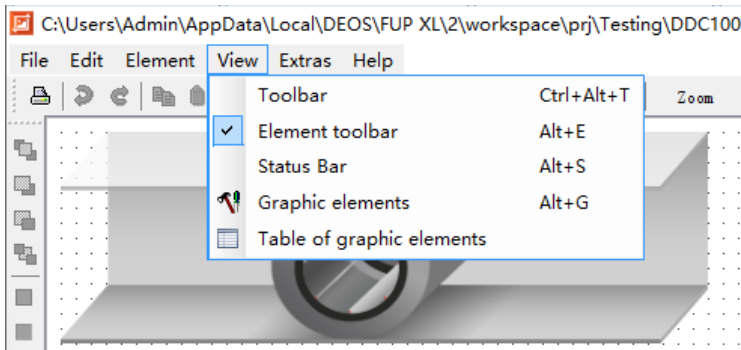
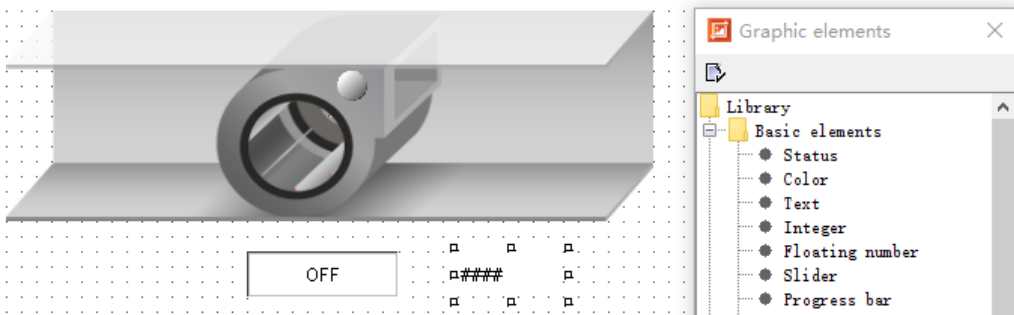


TT190102 - FUP - Dialog and Dialog Call

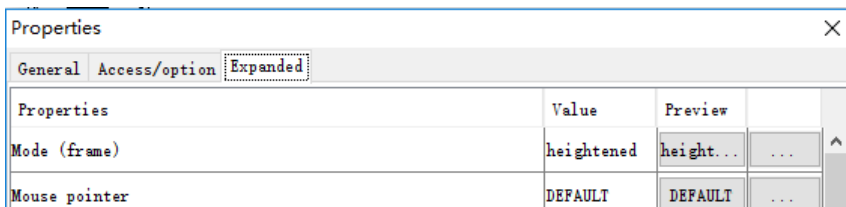
1. We can use Dialog and Dialog Call in graphic page to link to other pages, and showing other graphics in one graphic page
2. Open “ahu.f” and then graphic page “AHU”. Click “View”, “Graphic Elements” from the menu



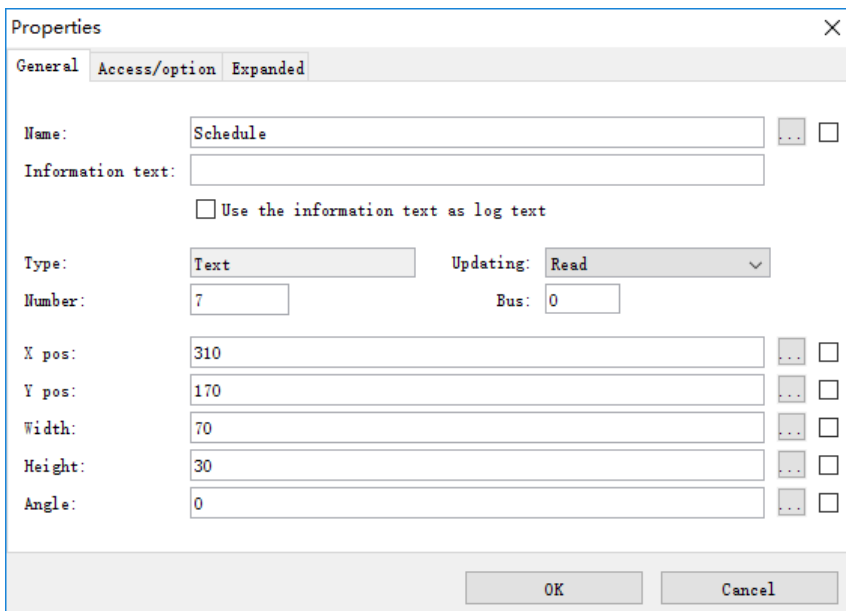
3. First, click on “Text” element from “Basic Elements”, then draw a rectangle on the graphic page



