

ExternalMedia Reference Manual

1.0

Generated by Doxygen 1.5.1-p1

Thu Jan 25 07:40:18 2007

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Chapter 1

ExternalMedia Hierarchical Index

1.1 ExternalMedia Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

BaseSolver	7
TestSolver	30
BaseTwoPhaseMedium	14
TwoPhaseMedium	34
FluidConstants	23
MediumMap	24
SolverMap	28
TwoPhaseMediumProperties	36

Chapter 2

ExternalMedia Class Index

2.1 ExternalMedia Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

BaseSolver (Base solver class)	7
BaseTwoPhaseMedium (Base two-phase medium class)	14
FluidConstants (Fluid constants struct)	23
MediumMap (Medium map)	24
SolverMap (Solver map)	28
TestSolver (Test solver class)	30
TwoPhaseMedium (Two phase medium)	34
TwoPhaseMediumProperties (Two phase medium property class)	36

Chapter 3

ExternalMedia File Index

3.1 ExternalMedia File List

Here is a list of all documented files with brief descriptions:

errorhandling.h (Error handling for external library)	39
externaltwophasemedium.cpp (Interface layer)	41
include.h (Generic include file)	50

Chapter 4

ExternalMedia Class Documentation

4.1 BaseSolver Class Reference

Base solver class.

```
#include <basesolver.h>
```

Inheritance diagram for BaseSolver::

Public Member Functions

- **BaseSolver** (const string &mediumName, const string &libraryName, const string &substanceName)
Constructor.
- virtual ~**BaseSolver** ()
Destructor.
- virtual void **setFluidConstants** ()
Set fluid constants.
- virtual void **setSat_p** (double &p, **TwoPhaseMediumProperties** *const properties)
Set saturation properties from p.
- virtual void **setSat_T** (double &T, **TwoPhaseMediumProperties** *const properties)
Set saturation properties from T.
- virtual void **setSat_p_state** (**TwoPhaseMediumProperties** *const properties)
Set saturation properties from within BaseProperties model.

- virtual void **setState_dT** (double &d, double &T, int &phase, **TwoPhaseMediumProperties** *const properties)
Set state from d, T, and phase.
- virtual void **setState_ph** (double &p, double &h, int &phase, **TwoPhaseMediumProperties** *const properties)
Set state from p, h, and phase.
- virtual void **setState_ps** (double &p, double &s, int &phase, **TwoPhaseMediumProperties** *const properties)
Set state from p, s, and phase.
- virtual void **setState_pT** (double &p, double &T, **TwoPhaseMediumProperties** *const properties)
Set state from p and T.
- virtual void **setBubbleState** (int phase, **TwoPhaseMediumProperties** *const properties, **TwoPhaseMediumProperties** *const bubbleProperties)
Set bubble state.
- virtual void **setDewState** (int phase, **TwoPhaseMediumProperties** *const properties, **TwoPhaseMediumProperties** *const bubbleProperties)
Set dew state.
- virtual bool **computeDerivatives** (**TwoPhaseMediumProperties** *const properties)
Compute derivatives.
- double **molarMass** () const
Return molar mass (Default implementation provided).
- double **criticalTemperature** () const
Return temperature at critical point (Default implementation provided).
- double **criticalPressure** () const
Return pressure at critical point (Default implementation provided).
- double **criticalDensity** () const
Return density at critical point (Default implementation provided).
- double **criticalMolarVolume** () const
Return molar volume at critical point (Default implementation provided).
- double **criticalEnthalpy** () const
Return specific enthalpy at critical point (Default implementation provided).
- double **criticalEntropy** () const
Return specific entropy at critical point (Default implementation provided).

Public Attributes

- string **mediumName**
Medium name.
- string **libraryName**
Library name.
- string **substanceName**
Substance name.

Protected Attributes

- **FluidConstants _fluidConstants**
Fluid constants.

4.1.1 Detailed Description

Base solver class.

This is the base class for all external solver objects (e.g. **TestSolver** (p. 30), FluidPropSolver).

Christoph Richter, Francesco Casella, Sep 2006

4.1.2 Constructor & Destructor Documentation

4.1.2.1 BaseSolver::BaseSolver (const string & *mediumName*, const string & *libraryName*, const string & *substanceName*)

Constructor.

The constructor is copying the medium name, library name and substance name to the locally defined variables.

Parameters:

mediumName Arbitrary medium name
libraryName Name of the external fluid property library
substanceName Substance name

4.1.2.2 BaseSolver::~BaseSolver () [virtual]

Destructor.

The destructor for the base solver if currently not doing anything.

4.1.3 Member Function Documentation

4.1.3.1 void BaseSolver::setFluidConstants () [virtual]

Set fluid constants.

This function sets the fluid constants which are defined in the **FluidConstants** (p. 23) record in Modelica. It should be called when a new solver is created.

Must be re-implemented in the specific solver

Reimplemented in **TestSolver** (p. 31).

4.1.3.2 void BaseSolver::setSat_p (double & *p*, TwoPhaseMediumProperties *const *properties*) [virtual]

Set saturation properties from *p*.

This function sets the saturation properties for the given pressure *p*. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

p Pressure

properties Two phase medium property record

Reimplemented in **TestSolver** (p. 31).

4.1.3.3 void BaseSolver::setSat_T (double & *T*, TwoPhaseMediumProperties *const *properties*) [virtual]

Set saturation properties from *T*.

This function sets the saturation properties for the given temperature *T*. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

T Temperature

properties Two phase medium property record

Reimplemented in **TestSolver** (p. 31).

4.1.3.4 void BaseSolver::setSat_p_state (TwoPhaseMediumProperties *const *properties*) [virtual]

Set saturation properties from within BaseProperties model.

This function sets the saturation properties for the given pressure *p* and is designed to be used from within the BaseProperties model in Modelica. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

properties Two phase medium property record

Reimplemented in **TestSolver** (p. 32).

4.1.3.5 void BaseSolver::setState_dT (double & *d*, double & *T*, int & *phase*, TwoPhaseMediumProperties *const *properties*) [virtual]

Set state from *d*, *T*, and *phase*.

This function sets the thermodynamic state record for the given density *d*, the temperature *T* and the specified phase. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

d Density

T Temperature

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

properties Two phase medium property record

Reimplemented in **TestSolver** (p. 32).

4.1.3.6 void BaseSolver::setState_ph (double & *p*, double & *h*, int & *phase*, TwoPhaseMediumProperties *const *properties*) [virtual]

Set state from *p*, *h*, and *phase*.

This function sets the thermodynamic state record for the given pressure *p*, the specific enthalpy *h* and the specified phase. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

p Pressure

h Specific enthalpy

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

properties Two phase medium property record

Reimplemented in **TestSolver** (p. 32).

