


Ingenuity for Life


Tecnomatix Plant Simulation World Wide User Conference 2016

SimTalk 2.0

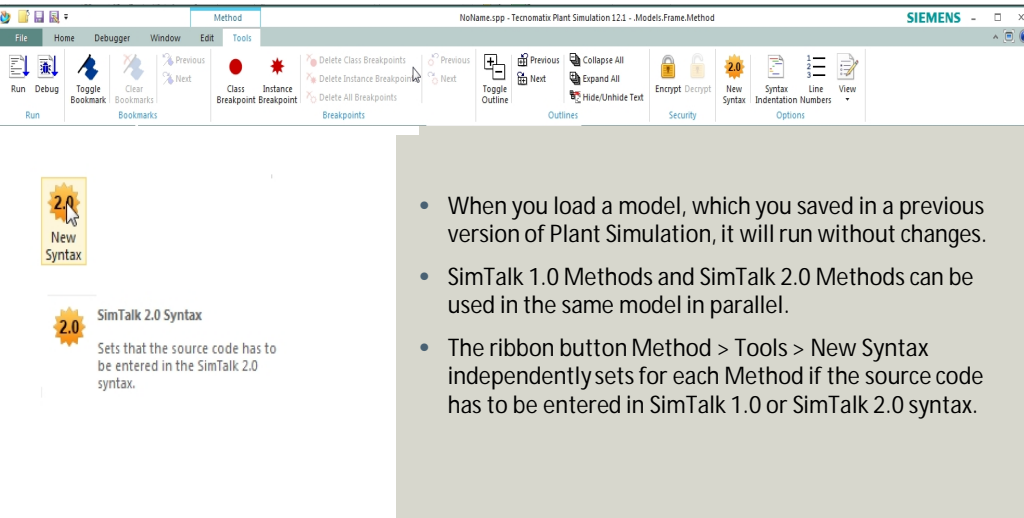
Moderate enhancements to increase user-friendliness

Michael Joos

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Ingenuity for Life


Working with Old Models



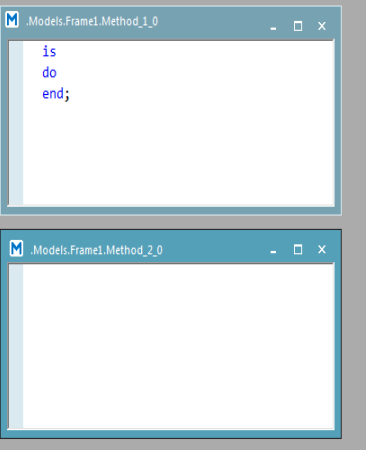
- When you load a model, which you saved in a previous version of Plant Simulation, it will run without changes.
- SimTalk 1.0 Methods and SimTalk 2.0 Methods can be used in the same model in parallel.
- The ribbon button Method > Tools > New Syntax independently sets for each Method if the source code has to be entered in SimTalk 1.0 or SimTalk 2.0 syntax.

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Less is More



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`is do end;` is obsolete in SimTalk 2.0.

A completely empty Method is a correct Method.

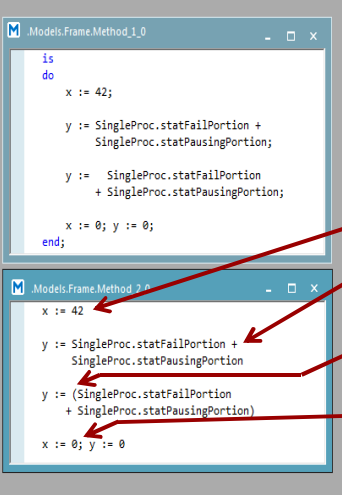
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Semicolon is not required anymore



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- SimTalk 2.0 does not require a semicolon after a statement
- The line end defines the end of the statement
- If the statement is not yet complete (e.g. `y: =x+`) then it will automatically continue in the next line
- You can use parentheses to force the statement to continue in the next line
- The semicolon separates multiple statements in one line

