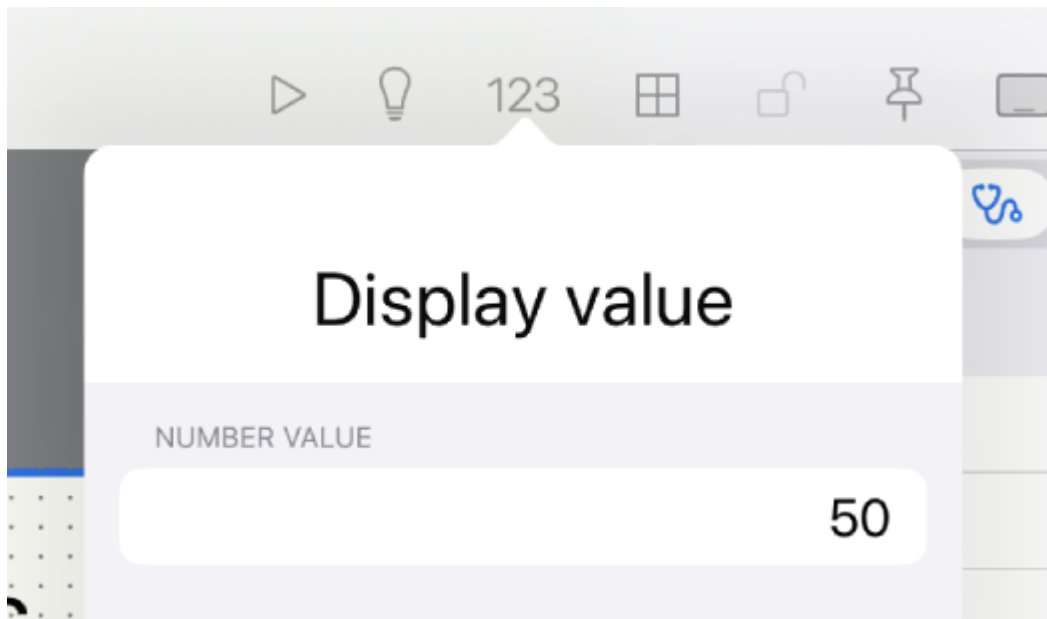


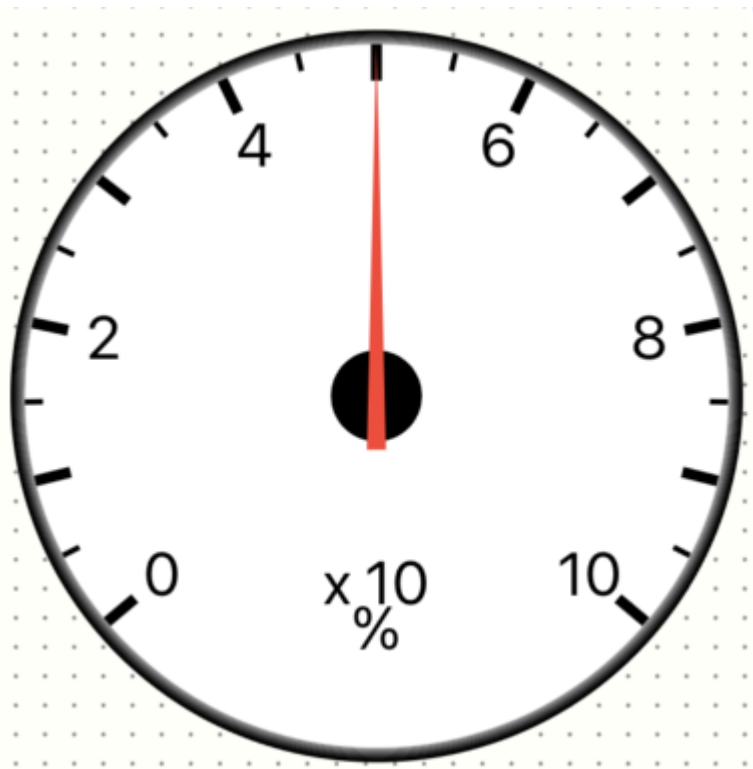
Confirmation

Press the  icon on the top toolbar to change the value used for the preview.

- **Number**

Sets the value to be used for the number in the preview. The value is treated as a device value and is displayed with digit settings, etc., applied to this value.





Web page

Web pages are rendered by websites.

URL

Specify the URL of the page to display.

USER AGENT

Set this parameter if you wish to specify the User-Agent when accessing the page.

Controls

- Move button
When turned on, the page move button is displayed.

Examples

- Monitor on-site conditions using a webcam.



- Viewing Documents

Explanations of usage and procedures can be displayed clearly.

irBoard

Featuress

Tutorial

Document

News

Open source

JAPANESE

Documentation

- [irBoard](#)
- [Project list](#)
- [Editing](#)
 - [Toolbar](#)
 - [Page selection](#)
 - [Inspector](#)
 - [Project settings](#)
 - [Object settings](#)
 - [Item list](#)
 - [Page Settings](#)
 - [Item](#)
 - [Common](#)
 - [Label](#)
 - [Button / Lamp](#)
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 - [Slider / Progress](#)
 - [Meter](#)
 - [Web page](#)
 - [Message](#)
- [Run project](#)
- [PLC connection](#)
 - [MITSUBISHI](#)
 - [KEYENCE](#)
 - [OMRON](#)
 - [YOKOGAWA](#)
 - [MODBUS/TCP](#)
- [Localization \(multilingualization\)](#)
- [Settings App](#)
- [Acknowledgements](#)

irBoard

irBoard is an iOS application that runs on iOS devices like iPads.
It connects to PLCs (programmable logic controllers) for controlling FA (factory automation) equipment, allowing iOS devices like iPads to function as touch panel devices.
Using the library can also be a touch panel for IoT devices.

Operation Mode

There are three primary modes of operation in irBoard.

- [Project list](#)
When the application is launched, it starts in project list mode.
In the project list mode, you can create, delete, and select projects.

- Data representation

[Ambient](#) IoT data can be verified using sites that store data, such as.

簡単、でも強力なグラフ化機能

AmbientはIoTのアイデアをなるべく簡単にプロトタイプするお手伝いをします。細かな初期設定をしなくても送ったデータをリアルタイムでグラフ化します。例えばセンサから得られた温度と湿度のデータを初期設定をしないで送った場合でも、次のようにグラフが表示されます。

チャート1

31

27

00:00:00

04:00:00

08:00:00

12:00:00

16:00:00

20:00:00

チャート2

75

55

00:00:00

04:00:00

08:00:00

12:00:00

16:00:00

20:00:00

さらに設定を加えることで、グラフやデータに分かりやすい名前をつけたり、グラフの種類を変えたり、複数のデータを一つのグラフに重ね合わせて表示したりといった強力なカスタマイズができます。先ほどの例に設定を加えると次のようなグラフにすることができます。詳細は「チャネルとチャートのカスタマイズ」をご覧ください。

温度と湿度

31

80

00:00:00

04:00:00

08:00:00

12:00:00

16:00:00

20:00:00

- It can also be used to run web applications, unit applications, and various other types of applications.

URL

<https://www.itosoft.com/>

USER AGENT

User Agent

CONTROLS

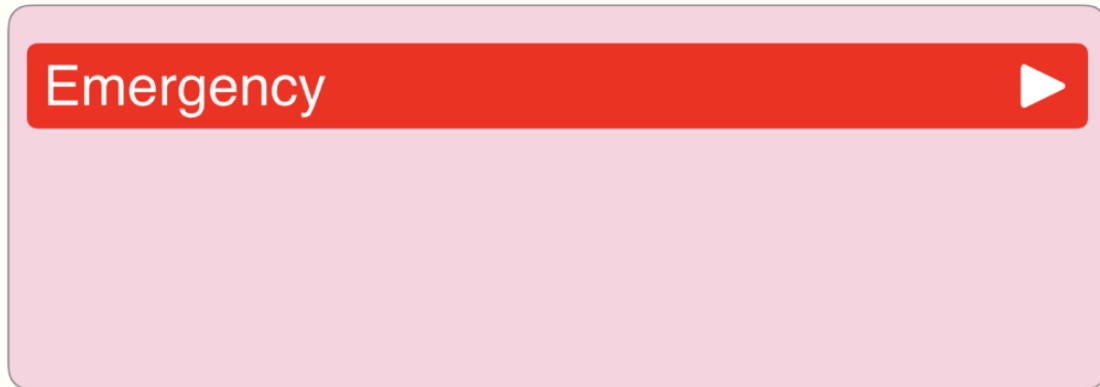
Move button



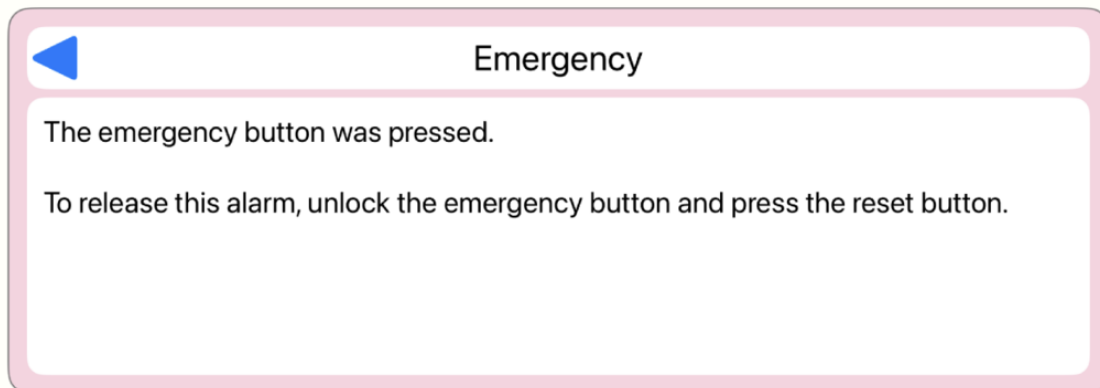
Message

Messages, such as alarms and conditions, can be displayed. It can also display detailed information.

Display of alarms that occur:



Select an alarm to view its details.



Message item Setting

Message

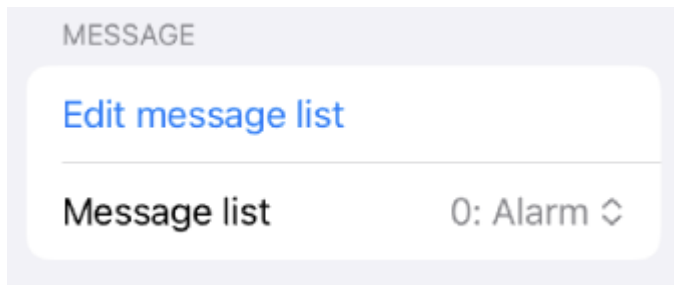
Register and select the messages to be displayed.

- **Edit Message List**

[Edit message list](#) is displayed. Tapping the button opens the Edit Message List screen.

- **Message list**

Multiple message lists can be created. Select the message list to display in the message list item.



Editing the message list

Tap 'Edit Message List' to open the editing screen. A selection of message lists appears on the left, and editing for the chosen message list occurs on the right.

- **"+" button**

Add a message list.

- **Title**

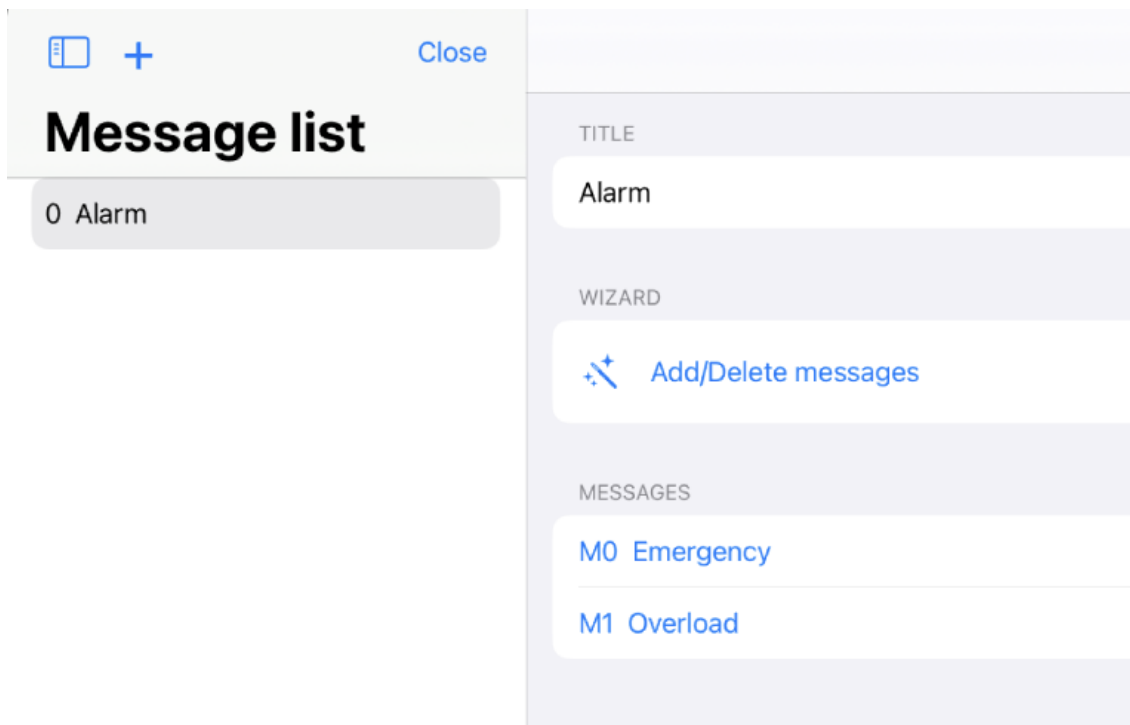
Enter a title to identify the contents of the message list.

- **Add / delete messages**

Manage messages by [adding or removing them](#) from the message list.

- **Message**

A list of messages appears. Tap to [modify the message content](#).



Add / Delete messages

Add or remove message devices that activate the display of messages. You can add or remove multiple message devices by specifying the starting device, the number of devices to add, and the number of repetitions (quantity).

- **Start bit device name**

Enter the name of the first-bit device that activates the display of the message.

- **Step**

Enter the number of device increments. If the starting device is M0 and the increment range is 1, the target devices will be M0, M1, M2, and so on. If the increment is 2, the target devices will be M0, M2, M4, and so forth, targeting devices in one jump.

- **Repeat count**

Enter the number of repetitions to be increased incrementally from the starting device.

- **Add**

Message devices specified by the start bit device, increment width, and number of iterations are included. If any message devices have already been included and a new one is to be added, only unregistered ones will be included.

- **Delete**

The messaging device specified by the start bit device, incremental width, and number of iterations has been removed.

Preview

Message devices to be added or deleted are displayed.

Close

Add / Delete messages

ENTER THE STARTING DEVICE AND THE NUMBER OF CONSECUTIVE DEVICES.

Start bit device name

Bit device name

INCREASING

Step	1
Repeat count	1

ACTIONS

Add

Delete

PREVIEW: ADD OR REMOVE THESE

Editing the message

- **Bit device name**
Displays the triggering message device. Indicates the ON status when the device is activated.
- **Message**
Enter the text to be displayed in the message component.
- **Detail**
Enter if you wish to show details about the message.
e.g., how to handle alarms, etc.

Close

FACTOR

Bit device nameM0

MESSAGE

Emergency

DETAIL

The emergency button was pressed.

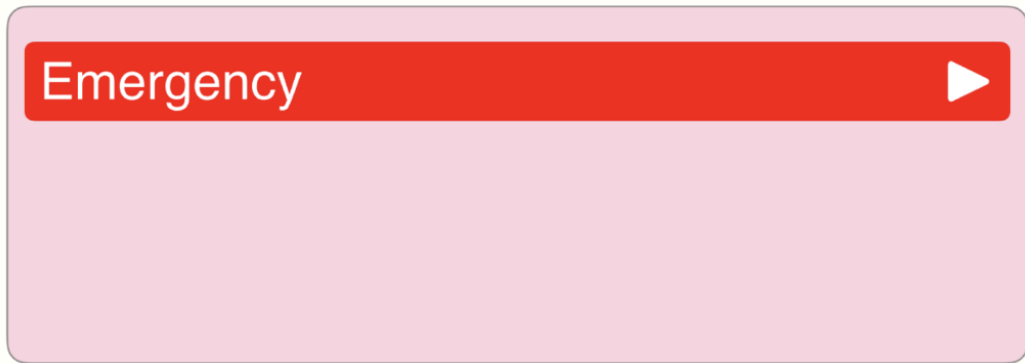
To release this alarm, unlock the emergency button and press the reset button.

Row

Indicates how the message appears on the line.

- **Active only**

When turn it on, only messages from devices that are also turned on will be displayed.



If it is off, all messages will be displayed.

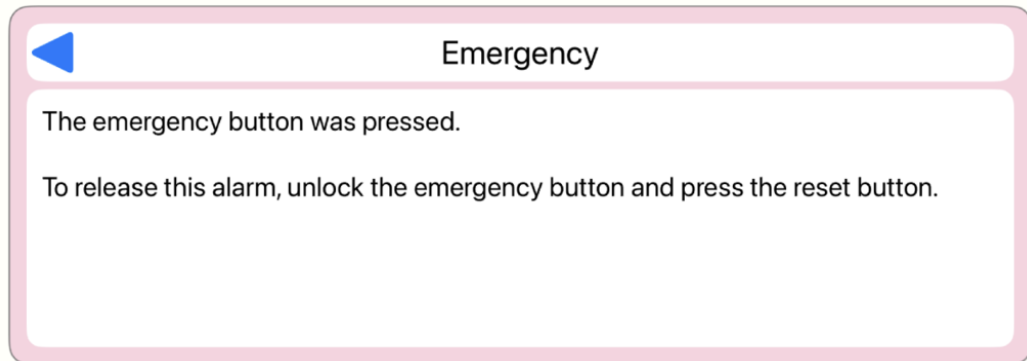


- **Show detail**

Indicate whether to show details or not.

When turned on, the ⓘ symbol appears on the right side of the message, and details are displayed when tapped.

When turned off, the symbol does not appear, and nothing happens when you tap the message.



- **Heigh**

Indicates the row height.



Font

Specifies the font of the text.

- **Default font**

When turned on, the default font is used, and the font size is adjusted to fit the width.

- **Font**

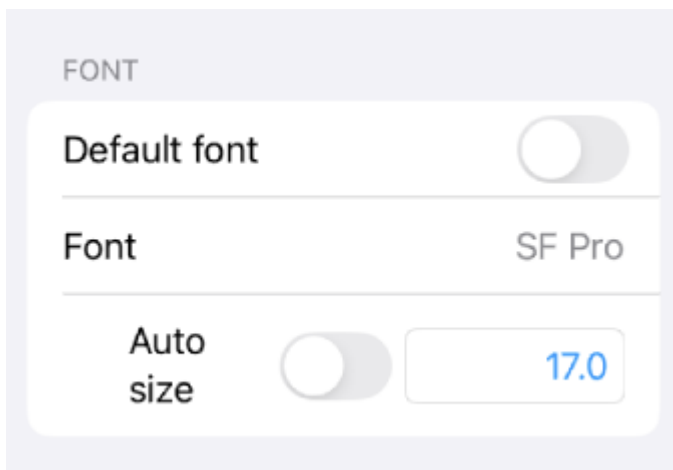
Specify the font.

- **Auto size**

When turned on, the text size is adjusted to fit the width.

- **Font size**

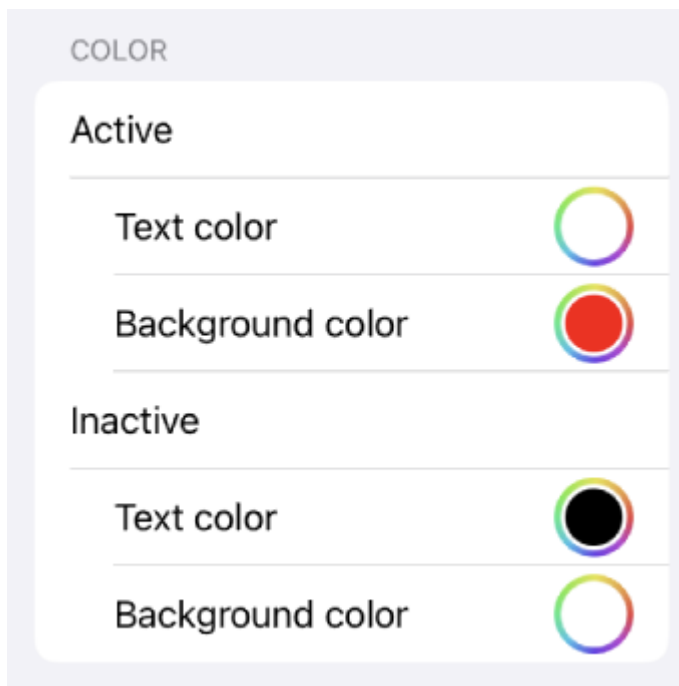
Turning auto size off allows you to specify the text size. Adjusting the font size, label width, and height will cause the text to wrap.



Color

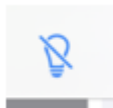
Specify the text and background colors of the row.

Specify the background and border colors when inactive or active.

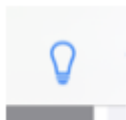


Confirmation

The  in the top toolbar shows you how it looks.



Inactive looks



Active looks

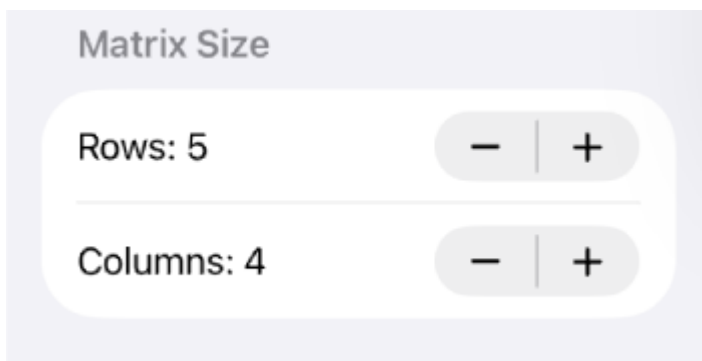
Matrix

A matrix automatically generates multiple items from a template and arranges them in a grid layout. It is useful for creating a large number of items with the same pattern. When the template is edited, changes are reflected in all cells. By setting device offsets, device addresses can be automatically incremented for each cell.

Matrix Size

Configure the basic grid structure of the matrix.

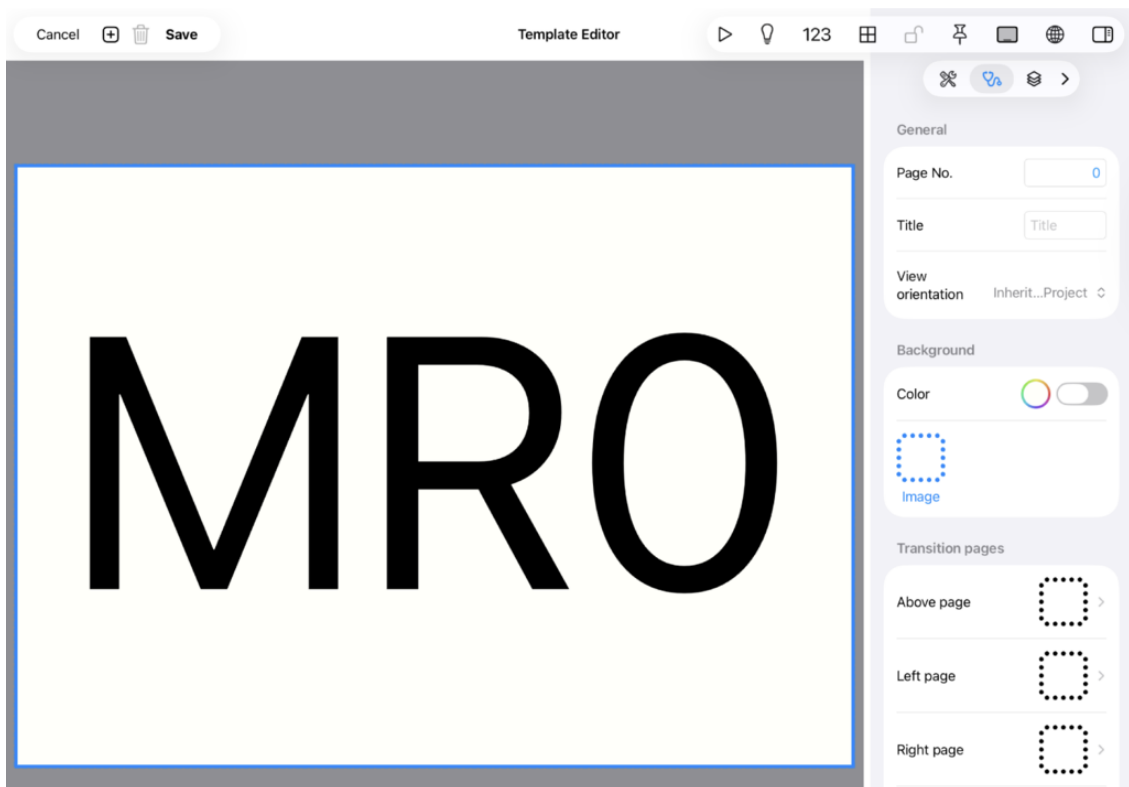
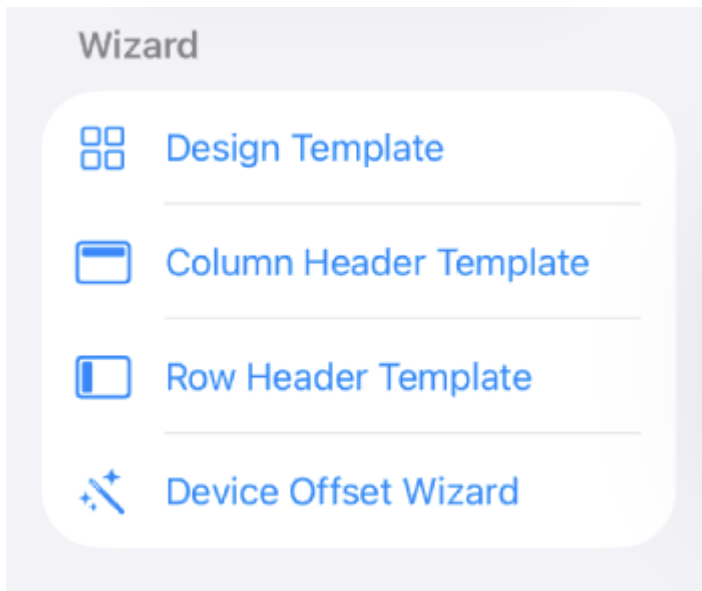
- **Rows**
Specify the number of rows in the grid.
- **Columns**
Specify the number of columns in the grid.

