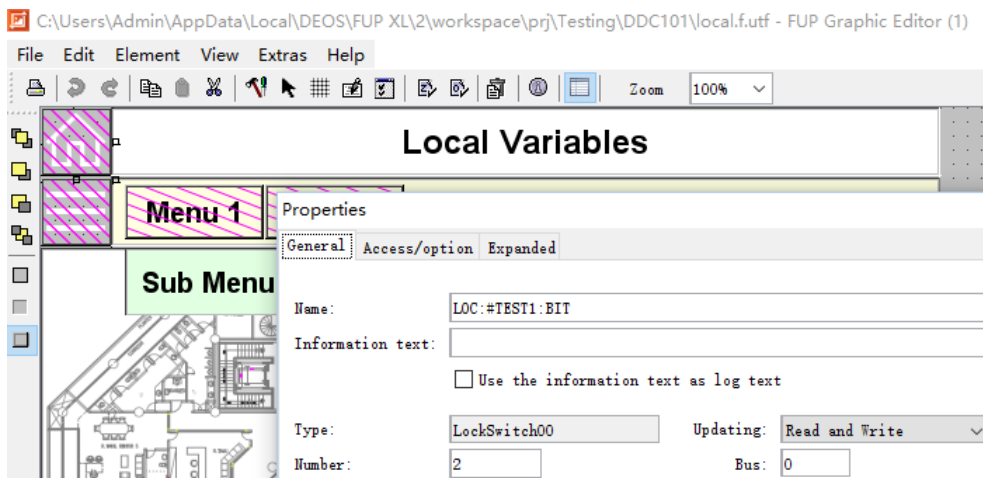
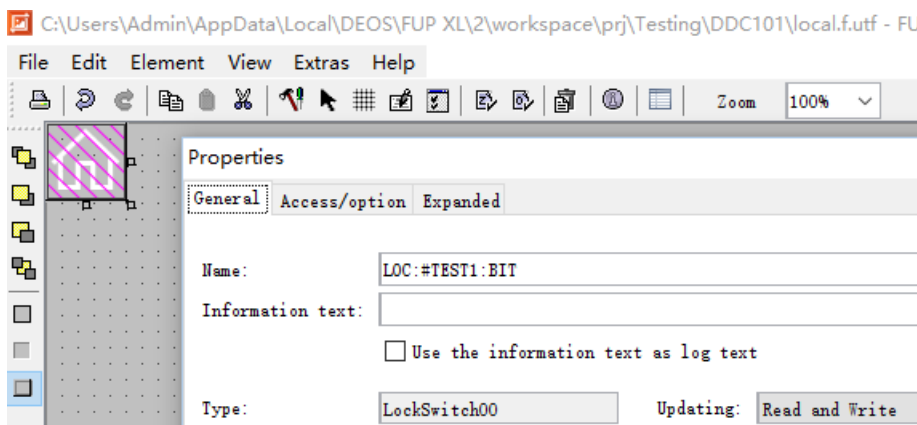


## TT210502 – FUP - Local Variables

1. Local variables are “virtual points” that you can use in your graphic pages, without creating the point in FUP page. They are very useful in showing/hiding graphic elements, creating pull down menu, and showing different equipment in a single page, etc.



2. Let's start from the basic. First, create a new graphic page, add a button (“LockSwitch00” graphic element), set the name to “LOC:#TEST1:BIT”, set it to “Read and Write”



3. Go to “Expanded” tab, set the “Image is printed with this value” to 1

Properties		
General Access/option Expanded		
Properties	Value	Preview
Mouse Over sound		
Log message (is saved for the entry in the database)		
Symbol assignment when access denied.	default.wmf	
Symbol assignment if no option is set	default.wmf	
Image is printed with this value	1	1

4. Copy the button, put it on the top, and set “Image is printed with this value” to 0

Mouse Over sound		
Log message (is saved for the entry in the database)		
Symbol assignment when access denied.	default.wmf	
Symbol assignment if no option is set	default.wmf	
Image is printed with this value	0	0

5. Go to “Access/option” tab, set the “Display Element” to “LOC:#TEST1:BIT”

Display element: ☒ ☐

LOC:#TEST1:BIT

6. Add a “Text” graphic element, go to “Access/option” tab, set the “Display Element” to “LOC:#TEST1:BIT”

**Local Variables**

Properties

General Access/option Expanded

Access (binary): (hexadecimal)

