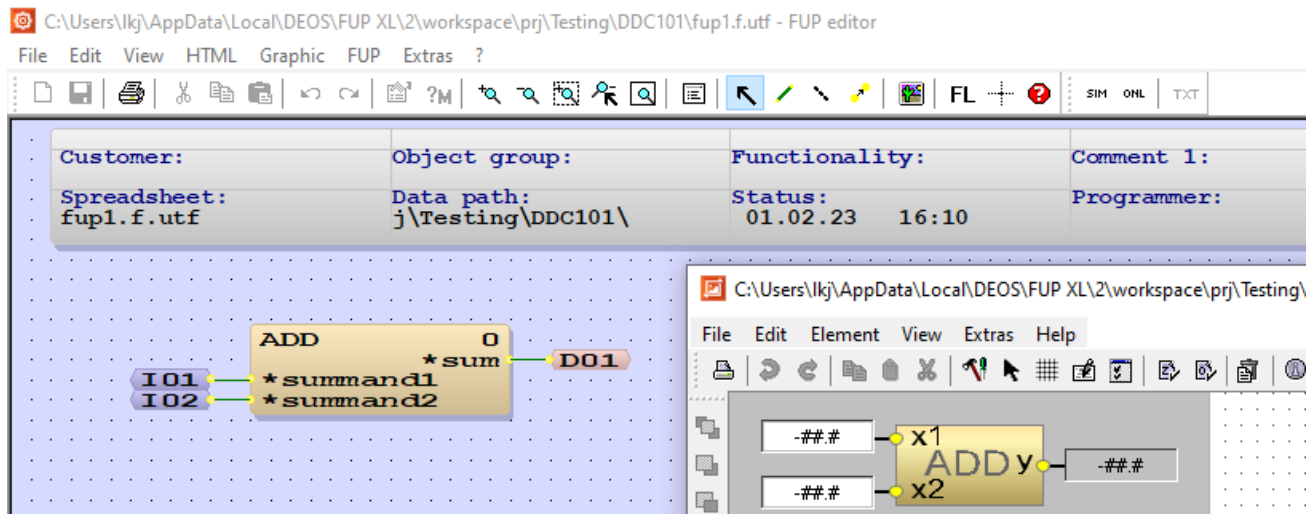
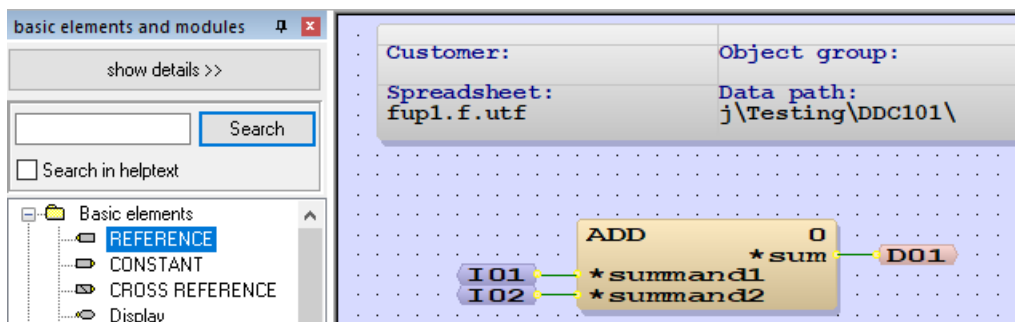


TT230103 – FUP - Link Between FUP Pages

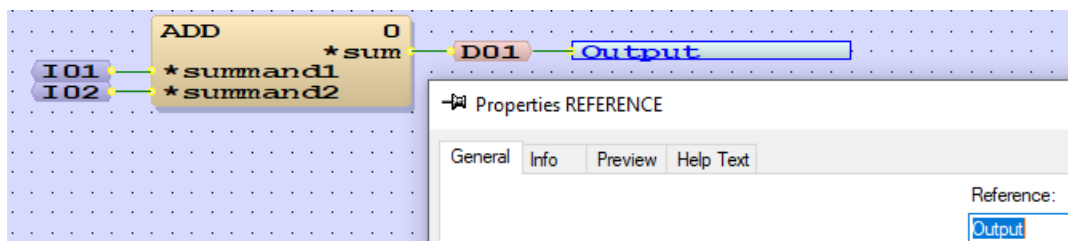
1. There are many ways to link between FUP page. For example, we have the following FUP page and graphic page called “FUP 1”.



