

Simscape Multibody Animation in HiL Tests

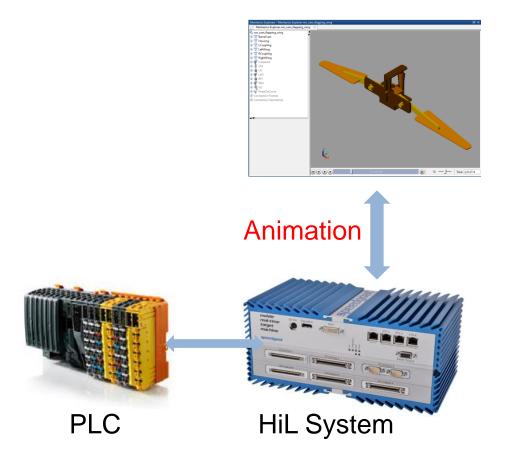
See Mechanics Explorer Animations during HIL testing

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Motivation

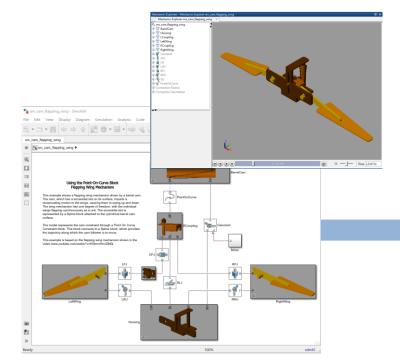
- Virtual Commissioning is a big topic in IA&M industry
 - Test controls on PLCs against virtual plant
 - PLC software often exists
 - Main pain is verifying algorithm behavior and not algorithm modeling or code generation
 - Visualization and animation of plant behavior is often expected for 3D mechanical systems
 - Get fast feedback of closed-loop behavior
- Problem
 - Simscape Multibody does not support animation of simulations from generated code (HiL)



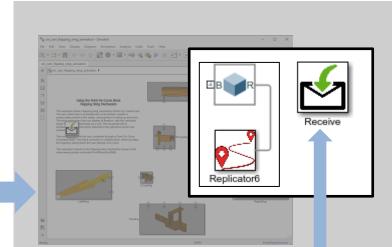


Idea

- Automatically derive
 - Real-time Model
 - Animation Model



Simulation Model (SS MB)

