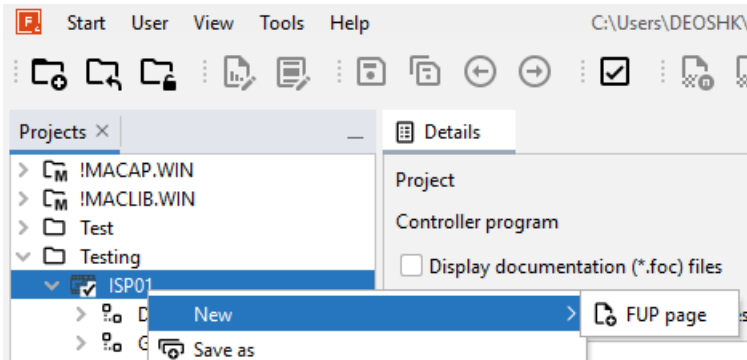


## TT230102 - OFXL - Your First FUP Page

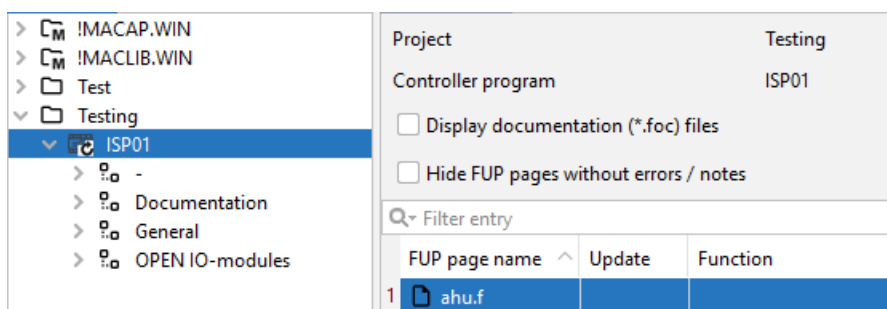
1. To add a new FUP page, click on the controller, right click, click “New”, “FUP page”.



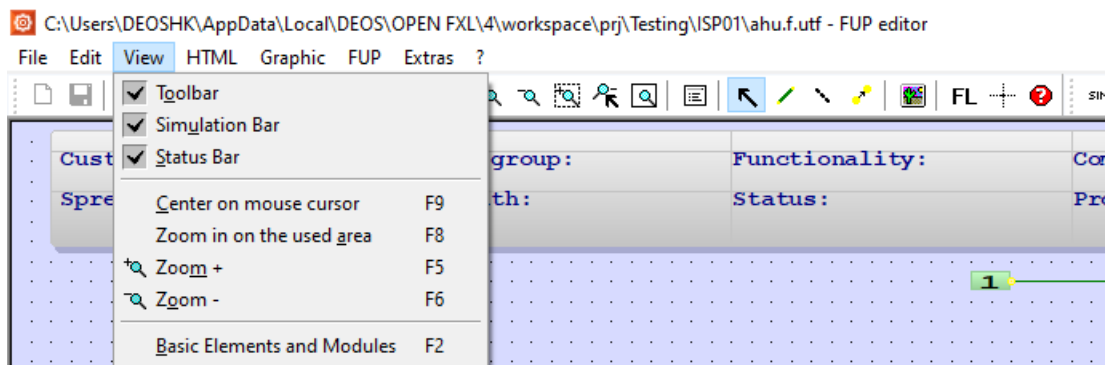
2. Type the FUP page name, e.g. ahu, and click “Finish”. All others are optional.

A screenshot of the 'Create FUP page' dialog box. The 'Steps' pane on the left shows '1. FUP page name' as the current step. The main area contains several input fields: 'Name:' with 'ahu' entered, 'FUP page header' section with 'Customer:', 'Object:', 'Programmer:', and 'Function:' labels, and 'Info:', 'Comment 1:', 'Comment 2:', and 'Comment 3:' labels. At the bottom are buttons for '< Back', 'Next >', 'Finish' (highlighted), and 'Cancel'.

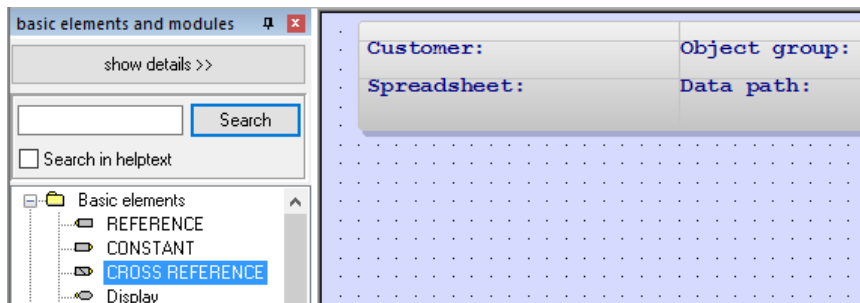
3. Double click on the FUP page to open it.



