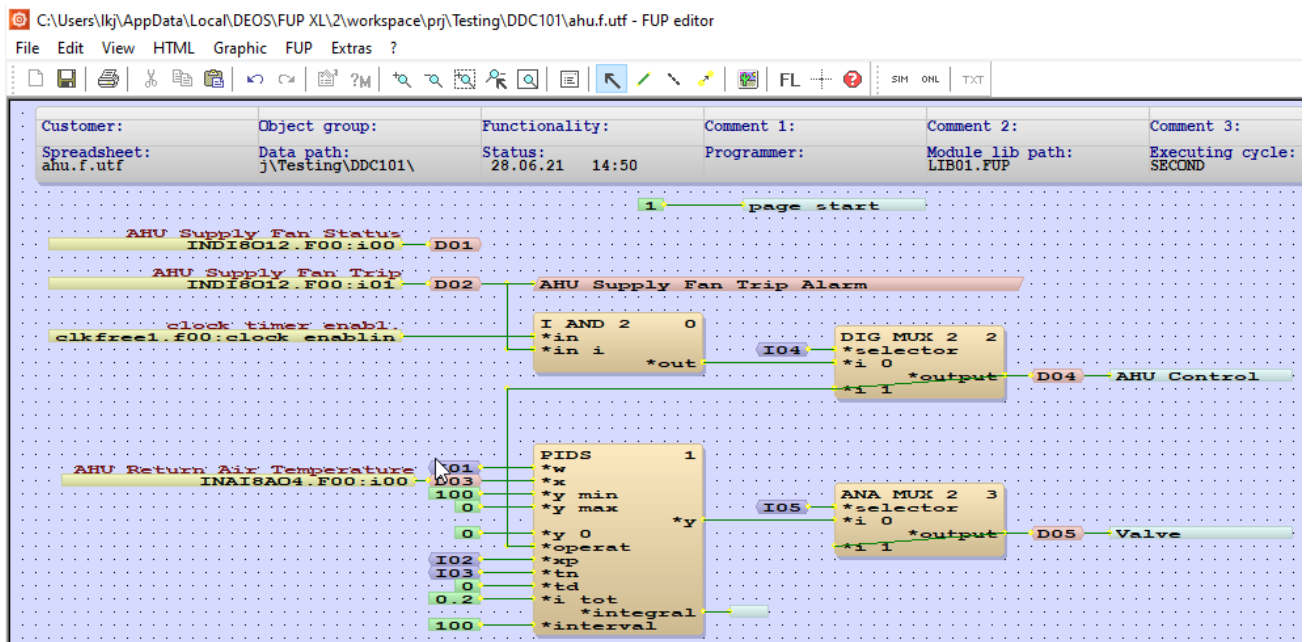
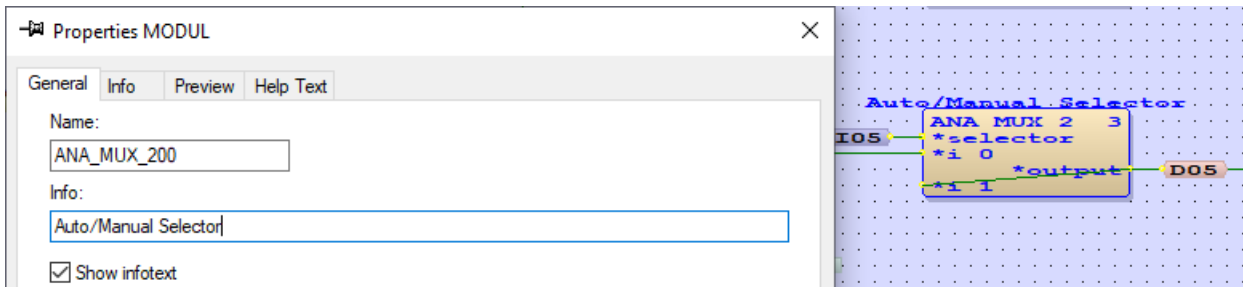