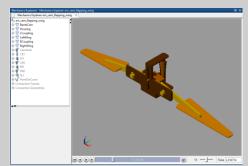


Derive Animation

model

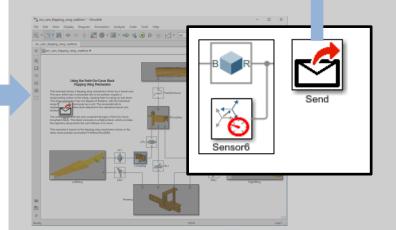
Derive Realtime model Code

Generation



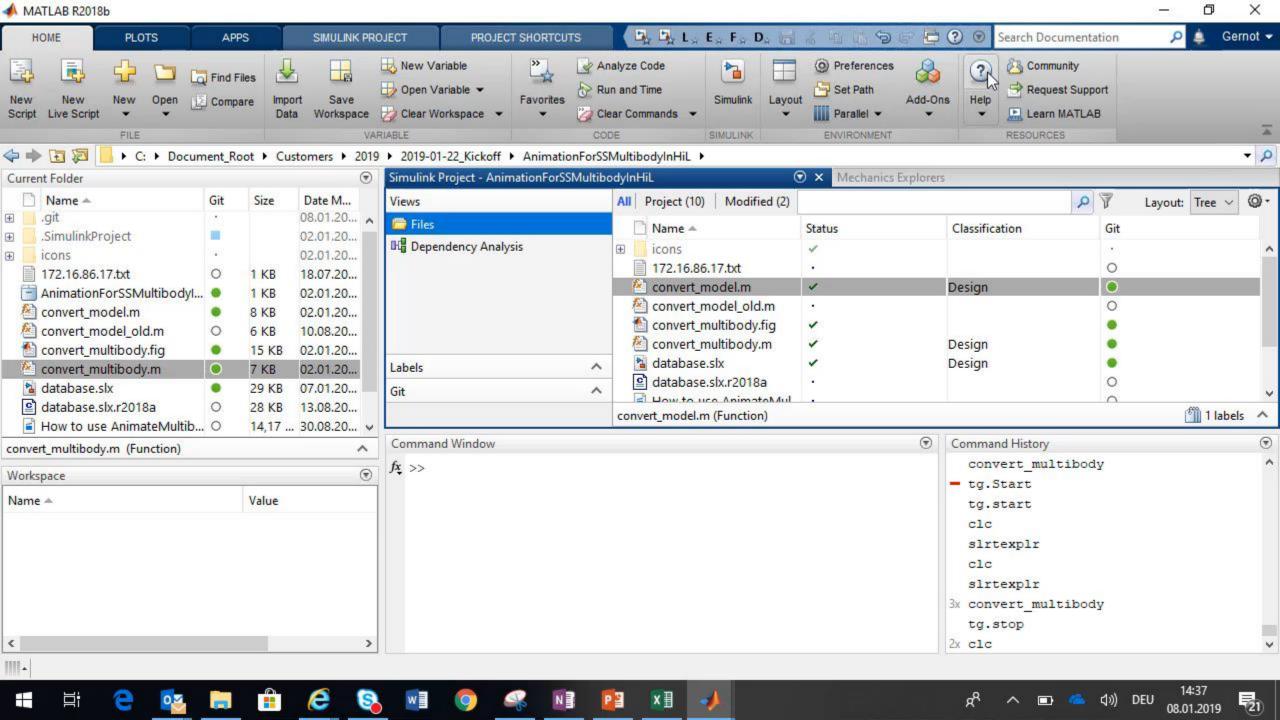
Animation PC

UDP Position and Orientation from every Solid





HiL System





