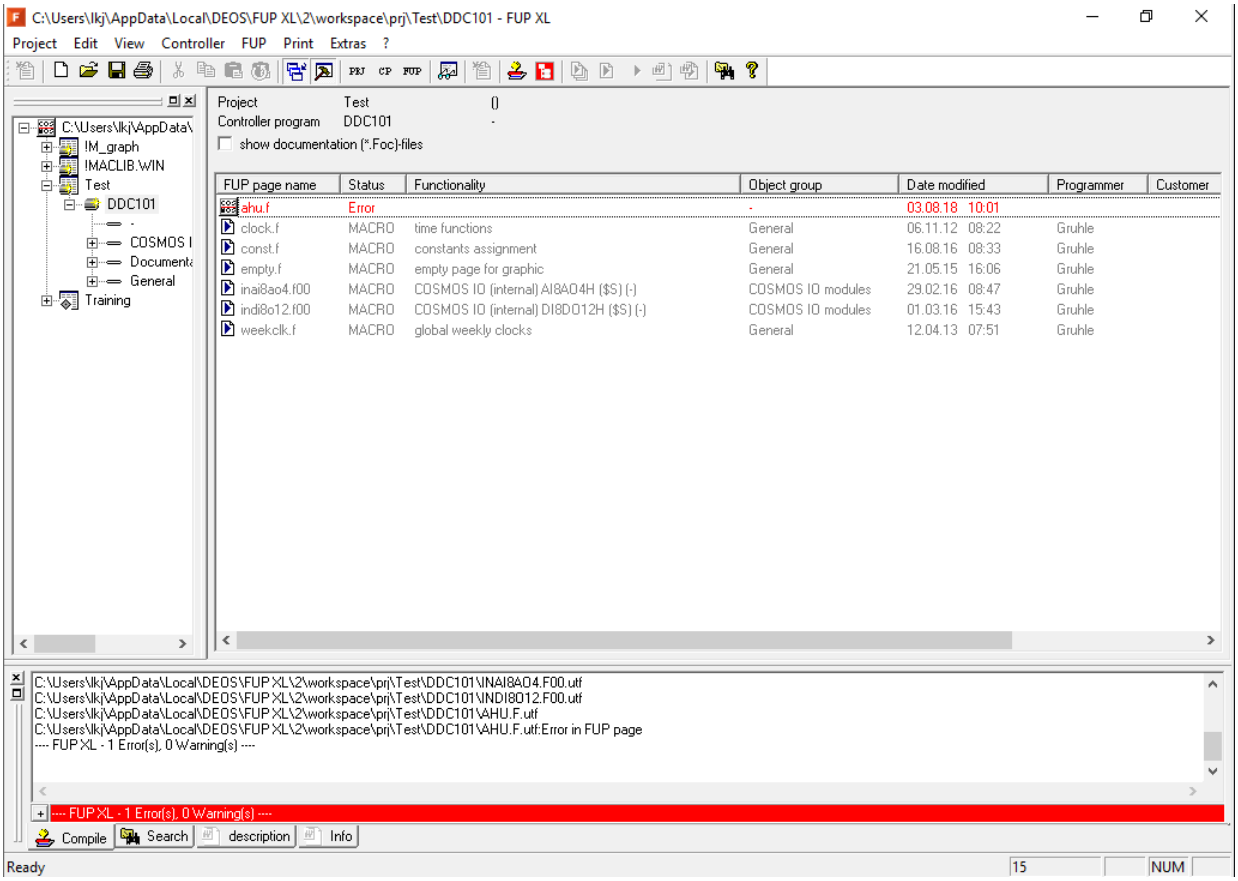
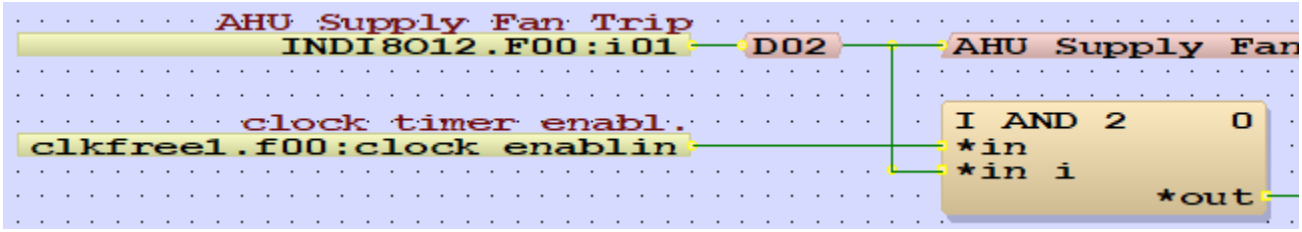
TT211002 – FUP - Common Mistakes