The image shows a user interface for configuring the matrix size. It has a light purple background. At the top, the text "Matrix Size" is displayed in a bold, dark font. Below this, there are two rows of controls. The first row is for "Rows", showing the value "5" in a white rounded rectangle, followed by a grey button with a minus sign and a plus sign separated by a vertical line. The second row is for "Columns", showing the value "4" in a white rounded rectangle, followed by a similar grey button with minus and plus signs.

Template Editing

The template defines the content of each cell in the matrix. When the template is changed, the changes are reflected in all cells.

- **Design Template**
Press the "Design Template" button to open the template editing screen. In this screen, you can edit the content of a single cell. Place items such as labels and buttons in the template, and configure devices and titles.
- **Save Template**
When editing is complete, press the "Save" button to apply the template. Saving will regenerate all cells in the matrix.



Headers

Row headers and column headers can be displayed. Templates and device offsets can also be configured for headers.

- **Column Header**

Displays column headers at the top of the grid.

- **Height**

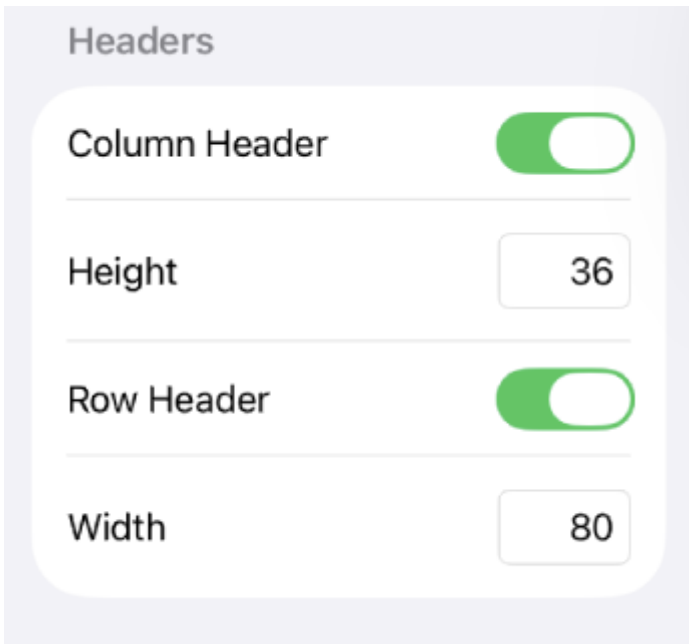
Specify the height of the column header.

- **Row Header**

Displays row headers on the left side of the grid.

- **Width**

Specify the width of the row header.



The image shows a configuration panel titled "Headers". It contains four settings, each with a label and a control element:

- Column Header**: A green toggle switch is turned on.
- Height**: A numeric input field containing the value "36".
- Row Header**: A green toggle switch is turned on.
- Width**: A numeric input field containing the value "80".

Device Offset

By setting device offsets, device addresses and title texts can be automatically incremented based on the cell position (row and column). Press the "Device Offset" button to open the rule-based device offset configuration wizard.

Rule Structure

Each rule specifies its target using the following four conditions:

- **Item**

Select the template item to apply the rule to. Selecting "All Items" targets all items in the template. Select a specific item to set offsets for that item only.

- **Property**

Select the device property to apply the rule to. Selecting "All Properties" targets all device properties of the target item. Available properties include (varies by item type):

- device — Device name
 - visible — Visibility device
 - label — Label device
 - lamp — Lamp device
 - switch — Switch device

- interlock — Interlock device
- editable — Editable device
- max_value — Max value device
- min_value — Min value device
- Title — Title text
- Alt Title — Alternative title text

- **Row**

Specify which row to apply the rule to. Selecting "All" targets all rows. Specifying a row number applies the rule only to that row.

- **Col**

Specify which column to apply the rule to. Selecting "All" targets all columns. Specifying a column number applies the rule only to that column.

Offset Values

- **Normal mode** (when Row or Col is set to "All")

Two values are set: Row Offset and Column Offset. The offset for each cell is calculated as:

$$\text{offset} = \text{row number} \times \text{Row Offset} + \text{column number} \times \text{Col Offset}$$

- **Cell-specific mode** (when both Row and Col are set to specific numbers)

Only a single offset value is set. The specified value is applied directly to that cell.

Calculation Examples

If the template contains an item with device `D100` in a 3-row, 4-column matrix:

Example 1: Row Offset=10, Col Offset=1

	Col 0	Col 1	Col 2	Col 3
Row 0	D100	D101	D102	D103
Row 1	D110	D111	D112	D113
Row 2	D120	D121	D122	D123

Example 2: Row Offset=20, Col Offset=2

	Col 0	Col 1	Col 2	Col 3
Row 0	D100	D102	D104	D106
Row 1	D120	D122	D124	D126
Row 2	D140	D142	D144	D146

Rule Priority

When multiple rules exist, more specific rules take priority. The specificity scoring is as follows:

- Cell-specific (both row and column specified): Highest priority
- Row-only specified: High priority
- Column-only specified: Medium priority
- All cells: Low priority
- Specific item selection takes priority over "All Items"
- Specific property selection takes priority over "All Properties"

When multiple rules have the same score, the one higher in the rule list takes priority. Rules can be reordered by dragging.

Title Text Offset

In addition to device addresses, numbers and letters in titles and alternative titles can be automatically incremented. The following number formats in text are auto-detected:

- Half-width digits — e.g., "CH1" → "CH2" → "CH3"
- Full-width digits — e.g., " 1 号機" → " 2 号機" → " 3 号機"
- Kanji numerals — e.g., "第一" → "第二" → "第三"
- Half-width letters — e.g., "Line A" → "Line B" → "Line C"
- Full-width letters — e.g., "ライン A" → "ライン B" → "ライン C"

Target Switching

When headers are enabled, you can switch the rule target using the segment control at the top of the wizard:

- **Data** — Data cells (main grid area)
- **Column Header** — Column headers
- **Row Header** — Row headers

Each target has its own independent set of rules.

Preview

A preview grid is displayed at the bottom-left of the wizard screen. Select an item and property to see the offset values applied to each cell in real time. Editing a rule is immediately reflected in the preview.

Cancel

Device Offset

Apply

Data

Column Header

Row Header

Target

Item

All Items ↕

Property

All Properties ↕

Row

All ↕

Col

All ↕

Offset

Row Offset

0 - +

Col Offset

0 - +

Set Rule

Condition

Rules		Edit	
LABEL [MRO]			
device		R+10, C+1	
lamp		R+10, C+1	
title		R+10, C+1	

Rules

Preview

Label [MR0] 

Device Name 

	C0	C1	C2	C3
R0	+0	+1	+2	+3
R1	+10	+11	+12	+1
R2	+20	+21	+22	+2
R3	+30	+31	+32	+3
R4	+40	+41	+42	+4

Preview

	CH1	CH2	CH3	CH4
ROW1	MR0	MR1	MR2	MR3
ROW11	MR10	MR11	MR12	MR13
ROW21	MR20	MR21	MR22	MR23
ROW31	MR30	MR31	MR32	MR33
ROW41	MR40	MR41	MR42	MR43

Display

Borders

Borders can be added between cells.

- **Add Borders**

Turn on to display borders between cells.

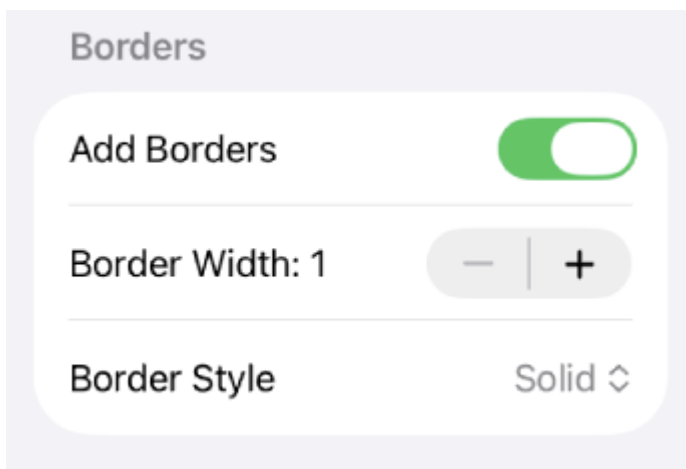
- **Border Width**

Specify the thickness of the border.

- **Border Style**

Select the border style.

- Solid
- Dashed

A screenshot of a settings panel titled "Borders". It contains three sections: "Add Borders" with a green toggle switch turned on; "Border Width: 1" with a slider control showing minus and plus buttons; and "Border Style" with a dropdown menu currently set to "Solid" and a small up/down arrow icon.

Colors

Configure the colors for each part of the matrix.

- **Background Color**

Specify the overall background color of the matrix including headers.

- **Cell Background**

Specify the background color of data cells.

- **Alternating**

Set alternating colors for rows or columns. Select whether to alternate by row or by column.

- **Alternating Color**

Specify the background color for even rows (or columns).

- **Border Color**

Specify the color of the border.

- **Column Header**

Specify the background color of column headers.

- **Row Header**

Specify the background color of row headers.

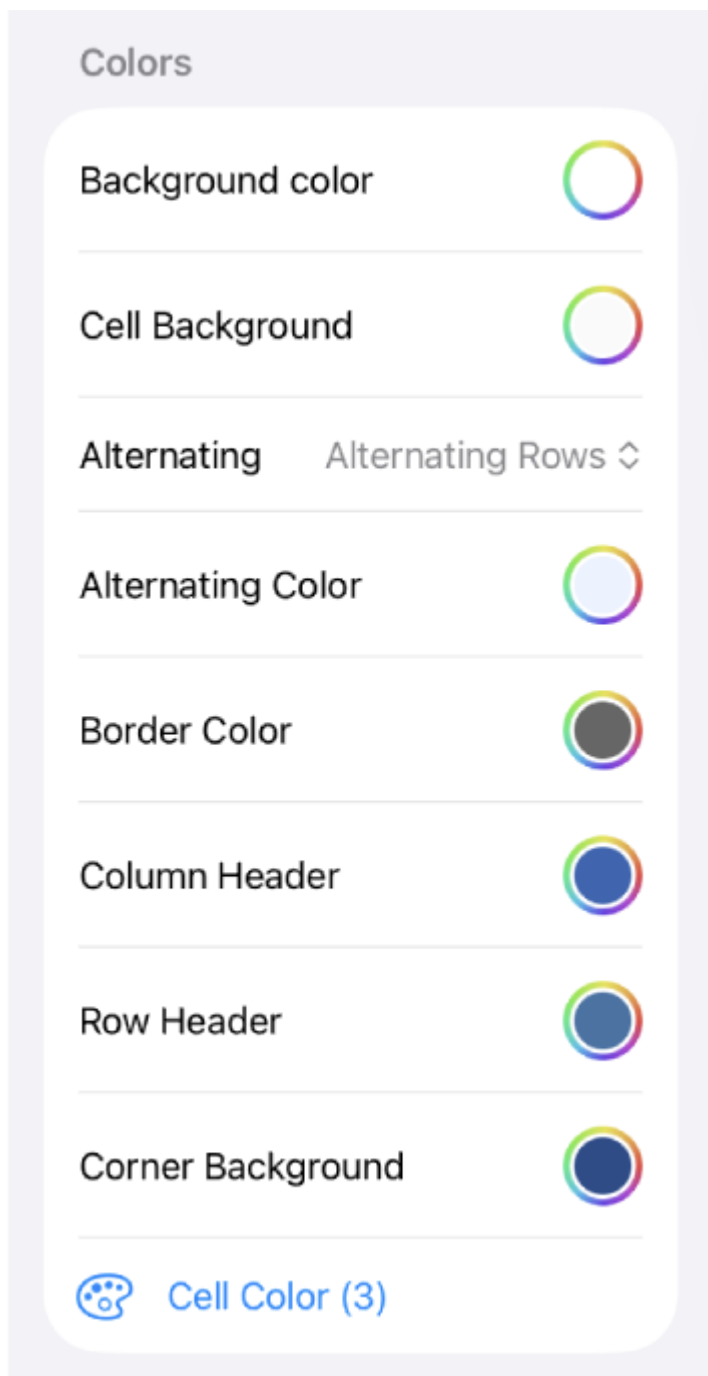
- **Corner Background**

Specify the background color of the intersection area (top-left corner) between row and column headers.

- **Cell Color**

Override the background color of specific cells individually. Press the "Cell Color" button to open the cell color wizard. Select a cell from the grid with row and column numbers, then use the color picker to set the color. Press "Clear Color" to remove the color for the selected cell, or "Clear All Colors" to remove all cell colors at once.

Color priority: Cell color > Alternating color > Cell background



Cancel

Cell Color

Done

	0	1	2	3
0				
1				
2				
3				
4				

Cell (2, 1)

Color

Clear Color



Clear All Colors

AI Import

AI Import is a feature that imports screen images of control panel layouts and automatically detects and places components on the page using AI. It automatically recognizes components such as labels, buttons, value fields, and meters from screen captures or photos of existing control panels and reproduces the layout.

Getting Started

To use the AI Import feature, you need an Anthropic API key. You can register the API key from "Help & Settings" on the AI Import screen.

- **Obtaining an API Key**

Visit [Anthropic Console](#), create an account, and obtain an API key.

- **Registering the API Key**

Tap the "Help & Settings" button at the top of the AI Import screen and enter the API key in "Anthropic API Key".

Practice Mode: Practice mode is available to try out the AI Import functionality. You can confirm component detection results using sample data.

How to Use

1. Open AI Import

Tap the add item button ("+") in the toolbar on the editing screen, and select "AI Import" from the menu.

2. Select an Image

Import a screen image using one of the following methods on the AI Import screen:

- **Select Image**

Tap the "Select Image" button to select an image from your photo library.

- **Practice**

Select a sample by title from the Practice section to try out AI Import:

- Control Panel (31 items) — Regular components (labels, buttons, value fields, meters)
- Matrix Tables (9 items) — Matrix (tabular data)

3. Select Detection Mode

Choose a detection mode according to the image content:

- **Without Matrix**

Detects regular components (labels, buttons, value fields, meters, etc.). Suitable for screens without tabular layouts.

- **Matrix Only**

Detects only matrices (tabular layouts). Suitable for screens containing tabular layouts.

4. Run Analysis

Tap the "Analyze" button, and AI will analyze the image to detect components. When detection is complete, a list of detected components will be displayed.

5. Review and Edit Detection Results

You can review and edit information for each component in the detected components list:

- **Component Type**

Change the component type (Label / Button / Value Field / Meter / Matrix) using the Picker.

- **Title**

Edit the text displayed on the component.

- **Unit** (Value Field / Meter only)

Toggle units automatically detected by AI on/off by tapping. Examples: "°C", "kg", "pcs", "%", etc.

- **Editable** (Value Field only)

Tap the pencil icon to toggle whether the value field is editable.

- **Background Color and Text Color**

View the background color and text color of components with color circles.

- **Borders** (Matrix only)

Review and change the presence of borders determined by AI.

- **Header Background Color** (Matrix only)

View the header background color with a color circle labeled "H".

6. Place on Page

Tap the "Place Selected" button to place the detected components on the page being edited. Components are placed based on their position and size in the image.

7. Re-analyze

If the detection results are not as expected, you can re-analyze using the "Re-analyze" button.

Detection Details

Detectable Components

- **Label** — Text display
- **Button** — Button
- **Value Field** — Numeric display/input field
- **Meter** — Meter (gauge)
- **Matrix** — Data table (row/column grid)

Automatically Detected Information

- **Position and Size**
Detects the position and size of components in the image as percentages.
- **Text Content**
Recognizes Japanese and English text.
- **Background Color and Text Color**
Detects component colors by color name (Red / Blue / Green, etc.).
- **Numeric Units**
Automatically extracts units from value field or meter titles. Example: "85.23 °C" → unit: "°C", decimal places: 2
- **Decimal Places**
Automatically determines the number of decimal places from the displayed numbers.
- **Matrix Structure**
Detects number of rows/columns, presence of headers, and presence of borders.

Tips for Improving Detection Accuracy

- **Image Quality**
Use clear, in-focus images.
- **Image Size**
Larger images provide better accuracy.
- **Margins**
Crop to include only necessary components without unnecessary parts.

- **Detection Mode**

Select the appropriate detection mode (Without Matrix / Matrix Only) according to the image content.

Cache

Analysis results are cached on device. When analyzing with the same image and instructions (additional instructions) combination, results are loaded instantly from cache without API calls.

- **Checking Cache**

When results are from cache, "(Cached)" is shown in the detection results header.

- **Getting Fresh Results**

To get new analysis results without using cache, tap the "Re-analyze" button.

Cache saves API call costs and time when repeatedly analyzing the same image.

Tips

- **Device Assignment**

Components placed by AI Import do not automatically have device names assigned. Set device names for each component in the inspector after placement.

- **Fine-tuning**

The position and size of placed components can be manually adjusted after placement.

- **Deleting Components**

Unwanted components can be selected and deleted. To delete all placed items at once, use Undo.

- **Color Customization**

Colors can be changed in the inspector after placement.

- **Editing Matrices**

For placed matrices, refer to the [Matrix documentation](#) to configure templates and device offsets.

- **About Cost**

AI Import uses Claude Haiku 4.5 (low cost).

Privacy

When using the AI Import feature, the selected image is sent to Anthropic's Claude API for processing. Please be careful if the image contains confidential information.

In Practice mode, images are not sent to the server. Sample data is stored within the app and works offline.

Run project

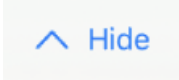
How to execution the project

-  Press the Play button on [the editing screen](#) 's toolbar to access the execution screen.
- If this is your first time, you will learn how to stop the execution. You will be asked whether you want to see it again next time, so make a choice either way.

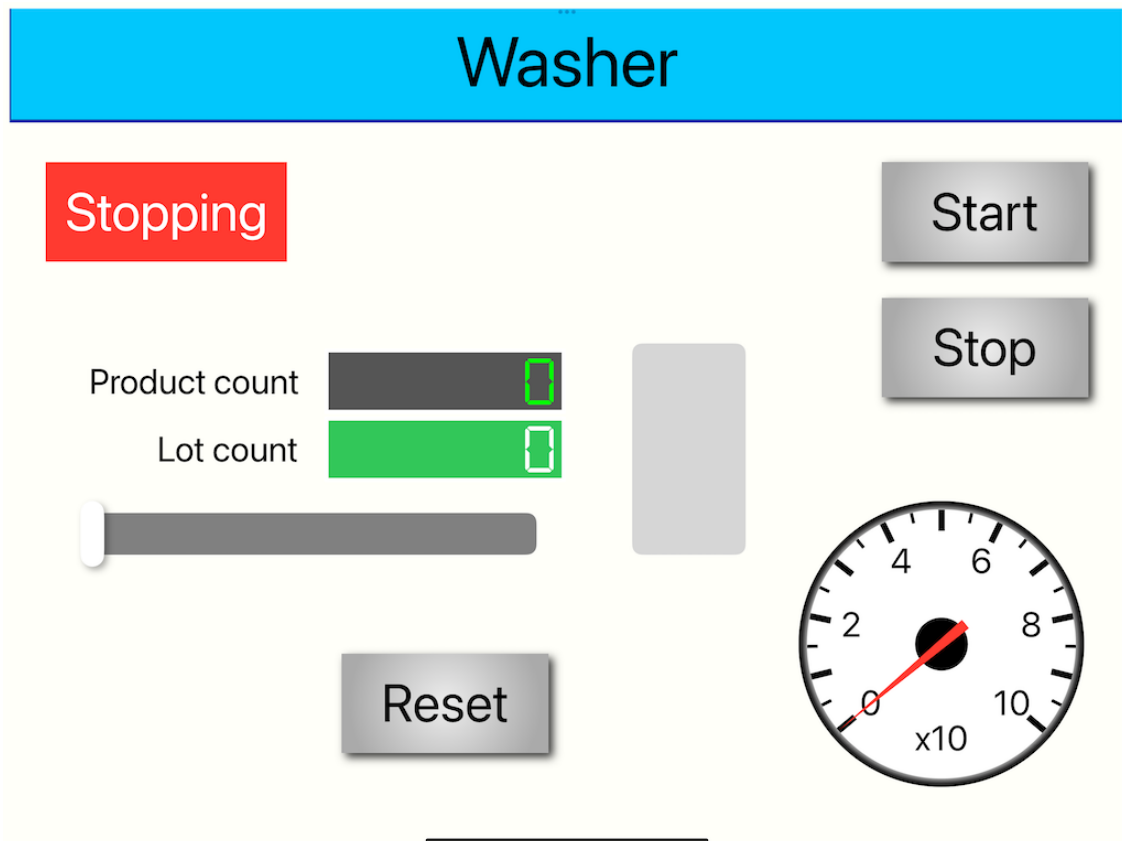
How to exit the project

- To stop execution of the project, tap **five times** on an empty part.
-  A navigation bar appears at the top. Select Exit from it.
- Select "Yes, quit." on the confirmation screen to exit.

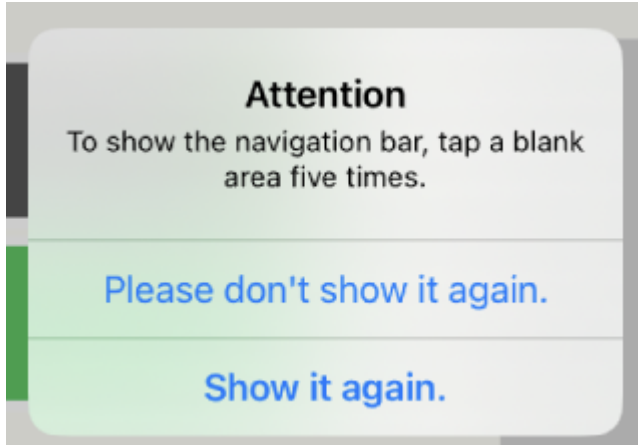
Navigation bar

-  Hides the navigation bar.
-  Select language
Press once, then **press and hold again** to display the menu. Pressing once first prevents the navigation bar and the menu from disappearing.
[See Localization \(Multilingualization\)](#)
-  [Terminates execution](#) of the project.

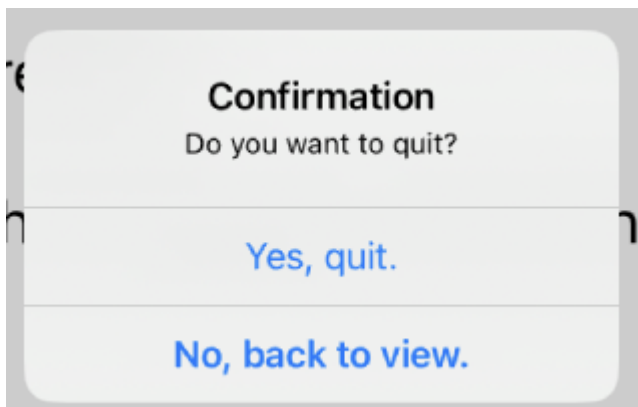
Execution screen



How to exit the project



Confirmation of termination



Data Logging

The Data Logging feature records PLC device values to CSV files at regular intervals or based on trigger conditions.

You can create multiple configurations and record simultaneously.

Configuration

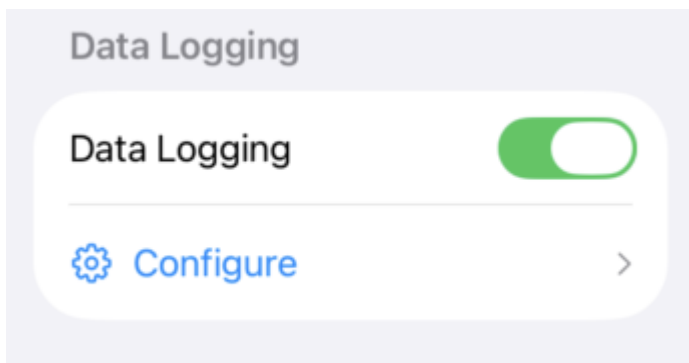
Open the configuration screen from the "Data Logging" section in Project Settings.

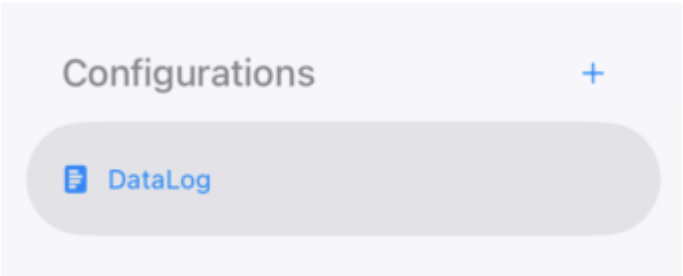
Configurations

- The sidebar displays a list of configurations.
- Press the + button to add a new configuration.
- Double-tap the configuration name to rename it.
- Swipe or use the context menu to delete.

General

- **Name**
Specify the configuration name.
- **Enabled**
Enable or disable this configuration. Disabled configurations will not start logging when the project runs.





General

Name

DataLog

Enabled

☒



Log Type

Time Series

Records device values over time. Each row contains a timestamp and all device values.

timestamp	Speed	Pressure	Temp
2026-05-16 10:00:00.000	1500	80	25
2026-05-16 10:00:01.000	1520	81	26

Table

Creates one file per trigger and records device values in table format.

The same device is expanded with row-based offsets.

- **Row Count**

Specify the number of rows in the table.

For example, with devices `D0000` (Speed) and `D0100` (Pressure), and a row count of 3:

	Speed	Pressure
1	Value of D0000	Value of D0100
2	Value of D0001	Value of D0101

	Speed	Pressure
3	Value of D0002	Value of D0102

Each row offsets the device address by +1.

The resulting CSV looks like this:

	Speed	Pressure
1	1500	80
2	1520	81
3	1480	79

Log Type

Log Type
Time Series ↕

Output

- **Save to**

Specify the export destination folder. If not specified, files are saved to Documents/DataLogs.

- **Subfolder**

Select how to create a subfolder.

- **None** - No subfolder
- **Project Name** - Create a subfolder with the project name
- **Project UUID** - Create a subfolder with the project UUID

- **File Name**

Specify the file name using template tags.

- `{project}` - Project name
- `{title}` - Title row value
- `{date}` - Date (yyyyMMdd)
- `{time}` - Time (HHmmss)
- `{datetime}` - Date and time (yyyyMMdd_HHmmss)

- **Encoding**

Specify the character encoding for exported CSV files (ASCII, Shift_JIS, Japanese EUC, UTF-8, ISO Latin 1, ISO Latin 2, Non-lossy ASCII).

- **BOM**

For UTF-8, specify whether to add a BOM (Byte Order Mark). Adding BOM is recommended when opening files in Excel.

- **Title Row**

Add a title row at the beginning of the CSV. Leave empty to omit.

- **Auto Export**

Select the format for automatic file export when the project stops.

- **None** - No auto-export (internal file only)
- **CSV** - Export as CSV
- **Excel** - Export as Excel (XLSX)

- **Excel Borders**

Add cell borders in Excel format. Only shown when Auto Export is set to Excel.

- **Exclude Timestamp / Exclude Row Number**

Exclude the timestamp column (Time Series mode) or row number column (Table mode) from export. Only shown when Auto Export is enabled.