## TT211001 – FUP - Editor Tips

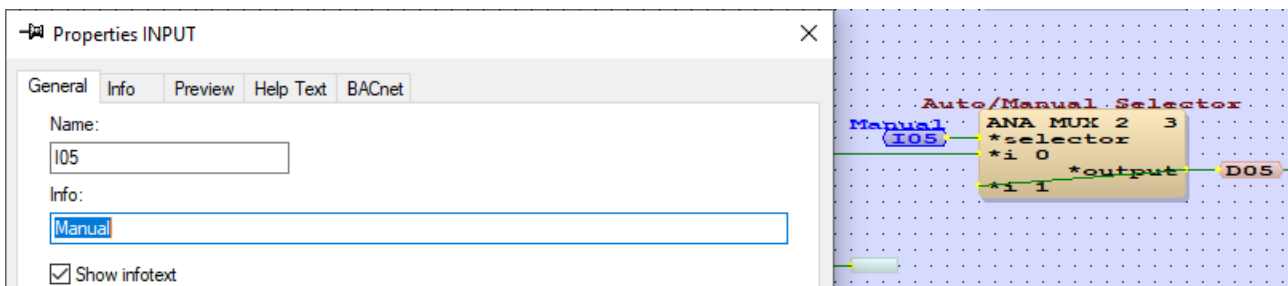
1. In this document, we will show you some tips to help you better in editing the FUP page. Let's open the "ahu.f" FUP page (or any other FUP page you have).




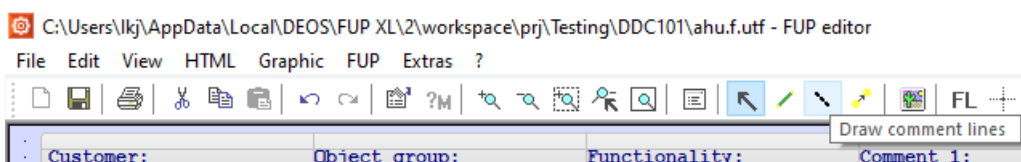
2. It's not easy to understand the program, right? Let's add some notes/comments so that it's easier to understand. First, double click on the "AUX\_MUX\_2" module. Type some notes to explain the function of the module and tick "Show infotext" to show it in the FUP page.



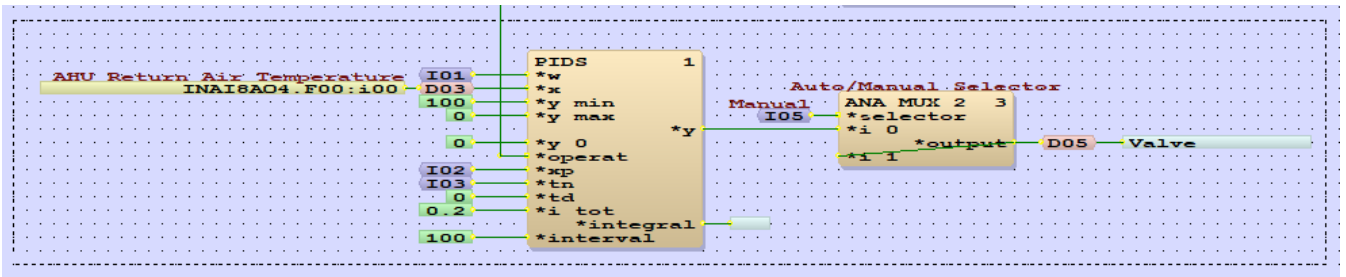
3. Do the same for the "I05" input.