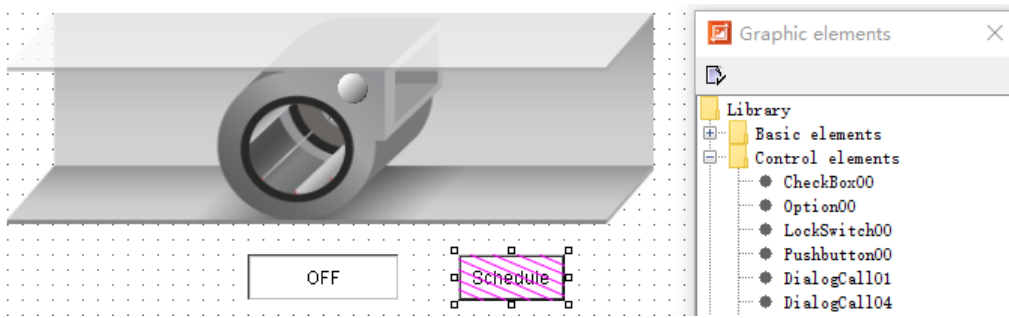
4. Double click on the “Text” element, change the “Mode (frame)” to “heightened”, and “Alignment” to “centered”




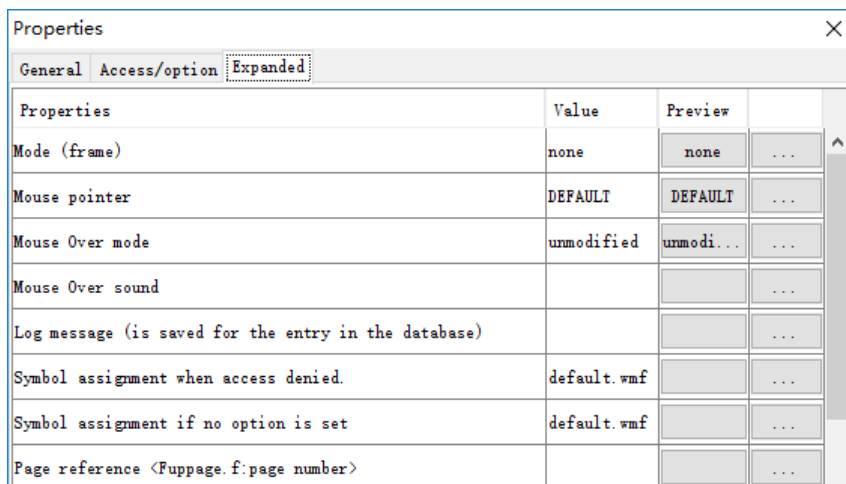
5. Click on “General” tab, change the “Name” to “Schedule” and click OK