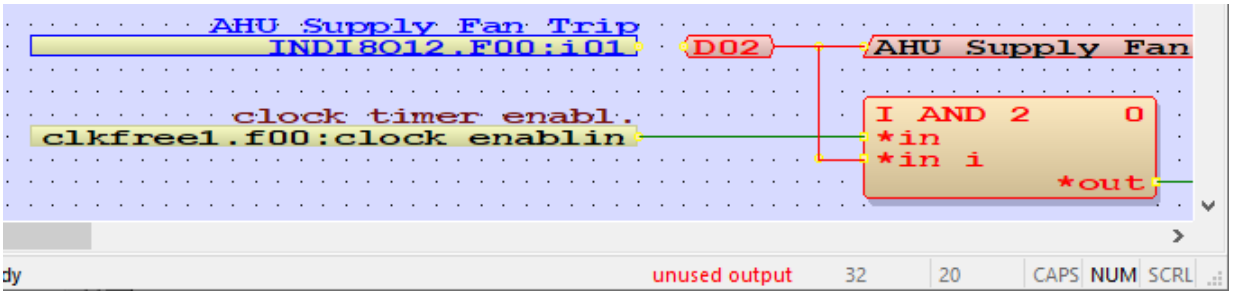
1. Normally, if you get error when you compile the controller, it will be highlight with red color and you can find the error message at the bottom of the FUP page and graphic page. Please refer to TT180804 for details.



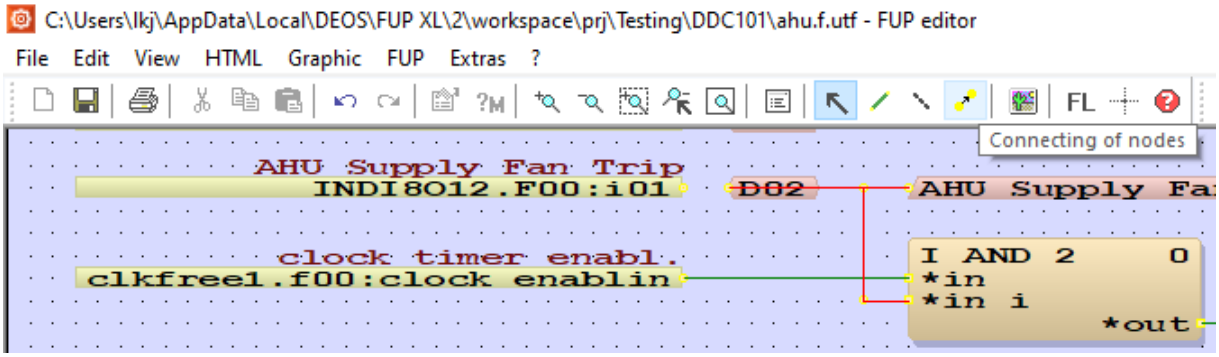
2. In this document, we will show you some other most common mistakes in FUP editor, and how to check them in FUP. The first one is the yellow dot which connect the line, input, display and module together.
3. In the below example, you can see we have the yellow dot for all FUP elements. All the yellow dots must be connected in order to complete the FUP page.



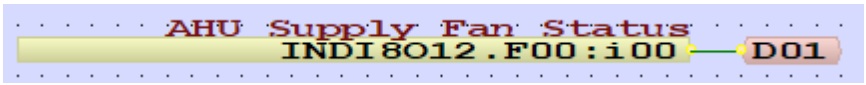
4. If some dots are not connected, you will got compile error. When you open the FUP page, and click on the red item, you should see the “unused output” or “unused input” error.



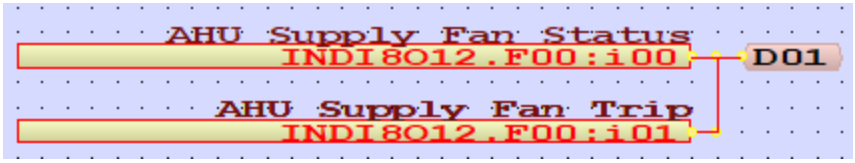
5. Before you compile it, you can also check if there is any connection problem by clicking the “Connecting of nodes” button . The error will be highlighted with red color if it’s found.



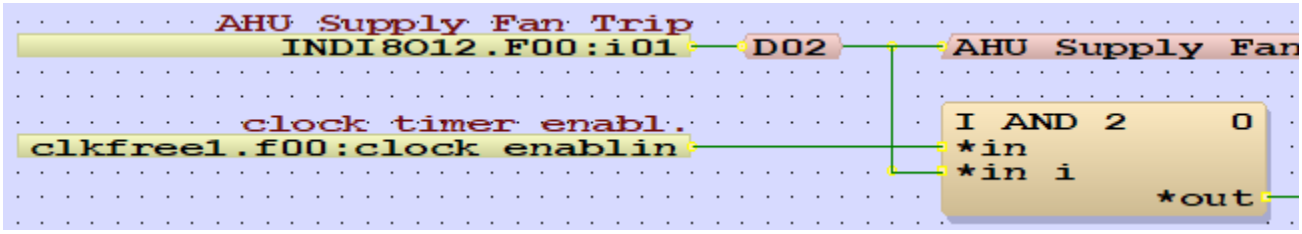
6. Please note that all the “Output” dots are on the right, and all the “Input” dots are on the left.



