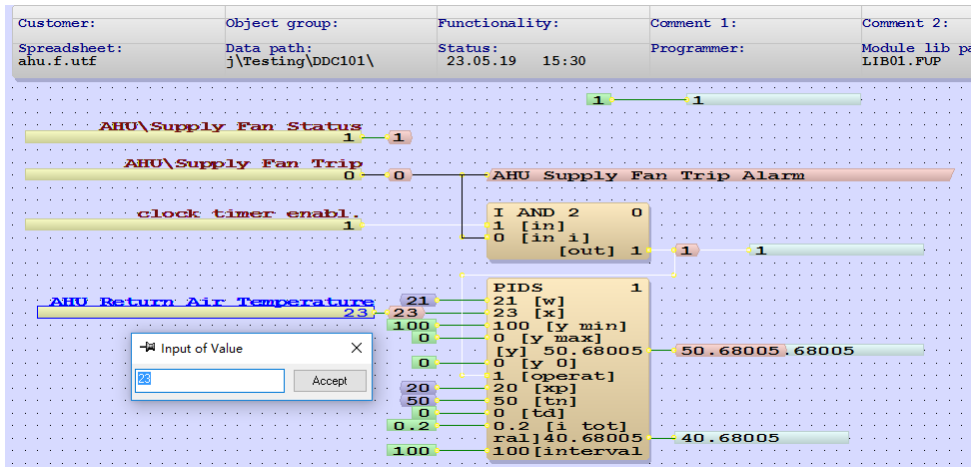
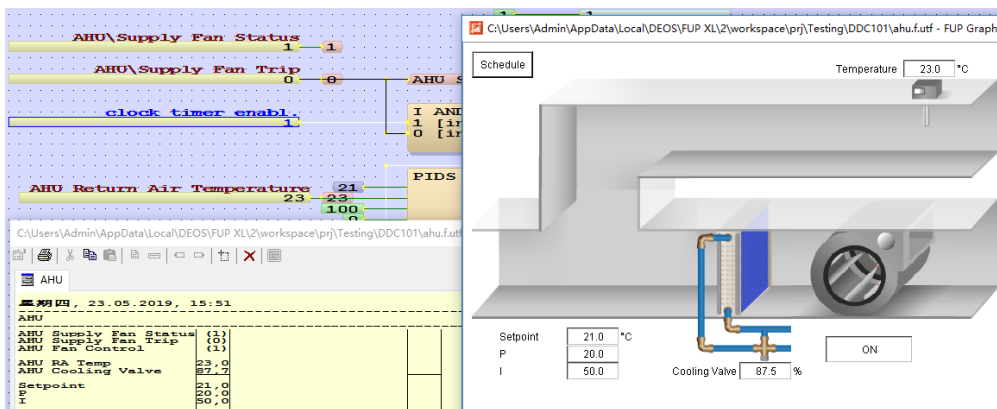


TT190601 – FUP - Simulation Options

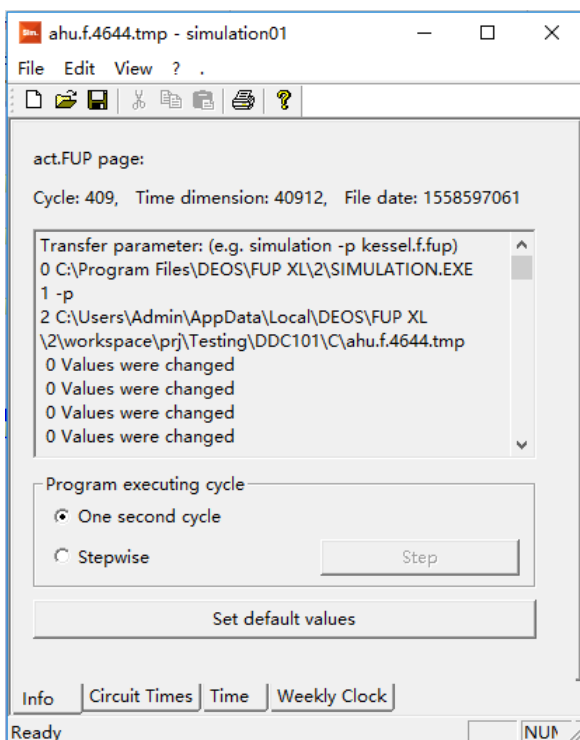
1. Using simulation in FUP can help you test the program, graphic, HTML page, etc. without the controller, so you can easily test everything before upload the program to the controller.