F E D C B A 9 8 7 6 5 4 3 2 1 0 0xC00E

Option (binary): (hexadecimal)

F E D C B A 9 8 7 6 5 4 3 2 1 0 0x0000

Option value (process link): ☐ ☐

Display element: ☒ ☐

LOC:#TEST1:BIT

7. It's done! We've added a local variable called “TEST1” as a digital (bit) “point” in your graphic page. Using the 2 buttons (LockSwitch00), we set the point to 0 or 1, and use it to show/hide the text box in the graphic.
8. Test it in OPENview, you can click the button to show/hide the text box

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🏠 **Local Variables**

9. By default, when you load the graphic page, the value of “TEST1” is set to 0, so the text box is hidden when you first view the graphic. If you want to show the text box by default, you can set the default value to 1, by adding “:VAL:1” at the end

General Access/option Expanded

Name: LOC:#TEST1:BIT:VAL:1

Information text:

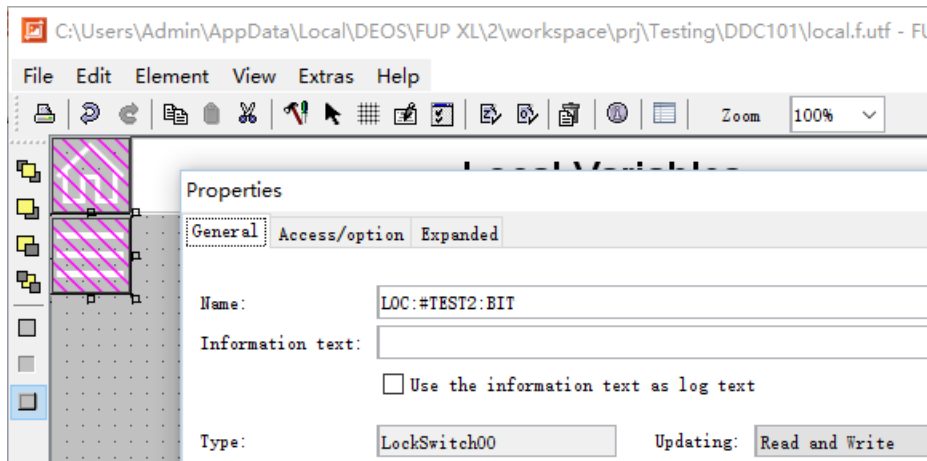
☐ Use the information text as log text

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🏠 **Local Variables**

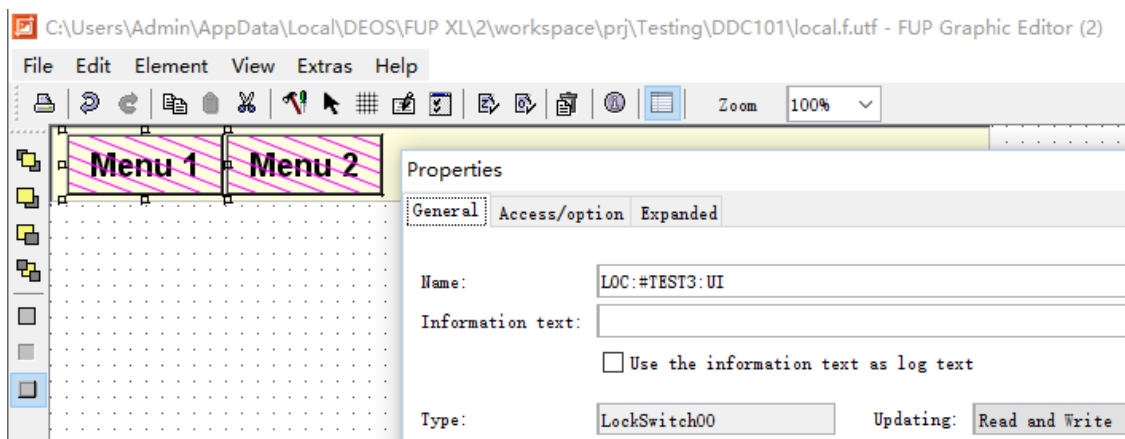
10. Next, we will use it to create a menu and submenu. First, copy the 2 buttons and change the name to "LOC:#TEST2:BIT". This create the 2<sup>nd</sup> local variable called "TEST2"