Conversion Process – behind the scenes

Both models (Real-time & Animation)

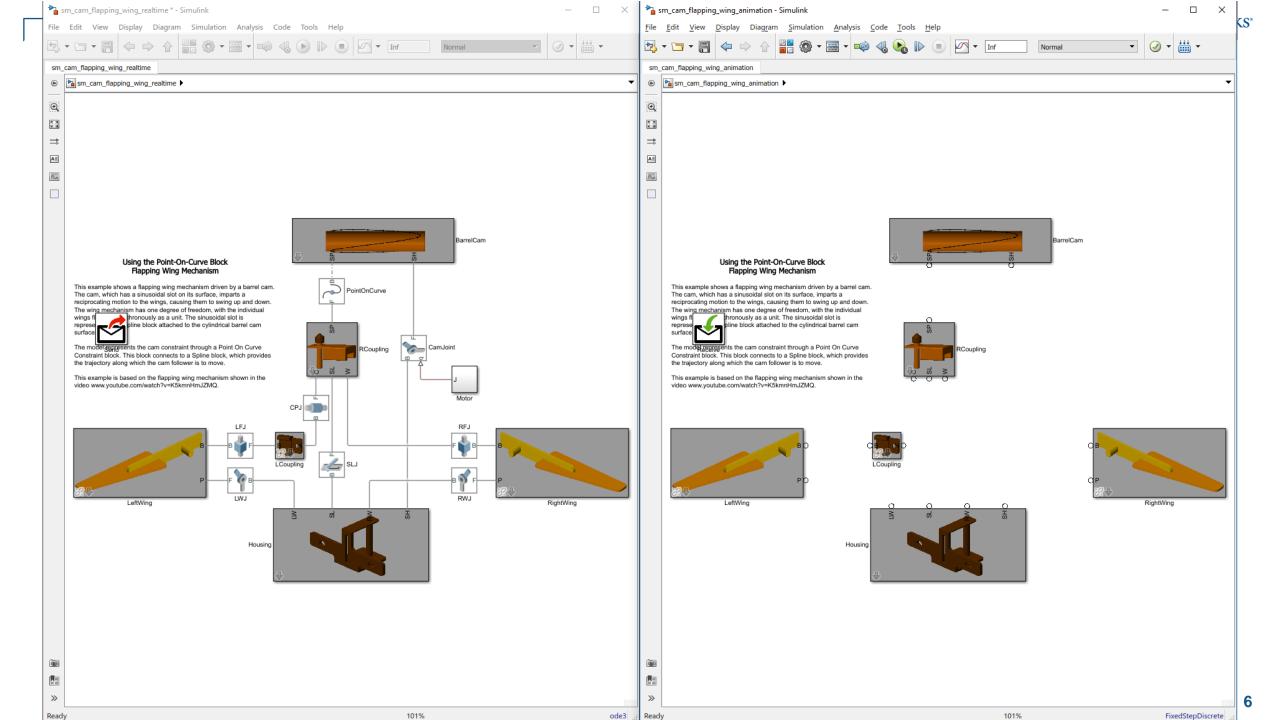
- Move all parameters into model workspace stored with model
- Break Links for all subsystems
- Modify Config Parameters (stop-time= inf, fixed step solver)