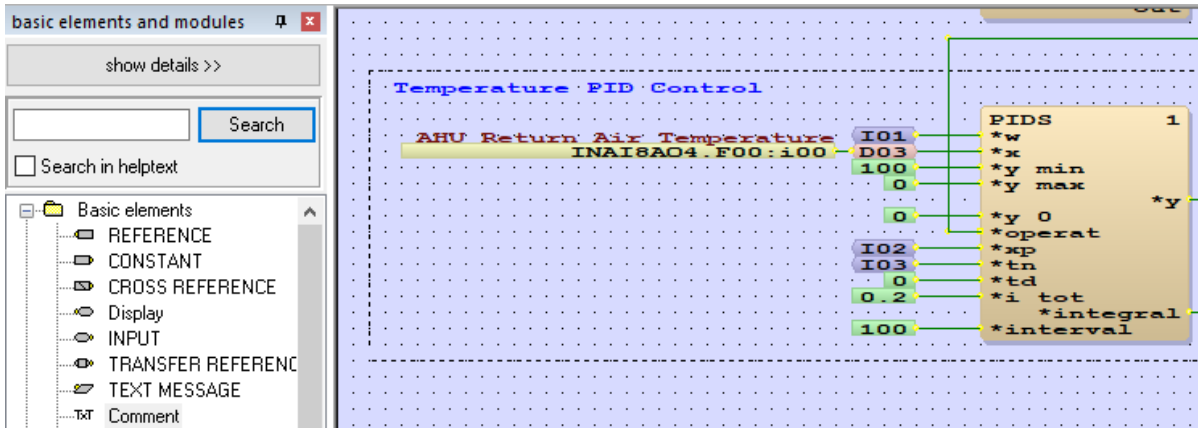
4. Now try the "Draw comment lines" function using the button .



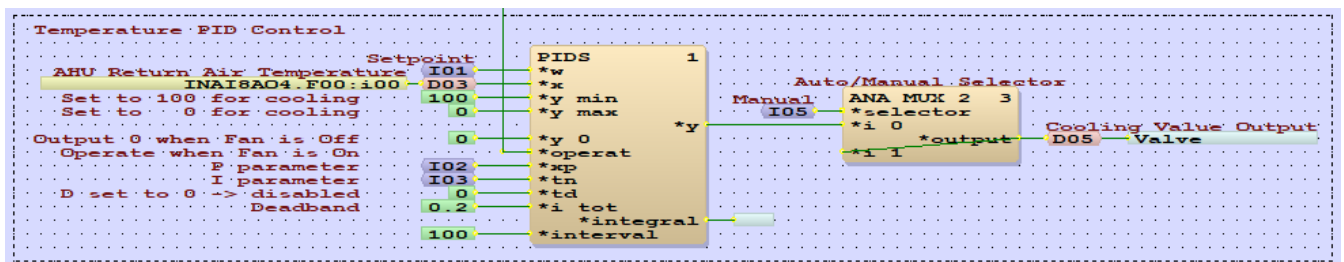
5. Click the button and draw a rectangle around the PID control functions.



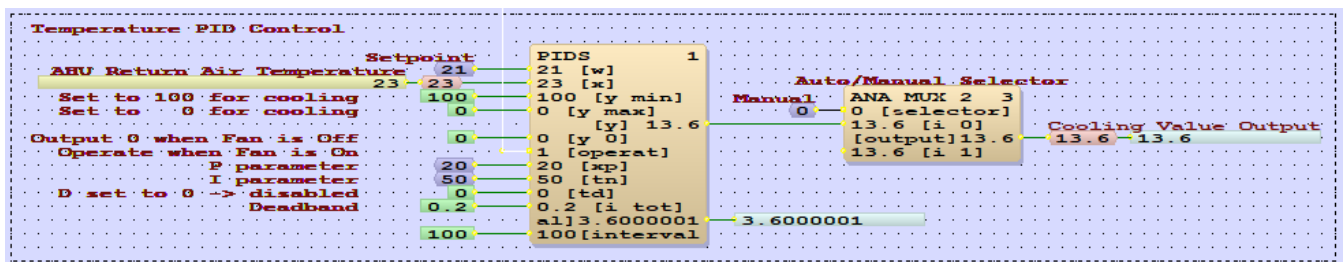
6. Under “Basic Elements” of the FUP modules, the “Comment” is for you to type any text you like in the FUP program for information.



