

# Click&Go Plus™ User's Manual

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**MOXA**®

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# Click&Go Plus™ User's Manual

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Moxa's ioLogik 2500 is a remote I/O device designed for smart monitoring applications over Ethernet and wireless interfaces. With Click&Go Plus™ intelligence built in, the ioLogik 2500 can be configured for simple outputs paired up with simple input triggers, without using a PC controller.

Click&Go Plus™ intelligence allows the ioLogik 2500 to be configured to automatically report I/O events according to user-specified conditions. Simple IF-Then-Else statements are used to specify conditions that are required for certain actions to take place. Up to 8 conditions and 8 actions can be combined in one rule, and up to 48 rules can be defined. Supported actions include sending SNMP traps or TCP/UDP messages to up to 10 hosts at a time.

The following topics are covered in this chapter:

- ❑ **Click&Go Plus™ Overview**
- ❑ **Click&Go plus™ Features**
- ❑ **Using Click&Go Plus™ Logic**

# Click&Go Plus™ Overview

Click&Go Plus™ logic can be managed and configured with the IOxpress utility to handle front-end events. IOxpress's graphical user interface also provides easy access to all status information and ioLogik 2500 settings.

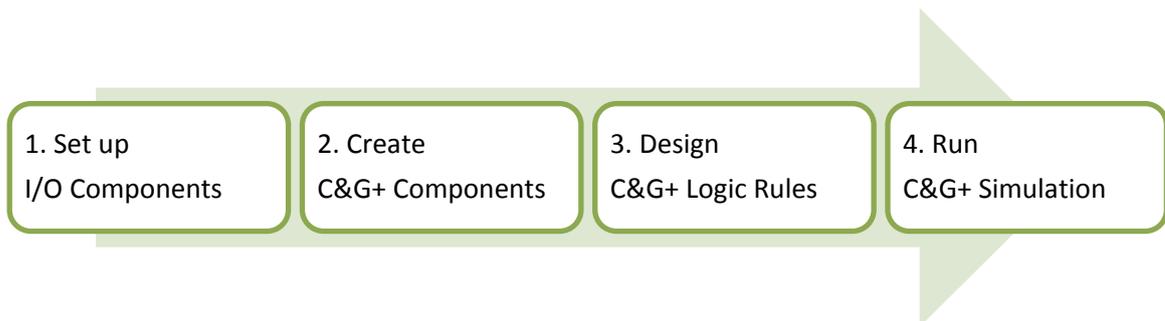
## Click&Go plus™ Features

Click&Go Plus Logic has the following key features:

- Easy local logic control using graphical and intuitive IF-Then-Else style constructions
- Up to 48 user-defined rules
- Choice of email, TCP, UDP, and SNMP trap for active I/O messaging
- Customizable message content with dynamic fields for time, date, IP address, and more
- Up to 10 simultaneous IP destinations for TCP/UDP messaging
- Internal register function for remote output control when Click&Go plus is running
- Timer Delay function for timing events
- Configurable interval for time-triggered events

## Using Click&Go Plus™ Logic

The following flowchart shows an overview of the Click&Go Plus™ Logic configuration process:



More information is available about each of these four topics:

- Setting up I/O Components: See the ioLogik 2500 User's Manual.
- Creating C&G+ Components: See Chapter 2 of this manual.
- Designing C&G+ Logic Rules: See Chapter 3 of this manual.
- Running C&G+ Simulation: See Chapter 4 of this manual.

## Click&Go Plus™ Components

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ClickGo Plus™ components can be found in **IOxpress Utility → Offline Configuration Management → Settings → Click&Go Plus**.

Click&Go Plus™ components can be used to specify conditions and actions that are required for certain actions to take place. Up to 8 conditions and 8 actions can be combined in one rule, and you can define up to 48 rules.

The following topics are covered in this chapter:

- ❑ **Timer**
- ❑ **SNMP Trap**
- ❑ **TCP/UDP Message**
- ❑ **Email**
  - Server
  - Recipients
  - Email Content
- ❑ **Schedule**
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- ❑ **Remote Action**
- ❑ **CGI Commands**
  - As Server
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  - As Server
  - As Client

# Timer

The Timer function allows users to delay an action, trigger an action to run, or repeat an action. A timer is activated by a change of the logic event. After the timed interval has expired, the output will be performed.

The Timer can be used in the following circumstances:

- If Condition: Timeout
- THEN/ELSE Action: Start / Stop / Restart

**NOTE** If you use a THEN/ELSE action to Stop / Stop / Restart Timer, the “IF condition” should be an edge-triggered condition. (For example, if you are using the DI as an if condition, then OFF to ON / ON to OFF / Change are all edge-triggered conditions.)

No.	Name	Interval (sec(s))	Initial State
1	Timer_0	5	Stop

**Timer Settings**

Name

Time Interval  sec(s)

Initial State  ▼

## Timer Settings

**Name**

The name that will be shown in Click&Go rules.

**Time Interval**

The duration of the timer.

