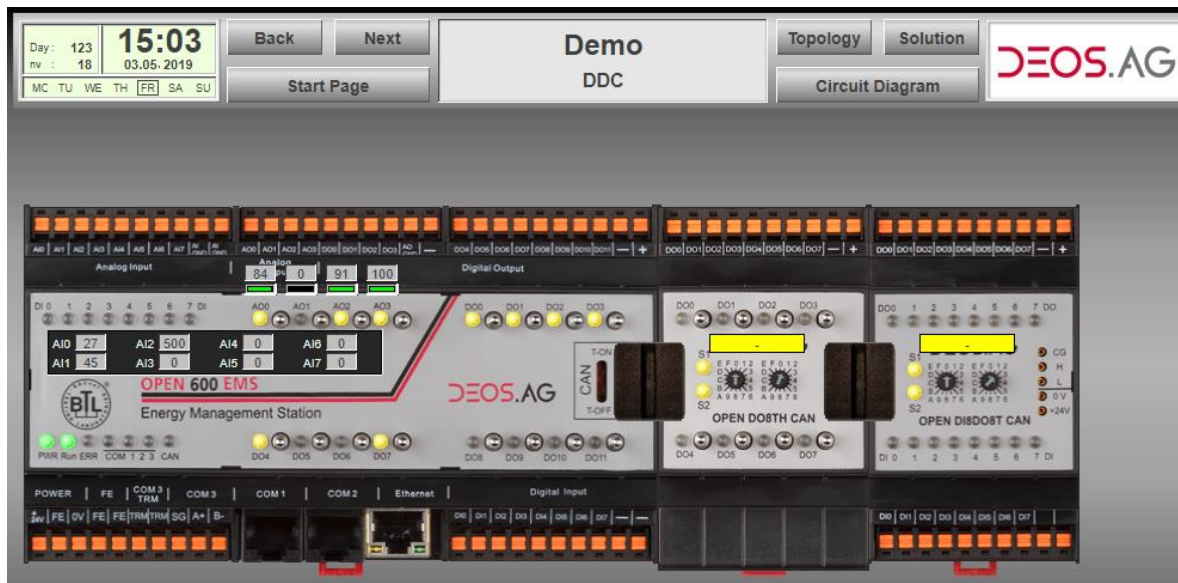
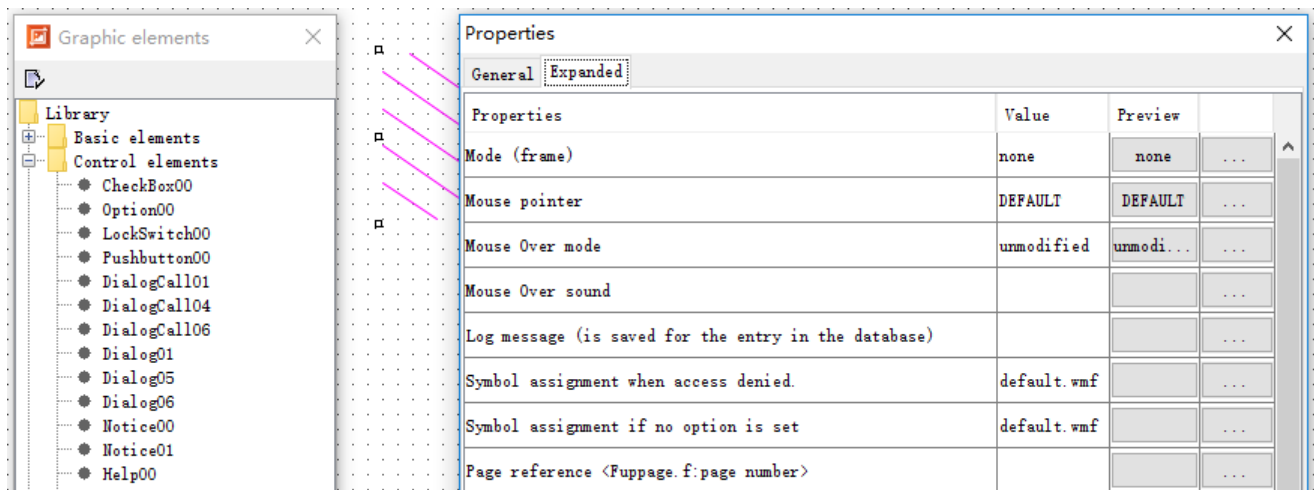


