# TT210301 – FUP - Interaction Between FUP Pages

1. There are many ways to interact between FUP pages (and macros) in your controller. For example, if you want to read the fan status point from the OPEN 600 internal IO module, you can use the "Cross Reference" module

2. Drag and drop the "Cross Reference" module to your FUP page. Select "INDI8O12.F00" for the "FUP Page", and select "i00 (AHU\Supply Fan Status) for the "Reference"
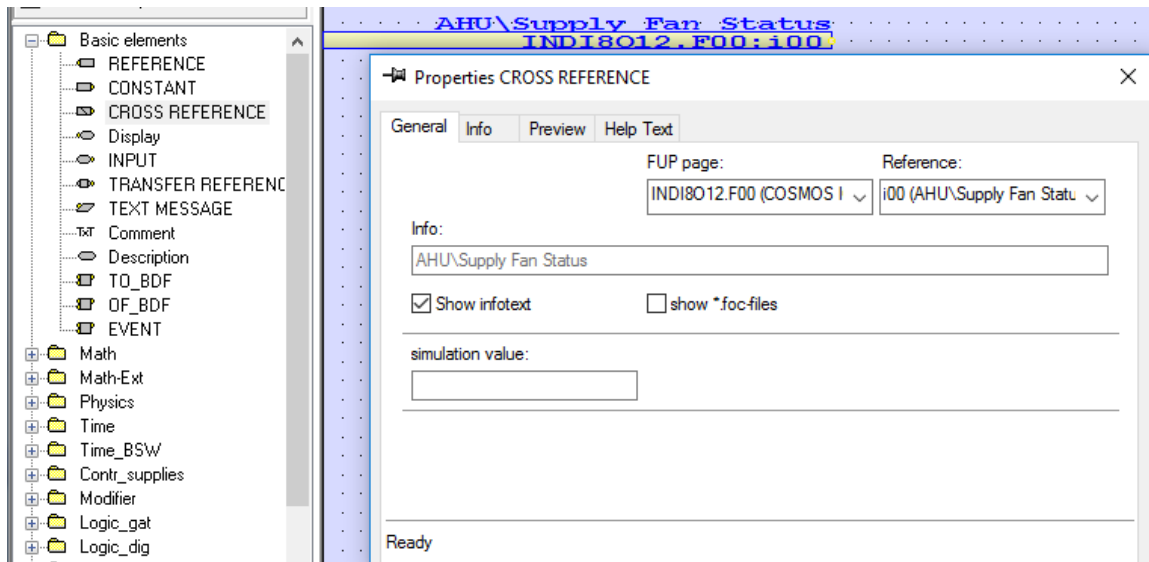

3. This can be used to read any value from any macro (or FUP page) in the controller, just select the correct "FUP Page" and "Reference" in the "Cross Reference" module

