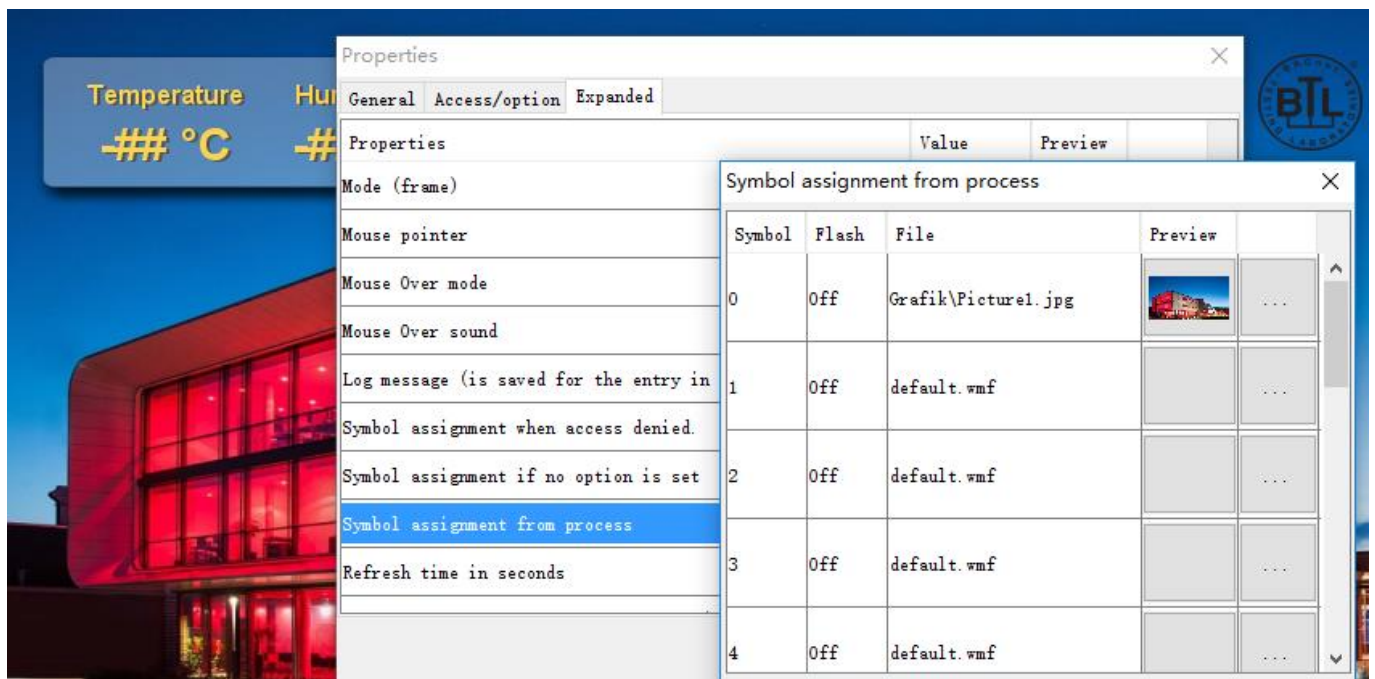


## TT210103 – FUP - Graphic Status Properties

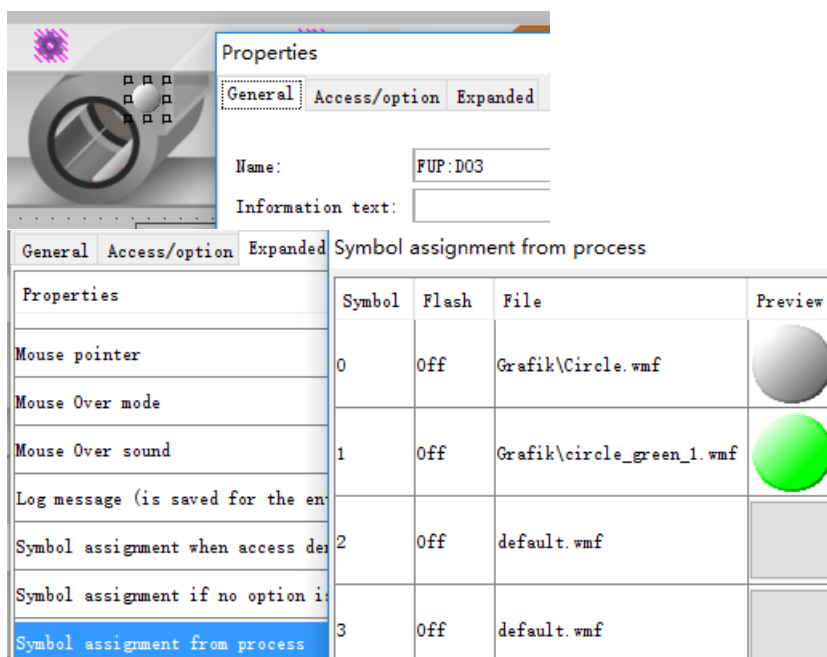
1. The graphic element “Status” is the most useful elements in FUP. Please refer to TT180803, TT190701 and TT190702 for many examples on how we can use it to show different graphics and animations