TT190502 – FUP - Controller Graphic in Custom Graphic

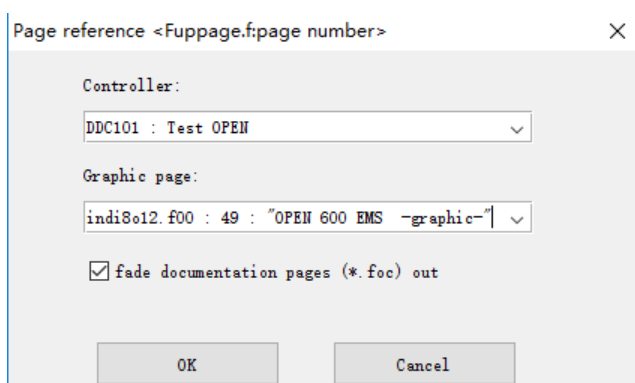
1. The controller graphic is one of the best functions in our system, where it shows the exact same view of the controller on-site, with real-time status of all points, and you can easily put it in your customer graphic



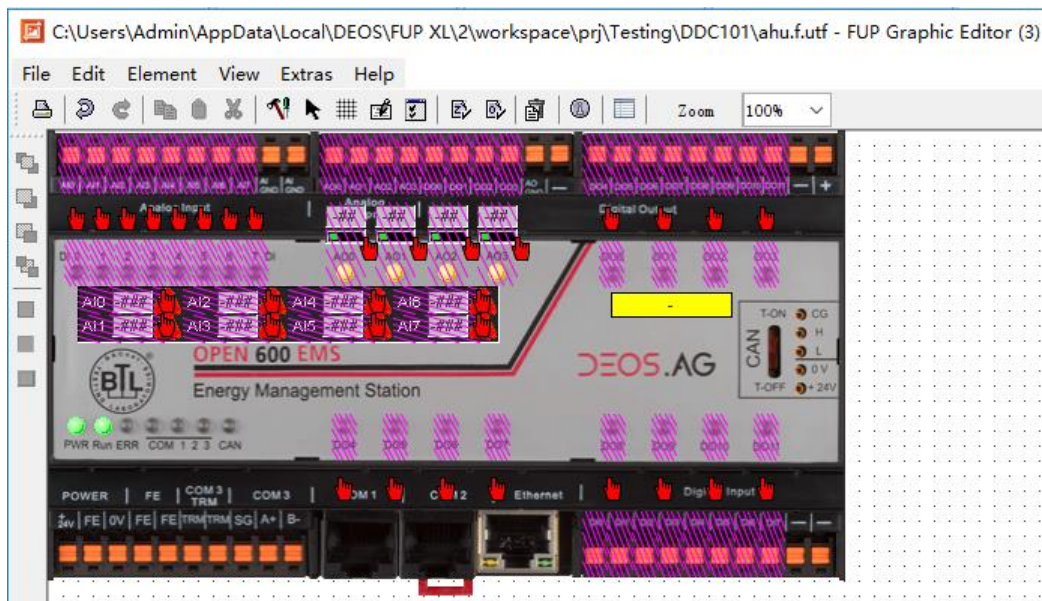
2. To create this is very easy, as the graphic is included already in our macro. First we open the "ahu.f" FUP page, and add a new graphic page called "Controller"
3. From the "Graphic Elements", "Control Elements", click on "Dialog01" and draw a rectangle. Double click on it to change it's properties, click "Expanded" tab