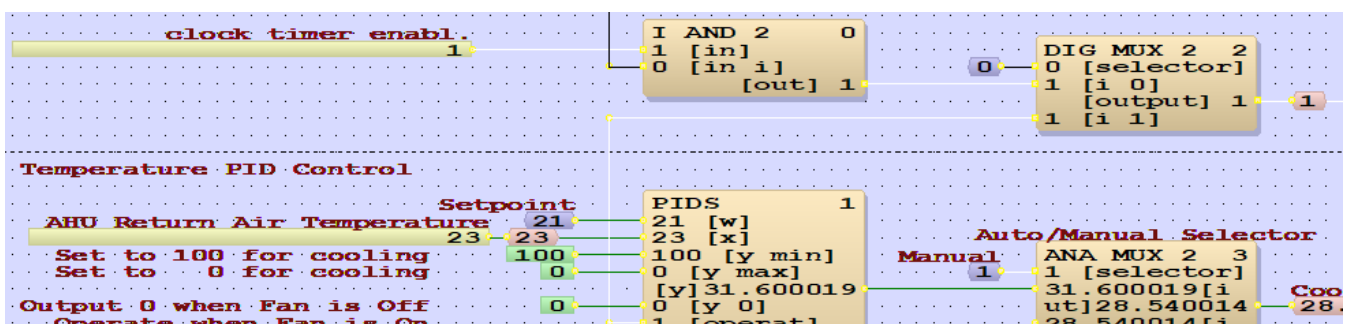
7. With all these notes, the FUP program is now more understandable.



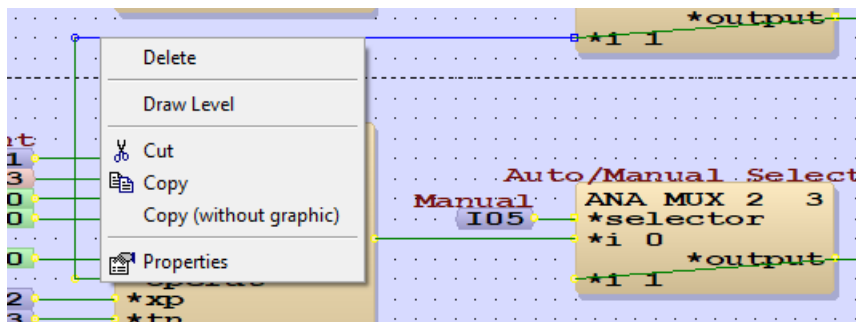
8. This also help you a lot when doing simulation and online testing.



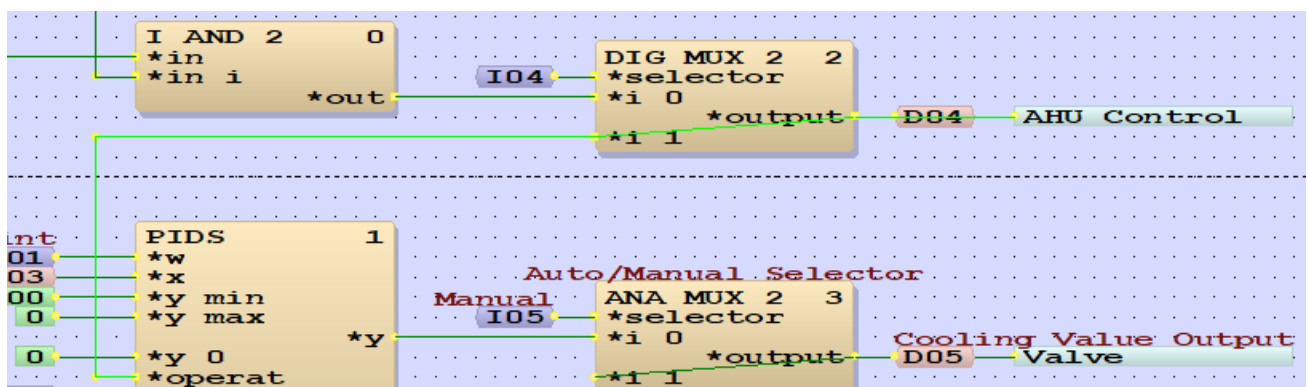
9. When doing simulation and online, you can see the lines turn white when the logic is true (i.e. 1). This helps you to troubleshoot your logic especially when you’ve a complicate login control program, e.g. chiller plant.