4.1.3.7 void BaseSolver::setState_ps (double & *p*, double & *s*, int & *phase*, TwoPhaseMediumProperties *const *properties*) [virtual]

Set state from *p*, *s*, and *phase*.

This function sets the thermodynamic state record for the given pressure *p*, the specific entropy *s* and the specified phase. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

- p* Pressure
- s* Specific entropy
- phase* Phase (2 for two-phase, 1 for one-phase, 0 if not known)
- properties* Two phase medium property record

Reimplemented in **TestSolver** (p. 33).

4.1.3.8 void BaseSolver::setState_pT (double & *p*, double & *T*, TwoPhaseMediumProperties *const *properties*) [virtual]

Set state from p and T.

This function sets the thermodynamic state record for the given pressure p and the temperature T. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

- p* Pressure
- T* Temperature
- properties* Two phase medium property record

Reimplemented in **TestSolver** (p. 33).

4.1.3.9 void BaseSolver::setBubbleState (int *phase*, TwoPhaseMediumProperties *const *properties*, TwoPhaseMediumProperties *const *bubbleProperties*) [virtual]

Set bubble state.

This function sets the bubble state record bubbleProperties corresponding to the saturation data contained in the properties record.

The default implementation of the setBubbleState function is relying on the correct behaviour of setState_ph with respect to the state input. Can be overridden in the specific solver code to get more efficient or correct handling of this situation.

Parameters:

- phase* Phase (1: one-phase, 2: two-phase)
- properties* Two phase medium property record with saturation properties data
- bubbleProperties* Two phase medium property record where to write the bubble point properties

4.1.3.10 void BaseSolver::setDewState (int *phase*, TwoPhaseMediumProperties *const *properties*, TwoPhaseMediumProperties *const *dewProperties*) [virtual]

Set dew state.

This function sets the dew state record `dewProperties` corresponding to the saturation data contained in the `properties` record.

The default implementation of the `setDewState` function is relying on the correct behaviour of `setState_ph` with respect to the state input. Can be overridden in the specific solver code to get more efficient or correct handling of this situation.

Parameters:

phase Phase (1: one-phase, 2: two-phase)

properties Two phase medium property record with saturation properties data

dewProperties Two phase medium property record where to write the dew point properties

4.1.3.11 bool BaseSolver::computeDerivatives (TwoPhaseMediumProperties *const properties) [virtual]

Compute derivatives.

This function computes the derivatives according to the Bridgman's table. The computed values are written to the two phase medium property struct. This function can be called from within the `setState_XX` routines when implementing a new solver. Please be aware that `cp`, `beta` and `kappa` have to be provided to allow the computation of the derivatives. It returns false if the computation failed.

Default implementation provided.

Parameters:

properties Two phase medium property record

The documentation for this class was generated from the following files:

- `basesolver.h`
- `basesolver.cpp`

4.2 BaseTwoPhaseMedium Class Reference

Base two-phase medium class.

```
#include <basetwophasemedium.h>
```

Inheritance diagram for BaseTwoPhaseMedium::

Public Member Functions

- **BaseTwoPhaseMedium** (const string &mediumName, const string &libraryName, const string &substanceName, **BaseSolver** *const solver, const int &uniqueID)
Constructor.
- virtual ~**BaseTwoPhaseMedium** ()
Destructor.
- void **reinitMedium** (const string &mediumName, const string &libraryName, const string &substanceName, **BaseSolver** *const solver, const int &uniqueID)
Reinit medium constants.
- int **uniqueID** () const
Return unique ID number.
- string **mediumName** () const
Return medium name.
- string **libraryName** () const
Return library name.
- string **substanceName** () const
Return substance name.
- **TwoPhaseMediumProperties** * **properties** () const
Return pointer to properties.
- **BaseSolver** * **solver** () const
Return pointer to solver.
- virtual void **setSolver** (**BaseSolver** *const solver)
Set solver.
- int **phase** () const
Return phase (error handling included).

- double **beta** () const
Return isothermal expansion coefficient (error handling included).
- double **cp** () const
Return specific heat capacity cp (error handling included).
- double **cv** () const
Return specific heat capacity cv (error handling included).
- double **d** () const
Return density (error handling included).
- double **dd_dp_h** () const
Return derivative of density wrt pressure at constant specific enthalpy (error handling included).
- double **dd_dh_p** () const
Return derivative of density wrt specific enthalpy at constant pressure (error handling included).
- double **h** () const
Return specific enthalpy (error handling included).
- double **kappa** () const
Return compressibility (error handling included).
- double **p** () const
Return pressure (error handling included).
- double **s** () const
Return specific entropy (error handling included).
- double **T** () const
Return temperature (error handling included).
- double **dT_dp_h** () const
Return derivative of temperature wrt pressure at constant specific enthalpy (error handling included).
- double **dT_dh_p** () const
Return derivative of temperature wrt specific enthalpy at constant pressure (error handling included).
- double **ps** () const
Return saturation pressure (error handling included).
- double **Ts** () const
Return saturation temperature (error handling included).
- double **dl** () const
Return bubble density (error handling included).

- double **dv** () const
Return dew density (error handling included).
- double **hl** () const
Return bubble specific enthalpy (error handling included).
- double **hv** () const
Return dew specific enthalpy (error handling included).
- double **sl** () const
Return bubble specific entropy (error handling included).
- double **sv** () const
Return dew specific entropy (error handling included).
- double **d_Ts_dp** () const
Return derivative of saturation temperature wrt pressure (error handling included).
- double **d_dl_dp** () const
Return derivative of bubble density wrt pressure (error handling included).
- double **d_dv_dp** () const
Return derivative of dew density wrt pressure (error handling included).
- double **d_hl_dp** () const
Return derivative of bubble specific enthalpy wrt pressure (error handling included).
- double **d_hv_dp** () const
Return derivative of dew specific enthalpy wrt pressure (error handling included).
- double **eta** () const
Return dynamic viscosity (error handling included).
- double **lambda** () const
Return thermal conductivity (error handling included).
- double **Pr** () const
Return Prandtl number (error handling included).
- double **sigma** () const
Return surface tension (error handling included).
- virtual void **setSat_p** (double &p)
Set saturation properties from p.
- virtual void **setSat_T** (double &T)
Set saturation properties from T.
- virtual void **setSat_p_state** ()

Set saturation properties.

- virtual void **setState_dT** (double &d, double &T, int &phase)
Set properties from d, T, and phase.
- virtual void **setState_ph** (double &p, double &h, int &phase)
Set properties from p, h, and phase.
- virtual void **setState_ps** (double &p, double &s, int &phase)
Set properties from p, s, and phase.
- virtual void **setState_pT** (double &p, double &T)
Set properties from p and T.
- virtual int **getBubbleUniqueID** (int phase)
Get bubble unique ID.
- virtual int **getDewUniqueID** (int phase)
Get dew unique ID.
- virtual void **setDewState** (int phase)
Set dew state.
- virtual void **setBubbleState** (int phase)
Set bubble state.

