



User documentation

FLEXGUI

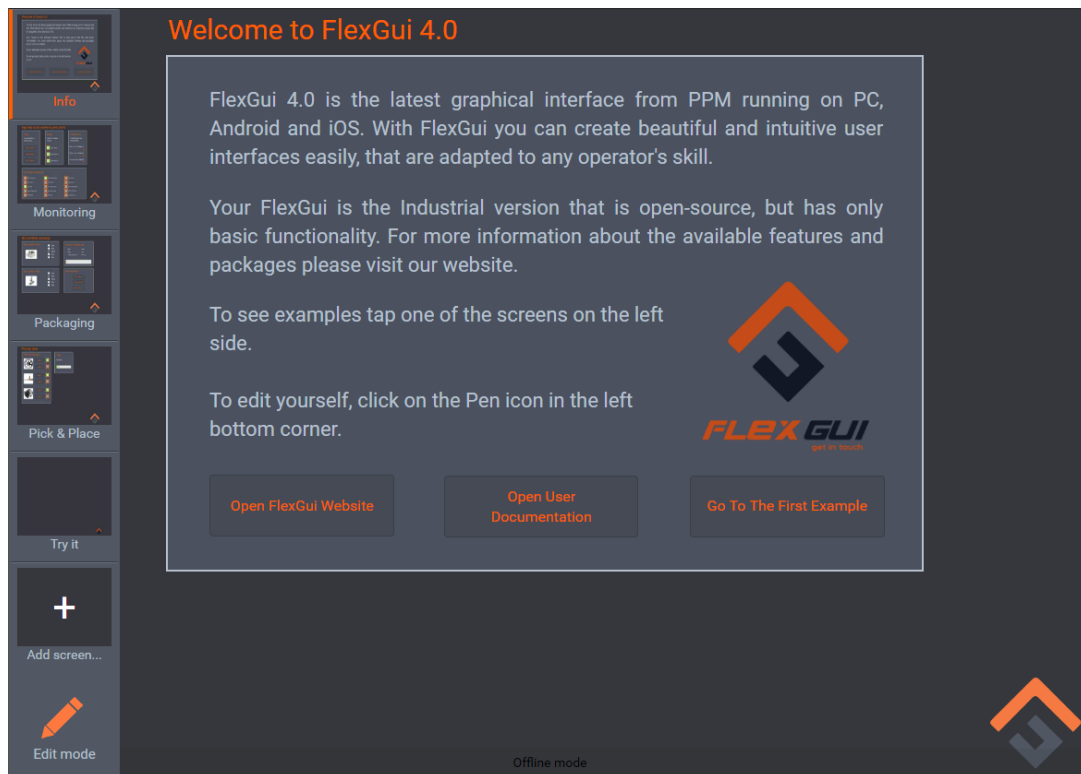
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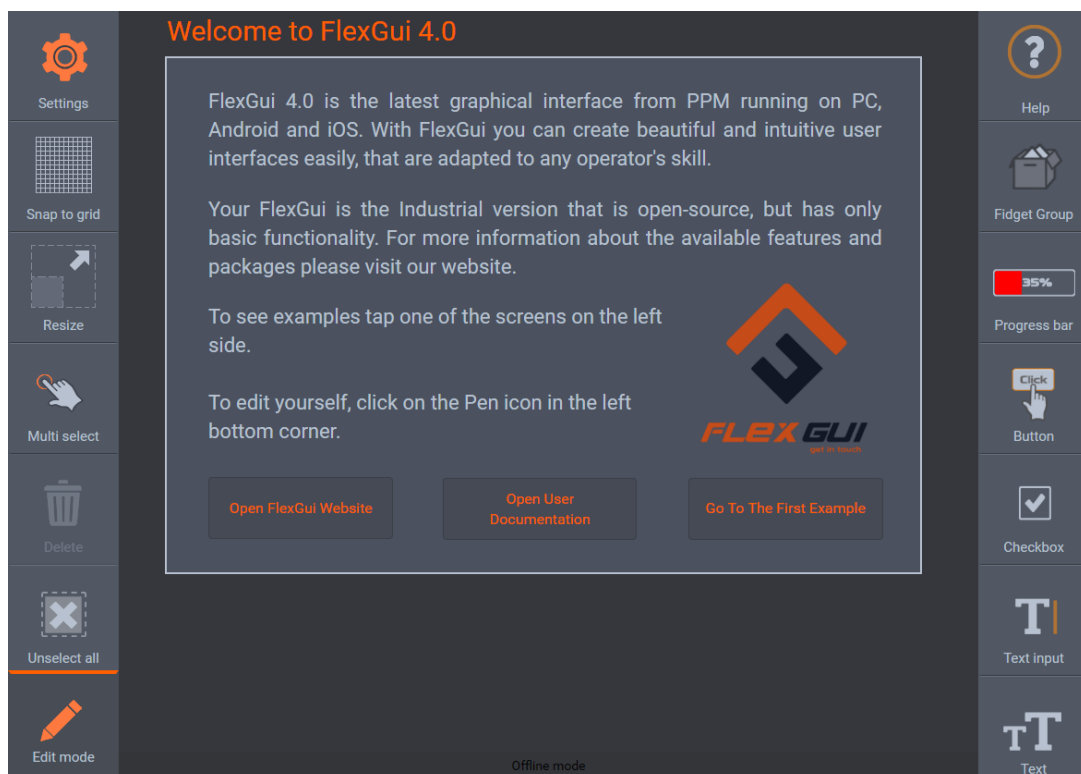
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1 BeltTechnology introduction

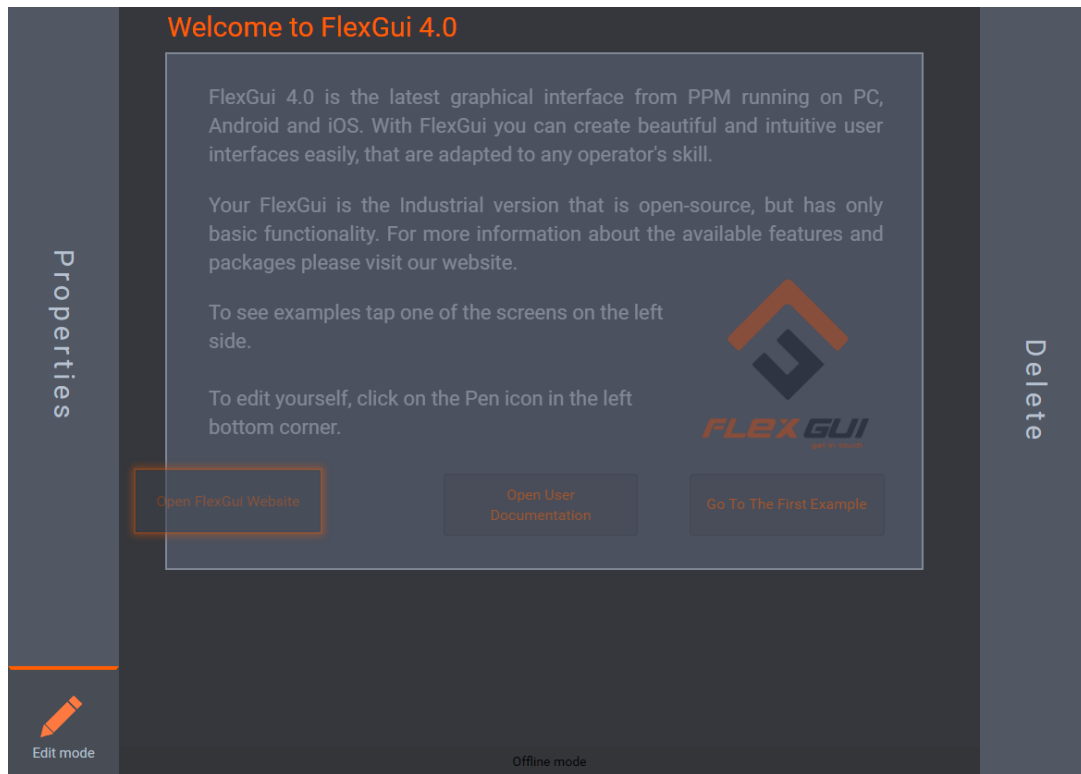
FlexGui contains 5 different belts for touch, drag&drop optimized user experience.