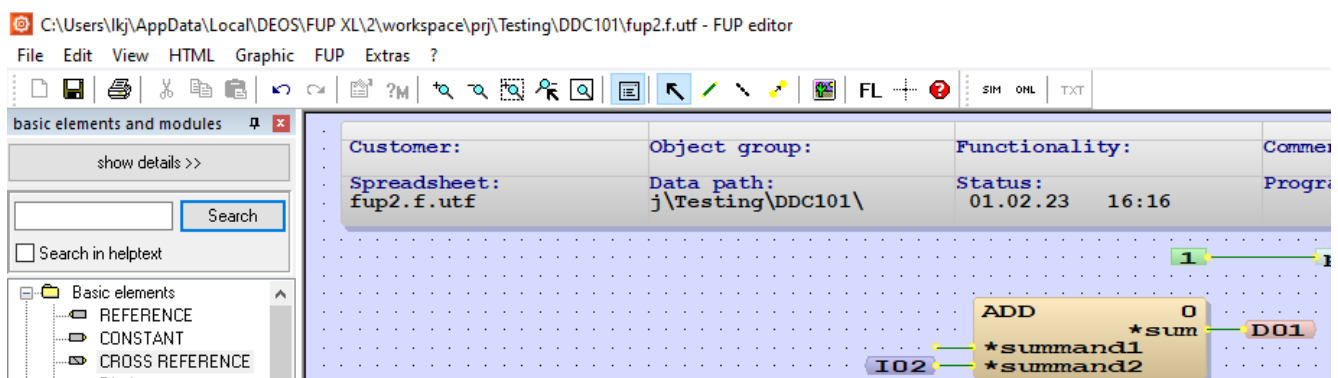
2. If you want to read the value from the “ADD” module output “sum”, i.e. “D01”, in another FUP page, first you need to add a FUP module called “Reference”, under “Basic Elements”.



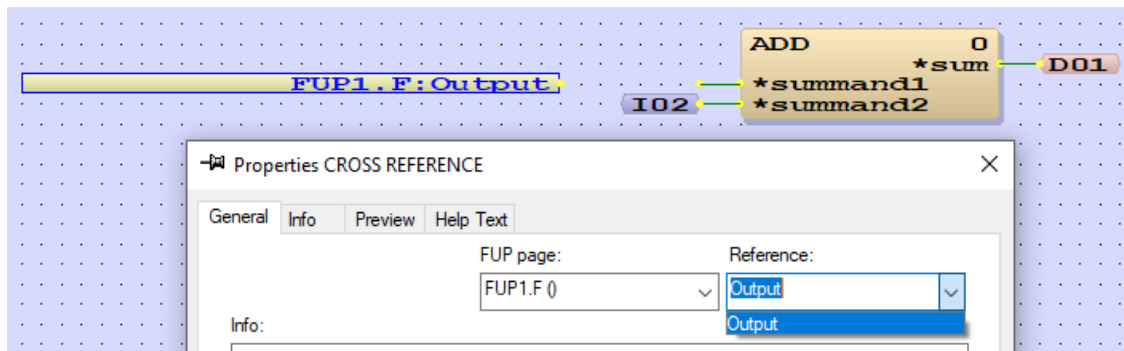
3. Change the name of the “Reference” to what you want, e.g. we use “Output” here, and link it to the output of the “ADD” module, same as the Display “D01”. This allow the other FUP pages to read the value using the “Cross Reference” FUP module.



