

CAPL Scripting Quickstart

CAPL (Communication Access Programming Language) For CANalyzer and CANoe

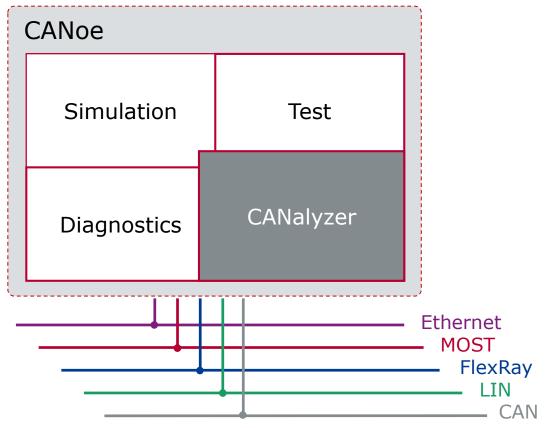


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CANalyzer versus CANoe

CANalyzer is wholly contained within **CANoe**

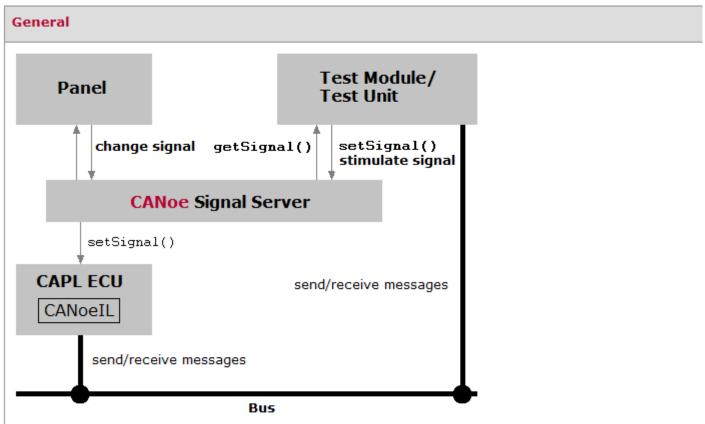


CANoe offers significant additional capability beyond CANalyzer to:

- > Stimulate the network(s) with **Interaction Layer** knowledge
- > Run automated tests and generate test reports
- > Implement automated diagnostic tests



CANoe and the added value of the Interaction Layer



- ▶ The CANoe Interaction Layer (in short CANoeIL):
 - Provides a signal-oriented means of accessing the bus
 - > Map signals to their appropriate send messages
 - > Controls the sending of these messages as a function of the (OEM) Send Model
- ▶ Transmission of messages and signals is described based on attributes in the database
- ► CANoeIL models the transmission behavior at run-time using those attributes



Overview of CANalyzer variants

CAPL is available in CANalyzer PRO and all versions of CANoe

CANalyzer is available in three different variants:

▶ PRO: Professional variant: full functionality

► EXP: Expert variant: supports all applications up to complex analysis of heterogeneous systems; does not support CAPL programs

► FUN: Fundamental variant: simple applications, does not support CAPL, diagnostic tester and panels

Detailed information about the variants of CANalyzer is available at our website: http://www.vector.com/vi_canalyzer_variants_en.html



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General

Available in both CANalyzer PRO and EXP

> Intended to allow some automation within the EXP variant

The Visual Sequencer allows you to create *automated command sequences* with the purpose of

- > Stimulating the network
- > Controlling applications

In order to *structure* the individual steps, loops and conditional command blocks can be used, such as

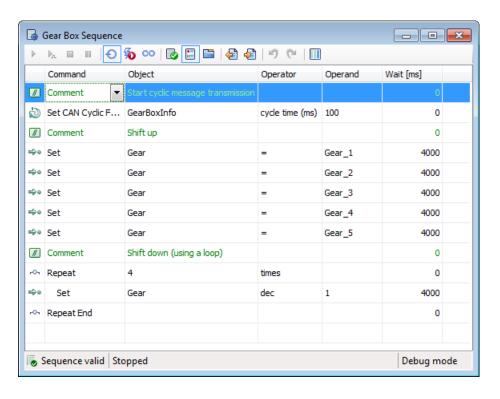
> if, else if, end if

Each sequence is shown in a *separate window*, and can be edited at any time, even while a measurement is running.