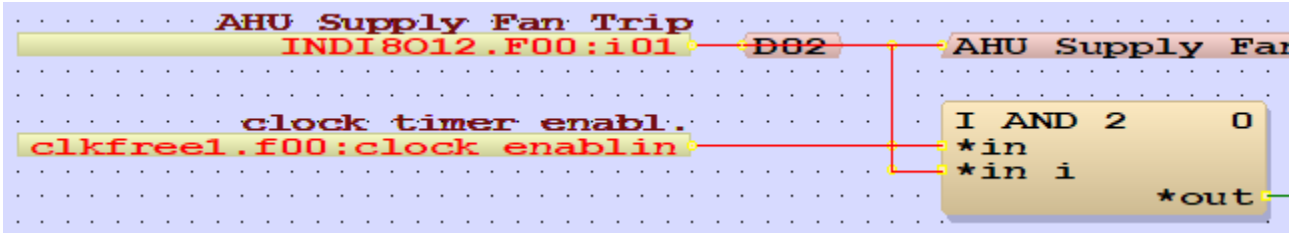
7. It is OK to connect the line to multiple “Input”. But you will got an error if you connect multiple “Output” together, like below.



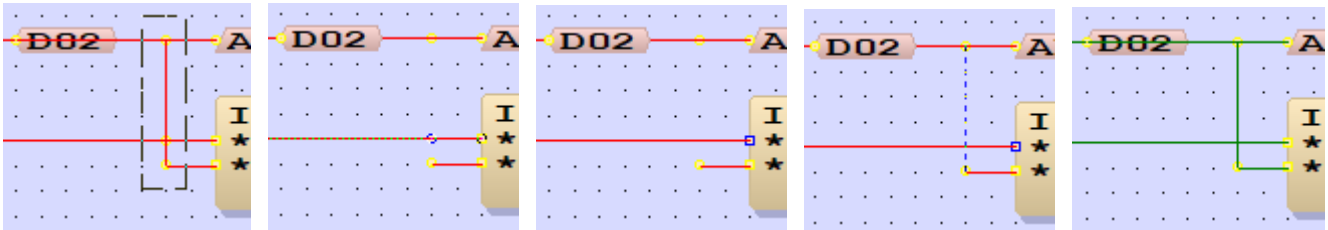
8. To find out whether 2 lines across each other is connected or not, you can see if the yellow dot existed. In the below example, they’re not connected, so it’s OK.



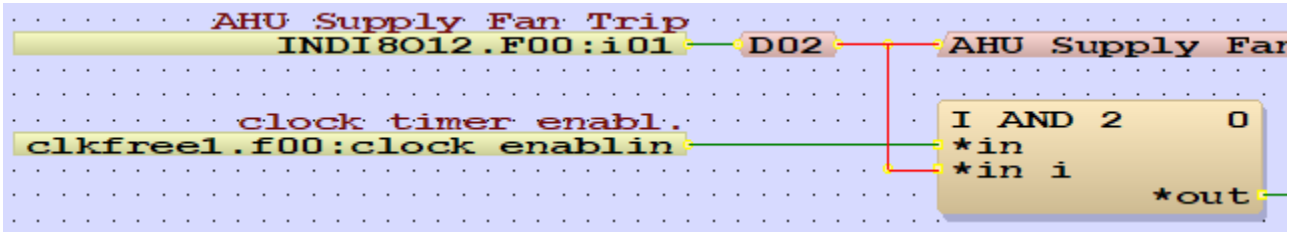
9. You will definitely got compile error if they’re connected, like below.