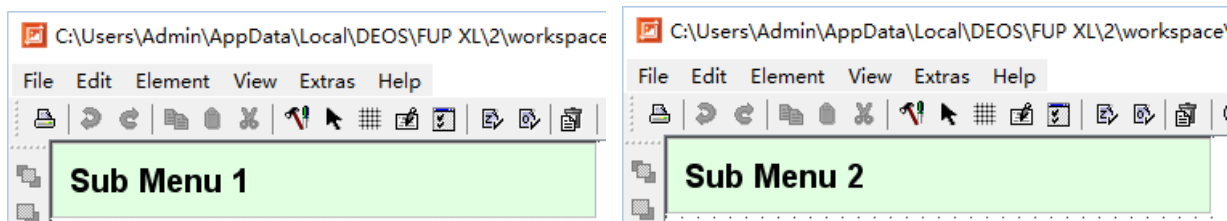
11. Remember to change the "Display element" to "LOC:#TEST2:BIT".



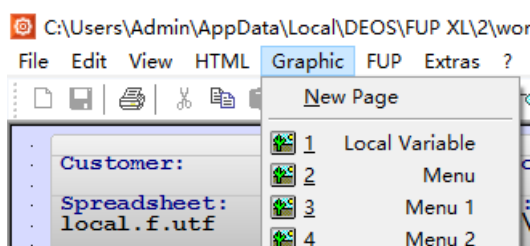
12. Now add a new graphic page called "Menu". Add 2 buttons (LockSwitch00) and set the name as "LOC:#TEST3:UI" (3<sup>rd</sup> local variable). We use point type UI, so you can add more submenus if required. Change the "Image is printed with this value" settings for the 2 buttons like before



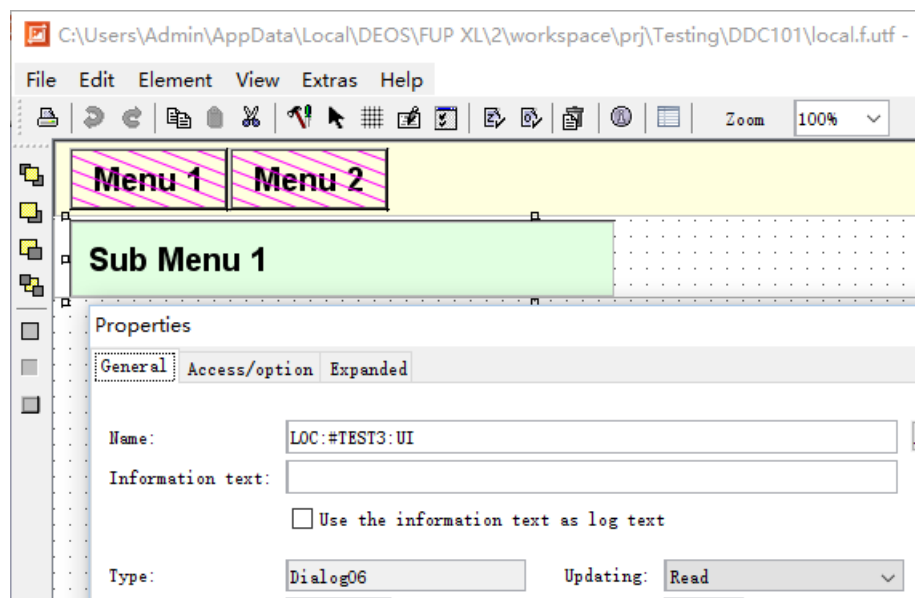
13. Then we add 2 more graphic pages for the 2 submenus. For simplicity, we just use a text box here, but you can add buttons inside to go the other pages as you like