Output

Save to

Default 

Subfolder

None 

File Name

{project}

{title}

{date}

{time}

{datetime}

{project}_{datetime}

.csv

Encoding

UTF-8 

BOM



Title Row

Auto Export

None 

Trigger

Configure the recording timing.

- **Interval**
Records at the specified interval in seconds (0.1 to 3600 seconds).
- **Bit Rise**
Records when the specified bit device changes from OFF to ON.
- **Bit Fall**
Records when the specified bit device changes from ON to OFF.
- **Bit Change**
Records when the specified bit device value changes.

Trigger Device

For bit triggers, specify the bit device to use as the trigger.

After Action

For bit triggers, you can automatically operate the trigger device after recording.

- **None** - Do nothing
- **Set** - Turn ON the trigger device after recording
- **Reset** - Turn OFF the trigger device after recording

Trigger

Trigger

Interval ↕

Interval

300

−

+

sec

Trigger

Trigger

Bit Rise ↕

Trigger Device

MR00000

After Action

Reset ↕

Device Settings

Configure the devices to record. In Table mode, this section is labeled "Columns".

- **Device**

Specify the PLC device name (e.g., W0000, DM00000).

- **Label**

Used as the CSV header column name.

- **Expression Type**

Specify how the value is interpreted. Select "Auto" to auto-detect based on the device type. Bit devices are automatically set to Bit.

- **Unsigned / Signed** - 16-bit unsigned/signed integer
- **HEX** - 16-bit hexadecimal display
- **BCD** - 16-bit BCD (Binary Coded Decimal)
- **Unsigned(DWORD) / Signed(DWORD)** - 32-bit unsigned/signed integer
- **HEX(DWORD)** - 32-bit hexadecimal display
- **BCD(DWORD)** - 32-bit BCD
- **Float** - 32-bit floating point
- **Text** - String (multiple words combined and decoded). You can specify the character encoding and byte count.

- **Count**

Specify the number of consecutive devices. One entry can register multiple devices at once. Hidden in Table mode (rows are auto-expanded by Row Count). For Text type, specify the byte count instead.

The screenshot shows a 'Devices' configuration panel. It contains a list of three devices: 'DM00000 (Speed)', 'DM00001 (Pressure)', and 'DM00002 (Humidity)'. Each device name is in blue text and has a small edit icon to its right. Below the list is a form with two input fields labeled 'Device' and 'Label', a dropdown menu set to 'Auto', a numeric input field with the value '1', and an 'Add' button.

Sessions

Recorded sessions are listed in the "Sessions" section of the sidebar.

- Select a session to preview the CSV data.
- Export in CSV or Excel format from the preview screen.

- Swipe to delete individual sessions (associated files are also deleted).
- Use "Delete All" to delete all sessions at once (a confirmation dialog is displayed).

Close

Data Logging

Configurations

DataLog

Sessions - DataLog

2026/05/27, 11:54

0 records

2026/05/27, 11:53

0 records

2026/05/27, 11:43

0 records

Delete All

プロジェクト 5_20260527_115421.csv

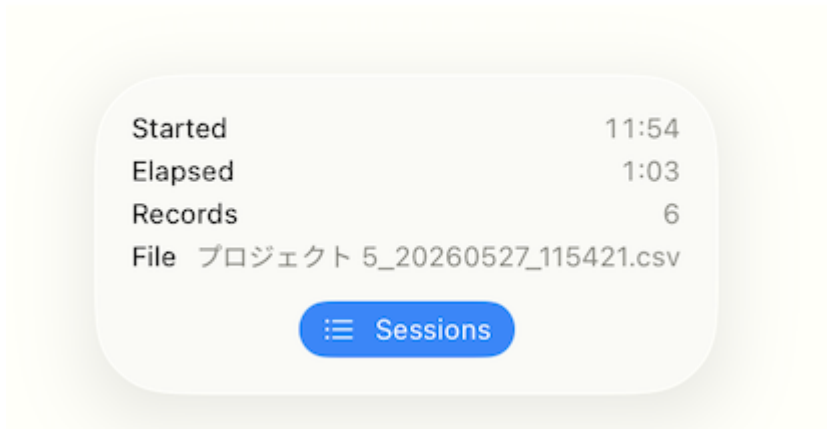
#	timestamp	Speed	Presure	Humidity
1	2026-05-27 11:54:31...	0	0	0
2	2026-05-27 11:54:41...	0	0	0
3	2026-05-27 11:54:51...	0	0	0
4	2026-05-27 11:55:01...	0	0	0
5	2026-05-27 11:55:11...	0	0	0
6	2026-05-27 11:55:22...	0	0	0
7	2026-05-27 11:55:31...	0	0	0
8	2026-05-27 11:55:41...	0	0	0
9	2026-05-27 11:55:51...	0	0	0
10	2026-05-27 11:56:01...	0	0	0
11	2026-05-27 11:56:11...	0	0	0
12	2026-05-27 11:56:21...	0	0	0
13	2026-05-27 11:56:31...	0	0	0
14	2026-05-27 11:56:41...	0	0	0
15	2026-05-27 11:56:51...	0	0	0
16	2026-05-27 11:57:01...	0	0	0

Runtime Behavior

When a project is running, data logging automatically starts for all enabled configurations.

- A blinking red indicator and record count are displayed in the navigation bar at the top.
- Tap the indicator to view start time, elapsed time, record count, and file name for each logger.
- Use the "Sessions" button to view the session list and previews.
- Active recording sessions are marked with a red dot and cannot be deleted.
- Logging stops when the project execution ends, and auto-export is performed.





Import / Export

Configuration import and export are supported.

- **YAML**

Export and import the entire configuration (trigger, output settings, device list) in YAML format.

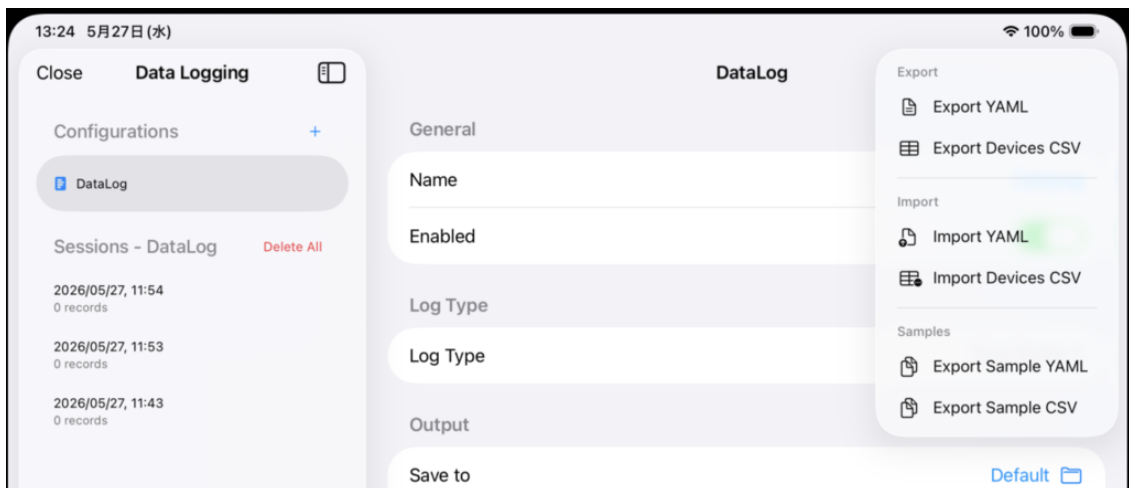
- **Devices CSV**

Export and import only the device list in CSV format.

This allows editing the device list in a spreadsheet application before importing.

- **Samples**

Export sample YAML and CSV files to use as templates for importing.



YAML Project Format

irBoard projects can be created and edited using YAML text files. This format is designed to be human-readable and AI-friendly, enabling automated project generation.

Projects are imported via the **Project Settings** inspector in the editing screen, or from the toolbar on the project list screen. Select "Import from YAML" to import a folder containing a YAML project file, or select a `project.yaml` file directly.

YAML Basics

YAML (YAML Ain't Markup Language) is a text format for representing structured data. It uses indentation (spaces) to express hierarchy, making it easy to read and write without special tools.

Key-Value Pairs

Basic data is written as `key: value` pairs:

```
name: "My Project"
rotation_type: 1
enabled: true
```

Indentation = Nesting

Nested structures are expressed by indenting with spaces (2 spaces per level):

```
plc:
  provider: KEYENCE
  config:
    ip_or_hostname: "192.168.0.10"
    port_no: 8501
```

Lists (Arrays)

List items start with `-` (hyphen + space):

```
pages:
  - uuid: "page-001"
```

```
page_no: 1
title: Main
- uuid: "page-002"
  page_no: 2
  title: Settings
```

Data Types

Type	Example	Notes
String	"Hello" or Hello	Quotes required if the value contains <code>:</code> , <code>#</code> , or special characters.
Integer	42	Written without quotes.
Float	3.14	Written without quotes.
Boolean	true / false	Written without quotes.

Comments

Lines starting with `#` are comments and ignored:

```
# This is a comment
name: "My Project"  # Inline comments are also supported
```

Folder Structure

A YAML project is a folder containing a `project.yaml` file and an optional `images/` subfolder:

```
ProjectName/
  project.yaml      # Project configuration (required)
  images/           # Image files (optional)
    {uuid}.png      # Background images referenced by uuid
```

The `project.yaml` file contains all project settings, pages, items, and configurations. Images referenced in the project (background images for project, pages, or items) are stored as PNG files in the `images/` folder, named by their UUID.

Minimal Example

Here is a minimal working project with one page containing a label and a button:

```
uuid: "00000000-0000-0000-0000-000000000001"
name: "My Project"
screen_size_string: "768x1024"
rotation_type: 1

plc:
  model: KV-8000
  provider: KEYENCE
  plc_channel:
    config:
      ip_or_hostname: "192.168.0.10"
      port_no: 8501

pages:
  - uuid: "00000000-0000-0000-0000-100000000001"
    page_no: 1
    title: Main
    items:
      - uuid: "00000000-0000-0000-0000-200000000001"
        class: Label
        frame_string: "{{50, 50}, {200, 40}}"
        title: Temperature
        text_color_name: "RGBA,0.0,0.0,0.0,1.0"
      - uuid: "00000000-0000-0000-0000-200000000002"
        class: Button
        frame_string: "{{50, 120}, {120, 50}}"
        title: Start
        switch_device_name: MR100
        switch_mode: momentary
```

Required fields: `plc` and `pages` are mandatory. Import will fail with an error if the `plc` section is missing. `uuid` and `name` are optional and will be auto-generated if omitted. Each page's `uuid` and `page_no` are also auto-filled if omitted. Each item's `uuid` and `frame_string` are optional (defaults will be applied). `class` is required, but lowercase or alternative names (e.g., gauge, slider, alarm, grid) are accepted.

Project Properties

Top-level properties that configure the overall project:

Property	Type	Description
uuid	String	Auto Unique identifier (UUID format). Auto-generated if omitted.
name	String	Auto Project name. Auto-generated if omitted.
plc	Object	Required PLC configuration. Import fails if omitted.
pages	Array	Required List of pages.
screen_size_string	String	Screen size as "WIDTHxHEIGHT" (e.g., "768x1024").
rotation_type	Integer	Screen rotation. 0=portrait, 1=landscape.
style	String	Project style. "default" or "dark".
background_color_name	String	Default background color. See Color Format section.
launch_page_no	Integer	Page number to show at startup.
page_scale_type	Integer	How pages scale on different screens. 0=center, 1=fit, 2=fill.
transition	String	Page transition animation style.
text_font_name	String	Default text font name.
text_font_size	Float	Default text font size.
number_font_name	String	Default font for numeric display.
number_font_size	Float	Default font size for numeric display.

Grid Configuration

```
grid:
  style: 1
  enabled: 1
  pixel: 10.0
```

Property	Type	Description
style	Integer	Grid style. 0=dots, 1=lines.

Property	Type	Description
enabled	Integer	1=grid visible, 0=hidden.
pixel	Float	Grid spacing in points.

PLC Configuration

The `plc` section configures the PLC connection. **This section is required.** Import will fail if it is omitted. For supported PLC providers and models, see the [PLC Connection](#) documentation.

KEYENCE Example

```
plc:
  model: KV-8000
  provider: KEYENCE
  plc_channel:
    config:
      ip_or_hostname: "192.168.0.10"
      port_no: 8501
```

Mitsubishi (MC Protocol) Example

```
plc:
  model: iQ-R
  provider: MITSUBISHI
  plc_channel:
    config:
      ip_or_hostname: "192.168.0.10"
      port_no: 5000
```

OMRON (FINS) Example

```
plc:
  model: NJ
  provider: OMRON
  plc_channel:
    config:
      ip_or_hostname: "192.168.0.10"
      port_no: 9600
```

```
self_node: 0
destination_node: 0
```

MODBUS/TCP Example

```
plc:
  model: MODBUS
  provider: MODBUS
  plc_channel:
    config:
      ip_or_hostname: "192.168.0.10"
      port_no: 502
      unit_id: 1
```

PLC Provider / Model / Channel Reference

Provider	Models	Default Port
KEYENCE	KV-8000, KV-7500, KV-5500, KV-5000, KV-3000, KV-1000, KV-Nano	8501
MITSUBISHI	iQ-R, iQ-F, Q, L, FX5, FX3	5000
OMRON	NJ, NX, CJ2, CJ1, CP1, CP2	9600
YOKOGAWA	FA-M3	12289
MODBUS	MODBUS	502

Config Options

Property	Type	Description
<code>monitor_interval</code>	Float	Polling interval in seconds (default: 0.5).
<code>button_default_delay</code>	Float	Default button press delay in seconds.
<code>slider_default_delay</code>	Float	Default slider operation delay in seconds.
<code>area_permission</code>	String	Permission area device address.
<code>use_area_permission</code>	Boolean	Enable permission area.
<code>area_to_plc_screen_no</code>	String	

Property	Type	Description
		Device address to send current screen number to PLC.
use_area_to_plc_screen_no	Boolean	Enable screen number notification to PLC.
area_to_plc_status	String	Device address to send irBoard status to PLC.
use_area_to_plc_status	Boolean	Enable status notification to PLC.
area_from_plc_screen_no	String	Device address to receive screen number from PLC.
use_area_from_plc_screen_no	Boolean	Enable screen number reception from PLC.
area_from_plc_status	String	Device address to receive status from PLC.
use_area_from_plc_status	Boolean	Enable status reception from PLC.

Page Properties

```
pages:
  - uuid: "page-uuid-1"
    page_no: 1
    title: Main
    background_color_name: "RGBA,0.95,0.95,0.95,1.0"
    items:
      - ...
```

Property	Type	Description
uuid	String	Auto Unique identifier. Auto-generated if omitted.
page_no	Integer	Auto Page number (1-based). Auto-filled if omitted.
title	String	Page title.
background_color_name	String	Page background color.
locked	Integer	1=locked (not editable at runtime), 0=unlocked.
rotation_type	Integer	Page-specific rotation override.
background_image	Object	Background image reference ({uuid, kind}).

Property	Type	Description
<code>items</code>	Array	List of page items.

Page Navigation (Swipe)

Pages can be linked for swipe navigation using UUID references:

Property	Type	Description
<code>above_page_uuid</code>	String	UUID of page when swiping up.
<code>below_page_uuid</code>	String	UUID of page when swiping down.
<code>left_page_uuid</code>	String	UUID of page when swiping left.
<code>right_page_uuid</code>	String	UUID of page when swiping right.

Item Types

Each item has a `class` field that determines its type:

class	Description	Key Properties
<code>Label</code>	Text display	title, text_color_name
<code>Button</code>	Interactive button with lamp	switch_device_name, switch_mode, lamp_device_name
<code>Button</code> (no switch)	Status indicator	lamp_device_name, lamp_color_name
<code>ValueField</code>	Numeric/text display and input	device_name, editable, decimal_place, unit
<code>SteppedValueField</code>	Value with +/- buttons (Slider / Progress)	device_name, step_value, min_value, max_value
<code>Meter</code>	Analog gauge display	device_name, min_value, max_value, figures
<code>Message</code>	Message list display	message_set_uuid
<code>Matrix</code>	Table/grid layout	matrix_rows, matrix_columns, matrix_device_offset

class	Description	Key Properties
WebPage	Embedded web browser	url

Common Item Properties

All items share these common properties:

Property	Type	Description
uuid	String	Auto Unique identifier. Auto-generated if omitted.
class	String	Required Item type. See Item Types table. Lowercase and alternative names are accepted (e.g., gauge→Meter, alarm→Message, grid→Matrix, slider→Slider, progress_bar→Progress, value_field→ValueField, web_page→WebPage).
frame_string	String	Auto Position and size. Defaults to class-appropriate size if omitted. Format: "{{x, y}, {width, height}}" or "x, y, width, height"
title	String	Display text.
device_name	String	Primary PLC device address.
background_color_name	String	Background color.
line_color_name	String	Border color.
line_width	Float	Border width.
corner_radius	Integer	Corner rounding radius.
style	String	Visual style (varies by item type).
font_name	String	Font name override.
font_size	Float	Font size override.
alignment	Integer	Text alignment. 0=left, 1=center, 2=right.
padding	Integer	Internal padding.
locked_frame	Integer	1=frame locked, 0=editable.

Property	Type	Description
visible_device_name	String	Device that controls visibility.
visible_negative	Integer	1=invert visibility condition.
alternate_title	String	Alternate title (for toggle state).

Label

Displays static or device-driven text.

```
- uuid: "label-uuid"
  class: Label
  frame_string: "{{50, 50}, {200, 40}}"
  title: Temperature
  text_color_name: "RGBA,0.0,0.0,0.0,1.0"
  background_color_name: "RGBA,0.9,0.9,0.9,1.0"
  alignment: 1
  font_size: 18.0
```

Property	Type	Description
text_color_name	String	Text color.
alternate_text_color_name	String	Text color in alternate state.
label_device_name	String	Device controlling label state (ON/OFF appearance).
label_negative	Integer	1=invert label device condition.

Button

Interactive button that can toggle PLC devices and display lamp states. If no switch device is specified, it behaves as a lamp indicator.

```
- uuid: "button-uuid"
  class: Button
  frame_string: "{{50, 100}, {120, 50}}"
  title: Start
  alternate_title: Stop
```

```
switch_device_name: MR100
switch_mode: momentary
lamp_device_name: MR100
lamp_color_name: "RGBA,0.0,0.8,0.0,1.0"
style: irPanel
```

Switch Properties

Property	Type	Description
switch_device_name	String	Bit device to toggle when pressed.
switch_mode	String	"momentary" (ON while pressed) or "alternate" (toggle ON/OFF).
switch_negative	Integer	1=invert switch output.
delay_time	Double	Delay before sending command (seconds).
interlock_device_name	String	Device that must be ON to enable button.
interlock_negative	Integer	1=invert interlock condition.

Lamp Properties

Property	Type	Description
lamp_device_name	String	Bit device to monitor for lamp state.
lamp_color_name	String	Color when lamp is ON.
alternate_lamp_color_name	String	Color when lamp is OFF.
lamp_negative	Integer	1=invert lamp condition.

Page Navigation

Property	Type	Description
page_uuid	String	UUID of page to navigate to when pressed.
page_no	Integer	Page number to navigate to.

Button Style

Property	Type	Description
style	String	"irPanel", "Square", "Circle", "Touch", "Plane", "Toggle". Case is auto-corrected.

Value Field

Displays and optionally edits numeric or text values from PLC devices.

```
- uuid: "value-uuid"
  class: ValueField
  frame_string: "{{300, 100}, {150, 40}}"
  title: Temperature
  device_name: DM100
  editable: 0
  decimal_place: 1
  unit: "\u00B0C"
  number_type: 2
  min_value: 0.0
  max_value: 999.0
  text_color_name: "RGBA,0.0,0.0,0.0,1.0"
  field_background_color_name: "RGBA,1.0,1.0,1.0,1.0"
```

Property	Type	Description
device_name	String	Word device to read/write value.
editable	Integer	0=read-only, 1=editable at runtime.
number_type	Integer	0=unsigned 16-bit, 1=signed 16-bit, 2=unsigned 32-bit, 3=signed 32-bit, 4=float, 5=double, 6=BCD, 10=string.
decimal_place	Integer	Number of decimal places to display.
unit	String	Unit suffix (e.g., "\u00B0C", "kg", "%").
coefficient	Float	Scaling multiplier (displayed = raw * coefficient + offset).
offset	Float	Value offset.
min_value	Double	Minimum allowed value.

Property	Type	Description
<code>max_value</code>	Double	Maximum allowed value.
<code>field_background_color_name</code>	String	Input field background color.
<code>text_color_name</code>	String	Text color for displayed value.
<code>unit_color_name</code>	String	Color for unit text.
<code>border_style</code>	Integer	0=none, 1=line, 2=bezel, 3=rounded.
<code>encoding</code>	Integer	Text encoding for string type. 1=UTF-8.
<code>text_length</code>	Integer	Max text length for string type.
<code>secret</code>	Boolean	true=hide input (password field).

Stepped Value Field (Slider / Progress)

A value field with increment/decrement buttons, or displayed as a slider or progress bar.

```
- uuid: "slider-uuid"
  class: SteppedValueField
  frame_string: "{{50, 200}}, {300, 40}}"
  title: Speed
  device_name: DM200
  step_value: 1.0
  min_value: 0.0
  max_value: 100.0
  style: slider
```

Property	Type	Description
<code>step_value</code>	Double	Increment/decrement amount per step.
<code>style</code>	String	"default" (buttons), "slider", "progress".
<code>vertical</code>	Boolean	true=vertical orientation.
<code>continuous</code>	Boolean	true=continuously change while button held.

Inherits all Value Field properties (`device_name` , `min_value` , `max_value` , `number_type` , etc.).

Meter

Analog gauge display that reads a PLC device value.

```
- uuid: "meter-uuid"
  class: Meter
  frame_string: "{{50, 300}, {200, 200}}"
  title: Pressure
  device_name: DM300
  min_value: 0.0
  max_value: 100.0
  figures: 5
  major: 20
  minor: 10
  unit: MPa
  decimal_place: 1
```

Property	Type	Description
min_value	Double	Minimum scale value.
max_value	Double	Maximum scale value.
figures	Integer	Number of scale labels.
major	Integer	Major tick interval.
minor	Integer	Minor tick interval.
meter_zones	Array	Color zones on the meter.

Meter Zones

```
meter_zones:
- color_name: "RGBA,0.0,0.8,0.0,1.0"
  from_value: 0.0
  to_value: 60.0
- color_name: "RGBA,1.0,0.8,0.0,1.0"
  from_value: 60.0
  to_value: 80.0
- color_name: "RGBA,1.0,0.0,0.0,1.0"
  from_value: 80.0
  to_value: 100.0
```

Lamp (Status Indicator)

A standalone status indicator. Uses the same class as Button (`Button`) but without a switch device, acting as a lamp indicator.

```
- uuid: "lamp-uuid"
  class: Button
  frame_string: "{{300, 50}, {60, 60}}"
  title: Running
  lamp_device_name: MR200
  lamp_color_name: "RGBA,0.0,0.8,0.0,1.0"
  alternate_lamp_color_name: "RGBA,0.5,0.5,0.5,1.0"
  style: Circle
```

Uses the same lamp properties as Button (`lamp_device_name` , `lamp_color_name` , `lamp_negative` , etc.). Omit `switch_device_name` to make it a lamp indicator.

Message

Displays a list of messages from a message set. Messages are activated based on PLC device values.

```
- uuid: "message-uuid"
  class: Message
  frame_string: "{{50, 400}, {400, 200}}"
  message_set_uuid: "msgset-uuid-1"
  active_color_name: "RGBA,1.0,0.0,0.0,1.0"
  inactive_color_name: "RGBA,0.9,0.9,0.9,1.0"
  active_only: true
```

Property	Type	Description
<code>message_set_uuid</code>	String	UUID of the message set to display.
<code>active_color_name</code>	String	Background color for active messages.
<code>inactive_color_name</code>	String	Background color for inactive messages.
<code>active_text_color_name</code>	String	Text color for active messages.
<code>inactive_text_color_name</code>	String	Text color for inactive messages.
<code>active_only</code>	Boolean	true=show only active messages.

Property	Type	Description
<code>row_height</code>	Integer	Height of each message row.
<code>show_detail</code>	Boolean	true=show detail text.
<code>show_title</code>	Boolean	true=show message set title header.

Matrix

A table/grid layout that repeats a template item across rows and columns with device address offsets. For full matrix documentation, see [Matrix](#) .

```
- uuid: "matrix-uuid"
  class: Matrix
  frame_string: "{{50, 50}, {600, 400}}"
  matrix_rows: 5
  matrix_columns: 3
  matrix_device_offset: 10
  matrix_add_borders: true
  matrix_border_color_name: "RGBA,0.7,0.7,0.7,1.0"
  matrix_has_column_header: true
  matrix_has_row_header: true
```

Property	Type	Description
<code>matrix_rows</code>	Integer	Number of data rows.
<code>matrix_columns</code>	Integer	Number of data columns.
<code>matrix_device_offset</code>	Integer	Device address increment between rows.
<code>matrix_add_borders</code>	Boolean	true=add borders around cells.
<code>matrix_border_color_name</code>	String	Border color.
<code>matrix_border_width</code>	Float	Border width.
<code>matrix_has_column_header</code>	Boolean	true=include column headers.
<code>matrix_has_row_header</code>	Boolean	true=include row headers.
<code>matrix_cell_bg_color_name</code>	String	Default cell background color.

Property	Type	Description
<code>matrix_alt_bg_color_name</code>	String	Alternating row background color.
<code>matrix_column_header_bg_color_name</code>	String	Column header background color.
<code>matrix_row_header_bg_color_name</code>	String	Row header background color.

Matrix Template

Matrices can define a cell template that is automatically expanded across all rows and columns on import. The template defines what items appear in each cell, and device offset rules control how device addresses increment across the grid.

The template is defined using `matrix_template_json`. You can write it directly as a YAML array of item definitions (a JSON string is also accepted). Coordinates are relative to the cell origin (0, 0). When a matrix has a template but has not been expanded yet, it is automatically expanded during YAML import.

```
- uuid: "matrix-uuid"
  class: Matrix
  frame_string: "{{50, 50}, {600, 300}}"
  matrix_rows: 3
  matrix_columns: 4
  matrix_add_borders: true
  matrix_border_color_name: "RGBA,0.7,0.7,0.7,1.0"
  matrix_template_cell_width: 140.0
  matrix_template_cell_height: 60.0
  matrix_template_json:
    - class: Label
      uuid: "tpl-001"
      frame_string: "{{2, 2}, {60, 26}}"
      title: CH1
      font_size: 12.0
      text_color_name: "RGBA,0.3,0.3,0.3,1.0"
    - class: ValueField
      uuid: "tpl-002"
      frame_string: "{{2, 30}, {136, 28}}"
      device_name: DM100
      number_type: 2
      decimal_place: 1
      unit: "\u00B0C"
      text_color_name: "RGBA,0.0,0.0,0.0,1.0"
      field_background_color_name: "RGBA,1.0,1.0,1.0,1.0"
      border_style: 3
  matrix_device_offset_rules:
    - id: "rule-1"
      itemUUID: "*"

```

```
property: device_name
rowOffset: 10
colOffset: 1
```

Property	Type	Description
<code>matrix_template_json</code>	Array	Array of item definitions for one cell. Uses the same properties as regular page items.
<code>matrix_template_cell_width</code>	Float	Reference cell width for template items.
<code>matrix_template_cell_height</code>	Float	Reference cell height for template items.

