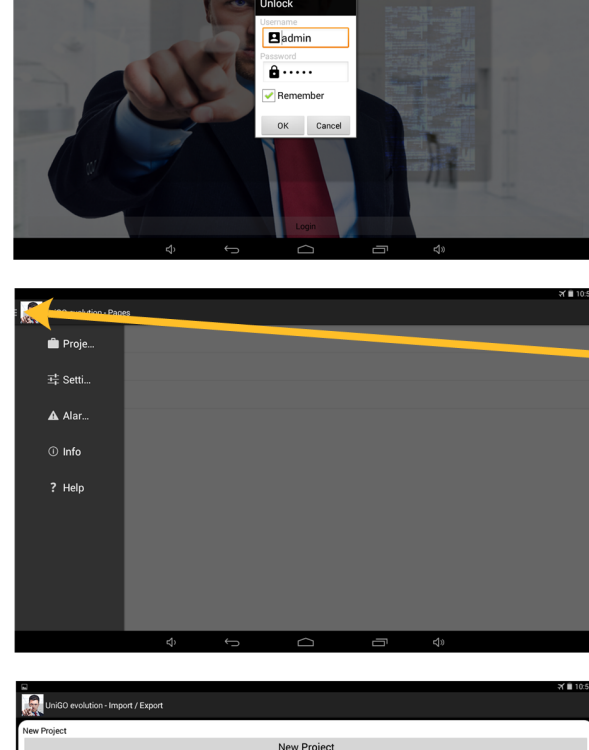
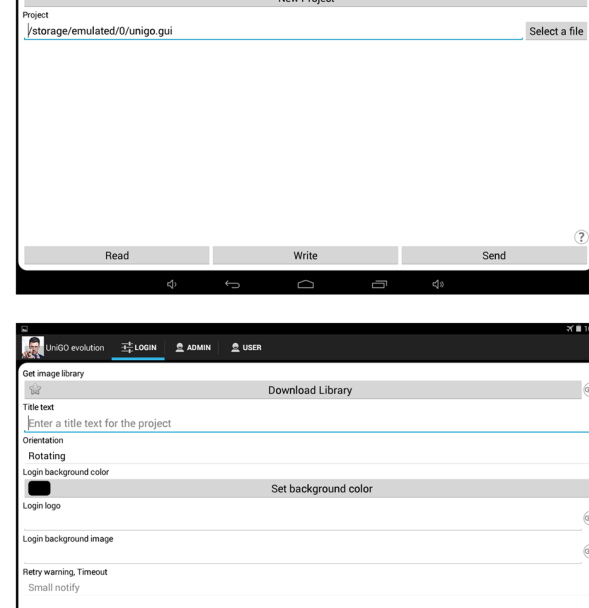


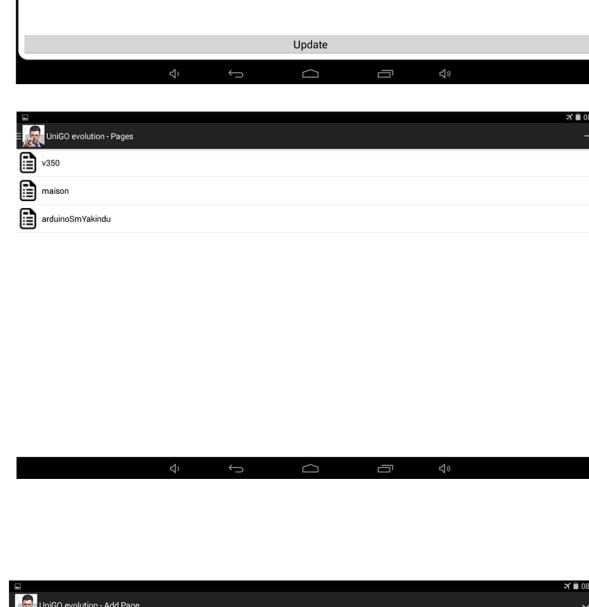
# Some tips on Unigo Evolution on android devices



