

BUSMASTER – Instruments Add-on

BUSMASTER © - Instruments Overview

❖ Introduction
BUSMASTER Instruments add-on enables usage of GUI controls for an intuitive display of signal values. Instruments also has an editor to design the instruments by using the inbuilt widgets and controls

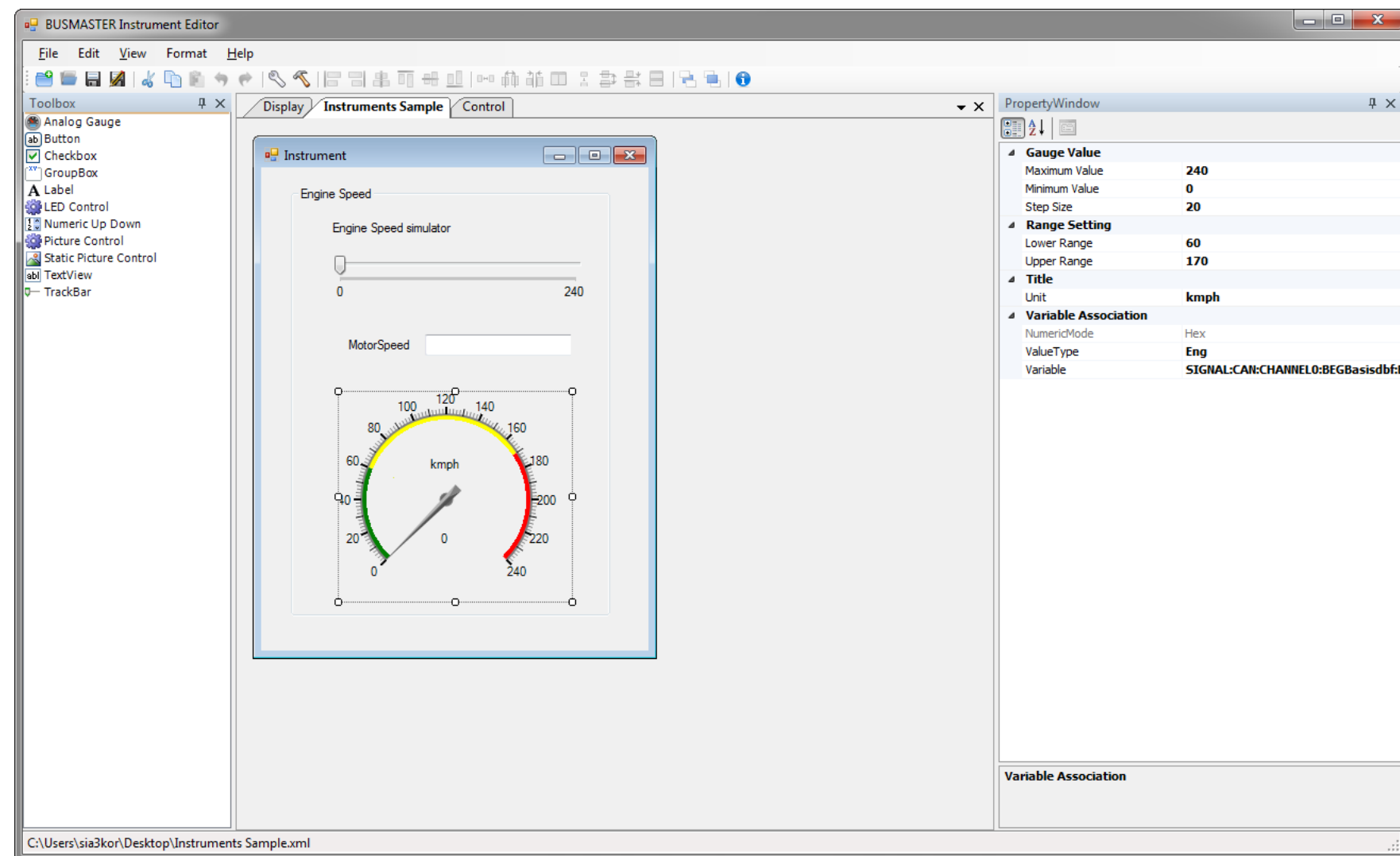
- ❖ Features Supported
- Instrument Editor
 - Controls
 - Analog gauge
 - Button
 - Text box
 - Check box
 - Group box
 - Label
 - LED control
 - Numeric up down
 - Picture control
 - Track bar
 - Saving and loading instruments in the editor
 - Importing Instruments in BusMaster
 - Simulating frames using instruments
 - Signal value display using instruments