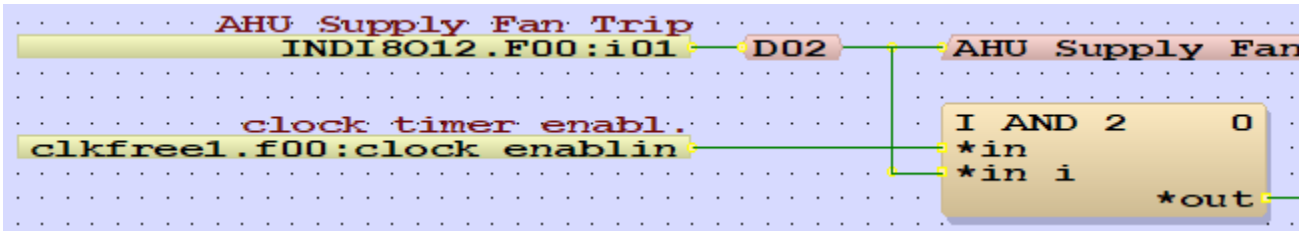
10. Sometimes it is not easy to delete the “extra” dot. First, select the whole line and press “Delete” to delete the line. Then drag the dot to the end of the line (or to another dot on the line) and it will be deleted. Finally draw the line again using the “Draw line” button . Click the “Connecting of nodes” button again and it should turn green now.



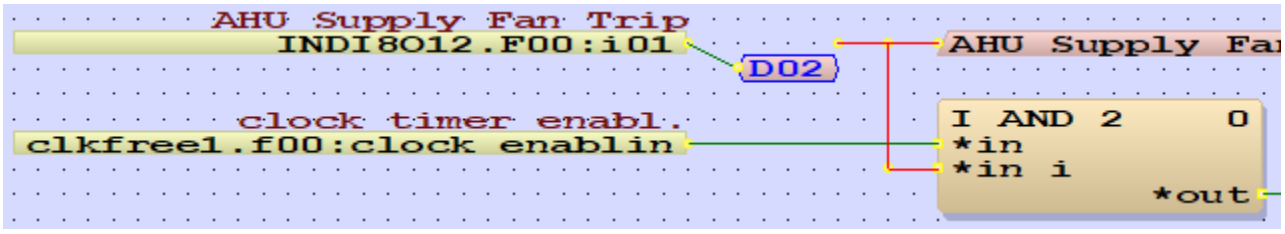
11. Below shows another common mistake which is not easy to find out. The problem is the extra dot on the right of the Display “D02”.



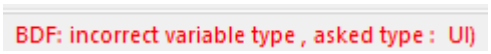
12. You can compare the above picture with the correct example below. “D02” is a Display and it only has a dot on the left, and the line must connect to this dot correctly.



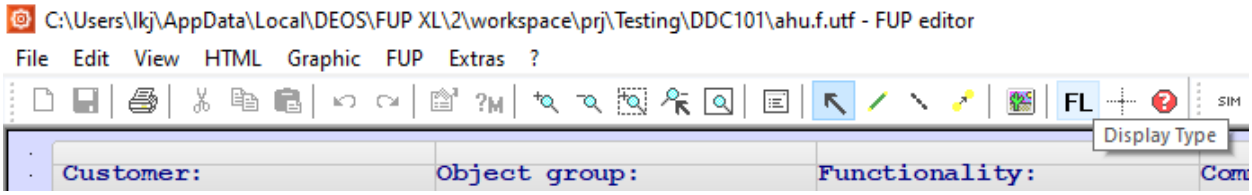
13. If you move “D02” a little bit below, and you can find it is actually not connected, so it’s not correct.



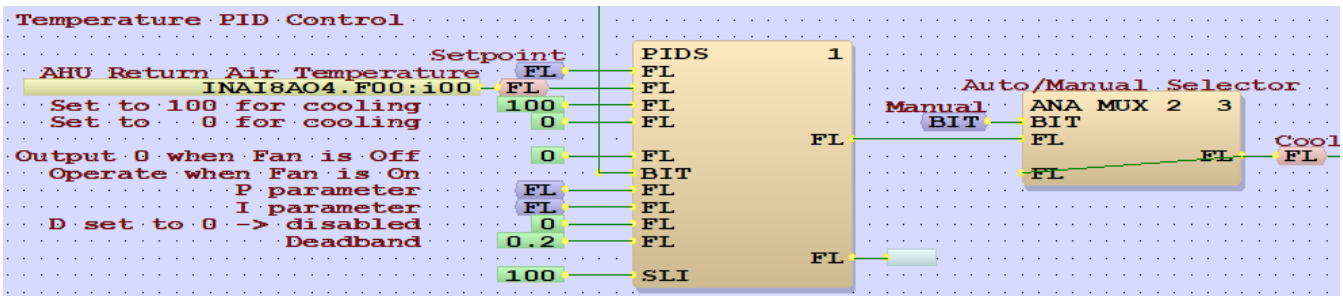
14. Another common error is incorrect type, like this



15. This is because the type that the module required is not compatible with the type of your “Input” and/or “Display”
16. You can check the types by clicking the “Display Type” button FL.



17. This will show the type of the “Input”, “Display” and types required in the module. If you got a compile error and you see the type is not the same, then you can correct it accordingly.



18. Please note that sometimes you can connect different types together. For example, connecting an “Input” with type “UI” to the module input that asks for “FL” is normally OK.