Protected Attributes

- **TwoPhaseMediumProperties * __properties**
Medium property record.
- **BaseSolver * __solver**
Solver.
- int **__uniqueID**
Unique ID.
- string **__mediumName**
Medium name.
- string **__libraryName**
Library name.
- string **__substanceName**
Substance name.
- int **__dewUniqueIDOnePhase**
Unique ID of corresponding 1-phase dew state medium object, set by setDewState.

- `int __dewUniqueIDTwoPhase`
Unique ID of corresponding 2-phase dew state medium object, set by `setDewState`.
- `int __bubbleUniqueIDOnePhase`
Unique ID of corresponding 1-phase bubble state medium object, set by `setBubbleState`.
- `int __bubbleUniqueIDTwoPhase`
Unique ID of corresponding 2-phase bubble state medium object, set by `setBubbleState`.

4.2.1 Detailed Description

Base two-phase medium class.

This class defines all the variables and member functions which are needed to use external Modelica medium models extending from `PartialExternalTwoPhaseMedium`.

The functions defined here are not fluid-specific, thus need not be adapted to your own specific fluid property computation code.

Francesco Casella, Christoph Richter Sep 2006

4.2.2 Constructor & Destructor Documentation

4.2.2.1 `BaseTwoPhaseMedium::BaseTwoPhaseMedium (const string & mediumName, const string & libraryName, const string & substanceName, BaseSolver *const solver, const int & uniqueID)`

Constructor.

The constructor initializes the following variables with the specified values:

- `__mediumName` = `mediumName`
- `__libraryName` = `libraryName`
- `__substanceName` = `substanceName`
- `__solver` = `solver`
- `__uniqueID` = `uniqueID`
- `__dewUniqueIDOnePhase` = 0
- `__dewUniqueIDTwoPhase` = 0
- `__bubbleUniqueIDOnePhase` = 0
- `__bubbleUniqueIDTwoPhase` = 0

Parameters:

mediumName Medium name
libraryName Library name
substanceName Substance name
solver Solver
uniqueID Unique ID number

4.2.2.2 BaseTwoPhaseMedium::~~BaseTwoPhaseMedium () [virtual]

Destructor.

The destructor for the base solver if currently not doing anything.

4.2.3 Member Function Documentation

4.2.3.1 void BaseTwoPhaseMedium::reinitMedium (const string & *mediumName*, const string & *libraryName*, const string & *substanceName*, BaseSolver *const *solver*, const int & *uniqueID*)

Reinit medium constants.

This function reinites the medium constans to the inputs and the properties to their default values.

Parameters:

mediumName Medium name

libraryName Library name

substanceName Substance name

solver Solver

uniqueID Unique ID number

See also:

BaseTwoPhaseMedium() (p. 18)

4.2.3.2 void BaseTwoPhaseMedium::setSolver (BaseSolver *const *solver*) [virtual]

Set solver.

This functions ets the solver.

Parameters:

solver New solver

4.2.3.3 void BaseTwoPhaseMedium::setSat_p (double & *p*) [virtual]

Set saturation properties from p.

This function calls the **setSat_p()** (p. 19) function of the solver.

Parameters:

p Pressure

4.2.3.4 void BaseTwoPhaseMedium::setSat_T (double & *T*) [virtual]

Set saturation properties from *T*.

This function calls the **setSat_T()** (p. 20) function of the solver.

Parameters:

T Temperature

4.2.3.5 void BaseTwoPhaseMedium::setSat_p_state () [virtual]

Set saturation properties.

This function calls the **setSat_p_state()** (p. 20) function of the solver and is designed to be used for function calls from within BaseProperties.

4.2.3.6 void BaseTwoPhaseMedium::setState_dT (double & *d*, double & *T*, int & *phase*) [virtual]

Set properties from *d*, *T*, and *phase*.

This function calls the **setState_dT()** (p. 20) function of the solver.

Parameters:

d Density

T Temperature

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

4.2.3.7 void BaseTwoPhaseMedium::setState_ph (double & *p*, double & *h*, int & *phase*) [virtual]

Set properties from *p*, *h*, and *phase*.

This function calls the **setState_ph()** (p. 20) function of the solver.

Parameters:

p Pressure

h Specific enthalpy

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

4.2.3.8 void BaseTwoPhaseMedium::setState_ps (double & *p*, double & *s*, int & *phase*) [virtual]

Set properties from *p*, *s*, and *phase*.

This function calls the **setState_ps()** (p. 20) function of the solver.

Parameters:

p Pressure

s Specific entropy

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

4.2.3.9 void BaseTwoPhaseMedium::setState_pT (double & *p*, double & *T*) [virtual]

Set properties from *p* and *T*.

This function calls the `setState_pT()` (p. 21) function of the solver.

Parameters:

p Pressure

T Temperature

4.2.3.10 int BaseTwoPhaseMedium::getBubbleUniqueID (int *phase*) [virtual]

Get bubble unique ID.

Get the unique ID of the bubble point medium object corresponding to *psat*, *Tsat* and the phase input, possibly allocating a medium object on the medium map if needed.

Parameters:

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

4.2.3.11 int BaseTwoPhaseMedium::getDewUniqueID (int *phase*) [virtual]

Get dew unique ID.

Get the unique ID of the dew point medium object corresponding to *psat*, *Tsat* and the phase input, possibly allocating a medium object on the medium map if needed.

Parameters:

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

4.2.3.12 void BaseTwoPhaseMedium::setDewState (int *phase*) [virtual]

Set dew state.

Sets the properties of the dew medium depending on the specified phase.

Parameters:

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

4.2.3.13 void BaseTwoPhaseMedium::setBubbleState (int *phase*) [virtual]

Set bubble state.

Sets the properties of the bubble medium depending on the specified phase.

Parameters:

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

The documentation for this class was generated from the following files:

- basetwophasemedium.h
- basetwophasemedium.cpp

4.3 FluidConstants Struct Reference

Fluid constants struct.

```
#include <fluidconstants.h>
```

Public Attributes

- double **MM**
Molar mass.
- double **pc**
Pressure at critical point.
- double **Tc**
Temperature at critical point.
- double **dc**
Density at critical point.
- double **hc**
Specific enthalpy at critical point.
- double **sc**
Specific entropy at critical point.

4.3.1 Detailed Description

Fluid constants struct.

The fluid constants struct contains all the constant fluid properties that are returned by the external solver.