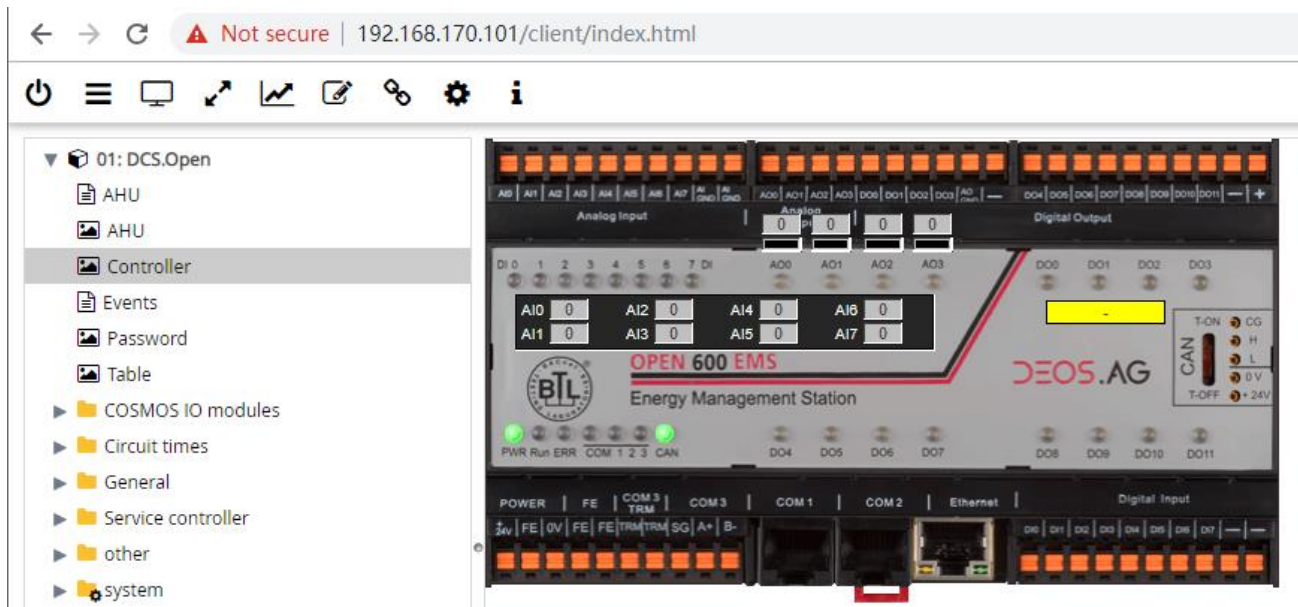
4. Click on the "..." icon next to "Page Reference <Fuppage.f:page number>". Select the graphic page 49, from the "indi8o12" FUP page and click "OK"



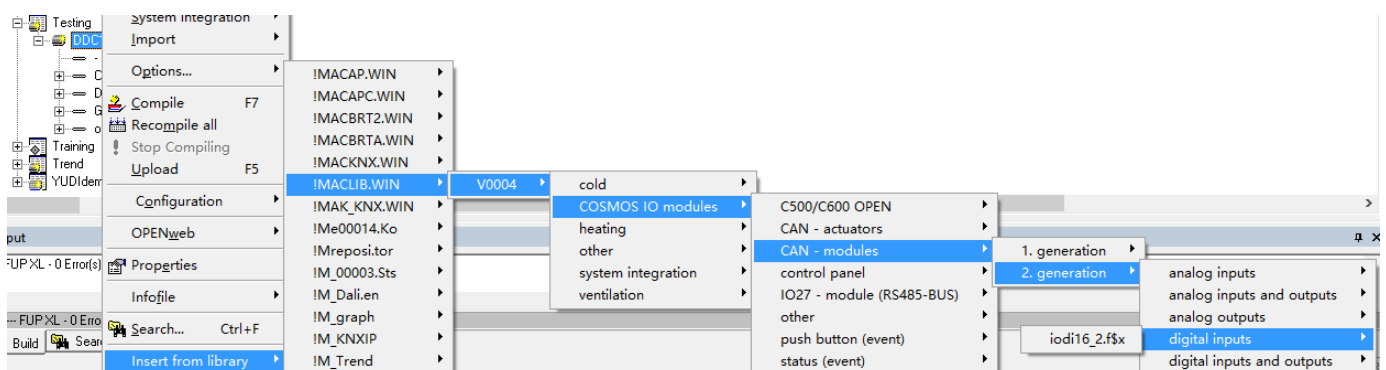
- Now you should see the controller in your graphic page