❖ Installation
Instruments in BusMaster will be available as an add-on

For further details, please contact E-mail: BUSMASTER@in.bosch.com

BUSMASTER © - Instruments Editor

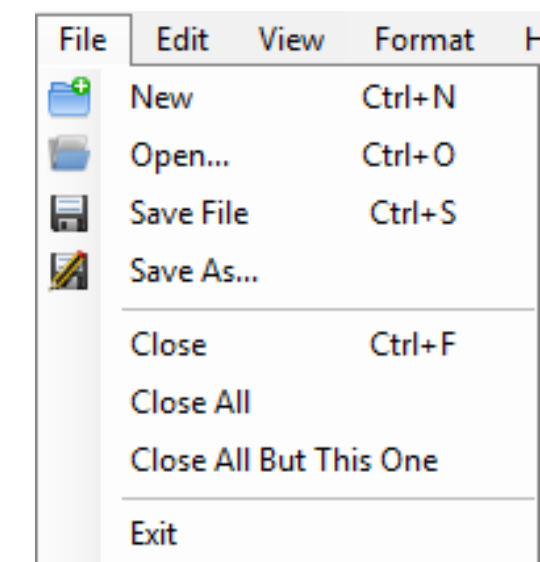
❖ Instruments Editor
Instruments Editor is used to create instrument using the GUI controls and widgets available in the toolbox



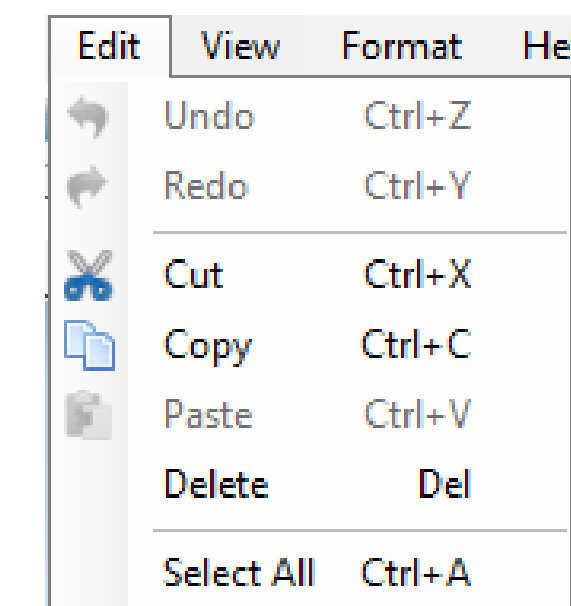
- ❖ Features
- Toolbox – Controls from the list can be chosen using drag & drop
 - Properties – Signals association, range settings, units, value type etc. can be set
 - Edit and alignment options available

BUSMASTER © - Instruments Editor

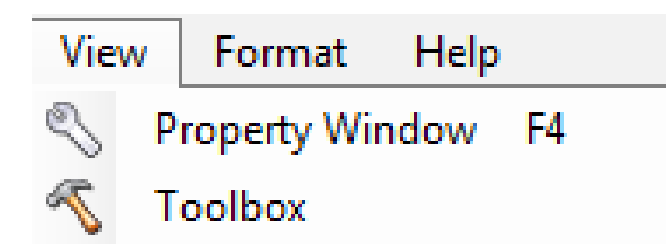
- ❖ File Options
- Create new instrument
 - Open existing instrument
 - Save instrument
 - Close instruments