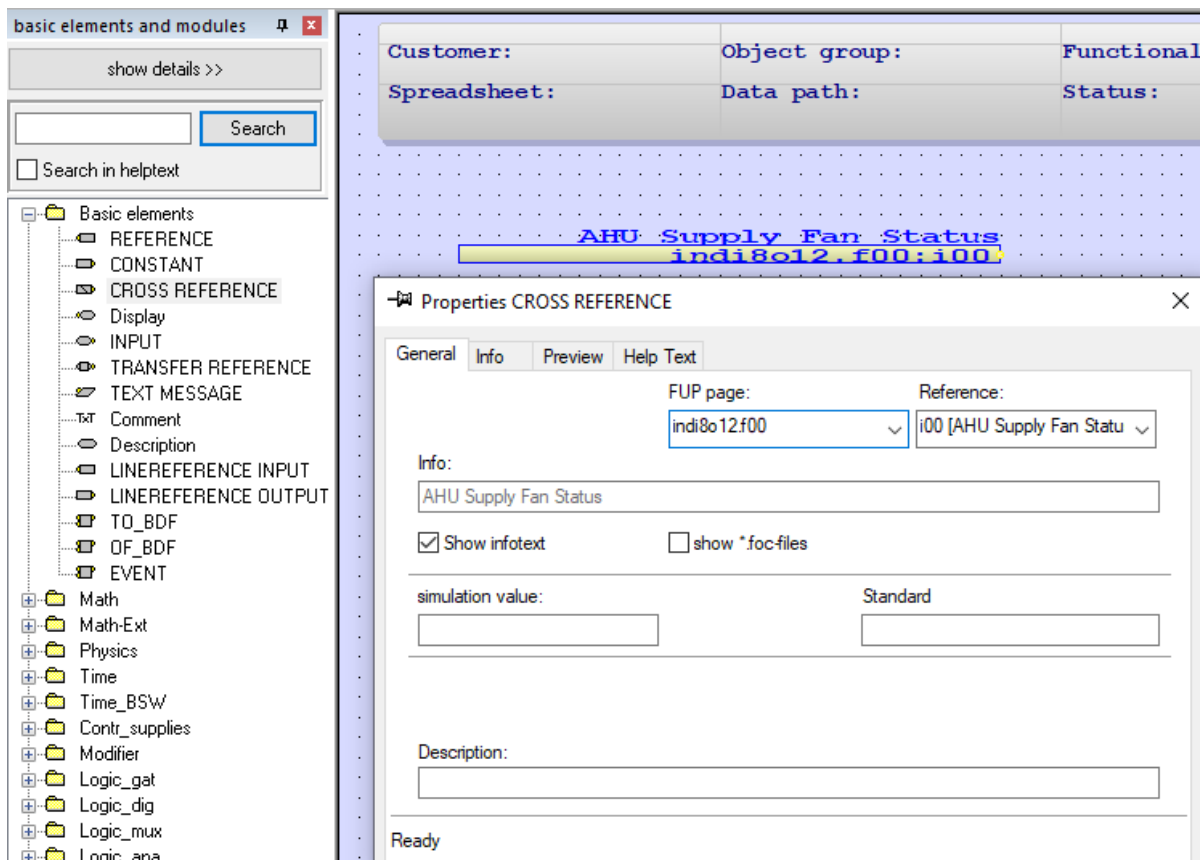
4. Click “View”, “Basic Elements and Modules” to see all the functional modules.



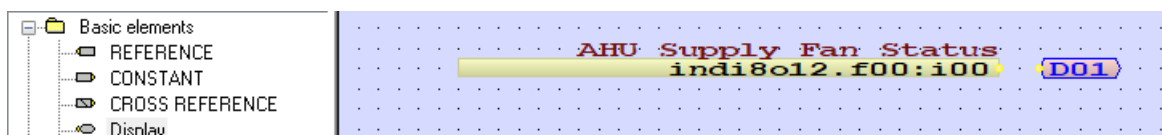
5. Now we want to read the DI points to your FUP page, click the “+” next to “Basic Elements”.



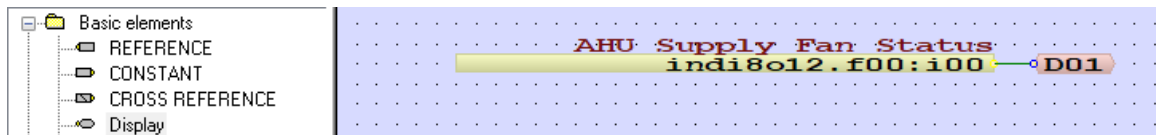
6. Drag and drop the “Cross Reference” to the page. Select “INDI8O12.F00” for the “FUP Page”, and select “i00 (AHU Supply Fan Status)” for the “Reference”. Close the window.