Francesco Casella, Christoph Richter Nov 2006

The documentation for this struct was generated from the following file:

- fluidconstants.h

4.4 MediumMap Class Reference

Medium map.

```
#include <mediummap.h>
```

Static Public Member Functions

- static int **addMedium** (const string &mediumName, const string &libraryName, const string &substanceName)
Add a new medium object to the medium map.
- static int **addTransientMedium** (const string &mediumName, const string &libraryName, const string &substanceName)
Add a new transient medium object to the medium map.
- static void **addSolverMedium** (const string &solverKey, **BaseSolver** *const solver)
Add the default medium object for the solver to the default solver media map.
- static void **changeMedium** (const string &mediumName, const string &libraryName, const string &substanceName, const int &uniqueID)
Change a medium.
- static void **deleteMedium** (const int &uniqueID)
Delete a medium from the map.
- static **BaseTwoPhaseMedium** * **medium** (const int &uniqueID)
Return a pointer to a medium object.
- static **BaseTwoPhaseMedium** * **solverMedium** (**BaseSolver** *const solver)
Return a pointer to the default medium for the solver.
- static **BaseTwoPhaseMedium** * **solverMedium** (const string &mediumName, const string &libraryName, const string &substanceName)
Return a pointer to the default medium for the solver.

Static Protected Attributes

- static int **__uniqueID**
Static counter for the positive unique ID number used by permanent medium objects.
- static int **__transientUniqueID**
Static counter for the negative unique ID number used by transient medium objects.
- static map< int, **BaseTwoPhaseMedium** * > **__mediums**
Map for mediums with unique ID as identifier.
- static map< string, **BaseTwoPhaseMedium** * > **__solverMediums**
*Map for mediums that are used for function calls without specified unique ID such as **saturationTemperature_()** (p. 44) and **saturationPressure_()** (p. 44).*

4.4.1 Detailed Description

Medium map.

This class is used to hold a static medium map. It stores instances of **TwoPhaseMedium** (p. 34) to avoid the time-consuming recomputation of fluid properties. It uses positive as well as negative unique ID number to uniquely identify the instances. The positive unique ID numbers are used for instances of the Modelica model BaseProperties. They have to be created from within Modelica when the Modelica models are initialized. The negative unique ID numbers are also called transient unique IDs and are used when the BaseProperties record is not used in Modelica. The maximum number of transient unique IDs is called MAX_TRANSIENT_MEDIUM and can be set in **include.h** (p. 50).

Christoph Richter, Francesco Casella, Sep 2006

4.4.2 Member Function Documentation

4.4.2.1 `int MediumMap::addMedium (const string & mediumName, const string & libraryName, const string & substanceName) [static]`

Add a new medium object to the medium map.

This function adds a new medium object to the medium map and returns its (positive) unique-ID.

Parameters:

mediumName Medium name

libraryName Library name

substanceName Substance name

4.4.2.2 `int MediumMap::addTransientMedium (const string & mediumName, const string & libraryName, const string & substanceName) [static]`

Add a new transient medium object to the medium map.

This function adds a new transient medium object to the medium map and returns its (negative) uniqueID.

Parameters:

mediumName Medium name

libraryName Library name

substanceName Substance name

4.4.2.3 `void MediumMap::addSolverMedium (const string & solverKey, BaseSolver *const solver) [static]`

Add the default medium object for the solver to the default solver media map.

This function adds the default medium object for the specified solver to the default solver media map. The default medium object is used for function calls without a uniqueID (i.e. all functions returning fluid constants, saturationPressure(), saturationTemperature(), etc.).

Parameters:

solverKey Solver key
solver Pointer to solver

4.4.2.4 void MediumMap::changeMedium (const string & *mediumName*, const string & *libraryName*, const string & *substanceName*, const int & *uniqueID*) [static]

Change a medium.

This function replaces the existing pointer to a solver that is part of the medium object with a pointer to another solver.

Parameters:

mediumName Medium name
libraryName Library name
substanceName Substance name
uniqueID uniqueID of the medium object for which the solver should be changed

4.4.2.5 void MediumMap::deleteMedium (const int & *uniqueID*) [static]

Delete a medium from the map.

This function deletes a medium object from the medium map. It can be called when the Modelica simulation is terminated.

Parameters:

uniqueID UniqueID of the medium to be deleted

4.4.2.6 BaseTwoPhaseMedium * MediumMap::medium (const int & *uniqueID*) [static]

Return a pointer to a medium object.

This function returns a pointer to a medium object in the medium map. The advantage of using this function instead of using the medium map directly is that an error reporting mechanism can be implemented that avoids crashed due to calls with an invalid uniqueID.

Parameters:

uniqueID UniqueID of the medium object

4.4.2.7 BaseTwoPhaseMedium * MediumMap::solverMedium (BaseSolver *const *solver*) [static]

Return a pointer to the default medium for the solver.

This function returns a pointer to a medium object in the solver medium map.

Parameters:

solver Pointer to solver

4.4.2.8 BaseTwoPhaseMedium * MediumMap::solverMedium (const string & *mediumName*, const string & *libraryName*, const string & *substanceName*) [static]

Return a pointer to the default medium for the solver.

This function returns a pointer to a medium object in the solver medium map. It is a convenience function if the pointer to the solver is not available. It creates a new solver medium if it does not exist.

Parameters:

mediumName Medium name

libraryName Library name

substanceName Substance name

The documentation for this class was generated from the following files:

- mediummap.h
- mediummap.cpp

4.5 SolverMap Class Reference

Solver map.

```
#include <solvermap.h>
```

Static Public Member Functions

- static **BaseSolver** * **getSolver** (const string &mediumName, const string &libraryName, const string &substanceName)

Get a specific solver.

- static string **solverKey** (const string &libraryName, const string &substanceName)

Generate a unique solver key.

Static Protected Attributes

- static map< string, **BaseSolver** * > **_solvers**

Map for all solver instances identified by the SolverKey.

4.5.1 Detailed Description

Solver map.

This class manages the map of all solvers. A solver is a class that inherits from **BaseSolver** (p. 7) and that interfaces the external fluid property computation code. Only one instance is created for each external library.

Christoph Richter, Francesco Casella, Sep 2006

4.5.2 Member Function Documentation

4.5.2.1 **BaseSolver** * **SolverMap::getSolver** (const string & *mediumName*, const string & *libraryName*, const string & *substanceName*) [static]

Get a specific solver.

This function returns the solver for the specified library name, substance name and possibly medium name. It creates a new solver if the solver does not already exist. When implementing new solvers, one has to add the newly created solvers to this function. An error message is generated if the specific library is not supported by the interface library.

Parameters:

mediumName Medium name

libraryName Library name

substanceName Substance name

4.5.2.2 `string SolverMap::solverKey (const string & libraryName, const string & substanceName)` [static]

Generate a unique solver key.