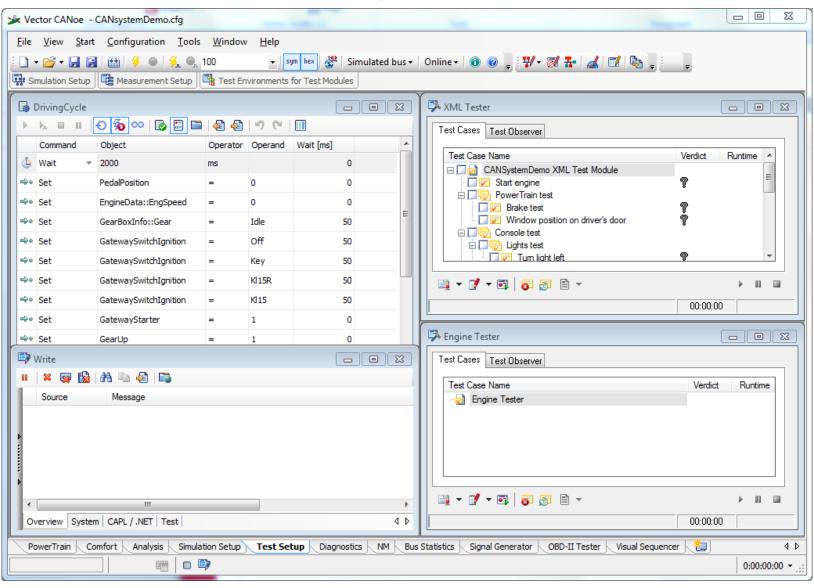
Features

- Send messages (cyclically)
- Set signals/variables
- ▶ If, else, else if and repeat commands
- Wait commands
- Start/stop replay
- Write text or values to write window or file
- ▶ Graphical debug
- Auto complete for names





See the CANsystemdemo.cfg included with your installation





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General

Functional blocks based on CAPL (Communication Access Programming Language) can be created to program

- Network node modules
- Special evaluation programs for individual applications

Some CAPL characteristics:

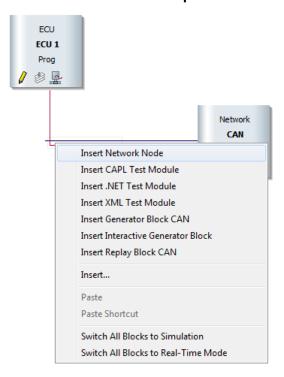
- C-like programming language
- ▶ **Event based**, not interrupt driven
- ► CAPL programs are created using an integrated development environment called the CAPL Browser
- ▶ Direct access to signals, system variables and diagnostic parameters
- Able to link user created DLLs



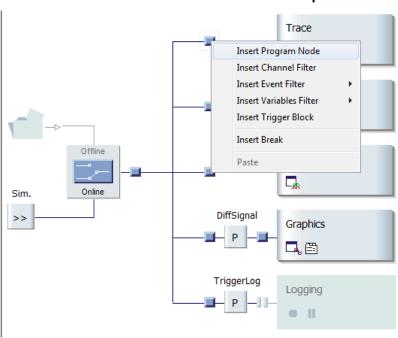
Field of Application CANoe

- Creating and extending simulations
- ▶ Implementing functions for analysis in the measurement setup

Simulation Setup



Measurement Setup

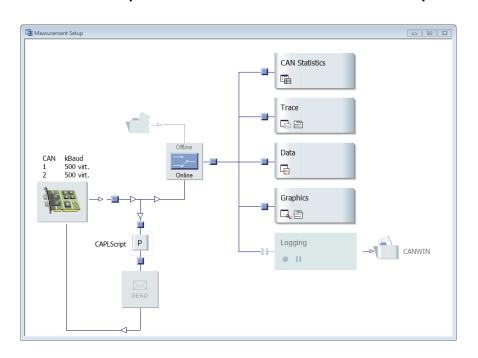




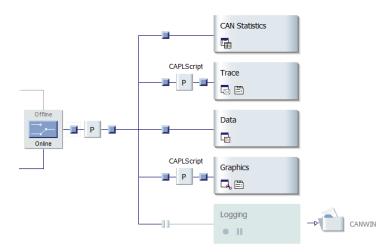
Field of Application CANalyzer

- Creating simulations or reactive scripts
- ▶ Implementing functions for analysis in the measurement setup