Real-time Model

 Modify Config Parameter (slrt-Target, do not open SS MM explorer)

Animation Model

 Delete all blocks and connections except solid body blocks





Conversion Process – behind the scenes

Both models (Real-time & Animation)

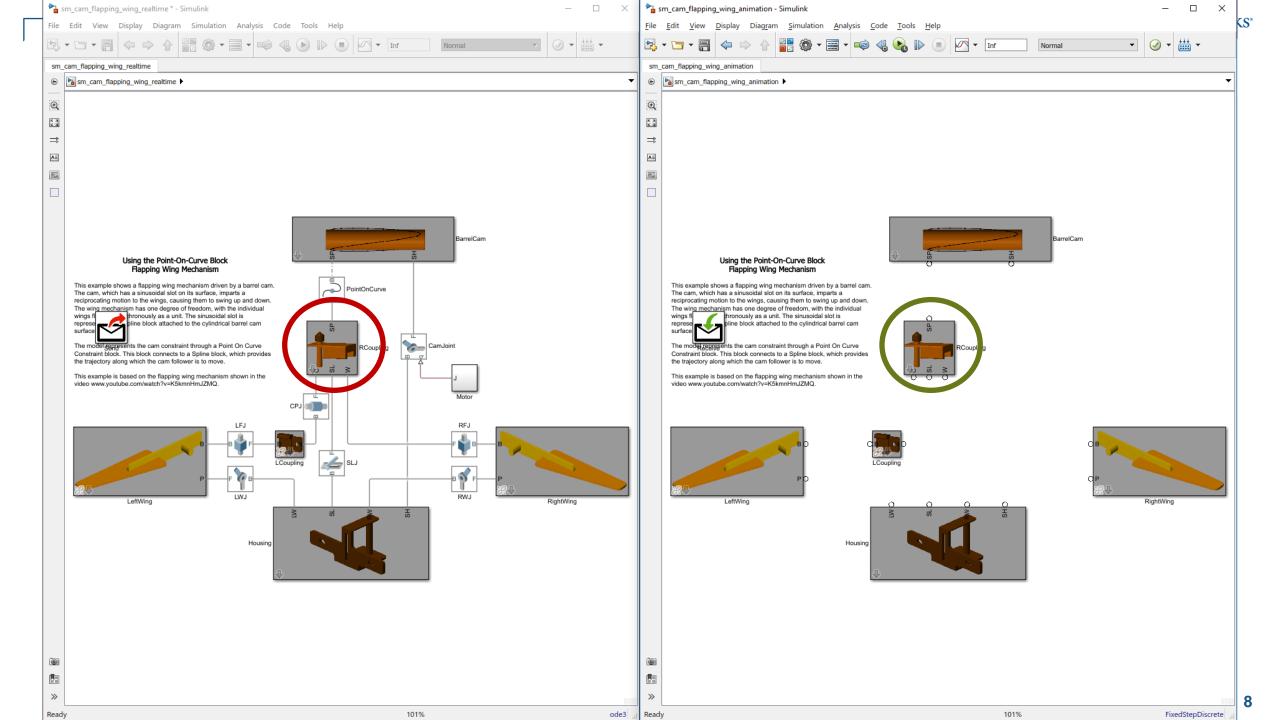
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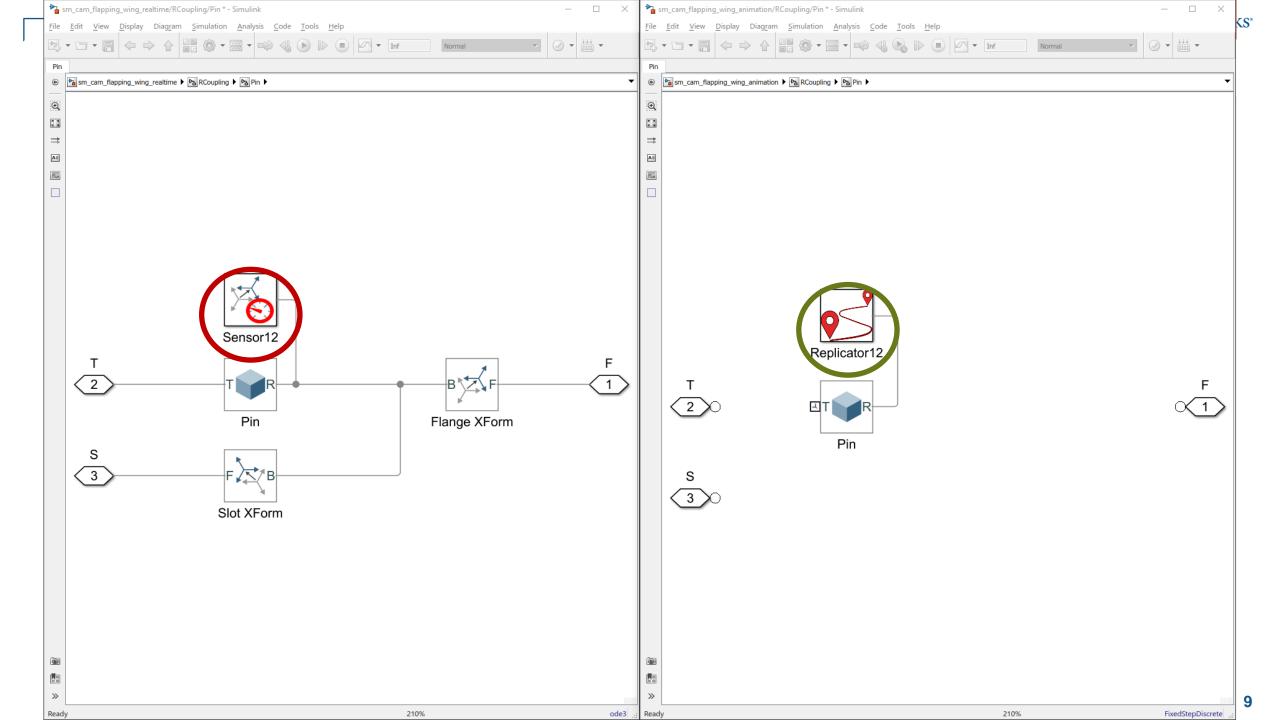
Real-time Model