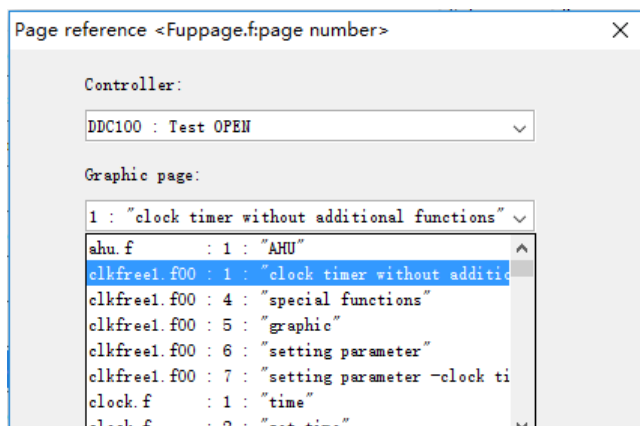
6. Now, from the “Control Elements”, click on “DialogCall01”, and draw a rectangle over the “Schedule” text



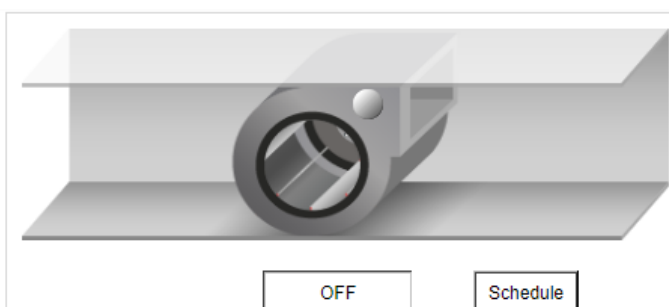
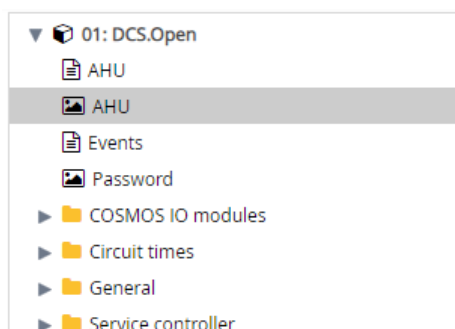
7. Double click on “DialogCall01”, click on “Expand” tab, and then click on  next to “Page reference <Fuppage.f:page number>”



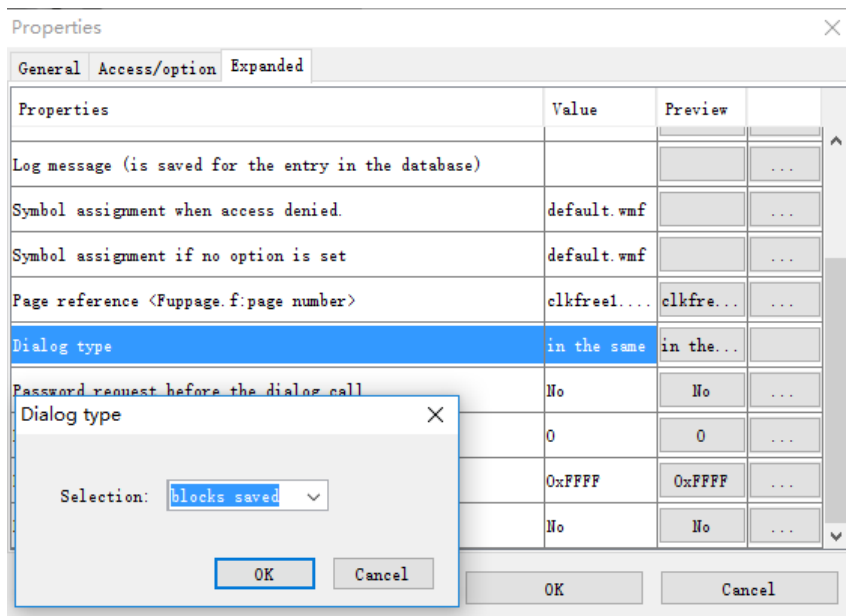
8. From the “Graphic page” pulldown menu, select “clkfree.f00 : 1 : “clock timer with additional functions””. Click OK 2 times to close the windows. Save and close the FUP page