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If-Then-Else



```
.Models.Frame1.Method_1_0
is
do
  if a = 5 then
    print 5;
  end;
end;
```

```
.Models.Frame1.Method_2_0
if a = 5
  print 5
end
```

The **if**-statement does not require the keyword **then** anymore

- Less source code to write
- **then** is still allowed if you prefer to use it

While-Loop



```
.Models.Frame1.Method_1_0
is
do
  while a > 5 loop
    a := a - 1;
  end;
end;
```

```
.Models.Frame1.Method_2_0
while a > 5
  a := a - 1
end
```

The **while**-loop does not require the keyword **loop** anymore

- Less source code to write
- **loop** is still allowed if you prefer to use it

For-Loop



```

is
do
  for x := 1 to 10 loop
    skip_loop_iteration := false;
    if TableFile[x,1] = void then
      skip_loop_iteration := true;
    end;

    if not skip_loop_iteration then
      ...
    end;
  next;
end;

for x := 1 to 10
  if TableFile[x,1] = void
    continue
  end
  ...
next
    
```

The **for**-loop does not require the keyword **loop** anymore

- Less source code to write
- **loop** is still allowed if you prefer to use it

The **continue**-statement skips the rest of the loop iteration and continues with the next iteration

The **exit loop**-statement (which is available in both SimTalk 1.0 and in SimTalk 2.0) exits the loop

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Local Variable Declaration



```

is
  x : integer;
do
  local s : string := "hello";

  for local i := 1 to 10 loop
    print s, i;
  next;
end;

var x : integer
var s : string := "hello"

for var i := 1 to 10
  print s, i
next
    
```

Local variables are declared with the keyword **var**

var is shorter than **local** and is used in Java and JavaScript too

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Switch-Statement



```

Models.Frame1.Method_1_0
is
do
  inspect number
  when 1 then
    print "One";
  when 2, 3, 5, 7 then
    print "Prime number";
  else
    print "No special number";
  end;
end;

Models.Frame1.Method_2_0
switch number
case 1
  print "One"
case 2, 3, 5, 7
  print "Prime number"
else
  print "No special number"
end
    
```

The `inspect-when`-statement was replaced by the `switch-case`-statement

`switch` is used in C++, Java and JavaScript too

Parameter and Return Value Declaration



```

Models.Frame1.Method_1_0
(obj: object;
 x, y: integer) : string
is
do
  obj.XPos := x;
  obj.YPos := y;
  return obj.Name;
end;

Models.Frame1.Method_2_0
param obj: object,
  x, y: integer -> string

obj.XPos := x
obj.YPos := y
return obj.Name
    
```

- `param` declares method parameters
- Different parameter types (here *object* and *integer*) are separated with a comma instead of a semicolon. This reflects the call syntax better, for example `Method_2_0(SingleProc, 10, 20)`
- The return value of a method is now declared with `->` instead of `:`

Default Arguments (1/2)



```

Models.Frame1.Method_2_0
param n : integer := 18
print n
    
```

Parameters can be predefined with *default arguments* in the declaration (starting with Plant Simulation 12.2).

- If an argument is passed to the parameter, it will be used in the Method
- If no argument is passed, the *default value* will be used instead

Example:

```
param n: integer := 18
```

Method_2_0 -- prints 18

Method_2_0(19) -- prints 19

Default Arguments (2/2)



```

Models.Frame1.Method
param x, y: integer := 0, z: real := 3.33
print x, " ", y, " ", z
    
```

```

Models.Frame1.callMethod

Method(3, 4, 5) → 3 4 5
Method(3, 4) → 3 4
               3.33
Method(3) → 3 0
             3.33
Method → 0 0
          3.33
    
```

A default argument is allowed for the data types *integer*, *real*, *length*, *speed*, *acceleration*, *weight*, *time*, *boolean*, *string*, *object*, *table*, *list*, *stack* and *queue*.