Device Offset Rules

`matrix_device_offset_rules` is an array of rules that control how device addresses change across rows and columns.

Property	Type	Description
<code>id</code>	String	Unique rule identifier.
<code>itemUUID</code>	String	Template item UUID to apply the rule to. "*" applies to all items.
<code>property</code>	String	Device property name. "*" applies to all device properties. Options: <code>device_name</code> , <code>switch_device_name</code> , <code>lamp_device_name</code> , <code>visible_device_name</code> , etc.
<code>rowOffset</code>	Integer	Device address increment per row.
<code>colOffset</code>	Integer	Device address increment per column.

The device address for each cell is calculated as:

```
offset = row * rowOffset + col * colOffset
```

Template Example Explained

The example above creates a 3x4 temperature monitoring grid:

- Each cell contains a label ("CH1") and a value field reading from DM100
 - The title text auto-increments: CH1, CH2, CH3, ...
 - Device offset rule: `rowOffset: 10, colOffset: 1`
Cell (0,0) reads DM100, cell (0,1) reads DM101, cell (1,0) reads DM110, etc.
-

Web Page

Embeds a web browser view within the page.

```
- uuid: "web-uuid"
  class: WebPage
  frame_string: "{{50, 50}, {600, 400}}"
  url: "https://example.com"
```

Property	Type	Description
url	String	URL to load.
user_agent	String	Custom user agent string.

Localized Strings

Translations for item text are defined at the project level in the `localizedStrings` array. Each entry maps an item UUID and field key to a translated string for a specific locale.

```
localizedStrings:
  - localeIdentifier: ja
    key: "item-uuid-1.title"
    text: "\u30B9\u30BF\u30FC\u30C8"
  - localeIdentifier: ja
    key: "item-uuid-1.alternate_title"
    text: "\u30B9\u30C8\u30C3\u30D7"
  - localeIdentifier: fr
    key: "item-uuid-1.title"
    text: "D\u00E9marrer"
```

Property	Type	Description
localeIdentifier	String	Locale code (e.g., "ja", "en", "fr", "de", "zh-Hans").
key	String	Format: "{item_uuid}.{field_name}" (e.g., "xxx.title", "xxx.unit").
text	String	Translated text.

Localizable Fields

- `title` — Item title

- `alternate_title` — Alternate title (Button toggle state)
 - `unit` — Unit text (ValueField, Meter)
 - `message_` — Message text (MessageItem)
 - `detail_message` — Detail message text (MessageItem)
 - `title_` — Message set title
-

Message Sets

Message sets define groups of messages that can be displayed by Message items. Each message is triggered by a PLC device value.

```
messageSets:
- uuid: "msgset-uuid-1"
  no: 1
  title_: Alarms
  order_style: 0
  messageItems:
    - device_name: DM500
      value: 1.0
      number_type: 0
      message_: "Motor overload"
      detail_message: "Motor overload detected. Check motor wiring."
      disabled: false
      order_style: 0
    - device_name: DM500
      value: 2.0
      number_type: 0
      message_: "Temperature high"
      detail_message: "Temperature exceeds the limit."
      disabled: false
      order_style: 1
```

Property	Type	Description
<code>uuid</code>	String	Unique identifier.
<code>no</code>	Integer	Message set number.
<code>title_</code>	String	Message set title (trailing underscore is required).
<code>order_style</code>	Integer	Sort order.
<code>messageItems</code>	Array	List of message items.

Message Item Properties

Property	Type	Description
device_name	String	Device that triggers this message.
value	Double	Value that triggers the message.
number_type	Integer	Data type (same as ValueField).
message_	String	Message text (trailing underscore is required).
detail_message	String	Detailed message text.
disabled	Boolean	true=message is disabled.

Color Format

Colors are specified as strings in RGBA format:

```
"RGBA,R,G,B,A"
```

Where R, G, B, A are floating-point values from 0.0 to 1.0.

Examples

Color	Value
Black	"RGBA,0.0,0.0,0.0,1.0"
White	"RGBA,1.0,1.0,1.0,1.0"
Red	"RGBA,1.0,0.0,0.0,1.0"
Green	"RGBA,0.0,0.8,0.0,1.0"
Blue	"RGBA,0.0,0.0,1.0,1.0"
Yellow	"RGBA,1.0,1.0,0.0,1.0"
Gray	"RGBA,0.5,0.5,0.5,1.0"
Light Gray	"RGBA,0.9,0.9,0.9,1.0"
Transparent	"RGBA,0.0,0.0,0.0,0.0"

Frame Format

Item positions and sizes use CGRect string format:

```
"{{x, y}, {width, height}}"
```

Values are in points. The origin (0, 0) is the top-left corner of the page. The coordinate system matches the `screen_size_string` dimensions.

Examples

```
"{{0, 0}, {768, 1024}}"      # Full page (portrait)
"{{50, 50}, {200, 40}}"     # Small item at top-left area
"{{384, 512}, {100, 50}}"   # Centered item (approximate)
```

For a landscape project with `screen_size_string`: "768x1024" and `rotation_type`: 1, the coordinate space is 1024 points wide and 768 points tall.

Background Images

To use background images for the project, pages, or items:

- 1. Place PNG image files in the `images/` folder, named by UUID (e.g., `abc-123.png`).
- 2. Reference the image in the YAML using a `background_image` object:

```
background_image:
  uuid: "abc-123"
  kind: page_background
```

Image Kinds

Kind	Description
<code>page_default_background</code>	Default background for all pages.
<code>page_background</code>	Background for a specific page.
<code>lamp_background</code>	Background image for lamp/button states.
<code>page_item_background</code>	Background image for a page item.

PLC Device Names

Device names depend on the PLC provider. Here are common device names for each provider:

KEYENCE (KV Series)

Device	Type	Description
DM0 , DM100	Word	Data memory
MR0 , MR100	Bit	Internal relay
R0 , R100	Bit	Relay
FM0 , FM100	Word	File memory
CM0 , CM100	Word	Counter
T0 , T100	Word	Timer

Mitsubishi (MC Protocol)

Device	Type	Description
D0 , D100	Word	Data register
M0 , M100	Bit	Internal relay
Y0 , Y10	Bit	Output (hex addresses)
X0 , X10	Bit	Input (hex addresses)
W0 , W100	Word	Link register (hex addresses)
R0 , R100	Word	File register

OMRON (FINS)

Device	Type	Description
D0 , D100	Word	DM area

Device	Type	Description
CI00 , CI0100	Word	CIO area
W0 , W100	Word	Work area
H0 , H100	Word	Holding area

MODBUS/TCP

Device	Type	Description
HR0 , HR100	Word	Holding register (40001+)
C00 , C0100	Bit	Coil (00001+)
IR0 , IR100	Word	Input register (30001+)
DI0 , DI100	Bit	Discrete input (10001+)

Note: Bit devices (like MR, M, CO) are used for `switch_device_name` , `lamp_device_name` , and `visible_device_name` . Word devices (like DM, D, HR) are used for `device_name` (value reading/writing).

Complete Example

A complete project with KEYENCE KV-8000 PLC, two pages, various items, a message set, and Japanese localization:

```
uuid: "a1b2c3d4-e5f6-7890-abcd-ef1234567890"
name: "Factory Monitor"
screen_size_string: "768x1024"
rotation_type: 1
style: default
background_color_name: "RGBA,0.95,0.95,0.95,1.0"

grid:
  style: 1
  enabled: 1
  pixel: 10.0

plc:
  model: KV-8000
  provider: KEYENCE
  plc_channel:
```

```
config:
  ip_or_hostname: "192.168.0.10"
  port_no: 8501
```

```
pages:
```

- uuid: "page-0001"
page_no: 1
title: Main
right_page_uuid: "page-0002"
items:
 - uuid: "item-0001"
class: Label
frame_string: "{{20, 20}, {300, 40}}"
title: Factory Monitor
text_color_name: "RGBA,0.0,0.0,0.0,1.0"
font_size: 24.0
alignment: 0
 - uuid: "item-0002"
class: Button
frame_string: "{{20, 80}, {150, 60}}"
title: Start
alternate_title: Stop
switch_device_name: MR100
switch_mode: alternate
lamp_device_name: MR100
lamp_color_name: "RGBA,0.0,0.8,0.0,1.0"
style: irPanel
 - uuid: "item-0003"
class: Button
frame_string: "{{200, 80}, {60, 60}}"
title: Run
lamp_device_name: MR200
lamp_color_name: "RGBA,0.0,0.8,0.0,1.0"
alternate_lamp_color_name: "RGBA,0.5,0.5,0.5,1.0"
style: Circle
 - uuid: "item-0004"
class: Label
frame_string: "{{20, 170}, {120, 30}}"
title: Temperature
text_color_name: "RGBA,0.3,0.3,0.3,1.0"
 - uuid: "item-0005"
class: ValueField
frame_string: "{{150, 160}, {150, 50}}"
device_name: DM100
number_type: 2
decimal_place: 1
unit: "\u00B0C"
min_value: 0.0
max_value: 999.0
text_color_name: "RGBA,0.0,0.0,0.0,1.0"

```

    field_background_color_name: "RGBA,1.0,1.0,1.0,1.0"
    border_style: 3
-   uuid: "item-0006"
    class: Meter
    frame_string: "{{20, 230}, {280, 280}}"
    title: Pressure
    device_name: DM200
    number_type: 2
    min_value: 0.0
    max_value: 100.0
    figures: 6
    major: 20
    minor: 10
    unit: MPa
    decimal_place: 1
    meter_zones:
      - color_name: "RGBA,0.0,0.8,0.0,1.0"
        from_value: 0.0
        to_value: 60.0
      - color_name: "RGBA,1.0,0.8,0.0,1.0"
        from_value: 60.0
        to_value: 80.0
      - color_name: "RGBA,1.0,0.0,0.0,1.0"
        from_value: 80.0
        to_value: 100.0
-   uuid: "item-0007"
    class: SteppedValueField
    frame_string: "{{350, 160}, {300, 50}}"
    title: Speed
    device_name: DM300
    step_value: 5.0
    min_value: 0.0
    max_value: 100.0
    number_type: 2
    unit: "%"
    style: slider
-   uuid: "item-0008"
    class: Button
    frame_string: "{{850, 20}, {120, 40}}"
    title: "Alarms >>"
    page_uuid: "page-0002"

-   uuid: "page-0002"
    page_no: 2
    title: Alarms
    left_page_uuid: "page-0001"
    items:
      - uuid: "item-0009"
        class: Label
        frame_string: "{{20, 20}, {200, 40}}"

```

```

    title: Alarm List
    text_color_name: "RGBA,0.0,0.0,0.0,1.0"
    font_size: 24.0
  - uuid: "item-0010"
    class: Message
    frame_string: "{{20, 80}, {600, 400}}"
    message_set_uuid: "msgset-0001"
    active_color_name: "RGBA,1.0,0.9,0.9,1.0"
    inactive_color_name: "RGBA,0.95,0.95,0.95,1.0"
    active_text_color_name: "RGBA,0.8,0.0,0.0,1.0"
    inactive_text_color_name: "RGBA,0.3,0.3,0.3,1.0"
    show_detail: true
    show_title: true
  - uuid: "item-0011"
    class: Button
    frame_string: "{{850, 20}, {120, 40}}"
    title: "<< Main"
    page_uuid: "page-0001"

```

messageSets:

```

  - uuid: "msgset-0001"
    no: 1
    title_: Alarms
    order_style: 0
    messageItems:
      - device_name: DM500
        value: 1.0
        number_type: 0
        message_: "Motor overload"
        detail_message: "Motor overload detected. Check wiring."
        disabled: false
        order_style: 0
      - device_name: DM500
        value: 2.0
        number_type: 0
        message_: "Temperature high"
        detail_message: "Temperature exceeds limit."
        disabled: false
        order_style: 1
      - device_name: DM500
        value: 3.0
        number_type: 0
        message_: "Emergency stop"
        detail_message: "Emergency stop activated."
        disabled: false
        order_style: 2

```

localizedStrings:

```

  - localeIdentifier: ja
    key: "item-0001.title"

```

```

    text: "\u5DE5\u5834\u30E2\u30CB\u30BF\u30FC"
- localeIdentifier: ja
  key: "item-0002.title"
  text: "\u30B9\u30BF\u30FC\u30C8"
- localeIdentifier: ja
  key: "item-0002.alternate_title"
  text: "\u30B9\u30C8\u30C3\u30D7"
- localeIdentifier: ja
  key: "item-0003.title"
  text: "\u904B\u8EE2\u4E2D"
- localeIdentifier: ja
  key: "item-0004.title"
  text: "\u6E29\u5EA6"
- localeIdentifier: ja
  key: "item-0006.title"
  text: "\u5727\u529B"
- localeIdentifier: ja
  key: "item-0007.title"
  text: "\u901F\u5EA6"
- localeIdentifier: ja
  key: "item-0009.title"
  text: "\u30A2\u30E9\u30FC\u30E0\u4E00\u89A7"

```

Tips for AI Project Generation

- **Auto-completion:** The `uuid` for projects, pages, and items is optional and will be auto-generated on import. `name`, `page_no`, and `frame_string` are also auto-filled with defaults when omitted.
- **PLC Configuration is Required:** The `plc` section must always be specified. Import will fail with an error if it is omitted. Specifying `provider` and `model` is sufficient; internal PLC `class_name` values are auto-resolved.
- **Class Name Alternatives:** The `class` field is case-insensitive. The following alternative names are also accepted: gauge→Meter, alarm→Message, grid→Matrix, slider→Slider, progress_bar→Progress, value_field→ValueField, web_page→WebPage.
- **Alternative frame_string Format:** In addition to "{x, y}, {width, height}", the format "x, y, width, height" is also accepted.
- **Coordinate System:** For landscape projects (`rotation_type`: 1) with `screen_size_string` "768x1024", the usable area is 1024 wide x 768 tall. Avoid placing items beyond these bounds.
- **Device Name Consistency:** Ensure device names match the PLC provider's syntax. Use bit devices for switches/lamps and word devices for values.
- **Minimum Spacing:** Leave at least 5-10 points between items for readability.
- **Font Sizes:** Recommended sizes: titles 18-24pt, labels 14-16pt, values 16-20pt.

- **Message Sets:** The `message_set_uuid` on a Message item must match a UUID in the `messageSets` array.
 - **Localization:** The `key` in `localizedStrings` follows the format "{item_uuid}.{field_name}". Common fields: "title", "alternate_title", "unit".
 - **Import Behavior:** When importing, if a project with the same UUID already exists, it will be overwritten. To create a new copy, change the UUID.
 - **Lite Edition Limits:** In irBoard Lite, imported projects are truncated to a maximum of 2 pages and 10 items per page. Pages and items beyond these limits are silently removed during import. A notification is shown after import if truncation occurred.
-

Page-Level Import

In addition to importing entire projects, you can import individual pages from YAML files. This is useful for adding pages to an existing project or re-importing exported pages with updates.

How to Import

Use the import button () in the page list of the project editing screen to select a YAML file.

Paste from Clipboard

Tap the clipboard button () in the page list to import pages from YAML text copied to the clipboard. This is convenient for copying AI-generated YAML text and pasting it directly to import. The same duplicate detection and overwrite confirmation as file import applies.

YAML Format

Page-level YAML supports two formats, which are auto-detected:

Single Page (top-level items)

```
title: "Control Panel"
items:
  - class: Button
    frame_string: "{{35, 110}, {100, 100}}"
    title: Start
    switch_device_name: M1000
    switch_mode: momentary
```

Multiple Pages (pages array)

```
pages:
  - title: "Page 1"
    items:
      - class: Label
        frame_string: "{{10, 10}, {200, 50}}"
        title: "Status"
  - title: "Page 2"
    items:
      - class: Button
        frame_string: "{{10, 10}, {100, 100}}"
        title: "Start"
        switch_device_name: M0
```

Export

Long-press a page in the page list (context menu) and select "Export YAML" to export the page as a YAML file. The exported file uses the `pages` array format and can be re-imported directly.

Duplicate Detection and Overwrite

When importing, if pages in the YAML match existing pages in the project, a confirmation dialog is shown. Matching is determined by UUID (priority) or page number.

- **Overwrite:** Deletes the existing page and replaces it at the same position (page number) with the new content.
- **Add as New:** Assigns a new UUID and page number, appending to the end.
- **Cancel:** Aborts the import.

Auto-Completion

Like project-level import, page-level import auto-completes the following:

- `uuid` — auto-generated when omitted
- `page_no` — assigned the next number after existing pages when omitted
- `frame_string` — default size based on item class when omitted
- Class name normalization (case-insensitive, alternative names)
- Default `switch_mode` for buttons (momentary)
- `lamp_device_name` → `device_name` mapping

Note: Page-level import does not require a `plc` section. The PLC configuration from the target project is used.

Demo Video

A demo of importing a YAML project into irBoard. This video shows how to generate a YAML file using AI and import it into irBoard to build screens.

I

PLC connection

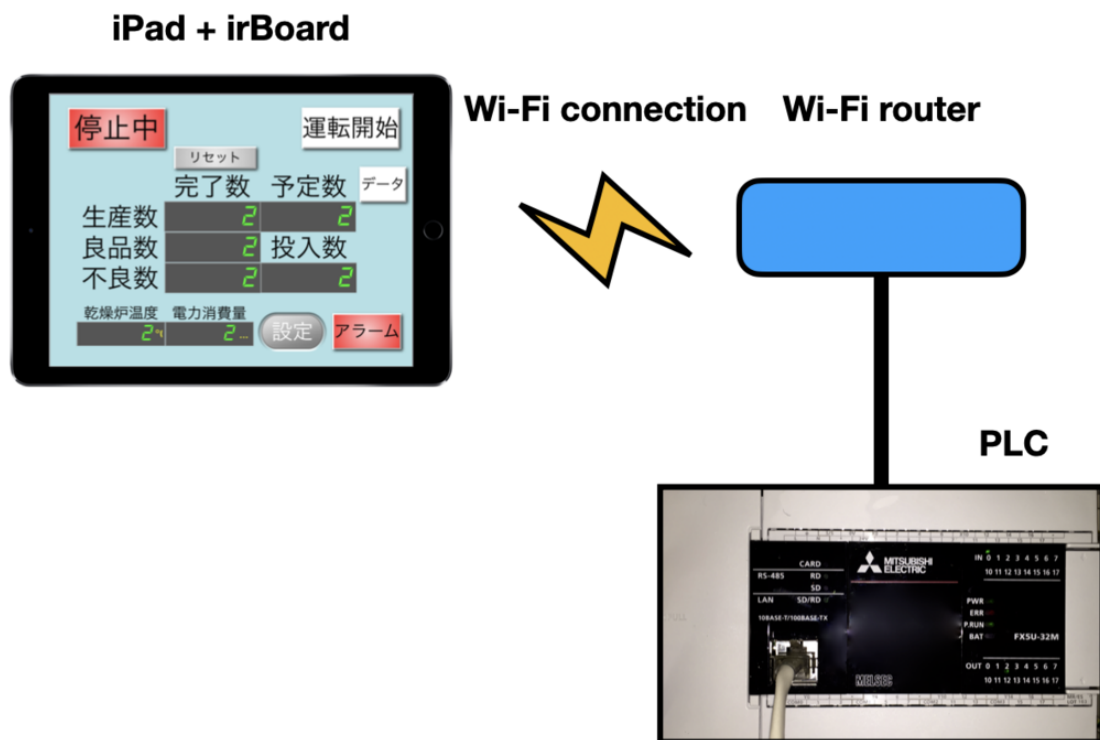
Connection Overview

This is a typical configuration for connecting an irBoard to a PLC.

- Since irBoard works with iOS devices like the iPad and iPhone, a WiFi connection is a fundamental requirement.
- Set up a WiFi router for a WiFi connection. If a WiFi environment already exists, this step is unnecessary.
- A wired LAN cable connects the PLC to the WiFi router. (It may pass through a HUB along the way.)
- Please consult the manufacturer's instructions for setting up the WiFi router. (**We cannot provide support due to the wide variety of models available.**)

Essentially, the connection to the iOS device is established so that the IP address can be automatically configured via DHCP or other methods.

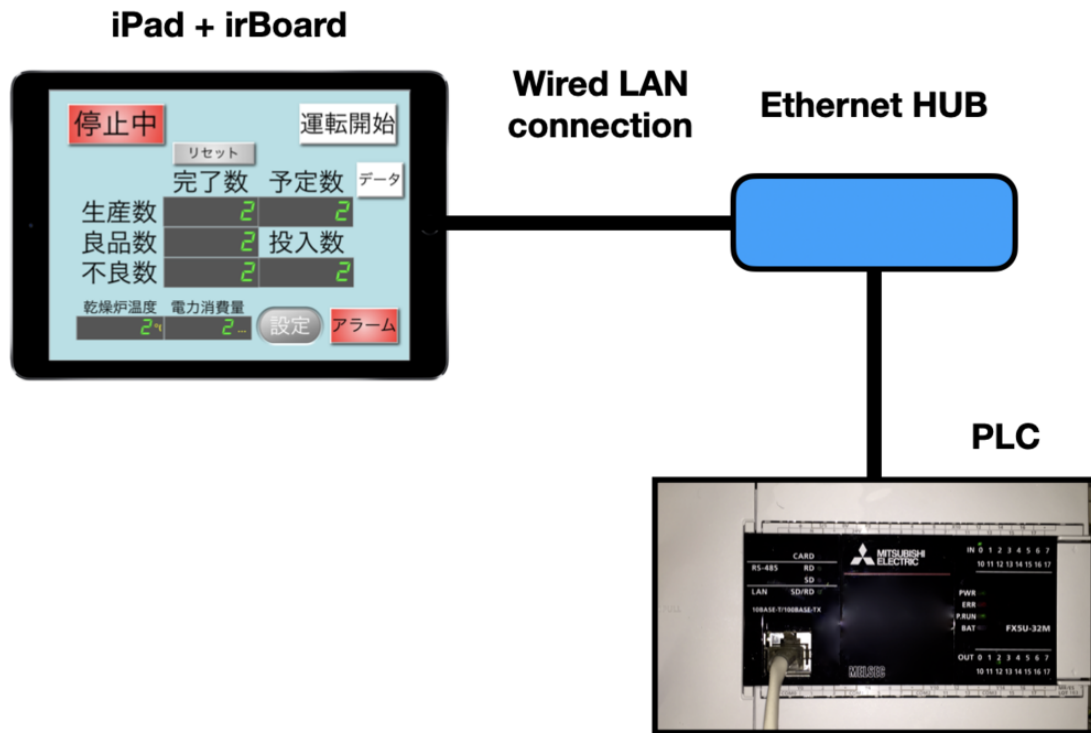
Choose an IP address that is outside the range assigned by DHCP for a fixed address for the PLC.



You can also connect an iPad using a wired LAN.

Please refer to this article for more information.

[Connection via wired LAN \(Japanese content\)](#)



PLC configuration

Please click the link for each manufacturer to confirm the PLC settings.

- [Mitsubishi: MC Protocol \(Binary\)](#)
- [KEYENCE: Upper link](#)
- [OMRON: FINS/TCP](#)
- [YOKOGAWA: Upper link](#)
- [MODBUS: Modbus/TCP](#)
- **IoT:** LadderDrive

Connection Confirmation

After setting up, confirm that communication is possible.

Check the IP connection to the PLC.

First, check whether an IP connection to the PLC is established. If you have a development tool like GX Works or KV Studio already connected to the PLC via LAN, there's no need to check the IP connection here. You can skip this section and review the port number.

Check from PC

Check the connection from a PC using the ping command.

- Connect the PC and PLC to the same LAN.
- Configure the LAN settings on the PC side if necessary.
- Type “cmd” in the search box next to the Start button, and the command prompt will show up as a search result.

すべて

仕事

アプリ

ドキュメント

ウェブ

その他

最も一致する検索結果



コマンド プロンプト
アプリ

アプリ



Git CMD



x64 Native Tools Command Prompt
for VS 2022



Developer Command Prompt for VS
2022



設定



Win + X メニューではコマンド プロンプトを
Windows PowerShell に置き換える



仕事および Web を検索



cmd - 仕事および Web の検索結果を表示



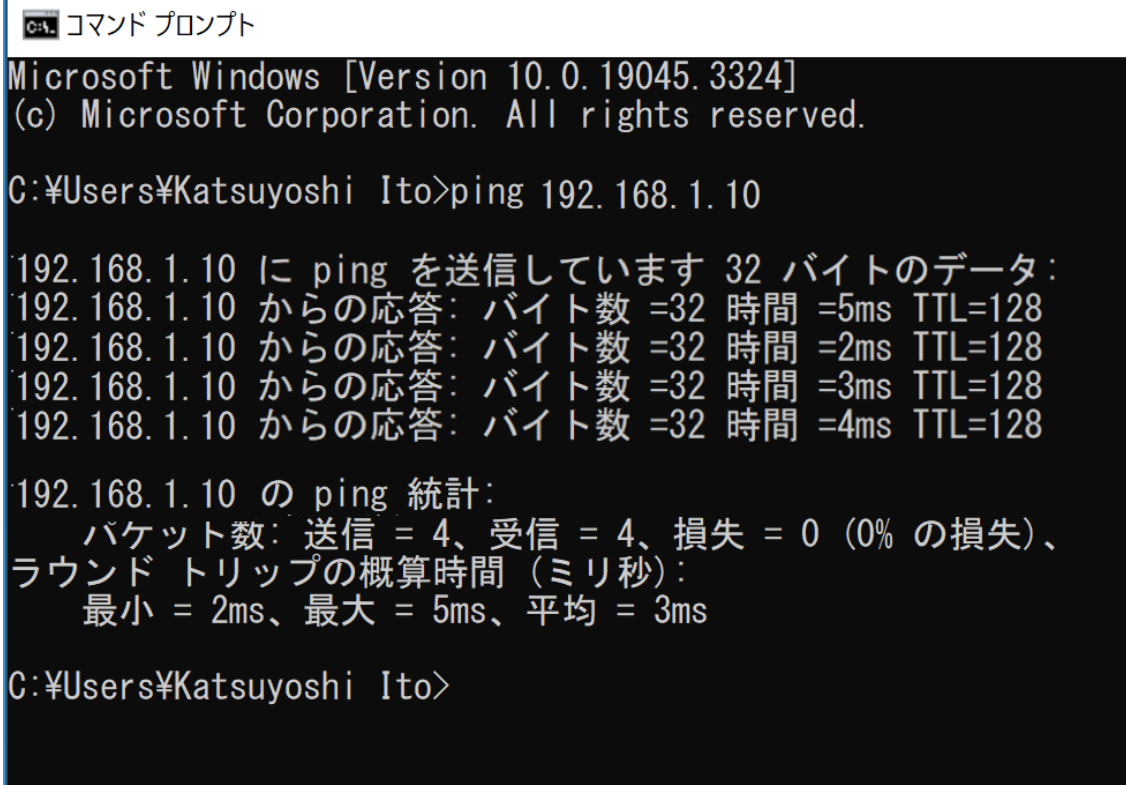
cmd|



- After the command prompt opens, use the ping command to check the connection. Type the ping command followed by the IP address allocated to the PLC.
e.g.,

```
ping 192.168.1.10
```

- If the connection cannot be confirmed, please check the WiFi environment, including the PLC, PC settings, WiFi router, etc.
- Once the connection is confirmed, check the port number.