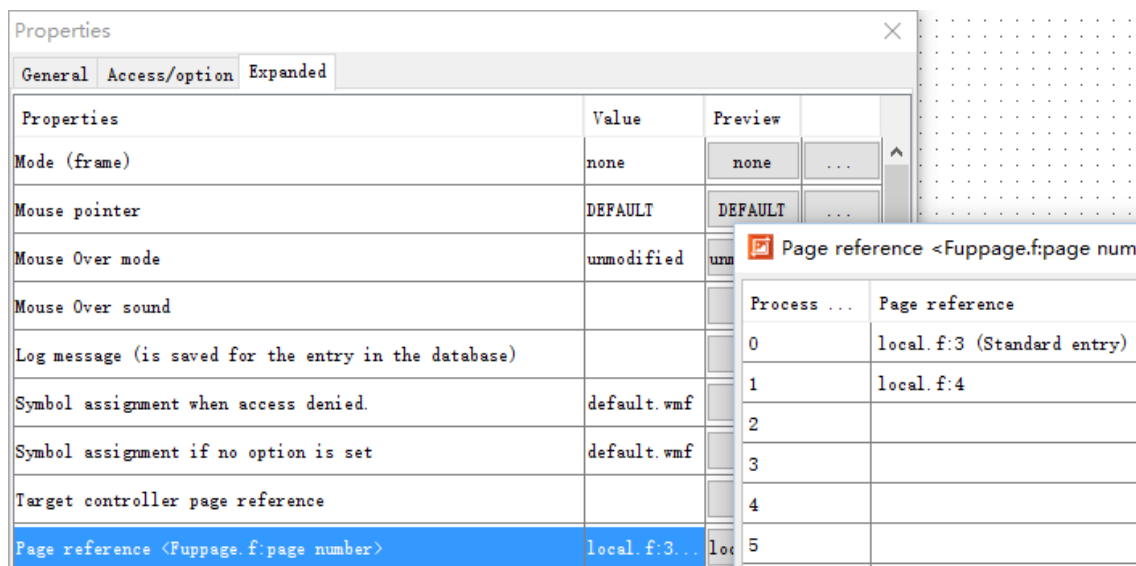
14. Now you should have 4 graphic pages



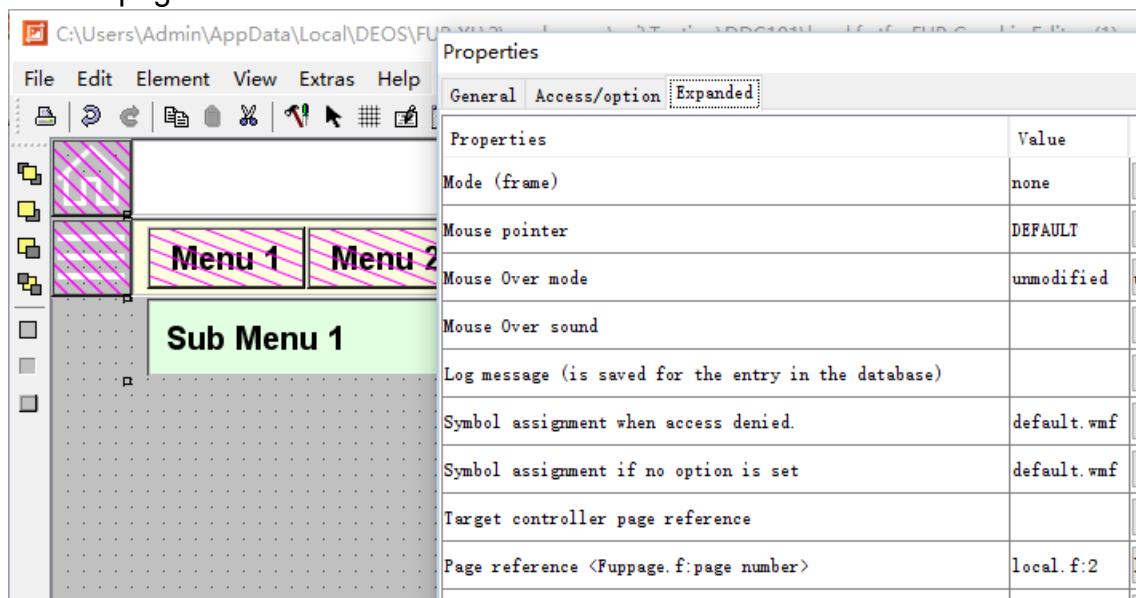
15. Go back to the “Menu” graphic page, add a “Dialog06”, set the name to “LOC:#TEST3:UI”.