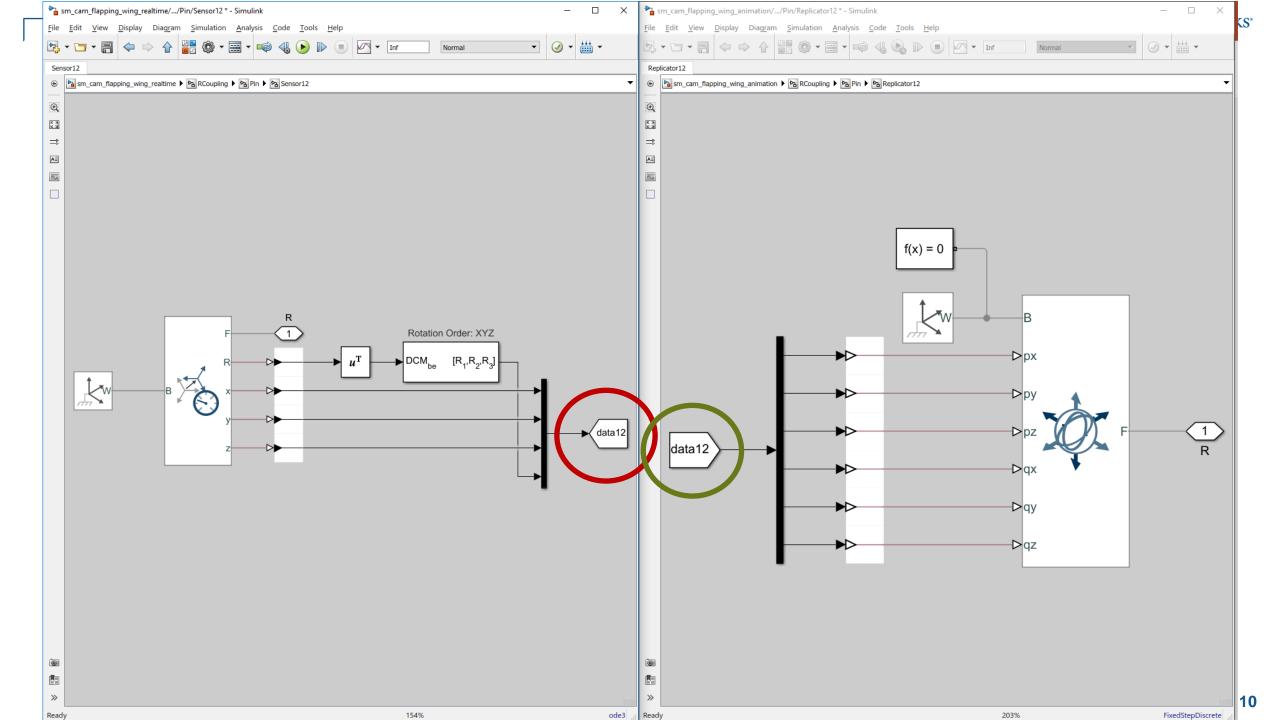
- Modify Config Parameter (slrt-Target, do not open SS MM explorer)
- Add position/orientation sensors to all solid body blocks

Animation Model

- Delete all blocks and connections except solid body blocks
- Add position/orientation actuators solid bodies









Conversion Process – behind the scenes

Both models (Real-time & Animation)