1 The Screen belt to access the screens in the project. A screen can contain many Fidgets, serve a purpose.



2 The Edit and Fidget belt that appear when the edit mode is turned on using the pencil icon in the left bottom corner. The edit belt contains useful editing fetures, while the Fidget belt the usable Fidgets that the user can drag and drop.



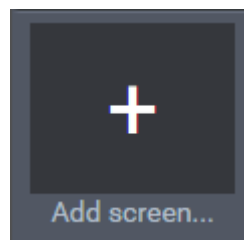
3 The Properties and Delete belt that appear when the user drags a Fidget in edit mode. They serve as goals of dropping to edit or remove a Fidget.

Let's see these items in more details.

1.1 Screen belt

Screen belt is on the left side of the screen if the user is not in Edit Mode.

The Screen belt contains all of the available screens in the project. The logged-in users can add new screens by clicking the Add screen button.



1.1.1 Editing screen properties

Long pressing the selected screen will open the Screen properties window.

Screens have name and background properties (for normal screens an image, for factory screens a color) and the position on the screen belt. The screen belt can be switched off to all screens, so the screen has more space, or the integrator can decide to limit the user's available screens to a selected set.

Both properties can be set up here and it is also possible to delete and move the selected screen.

1.2 Edit belt

The Edit belt is on the left side of the screen in **Edit Mode**.

1.2.1 Elements of Edit belt

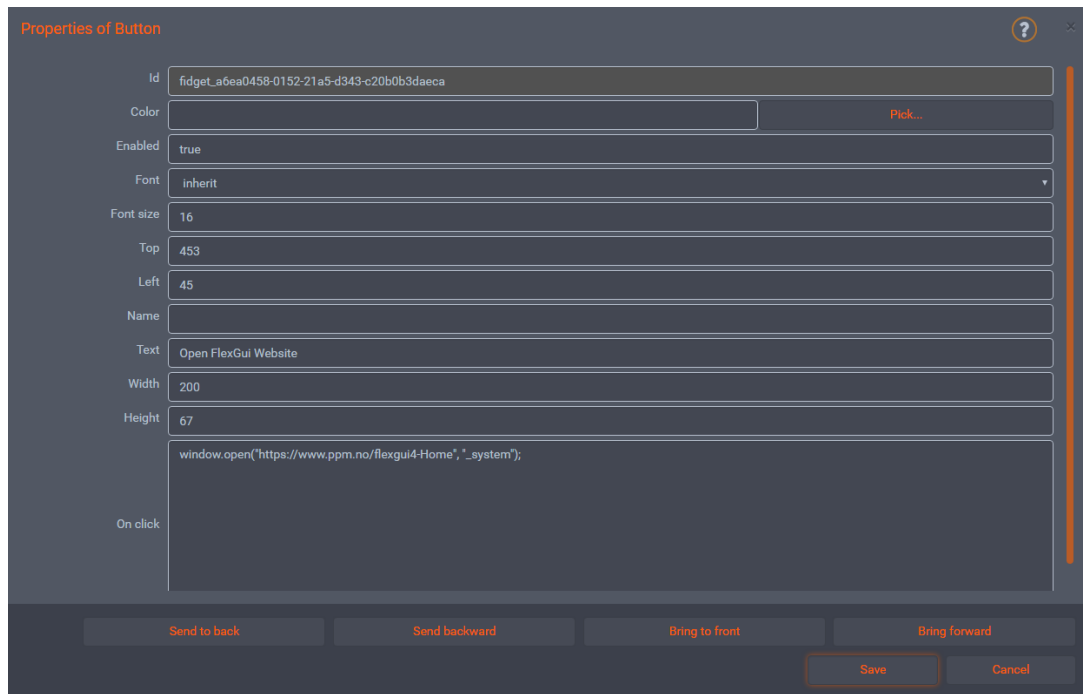
- **Settings:** opens the settings window
- **Multi select:** enables multiple fidget selection. ***Please note**, that the Properties belt is disabled while moving more than one Fidgets.*
- **Delete:** Deletes all selected Fidgets
- **Unselect all:** removes the current selection
- **Undo:** undo last action
- **Redo:** redo last action
- **Copy:** copies selected Fidgets to the clipboard
- **Cut:** copies selected Fidgets to the clipboard and removes them from the screen
- **Paste:** pastes Fidgets from the clipboard (only available if one or more items are on the clipboard)

1.3 Delete belt

The Delete belt is on the right side of the screen while dragging one or more Fidgets in **Edit Mode**. The user can drop the Fidgets on this belt to remove them from the screen.

