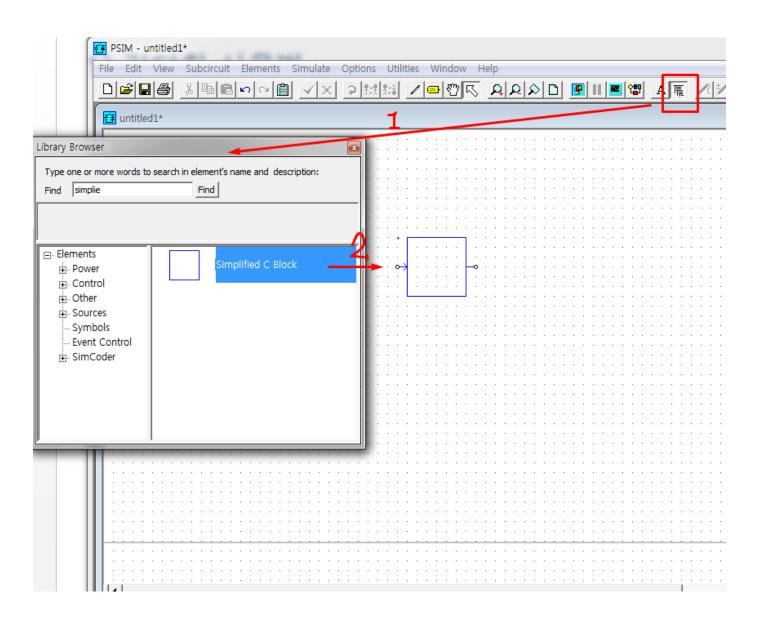
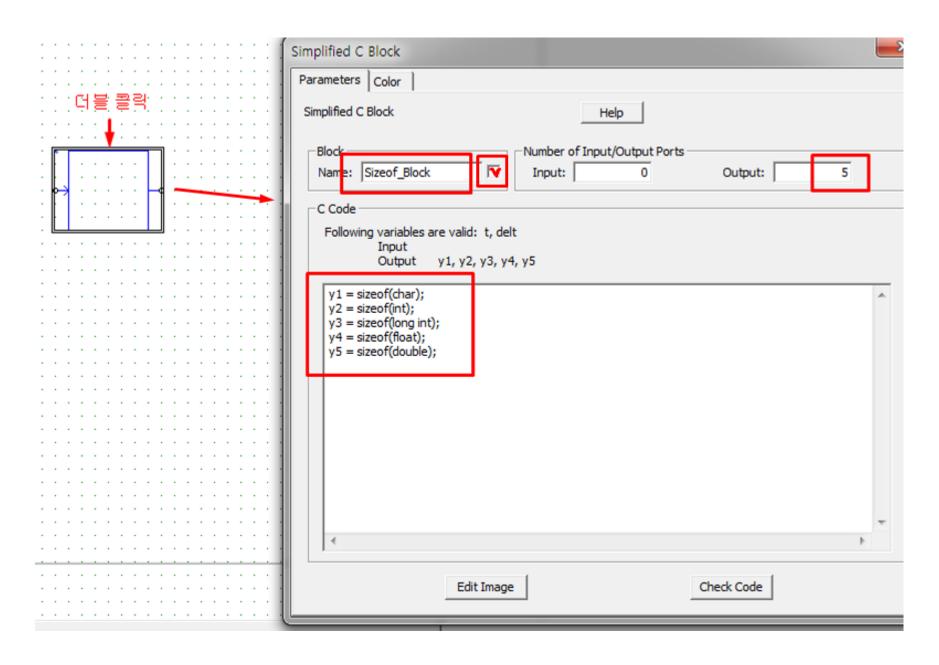
PSIM TOOL STUDY