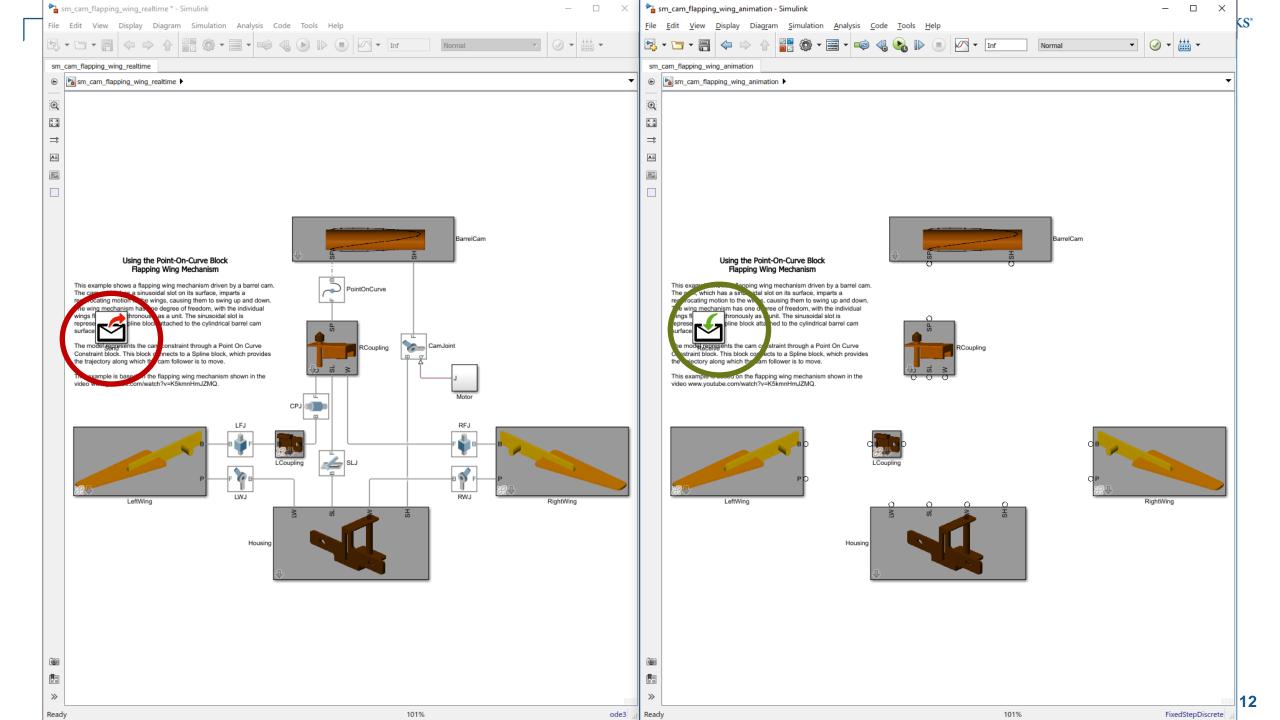
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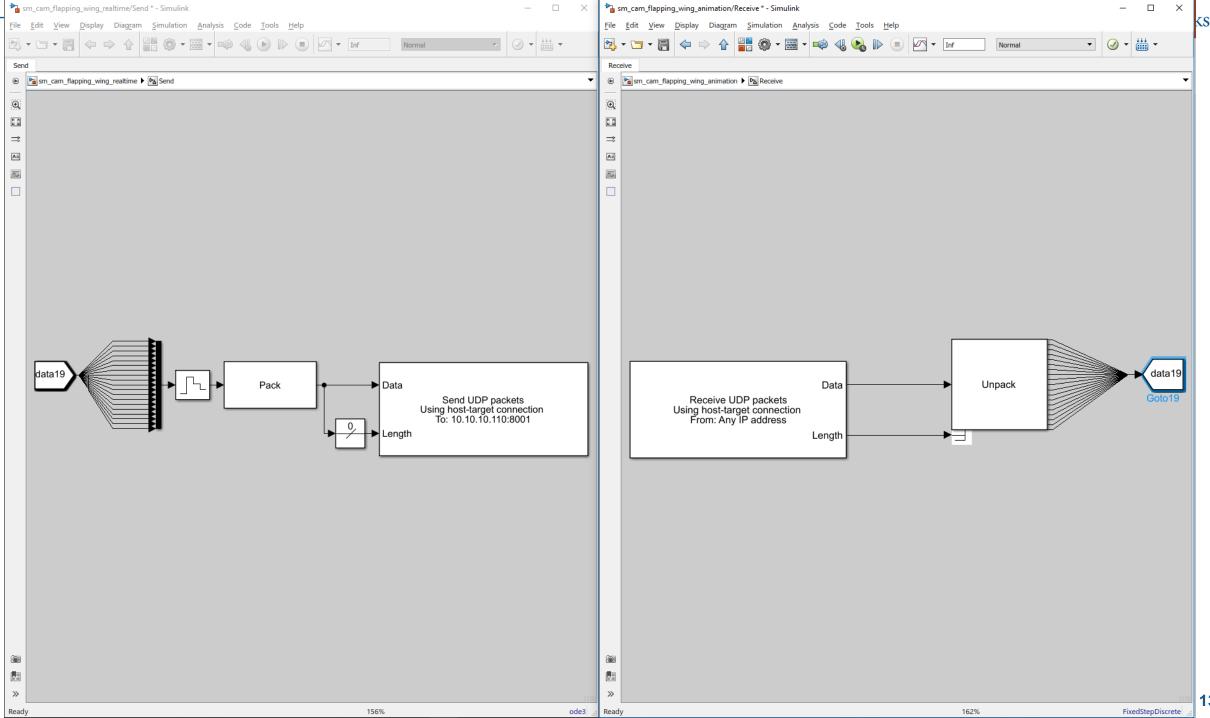
Real-time Model