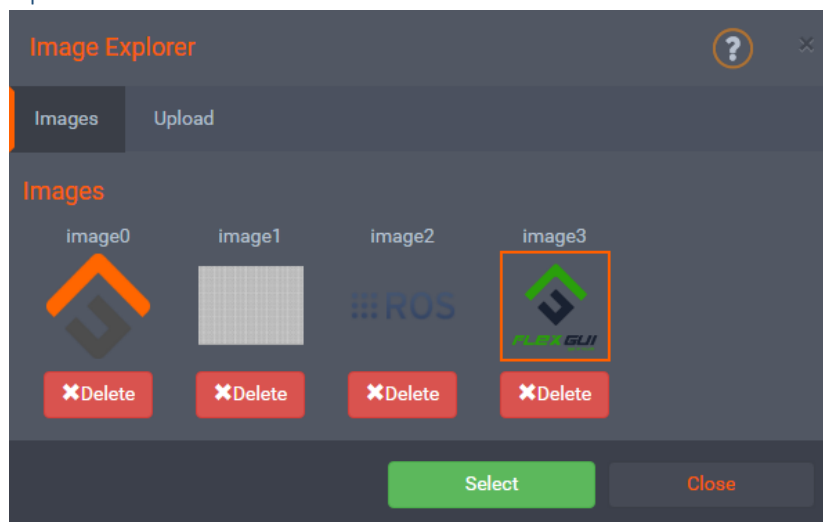
1.4 Properties belt

Dragging Fidgets to Properties belt opens the property window

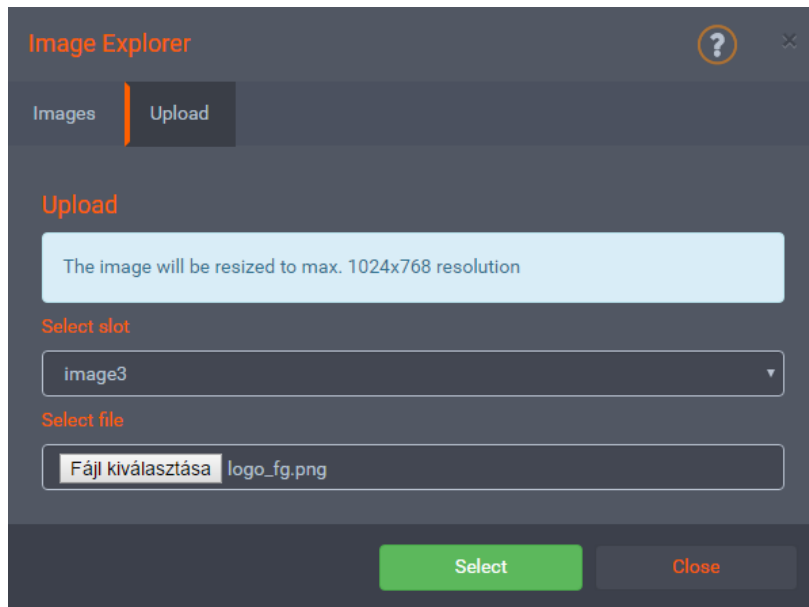


The elements of the property windows depends on the type of the Fidget. You can read more about the available properties in the next chapter. The type of a property editor field depends on the type of the property (e.g. for images we can open an Image Explorer window and add/delete images on the backend and use as a source for a Fidget).

1.4.1 Image Explorer Window



On the picture above you can see the currently available pictures stored on the backend in ROSparams. It is possible to delete them or overwrite them by uploading.



1.4.1.1 Upload steps:

1. **Select slot:** on the backend there are 20 available slots for images, the user has to select which slot should be used.
2. **Select file:** the user has to select an image, which will be resized and uploaded to the server. After the upload the image will be automatically selected on the Images tab.

1.4.2 Saving Changes

Save: save the current setup and close the property window

Cancel: restore the previous setup and close the property window

1.4.3 Arranging Fidgets

Fidgets can be arranged by these four buttons:

Send to back: go to the lowest layer of the screen

Send backward: go one layer down

Bring to front: go to the topmost layer of the screen

Bring forward: go one layer up

1.5 Fidget belt

The fidget belt is on the right side of the screen in Edit Mode. The user can add new Fidgets to the current screen with drag & drop. To grab a Fidget from the belt, long tap / click has to be used. Releasing the tap / click adds the Fidget to the screen.

1.5.1 Fidgets

Every fidget has 5 default properties: width, height, top and left and enabled. With this property the user can set the size and the position of the fidget. The position of a fidget is calculated from the top-left corner of its parent: a fidget group or the screen. With the enabled property it is possible to prevent any onclick action on a fidget, thus no mouse actions are allowed.

Name	Fidget	Properties	Normal	Factory
------	--------	------------	--------	---------

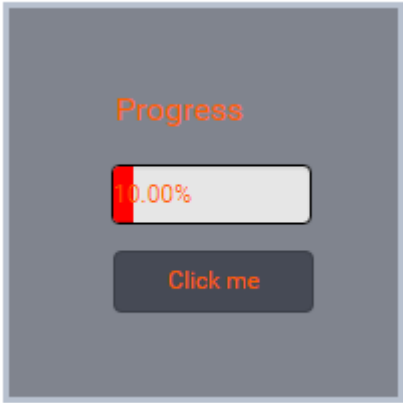

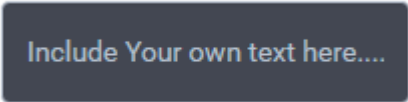
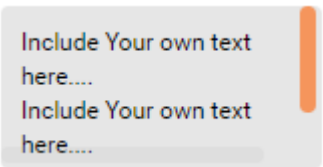




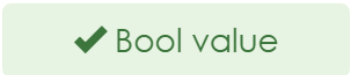
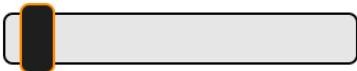

Fidget group		Color Opacity On click Border color Border width	x	x
Button		Text On click Font Font size Font color	x	
Text	Include Your own text here....	Font Font size Color Text On click Text align	x	x
Text input		Text On click	x	
Scrollable text		Text On click Text align Font Font size Color	x	x
Progress		Value Color On click Font color	x	
Radio button	<input checked="" type="radio"/> Option1 <input type="radio"/> Option2 <input type="radio"/> Option3 <input type="radio"/> Option4	Options Font Font size Font color Value On click	x	
Checkbox	<input checked="" type="checkbox"/> Check me	Text Value Font Font size Font color On click	x	

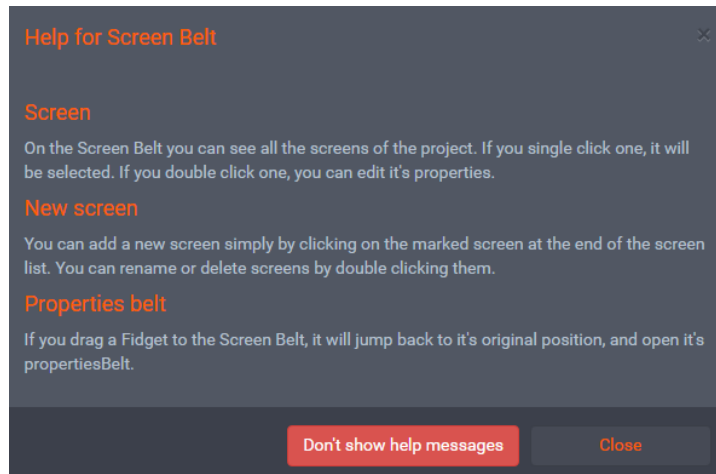
Image		Scale Image On click	x	
Gauge		Value Color Minimum Maximum Angle arc Angle offset	x	
Indicator lamp		Blinking Blink period On/off color Text Font color On click	x	
Bool		Value Text Font Font size Font color On click	x	
Slider		Minimum Maximum Value Step Precision On click	x	

2 Modal windows

2.1 Help

On-screen contextual help is available and can be enabled / disabled in the settings window.