**Initial State**

The initial state of the timer when the ioLogik 2500 starts up.

**Add**

For adding a new timer function.

**Apply**

For changing the setting of an existing timer function.

# SNMP Trap

The ioLogik supports SNMP (Simple Network Management Protocol) v1/v2c to allow monitoring of the network and I/O devices with SNMP Network Management software. SNMP Traps can be used for THEN/ELSE actions. It is useful for building automation and telecom applications.

The SNMP Trap function sends an SNMP trap to one or more IP destinations. The specific ID can be any number between 1 and 20. (You may need to consult with your network administrator to determine how trap numbers will be used and defined on your network.)

Enter your desired message in the **Content Settings** section. Dynamic fields such as time, date, IP address, and I/O status can be inserted in your message by clicking **Keyword Lookup**. Messages are sent in ASCII. The Timer function allows users to delay an action, trigger an action to run, or repeat an action. A timer is activated by a change of the logic event. After the timed interval has expired, the output will be performed.

No.	Name
1	SNMP_Trap_0

Name

**Server Settings**

Version  v1  v2c

Server 1 IP Address  Server 2 IP Address

Server 1 Trap Community  Server 2 Trap Community

**Parameter Settings**

Variable	Slot	Channel
<input checked="" type="checkbox"/> Variable 0	[Slot 00 Model: 2542-HSPA]	AI-00
<input checked="" type="checkbox"/> Variable 1	[Slot 00 Model: 2542-HSPA]	AI-00
<input type="checkbox"/> Variable 2	[Slot 00 Model: 2542-HSPA]	AI-00

Select Specific ID

**Content Settings**

Send as ASCII

Content : 17 (character limit=200)

**Name**

The name that will be shown in Click&Go rules.

**Content Settings**

**Version**

You can select v1 or v2c.

**Server IP address**

The IP address of SNMP server.

**Server Trap Community**

For setting the trap community.

**Parameter Settings****Variable**

You can select the variable that you would like to send by SNMP trap. Up to 3 variables can be selected. After a variable has been enabled, click the "Slot" and "Channel" columns to update the configuration of that variable.

**Select Specific ID**

The specific ID can be set to any number from 01 to 20.

**Content Settings****Send as ASCII**

The content can be sent by ASCII mode.

**Content**

The content can be added in the SNMP trap.

**Keyword Lookup**

You can specify keywords related to the ioLogik 2500 device data to be included in the SNMP trap. The device data includes information such as server date, server time, server name, server MAC, LAN IP, Cellular IP, Channel Tag, and Channel Alias Name.

The system RSSI can be determined using the Channel Tag and Channel Alias Name parameters. The RSSI value is applicable only for cellular devices.

<Server_Date>	
<Server_Time>	
<LAN_IP>	
<Server_Name>	
<Server_MAC>	
<Cellular_IP>	
Slot-00 Channel Tag	▶
Slot-00 Channel Alias Name	▶

# TCP/UDP Message

The TCP/UDP Message feature enables you to configure one or more IP addresses of the Message Servers to which Click&Go Plus logic sends generated event messages. Click&Go Plus logic sends the defined active message to all addresses listed.

No.	Name
1	TCP_UDP_Message_0

Name

**Server Settings**

Server 1 IP Address  Server 2 IP Address

Message Protocol  Message Port (TCP/UDP)

Retry  Interval  Timeout (ms)

**Content Settings**

Send as ASCII
  Send as UNICODE
  Send as HEX (separated by ',;')

Content : 18 (character limit=200)

**Name**

The name that will be shown in Click&Go rules.

**Server Settings**

**Server IP address**

The IP address of TCP/UDP server.

**Message Protocol**

Select the protocol you would like to use. Available protocols: TCP, UDP

**Message Port**

Set the port number the computer uses to communicate with the device. The default TCP/UDP port number is 9000.

**Retry**

Enter the number of connection attempts.

**Interval**

The interval between two retries.

**Timeout**

The timeout for the ioLogik 2500 if it does not receive an ACK from the server.

**Content Settings**

**Send as ASCII/UNICODE/HEX**

The content can be sent by ASCII/UNICODE/HEX mode.

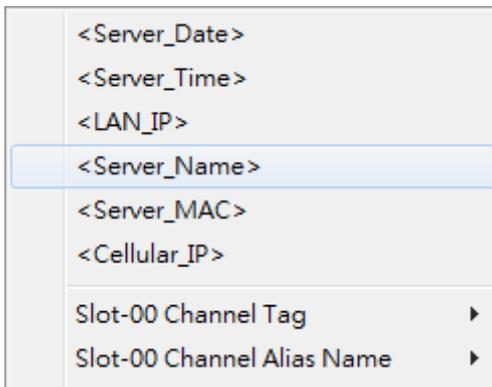
**Content**

The content can be added in the TCP/UDP message.

**Keyword Lookup**

You can specify keywords related to the ioLogik 2500 device data to be included in the SNMP trap. The device data includes information such as server date, server time, server name, server MAC, LAN IP, Cellular IP, Channel Tag, and Channel Alias Name.