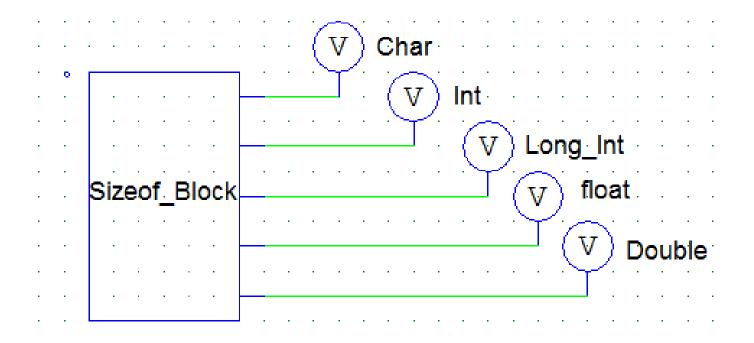
목차

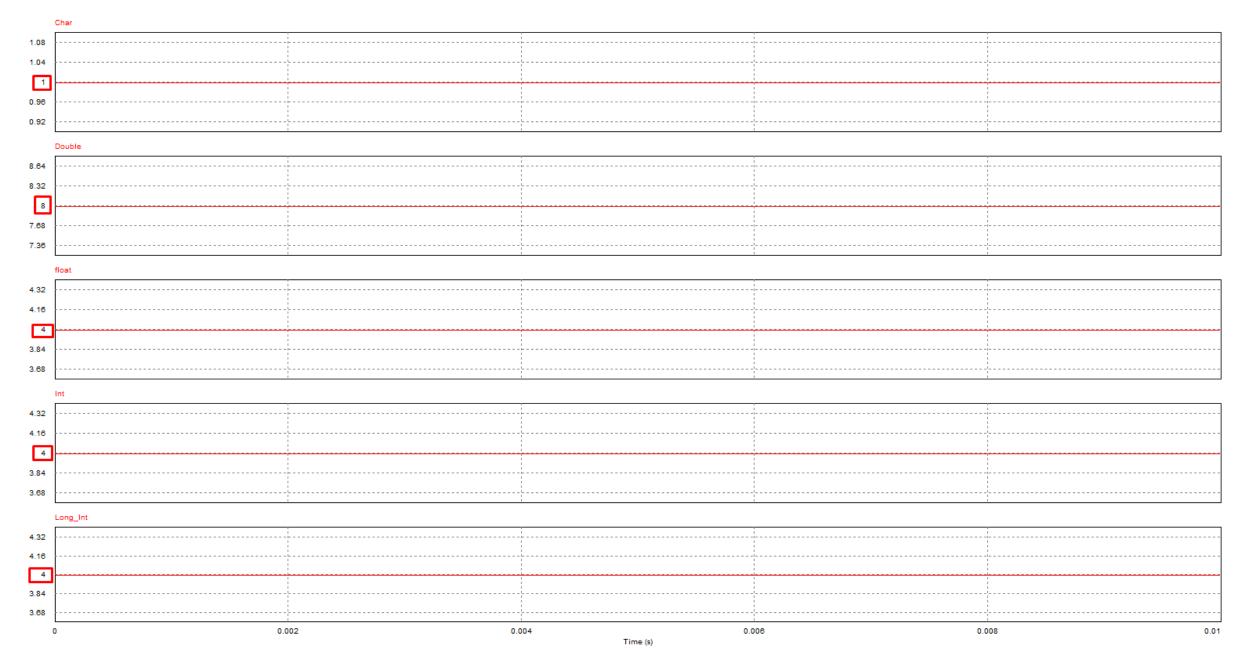
PSIM 사용해보기 2

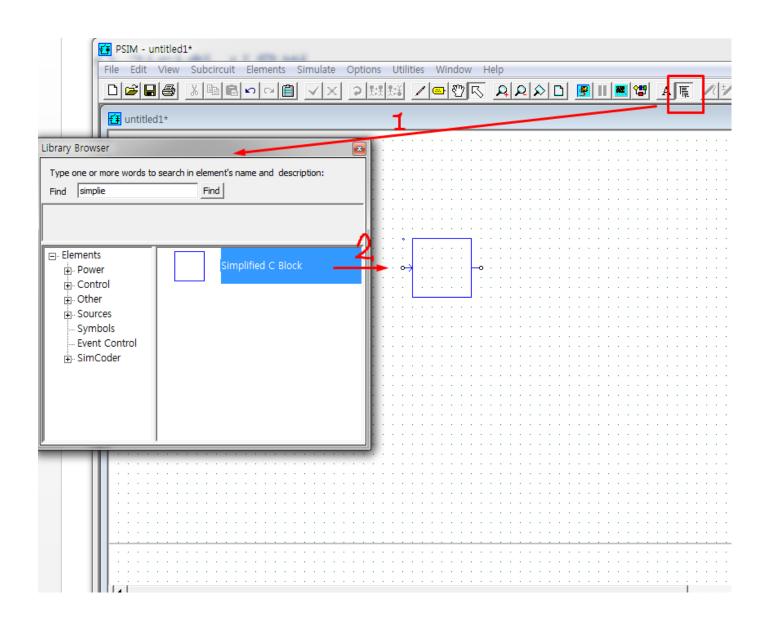
- 4) C언어의 Sizeof 기능(C block 활용)
- 5) C언어로 시뮬레이션 하기(Simplified C Block 활용)
- 6) C언어로 시뮬레이션 하기(C Block 활용)
- 7) subcircuit 만들기
- 8) Personal Library 만들기

