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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

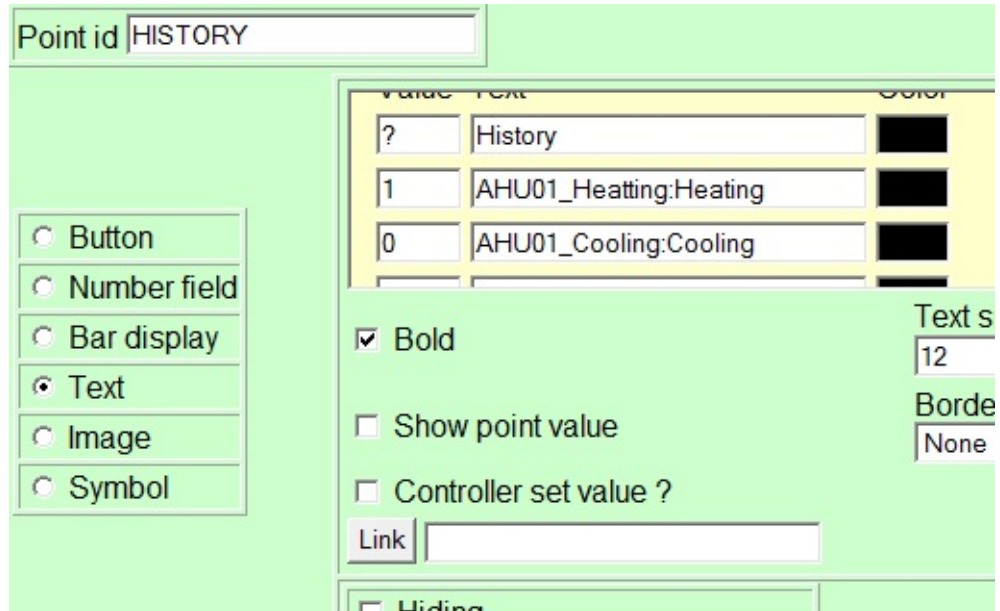
"Point id" field is for Fx202x or webVision point name which make object dynamic. If "Point id" is empty object is static and it's appearance never changes and it has no functionality.

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. Password must be purely numbers (PIN code).
LOGOUT	Button for activating user AUTOLOGIN 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) First text field has data that will be displayed in picture, number value is left empty. Following text fields define history groups that will be displayed in menu when object is clicked. Number value 1 is for webVision and number value 0 for Fx. If text contains colon the data before colon is group name and data after colon is menu text.

Example:



The screenshot shows the Fidelix Graphics Editor interface. At the top, there is a 'Point id' field containing the text 'HISTORY'. Below this, on the left, is a vertical list of object types: Button, Number field, Bar display, Text (selected), Image, and Symbol. To the right of this list is a configuration panel for the selected 'Text' object. This panel includes a table with columns for 'Value', 'Text', and 'Color'. The table contains three rows: a header row with '?', 'History', and a black color swatch; a row with '1', 'AHU01_Heating:Heating', and a black color swatch; and a row with '0', 'AHU01_Cooling:Cooling', and a black color swatch. Below the table are several checkboxes: 'Bold' (checked), 'Show point value' (unchecked), and 'Controller set value ?' (unchecked). There is also a 'Link' button and a text input field. On the far right, there are fields for 'Text s' (containing '12') and 'Borde' (containing 'None').

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

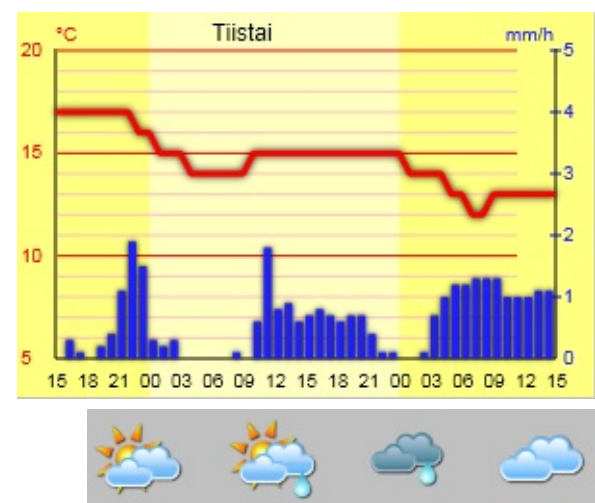
10 = temperature and rain graph for picture object size e.g. 300x200

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.

Menu actions	
Header text	AHU list
Default open mode	Opened
Automatic close	No
Header text color	
Header background color	
Menu background color	
Menu width	140

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 from internet.
- 4) JS:alert('test') executes javascript command (use only if you really know what to do)

Sub menu link actions	
Link text	South
Link	Link:SouthArea.htm
Text color	
Background color	

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.