The screenshot shows a Windows Command Prompt window titled "コマンド プロンプト". The text inside the window is as follows:

```
Microsoft Windows [Version 10.0.19045.3324]
(c) Microsoft Corporation. All rights reserved.

C:\Users\Katsuyoshi Ito>ping 192.168.1.10

192.168.1.10 に ping を送信しています 32 バイトのデータ:
192.168.1.10 からの応答: バイト数 =32 時間 =5ms TTL=128
192.168.1.10 からの応答: バイト数 =32 時間 =2ms TTL=128
192.168.1.10 からの応答: バイト数 =32 時間 =3ms TTL=128
192.168.1.10 からの応答: バイト数 =32 時間 =4ms TTL=128

192.168.1.10 の ping 統計:
    パケット数: 送信 = 4、受信 = 4、損失 = 0 (0% の損失)、
    ラウンド トリップの概算時間 (ミリ秒):
        最小 = 2ms、最大 = 5ms、平均 = 3ms

C:\Users\Katsuyoshi Ito>
```

Check the PLC port number connection

Use the telnet command to check the connection with the port number.

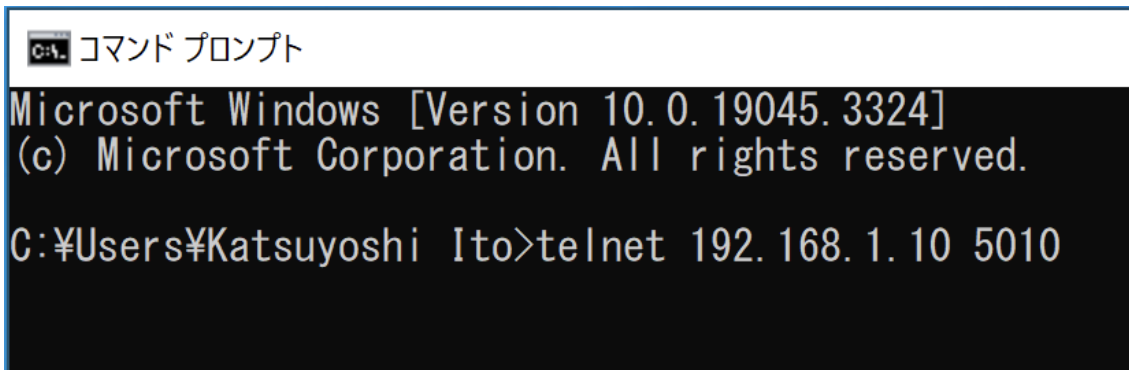
The Telnet command is not turned on by default in Windows and must be activated.

For specific instructions, please search for ["window telnet enable"](#) to check its availability.

- Utilize the command prompt and check the IP connection.
- Once the command prompt is open, use the telnet command to check the connection. To execute the telnet command, type 'telnet' followed by the PLC's assigned IP address and port number.
e.g.,

```
telnet 192.168.1.10 5010
```

- If the connection is successful, nothing appears on the screen at first glance, which is normal behavior. You can exit by pressing CTRL +], but if that does not work, just close the command prompt.
- If a connection error happens, **check the PLC port settings.**



```
コマンド プロンプト
Microsoft Windows [Version 10.0.19045.3324]
(c) Microsoft Corporation. All rights reserved.

C:\Users\Katsuyoshi Ito>telnet 192.168.1.10 5010
```

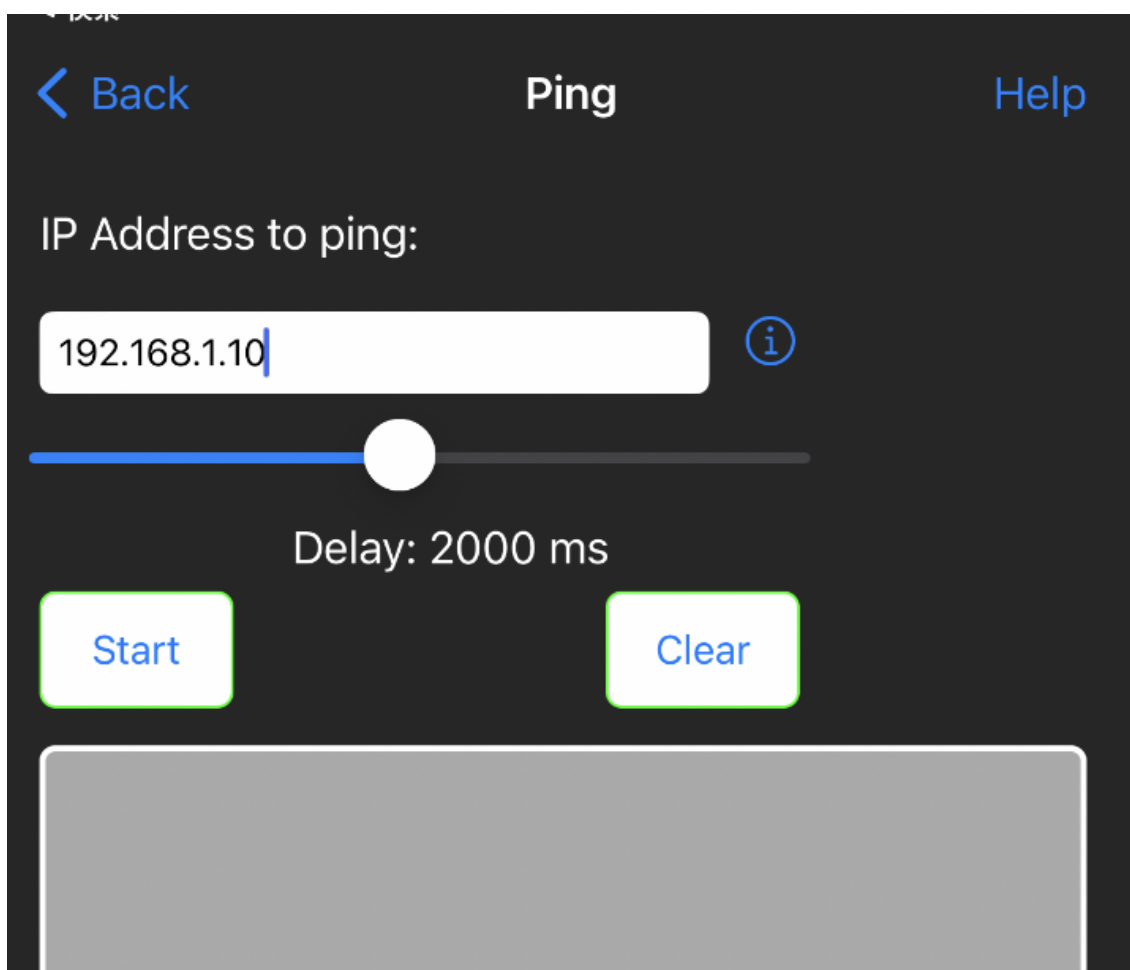
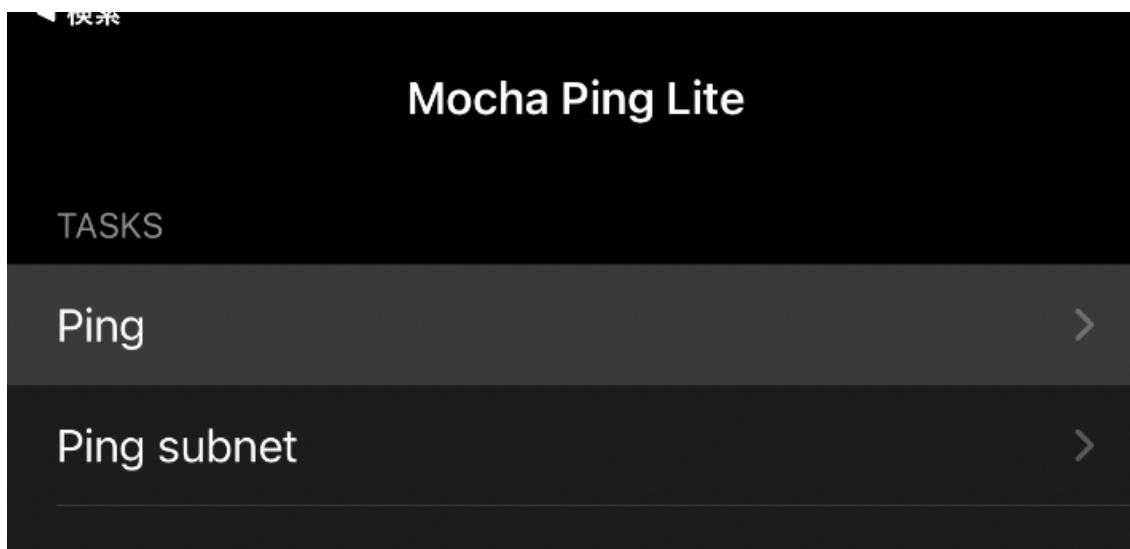
Confirmation of connection from irBoard

Using ping to check the connection from both the irBoard and a PC is reliable.

- There's an excellent app called [Network Ping Lite](#) by MochaSoft available for download on your iOS device.
- Connect your iOS device to the WiFi router's SSID in the WiFi settings.
- Launch Network Ping Lite.
- Tap ping from TASKS.
- On the Ping screen, input the IP address of the PLC in the "IP Address to ping:" field.
- Pressing the Start button sends a ping command, and the results will be displayed below.
- If the connection to the PLC cannot be confirmed, **check the WiFi router settings and the WiFi environment.**

The presence of noise-generating equipment, such as presses, may result in poor signal conditions and hinder the establishment of a connection.

- Once the connection is confirmed, configure the IP address, port number, and other settings based on the PLC connection configurations in irBoard's [Project Settings](#).
- [Run the project](#) and make the connection.



* We don't have an English version of some applications. Some screenshots are from the Japanese edition. Please locate a similar screen in your application.

MITSUBISHI: MC Protocol(Binary)

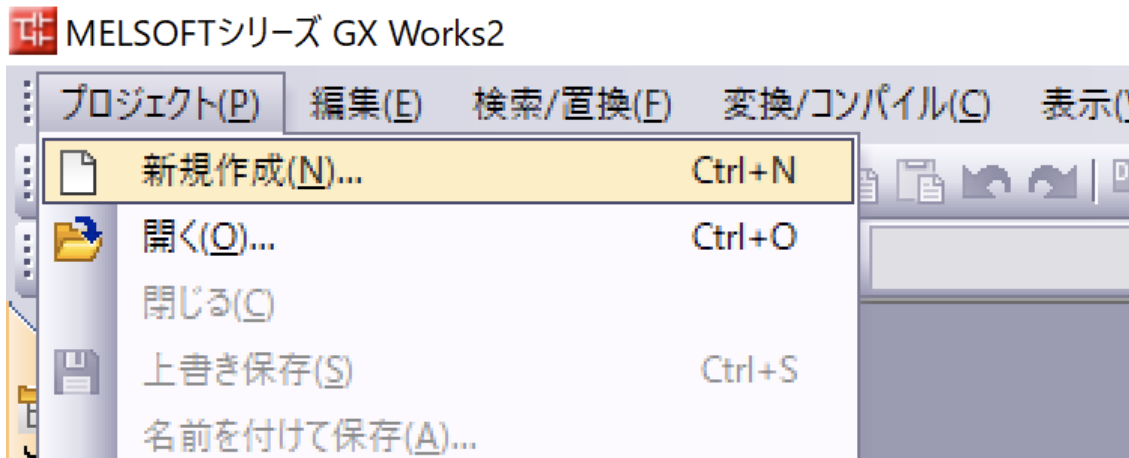
It communicates with Mitsubishi Electric Corporation PLCs using the MC Protocol (Binary).

- [For Q/L CPU](#)
 - [For Ethernet with built-in PLC](#)
 - [For QJ71E71-100](#)
 - [For iQ-R](#)
 - [For Ethernet with built-in PLC](#)
-

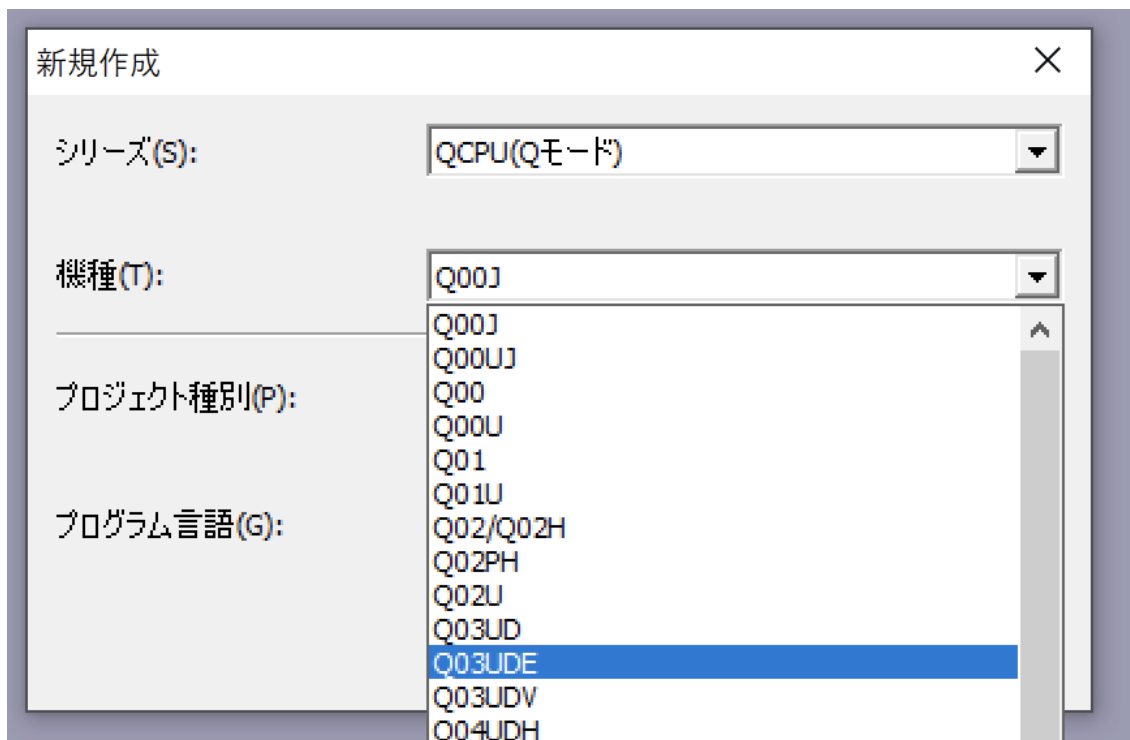
For Q/L CPU

PLC Project Creation

- Create a new project in GX Works2.
From the File menu, select New... from the File menu.

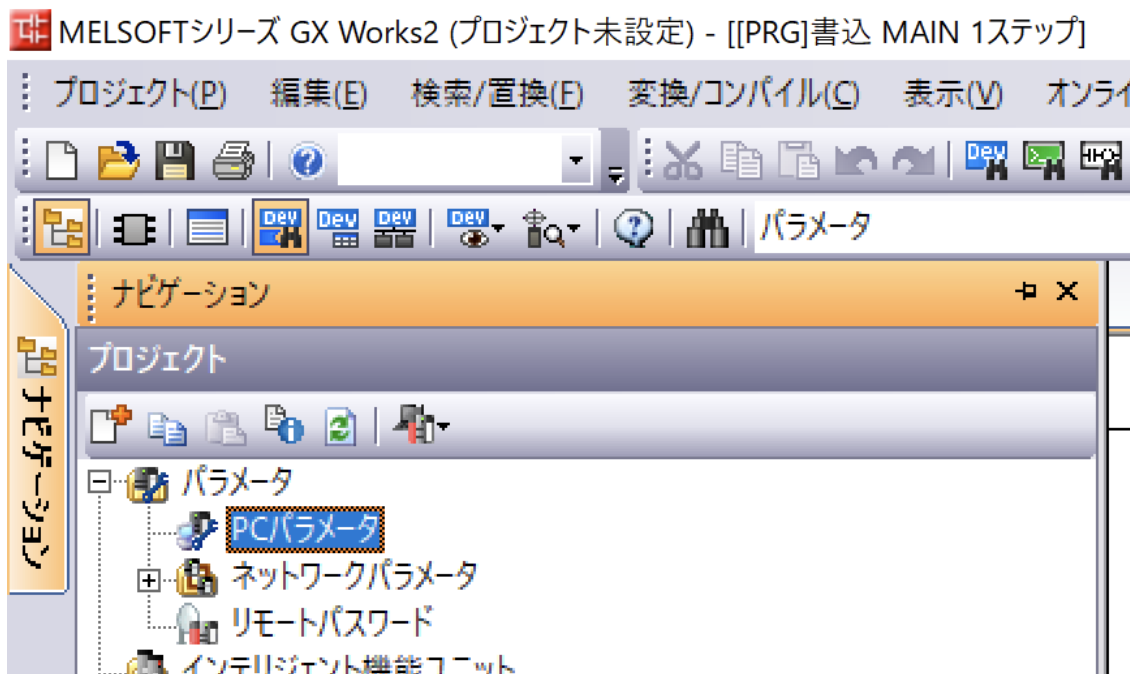


- The Q03UDE CPU is targeted here.
Select Q03UDE from the models and press the OK button to create the project.



For Ethernet with built-in PLC

- Double-click a PC parameter in the Parameters group of the Navigation View to open it.



1. Establish the IP address relationship to assign to the PLC.
When [setting up the IP in irBoard](#), specify the IP address provided here.
2. Ensure that the communication data code configuration is set to binary code communication.

3. Check the “Enable Online Change” checkbox.

4. Press the Open Setup button.

Q/パラメータ設定

PCネーム設定 | PCシステム設定 | PCファイル設定 | PC RAS設定 | プートファイル設定 | プログラム設定 | SFC設定 | デバイス設定

I/O割付設定 | マルチCPU設定 | 内蔵Ethernetポート設定

IPアドレス設定

1 入力形式 10進数

IPアドレス 192 168 1 10

サブネットマスクパターン 255 255 255 0

デフォルトルータIPアドレス 192 168 1 1

4 オープン設定

FTP設定

時刻設定

通信データコード設定

2 ☒ バイナリコード通信

☐ ASCIIコード通信

3 ☒ RUN中書き込みを許可する(FTPとMCプロトコル)

☐ MELSOFTとの直接接続を禁止する

☐ ネットワーク上のEthernet内蔵CPU検索に対応しない

IPパケット中継設定

IPパケット中継設定

必要に応じ設定(デフォルト / 変更あり)

表示画面印刷... 表示画面プレビュー X/Y割付確認 デフォルト チェック 設定終了 キャンセル

• Please input the following in the empty line.

- Protocol: TCP
- Open system: MC Protocol or Unpassive
- Host Station Port No. : 5010

The port number is set to 5010; however, you can choose any available port number when configuring the [settings on irBoard](#).

• After entering the information, click the “End” button.

内蔵Ethernetポート オープン設定

IPアドレス/ポート番号入力形式 10進数

	プロトコル	オープン方式	TCP接続方式	自局 ポート番号	通信相手 IPアドレス	通信相手 ポート番号	通信プロトコル動作状態 格納用先頭デバイス
2	TCP	MCプロトコル		5010			
3	TCP	MELSOFT接続					
4	TCP	MELSOFT接続					
5	TCP	MELSOFT接続					
6	TCP	MELSOFT接続					
7	TCP	MELSOFT接続					
8	TCP	MELSOFT接続					
9	TCP	MELSOFT接続					
10	TCP	MELSOFT接続					
11	TCP	MELSOFT接続					
12	TCP	MELSOFT接続					
13	TCP	MELSOFT接続					
14	TCP	MELSOFT接続					
15	TCP	MELSOFT接続					
16	TCP	MELSOFT接続					

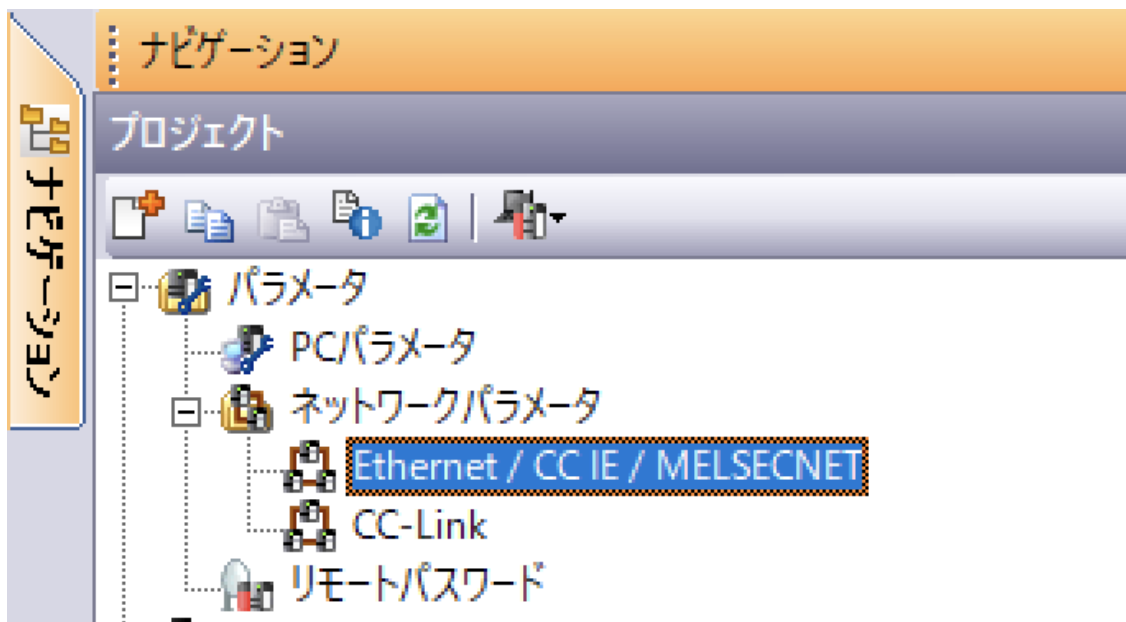
(*) IPアドレスとポート番号はIPアドレス/ポート番号入力形式で選択した進数形式で表示されます。
選択した進数形式で入力してください。

設定終了 キャンセル

- Also, press the End button on the parameter setting screen.
- Transfer the project to the PLC and reset or turn the power back on.

For QJ71E71-100

- Double-click to access Ethernet/CC IE/MELSECNET in the Network Parameters under the Parameters group in the Navigation View.



- Choose Ethernet as the network type for the relevant unit.
- Enter the Start I/O No. field.
- Enter the Network No.
- Enter the Station No.

- Click on the Operation Settings item.

[PRG] 書き込 MAIN 1ステップ ネットワークパラメータ Ethernet/...

☐ ネットワーク構成設定を CC IE Field 構成ウィンドウで設定する

ネットワーク種別	Ethernet	なし
先頭I/O No.	0010	
ネットワークNo.	1	
通信方式		
ポートNo.	0	
局番	1	
モード		
	動作設定	
	イニシャル設定	
	オープン設定	
	ルータ中継パラメータ	
	局番<->IP関連情報	
	FTPパラメータ	
	電子メール設定	
	割込み設定	

- Ensure that the communication data code configuration is set to binary code communication.
- Select "Do not wait for OPEN" in the initial timing settings.
- Set the IP address.
- Check the "Enable Online Change" checkbox.
- Press the End button.

Ethernet 動作設定



通信コード設定
☒ バイナリコード通信
☐ ASCIIコード通信

イニシャルタイミング設定
☐ OPEN待ち(しない)(STOP中通信不可)
☒ 常にOPEN待ち(STOP中通信可能)

IPアドレス設定
入力形式 10進数
IPアドレス 192 168 1 10

送信フレーム設定
☒ Ethernet(V2.0)
☐ IEEE802.3

☒ RUN中書込を許可する

TCP生存確認設定
☒ KeepAliveを使用
☐ Pingを使用

設定終了 キャンセル

- On the returning screen, click on the Open Settings option. °
- Please input the following in the empty line.
 - Proctol: TCP
 - Open system: MC Protocol or Unpassive
 - Host Station Port No. : 5010
The port number is set to 5010; however, you can choose any available port number when configuring the [settings on irBoard](#).
- After entering the information, click the End” button.

IPアドレス/ポート番号入力形式 10進数

	プロトコル	オープン方式	固定バッファ	固定バッファ 送信手順	ペアリング オープン	生存確認	自局 ポート番号	送信相手 IPアドレス	送信相手 ポート番号
1	TCP	Unpassive	送信	手順あり	ペアにしない	確認しない	5010		
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									

(*) IPアドレスとポート番号はIPアドレス/ポート番号入力形式で選択した進数形式で表示されます。
選択した進数形式で入力してください。

設定終了 キャンセル

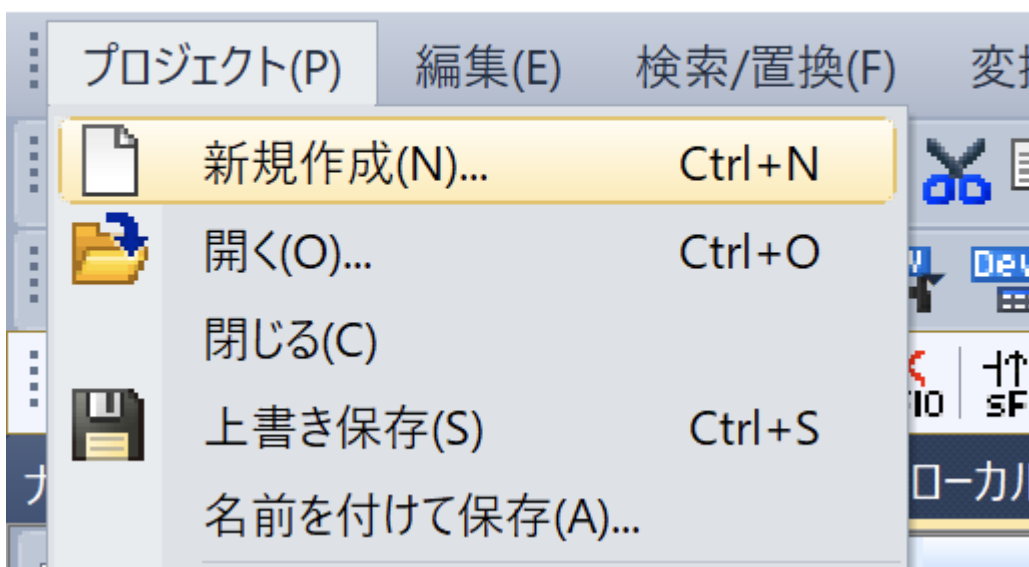
- Also, press the End button on the parameter setting screen.
- Transfer the project to the PLC and reset or turn the power back on.