This function generates a unique solver key based on the library name and substance name.

The documentation for this class was generated from the following files:

- solvermap.h
- solvermap.cpp

4.6 TestSolver Class Reference

Test solver class.

```
#include <testsolver.h>
```

Inheritance diagram for TestSolver::

Public Member Functions

- virtual void **setFluidConstants** ()
Set fluid constants.
- virtual void **setSat_p** (double &p, **TwoPhaseMediumProperties** *const properties)
Set saturation properties from p.
- virtual void **setSat_T** (double &T, **TwoPhaseMediumProperties** *const properties)
Set saturation properties from T.
- virtual void **setSat_p_state** (**TwoPhaseMediumProperties** *const properties)
Set saturation properties from within BaseProperties model.
- virtual void **setState_dT** (double &d, double &T, int &phase, **TwoPhaseMediumProperties** *const properties)
Set state from d, T, and phase.
- virtual void **setState_ph** (double &p, double &h, int &phase, **TwoPhaseMediumProperties** *const properties)
Set state from p, h, and phase.
- virtual void **setState_ps** (double &p, double &s, int &phase, **TwoPhaseMediumProperties** *const properties)
Set state from p, s, and phase.
- virtual void **setState_pT** (double &p, double &T, **TwoPhaseMediumProperties** *const properties)
Set state from p and T.

4.6.1 Detailed Description

Test solver class.

This class defines a dummy solver object, computing properties of a fluid roughly resembling warm water at low pressure, without the need of any further external code. The class is useful for

debugging purposes, to test whether the C compiler and the Modelica tools are set up correctly before tackling problems with the actual - usually way more complex - external code. It is **not** meant to be used as an actual fluid model for any real application.

To keep complexity down to the absolute medium, the current version of the solver can only compute the fluid properties in the liquid phase region: $1\text{e}5\text{ Pa} < p < 2\text{e}5\text{ Pa}$ $300\text{ K} < T < 350\text{ K}$; results returned with inputs outside that range (possibly corresponding to two-phase or vapour points) are not reliable. Saturation properties are computed in the range $1\text{e}5\text{ Pa} < p_{\text{sat}} < 2\text{e}5\text{ Pa}$; results obtained outside that range might be unrealistic.

To instantiate this solver, it is necessary to set the library name package constant in Modelica as follows:

```
libraryName = "TestMedium";
```

Francesco Casella, Christoph Richter, Oct 2006

4.6.2 Member Function Documentation

4.6.2.1 void TestSolver::setFluidConstants () [virtual]

Set fluid constants.

This function sets the fluid constants which are defined in the **FluidConstants** (p. 23) record in Modelica. It should be called when a new solver is created.

Must be re-implemented in the specific solver

Reimplemented from **BaseSolver** (p. 10).

4.6.2.2 void TestSolver::setSat_p (double & p, TwoPhaseMediumProperties *const properties) [virtual]

Set saturation properties from p.

This function sets the saturation properties for the given pressure p. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

p Pressure

properties Two phase medium property record

Reimplemented from **BaseSolver** (p. 10).

4.6.2.3 void TestSolver::setSat_T (double & T, TwoPhaseMediumProperties *const properties) [virtual]

Set saturation properties from T.

This function sets the saturation properties for the given temperature T. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

T Temperature
properties Two phase medium property record

Reimplemented from **BaseSolver** (p. 10).

4.6.2.4 void TestSolver::setSat_p_state (TwoPhaseMediumProperties *const *properties*) [virtual]

Set saturation properties from within BaseProperties model.

This function sets the saturation properties for the given pressure p and is desined to be used from within the BaseProperties model in Modelica. The computed values are written to the two phase medium propety struct.

Must be re-implemented in the specific solver

Parameters:

properties Two phase medium property record

Reimplemented from **BaseSolver** (p. 10).

4.6.2.5 void TestSolver::setState_dT (double & *d*, double & *T*, int & *phase*, TwoPhaseMediumProperties *const *properties*) [virtual]

Set state from d, T, and phase.

This function sets the thermodynamic state record for the given density d, the temperature T and the specified phase. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

d Density
T Temperature
phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)
properties Two phase medium property record

Reimplemented from **BaseSolver** (p. 11).

4.6.2.6 void TestSolver::setState_ph (double & *p*, double & *h*, int & *phase*, TwoPhaseMediumProperties *const *properties*) [virtual]

Set state from p, h, and phase.

This function sets the thermodynamic state record for the given pressure p, the specific enthalpy h and the specified phase. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

p Pressure

h Specific enthalpy

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

properties Two phase medium property record

Reimplemented from **BaseSolver** (p. 11).

4.6.2.7 `void TestSolver::setState_ps (double & p, double & s, int & phase,
TwoPhaseMediumProperties *const properties) [virtual]`

Set state from p, s, and phase.

This function sets the thermodynamic state record for the given pressure p, the specific entropy s and the specified phase. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

p Pressure

s Specific entropy

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

properties Two phase medium property record

Reimplemented from **BaseSolver** (p. 11).

4.6.2.8 `void TestSolver::setState_pT (double & p, double & T,
TwoPhaseMediumProperties *const properties) [virtual]`

Set state from p and T.

This function sets the thermodynamic state record for the given pressure p and the temperature T. The computed values are written to the two phase medium property struct.

Must be re-implemented in the specific solver

Parameters:

p Pressure

T Temperature

properties Two phase medium property record

Reimplemented from **BaseSolver** (p. 12).

The documentation for this class was generated from the following files:

- testsolver.h
- testsolver.cpp

4.7 TwoPhaseMedium Class Reference

Two phase medium.

```
#include <twophasemedium.h>
```

Inheritance diagram for TwoPhaseMedium::

Public Member Functions

- **TwoPhaseMedium** (const string &mediumName, const string &libraryName, const string &substanceName, **BaseSolver** *const solver, const int &uniqueID)
Constructor.
- **~TwoPhaseMedium** ()
Destructor.

4.7.1 Detailed Description

Two phase medium.

This class is the default object embedding the fluid property computations at a given point of the plant.

Christoph Richter, Francesco Casella, Sep 2006

4.7.2 Constructor & Destructor Documentation

- 4.7.2.1 TwoPhaseMedium::TwoPhaseMedium** (const string & *mediumName*, const string & *libraryName*, const string & *substanceName*, **BaseSolver** *const *solver*, const int & *uniqueID*)

Constructor.

This constructor is passing the argument to the constructor of the base class and is creating a the property container.

Parameters:

mediumName Medium name
libraryName Library name
substanceName Substance name
solver Solver
uniqueID Unique ID number

4.7.2.2 TwoPhaseMedium::~~TwoPhaseMedium ()

Destructor.

The destructor is deleting the property container.