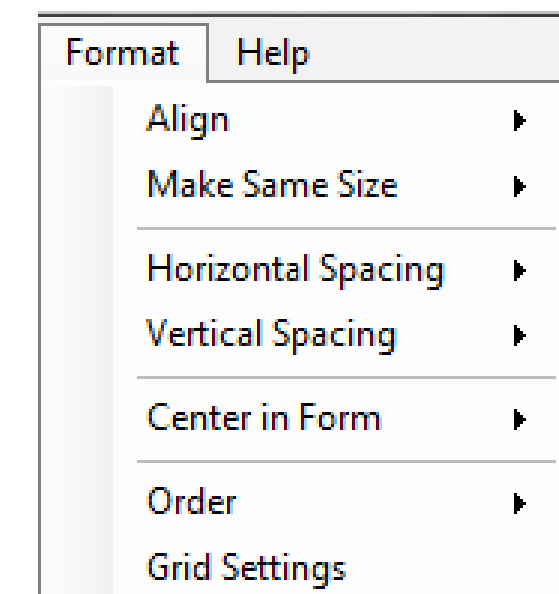
- ❖ Edit Options
- Cut, Copy & Paste
 - Delete & Select All
 - Undo & Redo



- ❖ View Options
- Property Window
 - Tool box



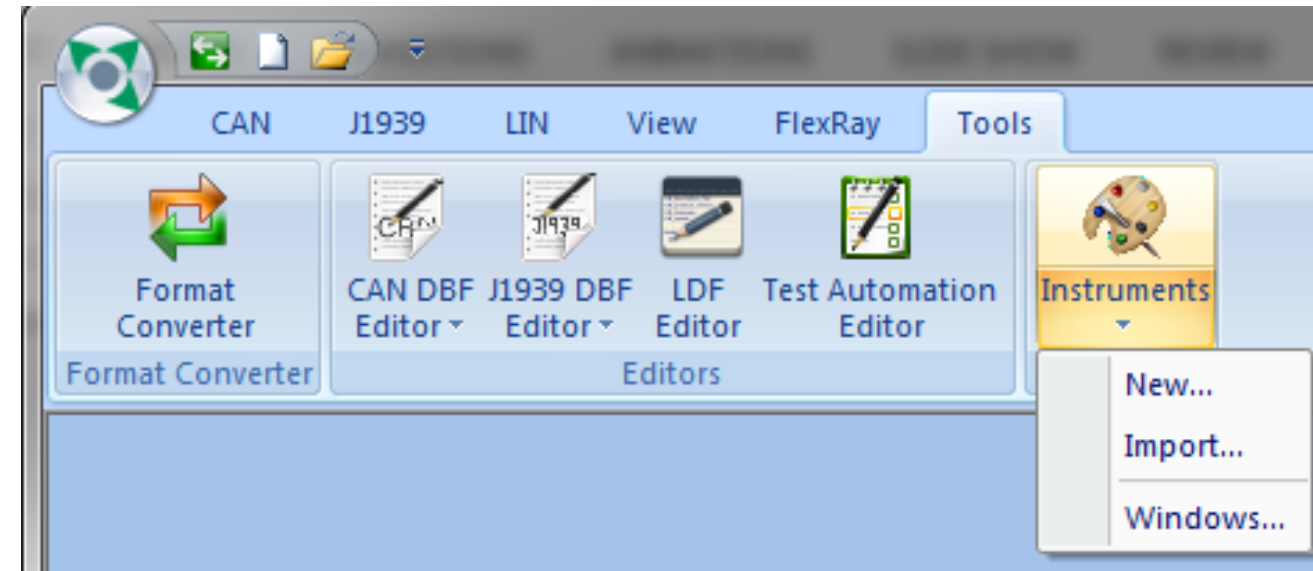
- ❖ Format Options
- Alignment
 - Sizing
 - Spacing
 - Ordering