The user can get instant help by pressing one of the  -icons anywhere in FlexGui to get contextual help.



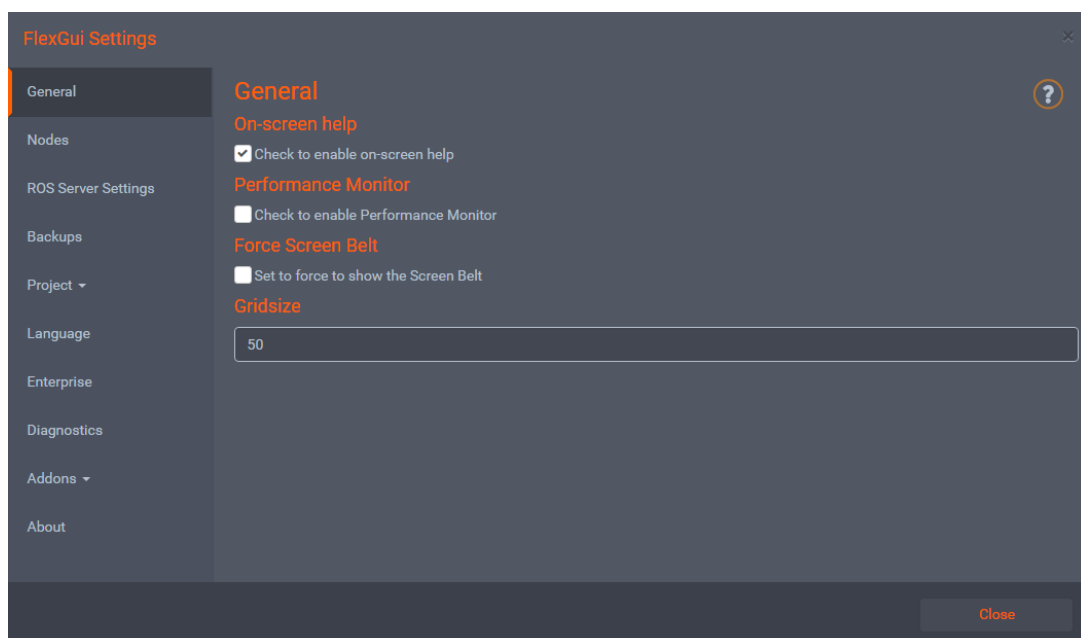
2.2 Settings

To open the settings window the user has to enable **Edit Mode** and press the settings on the top of the Edit Belt.

2.2.1 General

General settings of FlexGui:

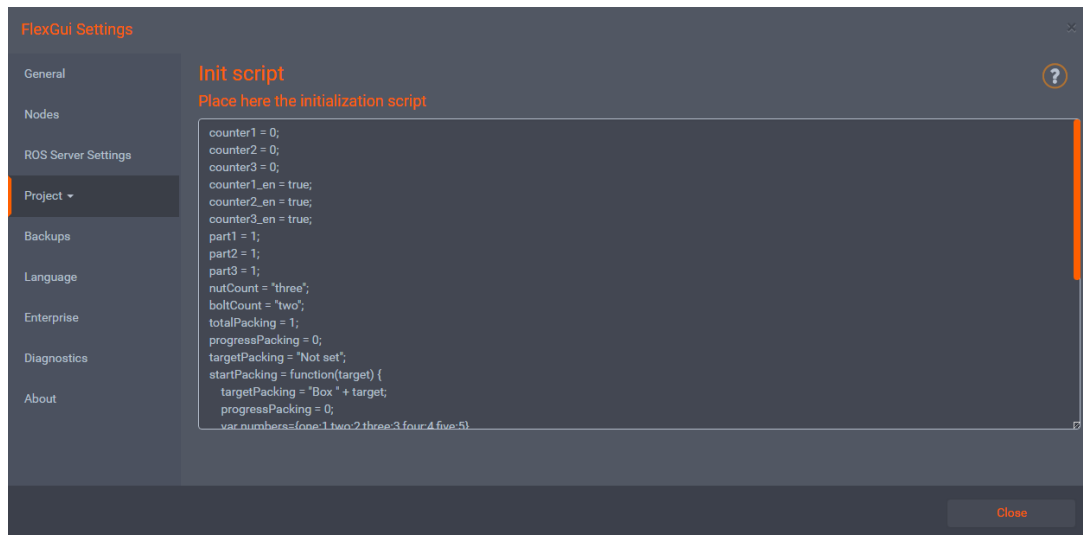
- Screen scaling (zoom on mobile devices),
- On-screen help on and off,
- Mirror mode for remote support,
- Performance Monitor on and off



2.2.2 Init script

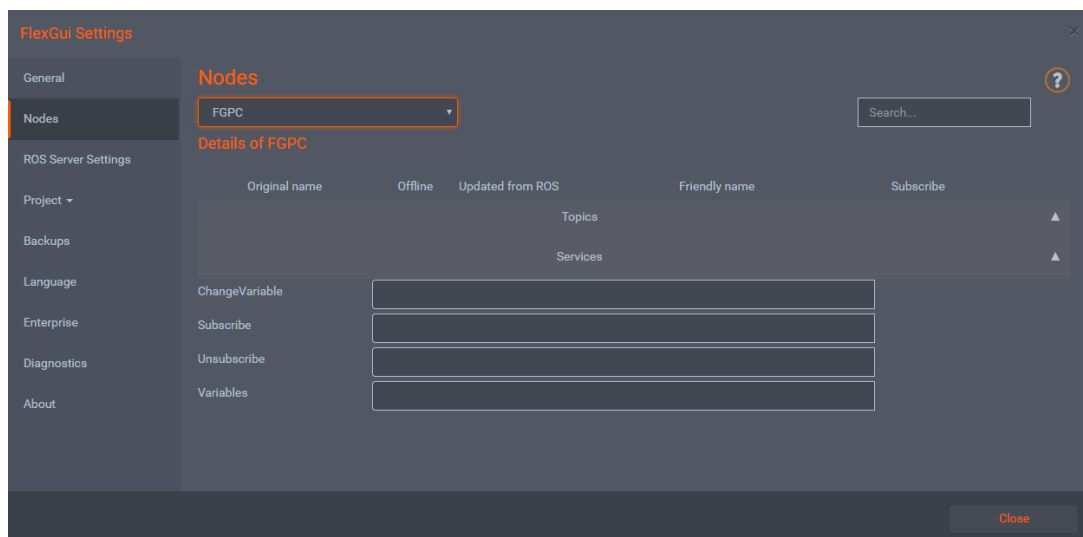
The init script editor is located under the project menu in Settings window.

The init script will run when loading a project. It's used to initialize custom variables, functions. The init script is synchronized between devices, the value of the local variables after initializing them are not. If you want to synchronize values between two clients, please use server side variables in ROS or a device.