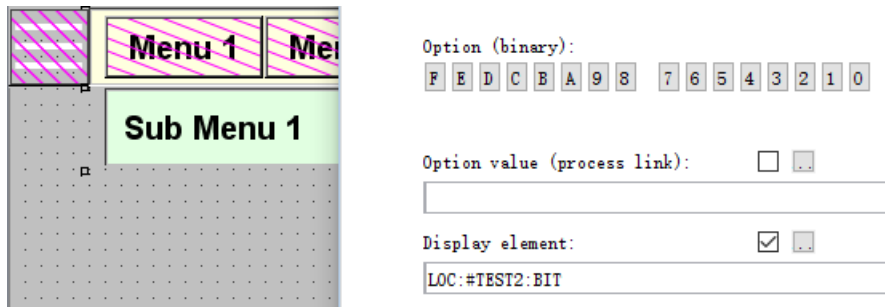
16. Go to “Expanded” tab, set the “Page reference” to the 2 submenu graphic pages. This let you show the different submenu by clicking the “Menu 1” and “Menu 2” buttons



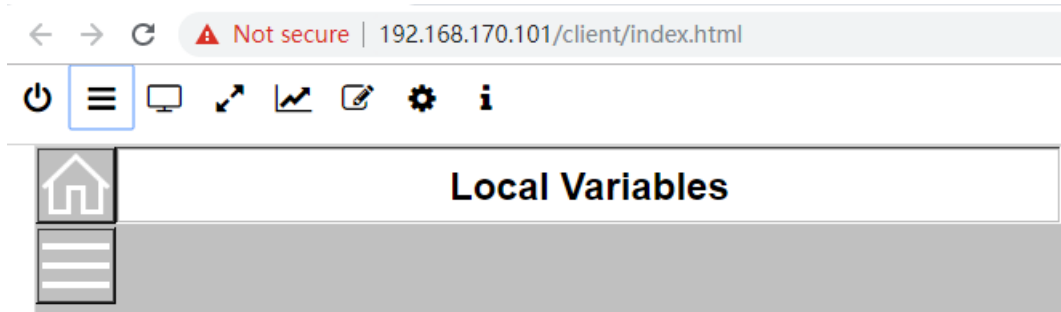
17. Finally, go back to the main graphic page, add a “Dialog06” and set the “Page reference” to the “Menu” page




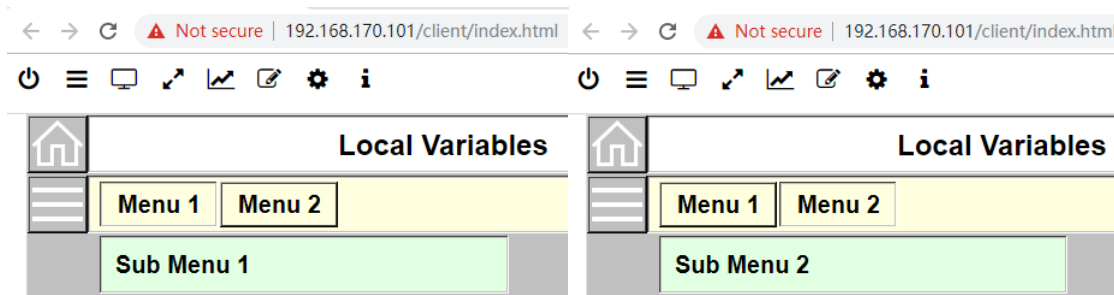
18. Remember to set the “Display element” to “LOC:#TEST2:BIT”, so you can show/hide the menu by clicking the button