The system RSSI can be determined using the Channel Tag and Channel Alias Name parameters. The RSSI value is applicable only for cellular devices.

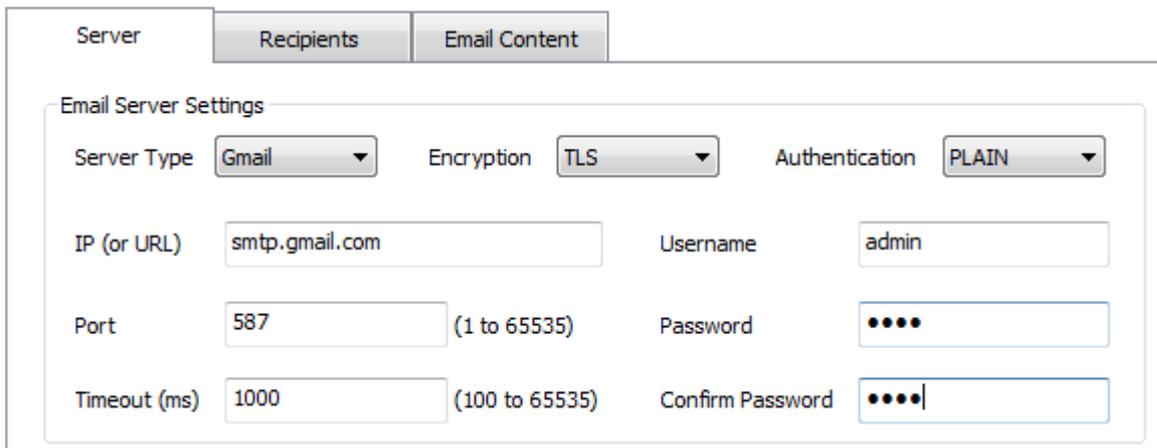


## Email

The E-mail function can be used to send customizable emails to one or more mail boxes. The email can be set as a THEN/ELSE action.

## Server

On the server tab, you can set the email server that the ioLogik 2500 will use to send emails.



**Server Type**

You can choose Gmail or any other mail server as the server type. Default settings for the Gmail server will be configured if you select Gmail as your server type. Settings for all other server types have to be configured manually. Contact your IT administrator for server details.

**Encryption**

Choose how the emails will be encrypted (TLS or N/A).

**Authentication**

Choose how the emails will be authenticated (PLAIN or LOGIN).

**IP (or URL)**

The email server's IP address or URL.

**Port**

The email server's port number.

**Timeout**

Timeout for the server connection failures.

## Recipients

On the recipients tab, you can configure who will receive emails from Click&Go. The recipients must be set before writing the email content.

No.	Name	Email
1	MOXA	MOXA@moxa.com
2	MOXA1	MOXA1@moxa.com
3	MOXA Group (Group)	MOXA@moxa.com,MOXA1@moxa.com

Name

Email Address

**Name**

The name of the receiver.

**Email address**

The email address of the recipients.

**Add Email**

Add a Name and Email address of another recipient.

**Add Group**

Add more than two recipients together.

# Email Content

Server	Recipients	Email Content																		
		<table border="1"><thead><tr><th>No.</th><th>Name</th></tr></thead><tbody><tr><td>1</td><td>Email_0</td></tr><tr><td> </td><td> </td></tr><tr><td> </td><td> </td></tr><tr><td> </td><td> </td></tr><tr><td> </td><td> </td></tr><tr><td> </td><td> </td></tr><tr><td> </td><td> </td></tr><tr><td> </td><td> </td></tr></tbody></table> <p>Name <input type="text" value="Email_0"/></p> <p>Email Information</p> <p>Subject <input type="text" value="MOXA Example"/> To <input type="text" value="MOXA"/></p> <p>Sender Name <input type="text" value="MOXA Sender"/></p> <p>From <input type="text" value="MOXASender@moxa.com"/></p> <p>Content Settings</p> <p><input checked="" type="radio"/> Send as ASCII    <input type="radio"/> Send as UNICODE</p> <p>Content : 14 (character limit=200) <input type="button" value="Keyword Lookup"/></p> <p><input type="text" value="Email Contents"/></p> <p><input type="button" value="Add"/>    <input type="button" value="Apply"/>    <input type="button" value="Delete"/></p>	No.	Name	1	Email_0														
No.	Name																			
1	Email_0																			

**Name**

The name that will be shown in the Click&Go rules.

**Email Information**

The subject of the email, and the sender’s name and email address.

**Subject**

The subject of email.

**Sender name**

The sender’s name that will be shown in the email.

**From**

The email address of senders

**To**

The recipient that the email is being sent to (the email must be listed on the “Recipients Tab”)

## Content Settings

### Send as ASCII/UNICODE

Send the email in ASCII or UNICODE format.

### Content

The content of the email.