For iQ-R CPU

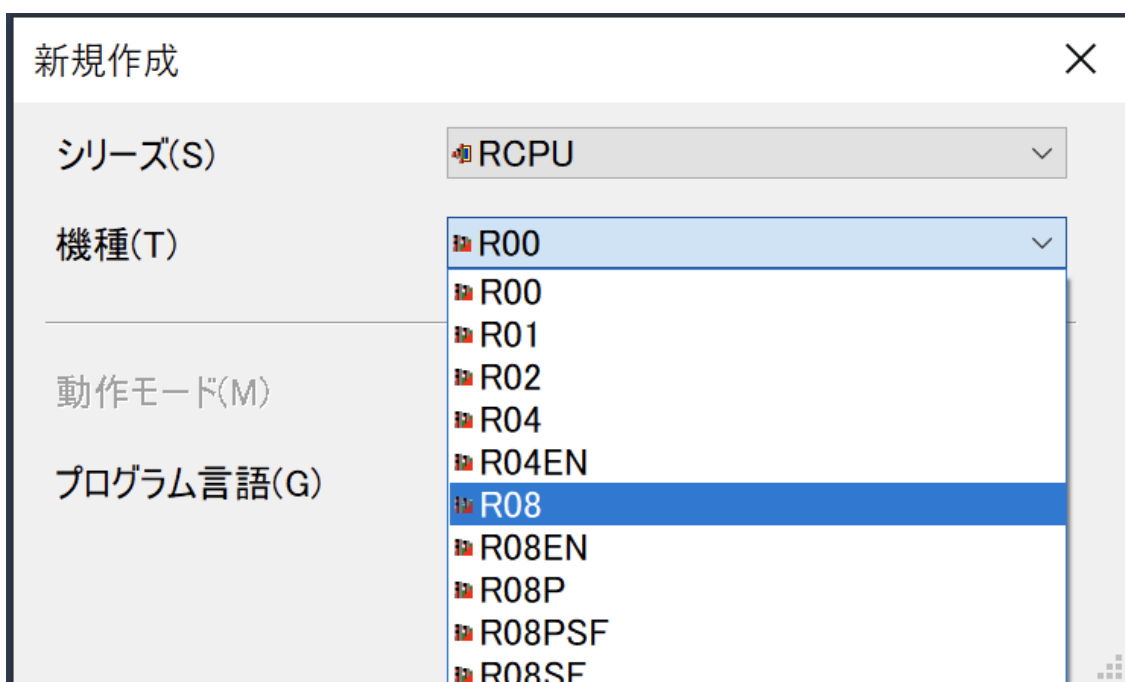
PLC Project Creation

- Create a new project in GX Works3.
From the File menu, select New... from the File menu.

MELSOFT GX Works3 (プロジェクト未設定) - [Pr



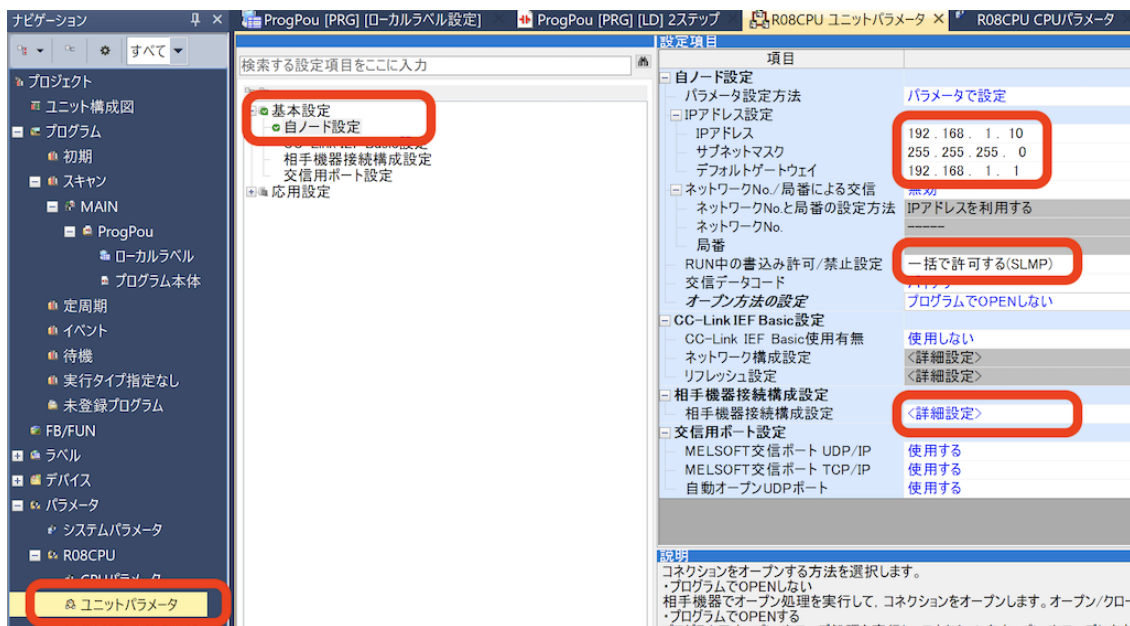
- The R08 CPU is targeted here.
Select R08 from the models and press the OK button to create the project.



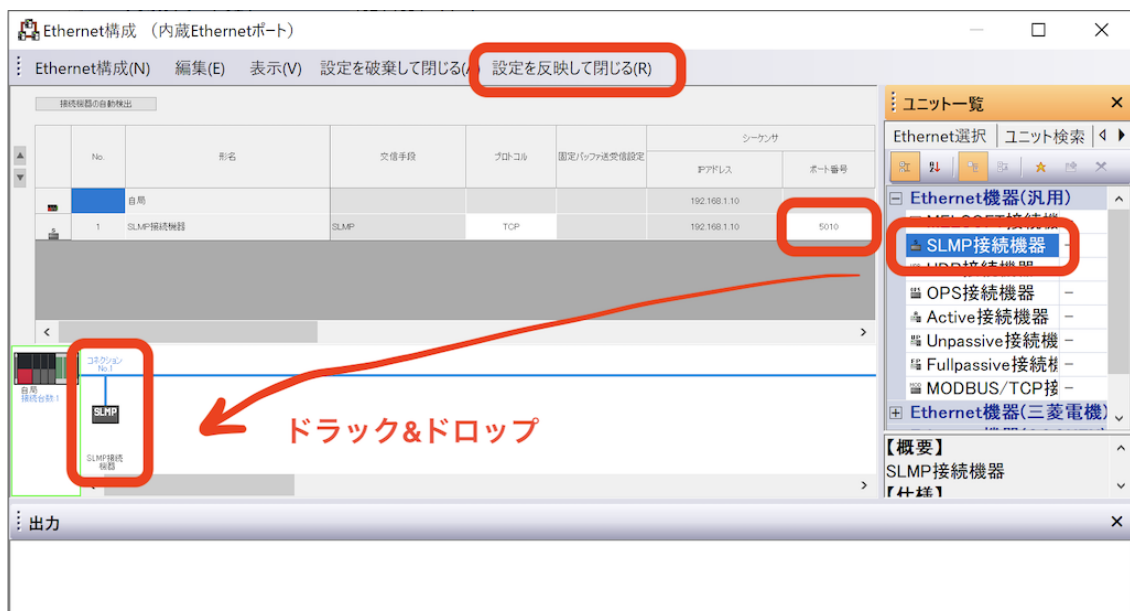
For Ethernet with built-in PLC

- Double-click a PC parameter in the Parameters group of the Navigation View to open it.
- Expand the Basic Settings group located on the left side of the screen that appears, and select Own Node Settings.
- Enter the PLC's address in the IP address settings located on the right side of the screen.

- Select “Allow all at once (SLMP)” in the write allow/prohibit settings during RUN.
- Double-click on "Advanced Settings" in the Tabulated Configuration Settings tab.



- Expand the Ethernet Device (General) group in the list of units on the right, and drag and drop the “SLMP Connection Device” onto the PLC icon at the bottom of the screen.
- A line will be added in the upper column, and the port number will be set to 5010. You can select any available port number while [configuring irBoard](#).
- Click End to apply the settings.



- Click the Apply button on the screen that appears.
- Transfer the project to the PLC and reset or turn the power back on.

項目	設定
自ノード設定	
パラメータ設定方法	パラメータで設定
IPアドレス設定	
IPアドレス	10 . 0 . 1 . 202
サブネットマスク	255 . 255 . 255 . 0
デフォルトゲートウェイ	.
ネットワークNo./局番による通信	無効
ネットワークNo.と局番の設定方法	IPアドレスを利用する
ネットワークNo.	-----
局番	-----
RUN中の書き込み許可/禁止設定	一括で許可する(SLMP)
通信データコード	バイナリ
オープン方法の設定	プログラムでOPENしない
CC-Link IEF Basic設定	
CC-Link IEF Basic使用有無	使用しない
ネットワーク構成設定	<詳細設定>
リフレッシュ設定	<詳細設定>
相手機器接続構成設定	
相手機器接続構成設定	<詳細設定> ...
交信用ポート設定	
MELSOFT 交信ポート UDP/IP	使用する
MELSOFT 交信ポート TCP/IP	使用する
自動オープンUDPポート	使用する
説明 通信を行う相手機器に対する設定を行います。	
チェック(K) デフォルトに戻す(U) 適用(A)	

* We don't have an English version of some applications. Some screenshots are from the Japanese edition. Please locate a similar screen in your application.

KEYENCE: Upper link

It communicates with Keyence PLCs via the upper link.

For

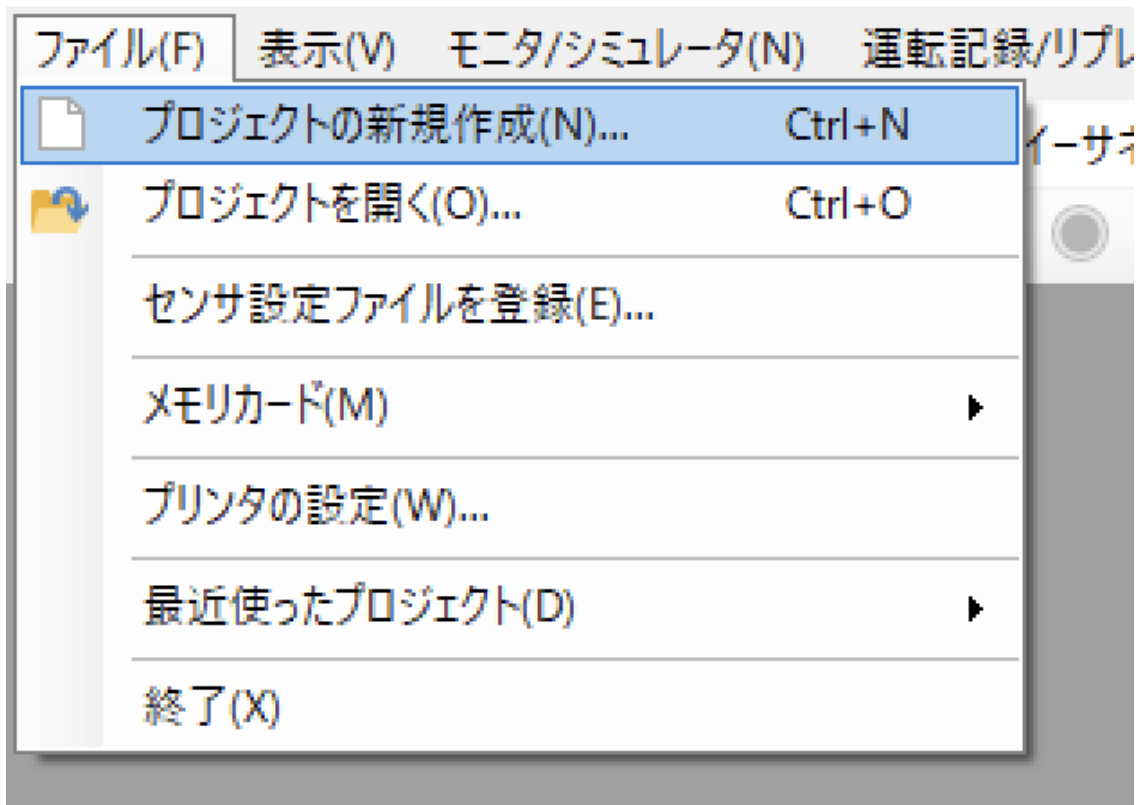
- [KV-3000/5000/5500/7500/8000](#)
 - [PLC Project Creation](#)
 - [For Ethernet with built-in PLC](#)
 - [For KV-LE2* Ethernet module](#)
- [For KV-Nano](#)
 - [PLC Project Creation](#)
 - [Ethernet unit settings](#)

KV-3000/5000/5500/7500/8000

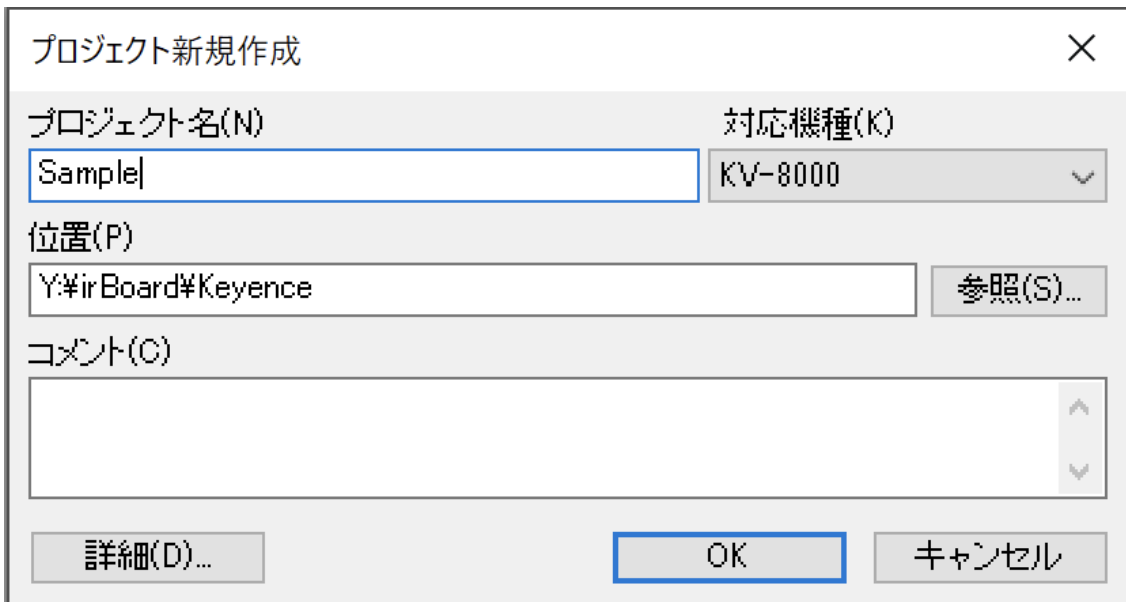
PLC Project Creation

- Create a new project in KV Studio.
Select New Project... from the File menu.

KV STUDIO



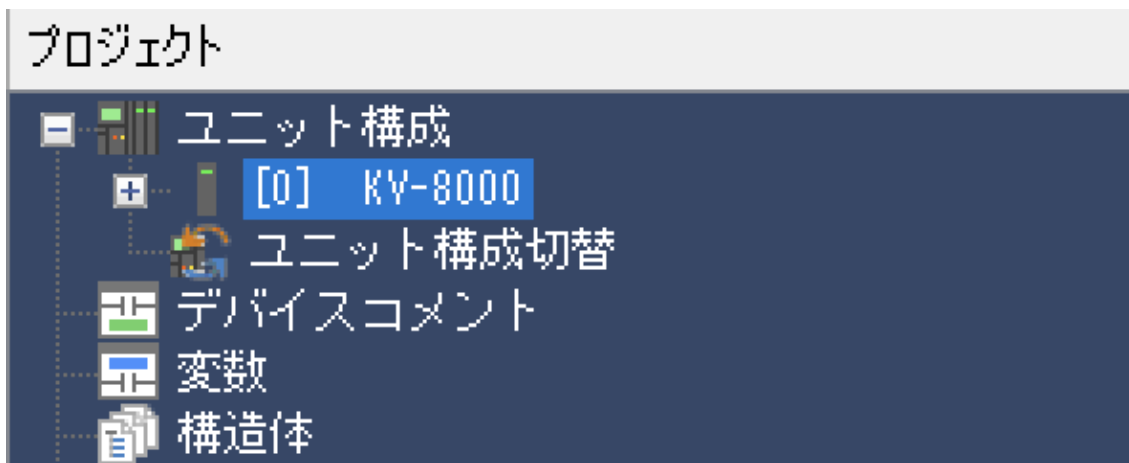
- Choose a project name and select a model. In this case, KV-8000 has been chosen.

A screenshot of the 'プロジェクト新規作成' (New Project) dialog box. It contains the following fields and controls:

- 'プロジェクト名(N)' (Project Name): A text box containing 'Sample'.
- '対応機種(K)' (Compatible Model): A dropdown menu showing 'KV-8000'.
- '位置(P)' (Location): A text box containing 'Y:¥irBoard¥Keyence'.
- '参照(S)...' (Reference): A button next to the location field.
- 'コメント(C)' (Comment): A large text area for additional notes.
- Buttons at the bottom: '詳細(D)...' (Details), 'OK', and 'キャンセル' (Cancel).

For Ethernet with built-in PLC

- Select the CPU unit from the unit configuration in the project view and double-click it.



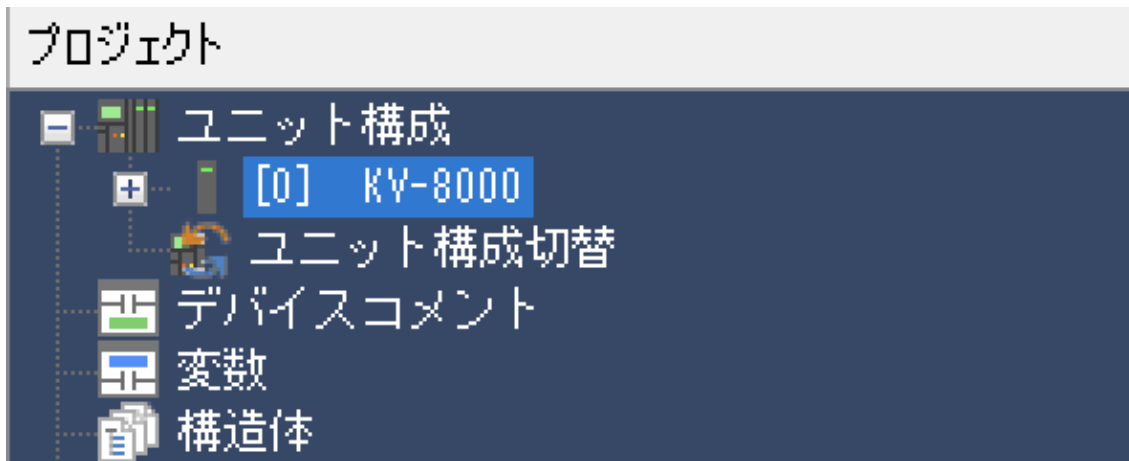
- Select the PLC unit, navigate to the Unit Settings (2) tab in the right unit view, set the IP address, and click the OK or Apply button.



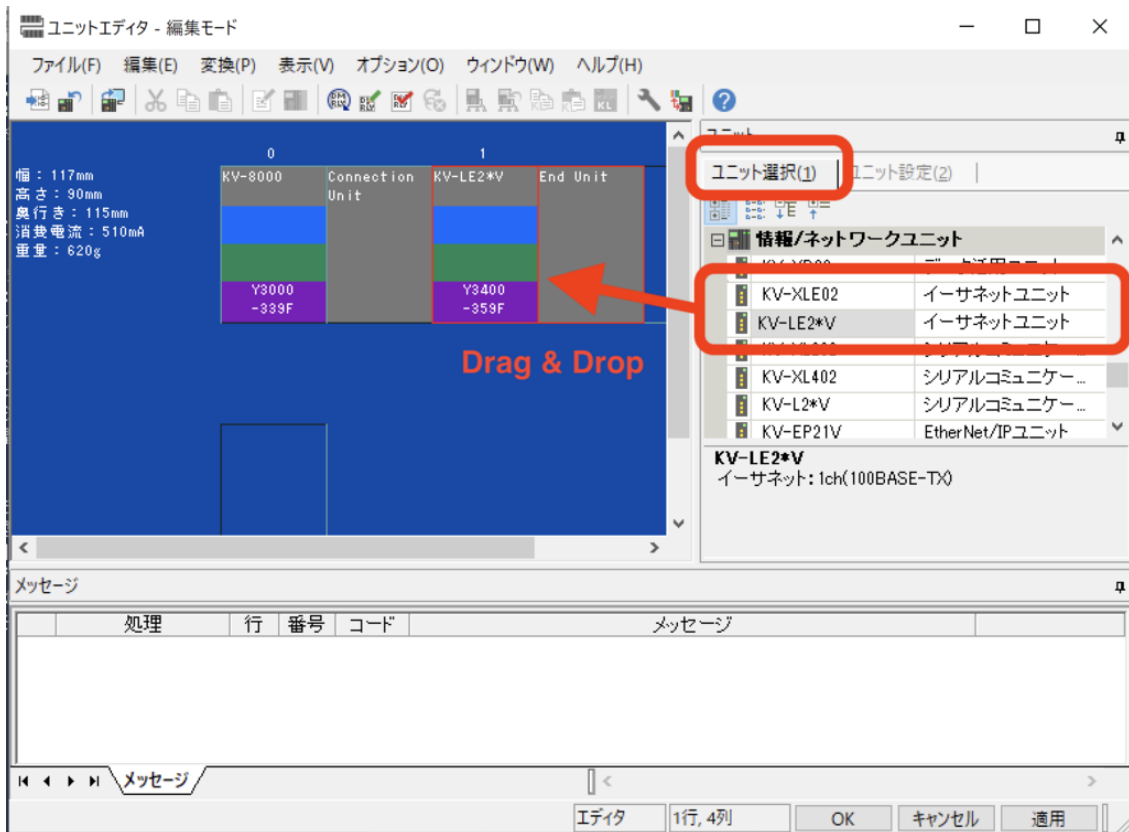
- Once the setup is complete, transfer the project to the PLC.

For KV-LE2* Ethernet module

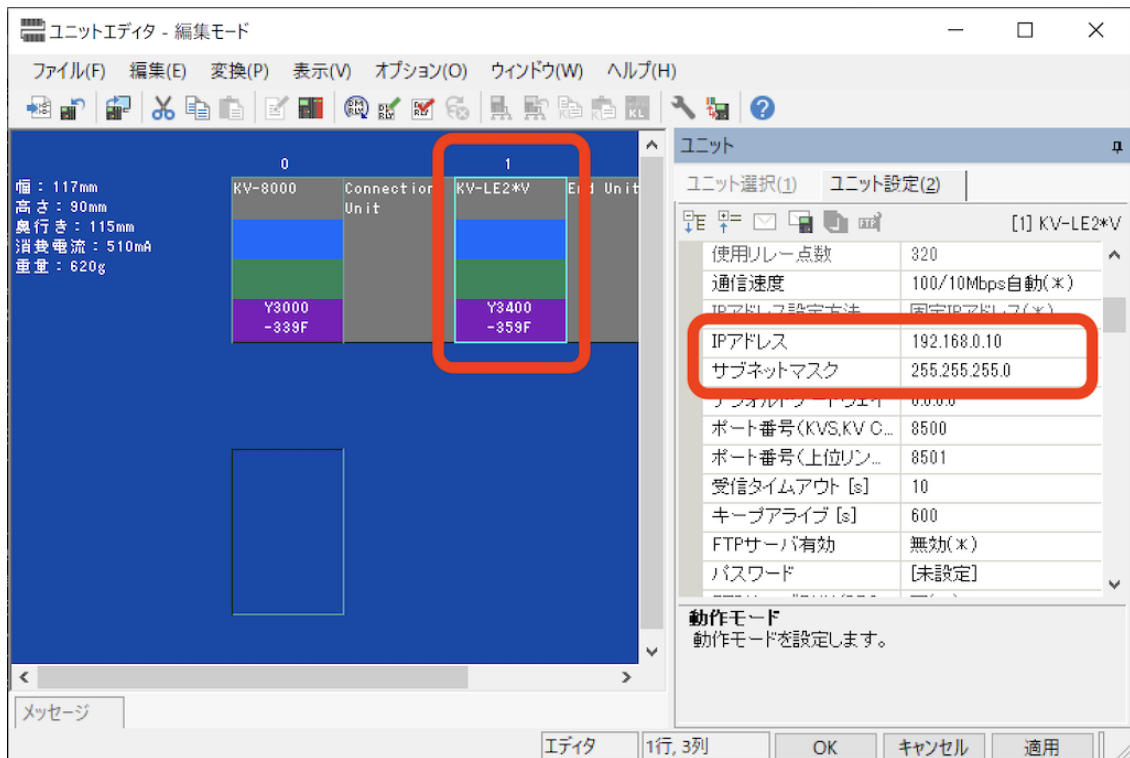
- Select the CPU unit from the unit configuration in the project view and double-click it.



- Select the Unit Settings (1) tab in the Unit View on the right and drag the network unit away from the CPU unit.



- Select the Ethernet module, then choose the Unit Settings (2) tab in the unit view on the right side, configure the IP address, and click the OK or Apply button.

