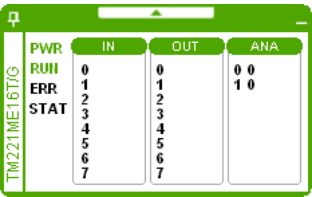


The Simulator

Simulating Programs

The simulator is a piece of software supplied with SoMachine Basic that allows programs to be tested without using the controller.



PWR	IN	OUT	ANA
RUN	0	0	0 0
ERR	1	1	1 0
STAT	2	2	
	3	3	
	4	4	
	5	5	
	6	6	
	7	7	

The program is loaded into the controller and the simulated controller inputs to be operated and their effects examined. The outputs can be monitored and the internal program analysed.

Starting the Simulator

The simulator is started using the Launch Simulator button on the Commissioning tab.

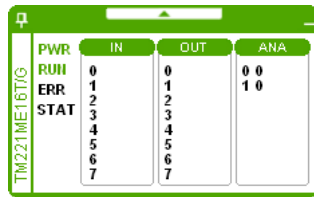


This will start the simulator and load the current program. The program can then be tested using the simulator without the need to download to a physical controller.

The Simulator (cont.)

The Simulator Windows

The simulator window shows information about the simulator and allows control of the inputs for the application. The controller is shown on the left hand side along with, power, run, error and status indicators.

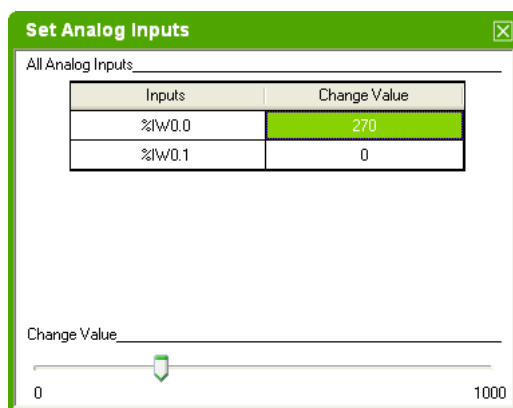


The PWR indicator will be green showing that the simulator is running. The RUN indicator will either be flashing to show that the application in the simulator is not running, or solid green to show that the application is running. The ERR and STAT LEDs are not currently used.

The IN column shows the state of the inputs for the controller. These will be numbered from zero up to the total number of inputs supported by the controller. These inputs can also be clicked to change the state of the input, toggling it on or off. When the input turns on it will be coloured green. When the input is off it will be coloured white.

The OUT column shows the state of the outputs for the controller. These will be numbered from zero up to the total number of outputs supported by the controller.

The ANA column shows the values of the analog inputs for the controller. Double-clicking this will open another window allowing the values of the analog inputs to be changed.



The value can be changed by selecting the analog value and using the slider at the bottom of the window. If a more accurate input is required, the value shown in the change value column can be double-clicked and the value typed in.