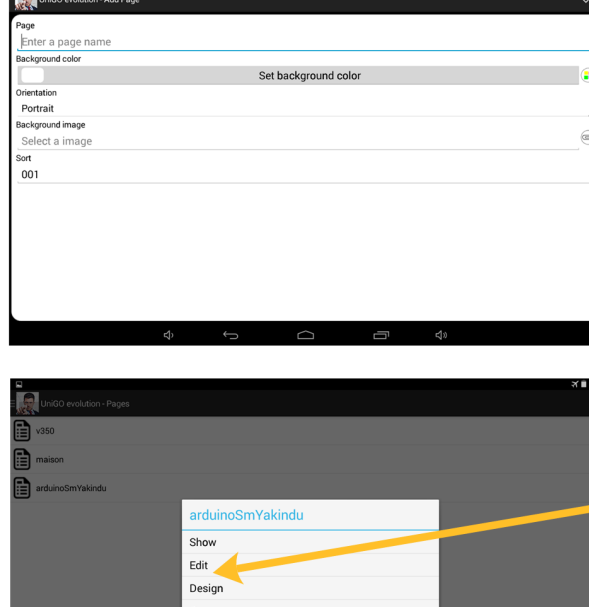
When you launch the app



Here to reach the settings



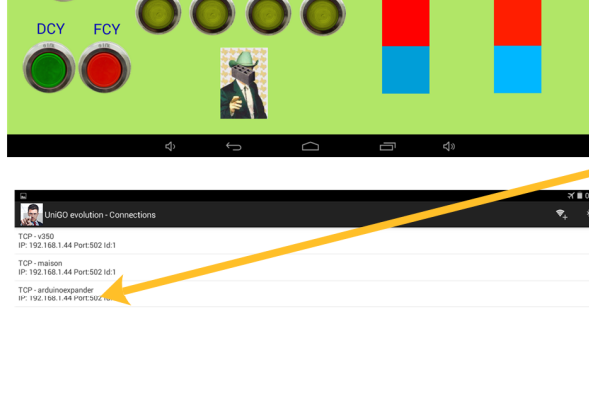
To create a new project



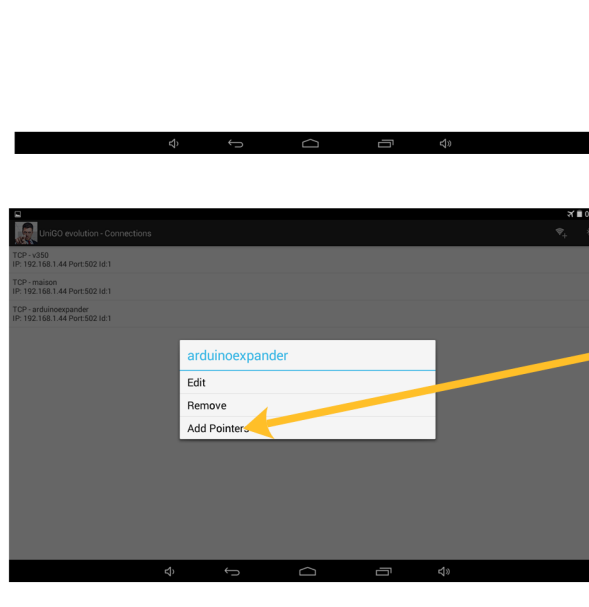
To link the project to the image folder of png pictures (pictures does not exceed about 60ko)



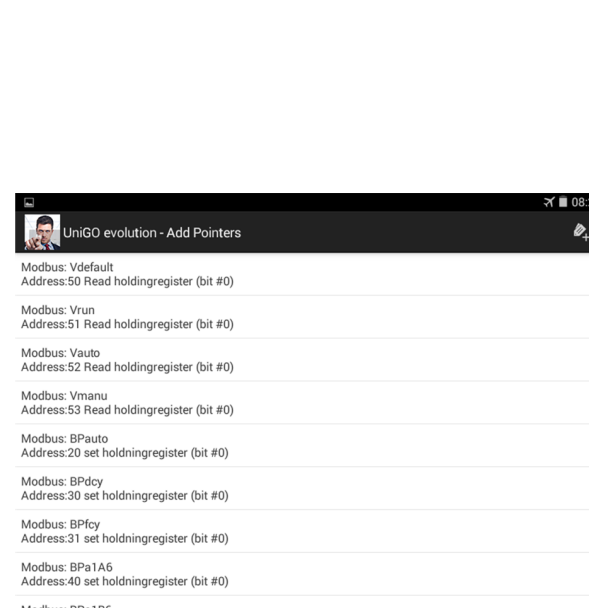
To add a project



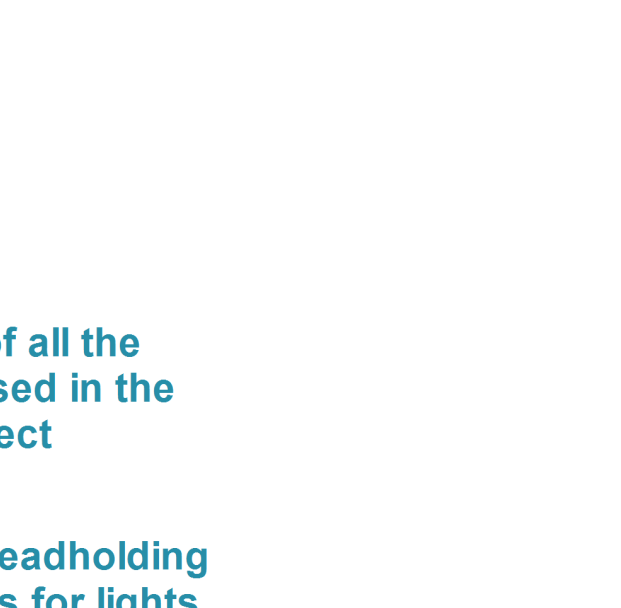
The project list



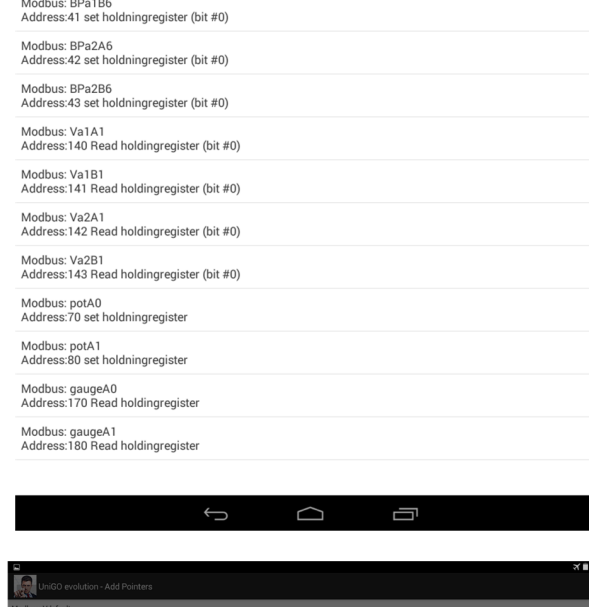
Click here to accept



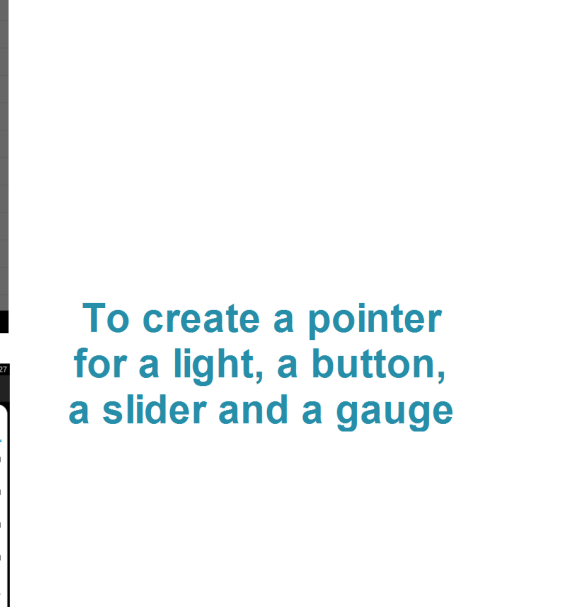
Click on your project and edit to set the background