2.2.3 Nodes

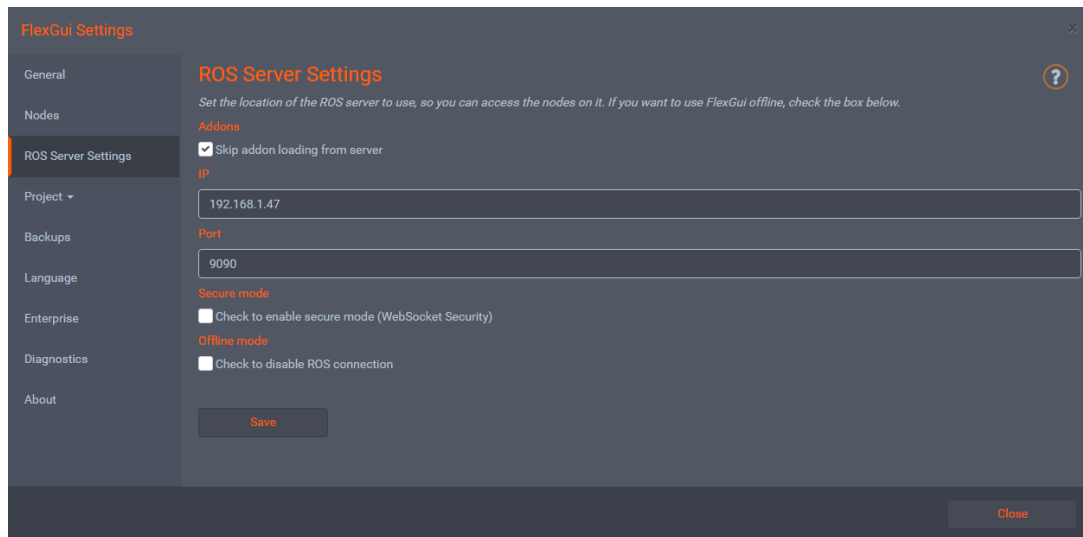
In this tab the user can see the available topics and services in ROS, so it is not necessary to open ROS or node documentation to see what is available on each item.



Both topics and services can be renamed for easier access, then the `@friendlyName` syntax is to be used instead of the full path. If a topic is subscribed, all changes will be received using push method, and all user interface elements will update automatically that use this value. Press Set button next to the topic to create an OnChange script. This script will run after each topic update. When edit button is visible, the topic has an already existing OnChange script and it is possible to update it. To remove the OnChange script just remove the script from the editor.

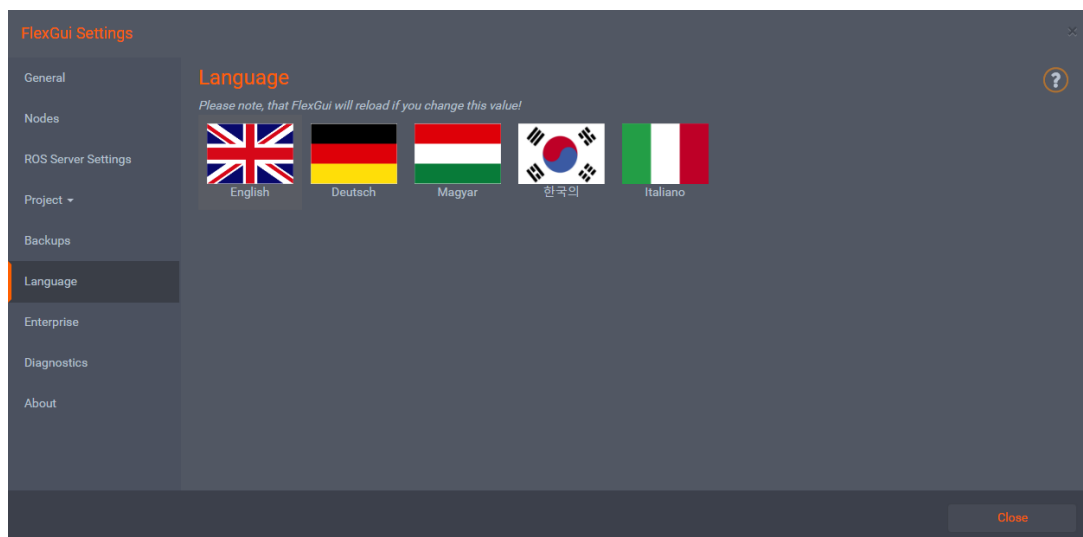
2.2.4 Connection settings

In the connection settings tab the user can set up the address of the backend server or enable demo mode for local usage. The backend server should run roscore and rosbridge as well. In case you want secure communication, you need to enable WebSocket Security. This is required for the online trial as well. You can also disable the FlexGui Licensing server, so FlexGui won't use the licensed addons.



2.2.5 Language

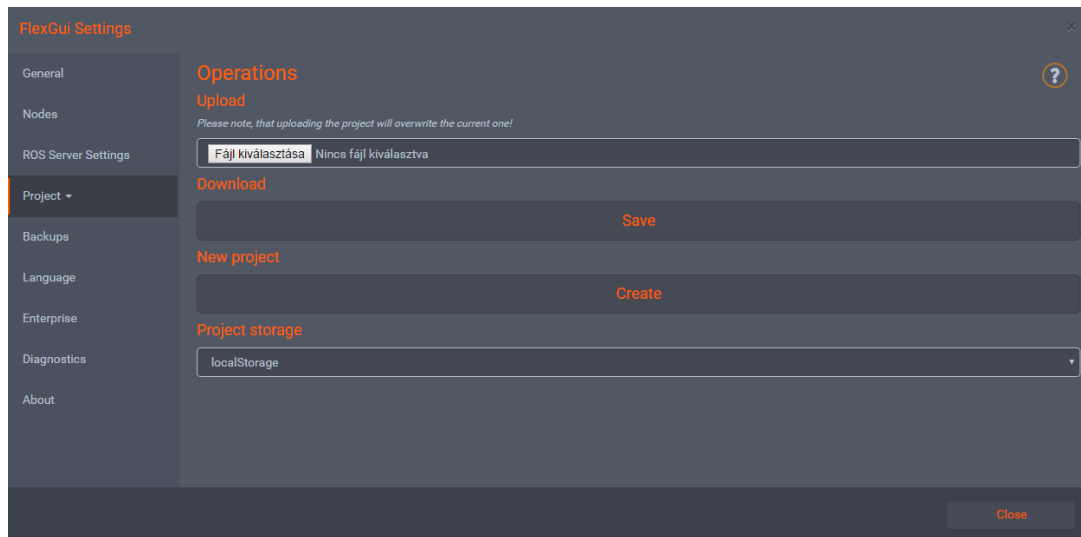
FlexGui supports multiple languages. The user can set up the currently used language in the Language tab.