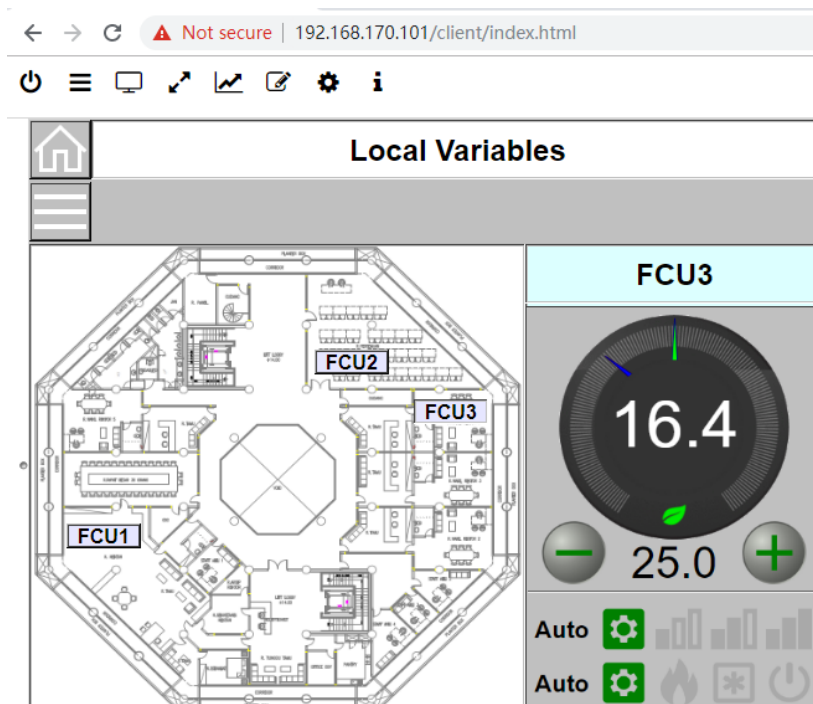
19. Let's test it in OPENview. When you first view the page, the menu is hidden



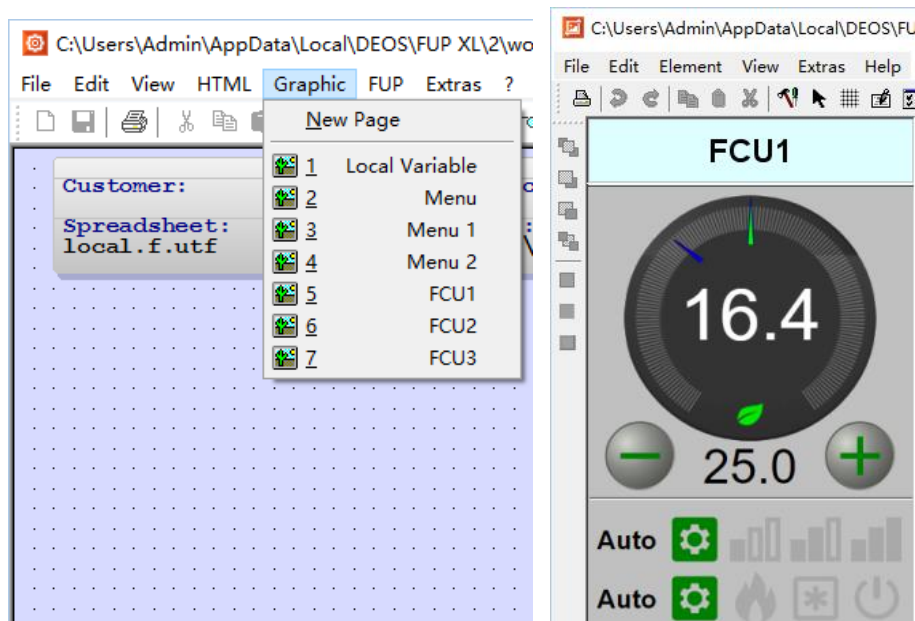
20. Click the  button to show the menu, and then click the “Menu 1” and “Menu 2” buttons to switch the submenus