Name	Type = Bit	Type = UI
Status	     	 

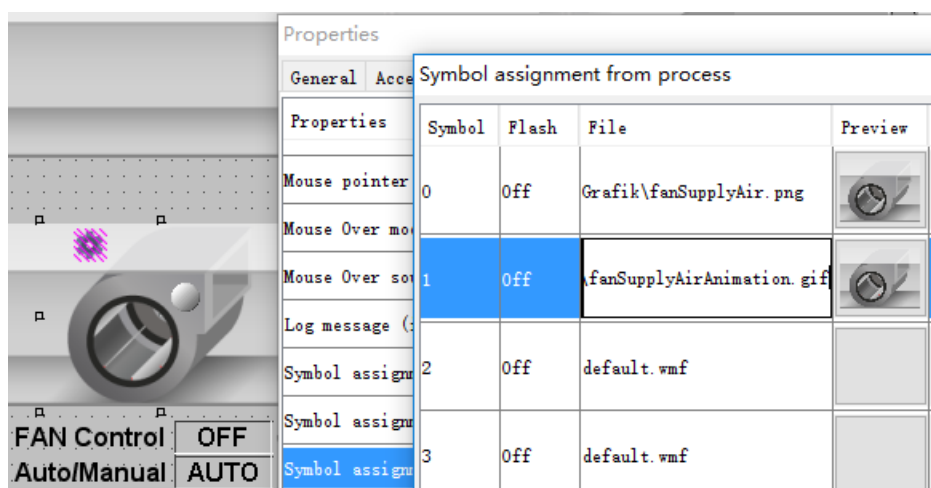
2. Let's take a quick look at the basic first. Without linking to any point value, you can simply use it for background image, AHU ductwork, button image, etc.



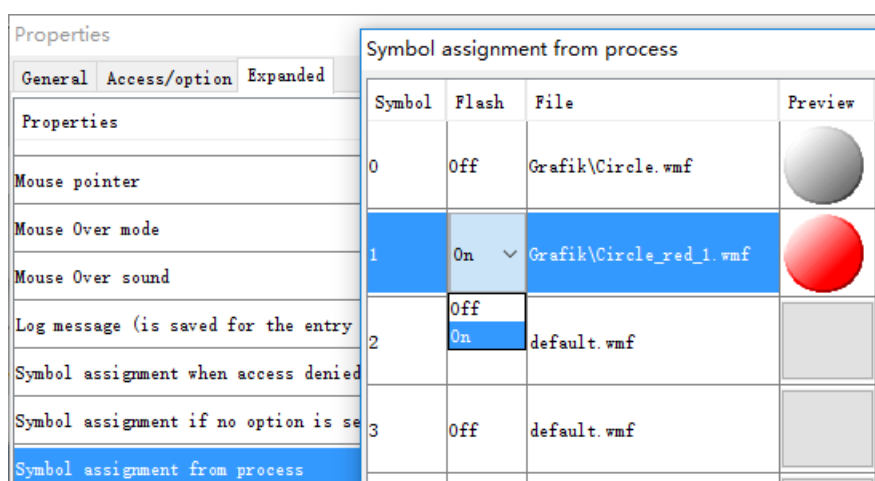
3. When linked to a point value, you can use it to show the equipment status, for example



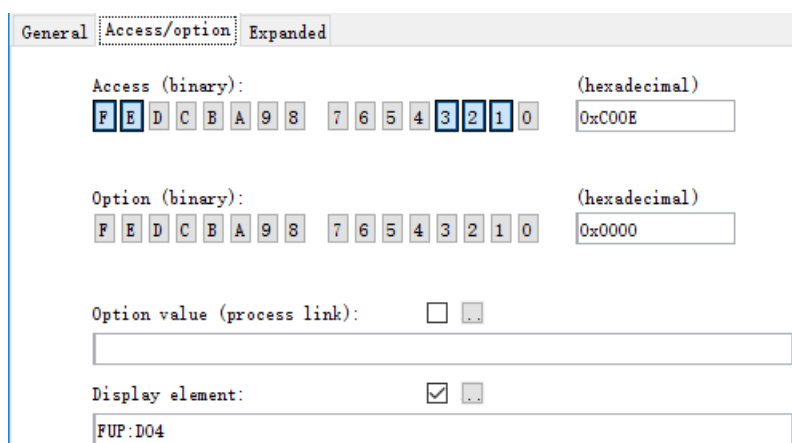
- With the 3D graphic library, you can use the GIF graphic for 3D animation