4. To transfer points between controllers, we can use the FUP module "Transfer Reference". Please refer to "TT190704-FUP-Transfer Points between Controllers" for details
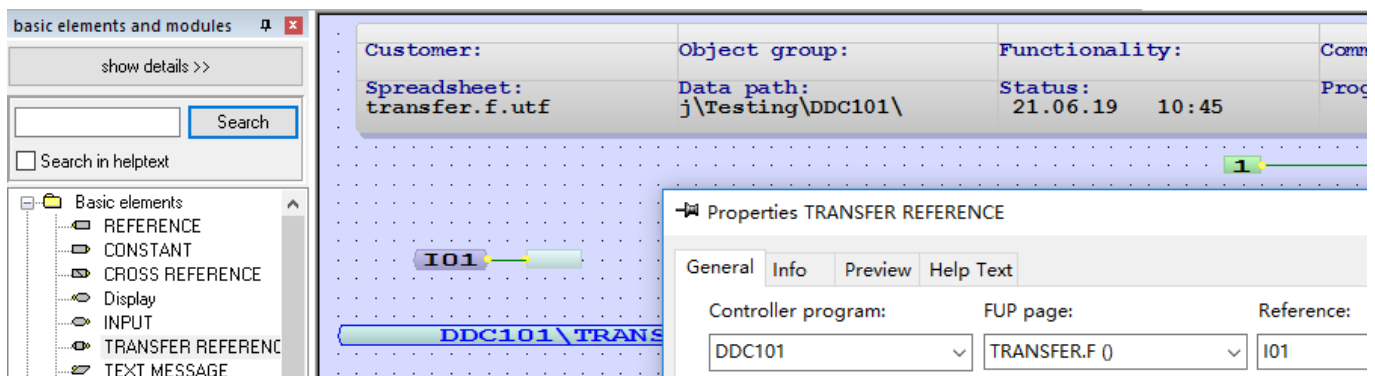

5. To create a "point" in your FUP page that allow other FUP page to read, you can use the "Reference" module. Just link it to a value and assign the name of the reference. For more information, please refer to "TT180802-FUP-Your First FUP Page"
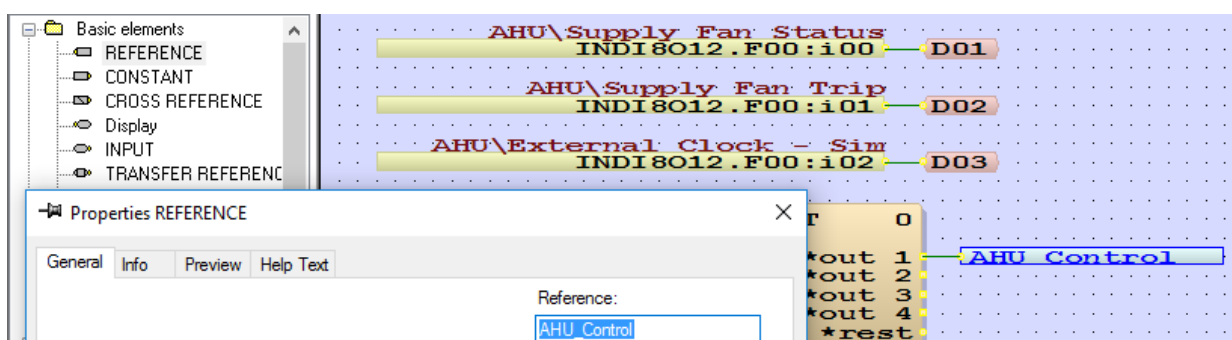