It is not allowed for the data types *date*, *datetime* and *arrays*.

For the data types *object*, *table*, *list*, *stack* and *queue*, the only allowed default value is *void*.

A default argument is only allowed for the *n last parameters*. It cannot be used in the middle of a declaration.

```
param x: real, s: string, z: integer := 42
```

O.K.

```
param x: real, s: string := "Hello", z: integer := 42
```

O.K.

Mathematical Operators Modulo and Integer Division



```

M .Models.Frame1.Method_1_0
is
do
  print 10 \ 3; -- prints 1
  print 10 // 3; -- prints 3
end;

M .Models.Frame1.Method_2_0
  print 10 mod 3 -- prints 1
  print 10 div 3 -- prints 3

```

The mathematical operators *modulo* and *integer division* now use the more intuitive keywords **mod** and **div**.

- \ was replaced by **mod**
- // was replaced by **div**

Easier Change of Values



```

M .Models.Frame1.Method_1_0
is
do
  TableFile[1,2] := TableFile[1,2] + 5;
  ~.Frame1.Variable := ~.Frame1.Variable * 3;

  local sum: real := 0;
  for local i := 1 to Line.numMU loop
    sum := sum + Line.MU(i).Length;
  next;
end;

M .Models.Frame1.Method_2_0
  TableFile[1,2] += 5
  ~.Frame1.Variable *= 3

  var sum: real := 0
  for var i := 1 to Line.numMU
    sum += Line.MU(i).Length
  next

```

New operators **+=**, **-=**, ***=**

Example:

$i := i + 1 \rightarrow i += 1$

The value in the table cell [1,2] can be directly increased by 5

The value of the *global Variable* can be directly multiplied by 3

$x += y$ is short for $x := x + y$

$x -= y$ is short for $x := x - y$

$x *= y$ is short for $x := x * y$


$x /= y$ is "unequal" as in SimTalk 1.0

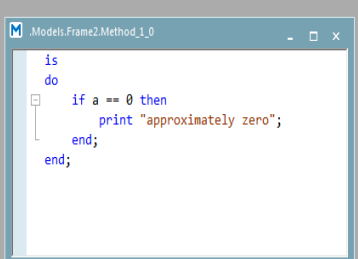
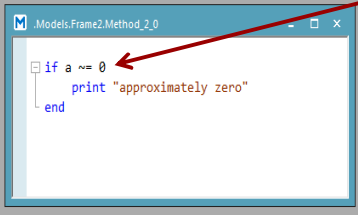


More is possible, for example $\text{Si ngl eProc. cont. Length} -= 0.5$

The new operators also increase performance.

About-Equal-Operator



The about-equal-operator has been changed

- Improved readability
- Avoids misinterpretation as C++ or Java syntax


You now have to use:

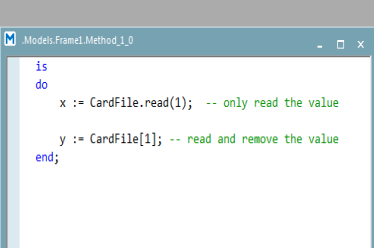
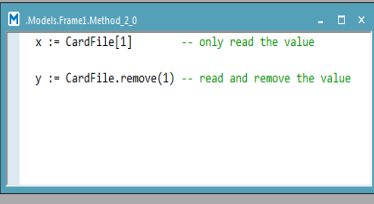
- For *about equal*: `~=` instead of `==`
- For *less than or about equal*: `<~=` instead of `<==`
- For *greater than or about equal*: `>~=` instead of `>==`

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Reading CardFiles



`x := CardFile[1]`

Formulas behave differently without warning!



SimTalk 1.0:

When reading the contents of a cell of a *CardFile* or *stack* with the bracket operator, Plant Simulation *reads and removes* the cell. The remaining cells move up one position.

SimTalk 2.0:

When reading the contents of a cell of a *CardFile* or *stack* with the bracket operator, Plant Simulation *reads the cell and leaves it* in the *CardFile/stack*.