The documentation for this class was generated from the following files:

- twophasemedium.h
- twophasemedium.cpp

4.8 TwoPhaseMediumProperties Class Reference

Two phase medium property class.

```
#include <twophasemediumproperties.h>
```

Public Member Functions

- **TwoPhaseMediumProperties** ()
- void **initializeFields** ()

Public Attributes

- int **phase**
Phase.
- double **beta**
Isothermal expansion coefficient.
- double **cp**
Specific heat capacity cp.
- double **cv**
Specific heat capacity cv.
- double **d**
Density.
- double **dd_dp_h**
Derivative of density wrt pressure at constant enthalpy.
- double **dd_dh_p**
Derivative of density wrt enthalpy at constant pressure.
- double **h**
Specific enthalpy.
- double **kappa**
Compressibility.
- double **p**
Pressure.
- double **s**
Specific entropy.
- double **T**
Temperature.
- double **dT_dp_h**

Derivative of temperature wrt pressure at constant enthalpy.

- double **dT_dh_p**

Derivative of temperature wrt enthalpy at constant pressure.

- double **ps**

Saturation pressure.

- double **Ts**

Saturation temperature.

- double **dl**

Density at bubble line (for pressure ps).

- double **dv**

Density at dew line (for pressure ps).

- double **hl**

Specific enthalpy at bubble line (for pressure ps).

- double **hv**

Specific enthalpy at dew line (for pressure ps).

- double **sl**

Specific entropy at bubble line (for pressure ps).

- double **sv**

Specific entropy at dew line (for pressure ps).

- double **eta**

Dynamic viscosity.

- double **lambda**

Thermal conductivity.

- double **Pr**

Prandtl number.

- double **sigma**

Surface tension.

- double **d_Ts_dp**

Derivative of Ts wrt pressure.

- double **d_dl_dp**

Derivative of dls wrt pressure.

- double **d_dv_dp**

Derivative of dvs wrt pressure.

- double **d_hl_dp**
Derivative of hls wrt pressure.
- double **d_hv_dp**
Derivative of hvs wrt pressure.

4.8.1 Detailed Description

Two phase medium property class.

The two phase medium property struct defines all the properties that are computed by external Modelica medium models extending from `PartialExternalTwoPhaseMedium`. It also contains the saturation properties for the dew and the bubble line which makes it a real two phase medium property struct.

Francesco Casella, Christoph Richter Sep 2006

4.8.2 Constructor & Destructor Documentation

4.8.2.1 `TwoPhaseMediumProperties::TwoPhaseMediumProperties ()`

The constructor is calling `initializeFields`.

4.8.3 Member Function Documentation

4.8.3.1 `void TwoPhaseMediumProperties::initializeFields ()`

This function initializes all fields of **TwoPhaseMediumProperties** (p. 36) to the NAN value defined in **include.h** (p. 50). The phase is initialized to zero.

4.8.4 Member Data Documentation

4.8.4.1 `int TwoPhaseMediumProperties::phase`

Phase.

This phase flag is defined according to the phase flag in `Modelica.Media`: 2 for two-phase, 1 for one-phase.

The documentation for this class was generated from the following files:

- `twophasemediumproperties.h`
- `twophasemediumproperties.cpp`

Chapter 5

ExternalMedia File Documentation

5.1 errorhandling.h File Reference

Error handling for external library.

```
#include "include.h"
```

Functions

- void **errorMessage** (char *errorMessage)
Function to display error message.
- void **warningMessage** (char *warningMessage)
Function to display warning message.

5.1.1 Detailed Description

Error handling for external library.

Errors in the external fluid property library have to be reported to the Modelica layer. This class defines the required interface functions.

Francesco Casella, Christoph Richter Nov 2006

5.1.2 Function Documentation

5.1.2.1 void **errorMessage** (char * *errorMessage*)

Function to display error message.

Calling this function will display the specified error message and will terminate the simulation.

Parameters:

errorMessage Error message to be displayed

5.1.2.2 void warningMessage (char * *warningMessage*)

Function to display warning message.

Calling this function will display the specified warning message.

Parameters:

warningMessage Warning message to be displayed

5.2 externaltwophasemedium.cpp File Reference

Interface layer.

```
#include "externaltwophasemedium.h"  
#include "mediummap.h"  
#include "twophasemedium.h"
```

Functions

- **int createMedium__** (const char *mediumName, const char *libraryName, const char *substanceName, int oldUniqueID)
Create medium.
- **double getMolarMass__** (const char *mediumName, const char *libraryName, const char *substanceName)
Get molar mass.
- **double getCriticalTemperature__** (const char *mediumName, const char *libraryName, const char *substanceName)
Get critical temperature.
- **double getCriticalPressure__** (const char *mediumName, const char *libraryName, const char *substanceName)
Get critical pressure.
- **double getCriticalMolarVolume__** (const char *mediumName, const char *libraryName, const char *substanceName)
Get critical molar volume.
- **void setState_dT__** (double d, double T, int phase, int uniqueID, int *state_uniqueID, int *state_phase, const char *mediumName, const char *libraryName, const char *substanceName)
Compute properties from d, T, and phase.
- **void setState_ph__** (double p, double h, int phase, int uniqueID, int *state_uniqueID, int *state_phase, const char *mediumName, const char *libraryName, const char *substanceName)
Compute properties from p, h, and phase.
- **void setState_ps__** (double p, double s, int phase, int uniqueID, int *state_uniqueID, int *state_phase, const char *mediumName, const char *libraryName, const char *substanceName)
Compute properties from p, s, and phase.
- **void setState_pT__** (double p, double T, int phase, int uniqueID, int *state_uniqueID, int *state_phase, const char *mediumName, const char *libraryName, const char *substanceName)
Compute properties from p, T, and phase.

- void **setSat_p__** (double p, int uniqueID, double *sat_psat, double *sat_Tsat, int *sat_uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)
Compute saturation properties from p.
- void **setSat_T__** (double T, int uniqueID, double *sat_psat, double *sat_Tsat, int *sat_uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)
Compute saturation properties from T.
- void **setSat_p_state__** (int uniqueID, double *sat_psat, double *sat_Tsat, int *sat_uniqueID)
Compute saturation properties from within BaseProperties.
- void **setDewState__** (int uniqueID, int phase, int *state_uniqueID, int *state_phase, const char *mediumName, const char *libraryName, const char *substanceName)
Compute dew state.
- void **setBubbleState__** (int uniqueID, int phase, int *state_uniqueID, int *state_phase, const char *mediumName, const char *libraryName, const char *substanceName)
Compute bubble state.
- double **density__** (int uniqueID)
Return density of specified medium.
- double **density_derp_h__** (int uniqueID)
Return derivative of density wrt pressure at constant specific enthalpy of specified medium.
- double **density_derh_p__** (int uniqueID)
Return derivative of density wrt specific enthalpy at constant pressure of specified medium.
- double **density_ph_der__** (int uniqueID, double p_der, double h_der)
Return derivative of density wrt pressure and specific enthalpy of specified medium.
- double **pressure__** (int uniqueID)
Return pressure of specified medium.
- double **specificEnthalpy__** (int uniqueID)
Return specific enthalpy of specified medium.
- double **specificEntropy__** (int uniqueID)
Return specific entropy of specified medium.
- double **temperature__** (int uniqueID)
Return temperature of specified medium.
- double **temperature_ph_der__** (int uniqueID, double p_der, double h_der)
Return derivative of temperature wrt pressure and specific enthalpy of specified medium.
- double **saturationTemperature_derp_sat__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return derivative of saturation temperature of specified medium from saturation properties.