6. If you only need to show the values from another FUP page (or macro) in your own graphic page (i.e. no logic), you can simply add the FUP page name in the "Name" property in Graphic Editor. In the below example, the "Name" is "FUP:clkfree1.f00:A01", meaning the value "A01" come from the FUP page (or macro) "clkfree1.f00"
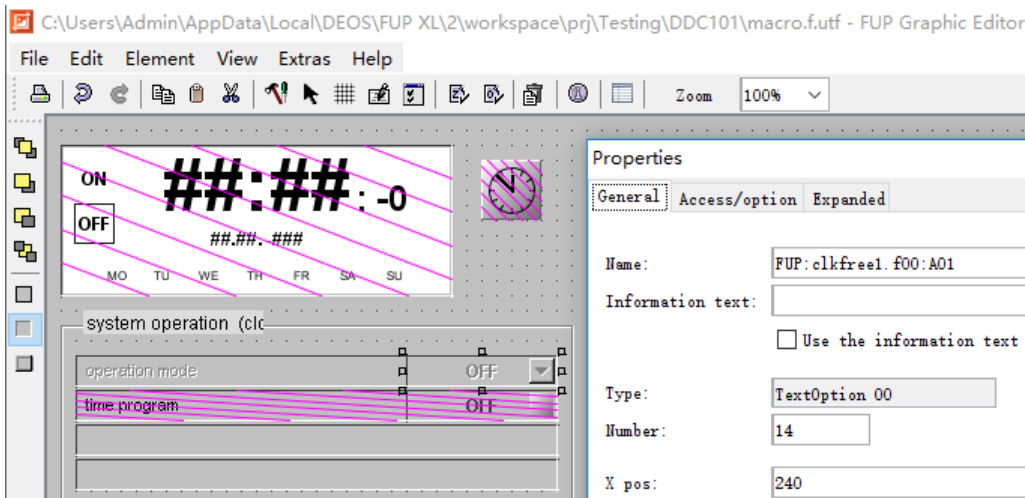

7. If your FUP page (or macro) has some existing graphics, and you want to copy part of them to the graphic in another FUP page, you can use ""Copy of reference", and then paste it to your own graphic page. For details, please check "TT190805-FUP-Macro Usage"
