Atelier CLEARSY Safety Platform

Installation procedure and first steps

Windows only

Installing the software

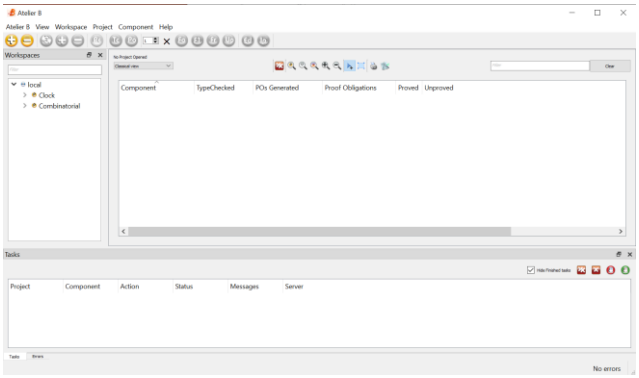
- Get the zip file (565MB) at https://clearsy.com/wp-content/uploads/2023/05/CSSP_for_education_20230515.zip
- Extract it on a directory containing no space nor any special character in its pathname (1.5GB)
- Enter the CSSP sub directory just created (<pathname>/CSSP)
- It should contain the following files and directories:

Nom	Modifié le	Type	Taille
Atelier_B_cssp_4.6.0-rc7	04/06/2021 15:29	Dossier de fichiers	
CSSP_WORKSPACE	04/06/2021 15:29	Dossier de fichiers	
AtelierB.ini	04/06/2021 14:45	Paramètres de config...	1 Ko
CMakeCache.txt	25/01/2021 14:57	Fichier TXT	17 Ko
licence-en.pdf	17/04/2020 12:05	Adobe Acrobat Docu...	24 Ko
licence-fr.pdf	17/04/2020 12:05	Adobe Acrobat Docu...	26 Ko
Makefile	26/01/2021 11:29	Fichier	18 Ko
Register_CSSP.cmd	10/05/2021 06:49	Script de commande ...	2 Ko

- Execute the script ***Register_CSSP.cmd***
  - The script ***startAB.cmd*** is created.
  - Windows registry key ***HKEY_CURRENT_USER\Software\ClearSy\AtelierB cssp 4.6.0-rc7*** is cleared then set.
  - The projects clock and combinatorial are created in the directory CSSP_WORKSPACE.

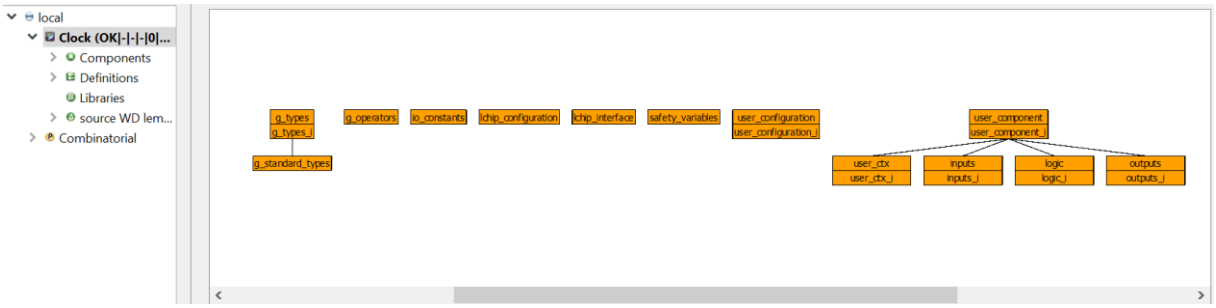
Executing the software

- Execute the script ***startAB.cmd*** to start Atelier CLEARSY Safety Platform
- This window shows up:



Executing a project on the SK0 emulator

- Double-click on the Clock project, on the panel “workspaces” on left.
- The project opens and you should get:



- Left-click on the panel with the orange boxes (the components of the B project – the color indicates their unproven status).
- Select all these components with Ctrl+A
- Start to prove them in Force 0 with Ctrl+0, then by using the User Pass (Ctrl-U)
- Everything has turned green – the project is now fully proven
- Right-click on the project name on the panel “workspaces” then select “SK0 emulation”.
- A terminal shows up with a quite long compilation log.
- Once the compilation is successful, you should see the following window representing the execution of the B project (here a clock, setting/unsetting the O2 output every second):
    - Inputs can be activated/deactivated by clicking on them.
    - B model variables are displayed on the right.