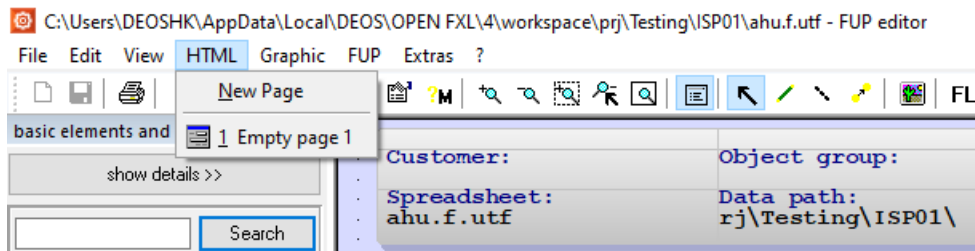
7. Drag and drop the “Display” to the page. This is used to display the value.



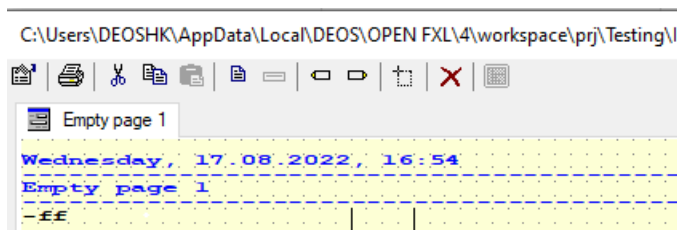
8. Drag and drop a line from the yellow dot of “Cross Reference” to the yellow dot of “Display”.



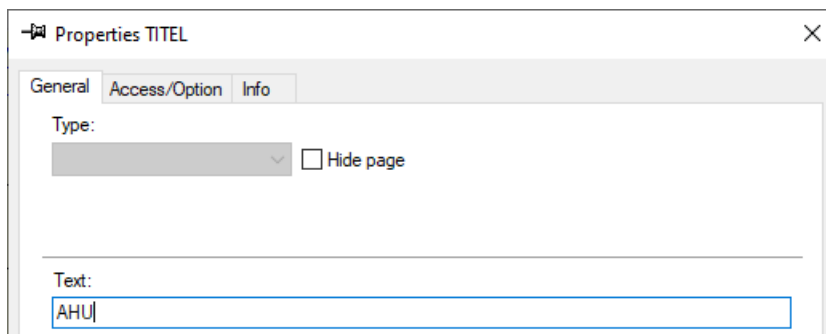
9. To create a HTML text page (Required step), click “HTML”, “Empty page 1”.



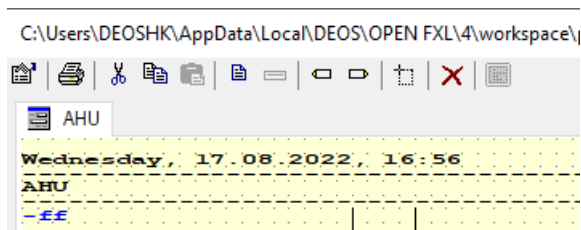
10. Double click on “Empty page 1” to change the name of the HTML page.



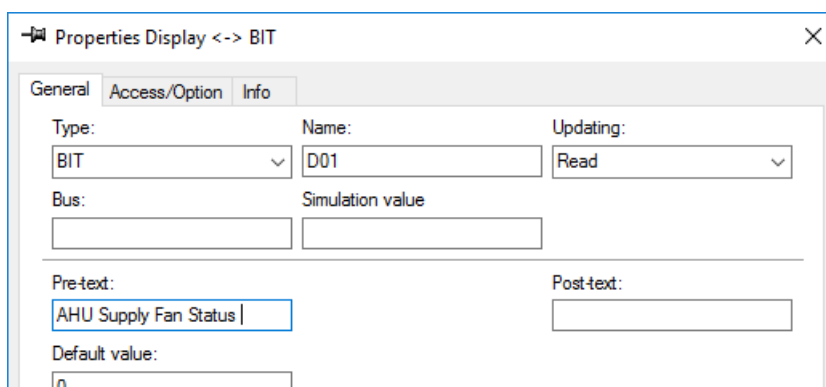
11. Change the “Text” to “AHU”, close the window.