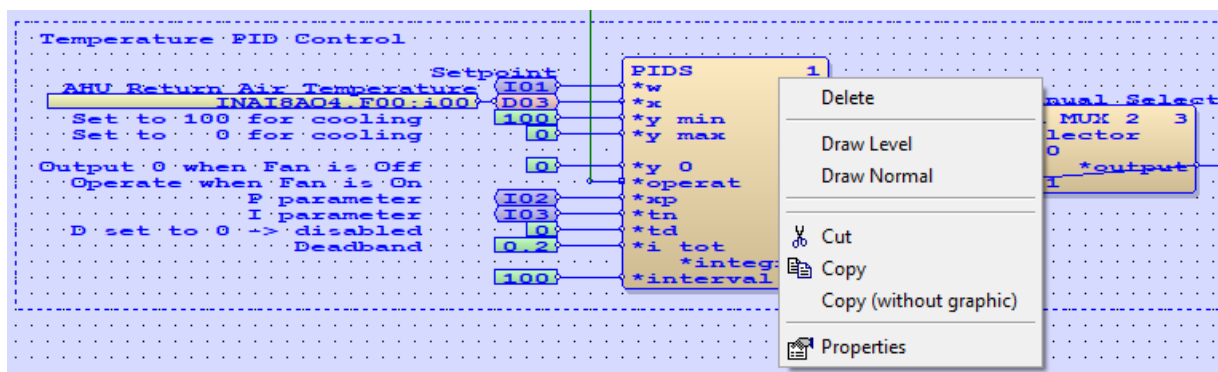
10. If you have a big FUP page, and there are many lines that connect many FUP modules together, sometimes it's difficult to view the line and see where it goes. You can use the "Draw Level" function to make it easier.



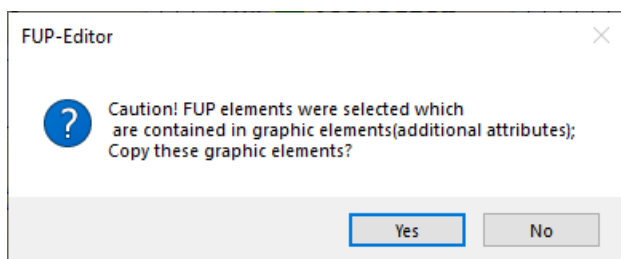
11. Right click on a line, and select "Draw Level". Now all the lines that are connected together turn green and therefore you can easily see where it come from and where they go to different modules (and Input, Display, etc.).



12. In FUP, you can easily copy and paste part of the program, so you don't need to do everything again. You can see we 2 options here, "Copy" and "Copy (without graphic)".