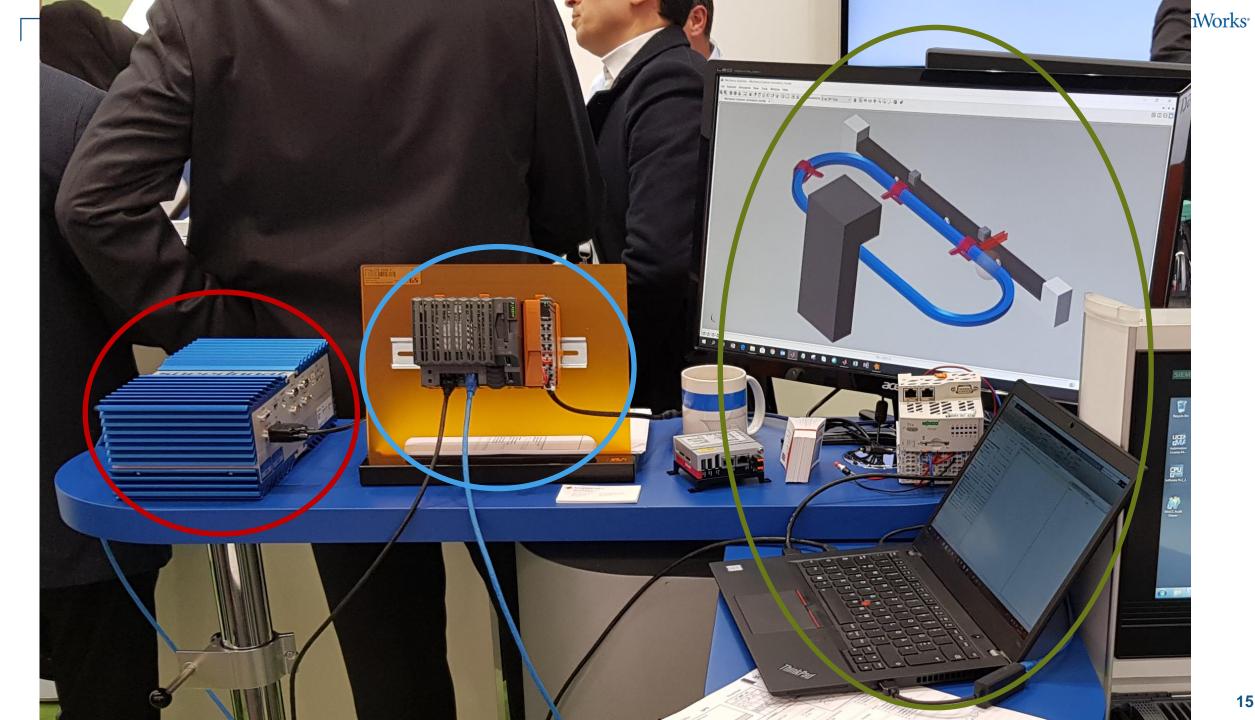
- Modify Config Parameter (slrt-Target, do not open SS MM explorer)
- Add position/orientation sensors to all solid body blocks
- Add UDP sender + mux + Add GoTo / From (from sensors)

