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### Texts

In the text's fields you can define static text or dynamic text Dynamic formats:

|             |   |
|-------------|---|
| DATE        | For displaying date in format dd.mm.yyyy                  |
| TIME        | For displaying time in format hh:mm:ss                    |
| TIME2       | For displaying time in format hh:mm                       |
| \$TEXT%TAG% | Dynamic language viewing on the picture.                  |
| \$TEXT%xyz% | defines that text xyz will be fetched from language table |

### Point id

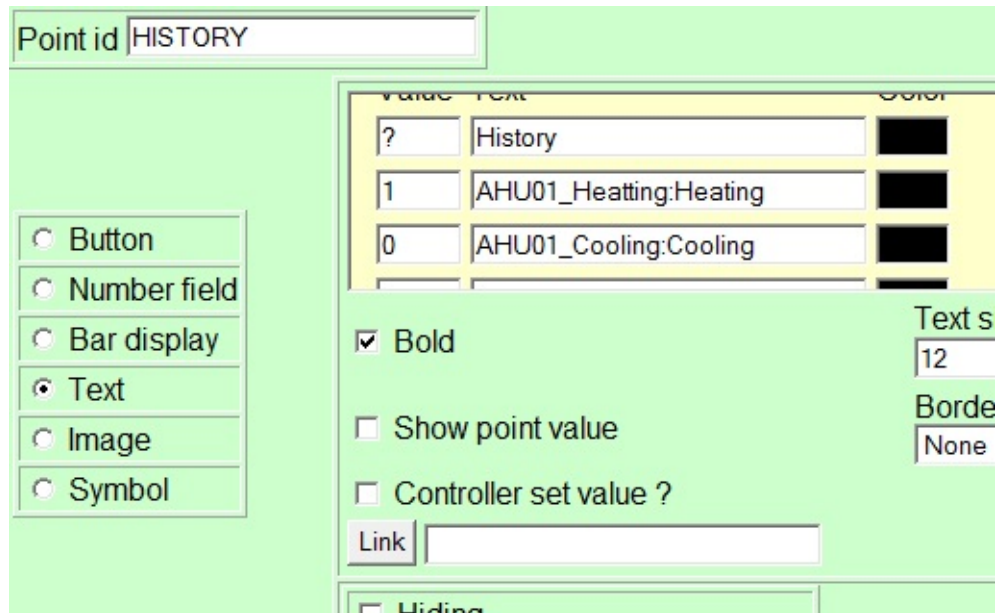
"Point id" field is for Fx202x or webVision point name which make object dynamic. If "Point id" is empty object is static and it's appearance never changes and it has no functionality.

Sub station part of point is max.29 characters. If page is for webVision only there must be station name and dot as a prefix.

"Point id" field may be used for defining several special functions (Fx version 9.71 or later)

|              |  |
|--------------|--|
| USERLEVEL    | Display of active user level   |
| LOGIN        | Button for changing active user.<br>Password must be purely numbers (PIN code).  |
| LOGOUT       | Button for activating user AUTOLOGIN<br>Since Fx version 10.43 it is possible to use also format LOGOUT#ALWAYS to open login page.   |
| ALARMBUTTON  | Button for opening alarm list  |
| OPENENERGY   | Button for opening energy reports  |
| CALENDAR     | Button for opening calendar (Fx version 10.79)   |
| NAVIGATEBACK | Button for opening previous picture  |
| HISTORY      | "Text" object for opening predefined history group. (Fx version 9.88)<br>First text field has data that will be displayed in picture, number value is left empty.<br>Following text fields define history groups that will be displayed in menu when object is clicked.<br>Number value 1 is for webVision and number value 0 for Fx.<br>If text contains colon the data before colon is group name and data after colon is menu text. |

Example:



#### NameOfPoint#TIMESETUP#x#y

Time display object, format HH:MM or MM:SS

Parameter "x" may have values 1..5

1 - Add "y" to hours

2 - Subtract "y" from hours

3 - Object for displaying the time.