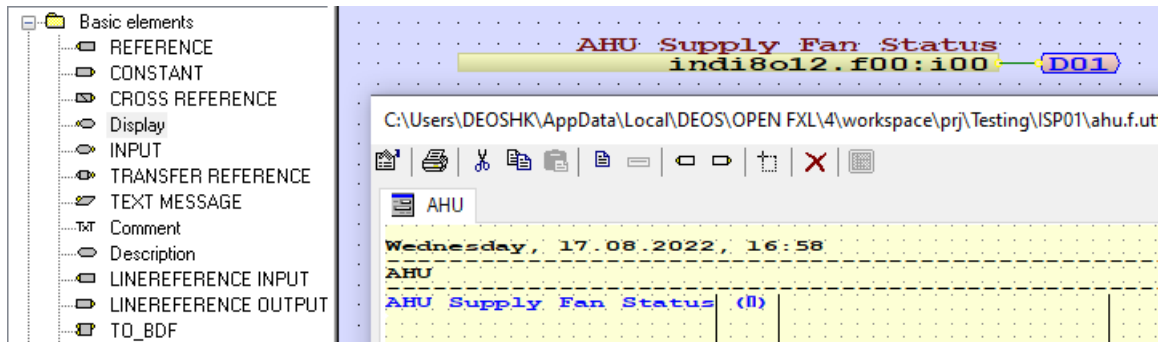
12. Double click on “-ff” to change the properties of the “Display”.



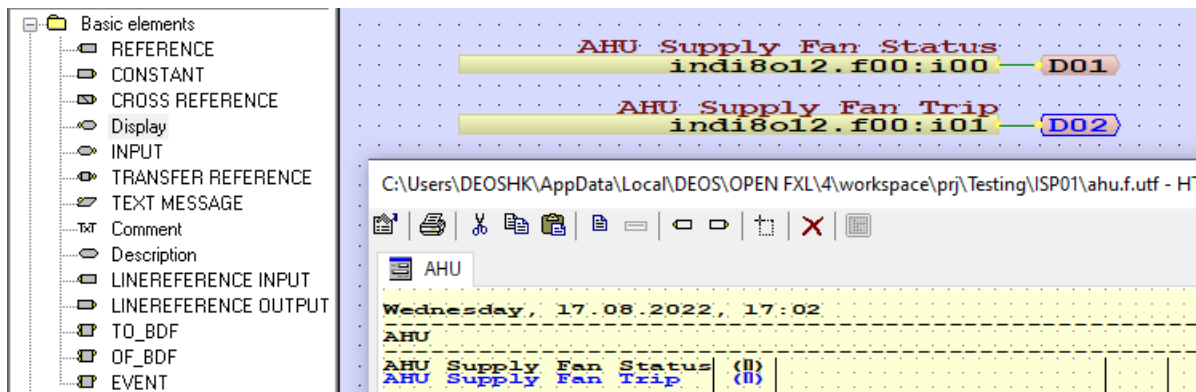
13. Change the “Type” to “BIT”, type in “AHU Supply Fan Status “ in the “Pre-text” field.



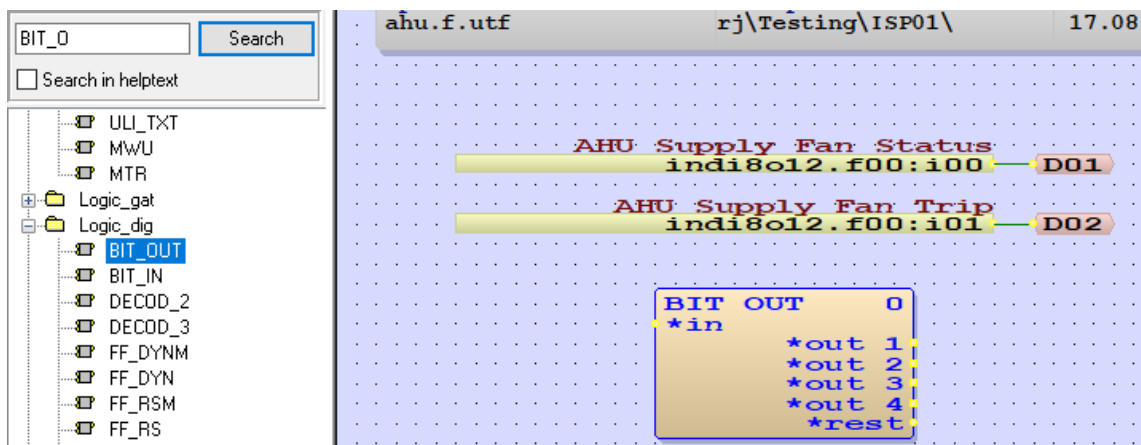
14. Now we've built a FUP page to read the value from the DI point, and display the value on the HTML text page.