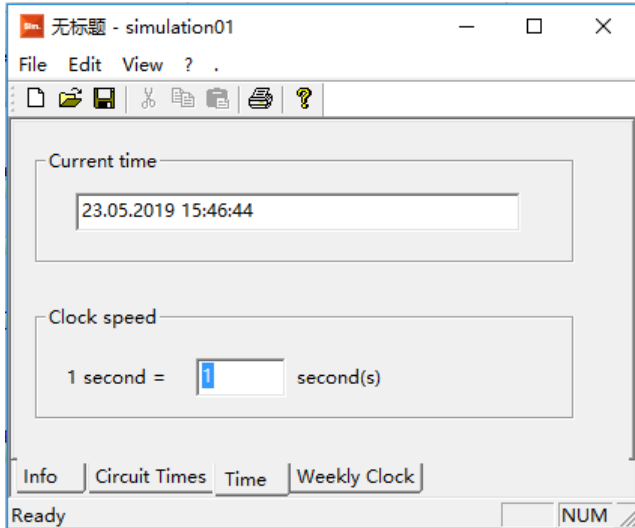
2. In addition to controlling the on/off, changing the setpoints, and seeing the outputs of your logic, you can also check the graphic page and HTML page at the same time



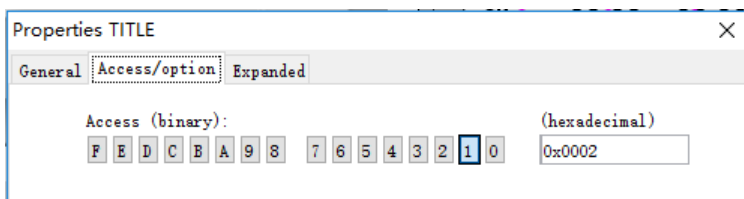
3. Also, there are some settings in simulation that you can use to help you test the program



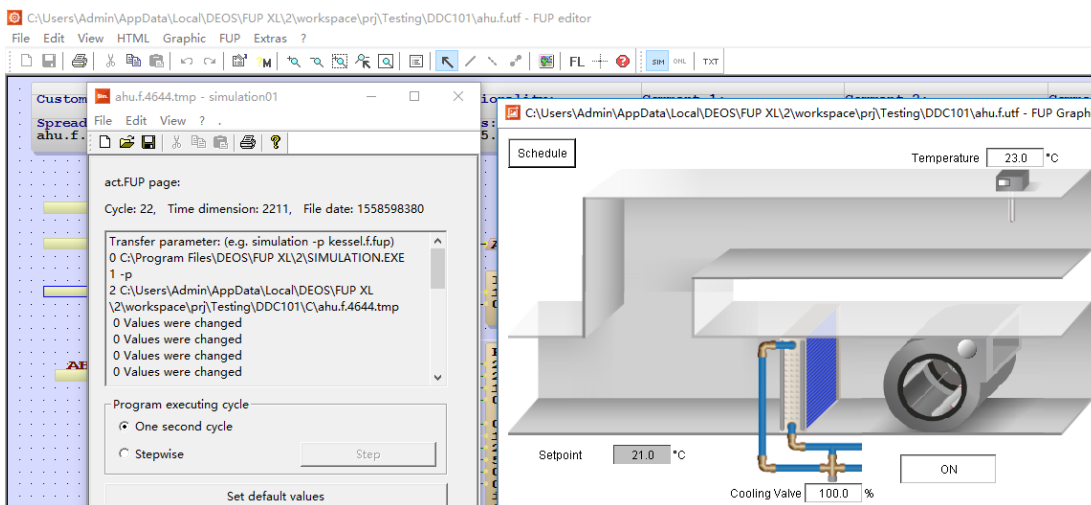
- First you can click the “Set Default Values” button, to reset all “Input” to default values. Also, you can select the “Stepwise” option, to check your logic step by step. Once you select this option, your program will stop running in simulation, and you need to click the “Step” button to run it once every time.
- Now click on the “Time” tab. Here you can change time Date/Time to check your time related logic, and also you can make the clock run faster by changing the “Clock Speed”, e.g. change it to 60 seconds, then the clock will run 60 times faster than normal



- You can also test the “Access Level” for different users in simulation. For example, if you want to check the graphic if user login as level 1, then you can open up your graphic, click on “Extras”, “Title” from the menu, go to “Access/Expand” tab, and select only level 1



- Run simulation and you can see how it looks like. Remember to set the “Access Level” back to normal after testing. Same like this, you can test for the HTML page as well



- Please note that simulation only works for 1 FUP page at a time, so anything related to other FUP pages does not work, e.g. reference and transfer reference. Anything related to Dialog and DialogCall do not work as well. Also, simulation will change all data point type to “Float”, so other types may not 100% correct (e.g. point type “Text” does not work). Finally, some modules (e.g. those from “Plugins”) do not work in simulation