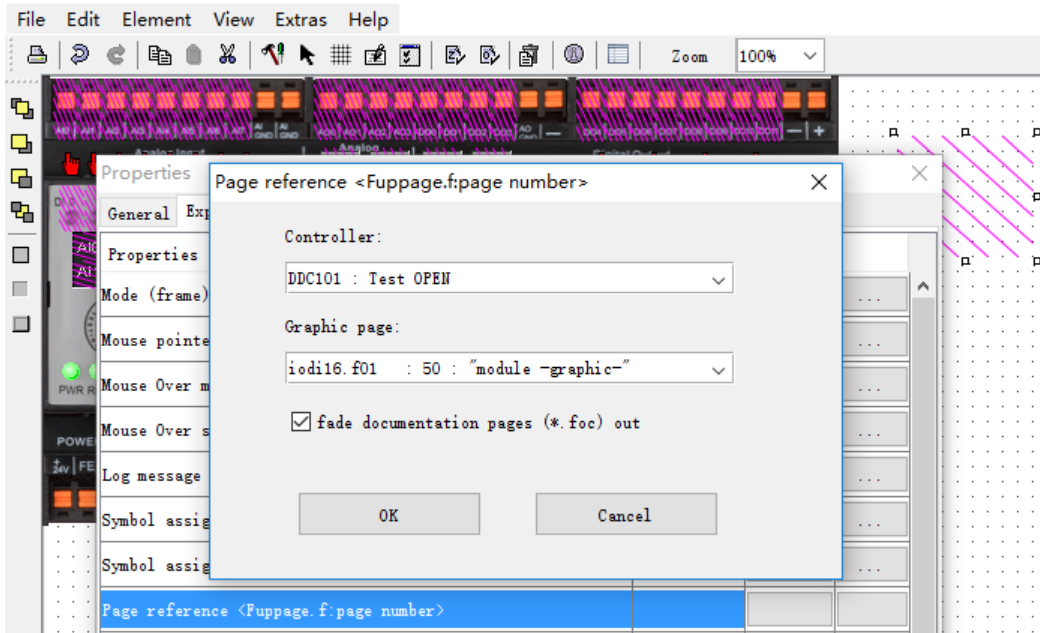
- It should look like this in browser. You can see the point name by moving your mouse over the LED or the terminal, and view details and operate the points by clicking on it



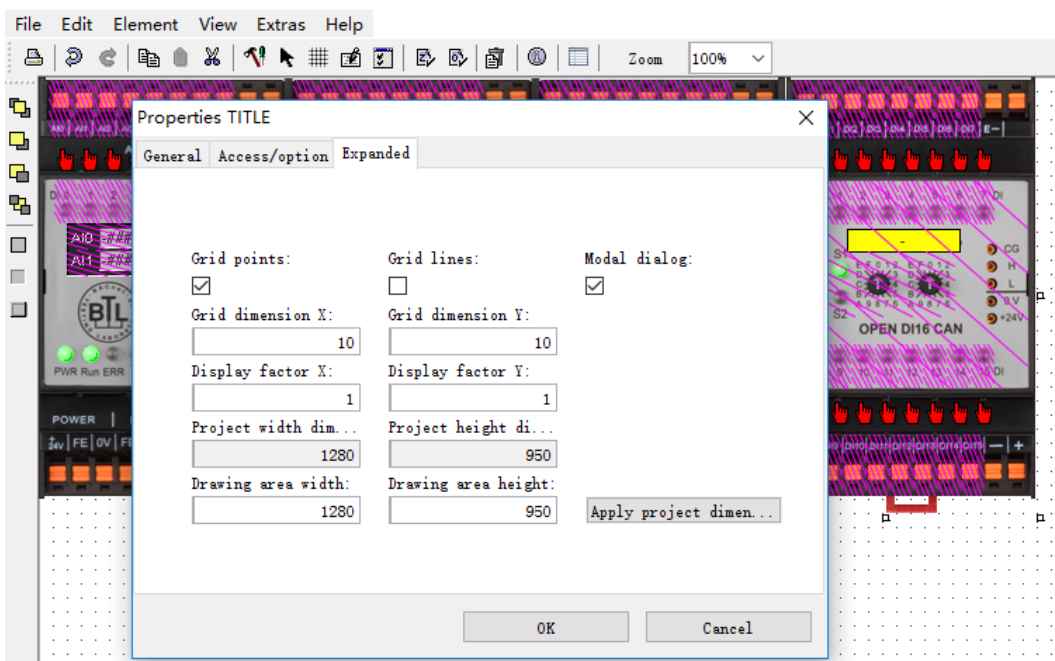
- Now we'll add an IO module to your controller and add the graphic. You can refer to TT180801 on how to add IO module using Excel spreadsheet, or you can add the macro directly in FUP.
- Click on your controller, right click, select "Insert from Library", "IMACLIB.WIN" and follow the path below to select the DI16 module. Select "Do not call definition file and replace definitions directly" and click "OK"