- If parameter "y" is 1 format is HH:MM. Point value is then  $60 \cdot HH + MM$

- If parameter "y" is 2 format is MM:SS. Point value is then  $60 \cdot MM + SS$

4 - Add "y" to minutes

5 - Subtract "y" from minutes

You may add all 5 object so that value may be changed from graphics. Display object (3) may also be used alone for just displaying time.

#### NameOfPoint:x

Instead of point value, value of limit "x" of AI point is displayed.

#### NameOfPoint#MENU#x

Normal point menu is never displayed. If  $x=0$  nothing happens, with other values action in corresponding menu line is executed.

#### NameOfPoint#CONTROL#x

Starting from Fx version 10.15 it is possible to use new parameter for control points.

x selects which one of control point values is displayed in picture

210 - Heating set value

211 - Cooling set value

212 - Cooling dead zone

213 - Heating battery return water OFF state set value

214 - Heating battery return water ON state limit set value

215 - Active set value (read only)

216 - Output value of point 0..100% (read only)

217 - Heating battery return water OFF state P-band

218 - Heating battery return water ON state limit P-band

**Stage 1**

- 250 - name (read only)
- 251 - P band (read only)
- 252 – outdoor temp limit set value
- 253 - outdoor temp limit P-band
- 254 - output minimum value
- 255 - output maximum value
- 256 - OFF state value
- 257 - value
- 259 - limit set value
- 260 - limit P band

**Stage 2**

- 265 - name (read only)
- 266 - P band (read only)
- 267 - outdoor temp limit set value
- 268 - outdoor temp limit P-band
- 269 - output minimum value
- 270 - output maximum value
- 271 - OFF state value
- 272 - value
- 274 - limit set value
- 275 - limit P band

**Stage 3**

- 280 - name (read only)
- 281 - P band (read only)
- 282 - outdoor temp limit set value
- 283 - outdoor temp limit P-band
- 284 - output minimum value
- 285 - output maximum value
- 286 - OFF state value
- 287 - value
- 289 - limit set value
- 290 - limit P band

340 - Operating mode of control point (read only)

**Stage 4**

- 295 - name (read only)
- 296 - P band (read only)
- 297 - outdoor temp limit set value
- 298 - outdoor temp limit P-band
- 299 - output minimum value
- 300 - output maximum value
- 301 - OFF state value
- 302 - value
- 304 - limit set value
- 305 - limit P band

**Stage 5**

- 310 - name (read only)
- 311 - P band (read only)
- 312 - outdoor temp limit set value
- 313 - outdoor temp limit P-band
- 314 - output minimum value
- 315 - output maximum value
- 316 - OFF state value
- 317 - value
- 319 - limit set value
- 320 - limit P band

**Stage 6**

- 325 - name (read only)
- 326 - P band (read only)
- 327 - outdoor temp limit set value
- 328 - outdoor temp limit P-band
- 329 - output minimum value
- 330 - output maximum value
- 331 - OFF state value
- 332 - value
- 334 - limit set value
- 335 - limit P band

NameOfPoint#FP#x

Starting from Fx version 10.41 it is possible to use new parameter for freeze protector points. x selects which one of point values is displayed in picture.

- 1000 - Fan DO state (data from module)
- 1001 - Valve state (data from module)
- 1002 - Alarm DO state (data from module)
- 1003 - P-Band

SECURITYGROUP:xxxx

xxxx = name of the group

Object displays state of the group and clicking the object opens dialog for entering PIN code. Group state has following choices:

- |              |                  |
|--------------|------------------|
| 0=Active     | 3=Arrival delay  |
| 1=Bypassed   | 4=Installer mode |
| 2=Exit delay | 5=Test mode      |

NOTE! Changing state of group with browser requires that a door with Port, Module and Reader = 0 is selected in group.

**NameOfPoint#TEXT**

Displays point text if used in text object.