- double **bubbleDensity__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return bubble density of specified medium from saturation properties.

- double **dewDensity__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return dew density of specified medium from saturation properties.

- double **bubbleEnthalpy__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return bubble specific enthalpy of specified medium from saturation properties.

- double **dewEnthalpy__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return dew specific enthalpy of specified medium from saturation properties.

- double **bubbleEntropy__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return bubble specific entropy of specified medium from saturation properties.

- double **dewEntropy__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return dew specific entropy of specified medium from saturation properties.

- double **dBubbleDensity_dPressure__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return derivative of bubble density wrt pressure of specified medium from saturation properties.

- double **dDewDensity_dPressure__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return derivative of dew density wrt pressure of specified medium from saturation properties.

- double **dBubbleEnthalpy_dPressure__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return derivative of bubble specific enthalpy wrt pressure of specified medium from saturation properties.

- double **dDewEnthalpy_dPressure__** (double psat, double Tsat, int uniqueID, const char *mediumName, const char *libraryName, const char *substanceName)

Return derivative of dew specific enthalpy wrt pressure of specified medium from saturation properties.

- double **isobaricExpansionCoefficient__** (int uniqueID)

Return isobaric expansion coefficient of specified medium.

- double **isothermalCompressibility__** (int uniqueID)

Return isothermal compressibility of specified medium.

- double **specificHeatCapacityCp__** (int uniqueID)

Return specific heat capacity cp of specified medium.

- double **specificHeatCapacityCv_** (int uniqueID)

Return specific heat capacity cv of specified medium.

- double **dynamicViscosity_** (int uniqueID)

Return dynamic viscosity of specified medium.

- double **thermalConductivity_** (int uniqueID)

Return thermal conductivity of specified medium.

- double **prandtlNumber_** (int uniqueID)

Return Prandtl number of specified medium.

- double **surfaceTension_** (double psat, double Tsat, int uniqueID)

Return surface tension of specified medium.

- double **dDensity_dPressure_h_** (int uniqueID)

Return derivative of density wrt pressure at constant specific enthalpy of specified medium.

- double **dDensity_dEnthalpy_p_** (int uniqueID)

Return derivative of density wrt specific enthalpy at constant pressure of specified medium.

- double **saturationPressure_** (double T, const char *mediumName, const char *libraryName, const char *substanceName)

Compute saturation pressure for specified medium and temperature.

- double **saturationTemperature_** (double p, const char *mediumName, const char *libraryName, const char *substanceName)

Compute saturation temperature for specified medium and pressure.

- double **saturationTemperature_derp_** (double p, const char *mediumName, const char *libraryName, const char *substanceName)

Compute derivative of saturation temperature for specified medium and pressure.

5.2.1 Detailed Description

Interface layer.

C/C++ layer for external medium models extending from PartialExternalTwoPhaseMedium.

Francesco Casella, Christoph Richter, Sep 2006

5.2.2 Function Documentation

- #### 5.2.2.1 int createMedium_ (const char * *mediumName*, const char * *libraryName*, const char * *substanceName*, int *oldUniqueID*)

Create medium.

This function creates a new medium with the specified medium name, library name, and substance name. The old unique ID is required to check whether a medium has already been created.

Parameters:

mediumName Medium name
libraryName Library name
substanceName Substance name
oldUniqueID Old unique ID number

5.2.2.2 double getCriticalMolarVolume_ (const char * *mediumName*, const char * *libraryName*, const char * *substanceName*)

Get critical molar volume.

This function returns the critical molar volume of the specified medium.

Parameters:

mediumName Medium name
libraryName Library name
substanceName Substance name

5.2.2.3 double getCriticalPressure_ (const char * *mediumName*, const char * *libraryName*, const char * *substanceName*)

Get critical pressure.

This function returns the critical pressure of the specified medium.

Parameters:

mediumName Medium name
libraryName Library name
substanceName Substance name

5.2.2.4 double getCriticalTemperature_ (const char * *mediumName*, const char * *libraryName*, const char * *substanceName*)

Get critical temperature.

This function returns the critical temperature of the specified medium.

Parameters:

mediumName Medium name
libraryName Library name
substanceName Substance name

5.2.2.5 `double getMolarMass_ (const char * mediumName, const char * libraryName, const char * substanceName)`

Get molar mass.

This function returns the molar mass of the specified medium.

Parameters:

mediumName Medium name

libraryName Library name

substanceName Substance name

5.2.2.6 `void setBubbleState_ (int uniqueID, int phase, int * state_uniqueID, int * state_phase, const char * mediumName, const char * libraryName, const char * substanceName)`

Compute bubble state.

This function computes the bubble state for the specified medium.

Parameters:

uniqueID Unique ID number

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

state_uniqueID Pointer to return unique ID number for state record

state_phase Pointer to return phase for state record

mediumName Medium name

libraryName Library name

substanceName Substance name

5.2.2.7 `void setDewState_ (int uniqueID, int phase, int * state_uniqueID, int * state_phase, const char * mediumName, const char * libraryName, const char * substanceName)`

Compute dew state.

This function computes the dew state for the specified medium.

Parameters:

uniqueID Unique ID number

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

state_uniqueID Pointer to return unique ID number for state record

state_phase Pointer to return phase for state record

mediumName Medium name

libraryName Library name

substanceName Substance name

5.2.2.8 void setSat_p_ (double *p*, int *uniqueID*, double * *sat_psat*, double * *sat_Tsat*, int * *sat_uniqueID*, const char * *mediumName*, const char * *libraryName*, const char * *substanceName*)

Compute saturation properties from *p*.

This function computes the saturation properties for the specified inputs. If the function is called with *uniqueID* == 0 a new transient unique ID is assigned and the function is called again with this new transient unique ID number.