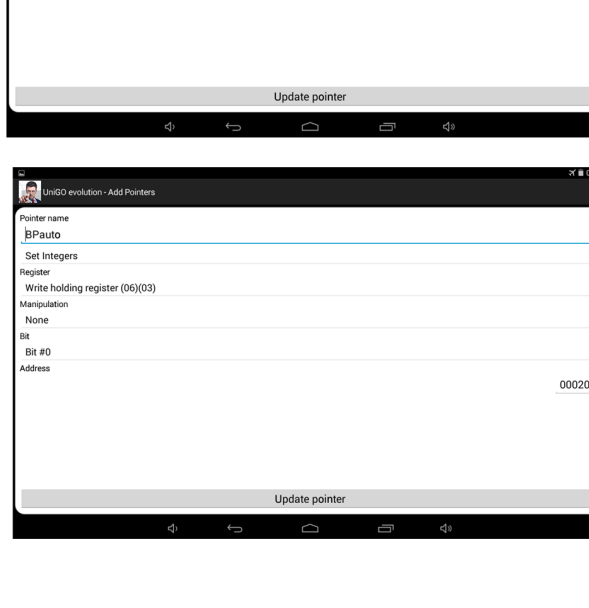
Click here to add objects or connexions



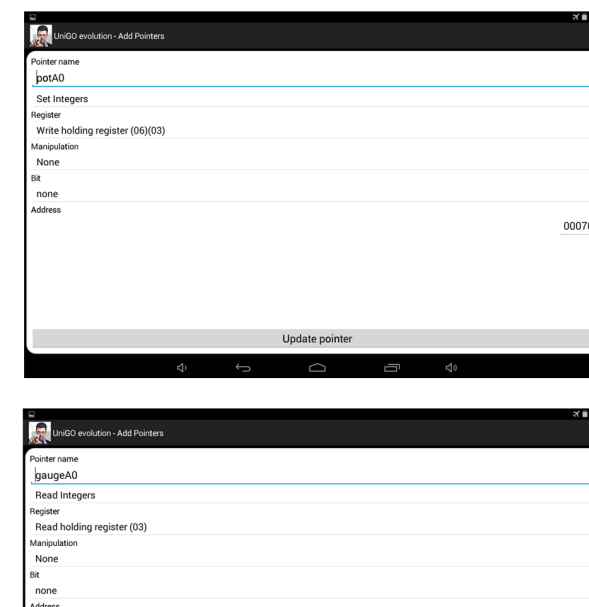
First, the connexion to your ethernet shield with its modbus TCP address



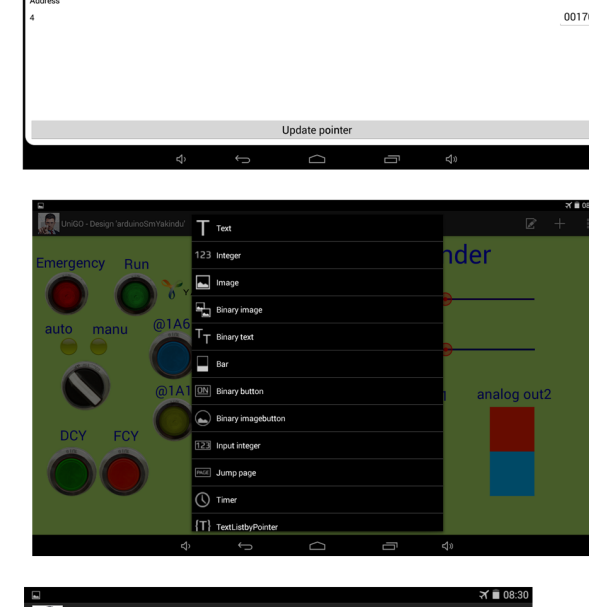
Click here to add pointers: an address for each object you'll put on your image of your project



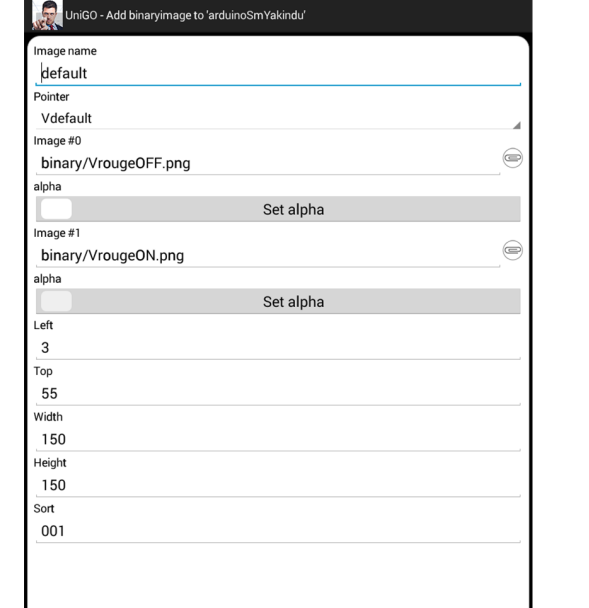
The list of all the pointers used in the project



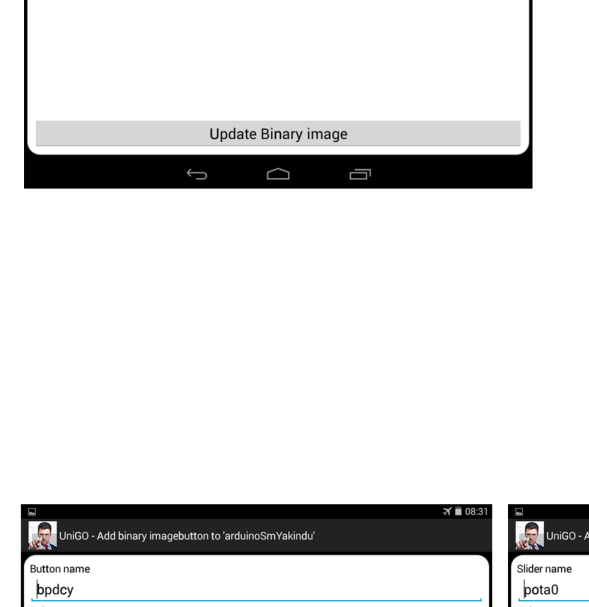
I used Readholding registers for lights and gauges and set Holding registers for button and sliders