**FORECAST#xx#yy#zz**

Starting from Fx version 10.45 it is possible to show weather forecast values in graphics

xx = hour offset from now 0..47

yy = selected forecast value

0 = real time (hours)

1 = temperature °C

2 = rain mm/h

3 = wind speed m/s

4 = wind direction °

5 = relative humidity %

6 = cloudiness %

7 = rain probability %

8 = solar radiation power W/m2

9 = weather symbol for picture object size e.g. 40x40

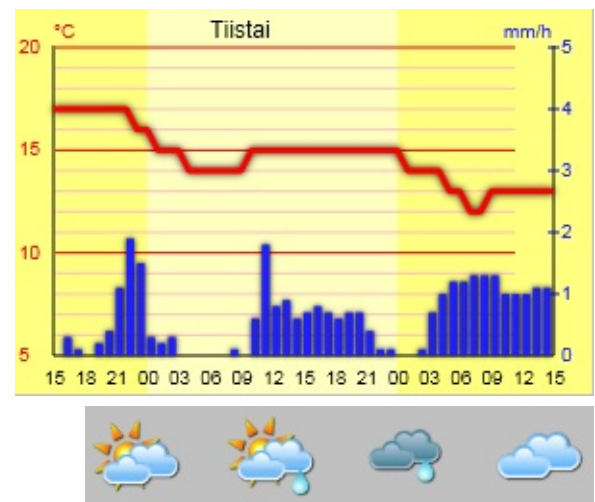
10 = temperature and rain graph for picture object size e.g. 300x200

In choices 9 and 10 file name is left empty and in choice 10, the hour index is always 0.

zz = 1 if unit text will be displayed after numerical value.

Sample forecast graph point id = FORECAST#0#10

Sample symbols point id = FORECAST#xx#9



**LANGUAGE**

Displays active language 0..4 or selects different text for each language. Fx version 11.04.

**Fixed value buttons**

By defining "Point Id" and "Fixed value" into object you can force fixed value to be sent without standard menu being displayed.

"Fixed value" is a string that may define several different functions.

15 Send this value always.

1 2 3 Send next value from defined list.

+10 0 100 Add 10 to current value, max value is 100

-10 0 100 Subtract 10 from current value, min value is 0

A Reset point from "Manual" to "Auto". The examples above force point to "Manual" mode.

Examples below leave point in "Auto" mode and they work only if point was already in "Auto" mode:

A15 Send this value always.

A1 A2 A3 Send next value from defined list.

A+10 0 100 Add 10 to current value, max value is 100

A-10 0 100 Subtract 10 from current value, min value is 0

## Timer functions

Automatic logout is activated by defining text object with link value **logout.x::y** Parameter "y" defines delay as seconds. After user inactivity of delay seconds logout is executed. However, if "Point Id" is defined that point defines active delay value. Parameter "x" defines minimum active user level where logout is executed.

Example: **logout.1::30** causes logout after 30 second inactivity if active user level is higher than 1.

Automatic jump to another picture is activated by defining text object with link value **PageName.htm::30**

Parameter "y" defines delay as seconds. After user inactivity of delay seconds jump is executed. However, if "Point Id" is defined that point defines active delay value.

Example. **StartPage.htm::30** causes jump after 30 second inactivity.

## Object selection and moving

### Keyboard commands

- Arrow keys - Move selected objects (1 pixel)
- Alt + Arrow keys - Resize selected objects (1 pixel right/bottom)
- Ctrl + Arrow keys - Resize selected objects (1 pixel left/top)
- Shift - Change step from 1 to 10 pixels
- Delete – Delete selected objects
- Ctrl C - Copy selected objects to clipboard
- Ctrl V - Paste from clipboard
- Ctrl D - Duplicate selected object
- Ctrl E - Edit selected object
- Ctrl S - Add symbol
- Ctrl A - Select all objects

### Selecting with mouse

- Left button - Select one object
- Ctrl + Left button - Select group
- Shift + Left button - Add one object to selection
- Shift + Ctrl + Left button - Add group to selection
- Left button and draw rectangle - Select objects inside rectangle
- Left button on background - Remove selection