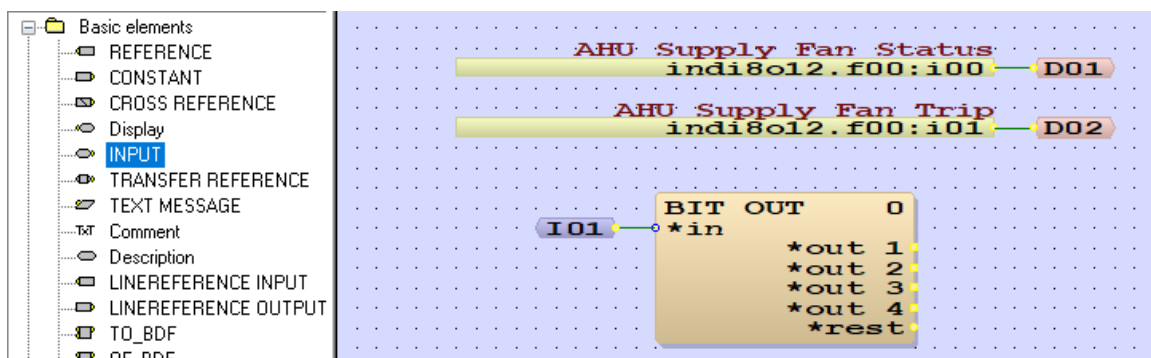
15. Please do the same for the “AHU Supply Fan Trip”. You can just select them all using the mouse and copy & paste, and then change the properties manually.



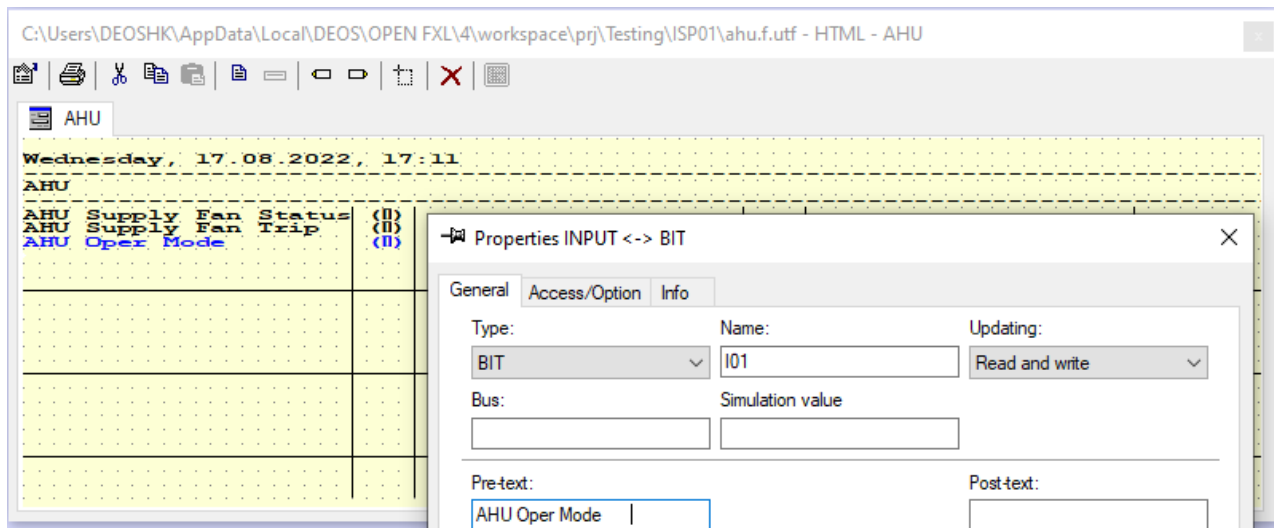
16. Now we want to control the AHU Supply Fan. In this exercise, we use a module call “BIT\_OUT”. This is under “Logic\_dig”, and you can search for it by typing “BIT\_O” in the search box. This module is used to send a “1” to one of the 4 outputs based on the input value.



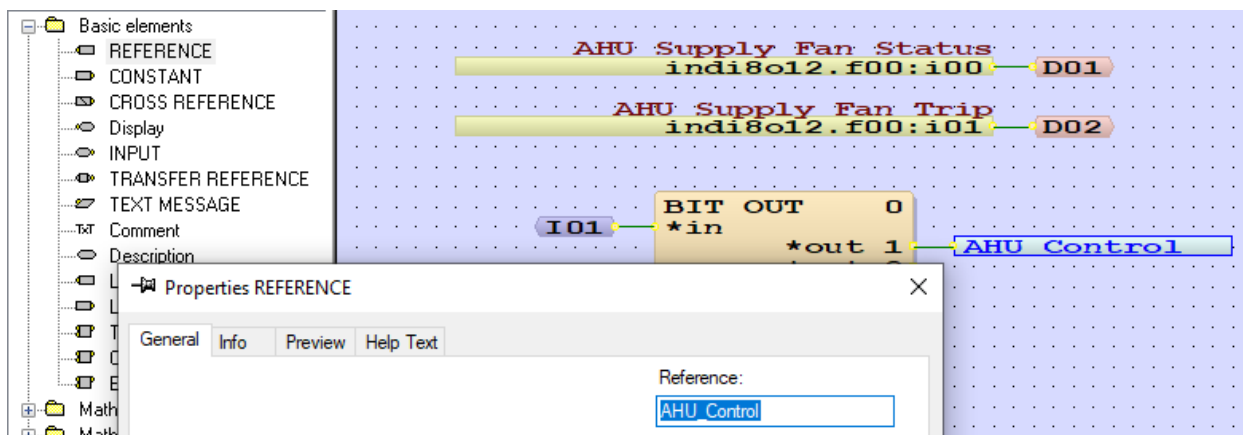
17. Drag and drop an “Input” and connect it to the “in” of the “BIT\_OUT” module.