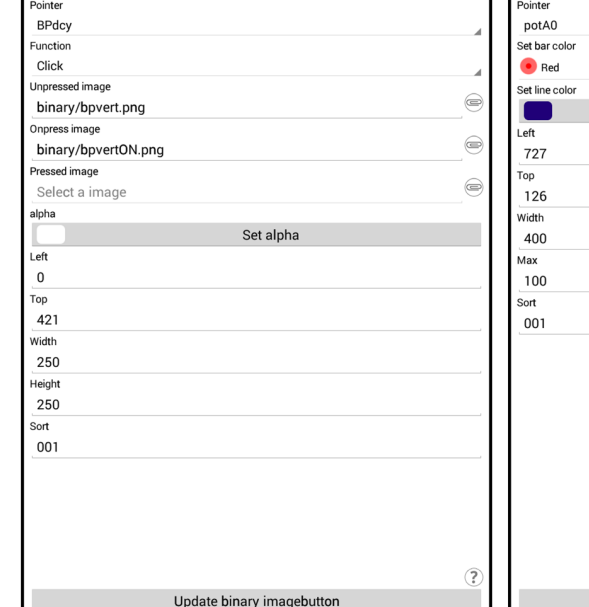
To create a pointer for a light, a button, a slider and a gauge



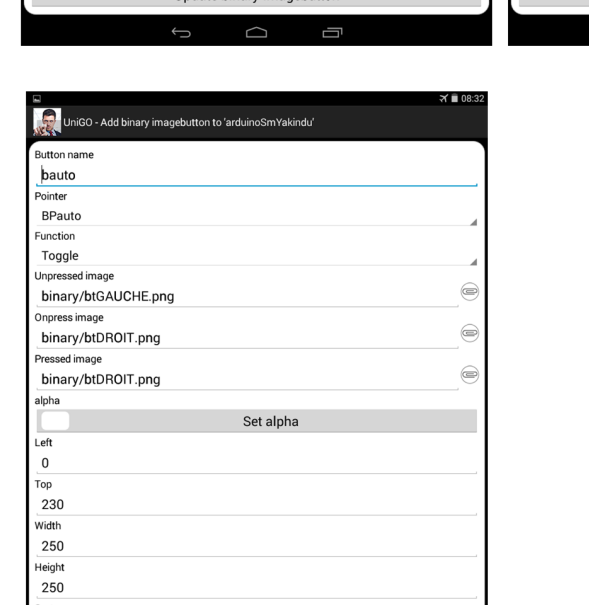
To create a pointer for a light, a button, a slider and a gauge



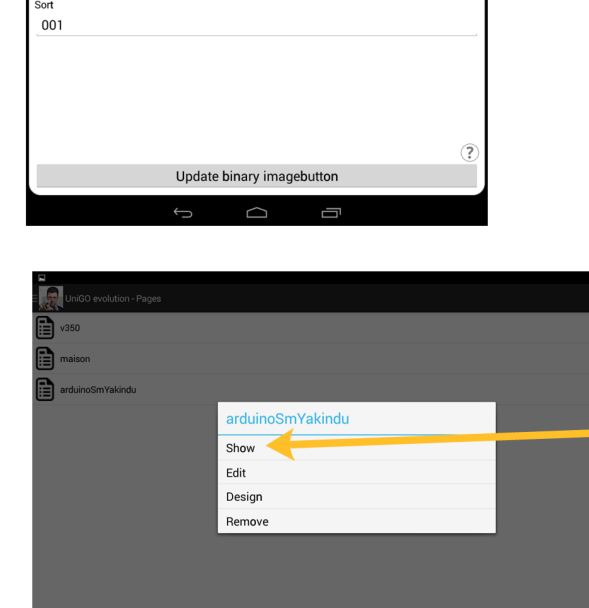
To create a pointer for a light, a button, a slider and a gauge



To create a pointer for a light, a button, a slider and a gauge



To create a pointer for a light, a button, a slider and a gauge



To create a pointer for a light, a button, a slider and a gauge



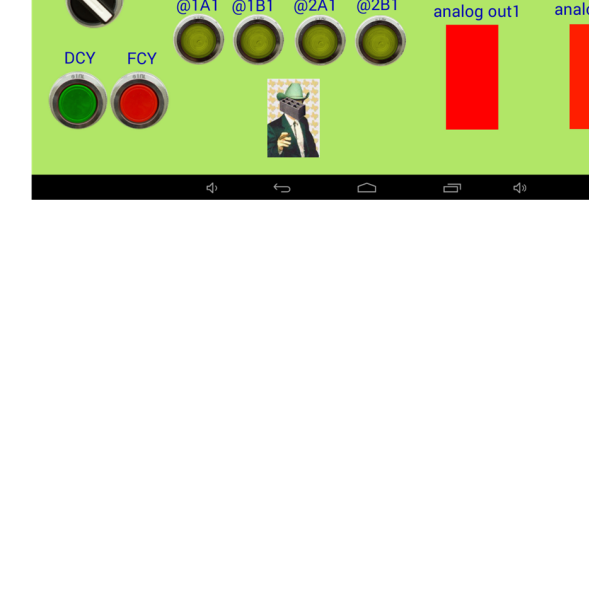
To create a pointer for a light, a button, a slider and a gauge



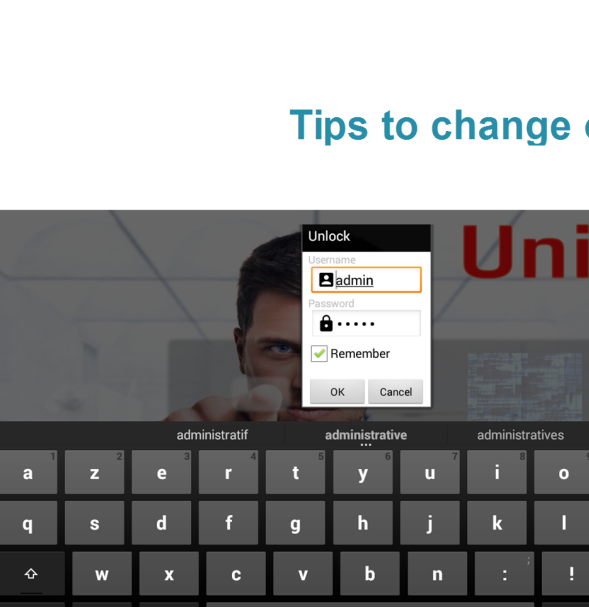
To create a pointer for a light, a button, a slider and a gauge