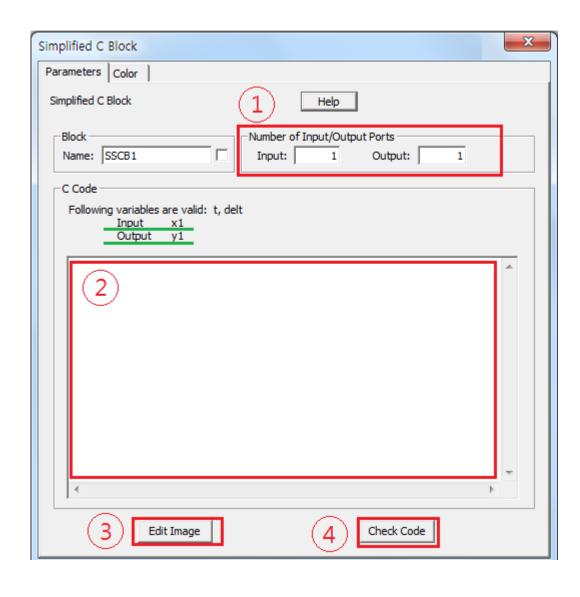


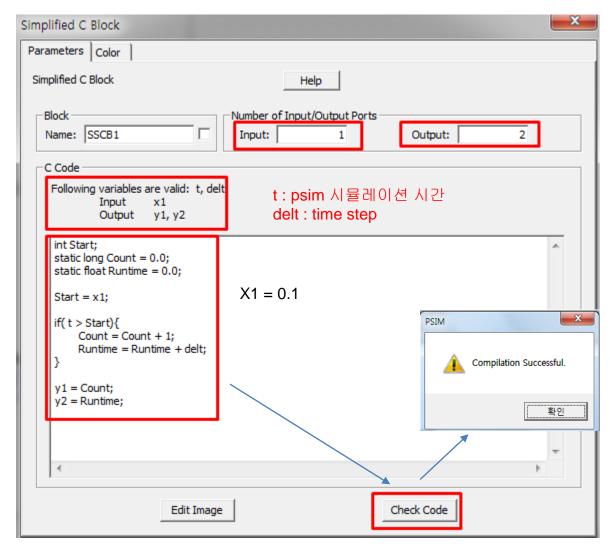




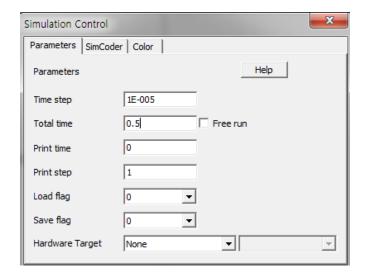


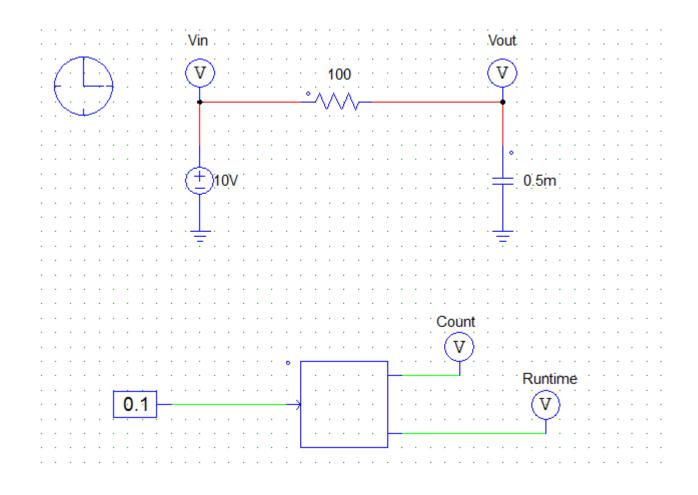


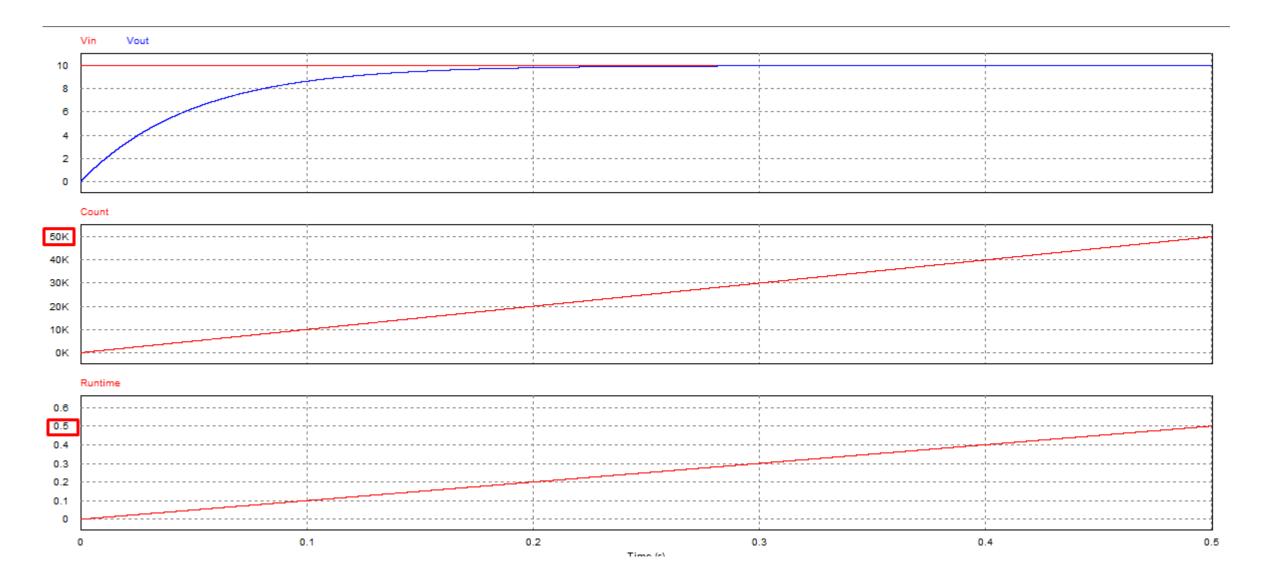




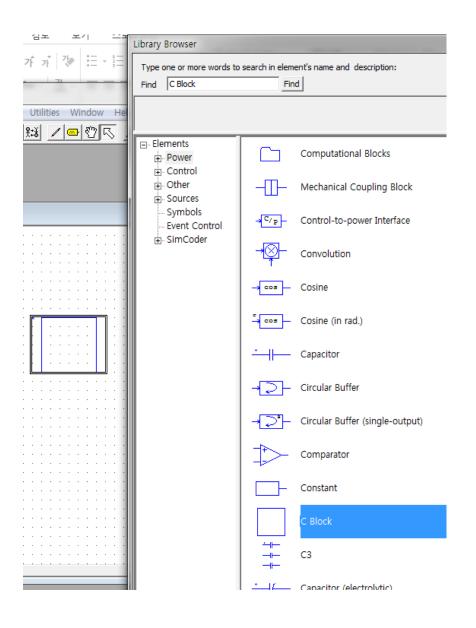


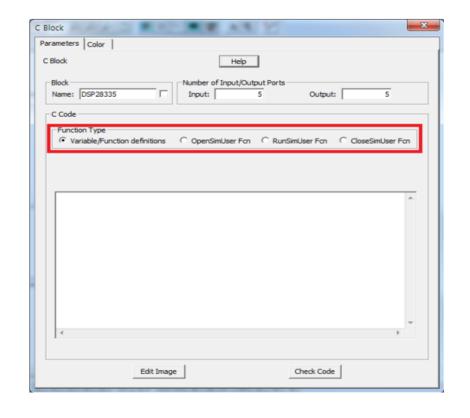