2.2.6 Project operations

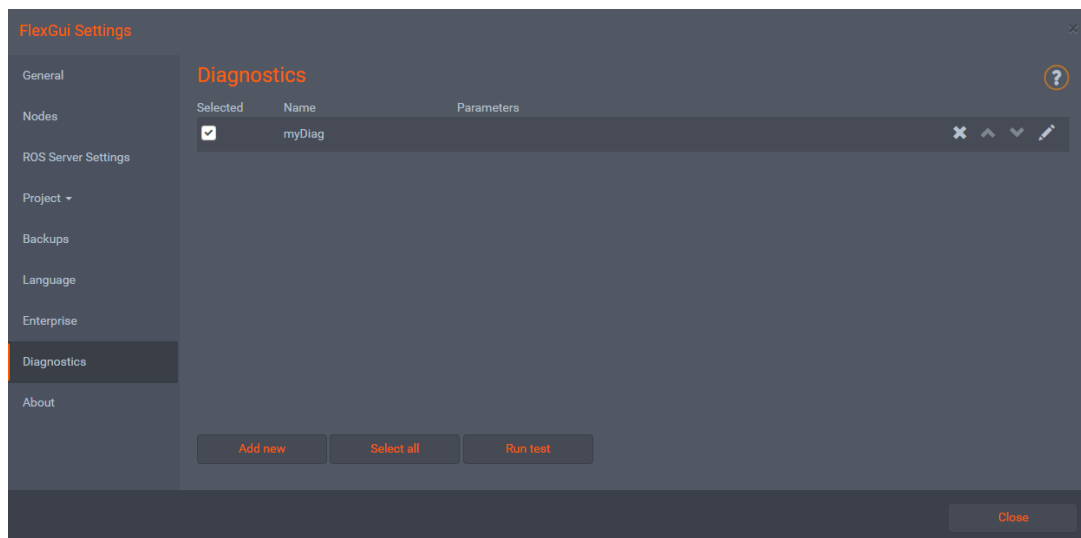
To upload and download projects, the user can use the operations tab under Project menu. This makes it easy to backup or copy projects between devices, useful for debugging too. Demo mode also has this feature, so you can simply assemble a project in demo mode, then copy it to the working system or vice versa. If ROS is connected the user can decide where to store the project. If more user is on the same ROS server, but want to use different projects localStorage has to be chosen. With this, the project stays on the local computer and not synchronised to the ROS server. If more user want to use the same project, rosparam has to be chosen. With rosparam storage mode, the project is synchronised

(manually or automatically) to the ROS server as a ROS parameter and each user will get the same project. Only one user can edit the project with rosparam storage mode.



2.2.7 Diagnostics

With FlexGui 4.0 Diagnostics the users can create test sequences to identify problems runtime. Each test starts individually after each other and they are completely separated. The result of one is not affecting the others, thus with a good sequence it is easy to find the problems in the nodes, connections or other parts of the system.



It is also possible to run only one specific part of the sequence, by removing / adding a test based on the selected checkbox on the left. Select all button will check all of the checkboxes, thus all of the tests will be selected to run.

Pressing the Add new button opens a dialog window.

There are two types of test:

Predefined tests can be selected from the drop down list and each test has some predefined and required parameters (e.g. Topic update rate's parameters are the nodeName, the timeout and the limit). Each parameter has a description which helps the user to fill in the form.

The time based tests has a limit parameter, which supposed to target the maximum response time of a selected call.

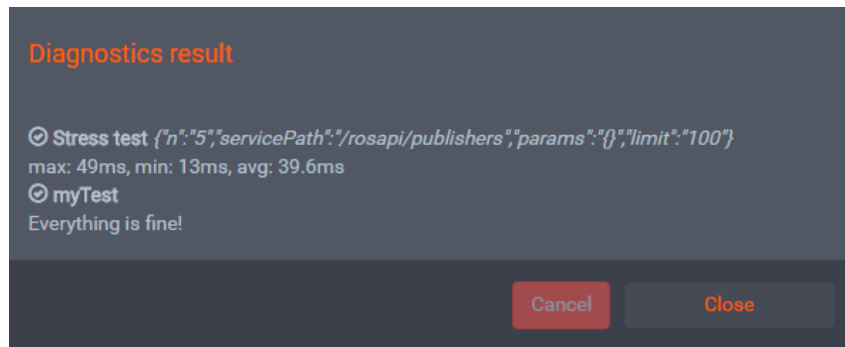
User defined tests can be written by checking the own script checkbox on the top.

Each user defined test has to fulfill some criteria, to guarantee the proper operation. All of them can be found in the Help.

Please note: use the following variables for optimal result

- **test.result:** this will be shown on the UI under the name of your script
- **srv.testFinished();** Call this function when your script finished to be able to jump to the next test.
- **\$rootScope.\$apply();** call this function, when the script ends if you have any async calls (timeout, interval or e.g. waiting for a ROS event to end)

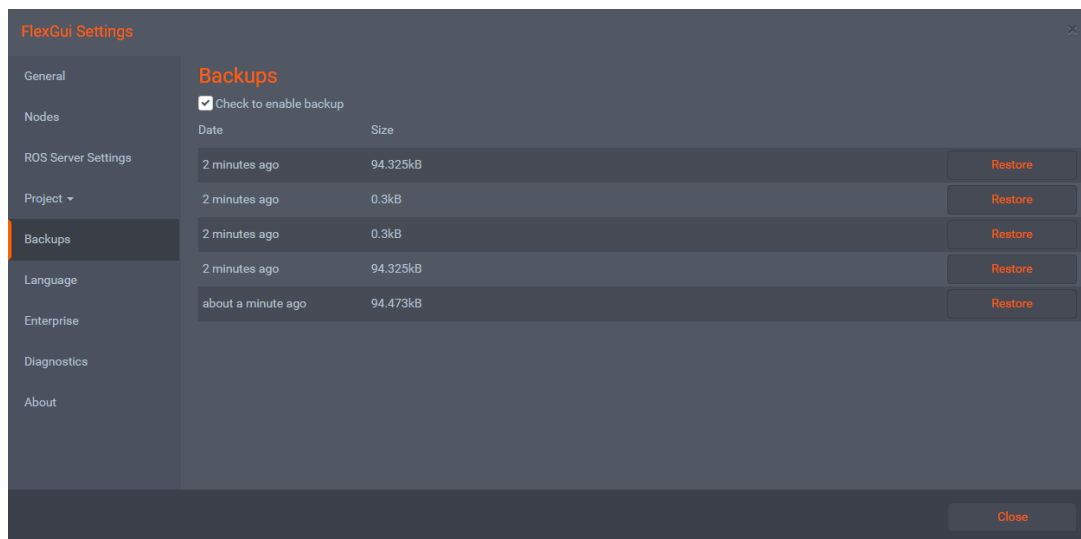
Pressing the Run button will run the selected tests. The result will be visible in the Result modal:



The result clearly shows the outcome of each tests. It is not possible to close the result window until all of the tests ended, unless the user presses the Cancel button which stops the tests. ***Please note:*** press the cancel button won't stop the current asynchronous call, but the next test case won't start.