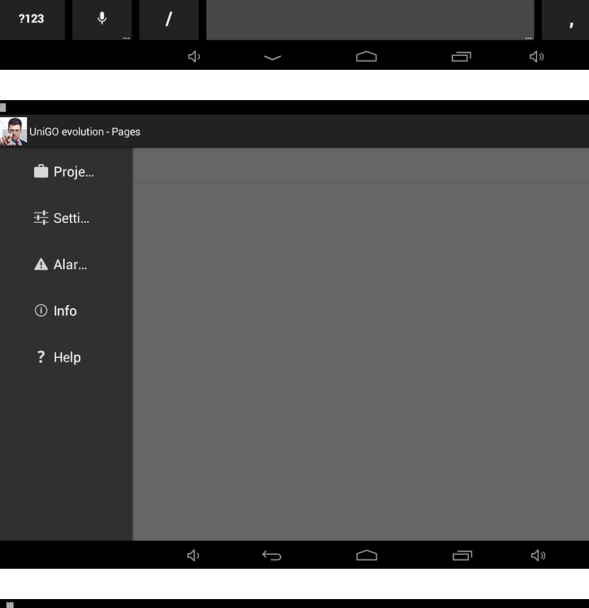
To create a pointer for a light, a button, a slider and a gauge



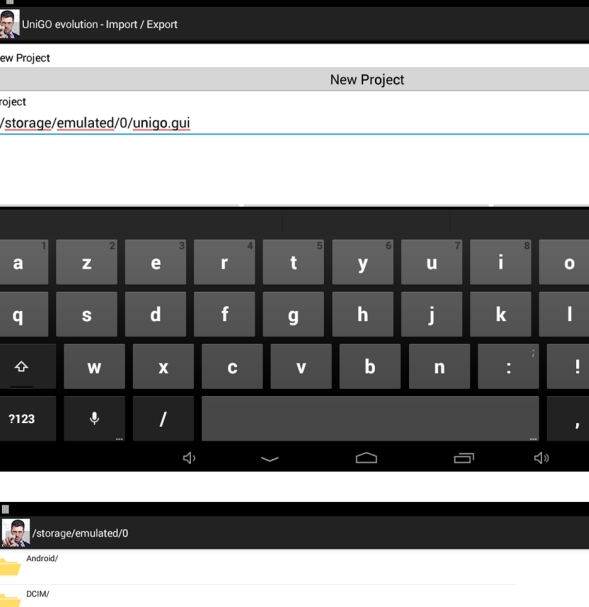
To create a pointer for a light, a button, a slider and a gauge



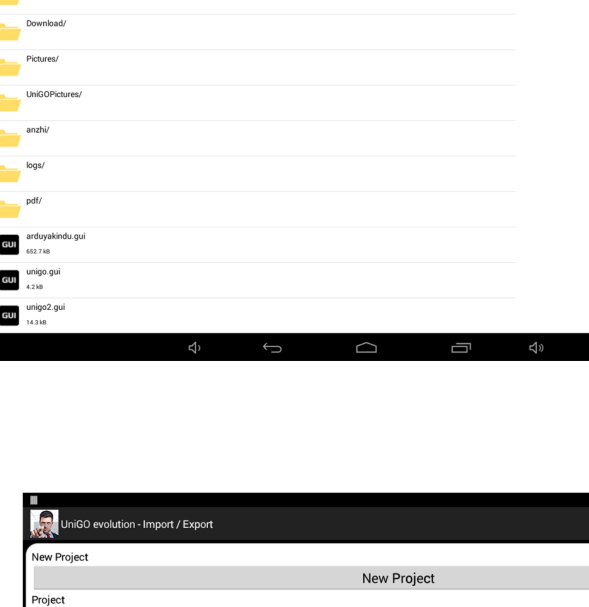
To create a pointer for a light, a button, a slider and a gauge



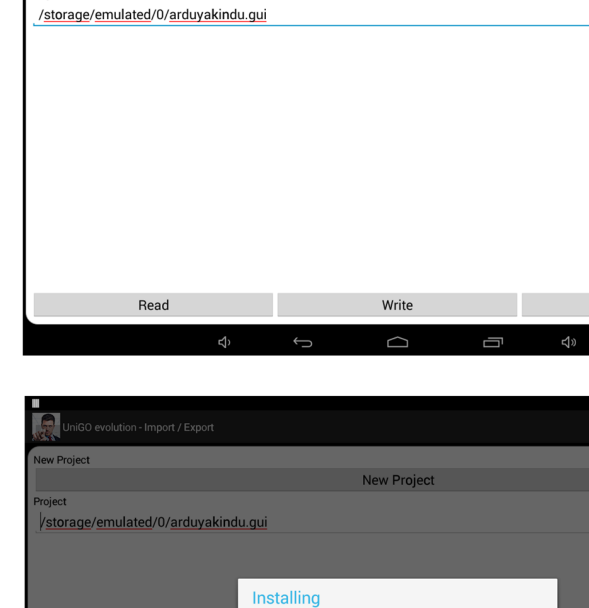
To create a pointer for a light, a button, a slider and a gauge