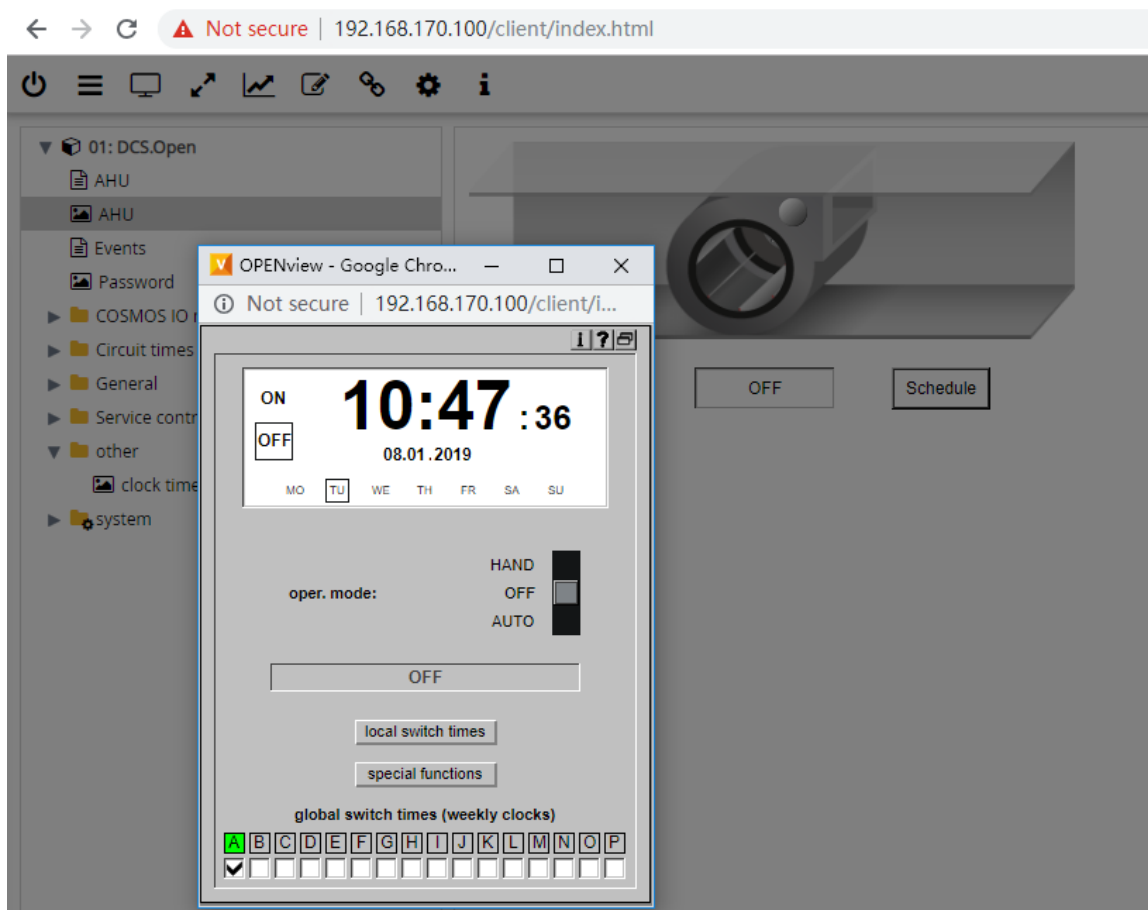
9. Compile and upload the controller. Click on the “Schedule” button to go to the schedule page



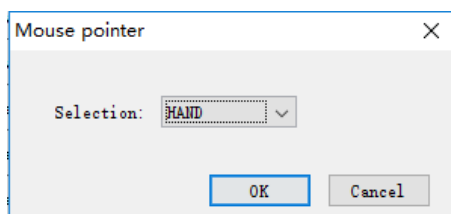
10. Instead of going to a separate page, you can also use popup window to show the graphic page. In the “Expand” tab, change the “Dialog Type” to “blocks saved”