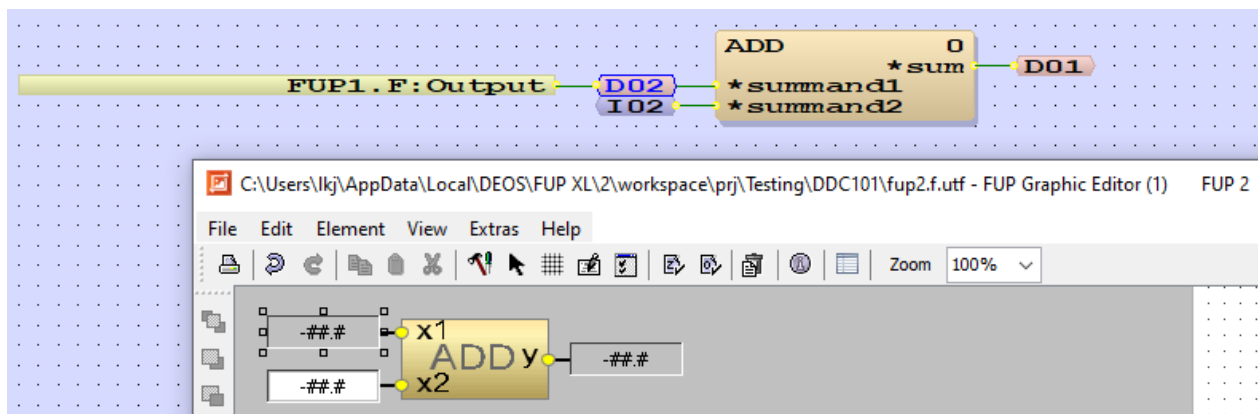
4. Now we want to read this value in another FUP page (FUP2). First add the “Cross Reference”.



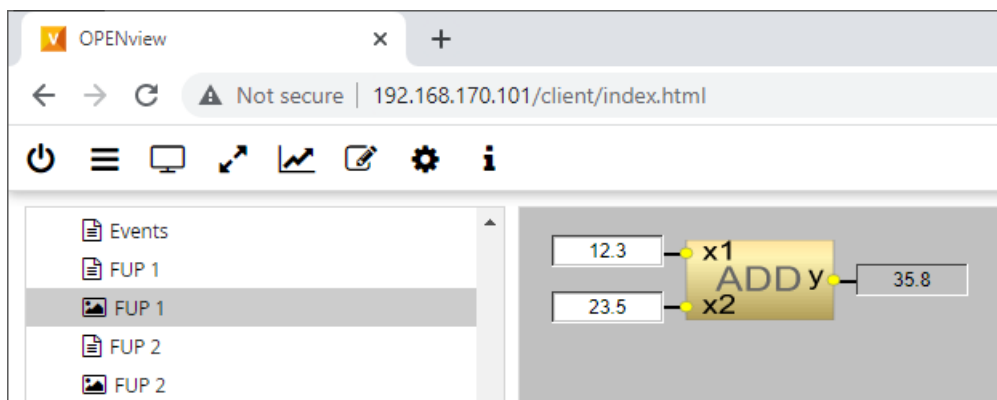
5. Select “FUP page” as “FUP1.F” and “Reference” as “Output”.



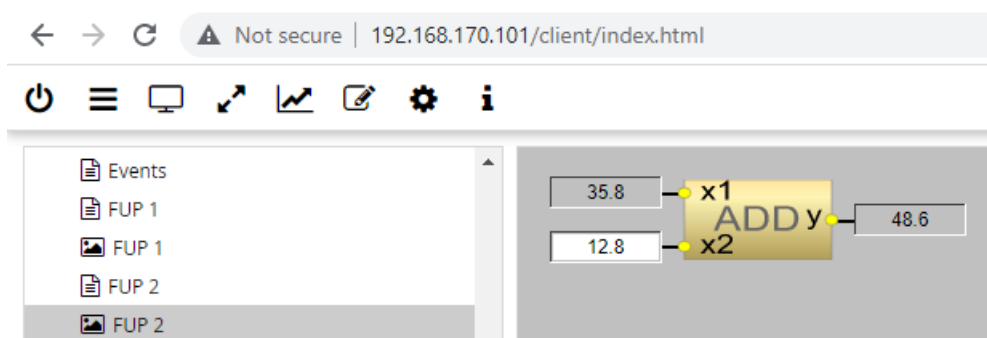
6. Link it to the “Input” of the “ADD” module. If you want to show the value in the graphic page, then add a “Display” and put it in between.



7. Now you can compile and upload it to the controller for testing. Please note that simulation won't work across FUP pages, so you can't test it with FUP simulation. Here is the graphic page for “fup1.f”.



8. Here is the graphic page for “fup2.f” which read the “Output” value from “fup1.f” and then do further calculation and/or logic control.



9. For other ways to interact between FUP pages and between controllers, please refer to TT210301 for more examples.