Send Loop of the Measurement Setup

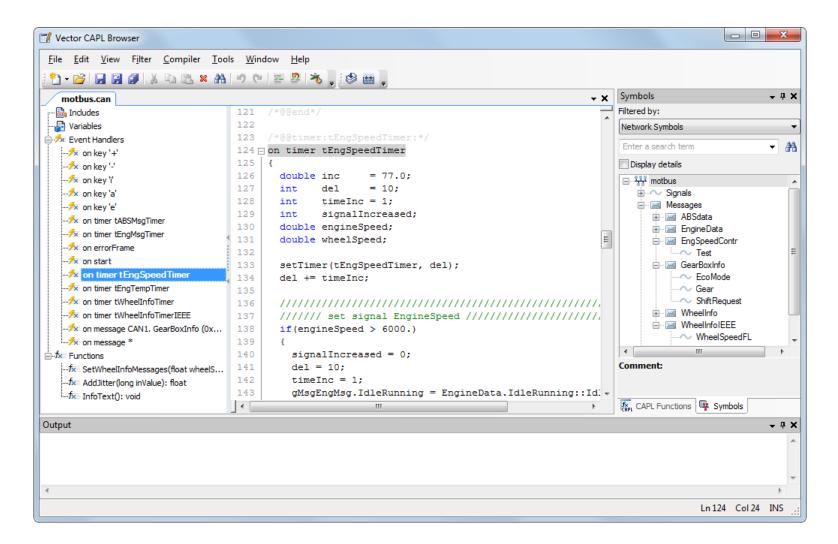


Analysis Branches





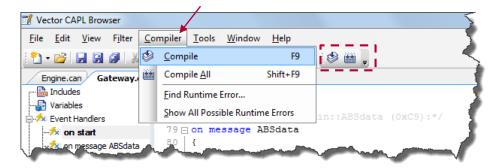
CAPL Browser



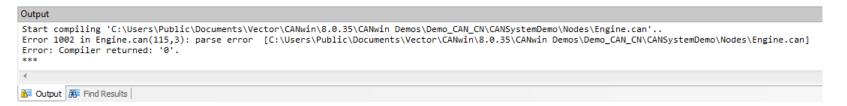


Compiling

▶ In order to generate an executable program file from a CAPL program, the program must be compiled with the CAPL compiler:



▶ Error messages are shown in the lower Message Window:



When you double-click the error description, the cursor in the *Text Editor* automatically jumps to the point in the source code, where the error originated.

