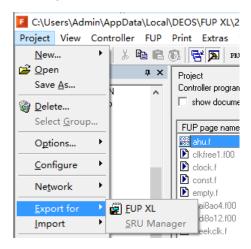
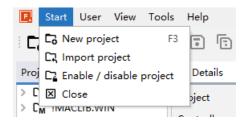
## TT221101 - OFXL - Migrate Existing Projects

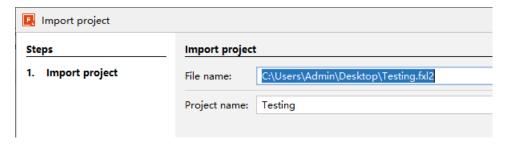
- 1. There are 2 ways to migrate your existing projects (e.g. FUP 2) to OPEN FXL 4.
- 2. To export your project, start FUP 2, select your project, click "Project", "Export For", "FUP XL" from the menu. Click the "Save" button to save the backup. The extension of the FUP project backup is "fxl2"



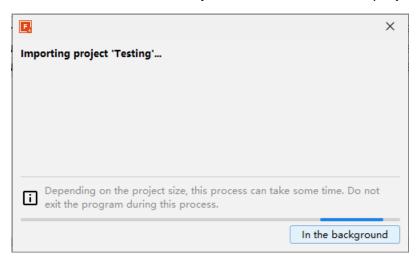
3. To import the FUP 2 project into OPEN FXL 4, Click "Start", "Import Project".



4. Select the project and click "Finished".

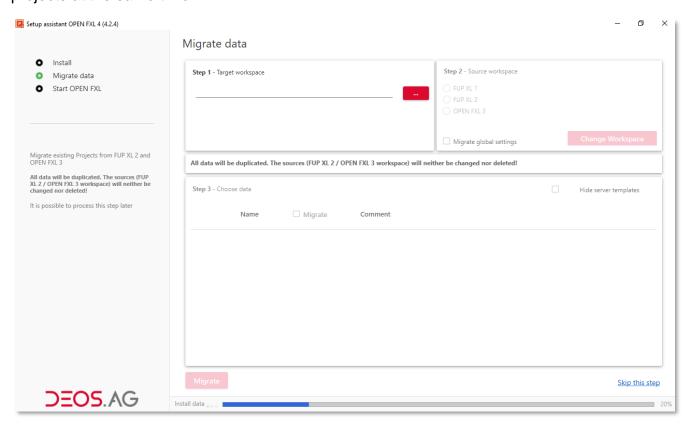


5. Wait until it's finished, and you should now see the project in OPEN FXL 4.

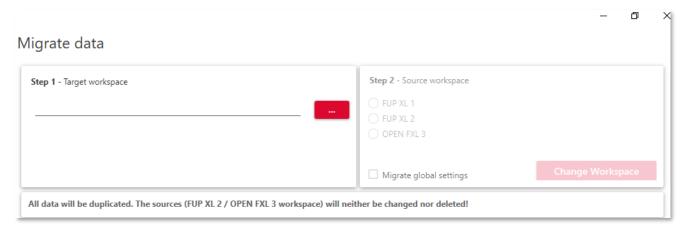


6. You can use the same process to import your existing macro libraries in FUP 2 to OPEN FXL 4

7. The other way, during the installation of OPEN FXL 4, you have the option to migrate the projects at the same time.



8. First, select the target workspace and your existing FUP 2 projects (source workspace).



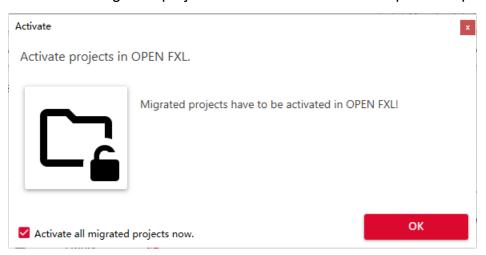
9. Please note that "All data will be duplicated. The source (FUP XL 2 workspace) will neither be changed nor deleted".



10. You should then see the list of FUP 2 projects. Select the projects that you want to migrate to OPEN FXL 4. Please note that you need extra hard disk space if you migrate many projects. This may also take some time to complete if you have many projects.



11. Please note that the "!MACLIB.WIN" in FUP 2 cannot be migrated directly. You should use the OPEN FXL 4 version of "!MACLIB.WIN", which you can download from DEOS portal. Tick the "Activate all migrated project now" and click OK to complete the process.



- 12. **Note:** In many cases, it'd be better to do the migration later after you're familiar with using OPEN FXL 4. So, if you didn't do it during the installation, you can still do that by exporting the projects in FUP 2 and then import them in OPEN FXL 4.
- 13. It is possible to have both FUP 2 and OPEN FXL 4 installed on the same PC. So, you can continue to use FUP 2 for your existing projects, and use OPEN FXL 4 for your new projects. You can also import your FUP 2 projects into OPEN FXL 4 and so can use if for all your projects.