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Ref-Operator Replaced By &



```

M Models.Frame2.Method_1_0
is
do
  local obj := ref(Variable);
  ref(~.Frame1.Method).methCall(60);
end;
    
```

```

M Models.Frame2.Method_2_0
var obj := &Variable
~.Frame1.&Method.methCall(60)
    
```

The `ref`-operator is replaced by `&`

- Leads to more readable code
- `ref()` raised questions as it looked like a function
- The parentheses are not needed anymore
- The `&` is positioned where it is expected (right in front of the *Variable/Method*)

`&` prevents the evaluation of a *Variable* or the execution of a *Method*

Dereferencing using Parentheses



```

M Models.Frame2.Method_1_0
is
do
  local var_obj : object := ref(Variable);
  print (var_obj); -- print the value of 'Variable'

  local meth_obj : object := ref(Method);
  (meth_obj); -- execute 'Method'
end;
    
```

```

M Models.Frame2.Method_2_0
var var_obj : object := &Variable
print var_obj.value -- print the value of 'Variable'

var meth_obj : object := &Method
meth_obj.execute -- execute 'Method'
    
```


In SimTalk 1.0 parentheses could be used to dereference an object.

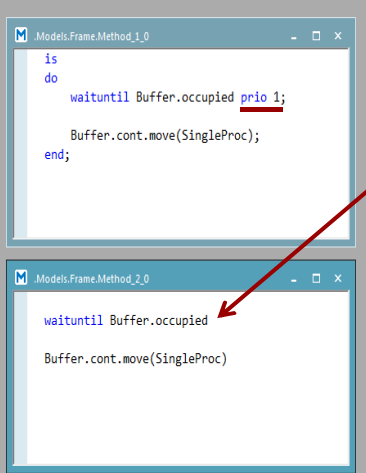
This was hard to comprehend.

In SimTalk 2.0 you need to use the built-in method *value* to dereference a *global Variable*, and *execute* to dereference a *Method*.

(This is also possible in SimTalk 1.0)

Waituntil/Stopuntil






The priority definition of the *waituntil*-statement and the *stopuntil*-statement is now optional.

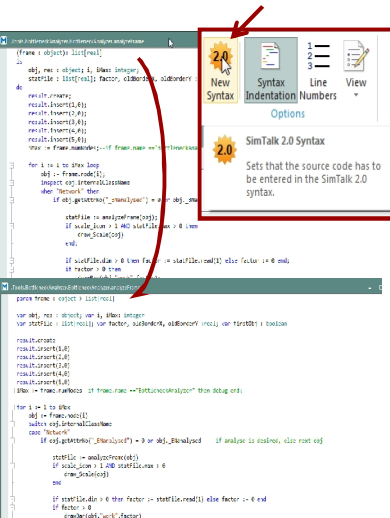
If you do not define it explicitly, the priority is 1.

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SimTalk 1.0 to 2.0 Converter (1/2)





For a single *Method*:

- Click the New Syntax button
- Press F7 or click the Apply Changes button to apply the converted source code

Bracket operators on *CardFiles* will be detected and automatically handled correctly:

CardFile[1] := CardFile[2] ;

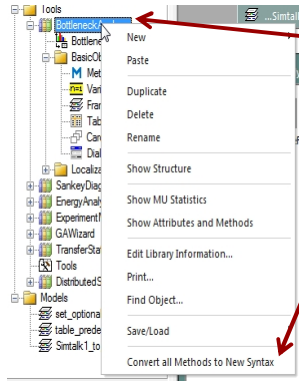
will be converted to

CardFile.insert(1, CardFile.remove(2))

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SimTalk 1.0 to 2.0 Converter (2/2)



For all *Methods* inside a folder or all *Methods* in the entire model:

- Shift + right mouse click on a *Folder* or the *basis* in the class library
- Select Convert all Methods to New Syntax

When you convert all *Methods* of the model, locked libraries will *not* be converted.

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Thank you!



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