### Keyword Lookup

You can specify keywords related to the ioLogik 2500 device data to be included in the SNMP trap. The device data includes information such as server date, server time, server name, server MAC, LAN IP, Cellular IP, Channel Tag, and Channel Alias Name.

The system RSSI can be determined using the Channel Tag and Channel Alias Name parameters. The RSSI value is applicable only for cellular devices.

<Server_Date>	
<Server_Time>	
<LAN_IP>	
<Server_Name>	
<Server_MAC>	
<Cellular_IP>	
Slot-00 Channel Tag	▶
Slot-00 Channel Alias Name	▶

# Schedule

The Schedule function can be used in an IF condition. It allows users to set a starting point or time period for a task.

For recurring actions, you can select the relevant weekdays. If a time period needs to be defined, specify the settings in the “Range of Recurrence” column. For example, the Schedule function can be used if a pump needs to start at 9:00 PM and stop at 11:00 PM every Monday, Wednesday, and Friday.

No.	Name

Schedule Name

Mode

Time  
Starts  Ends

Recurrence Pattern  
 Weekly  
 Recur every  week(s) on:  
 Sunday  Monday  Tuesday  Wednesday  
 Thursday  Friday  Saturday

Range of Recurrence  
 Starts on    
 No end date  
 Ends after  occurrences  
 Ends by

# Internal Register

Internal Register (Integer) is a flag that can be used with Click&Go Plus logic internally or externally. The 48 sets of internal registers can be polled and controlled by SCADA software using standard Modbus/TCP format, or configured to redirect the result of one Click&Go Plus logic to another.

The default value of an internal register is “0”.

Internal Register Setting (Unsigned Short)

No.	Name	Initial Value
0	Internal Register-00	0
1	Internal Register-01	0
2	Internal Register-02	0
3	Internal Register-03	0
4	Internal Register-04	0
5	Internal Register-05	0
6	Internal Register-06	0
7	Internal Register-07	0
8	Internal Register-08	0
9	Internal Register-09	0

Float Internal Register Setting (Float)

No.	Name	Initial Value
0	Float Internal Register-00	0.000
1	Float Internal Register-01	0.000
2	Float Internal Register-02	0.000
3	Float Internal Register-03	0.000
4	Float Internal Register-04	0.000
5	Float Internal Register-05	0.000
6	Float Internal Register-06	0.000
7	Float Internal Register-07	0.000
8	Float Internal Register-08	0.000
9	Float Internal Register-09	0.000

## Remote Action

The Remote Action function can be used to send and receive triggers between several ioLogik 2500 devices.

- The “As Server” function can be used in IF conditions to trigger the local device.
- The “As Client” function can be used in THEN/ELSE actions to trigger a remote device.

As Server As Client

No.	Name

Name

Setting

Client IP

Action ID

**NOTE** For “As Server”, the device will only be triggered when “Client IP” and “Action ID” match.

# CGI Commands

## As Server

The ioLogik 2500 will operate as a server. Server settings can be used in **Click&Go if conditions** → **CGI command (Server)**.

The following URL can be used to trigger the CGI command sever:

http://IP address:Port/action/cg?CGIMOX=Command String

No.	Name
1	CGI_Command_Server_0

Name

Server Settings

Command String  Length = 9 (character limit = 99)

### Name

The name that will be shown in the Click&Go rules.

### **Server Settings**

#### Command string

The command string for the CGI command (server).The following URL can be used to trigger the CGI command sever: http://IP address:Port/action/cg?CGIMOX=Command String

# As Client

The ioLogik 2500 will operate as a client. The server settings can be used in **Click&Go THEN/ELSE actions** → **CGI command (Client)**.

As Server
As Client

No.	Name
1	CGI_Command_0

Name

**CGI Command Settings**

GET Method (http://domain:port/path?query)    path + query string length = 9 (character limit = 116)

http://  :  /  ?

POST Method    path + post content length = 0 (character limit = 116)

http://  :  /

Content (application/x-www-form-urlencoded only)

Retry Count     Interval     Timeout (ms)

Add
Apply
Delete

The default strings for sending CGI commands to the ioLogik 2500 are:

## GET Method

The ioLogik 2500 will use the GET method to send CGI commands.

GET Method (http://domain:port/path?query)    path + query string length = 9 (character limit = 116)

http://  :  /  ?

### IP address/port

IP address of the CGI command receiver.

### Path

The path can be self-defined.

### query

The path can be self-defined.

### POST Method

The ioLogik 2500 will use the POST method to send CGI commands.

POST Method path + post content length = 33 (character limit = 116)

http://  :  /

Content (application/x-www-form-urlencoded only)

#### IP address/port

IP address of the CGI command receiver.

#### Path+post content length

The information for the CGI command receiver.

#### Content

The content of the CGI command.

## SMS (ioLogik 2500-GPRS/HSPA only)

The Short Message Service function allows the user to configure SMS in detail, including selecting recipients from the phone book, defining the escalation and acknowledgements, and defining SMS content.

There are two tabs: **As Server** and **As Client**.