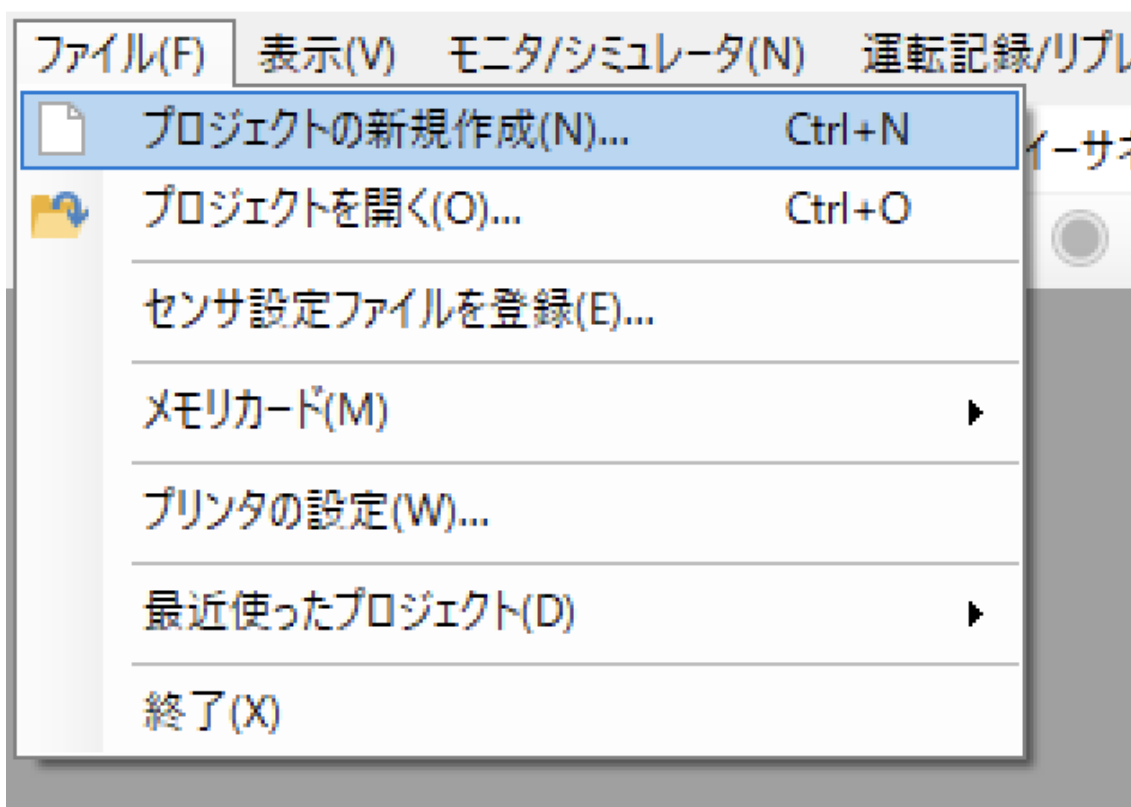


For KV-Nano

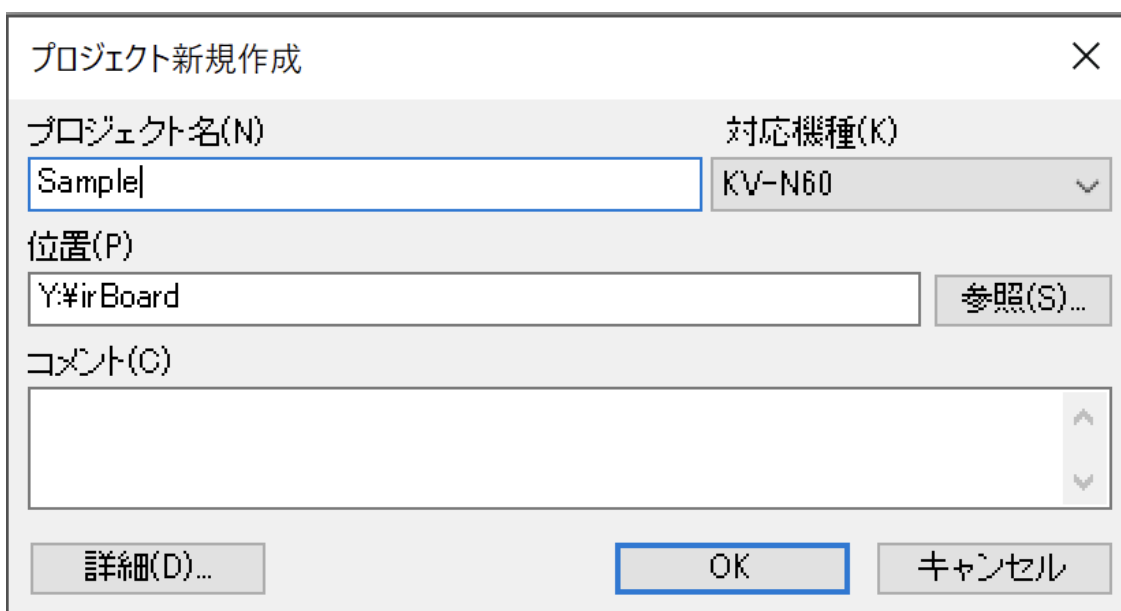
PLC Project Creation

- Create a new project in KV Studio.
From the File menu, choose New Project...

KV STUDIO

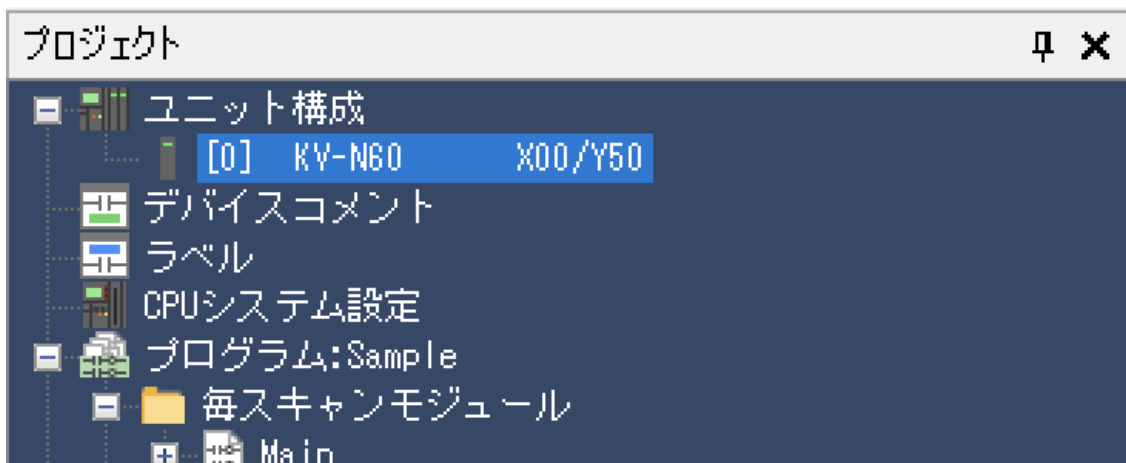


- Enter a project name and choose a model. In this case, KV-N60 is the selected option.

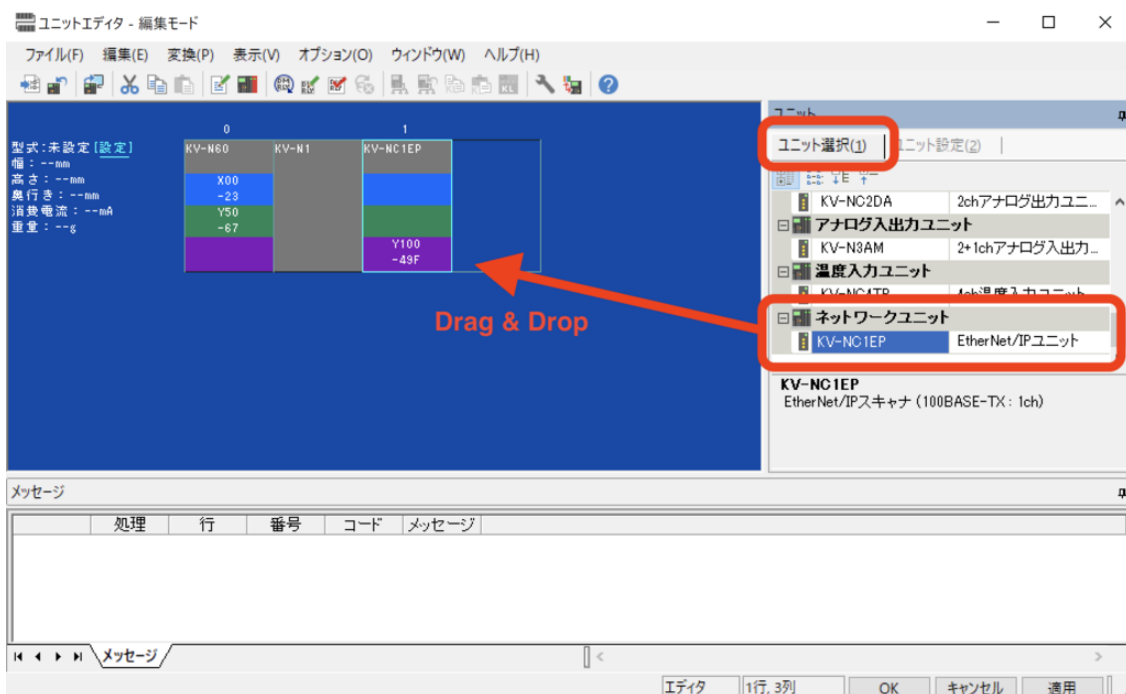


Ethernet unit settings

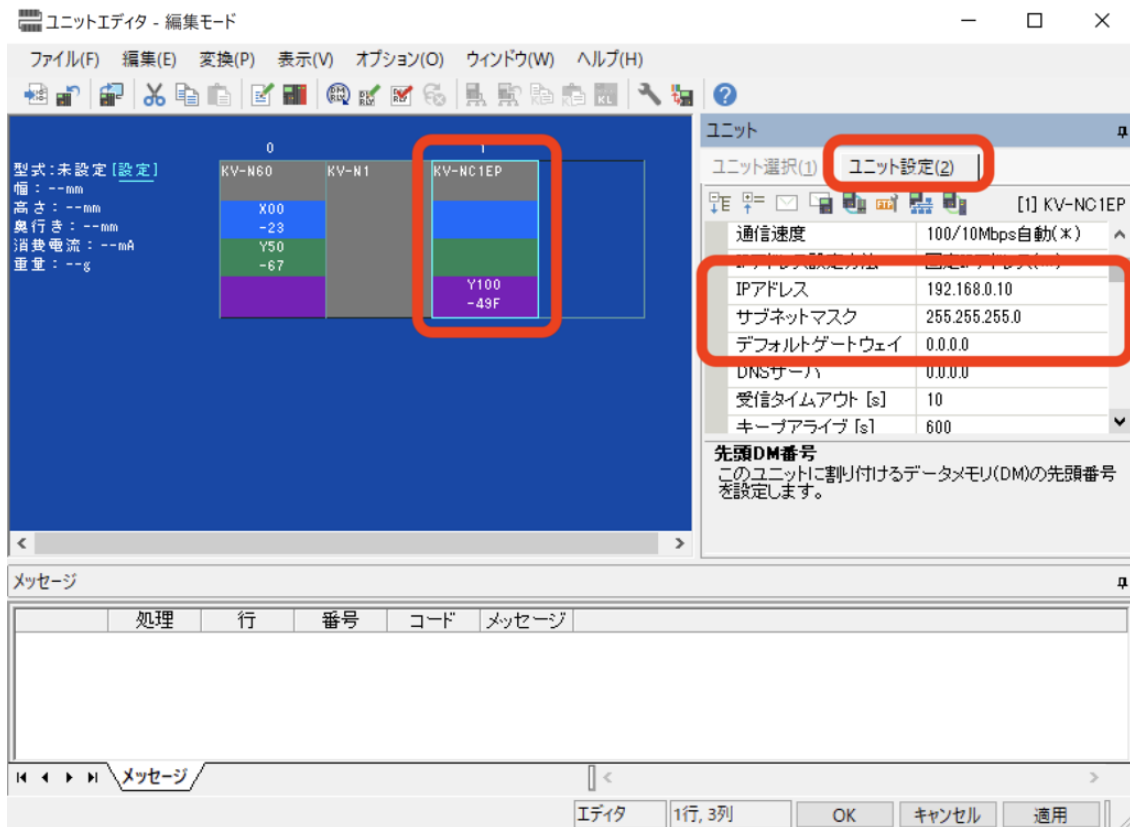
- Select and double-click the CPU unit from the unit configuration in the project view.



- Select the Unit Settings (1) tab in the Unit View on the right and drag the network unit away from the CPU unit.



- Select the Ethernet module, then click on the Unit Settings (2) tab located in the unit view on the right side. Configure the IP address and press the OK or Apply button.



- Once the setup is complete, transfer the project to the PLC.

* We don't have an English version of some applications. Some screenshots are from the Japanese edition. Please locate a similar screen in your application.

OMRON: FINS/TCP

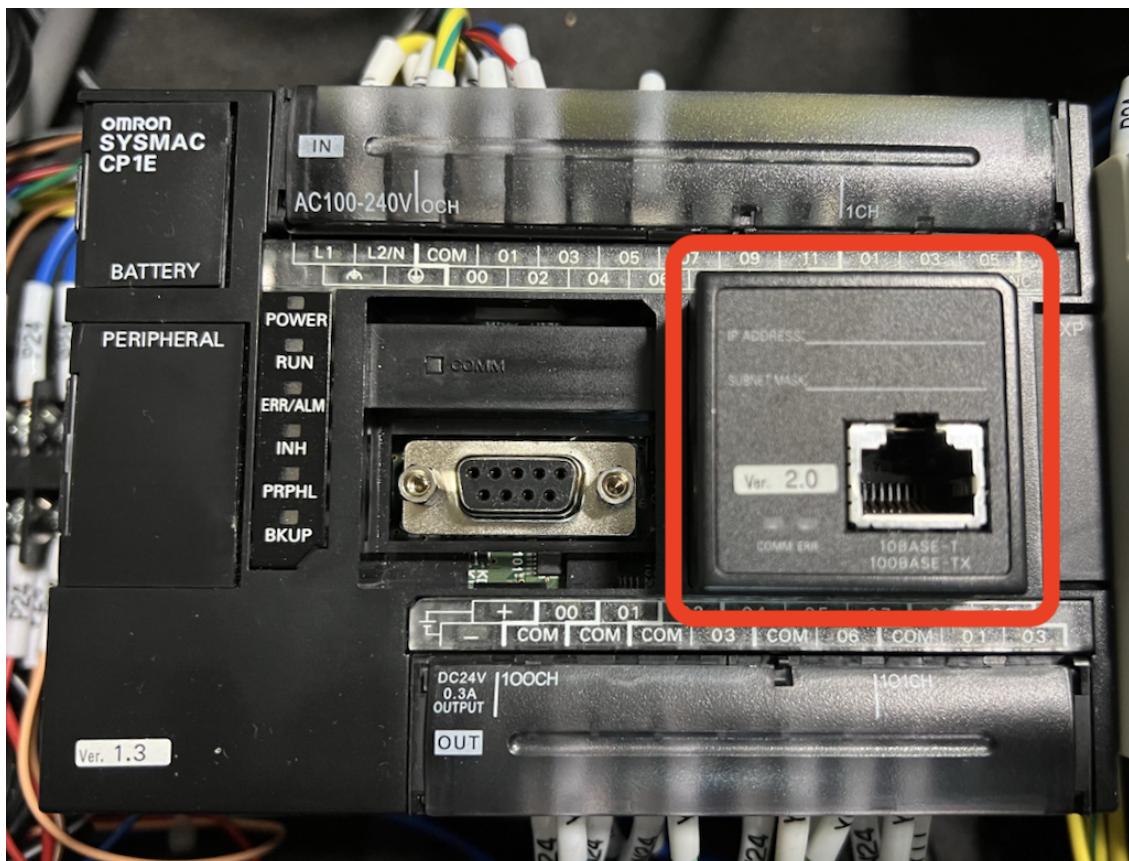
Communicates with OMRON PLCs via FINS/TCP.

- [For CP1E series](#)
 - [Ethernet option board](#)
 - [Communication Settings](#)
 - [Network Settings](#)
 - [Initialization of an option board](#)
 - [For CJ2M series](#)
 - [For Ethernet with built-in PLC](#)
-

For CP1E series

Ethernet option board

- The CP1E series N/NA □□ CPU unit type requires an Ethernet option board (Model CP1W-CIF41) to connect to the irBoard.
- * Note that the N/NA □□ S CPU unit type does not have an Ethernet option board.



Communication Settings

- On the Serial Option Board tab of the PLC system configuration, configure the following settings:
 - Check user settings
 - Choose 115200 to enhance communication speed.
 - Select 7, 2, E in parameters
 - Select the upper link (default) in mode.
 - Select 0 for station No.
 - Once set, transfer the settings to the PLC and then turn the power back on for the PLC.



Network Settings

Network configuration occurs via a web browser.

- Connect an Ethernet cable and set it up to connect to a PC.
- The Ethernet option board is 192.168.250.1 right after purchase; adjust the PC's network settings to connect to this address.
- Access <http://192.168.250.1/J00.htm> using a web browser.

When prompted for a password, enter ETHERNET and press the Register button.

パスワードを入力してください。

パスワード入力:

登録

- From the menu on the left side of the page, select Configuration under IP Address and Protocol.
- Set the IP address to your desired address. Set the FINS node address to the end of the IP address (1 in the figure). Apply the subnet mask if necessary.
- After applying the settings, press the Transfer button to update them.
- Press the restart button to update the IP address.
- When accessing with a web browser after configuration, replace the IP address of <http://192.168.250.1/J00.htm> with the IP address you specified.

オムロンEthernet
オプションボード

[ユニット設定]

[メニュー](#)

1. IPアドレス/プロトコル
○ **設定**
○ [初期値](#)
2. IPアドレス/ルータテーブル
○ [IPアドレステーブル](#)
○ [IPルータテーブル](#)
3. FINS/TCP
○ [コネクション](#)

設定フォーマット

パラメータ	設定値
IPアドレス	192 . 168 . 250 . 1
サブネットマスク	255 . 255 . 255 . 0
FINSノードアドレス	1 [初期値(1)]
FINS/UDPポート	0 ☐ ユーザ定義ポートNo[初期値(9600)]
FINS/TCPポート	0 ☐ ユーザ定義ポートNo[初期値(9600)]
IPアドレス変換	☒ 自動生成方式(動的) ☐ 自動生成方式(静的) ☐ IPアドレステーブル方式 ☐ 併用方式
相手IPアドレス動的変更	☒ 動的に変更する ☐ 動的に変更しない
一斉同報	☒ すべて 1 (4.3BSD) ☐ すべて 0 (4.2BSD)
FINS/TCPプロテクト	☐ FINS/TCPプロテクト機能を使用する

転送 キャンセル リスタート

Ethernet Initialization of an option board

If you lose the IP address you've set, you can reset it to 192.168.250.1 by initializing the IP address.

To begin, follow the steps below.

- Turning on A525.01 initiates the setup process.
- Turn on A525.09 and restart the Ethernet option on the boat.
- After the restart is complete, A525.09 is turned off.

For CJ2M series

For Ethernet with built-in PLC

(CJ2M CPU31 with IP address 192.168.250.2)



- Set the node number of the PLC before turning on the power.
The node number is the last digit of the IP address; for 192.168.250.2, the last digit 2 is the node number. When configuring the node number, convert it to hexadecimal format and set it using the node setting digital switch on the PLC.
- After setting, switch on the power.



- Open CX Programmer and create a new project.



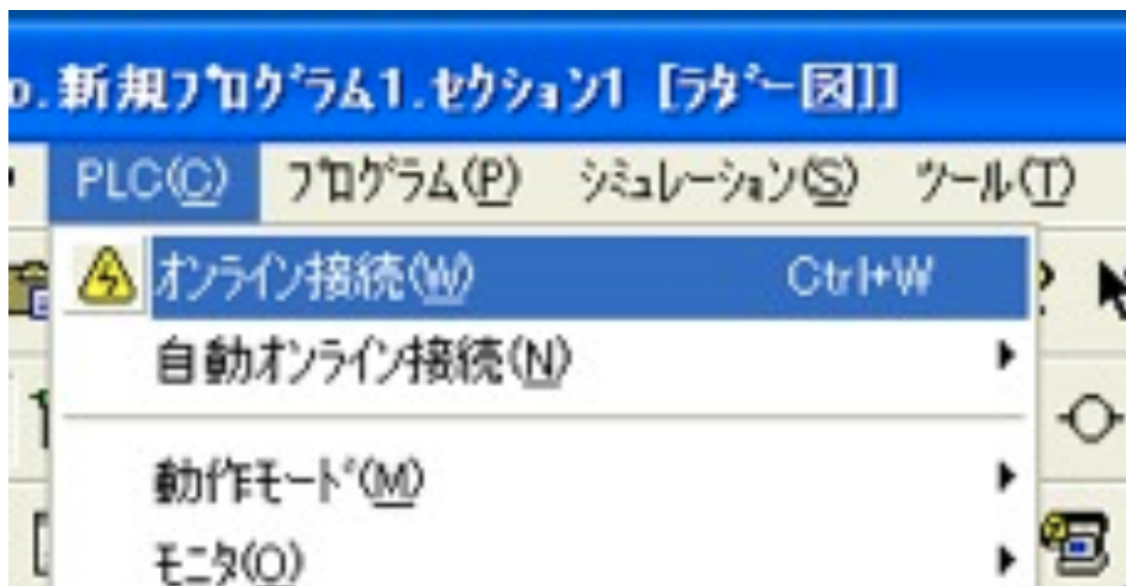
- Choose the CJ2M as the PLC model.



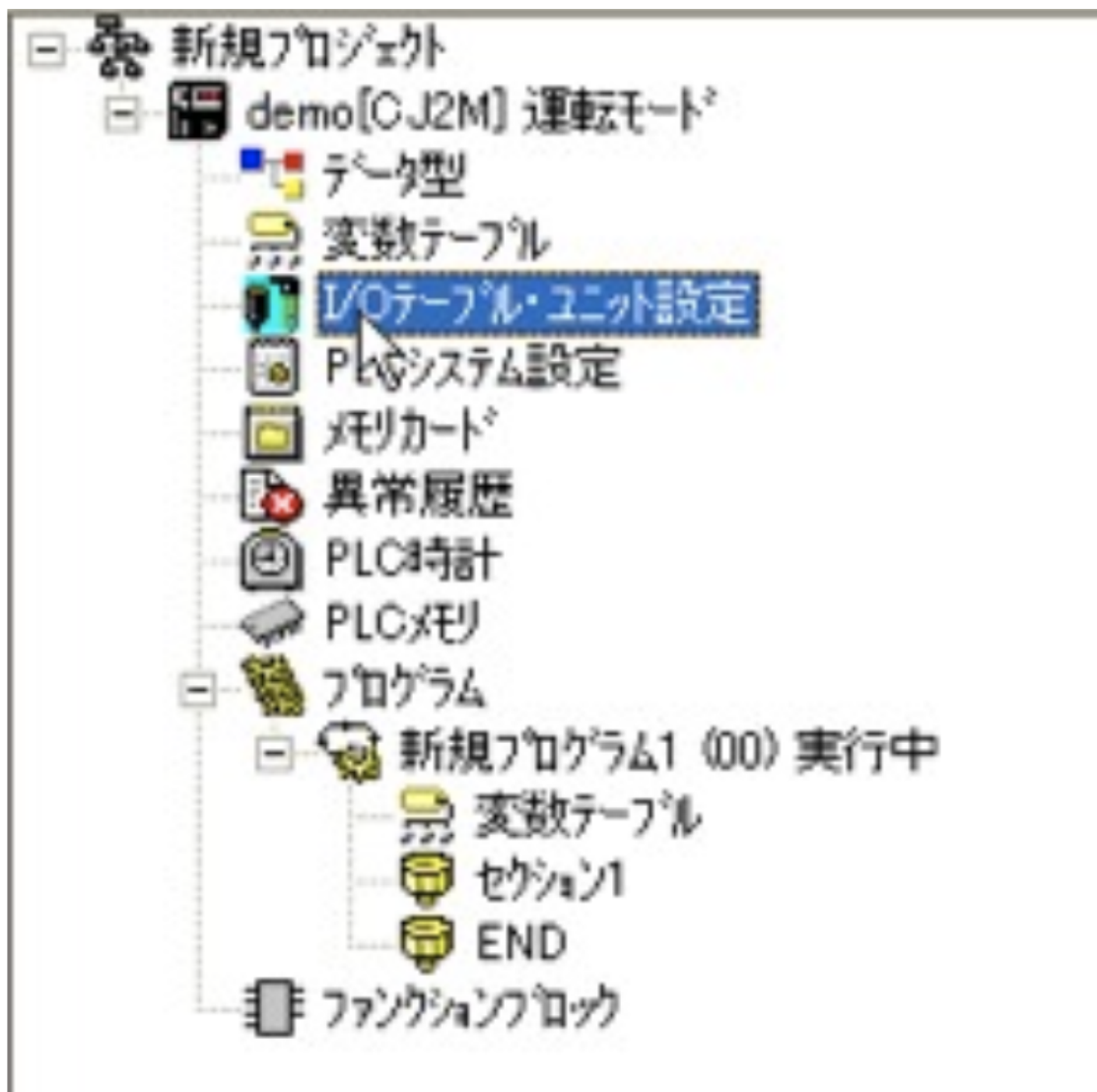
- Press the Set button, select CPU31 in the dialog that appears, and then click the OK button. In the Change PLC Model dialog, click OK again to close it.



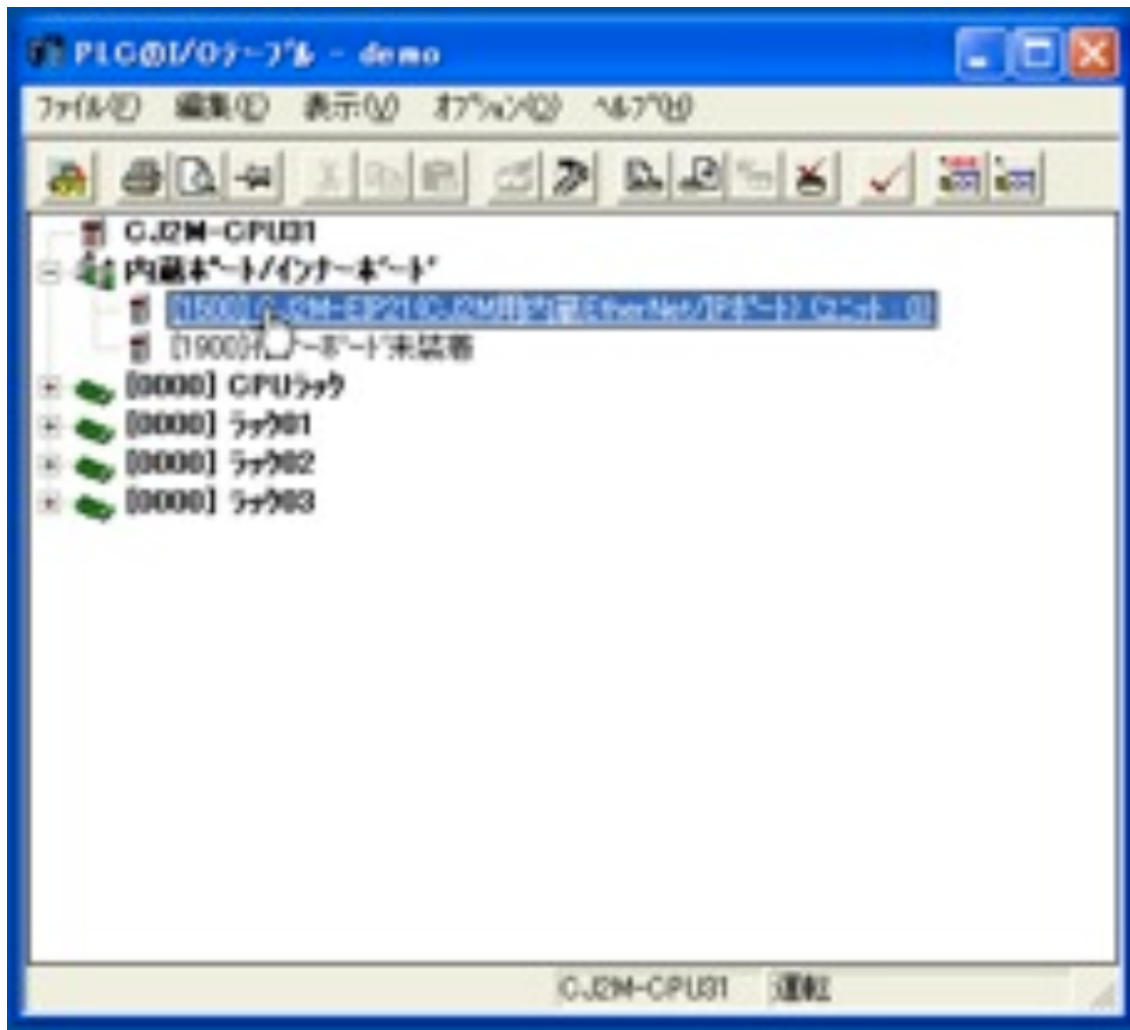
- Next, choose "Online Connection" from the PLC menu to establish a connection with the PLC.