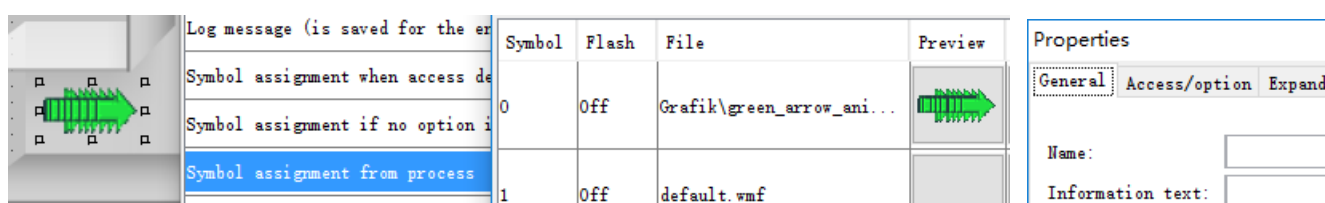
- For alarm point, you can set the “Flash” property to “On”, so it will flash between “Symbol 0” and “Symbol 1” when it’s in alarm (i.e. point value is 1)



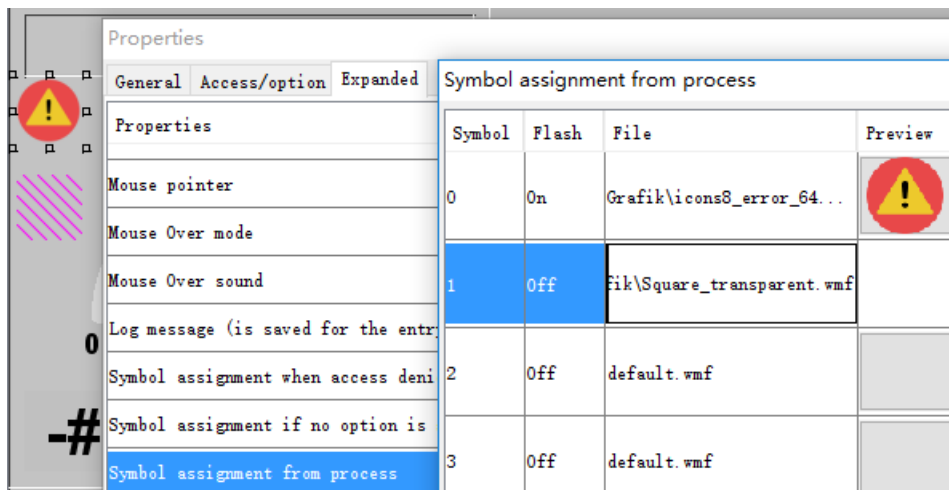
- Under “Access/option” tab, you can use the “Display element” property to hide the graphic (e.g. the alarm LED) when the point is normal (i.e. point value is 0)



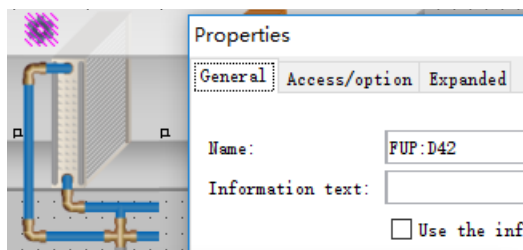
- The “Display element” property can be used to show an animated arrow when the fan is turn on, for example. In this case, set the “Name” property in the “General” tab to “blank”