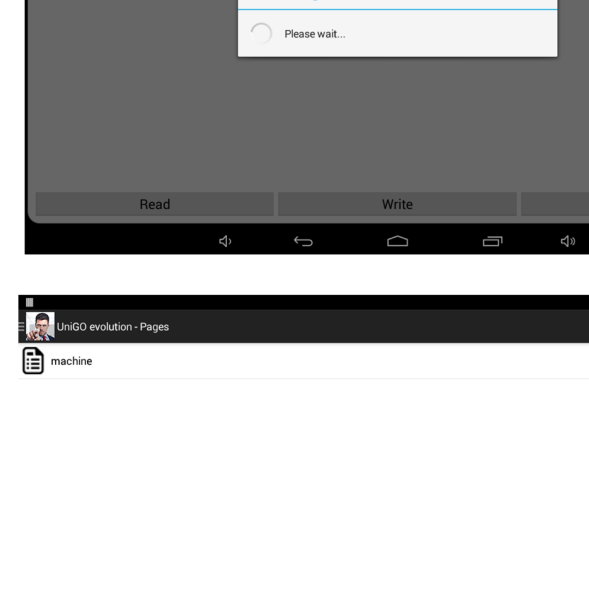
To create a pointer for a light, a button, a slider and a gauge



To create a pointer for a light, a button, a slider and a gauge



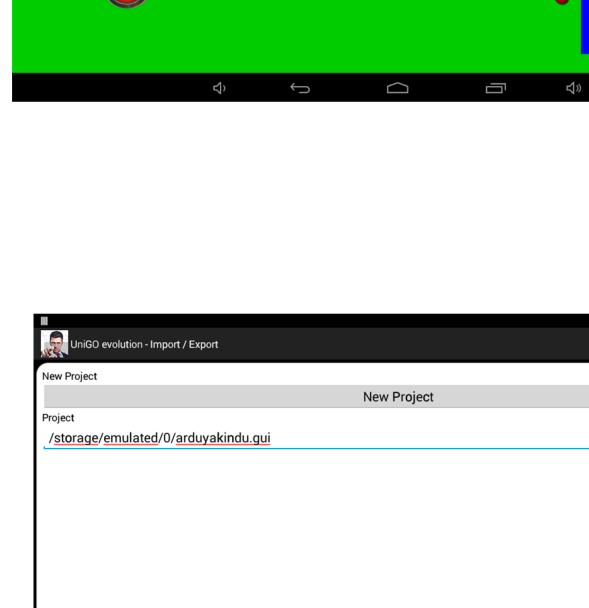
To create a pointer for a light, a button, a slider and a gauge



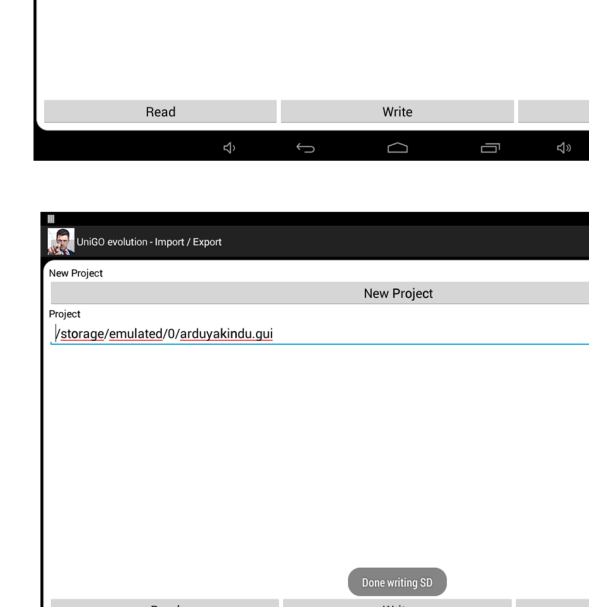
To create a pointer for a light, a button, a slider and a gauge



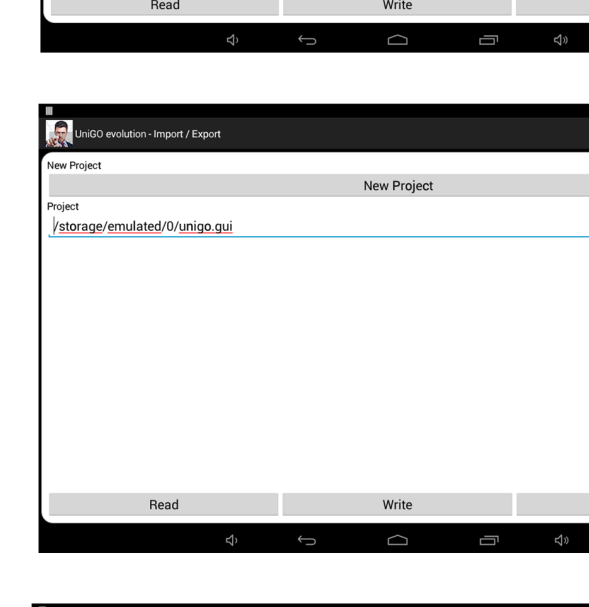
To create a pointer for a light, a button, a slider and a gauge



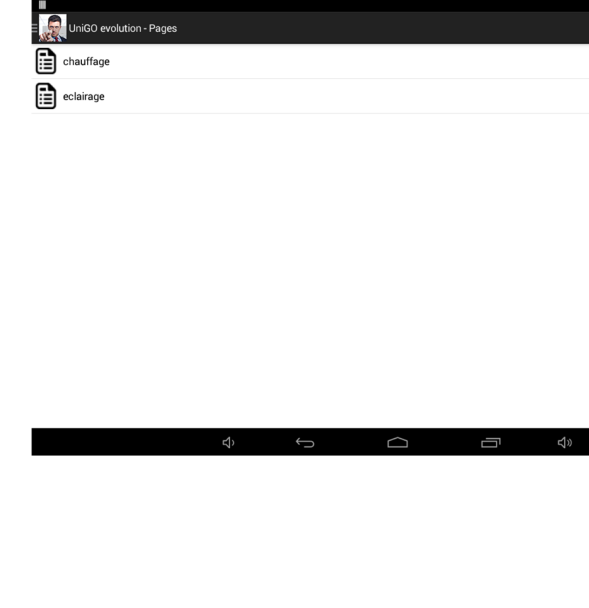
To create a pointer for a light, a button, a slider and a gauge