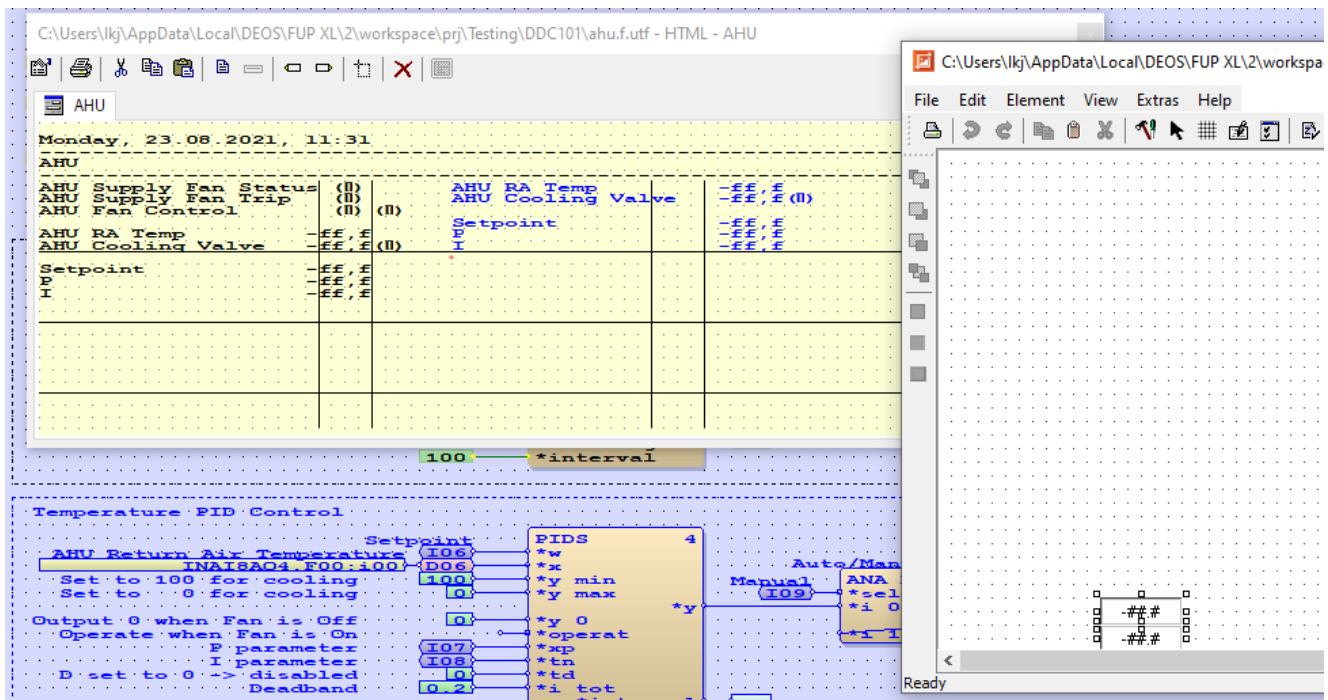


13. If you select copy, then it will copy not just the logic, but also related elements in HTML page and graphic page. Click yes if you want to copy everything.

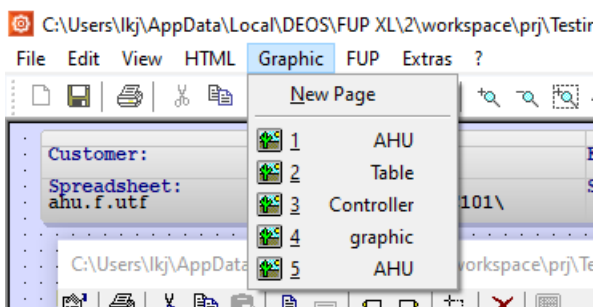


14. This provides you a very convenient way because the graphic elements (dynamic only, not static element, like fixed text and background graphic, etc.) are copied and linked to the new "Input" and "Display".

15. Right after you paste it to the FUP page, make sure you move the HTML elements and graphic elements to the correct place, before you do your next step. This is important, otherwise your HTML page and graphic page will become messy.



16. Sometimes, if your FUP page is complicated, the copy function will add a new graphic page when you paste it. So, check if there is new graphic page if you can't find where the new graphic elements are.



17. So, sometimes it may be easier to not copying the graphic elements by selecting "Copy (without graphic)". You can then manually add the graphic elements later.