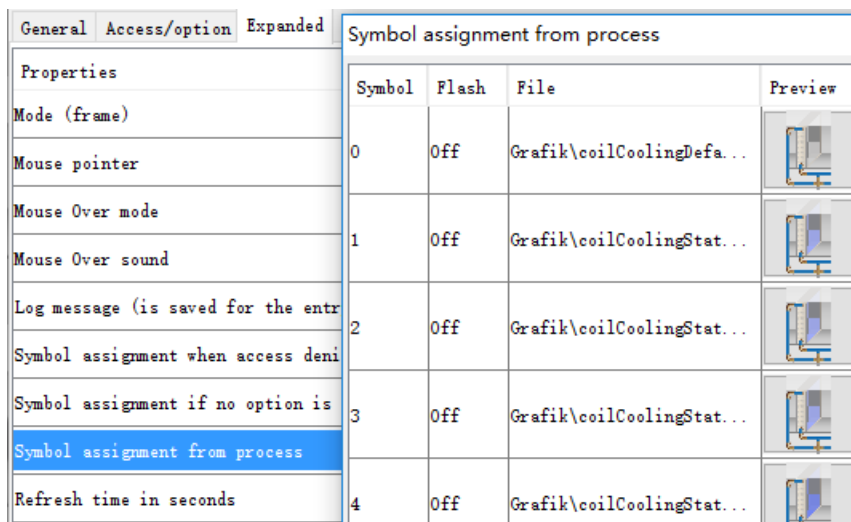
8. The same can also be used if you want to make a flashing alarm with only 1 graphic. In this case, set the “Symbol 1” to a transparent image (in our 2D graphic library) and set the “Name” property in the “General” tab to “blank”



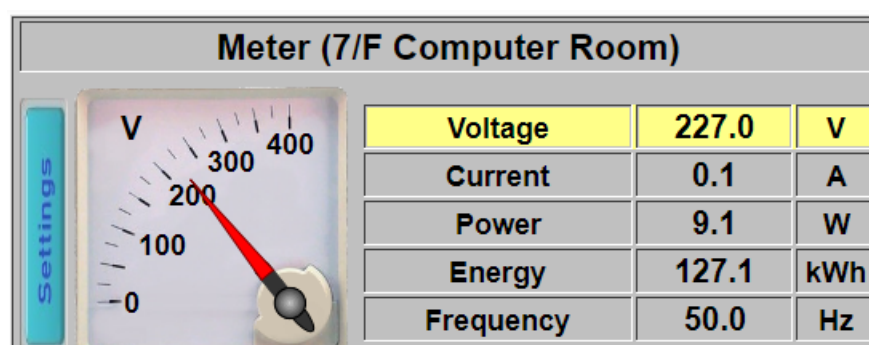
9. By linking it to an analog point, you can show 3D animation of valve/damper position, etc.