6) C언어로 시뮬레이션 하기(C Block 활용) 1





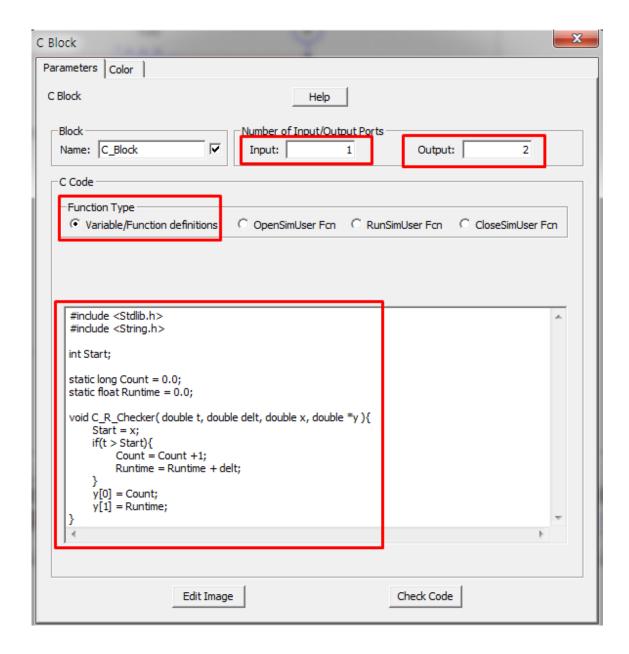
Variable/Function definetions : 이 탭은 Header 파일 역할을 하며, #include, #define, variable, function 설정 하는데 쓰입니다.

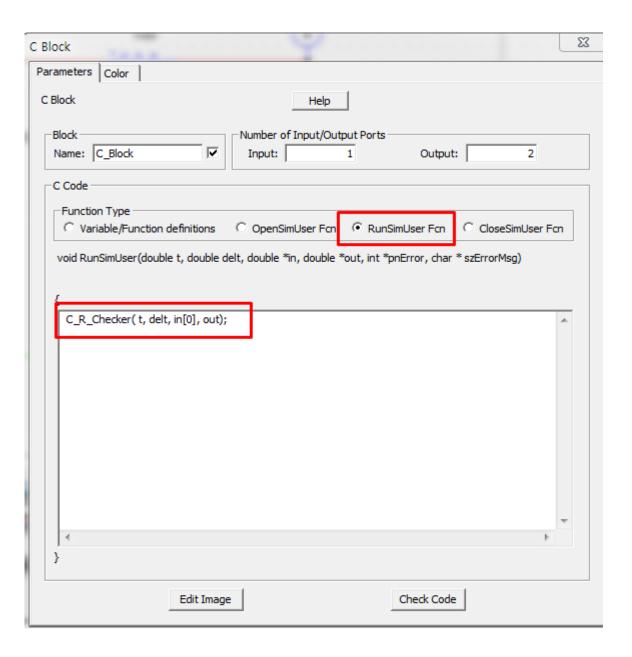
OpenSimUser Fcn : 시뮬레이션이 시작될 때 1회만 실행 되며, 시뮬레이션 동작에서 필요할 경우 사용합니다.