2.2.8 Backup

FlexGui 4.0 saves the current project to localStorage in every minute automatically to backup the current work. In case of any problem, the use can go to Settings / Backup and choose from the last 5 backup.



2.3 Properties

To edit properties of screens or Fidgets, the user can use the Property window. The content of the property window depends on the edited item. The example shows the properties of a progress bar.

Arranging a Fidget (in z-order):

Ordering a Screen (moving it on the screen belt up and down):

Moving multiple Fidgets to the property belt enables the multi property window. In this case you will see the common properties of different Fidgets, such as top, left, width, height, name or etc.

If all of the edited Fidgets have the same value for a property you can edit them easily. If you have different values, you have to double click the field to reset the value to the default one and edit all of them at once.

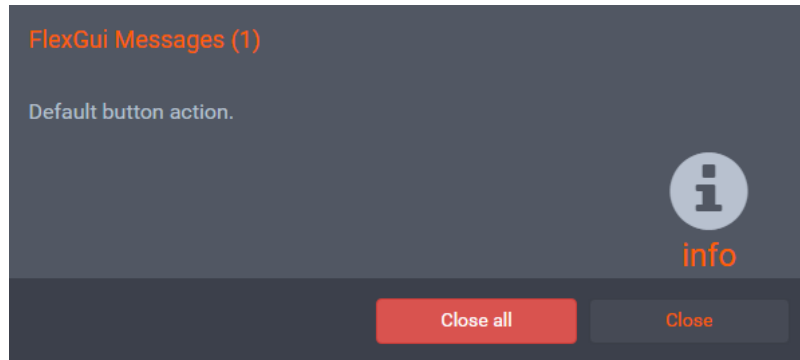
Saving multi property window will overwrite all of the edited Fidgets properties at once.

2.4 Popup messages

There are different types of popups in FlexGui:

- Info
- Warning
- Error

It is used e.g. if we cannot connect to the server. The user can show such screens also programatically using the #message call: `#message("some text", #infoMessage)`



2.5 Add screen

Defined earlier.

2.6 Login

Defined earlier.

2.7 Enterprise

On enterprise tab it is possible to try out most of the enterprise functions for free. To use this, please follow this step-by-step guide on our [website](#).

3 Moving Fidgets

FlexGui uses drag & drop technology. This means, to move a Fidget the user has to grab it:

- From the fidget belt with a long press
- From the screen with a drag or a click.

While the mouse is pressed or the screen is touched, the user can drag Fidgets on the screen. After the drag is released:

- opens the property window, if the Fidget is over the property belt (the position won't update)
- deletes the Fidget, if the cursor is over the delete belt
- otherwise the Fidget will move to the current position on the screen

4 Programming FlexGui

JavaScript is used in FlexGui to specify behaviour on specific events like event handlers or button presses. The following section will explain the basic supported language elements through examples for easier understanding of the system.



```
counter1 = 0;
counter2 = 0;
counter3 = 0;
counter1_en = true;
counter2_en = true;
counter3_en = true;
part1 = 1;
part2 = 1;
part3 = 1;
nutCount = "three";
boltCount = "two";
totalPacking = 1;
progressPacking = 0;
targetPacking = "Not set";
startPacking = function(target) {
    targetPacking = "Box " + target;
    progressPacking = 0;
}
var numbers={one:1,two:2,three:3,four:4,five:5};
```

4.1 JavaScript function reference

FlexGui 4.0 contains some predefined functions, to help the users' work. All these functions start with #:

4.1.1 #autoInit

This function initializes a variable with a value, if it is not initialized before.

4.1.1.1 Parameters

name: string

value: object

4.1.1.2 Example:

```
#autoInit("int0", 42); //add int0 variable with 42, if it is not yet defined
```

4.1.2 #setScreenByName

This function changes the current screen to the given one using it's name.

4.1.2.1 Parameters

screen: string

4.1.2.2 Example

```
#setScreenByName("New Screen")
```

4.1.3 #setScreenByIndex

This function changes the current screen to the given one using it's name.

4.1.3.1 Parameters

screen: string

4.1.3.2 Example

```
#setScreenByIndex(1) //sets the screen to the 2nd on the screen belt, because the index starts from 0.
```

4.1.4 #message

This function pops up a message with the given string. It is possible to define the type of the message:

- #infoMessage pops up an info message
- #errorMessage pops up an error message
- #warningMessage pops up a warning message

4.1.4.1 Paramteres

text: string

4.1.4.2 Example

```
#message("Hello world"); //pops up "Hello world" az an info message
```

```
#message("Hello world", #errorMessage); //pops up an errorMessage.
```

4.1.5 @friendlyName

With this notation the user can access the ROS topics using a friendly name.

4.1.5.1 Example

```
@myTopic.value.data = 12; // set myTopic's value to 12, publishes the new value
```

Note: a variable is a class, that has several member variables as type, path, value. We use the value member, that is also a class. This, according to the documentation (http://docs.ros.org/api/std_msgs/html/msg/Int32.html) has a data member storing the value we need. Complex data types might have more member variables (e.g. http://docs.ros.org/api/geometry_msgs/html/msg/Pose.html).

4.2 JavaScript basics

4.2.1 Statements

JavaScript statements are separated by a semicolon (;). States are executed in the sequence they are written. Blocks in JavaScript are surrounded by curly brackets ({}). You can use blocks if you want to group statements.

4.2.1.1.1 Example

```
a = 5;
b = 6;
c = 12;
for (a = 5; a < 10; a++) //Explained later
{
    c = a + 2;
}
```

Please Note: JavaScript is case sensitive, variable **A** and **a** are different variables, while white space does not matter: **a = 5;** is the same as **a=5;**.

4.2.2 Comments

Comments can be placed in the code, just surround any text with /* and */. If you write // anywhere in the code, the following characters are considered to be comments until the end of the line.

4.2.2.1.1 Example

```
a = 5; //This is a variable
/******
```

```
This is a comment that is  
going through multiple lines  
*****  
b = 6;
```

4.2.3 Variables

Variables are present in JavaScript for storing data. Variable names can be letters, numbers and underscores (`_`), but they can't start with a number. The declaration of a creates the variable. It is possible to assign a value right at the declaration or after. The value of a variable can be modified infinite times. If you put quotes (simple or double) around the value of a variable it will be a string, if numbers are used only, it will be a number. If letters are used without quotes, it will be interpreted as a variable, throwing an error if it doesn't exist. Types of variables are dynamic, assigning text to a number variable will make it a string.

4.2.3.1.1 Example

```
//Declaring a single number variable:  
var a;  
//Declaration of several variables with or without value  
var a = 5, b = "something", c, d = false;  
c = a + 5;  
a = b;
```

Please Note: redeclaration of a variable is possible, if there is no new value, the variable will remain exactly the same as before.

4.2.4 Operators

Let's go through operators using an example. The comments next to statements show their results.