### As Server

The ioLogik 2500-GPRS/HSPA can be used as a server to receive command strings send from other cellular devices (such as ioLogik 2500-Cellular devices and mobile phones). SMS commands allow users to use short messages to monitor or control the I/O status of an ioLogik 2500-GPRS/HSPA unit.

No.	Name

Name

Server Settings

Command String  Length = 0 (max = 140)

## As Client

The ioLogik 2500-GPRS/HSPA can be used as a client for sending SMSs to other devices.

As Server
As Client

No.	Name

Name 
Phone Book

**SMS Information**

Recipient Count

Recipient 1  Recipient 2  Recipient 3

Enable Escalation mode

Acknowledgement Timeout  Hour  Min  Sec

Retry loop Count  (0=send once)

**Content Settings**

Send as ASCII
  Send as UNICODE
  Send as HEX (separated by ',')

Content :  Keyword Lookup

Add
Apply
Delete

### Recipient Count

You can choose how many recipients will receive the SMS. Before you can select a specific recipient, you first need to add the recipient's information in the **Phone Book** (see below).

### Enable Escalation Mode

If you select **Enable Escalation Mode**, the SMS will be sent out in the sequence listed in the recipient list, and using the timeout interval. A recipient will stop receiving the SMS alarm when the preset maximum retry loop count is reached, or when one receiver acknowledges receiving the SMS.

### Phone Book

Use the **Phone Book** to add, modify, or delete recipient information, which includes Name and Phone No.

**NOTE** If the existing Phone Number of a recipient is changed, click the **Apply** button for all SMS rules related to the recipient.



## Click&Go Plus™ Rules

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Click&Go Plus logic was developed by Moxa to provide an easy way to program your ioLogik 2500. In this chapter, we explain how to use Click&Go Plus logic to deploy a remote I/O solution.

The following topics are covered in this chapter:

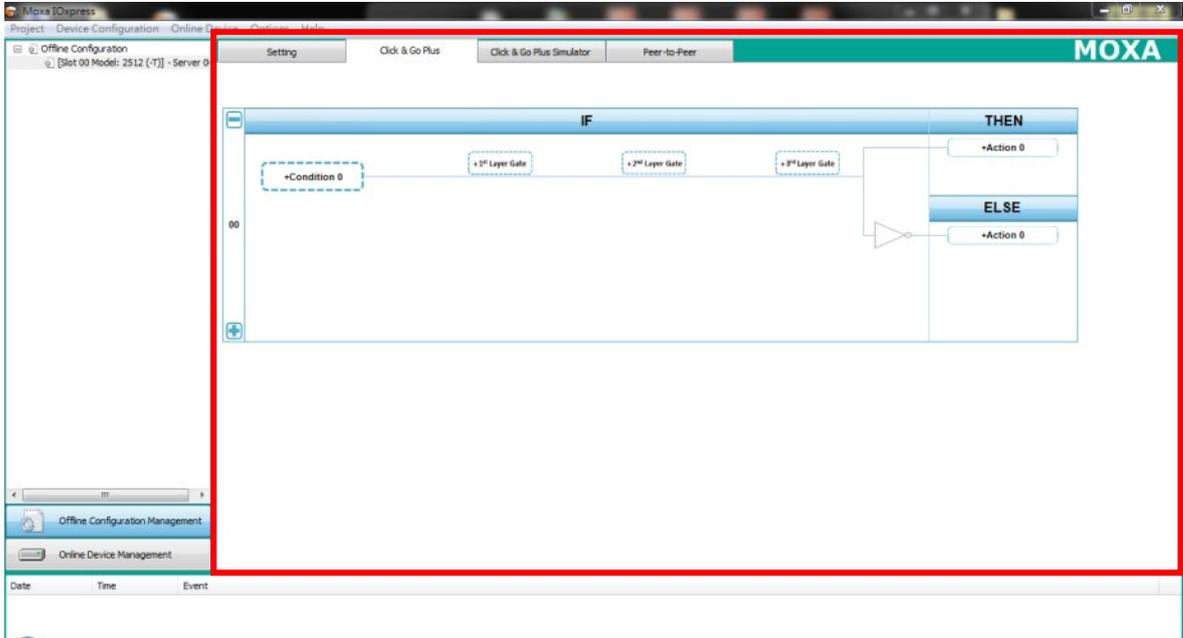
### □ Click&Go Plus™ Rules

- Click&Go Plus Rule Settings
- Types of IF Conditions
- Types of THEN/ELSE Actions
- List of THEN/ELSE-Actions