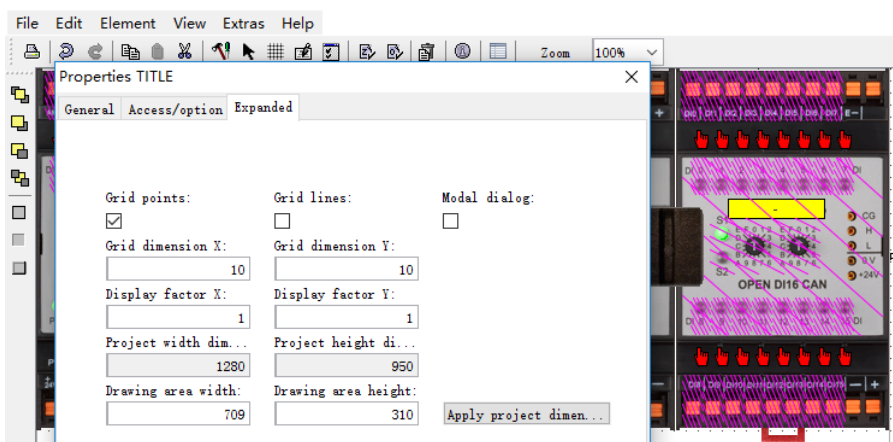
9. Compile the controller. Open the “Controller” graphic page, add another “Dialog01” and select graphic page 50 for the “iodi16” FUP page. Move it to the right of the controller



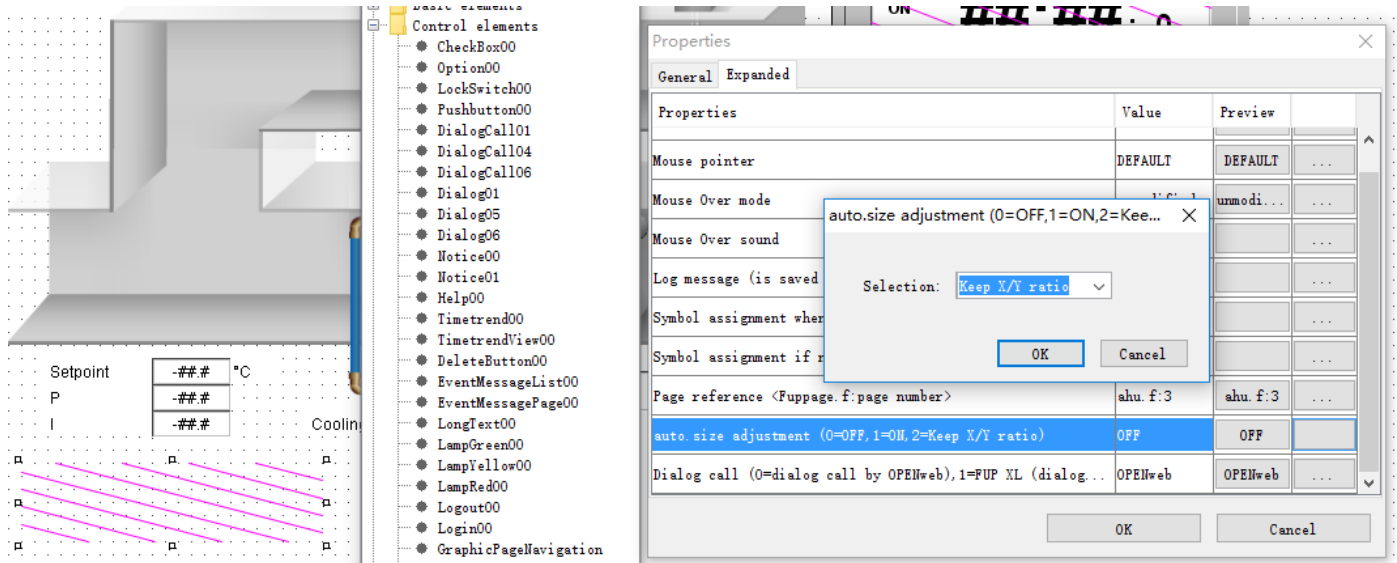
10. Now we want to make the graphic page exactly the same size of your graphic. Select “Extra”, “Title” from the menu, click on the “Expanded” tab, and check the “Modal Dialog” checkbox