BUSMASTER © - Importing Instruments

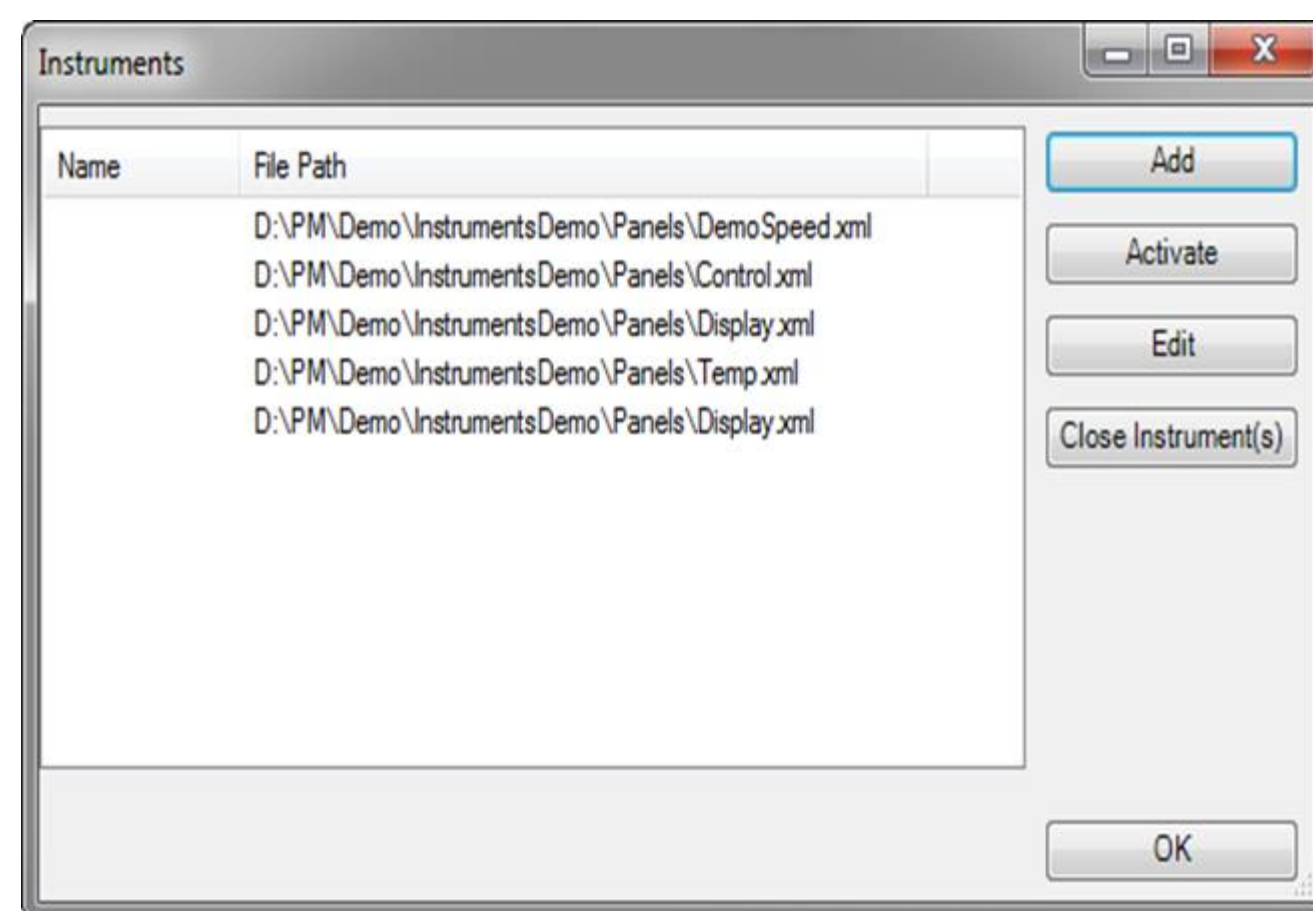
❖ Option for Instruments in BusMaster

- Option to create new – launches editor
- Option to import – Loads the instruments



❖ Display the imported Instruments in BusMaster

- Displays the list of imported instruments
- Option to add new instrument
- Select/Activate a particular instrument



BUSMASTER © - Importing Instruments

❖ Instruments usage in BusMaster

- Imported instruments will be displayed
- Frame transmission based on the associated signal
- GUI control/widget displays the signal value based on the data received