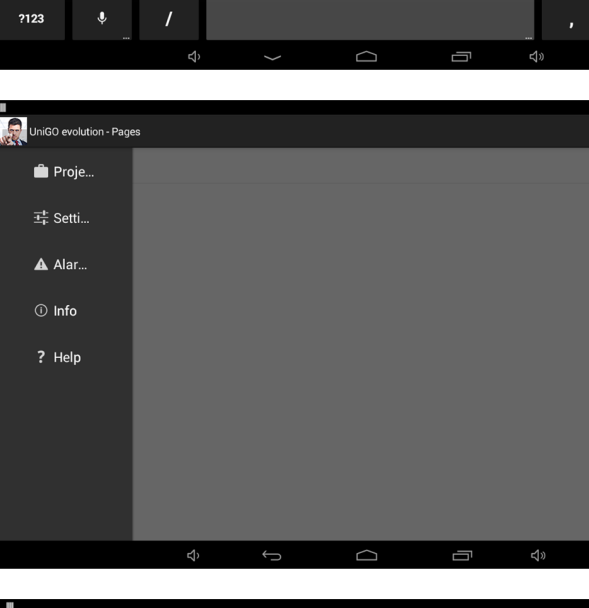
To create a pointer for a light, a button, a slider and a gauge



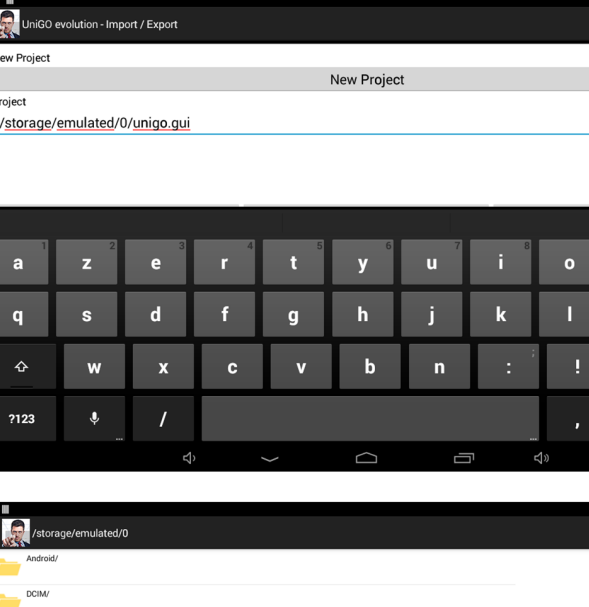
To create a pointer for a light, a button, a slider and a gauge



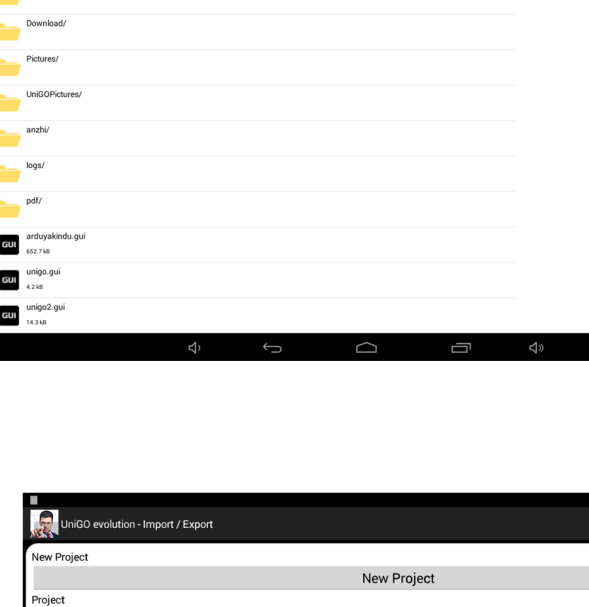
To create a pointer for a light, a button, a slider and a gauge



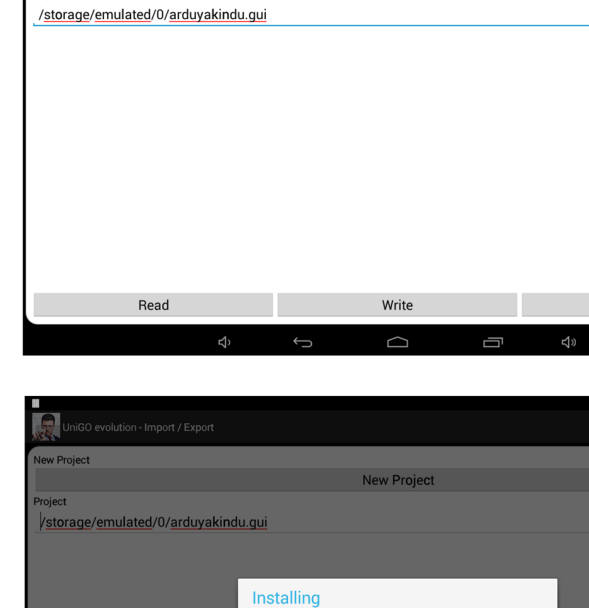
Click in the corner and go to project



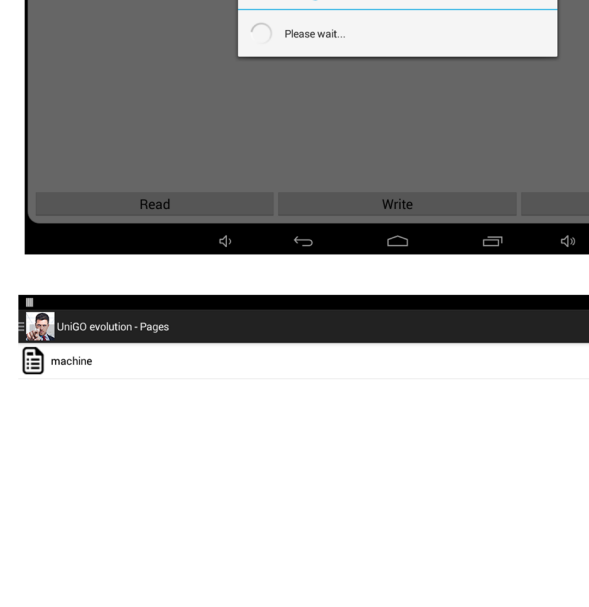
The basic project is called unigo.gui and it is stored in /storage/emulated/0/ where you have also to download the directory "UnigoPictures"