Parameters:

p Pressure
uniqueID Unique ID number
sat_psat Pointer to return pressure for saturation record
sat_Tsat Pointer to return temperature for saturation record
sat_uniqueID Pointer to return unique ID number for saturation record
mediumName Medium name
libraryName Library name
substanceName Substance name

5.2.2.9 void setSat_p_state_ (int *uniqueID*, double * *sat_psat*, double * *sat_Tsat*, int * *sat_uniqueID*)

Compute saturation properties from within BaseProperties.

This function computes the saturation properties and is designed to be called from within the BaseProperties model. The saturation properties are set according to the medium pressure

Parameters:

uniqueID Unique ID number
sat_psat Pointer to return pressure for saturation record
sat_Tsat Pointer to return temperature for saturation record
sat_uniqueID Pointer to return unique ID number for saturation record

5.2.2.10 void setSat_T_ (double *T*, int *uniqueID*, double * *sat_psat*, double * *sat_Tsat*, int * *sat_uniqueID*, const char * *mediumName*, const char * *libraryName*, const char * *substanceName*)

Compute saturation properties from *T*.

This function computes the saturation properties for the specified inputs. If the function is called with *uniqueID* == 0 a new transient unique ID is assigned and the function is called again with this new transient unique ID number.

Parameters:

T Temperature
uniqueID Unique ID number
sat_psat Pointer to return pressure for saturation record

sat_Tsat Pointer to return temperature for saturation record
sat_uniqueID Pointer to return unique ID number for saturation record
mediumName Medium name
libraryName Library name
substanceName Substance name

5.2.2.11 void setState_dT_ (double *d*, double *T*, int *phase*, int *uniqueID*, int *
state_uniqueID, int * *state_phase*, const char * *mediumName*, const char
* *libraryName*, const char * *substanceName*)

Compute properties from *d*, *T*, and *phase*.

This function computes the properties for the specified inputs. If the function is called with *uniqueID* == 0 a new transient unique ID is assigned and the function is called again with this new transient unique ID number.

Parameters:

d Density
T Temperature
phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)
uniqueID Unique ID number
state_uniqueID Pointer to return unique ID number for state record
state_phase Pointer to return phase for state record
mediumName Medium name
libraryName Library name
substanceName Substance name

5.2.2.12 void setState_ph_ (double *p*, double *h*, int *phase*, int *uniqueID*, int *
state_uniqueID, int * *state_phase*, const char * *mediumName*, const char
* *libraryName*, const char * *substanceName*)

Compute properties from *p*, *h*, and *phase*.

This function computes the properties for the specified inputs. If the function is called with *uniqueID* == 0 a new transient unique ID is assigned and the function is called again with this new transient unique ID number.

Parameters:

p Pressure
h Specific enthalpy
phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)
uniqueID Unique ID number
state_uniqueID Pointer to return unique ID number for state record
state_phase Pointer to return phase for state record
mediumName Medium name
libraryName Library name
substanceName Substance name

5.2.2.13 void setState_ps_ (double *p*, double *s*, int *phase*, int *uniqueID*, int * *state_uniqueID*, int * *state_phase*, const char * *mediumName*, const char * *libraryName*, const char * *substanceName*)

Compute properties from *p*, *s*, and *phase*.

This function computes the properties for the specified inputs. If the function is called with *uniqueID* == 0 a new transient unique ID is assigned and the function is called again with this new transient unique ID number.

Parameters:

p Pressure

s Specific entropy

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

uniqueID Unique ID number

state_uniqueID Pointer to return unique ID number for state record

state_phase Pointer to return phase for state record

mediumName Medium name

libraryName Library name

substanceName Substance name

5.2.2.14 void setState_pT_ (double *p*, double *T*, int *phase*, int *uniqueID*, int * *state_uniqueID*, int * *state_phase*, const char * *mediumName*, const char * *libraryName*, const char * *substanceName*)

Compute properties from *p*, *T*, and *phase*.

This function computes the properties for the specified inputs. If the function is called with *uniqueID* == 0 a new transient unique ID is assigned and the function is called again with this new transient unique ID number.

Attention: The phase input is ignored for this function!

Parameters:

p Pressure

T Temperature

phase Phase (2 for two-phase, 1 for one-phase, 0 if not known)

uniqueID Unique ID number

state_uniqueID Pointer to return unique ID number for state record

state_phase Pointer to return phase for state record

mediumName Medium name

libraryName Library name

substanceName Substance name

5.3 include.h File Reference

generic include file

```
#include <map>
#include <string>
#include "errorhandling.h"
```

Defines

- `#define DYMOLA 0`
Modelica compiler is Dymola.
- `#define OPEN_MODELICA 0`
Modelica compiler is OpenModelica.
- `#define FLUIDPROP 0`
FluidProp solver.
- `#define BUILD_DLL 0`
Build project into a DLL.
- `#define BUILD_LIB 1`
Build project into a LIB.
- `#define MAX_TRANSIENT_MEDIUM 1000`
Maximum number of non-overlapping transient medium objects.
- `#define NAN 0xffffffff`
Not a number.

5.3.1 Detailed Description

generic include file

This is a generic include for for the entire ExternalMediaPackage project. It defines some important preprocessor variables that might have to be changed by the user.

Uncomment the define directives as appropriate

Christoph Richter, Francesco Casella, Oct 2006

5.3.2 Define Documentation

5.3.2.1 `#define BUILD_DLL 0`

Build project into a DLL.

Set this preprocessor variable to 1 if the project is built into a dynamic link library. This setting influences the error reporting mechanism as well as the export statement.

See also:

BUILD_LIB (p. 51)

5.3.2.2 **#define BUILD_LIB 1**

Build project into a LIB.

Set this preprocessor variable to 1 if the project is built into a static library. This setting influences the error reporting mechanism as well as the export statement.

See also:

BUILD_DLL (p. 50)

5.3.2.3 **#define DYMOLA 0**

Modelica compiler is Dymola.

Set this preprocessor variable to 1 if Dymola is the Modelica compiler that is going to be used with the compiled library.

See also:

OPEN_MODELICA (p. 51)

5.3.2.4 **#define FLUIDPROP 0**

FluidProp solver.

Set this preprocessor variable to 1 to include the interface to the FluidProp solver developed and maintained by Francesco Casella.

5.3.2.5 **#define MAX_TRANSIENT_MEDIUM 1000**

Maximum number of non-overlapping transient medium objects.

Increase this number if you ran a large model with more than a thousand instances of ThermodynamicState and SaturationState outside BaseProperties records, and without explicit uniqueID handling

5.3.2.6 **#define NAN 0xffffffff**

Not a number.

This value is used as not a number value. It can be changed by the user if there is a more appropriate value.

5.3.2.7 **#define OPEN_MODELICA 0**

Modelica compiler is OpenModelica.

Set this preprocessor variable to 1 if OpanModelica is the Modelica compiler that is going to be used with the compiled library.

See also:

DYMOLA (p. 51)

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