

Digitale Schaltungssimulation im Browser

user guide- english

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Table of contents

document history	2
Table of contents.....	3
1 BEAST.....	4
1.1 general information.....	4
1.2 access to BEAST	4
1.3 project structure.....	4
1.4 libraries.....	4
1.4.1 basic libraries.....	4
1.4.2 specific libraries.....	4
1.5 components.....	4
1.5.1 basic components	4
1.5.2 basic compound components	4
1.5.3 specific components.....	4
2 user interface	5
3 block diagram editing	6
4 simulation.....	7
5 glossary.....	8
6 table of figures	9

1 BEAST

1.1 general information

1.2 access to BEAST

1.3 project structure

1.4 libraries

1.4.1 basic libraries

1.4.2 specific libraries

1.5 components

1.5.1 basic components

1.5.2 basic compound components

1.5.3 specific components

2 user interface

The user interface of BEAST is divided into three parts. Those are a menu bar in the head area, a navigation tree on the left side and an editor including a toolbar on the right side.

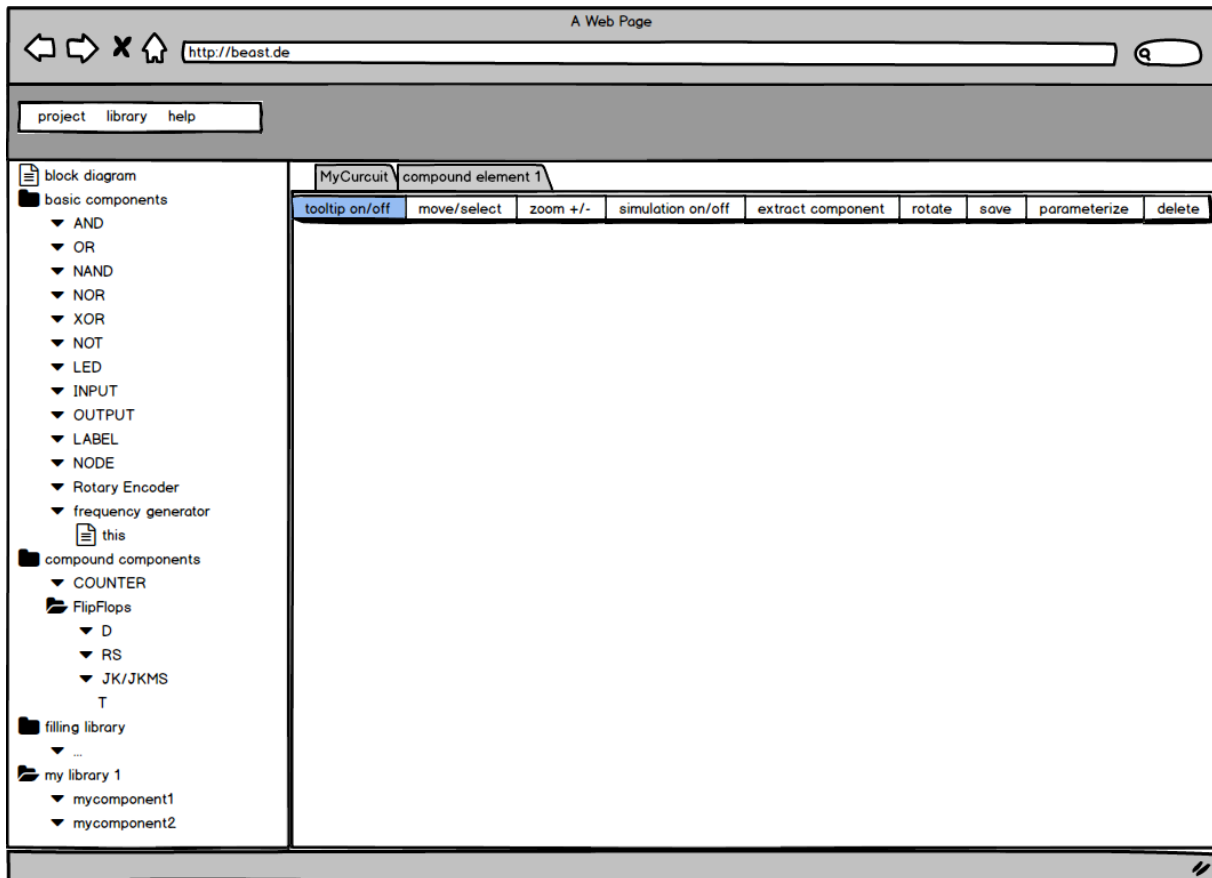


figure 1: user interface BEAST

3 block diagram editing

4 simulation

5 glossary

term	definition
GOLDi	Grid of Online Labs Ilmenau
BEAST	Block Diagram Editing And Simulating Tool
Komponente	A component to create block diagrams, like AND or OR
line	Connection between to components
library	Higher structure including components
project	Highest structure, including a block diagram and libraries
basic libraries	Libraries with basic components. There are three basic libraries. One for the basic components, one for the basic compound components, and one as a deposition for new components
responsive design	Design and size of components is relative to the size of the window
Shortcut	Key combination or mouse action to reach functions faster

6 table of figures

figure 1: user interface BEAST	5
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