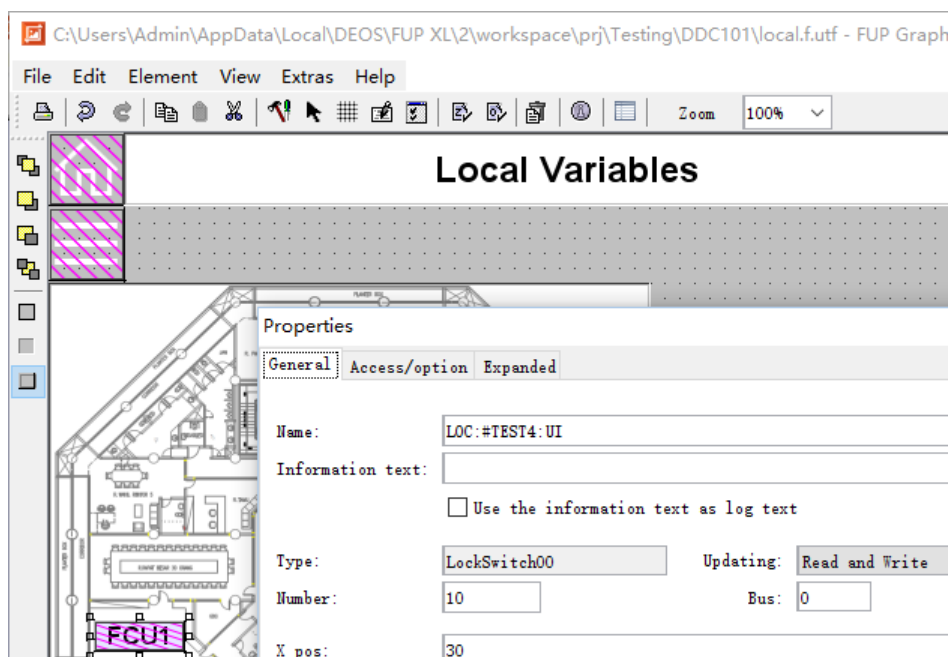
21. We can also use local variable to show different equipment (e.g. FCU) on the graphic together with the floor plan, like this



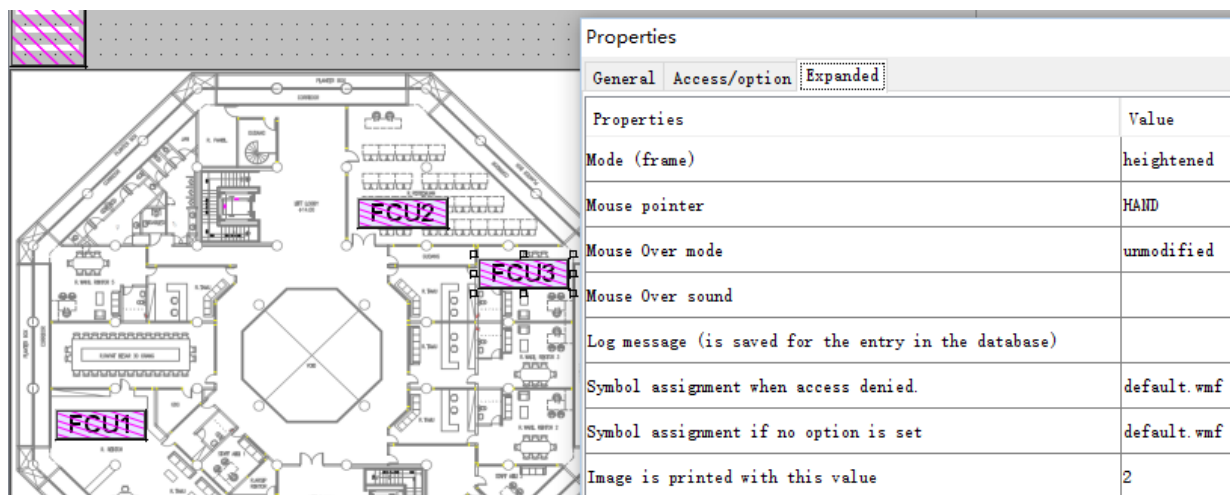
22. For testing purpose, first add 3 graphic pages for 3 FCU



23. In the main graphic page, add a floor plan as JPG file, and add a button (LockSwitch00) on the top of it. Set the name to "LOC:#TEST4:UI" (4<sup>th</sup> local variable). Set it to 0 when it is pressed