4.2.4.1.1 Arithmetic and assignment operators

```
//Arithmetic operators:  
var a = 2, b = 3, c;  
c = a + b; //c will be 5 (addition)  
c = a - b; //c will be -1 (subtraction)  
c = a * b; //c will be 6 (multiplication)  
c = a / b; //c will be 0.666 (division)  
c = a % b; //c will be 2 (modulus)  
c++; //c will be 3 (incrementation)  
c--; // c will be 2 (decrementation)  
//Assignment operators:  
c = 5; //c will be 5  
c += 2; //c will be 7 (equals to c = c + 2)  
c -= 3; //c will be 4 (equals to c = c - 3)  
c *= 3; //c will be 12 (equals to c = c * 3)  
c /= 4; //c will be 3 (equals to c = c / 4)  
c %= 2; //c will be 1 (equals to c = c % 2)  
a = "Hello", b = "FlexGui ", c = 3, d;  
d = a + " " + b + c; //d will be "Hello FlexGui 3"
```

4.2.4.1.2 Comparison, logical and conditional operators

```
//Comparison operators:  
a = 3, b;  
b = a == 2; //b will be false (equal)  
b = a === "3"; //b will be false (value and type equal too)  
b = a != 2; //b will be true (not equal)
```

```

b = a !== "2"; //b will be true (not equal neither value or type)
b = a > 2; //b will be true (greater than)
b = a < 2; //b will be false (less than)
b = a >= 2; //b will be true (greater then or equal to)
b = a <= 2; //b will be false (less then or equal to)
//Logical operators:
a = true, b = false, c;
c = a && b; //c will be false (and)
c = a || b; //c will be true (or)
c = !a; //c will be false (not)
//Conditional operator:
//(condition) ? value1 : value2;
var a = 3 > 5 ? 1 : 2; //a will be 2

```

4.2.5 Conditional statements

Conditional statements can be used to determine if a code should run or not depending on a logical statement.

4.2.5.1.1 Example of conditional statement

```

if (4 > 6)
{
    var a = 5;
}
else
{
    var a = 6;
}

```

Because the result of `4 > 6` is false the else part will be executed, a will be 6. It is possible to use the statement without the else branch.

Please Note: curly brackets are used to group more statements, but not obligatory for one (if `(4 > 6)` `a = 5;` is ok)

4.2.6 Loops

4.2.6.1 The for loop

The for loop executes the code block while the middle statement is true. The first statement is executed before the loop, the last one is executed after each loop.

4.2.6.1.1 Example of a for loop

```

for (var i = 0; i < 5; i++)
{
    //Statements
}

```

4.2.6.2 The while loop

The while loop executes the code block while the statement is true.

4.2.6.2.1 Example of a while loop

```

while (i < 5)
{
    //Statements
}

```


4.2.6.3 The do/while loop

The do/while loop executes the code block while the statement is true. The condition is checked after each run, so the body will be ran at least once.

4.2.6.3.1 Example of do/while loop

```
do
{
    //Statements
}
while (i < 5)
```

5 ROS-I connection

5.1 Overview

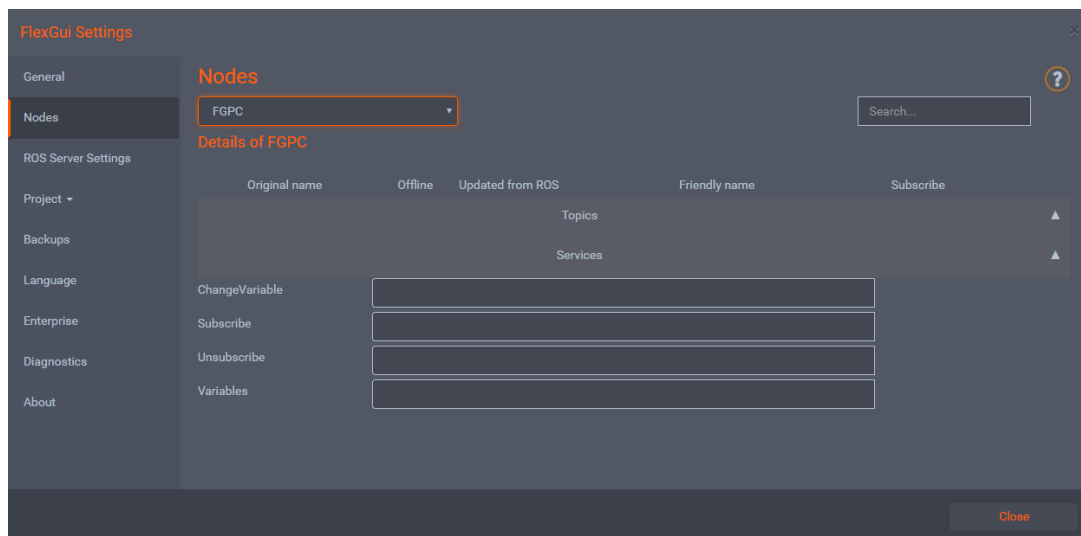
Supported devices

- NACHI robot connection,
- PLCs through modbus,
- KUKA implemented by Narvik
- ABB, Adept, Fanuc, Motoman, Universal Robot implemented by ROS

Additional features:

- Virtual environment simulation using Gazebo,
- One click variable access
- Custom names to variables => short and clear code
- Normal PC or RaspberryPi both supported as ROS server

When the correct connection settings of the rosbridge server are set in the Connection settings tab, the available ROS nodes are shown in the Nodes tab.



Services and Topics are shown when selecting a node. The original names can be renamed and then accessed in FlexGui. In order to receive data from a Topic the subscription checkmark has to be set.

5.2 Publishing a Topic

Reading a topic is done using the @topicName syntax. To publish values, first you need to create and (if it doesn't exist yet) advertise the topic. This can be done in the initScript or for debug purposes in any control that has onClick script.

```
// PLC register topic creation
registerTopic = new ROSLIB.Topic({
  name: '/plc1/register1',
  messageType: 'std_msgs/Int32',
  ros: variableService.ros
});
// Advertise the new topic
registerTopic.advertise();
```

Then, to publish values we need to use the topic we just created. This is preferably placed in an onClick script, but the initScript can have custom code like this as well.

```
//Publishing Int32 typed message  
registerTopic.publish(new ROSLIB.Message({ data: 0 }));
```

Note: If you would publish another message type, you would need to use another syntax. Like a Pose has more members, a Point and a Quaternion.

5.3 Calling a Service

Without wizards you can reach the same functionality as the #callService wizard template, with some more typing:

```
//Creating the service object  
var service = new ROSLIB.Service({  
  ros : variableService.ros,  
  name : '/rosapi/services',  
  serviceType : 'rosapi/Services'  
});  
  
//Calling the service  
service.callService(null, function(result) {  
  //using the result  
  #popup(JSON.stringify(result))  
});
```

For more ROS - JavaScript samples please see the roslibjs documentation:
<http://wiki.ros.org/roslibjs/Tutorials/BasicRosFunctionality>