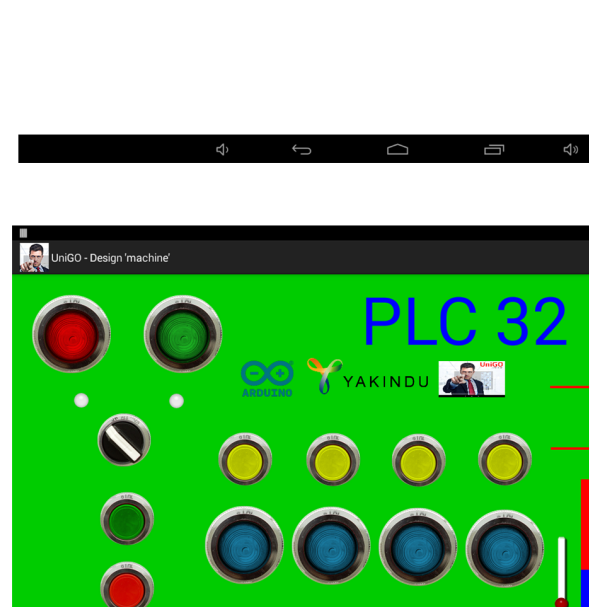
Select the project given "arduuyakindu" and click here



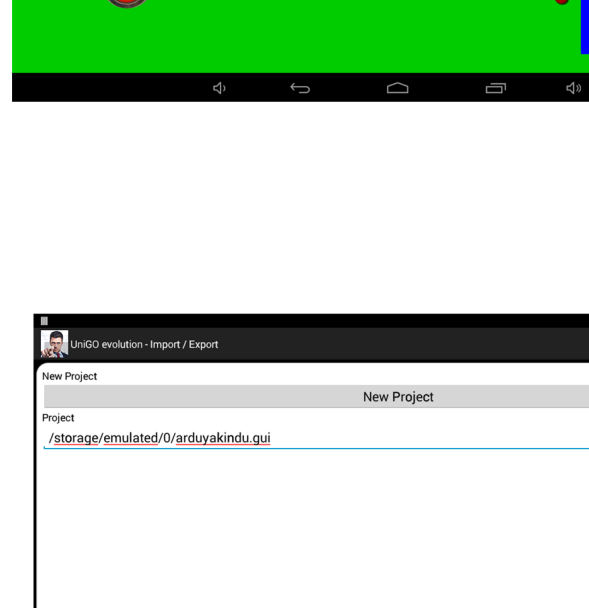
Then Read



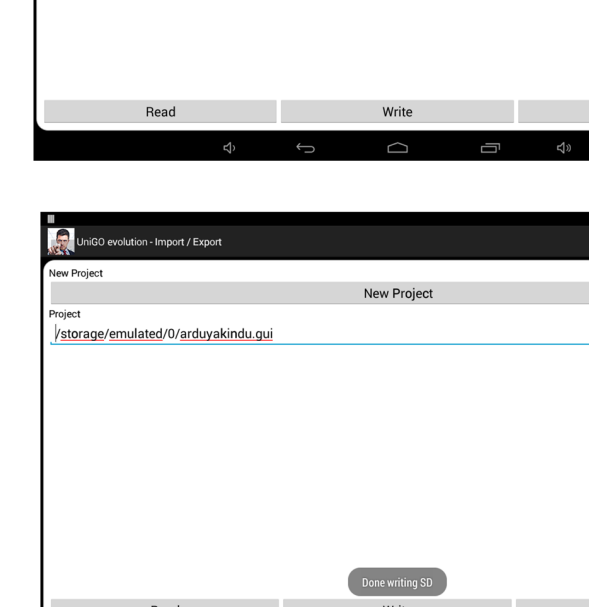
It's reading



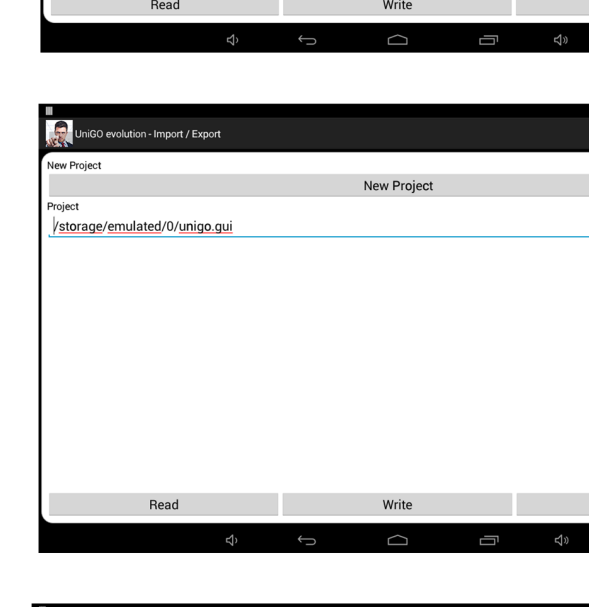
The page of the project



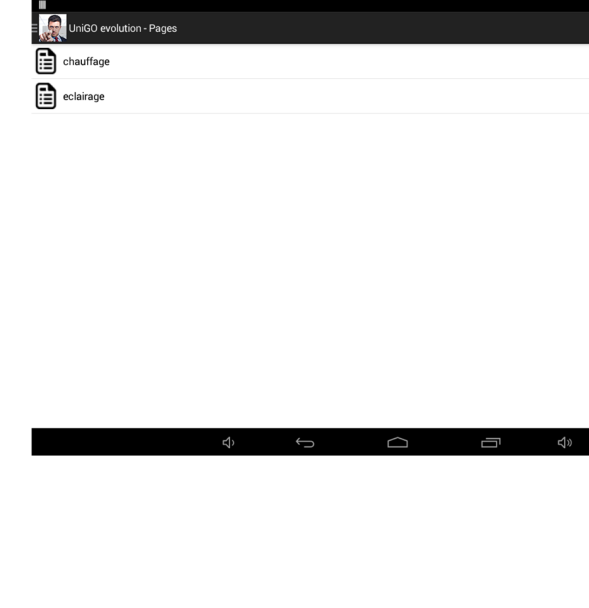
Add items...



Select the name of your project and over "Write" before changing of project



Select another project in the directory and "Read"



Different pages of your project.... déjà vu