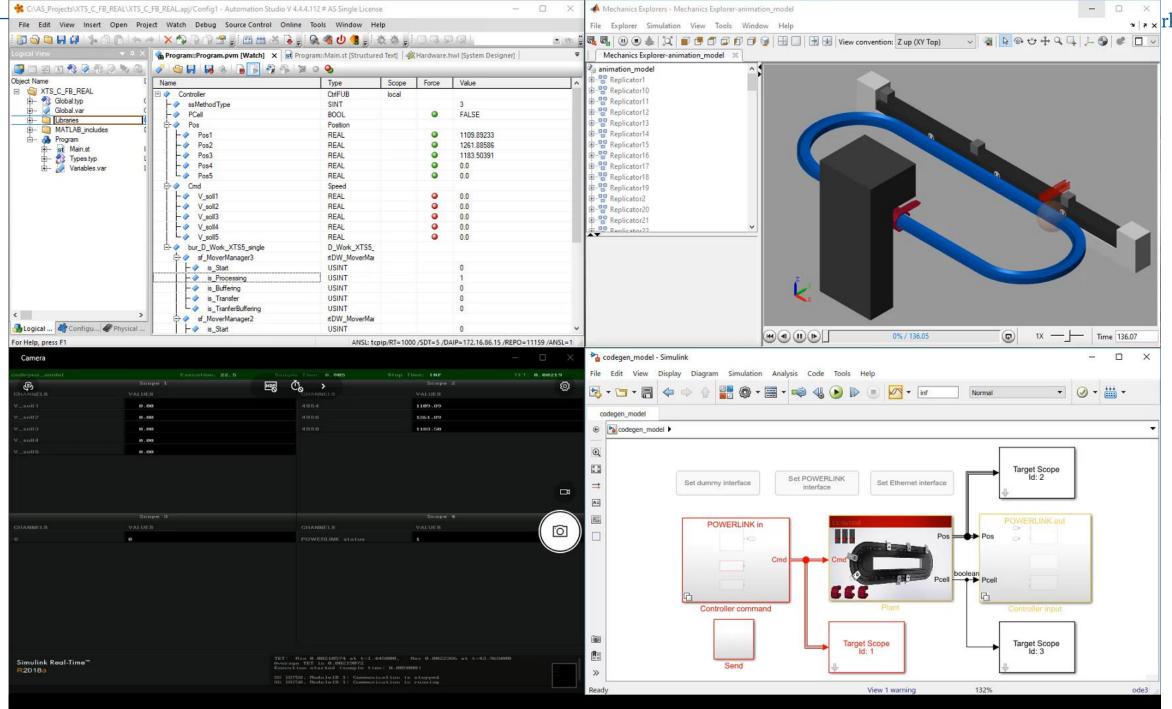
Animation Model

- Delete all blocks and connections except solid body blocks
- Add position/orientation actuators solid bodies
- Add UDP receiver + demux + Add From / GoTo (to actuators)











The way forward

- More Testing & Integration
 - Referenced models
 - Data dictionary
 - External mode
- Add support for more components
 - Variable mass solid bodies
 - Visualization of spline curve
- Possibility to use a real hardware and Animation in parallel?