- Open the I/O table unit settings from the list in the tree view on the left.



- Open the CJ2M-EIP21 (internal EtherNet/IP port for JC2M) (Unit: 0) on the internal port/inner board.



- Select the TCP/IP tab, enter 192.168.250.2 as the IP address and 255.255.255.0 as the subnet mask, then click OK to close the dialog box.

When [configuring the IP](#) in irBoard, provide the IP address indicated here.

GJ2M-EIP21 [パラメータの編集]

TCP/IP | Ethernet | F3ES/UDP | F3ES/TCP | FTP | 時計自動調整 | スタートアップ | SNMP | SNMPトラップ

IPアドレス

☒ このIPアドレスを使用する

IPアドレス	192	168	250	25
サブネットマスク	255	255	255	0
デフォルトゲートウェイ	0	0	0	0

☐ IPアドレスをBOOTPサーバから取得する

BOOTP設定は、起動時にネットワークカードに電源再投入で1回のみ有効です。
その後、BOOTP設定は解除されます。
動作中でのIPアドレスは、システム設定としてユニット内に自動保存します。

DNS

☒ DNSを使用しない

☐ DNSを使用する

優先DNSサーバ: 0 0 0 0

代替DNSサーバ: 0 0 0 0

ドメイン名:

ポート

IPアドレス	ポート	機能
		挿入

削除

一斉同期

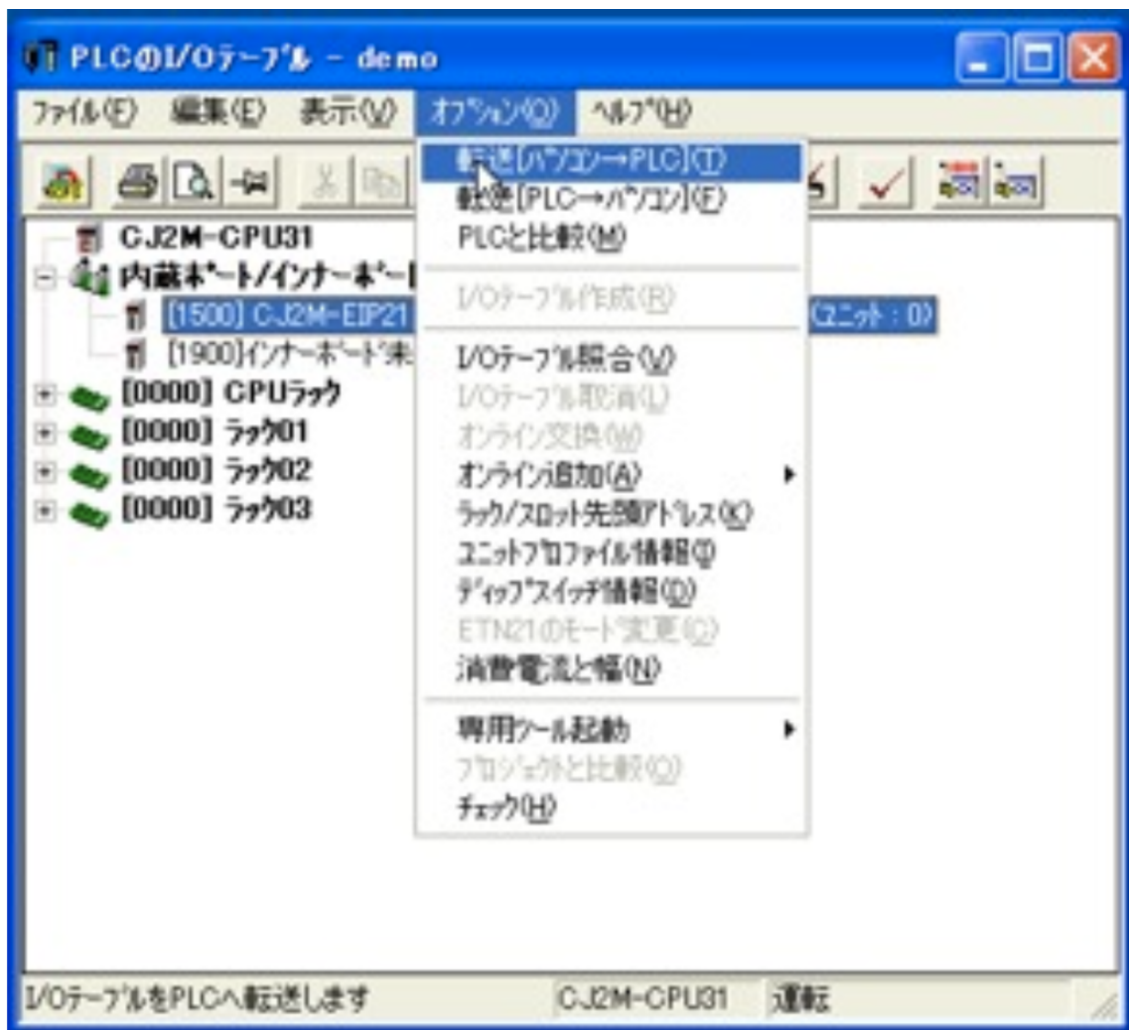
☒ すべて 1 (83850)

☐ すべて 0 (82850)

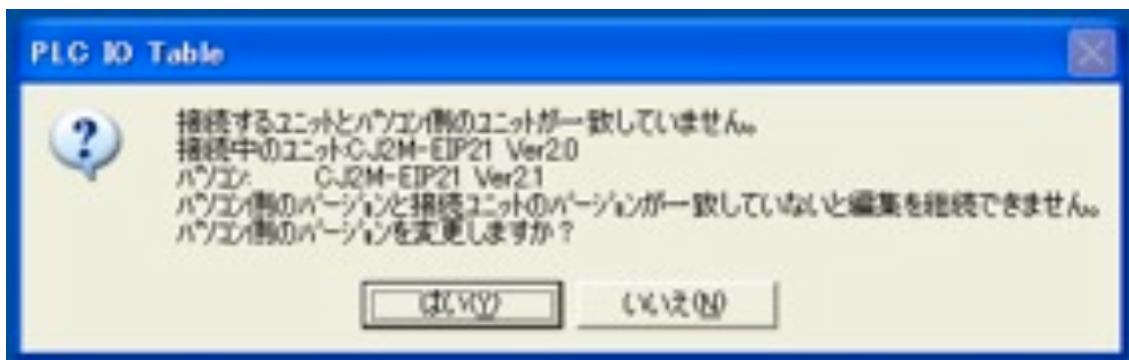
転送[ユニバーサル] | 転送[イーサネット] | 閉じる | リセット

デフォルト設定に戻す | OK | キャンセル

- Select "Transfer [PC->PLC](T)" from the Options menu to send settings to the PLC.



- If you encounter a version mismatch alert during the process, click Yes to proceed with the change.



* We don't have an English version of some applications. Some screenshots are from the Japanese edition. Please locate a similar screen in your application.

YOKOGAWA: Upper link

Communicates with the Yokogawa PLC via the upper link.

- [For FA-M3"V" series](#)
 - [For Ethernet with built-in PLC](#)
 - [For Ethernet interface module LE-11](#)
-

For FA-M3"V" series

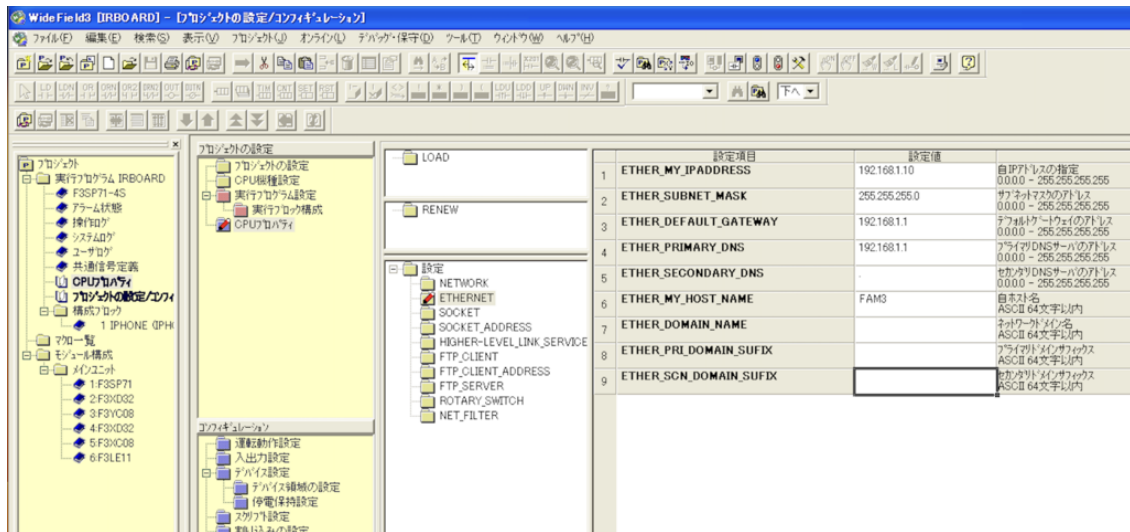


For Ethernet with built-in PLC

F3SP71-4S for IP address 192.168.1.10

- Connect to the PLC using WideField3.
- Assign the IP address in the ETHERNET settings of the CPU properties.
When [setting up the IP](#) setting up the IP on the irBoard, specify the IP address provided here.
- Click the OK button to save the file.

- Select Online -> Download [PC-CPU] -> CPU Properties from the menu, then download the saved file to the PLC.
- Turn the power back on.



For Ethernet interface module LE-11

F3SP58-6S + LE11-OT with IP address 192.168.1.10

- Set the IP address before turning on the PLC.
- The IP address is configured using the rotary switch on the side of the LE11-OT module. Set C0 A8 01 0A for 192.168.1.10 in hexadecimal.
When [setting the IP](#) in irBoard, specify the IP address provided here.
- Turn the power back on.
- No special configuration is necessary for WideField2 projects.



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0	8	1	A

MODBUS: MODBUS/TCP

PLCs and devices that support MODBUS/TCP communicate via MODBUS/TCP.

Communication Settings

Please refer to the instruction manual of your target device for communication settings. You can establish a connection by enabling MODBUS/TCP communication and configuring the IP address.

When connecting to devices such as temperature controllers, sensors, and I/O, you can do so by adjusting the irBoard [project settings](#) to disable interaction.

Device

When configuring a device, include the following suffixes based on the type of device.

Type	Prefix	e.g.,
Coil device	M	M0
Input device	I	I0
Register device	HR	HR0
Input register device	IR	IR0

File devices are unsupported.

Localization (multilingualization)

Localization of text data has been available since ver 2.0.

Language switching

To switch languages, click the earth icon on the top toolbar.

The most recently used language appears above the reset option.

You can add more languages from the line below the reset option.

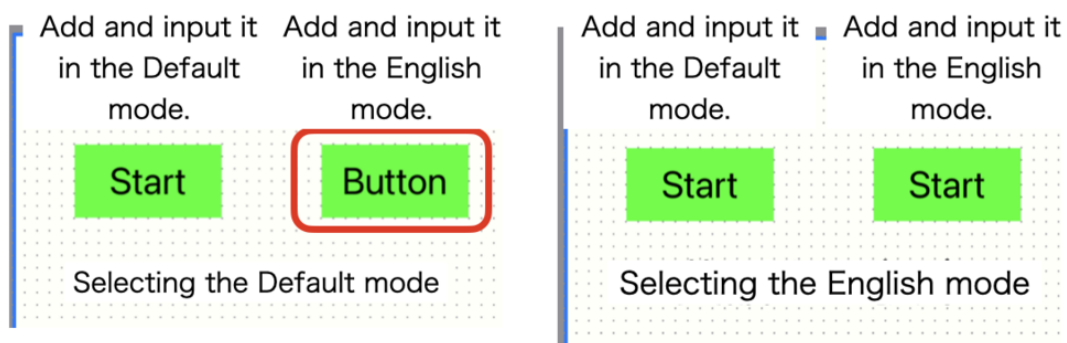
Clicking Reset will remove the most recently used language entry.

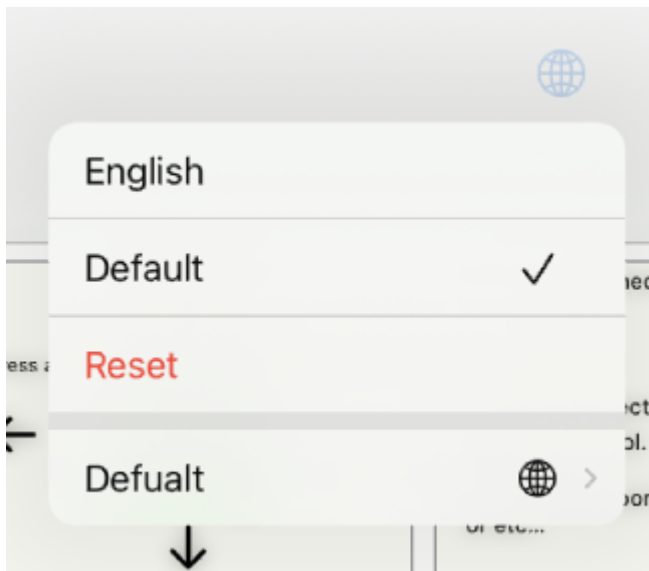
* You can choose from gear icons on the edit and run screens.

Set the primary language as the default and input it. Additional languages can be added after switching languages.

For example, if your primary language is Japanese and your secondary language is English

- Select the default and enter in Japanese.
- To enter English, select English and then enter the language.
- precautions
 - If you add a component with the default selected, the characters entered by default will be redirected when you choose another language.
 - If English is chosen, the default text is shown initially.
 - When adding components, it's preferable to include them by default and input text to prevent needing to do it twice.





Localization Manager

The **Localization Manager tab** in the right sidebar allows you to view all translatable text in your project and manage translations in one place.

Key Features

- **Scope Selection:** Display by page or selected items only
- **Locale Selection:** Choose the language to translate (Default = base text)
- **Add Locale:** Add a new language using the + button
- **Progress Display:** Shows translated item count and percentage
- **Search & Filter:** Text search and "Untranslated only" filter
- **Jump to Item:** Use the > button at the right end of each row to navigate to the item

Entering Translations

Tap each translation field to enter text.

Changes are automatically saved when you leave the field.

Automatic Locale Registration on Project Import

When you import an **.irboard** file, languages used in the project are automatically registered.

This allows you to immediately review translations in tutorial projects or projects received from other users.

Translatable Text

Target	Field	Description
Page Items	Title	Display text for labels, buttons, value fields, meters, etc.
	Alternate Title	Alternative text when lamp device is enabled
	Unit	Unit display for value fields and meters
Message Items	Message	Message body
	Detail Message	Detailed description of the message
Message Set	Title	Title of the message set
	Summary	Summary of the message set

Settings app

You can enable or disable irBoard tutorials in the Settings app.

- Launch the Settings app.
- Select the irBoard option.
 - **Settings**
 - **Brows mode**

You are able to switch browse mode.

It cannot be disabled in the irBoard app, so it must be disabled in the Settings app.
 - **General**
 - **Recovery tutorials**

Restore the tutorial to its original state.
 - **Message**

After selecting “No,” you can re-enable the following settings to display the description next time.

 - **Show the description of Brows mode.**
 - **Show the way to show the navigation bar.**
 - **Show the description of Lite edition.**
 - **behavior**
 - **Back to the previous way to input value.**

Enable inline input of values. Disable to display a dialog view for entering the value.
 - **Report**
 - **Make data report file**

Project data is copied to the document folder when the app starts. If you send us this file when a bug occurs, it may help us analyze the bug's location.
 - **Bug report**

Logging takes place when a bug occurs, as long as it is enabled.

When enabled, 'Bug Report’ will appear in [the information menu](#) of the toolbar located within the project list.
 - **Maintenance**
 - **Clear Window States on Next Launch**

Clears all stored window states when the app is next launched. This is useful for recovering from crashes caused by corrupted window state data. The setting is automatically turned off after the window states are cleared.

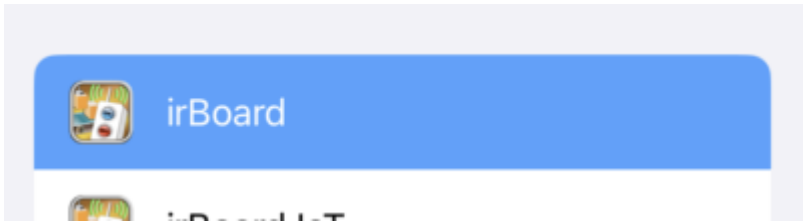
- **Reset All Data (USE WITH CAUTION)**

Deletes all project data when the app is next launched. This cannot be undone. The setting is automatically turned off after the data is reset.

Settings app



irBoard row



Configurations

10:24



irBoard

Preferred Language



Language

English >

irBoard Settings Configuration

Browse mode



General

Recovery tutorials



Message

Show the description of
Browse mode.



Show the way to show the
navigation bar.



Behavior

Back to the previous way to
input value.



Report

Make data report file.



Bug report



Maintenance

Clear Window States on Next Launch



Reset All Data (USE WITH CAUTION)



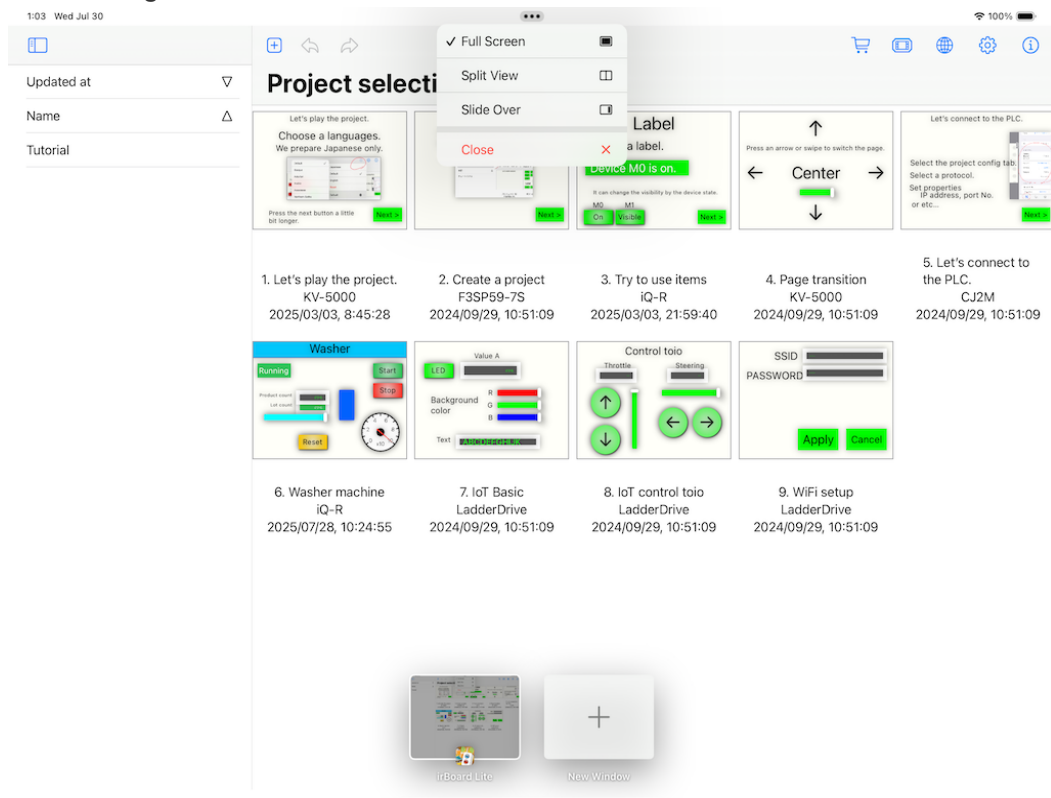
Multitasking

Starting with irBoard version 2.8, multitasking is now supported.

When using irBoard on an **iPad**, you can now open and work on multiple projects simultaneously. As of iPadOS 18, up to two projects can be run at the same time. This makes **it possible to monitor and operate two PLC-controlled devices concurrently**.

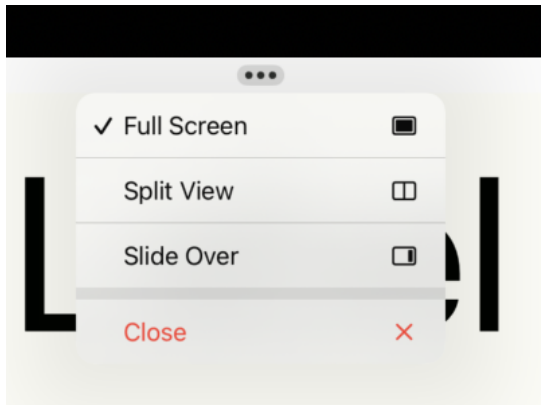
How to use multitasking.

- Tap the multitasking button (the "⋮" icon) at the top of the screen to display the multitasking menu.



A list of open projects and an Add (+) button are displayed at the bottom of the screen. By tapping the Add (+) button, you can open a new window. You can also switch between windows using the project list.

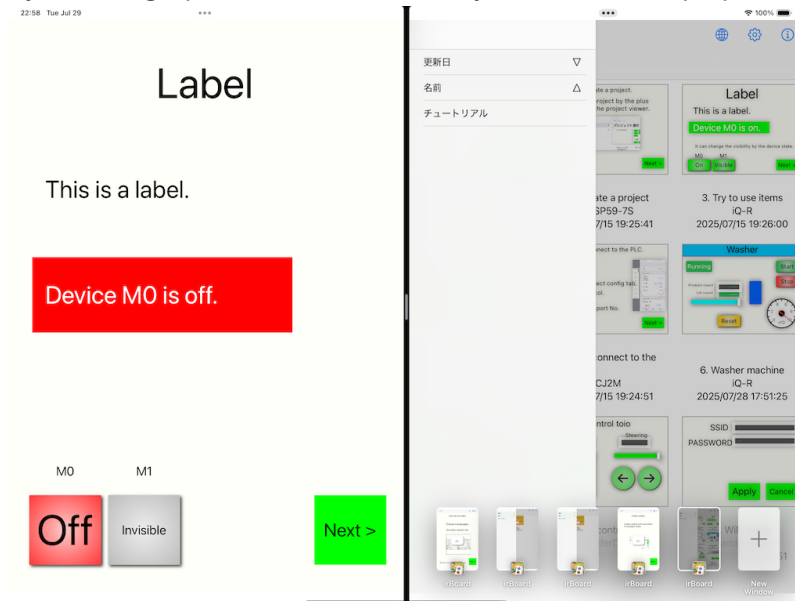
- When you select Split View or Slide Over from the multitasking menu, you can choose another app to pair with irBoard.



In this state, tapping the irBoard icon will display two windows side by side. Alternatively, you can lightly press and hold the irBoard icon, then select Show All Windows from the menu to choose a paired window from the ones currently open.

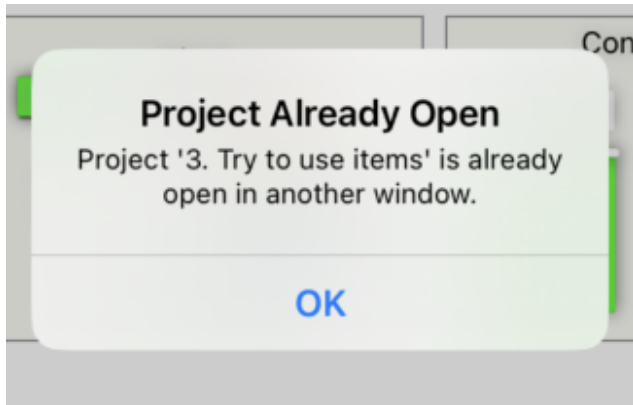


- By selecting Split View or Slide Over, you can run two projects simultaneously.



- You cannot open the same project in multiple windows. If you attempt to do so, a warning will appear. In that case, please select the window where the project is

already open.

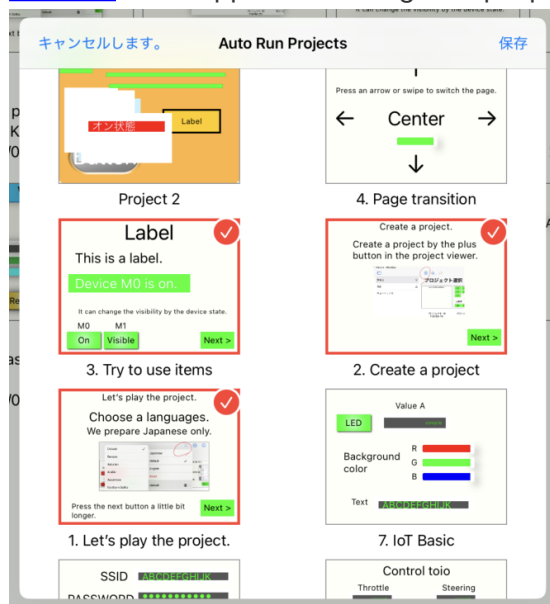


- You cannot open the same project in multiple windows. If you attempt to do so, a warning will appear. In that case, please select the window where the project is already open.
- To learn more about using multitasking on iPad, please visit Apple's official support page.

[Use multitasking on your iPad](#)

Auto run

- [Auto run](#) now supports selecting multiple projects.



- Projects set for auto run will be executed under any of the following conditions:
 1. When a window of an auto-run project is selected
 2. If no window exists for an auto-run project, when the Project List window is selected
 3. If the Project List window also does not exist, when a new window is addedTo have multiple projects auto-run at startup, you must open the required number of windows in advance.

`# Acknowledgements`

This application makes use of the following third party libraries and fonts:

`## KeychainAccess`

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