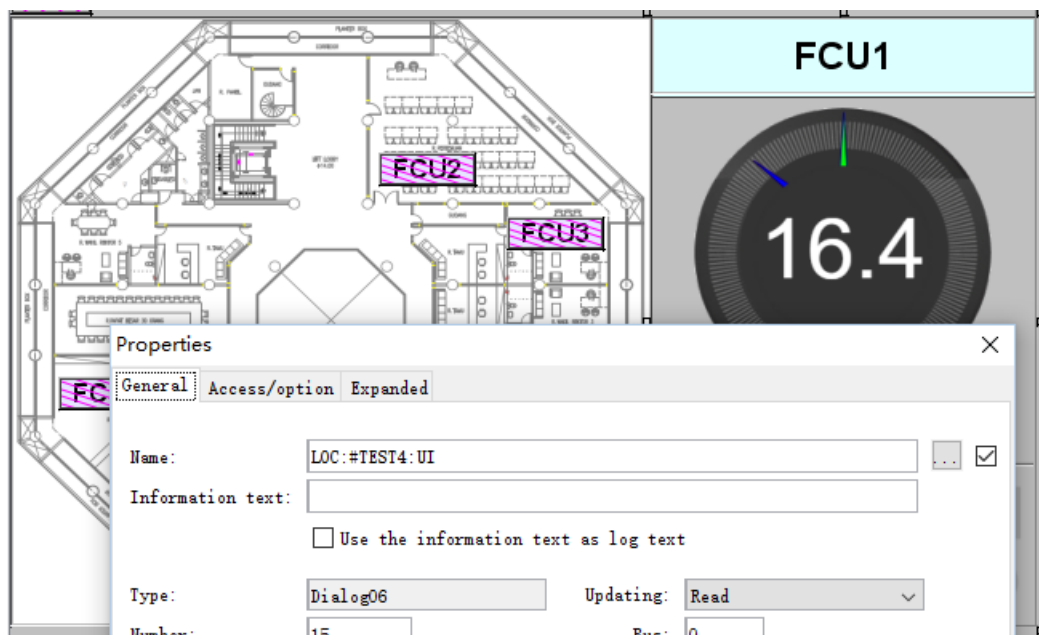


24. Copy it 2 times for FCU 2 and 3. Set "Image is printed with this value" to 1 and 2 respectively

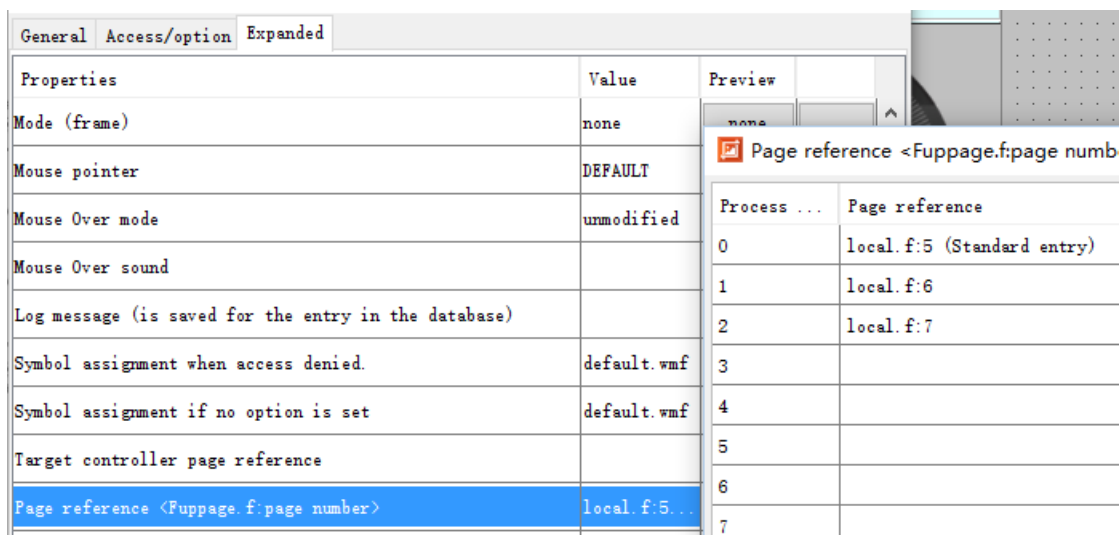




25. Finally, add a “Dialog06”, link it to “LOC:#TEST4:UI”



26. Set the “Page reference” to the 3 FCU graphic pages respectively



27. This is the final result, you can click the FCU buttons to show different FCU graphics