# Click&Go Plus™ Rules

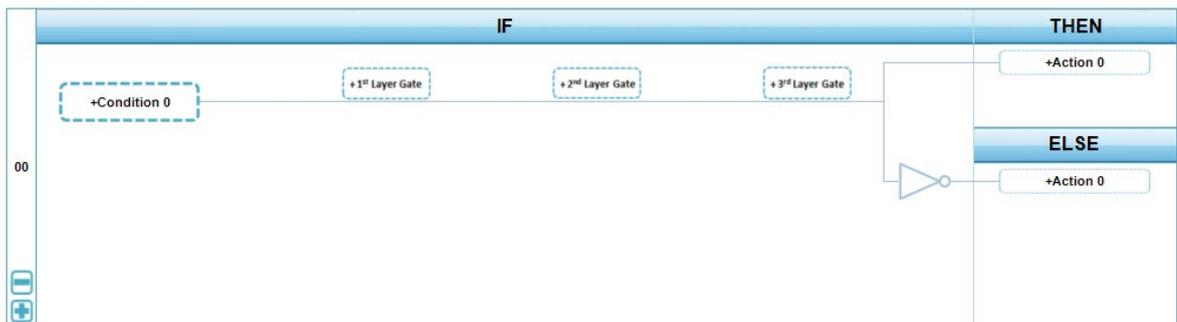
After you finish configuring Click&Go components, you can create Click&Go Plus rules. Click&Go Plus logic provides an easy way to program your ioLogik 2500 product for Smart Ethernet/Wireless Remote I/O operations.

The main Click&Go rules page is shown below.



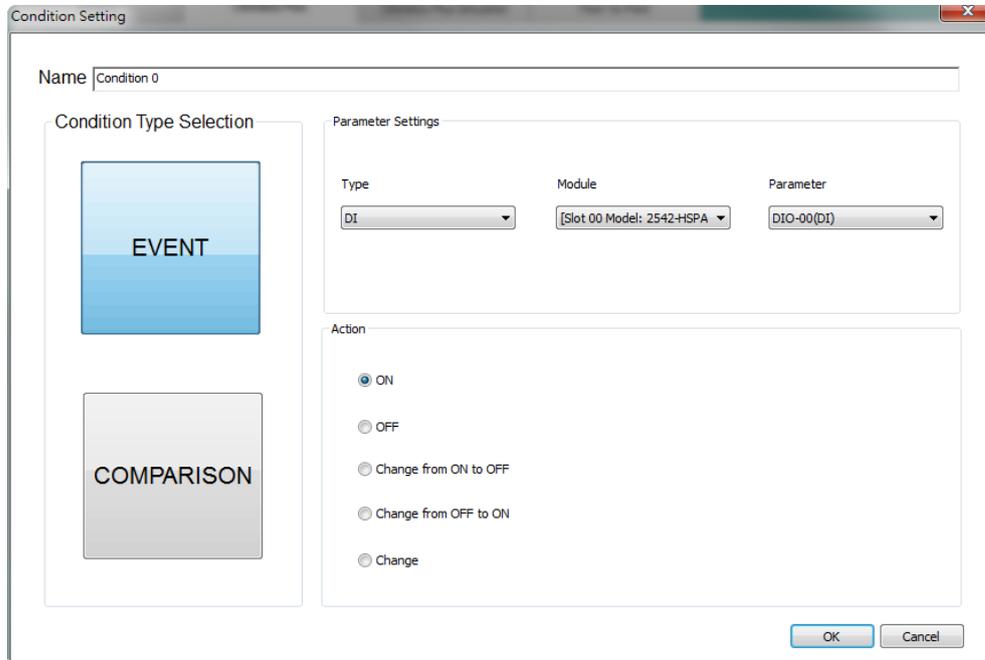
## Click&Go Plus Rule Settings

Click&Go logic uses the IF-THEN-ELSE concept. The device will follow the rules you have programmed to detect the IF conditions and execute THEN/ELSE Actions.



## Types of IF Conditions

“If” conditions are categorized into two types: EVENT and COMPARISON. You can find these two categories in the **Condition Settings** window. If the parameter is not shown (i.e., the space under Type, Module, and Parameter is empty), check to make sure that the Click&Go Plus components have been set. See Chapter 2 for details.



### **Trigger Type: Event**

- Supports physical IO and software components (software IO)
- Monitors the result of Boolean type output (e.g., True/False, Enable/Disable, Start/Stop)
- Usually used with “Digital” IO types

### **Trigger Type: Comparison**

- Supports physical IO and software components (software IO)
- Monitors the result of numerical output types
- Usually used with “Analog” IO types

### **List of IF-Conditions**

The list of functions you can find in Click&Go Plus If conditions

**Trigger Type: Event**

The following functions are listed in "If EVENT" conditions.

Parameter Type	Conditions	Note
DI	ON/OFF/Change /Change from OFF to ON / Change from ON to OFF	
DO	ON/OFF/Change /Change from OFF to ON / Change from ON to OFF	
Relay	ON/OFF/Change /Change from OFF to ON / Change from ON to OFF	
System Start-Up	TRUE	
Cellular link up	TRUE	
WLAN link up	TRUE	
Modbus Host Connection Timeout	TRUE	
Schedule	TRUE	
Timer	Timeout	
Remote Action (Server)	TRUE	
SMS (Server)	TRUE	
CGI Command (Server)	TRUE	
Serial TAG	TRUE	

**Trigger Type: COMPARISON**

The following are functions listed in "If COMPARISON" conditions.