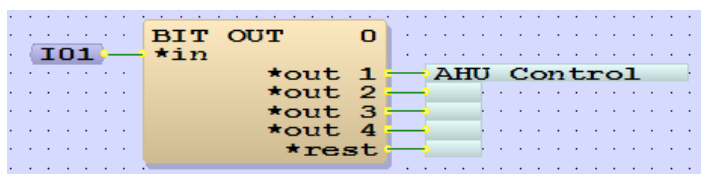
18. Open the HTML page, change the “Pre-text” of this “Input” to “AHU Oper Mode”.



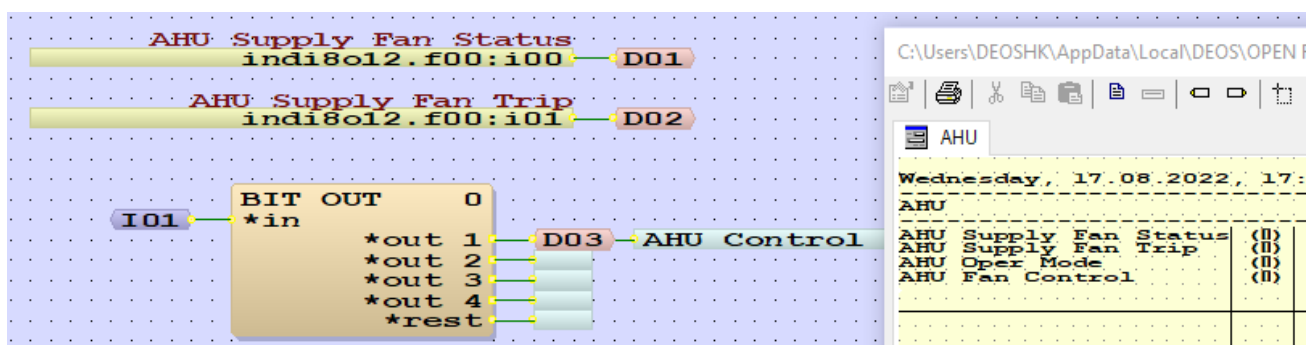
19. Drag and drop a “Reference”, connect it to “out 1”, and change the name to “AHU\_Control”.



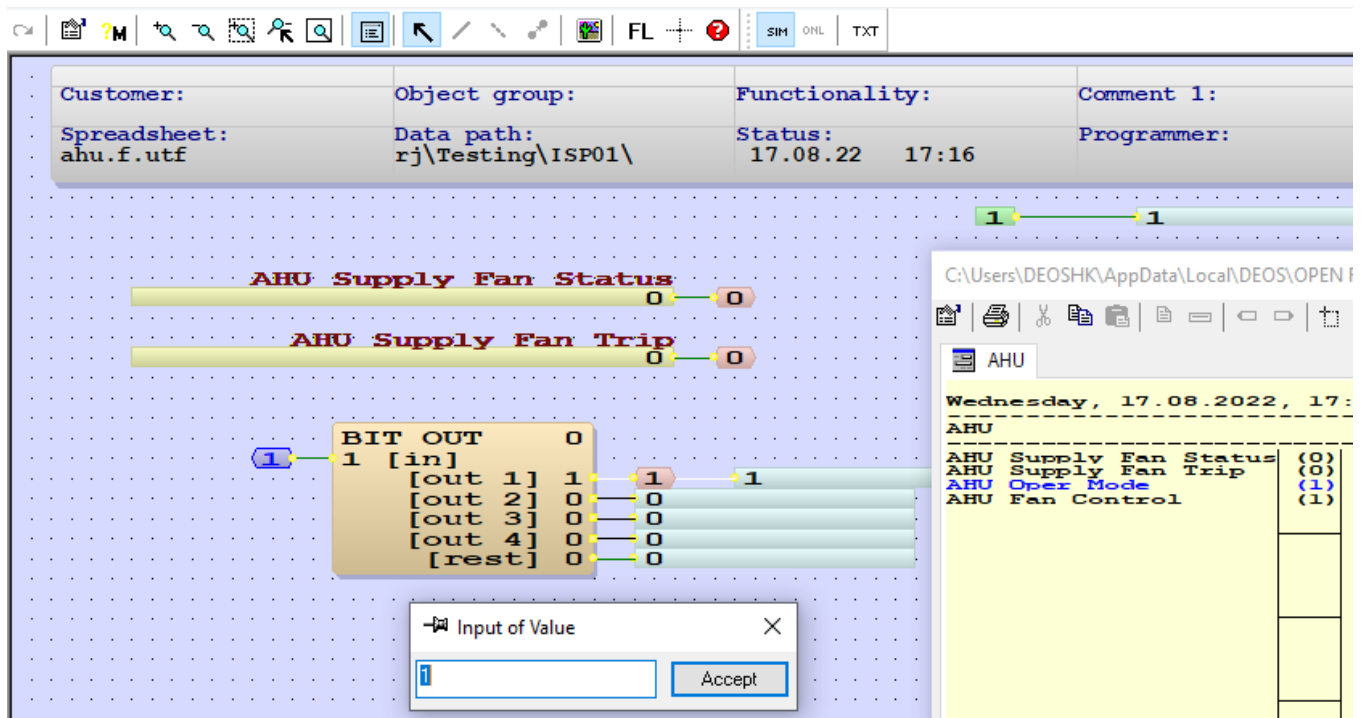
20. Drag and drop a “Reference”, connect it to “out 2”, and change the name to “\_” (2 underscores). This is used to connect to the un-used outputs of the modules. Copy and paste it 3 times and connect them like below.