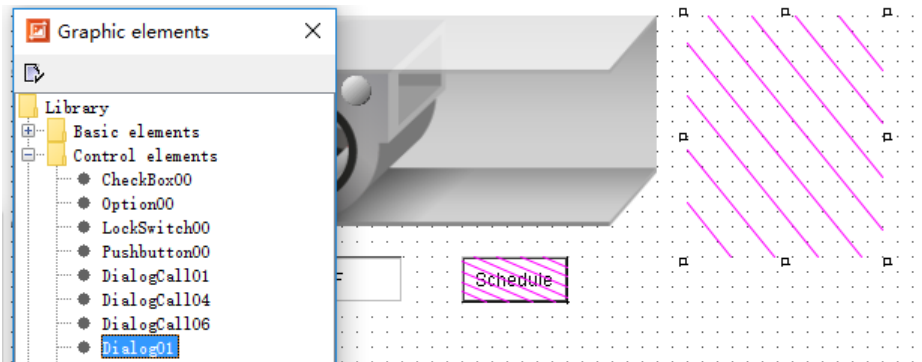
11. Now, when you click the “Schedule” button, a popup window will come up



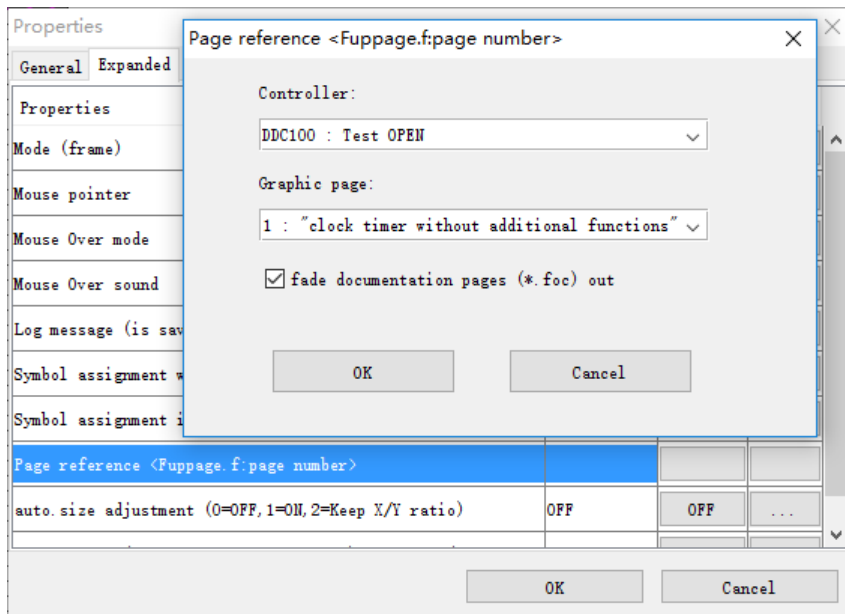
12. Change the “Mouse pointer” property to “HAND” to show an hand icon when mouse over