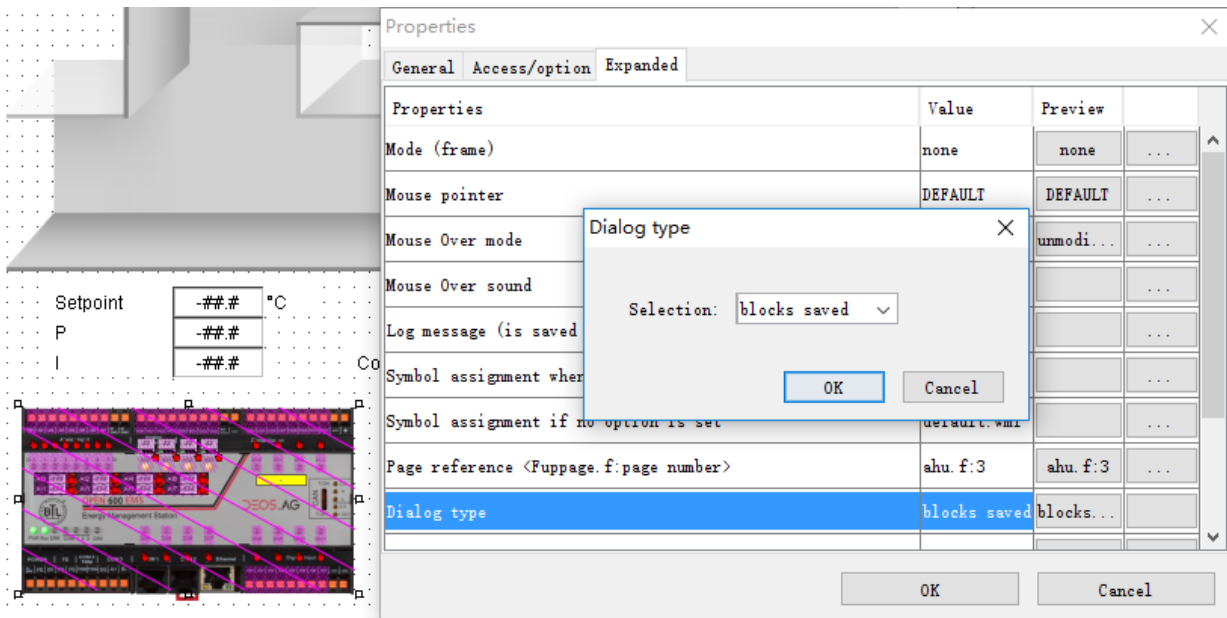
11. The page size is changed automatically. Remove the check of “Modal Dialog”, save and close



12. Now we add this to the AHU graphic. Open it, add a “Dialog01” and select the graphic page 49, from the “indi8o12” FUP page. Change the property “Auto Size Adjustment” to “Keep X/Y ratio”.



13. Make it smaller to fit your page. Add a “DialogCall01” on top of it and select the graphic page 3 “Controller” of the “ahu.f” FUP page. Change the property “Dialog Type” to “Block Saved”



14. This is the result. Click on it to see the full controller in a popup window. Now, you can easily put all your controllers on a system graphic to see all the real-time controllers' status