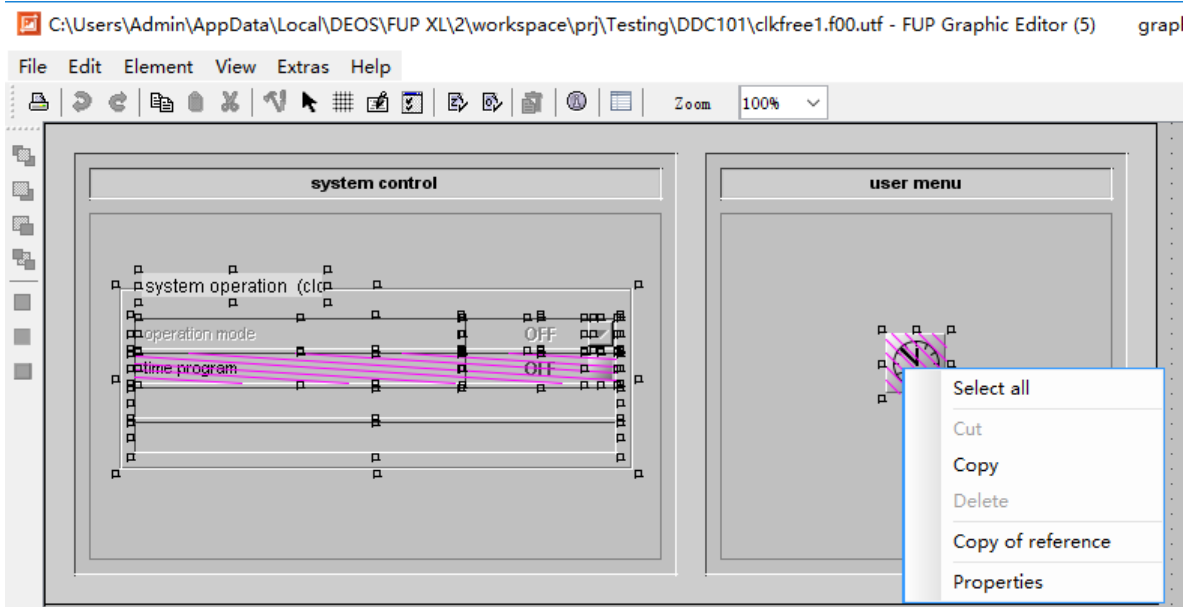

8. All our macros come with pre-defined graphic pages, and you can simply use them directly in your own FUP page with the graphic elements "Dialog" and "DialogCall"
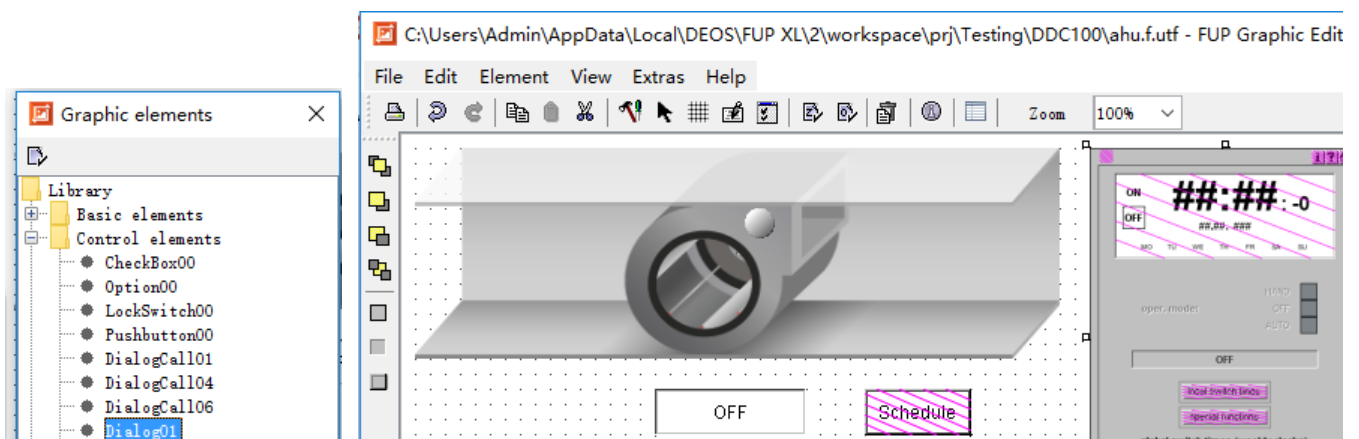
9. "DialogCall" allows you to create a button to open up the graphic page from another FUP page (or macro), and "Dialog" allows you to embed the graphic into your own graphic page. Check out "TT190102-FUP-Dialog and Dialog Call" for the usage