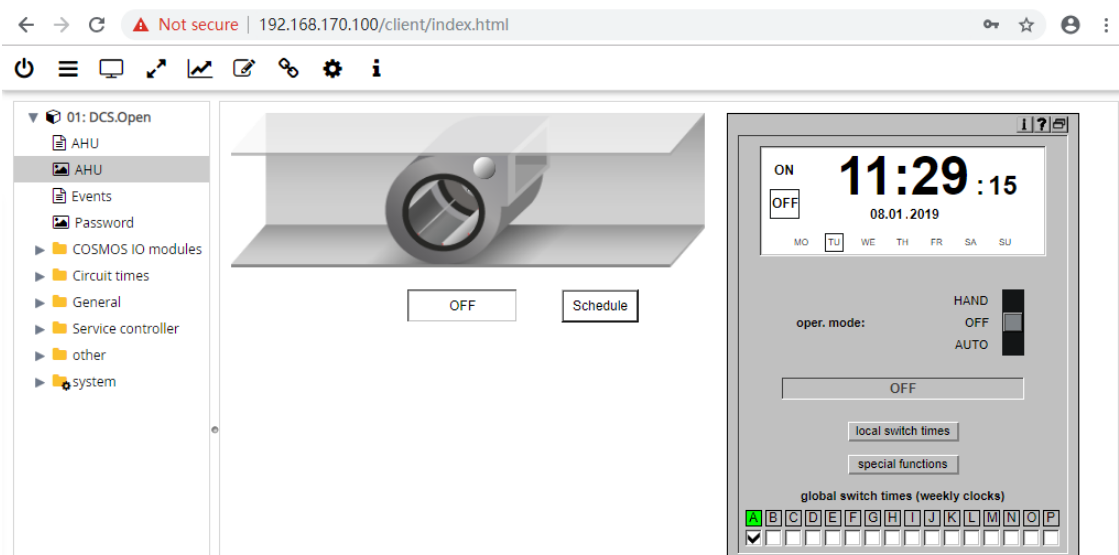
13. You can also show the graphic from other FUP page in your graphic by using “Dialog01”



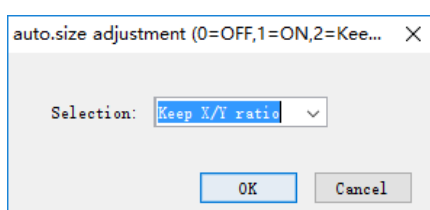
14. Double click on “Dialog01”, change the “Page Reference” to page 1 of “clkfree.f00”



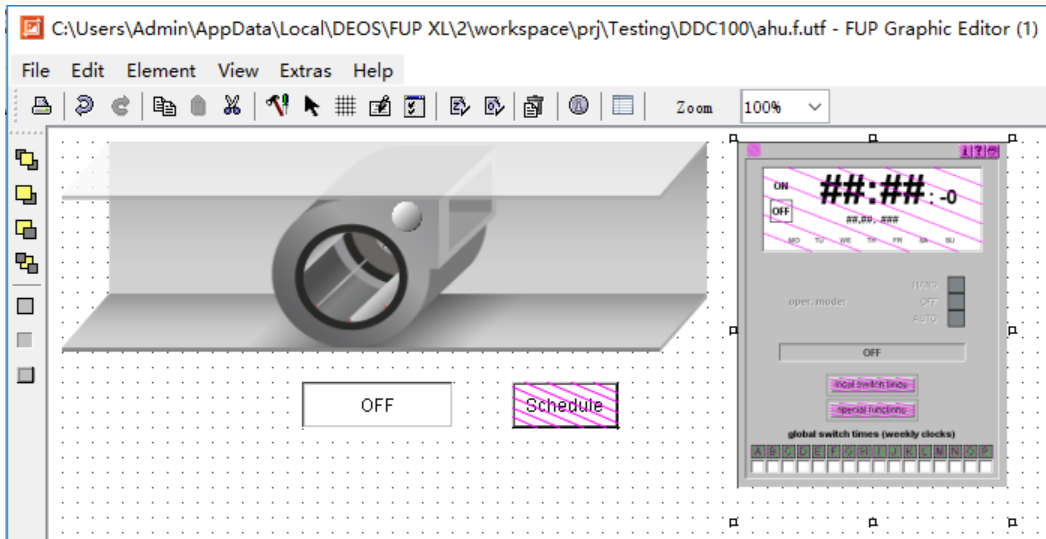
15. Now you can operate the schedule directly on your own graphic page



16. Change the “auto size adjustment” property to “Keep X/Y ratio” to change the size



17. Now you can use the mouse to make the dialog small or bigger in your graphic page



18. If you use “Dialog06”, you can link it to an “Input” or “Display”, and base on the value of it, “Dialog06” can show up to 50 different graphics. For example, you can use it as slide show