### Moving with mouse

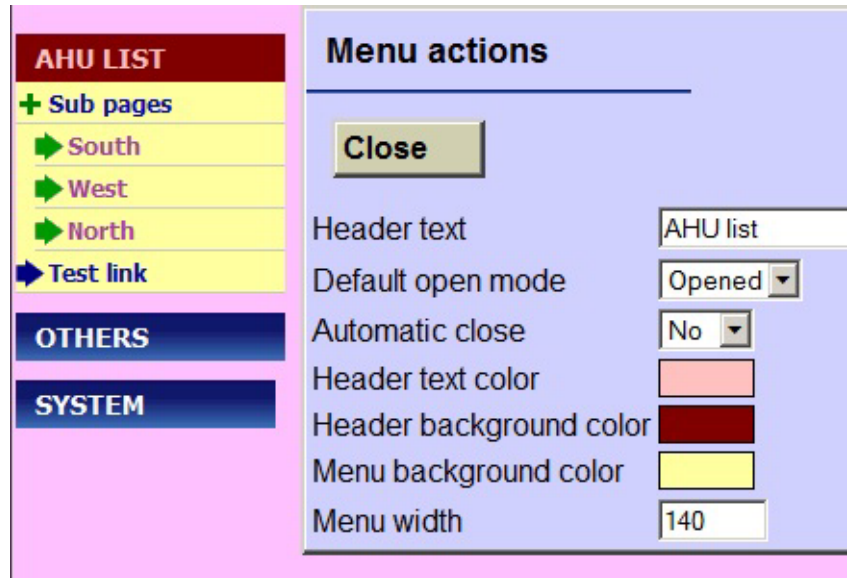
- Left button above object - Move one object
- Shift + Left button above object - Move selected objects
- Ctrl + Left button above object - Move group

## Dropdown menu

There are four different items in menu

- 1) Main menu header for opening other items
- 2) Main menu link for opening graphics pages
- 3) Sub menu header for opening other items
- 4) Sub menu link for opening graphics pages

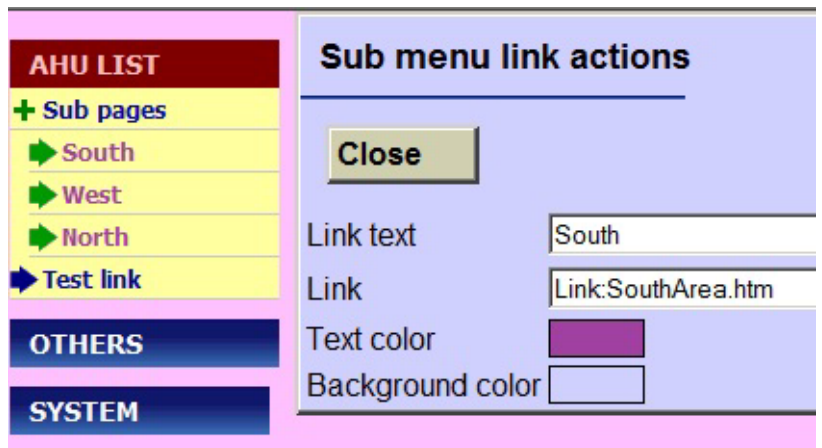
The window on the right is opened by right clicking "Edit menu" button of main menu header or sub menu header.



The following window is shown by right clicking the "Edit link" button of a main menu link or a sub menu link:

The link field defines what happens when link is clicked in Fx. Following options are available:

- 1) LINK:AirHandlingUnit.htm opens page AirHandlingUnit.htm from www folder
- 2) LINK:/document.pdf opens file document.pdf from www folder.
- 3) LINK:http://www.fidelix.fi/picture.htm opens page [www.fidelix.fi/picture.htm](http://www.fidelix.fi/picture.htm) from internet.
- 4) JS:alert('test') executes javascript command (use only if you really know what to do)



## Symbol selection

Version 7.6 has new feature in symbol selection window.

Dropdown menu for selecting symbol group to make finding symbol easier.

Groups to be displayed in menu are defined in file HtmleditSetup.ini SymbolGroup=Buttons:BUTTON

SymbolGroup=Valves:VALVE

SymbolGroup=Channels:CHANNEL

Three choices are now showed in menu: Buttons, Valves and Channels and after selection all symbols whose name contains defined keyword are displayed in window.