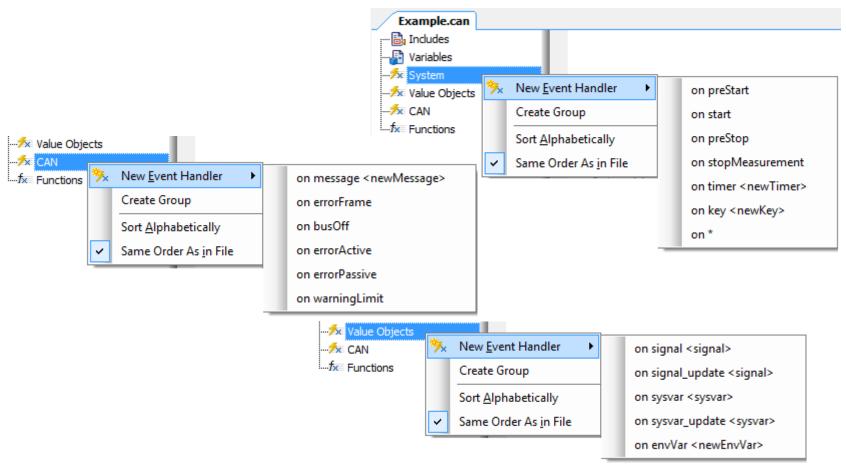


Examining a CAPL program

```
1 /*@!Encoding:1252*/
 2 □ includes
 3 {
                                                        Additional CAPL files that contain generic code
      // Include files are referenced here
      #include "D:\Sandbox\Demo\CAPL\TxFilter.can" that can be reused in other programs
 6 L }
 8 □ variables
 9
                                                       Variables defined here are accessible
      // Global Variables are defined here
                                                       throughout the CAPL program
      int i;
11
      char nameArray[255];
12
13 4
14
15 □ on key 'A'
16 {
17
      int j;
                                                        Multiple pre-defined event handlers exist for
      j = 25;
18
                                                        your use within CAPL. The code in this handler
19
                                                        will only be executed when the event occurs.
      write("The value of j is %d", j);
20
22 - 1
23
24 □ void myFunction(int input1, int input2)
                                                        You can create your own functions (special
25
                                                        handler) that contain related code to be
      // Your function code goes here
26
                                                        executed frequently
27 - }
```



Adding an Event Handler



CAPL is a procedural language in which the execution of program blocks is controlled by events. These program blocks are referred to as event procedures.



Important Event Handlers

Start of measurement



```
on Start
{
   write ("Start of CANoe");
}
```

Message received





```
on message 0x123
{
   write ("CAN Message 123");
}
```

▶ Signal change



```
on signal sigTemp
{
   write ("Signal Temperature");
}
```

► Time event



```
on timer tmrCycle
{
   write ("within cycle");
}
```

Key press



```
on key 'a'
{
   write ("Key >a< pressed");
}</pre>
```



On Key Procedures

```
// React to press of 'a' key
on key 'a'
on key ' '
                         // React to press of spacebar
                         // React to press of spacebar
on key 0x20
                         // React to press of F1 key
on key F1
                         // React to press of Ctrl-F12
on key ctrlF12
                         // React to press of Page Up key
on key PageUp
                         // React to press of Home key
on key Home
                         // React to any key press except...
on key *
```



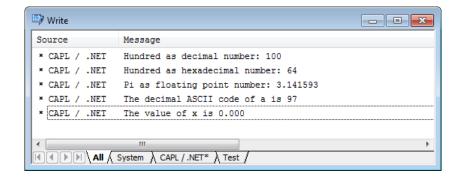
Data types for CAN

Туре		Name	Bit	Note
Integers	Signed	int	16	
		long	32	
		int64	64	
	Unsigned	byte	8	
		word	16	
		dword	32	
		qword	64	
Floating point		float	64	Per IEEE
		double	64	Per IEEE
Single character		char	8	
Message variable	for CAN	message		for CAN messages
Time variables	for seconds	timer		for Timer in s
	for milliseconds	mstimer		for Timer in ms



Variables in CAPL

▶ Results:





Operators

Operator	Description	Example
+ -	Addition, subtraction	-
* /	Multiplication, division	-
++	Increment or decrement by 1	a++; // increments a by 1
0	Modulo division (returns integer remainder of a division)	a = 4 % 3; // a is 1
< <=	Less than; less than or equal to	returns TRUE or FALSE
> >=	Greater than; greater than or equal to	returns TRUE or FALSE
== !=	Compare for equality or inequality	returns TRUE or FALSE
& &	Logic AND	returns TRUE or FALSE
11	Logic OR	returns TRUE or FALSE
!	Logic NOT	changes TRUE to FALSE and vice versa
&	Bitwise AND	1 & 7 // yields 1 (0001 & 0111 → 0001)
	Bitwise OR	1 7 // yields 7 (0001 0111 → 0111)
~	Bitwise complement	~1 // yields 14 (0001 → 1110)
^	Bitwise exclusive OR (XOR)	01^11 // ergibt 10
>> <<	Bit shift to right or left	1 << 3 // yields 8 (0001 → 1000)