RunSimUser Fcn: 시뮬레이션의 메인 코드를 이곳에 입력하여 사용합니다.

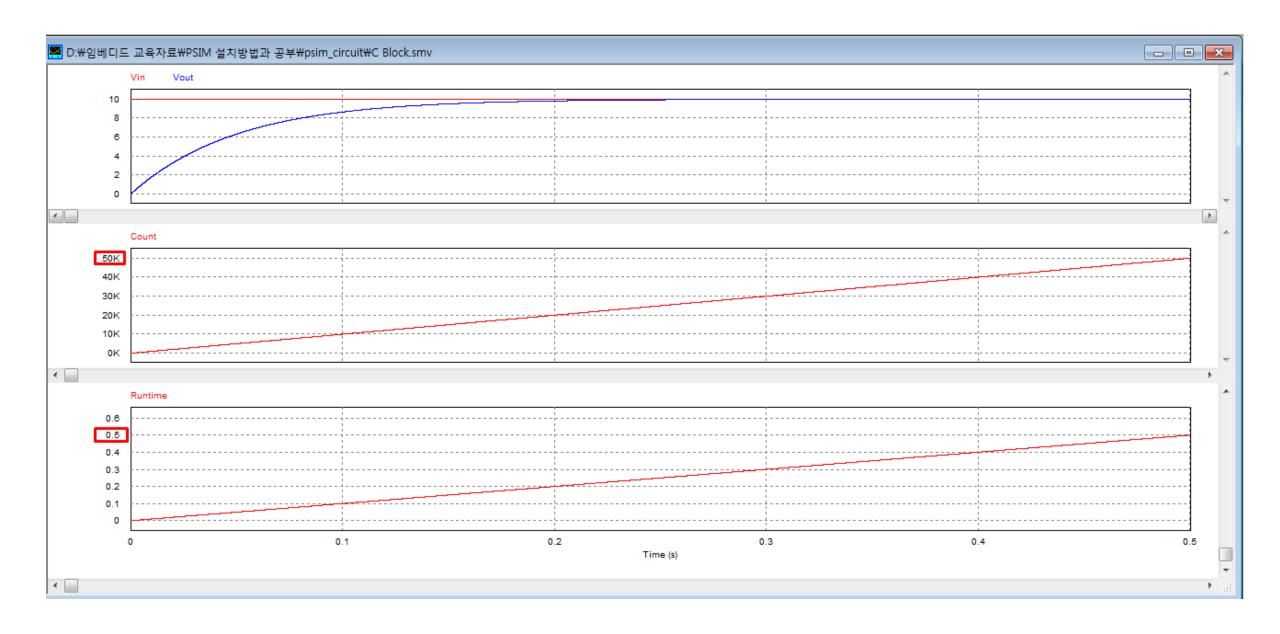
CloseSimUser Fcn: OpenSimUser Fcn과 반대로 시뮬레이션이 끝날 때 1회만 실행 되며, 시뮬레이션 동작에서 필요할 경우 사용합니다.