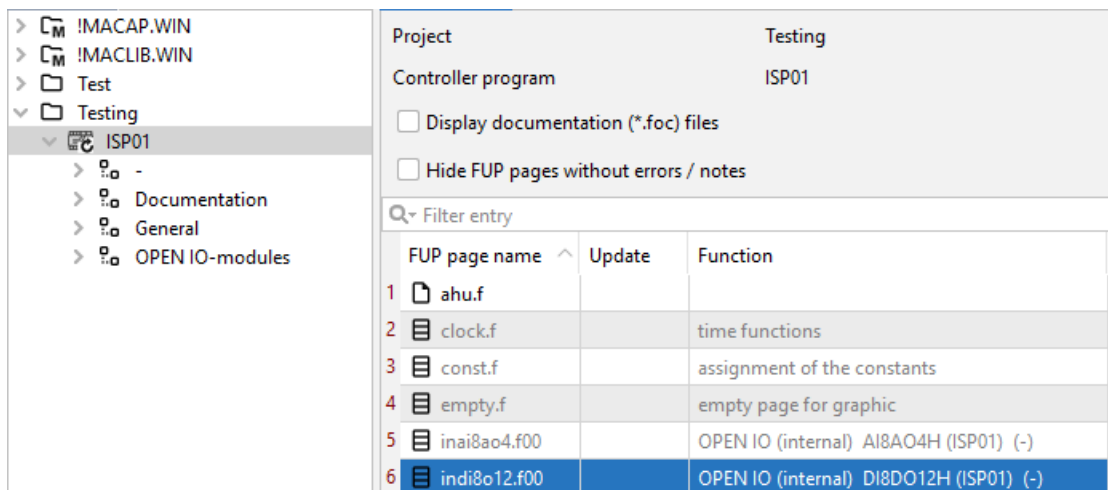
21. Finally, connect a “Display” to “out\_1”, and change the “Pre-text” to “AHU Fan Control”. Make sure the lines are connected to the yellow dot of the modules.