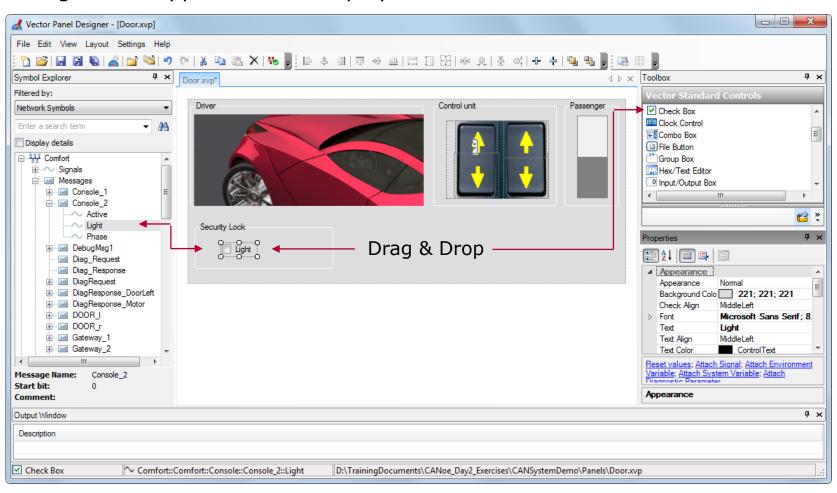


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Creating a Panel

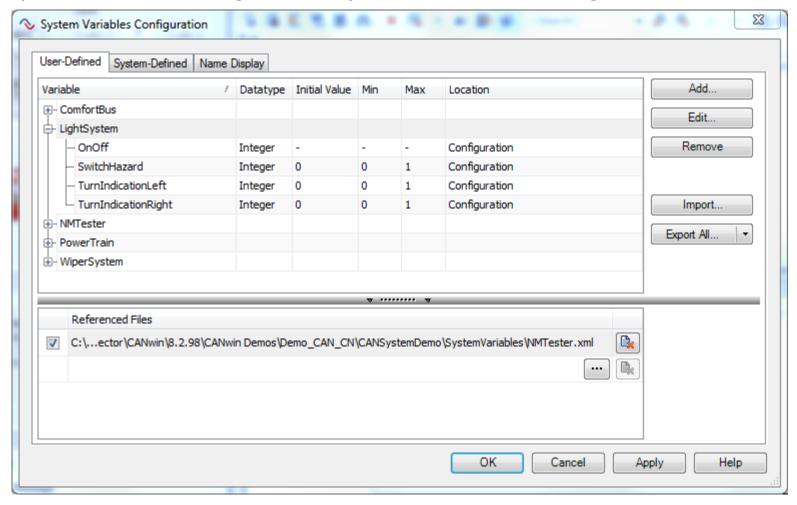
A signal is mapped to each display or control:





Creating a System Variable for use with in a configuration

Signals can be automatically or user created, saved, exported, and imported via the Configuration|Systems Variables dialog:





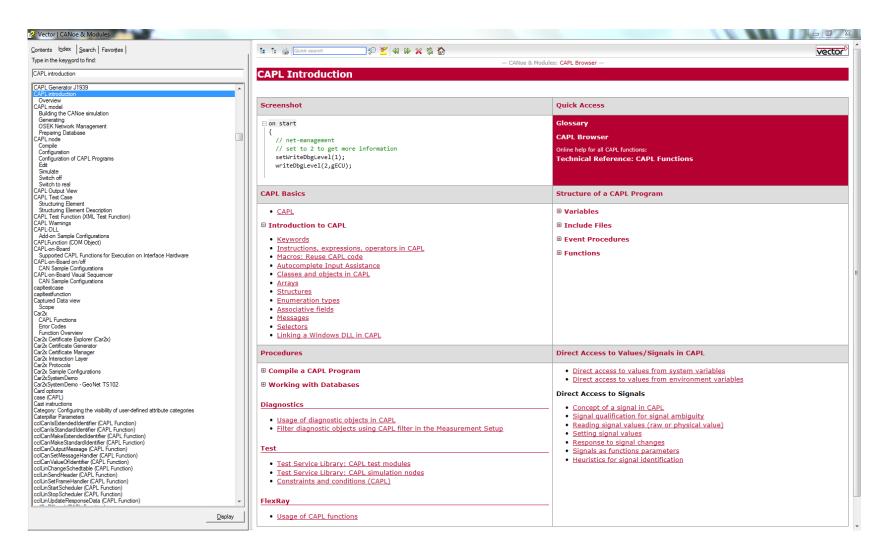
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Online Help file: Use Index CAPL Introduction





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