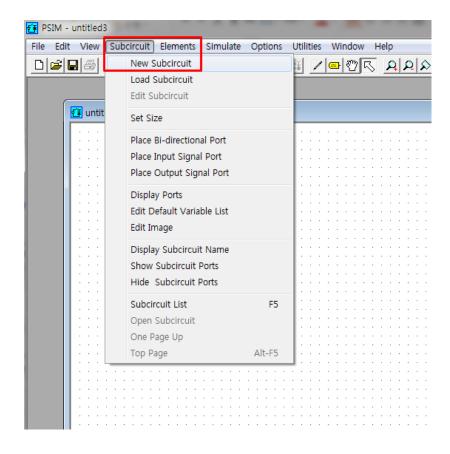
6) C언어로 시뮬레이션 하기(C Block 활용) 2

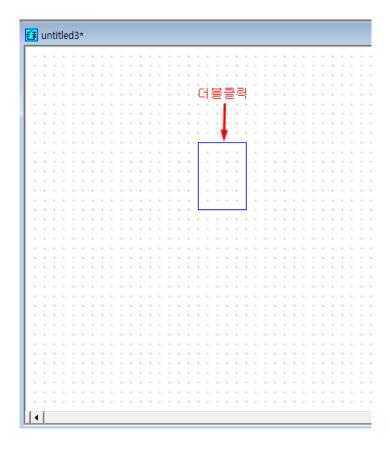




6) C언어로 시뮬레이션 하기(C Block 활용) 3









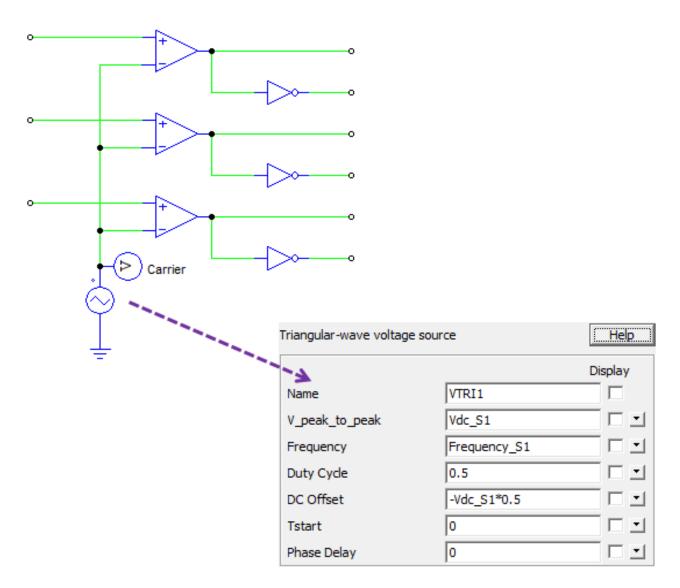
Elements > Control > Comparator

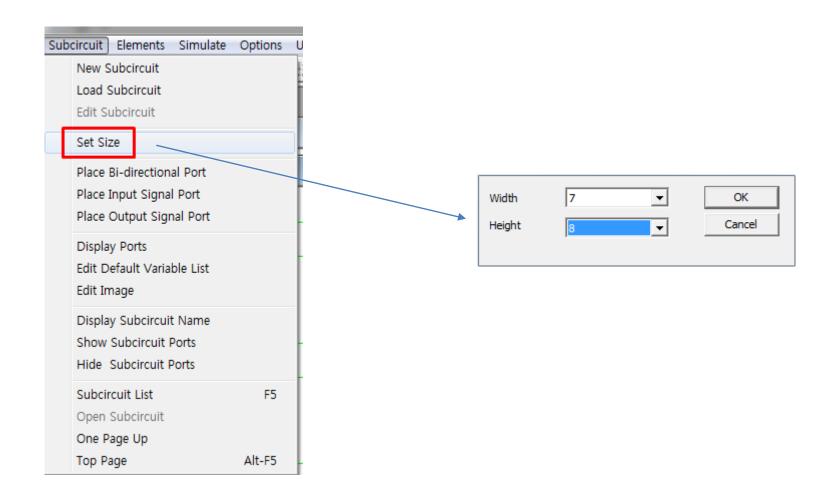


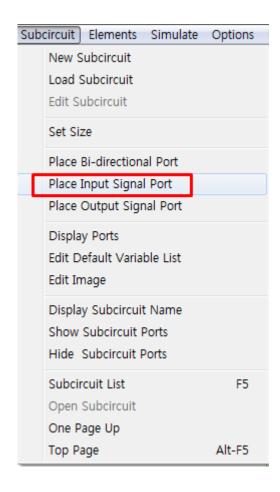
Elements > Control > Logic Elements > NOT Gate

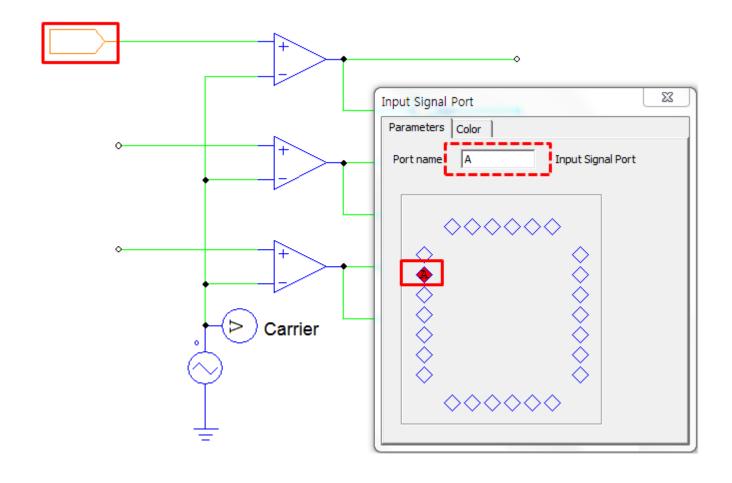


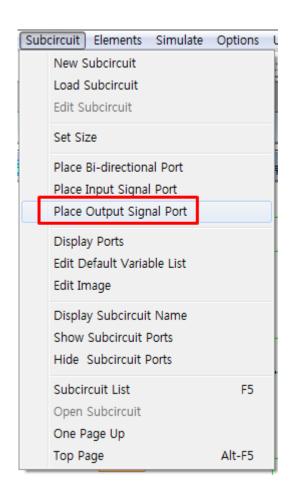
Elements > Sources > Voltage > Triangular