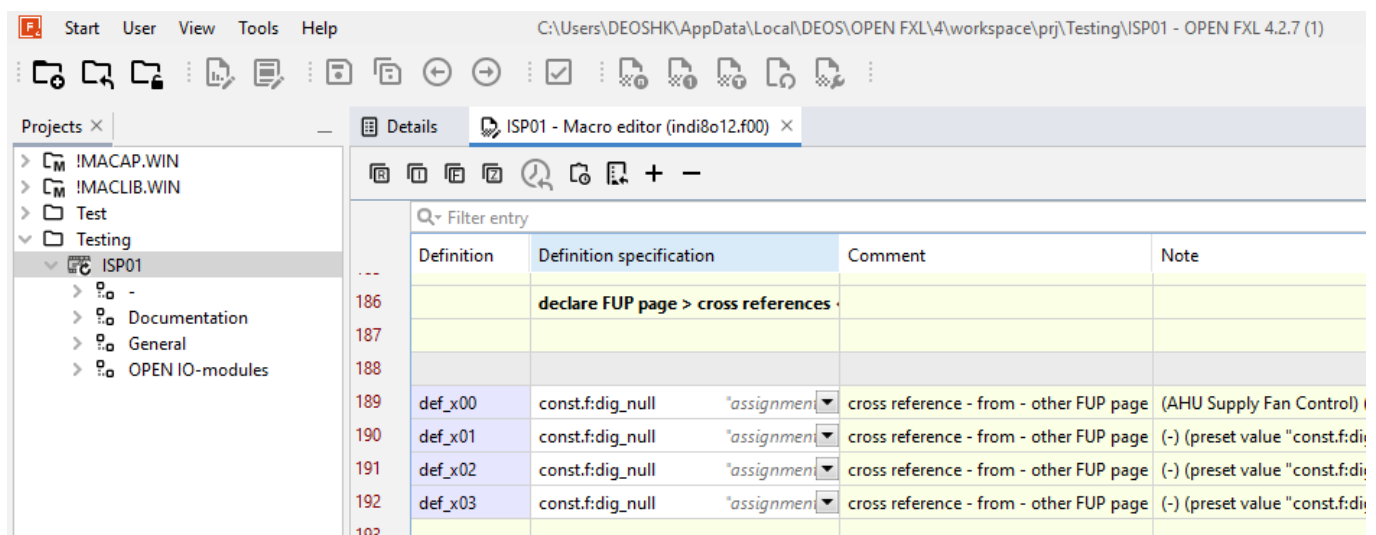
22. Now you can test your program in Simulation Mode. Click the “SIM” button on the Toolbar, try double click on the “Input” next to “in” (AHU Oper Mode), change the value to “1” and click “accept”. You should see the output (AHU Fan Control) change to “1”.



23. Stop the simulation by clicking the “SIM” button on the Toolbar. Save and close the FUP page.
24. The last step is to send the output in your FUP page (“AHU\_Control”) to the DO module.  
Double click on the “indi8do12.f00” module.

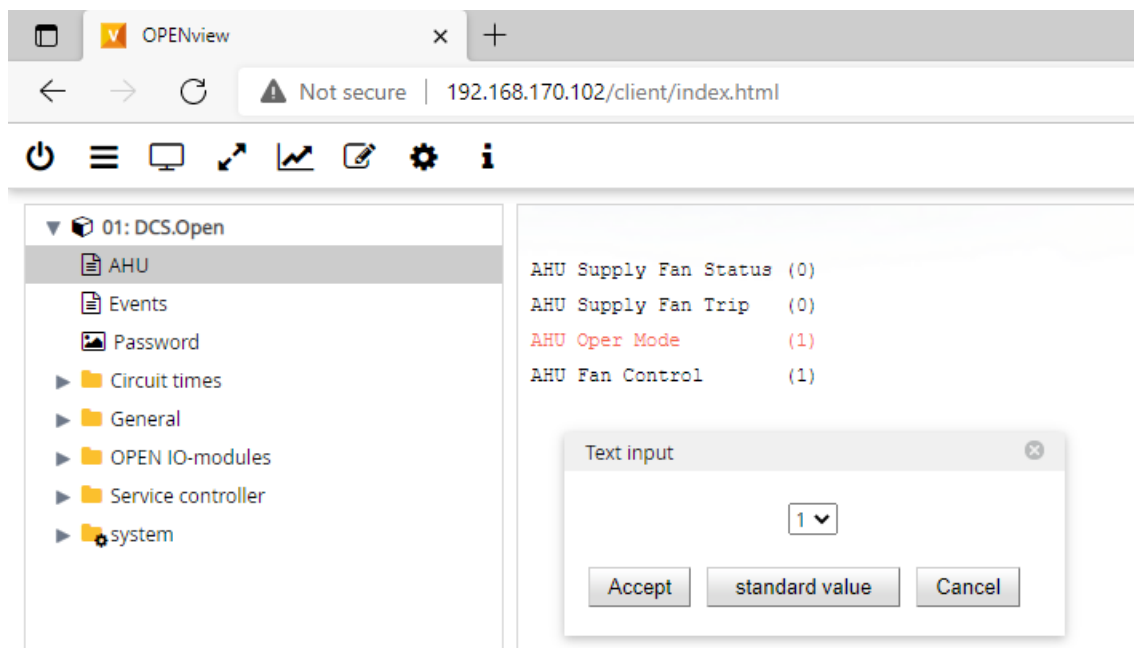


25. Scroll down and find “declare FUP-page > cross-reference”, and you should see “def\_x00” (around line 190). This is DO0 (AHU Supply Fan Control).





31. Now you can see the new “AHU” page on your controller. Click on it, click “AHU Oper Mode”, change the value to “1”, and click “Accept”. The DO0 LED on your controller should turn on. You can also check the DI points by connecting the inputs to the controller.



32. You can also check your program online using the “ONL” button in your FUP page, it is next to the “SIM” button.