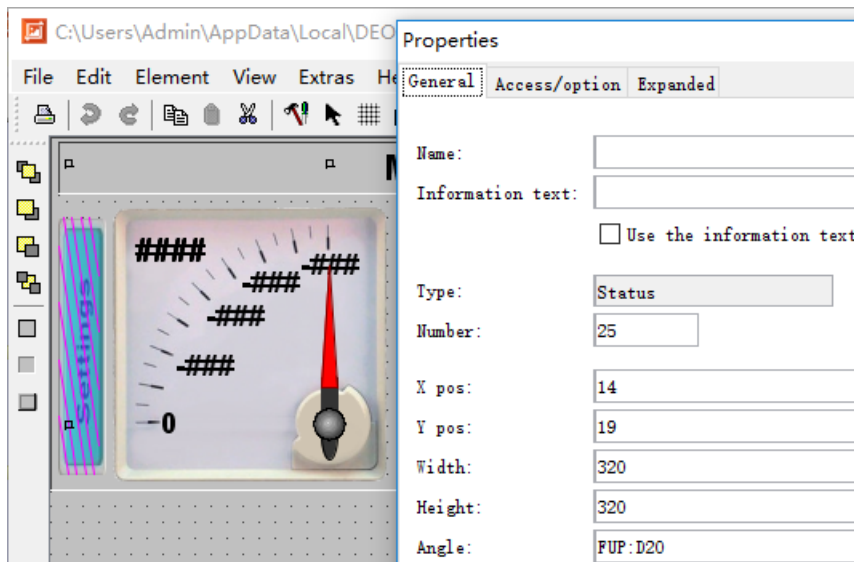


10. Up to 16 different graphics can be linked to show different values graphically

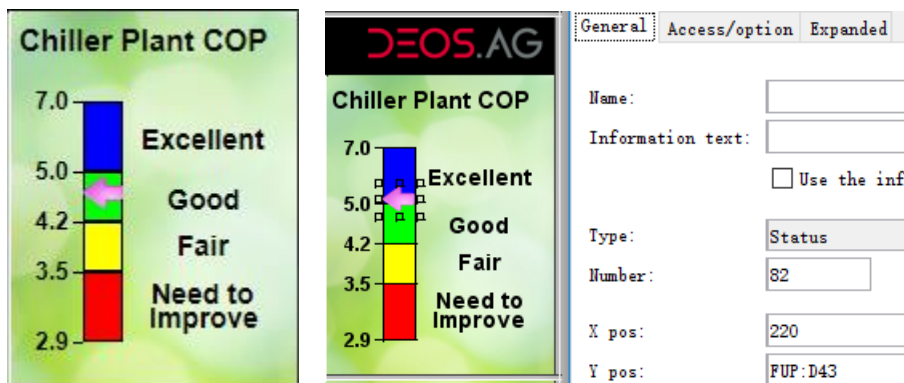


11. Using the “Angle” property, you can easily create an analog meter graphic like this





12. Linking an analog point to the “Y Pos” property (together with some calculations), you can create a moving pointer like below



13. For digital output point, setting the “Updating” to “Read and Write” allows you to click on the “Status” graphic to command the point directly. Set the “Mouse Pointer” property to “Hand” so the users know they can click on it to command the point

Properties

General Access/option Expanded

Name: FUP:IO1

Information text:

☐ Use the information text as log text

Type: Status Updating: Read and Write

Symbol assignment from process

Symbol	Flash	File	Preview
0	Off	Grafik\Selector_switch...	
1	Off	Grafik\Selector_switch...	

Properties

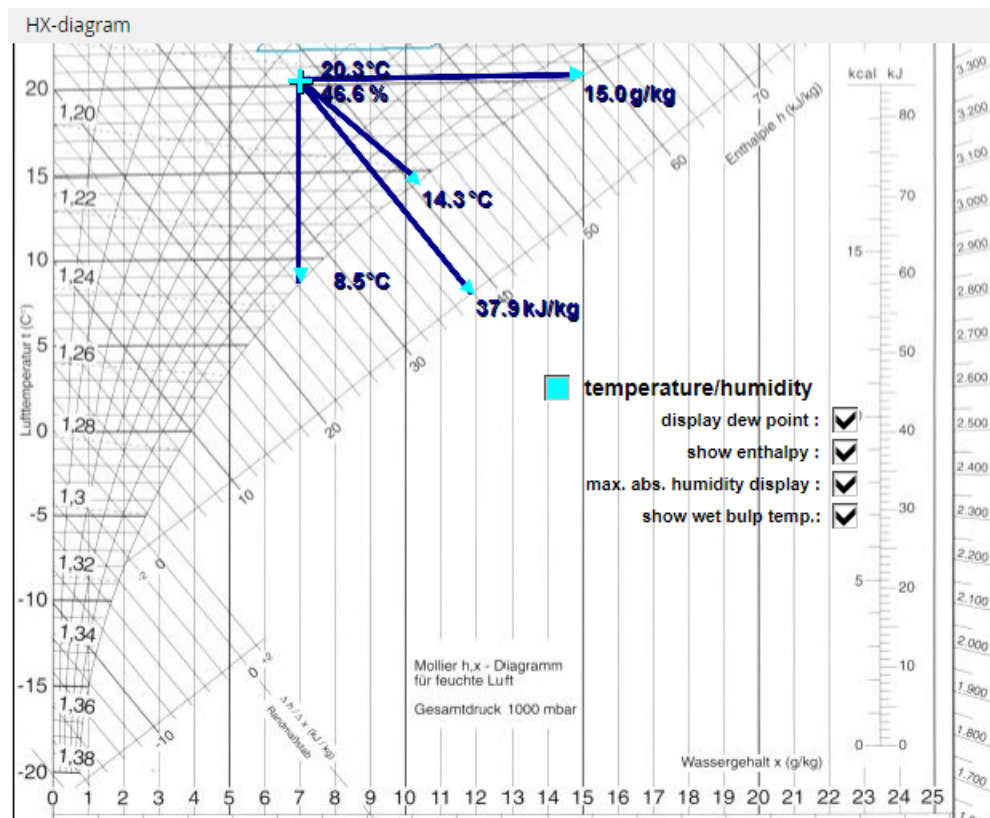
General Access/option Expanded

Properties	Value
Mode (frame)	none
Mouse pointer	HAND

14. This also works for UI point (both as input and output) as it can show status for up to 16 states



15. Together with other graphic elements, we can create a very complex dynamic graphic (e.g. psychrometric chart), like below



**Properties**

General Access/option Expanded

Name: 0

Information text:

☐ Use the information text as log text

Type: Status Updating: Read

Number: 8 Bus: 1

X pos: FUP:E169

Y pos: FUP:E170

Width: 10

Height: 10

OK Cancel