Parameter Type	Operator	Second Parameter	Note
AI	<, <=, =, >=, >	Constant Percentage Other Data	
Counter	<, <=, =, >=, >	Constant Other Data	
Virtual Channel	<, <=, =, >=, >	Constant Other Data	
Relay Counter (Current)	<, <=, =, >=, >	Constant Other Data	With ioLogik E1214 Expansion module only
Relay Counter (Total)	<, <=, =, >=, >	Constant Other Data	With ioLogik E1214 Expansion module only
Input Power Voltage		Constant Other Data	Cellular models only
Internal Register	<, <=, =, >=, >	Constant Other Data	
Float Internal Register	<, <=, =, >=, >	Constant Other Data	
Serial TAG (Float/DWORD/WORD)	<, <=, =, >=, >	Constant Other Data	

The percentage is based on the full-scale range. If the difference between two sampling values exceeds the percentage, the IF condition will be triggered.

## Types of THEN/ELSE Actions

THEN/ELSE actions are categorized into two types: ACTION and ACTIVE MESSAGE. You can find these two categories in the **action settings** window. If the parameter is not shown (i.e., the space under Type, Module, and Parameter is empty), check to make sure that the Click&Go Plus components have been set. See Chapter 2 for details.

The screenshot shows the 'Action Settings' dialog box. The 'Name' field is set to 'Action 0'. In the 'Action Type Selection' section, the 'ACTION' button is selected. The 'Parameter Settings' section shows 'Type' as 'DO', 'Module' as '[Slot 00 Model: 2542-HSPA]', and 'Parameter' as empty. The 'Action' section has the 'ON' radio button selected. The 'OK' and 'Cancel' buttons are at the bottom right.

### **Action Type: Action**

- Supports physical IO and software components (software IO)
- Sets the result of output to a fixed value or state
- Includes both Digital and Analog IO types

### **Action Type: Active Message**

- Specific types of "Actions" that contain customized content using different protocols
- Sends messages or data packages using different protocols

## List of THEN/ELSE-Actions

The list of functions you can find in Click&Go Plus – THEN/ELSE actions.

### Action Type: Action

Parameter Type	Actions	Note
DO	ON/OFF	
Pulse Output	START/STOP	
Counter	RESET	
Relay Pulse Output	START/STOP	
Relay	ON/OFF	
Relay Counter (Current)	RESET	
Internal Register	SET TO " "	
Float Internal Register	SET TO " "	
Timer	START/STOP/RESTART	
Data Log	START/STOP	
FTP Upload	START/STOP	
Remote Action	Send	
AO	SET TO " "	With ioLogik E1241 Expansion module only

### Action Type: Active Message

Parameter Type	Actions
SNMP Trap	Send Every "Sec" (0: Send One Time)*
TCP/UDP Message	Send Every "Sec" (0: Send One Time)*
E-Mail	Send Every "Sec" (0: Send One Time)*
SMS	Send Every "Sec" (0: Send One Time)*
CGI Command	Send Every "Sec" (0: Send One Time)*

\*If the "IF condition" is continuously being triggered, the active message will keep sending messages.

# Click&Go Plus™ Simulation

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Click&Go Plus Simulation is a tool provided for users to simulate the Click&Go plus rules discussed in Chapter 3.

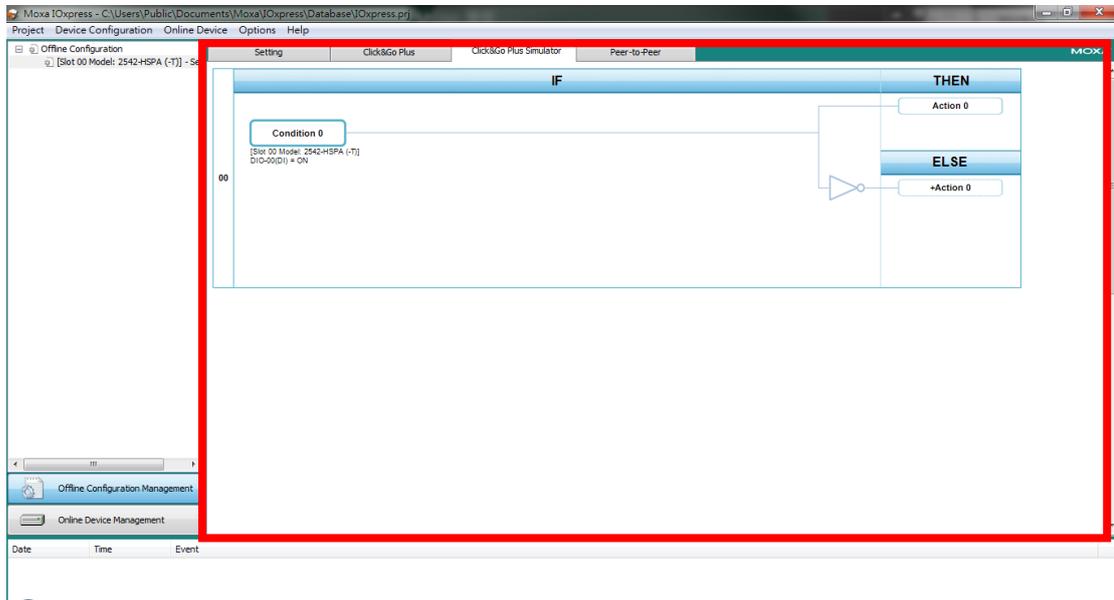
The following topics are covered in this chapter:

- ▣ **Starting a Simulation**

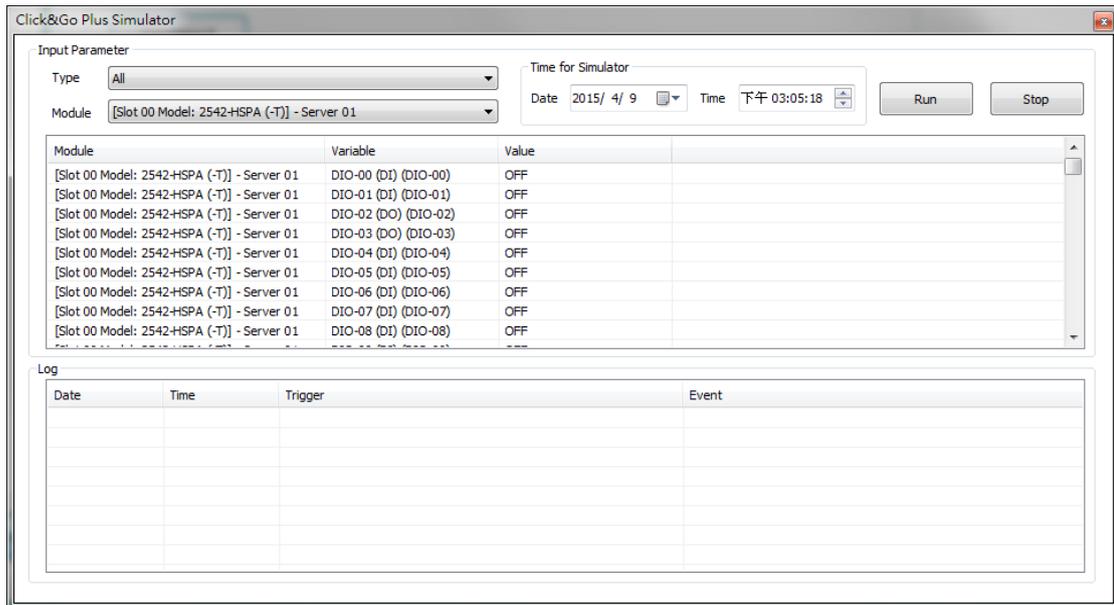
# Starting a Simulation

The following two figures show the main pages and simulator window of Click&Go rules. When you click the Click&Go Simulator Tab, the simulator window will pop up.

## Main Window



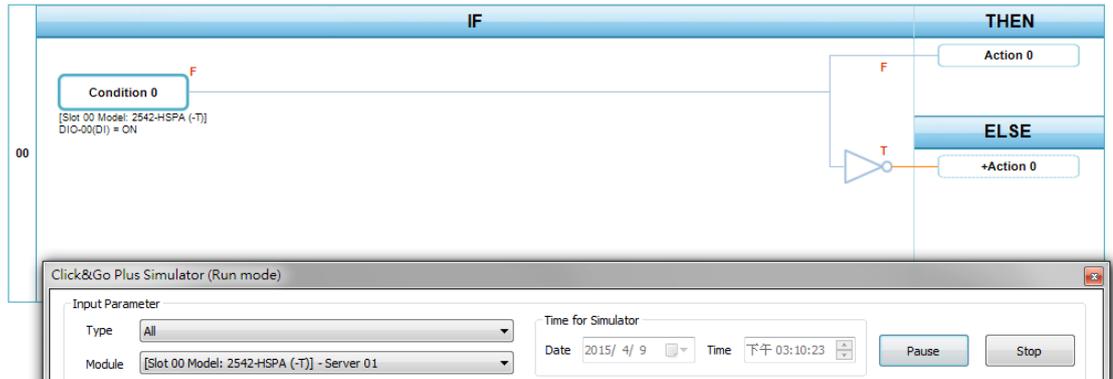
## Simulator Window



### Usage

Take the following steps to simulate your Click&Go Plus rules.

1. Set a "Value" for I/O status in advance by clicking the "Value" column.
2. Set "Time for Simulator" to simulate your system time.
3. Click "Run" to start the simulation.
4. While the simulation is running, you can change the value of any I/O status in the simulator window. The result will be shown in the main window.



5. Click **Pause** to temporarily stop a simulation, or click **Stop** to terminate a simulation. For example, if a counter currently has a value of 11, pausing the counter will cause the counter to continue counting from 11 when the simulation resumes. If you click stop, the counter will be reset to the initial counter value.