10. With "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. In the below example, one of the 3 different graphic pages will be shown when the "linked" value is 0, 1 or 2
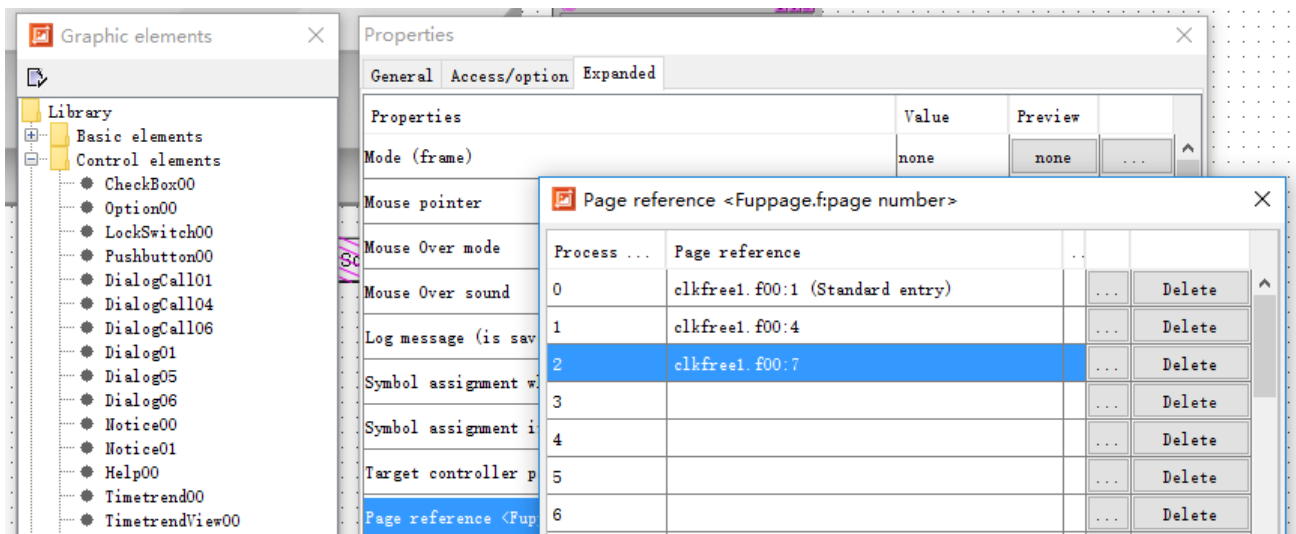
11. If you're using OPENweb (not support in OPENview), then you can use "Dialog" to show graphics from another controller within your FUP project
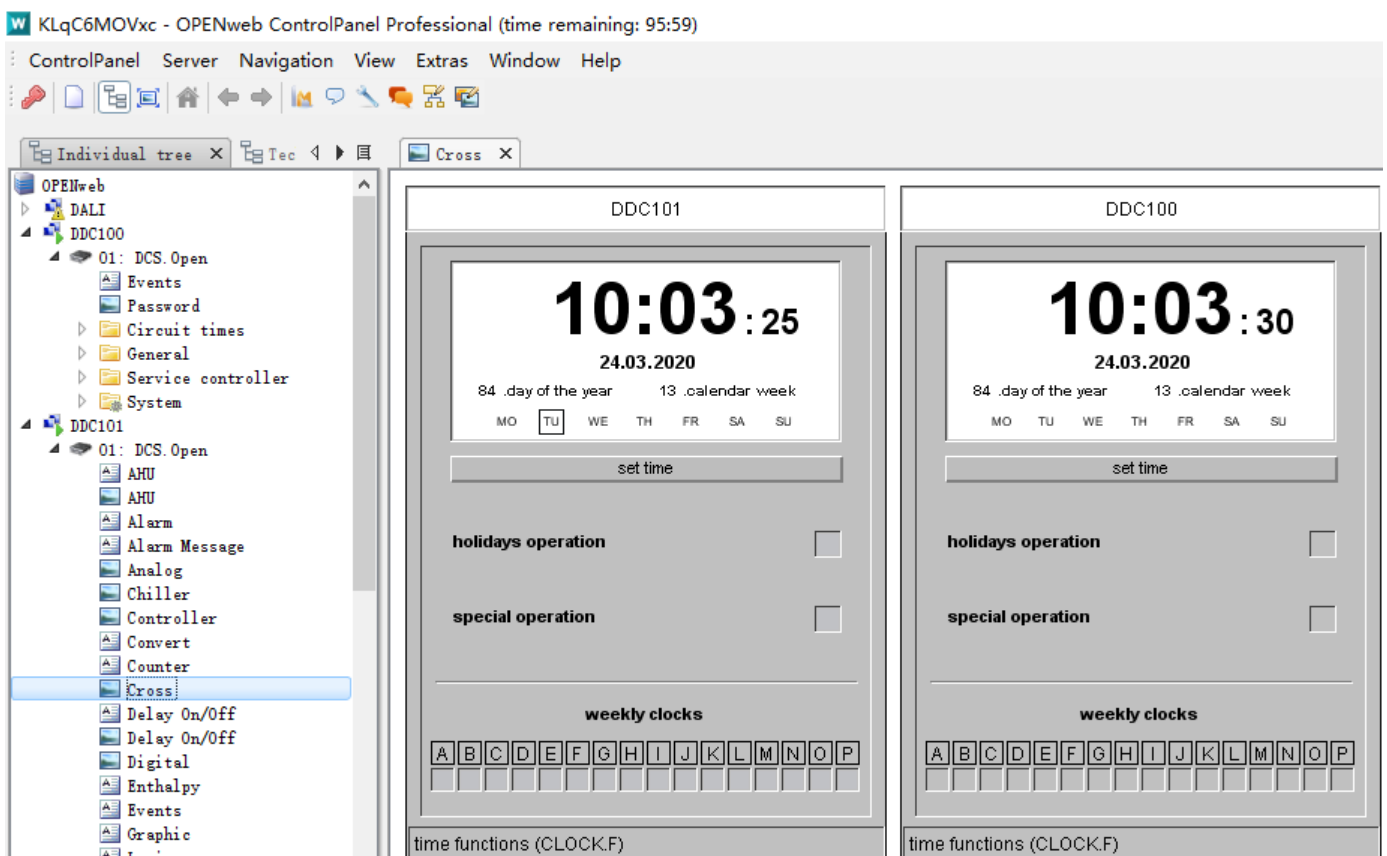
12. In the controller, you need to enable "Allow controller overlapping graphic elements (no standard controller)". For detail steps, please refer to "TT200402-FUP-Cross Controllers Graphic"