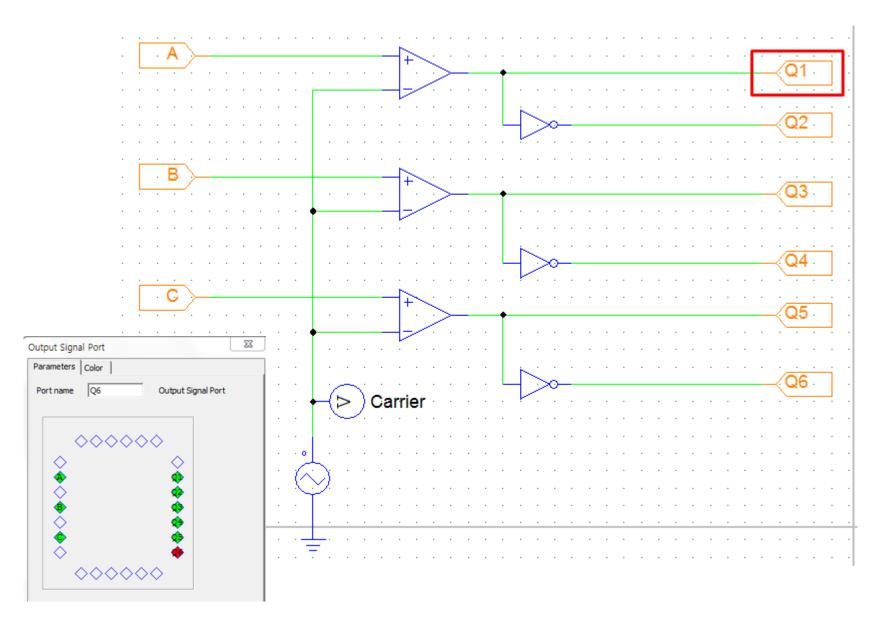


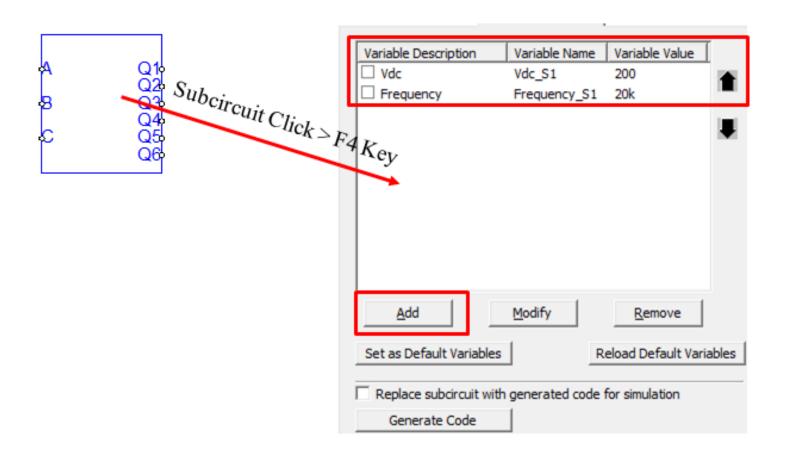


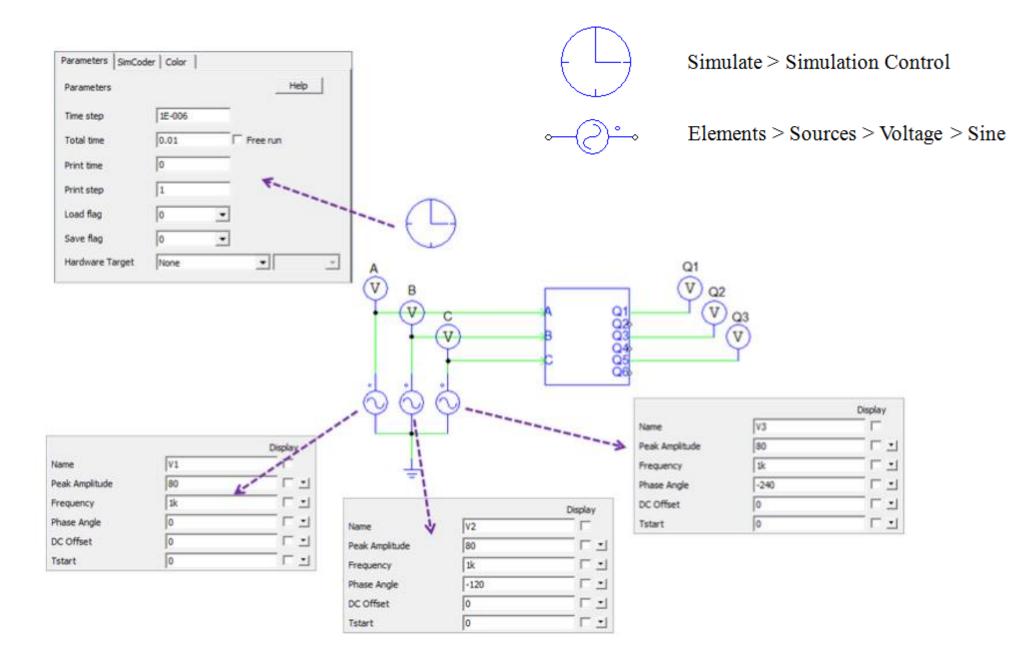


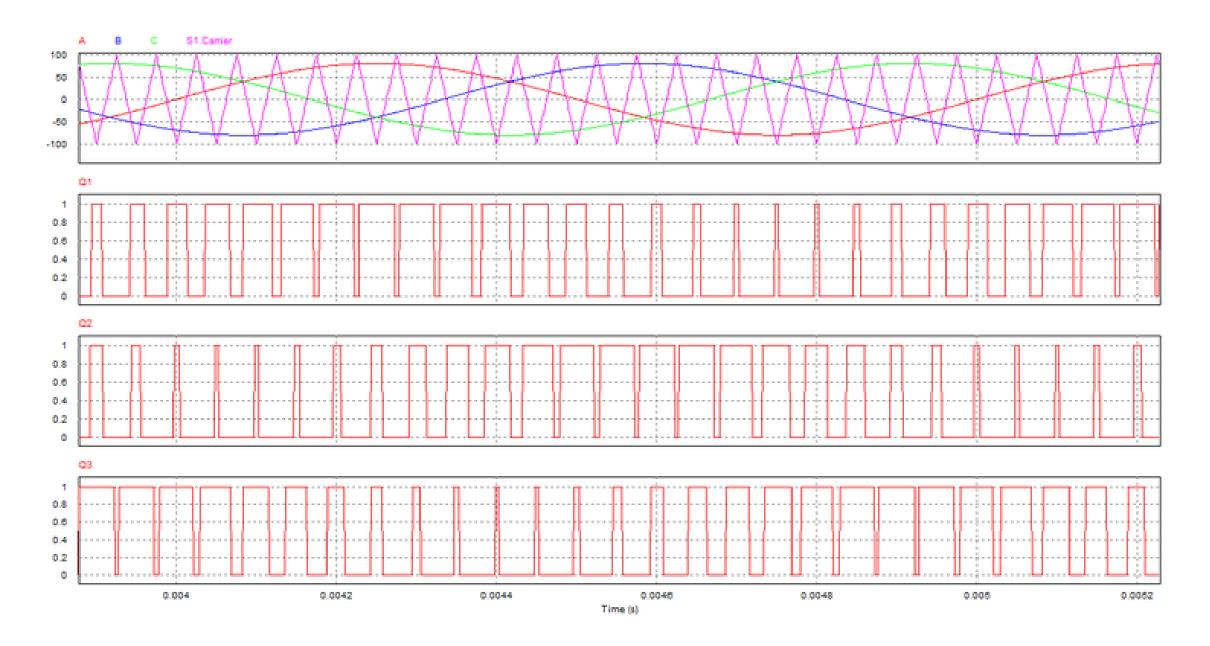




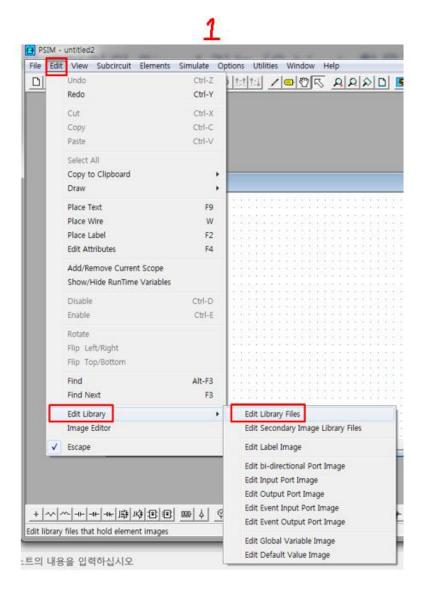


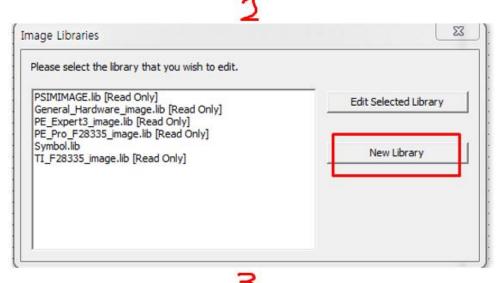






8) Personal Library 만들기 1







8) Personal Library 만들기 2

