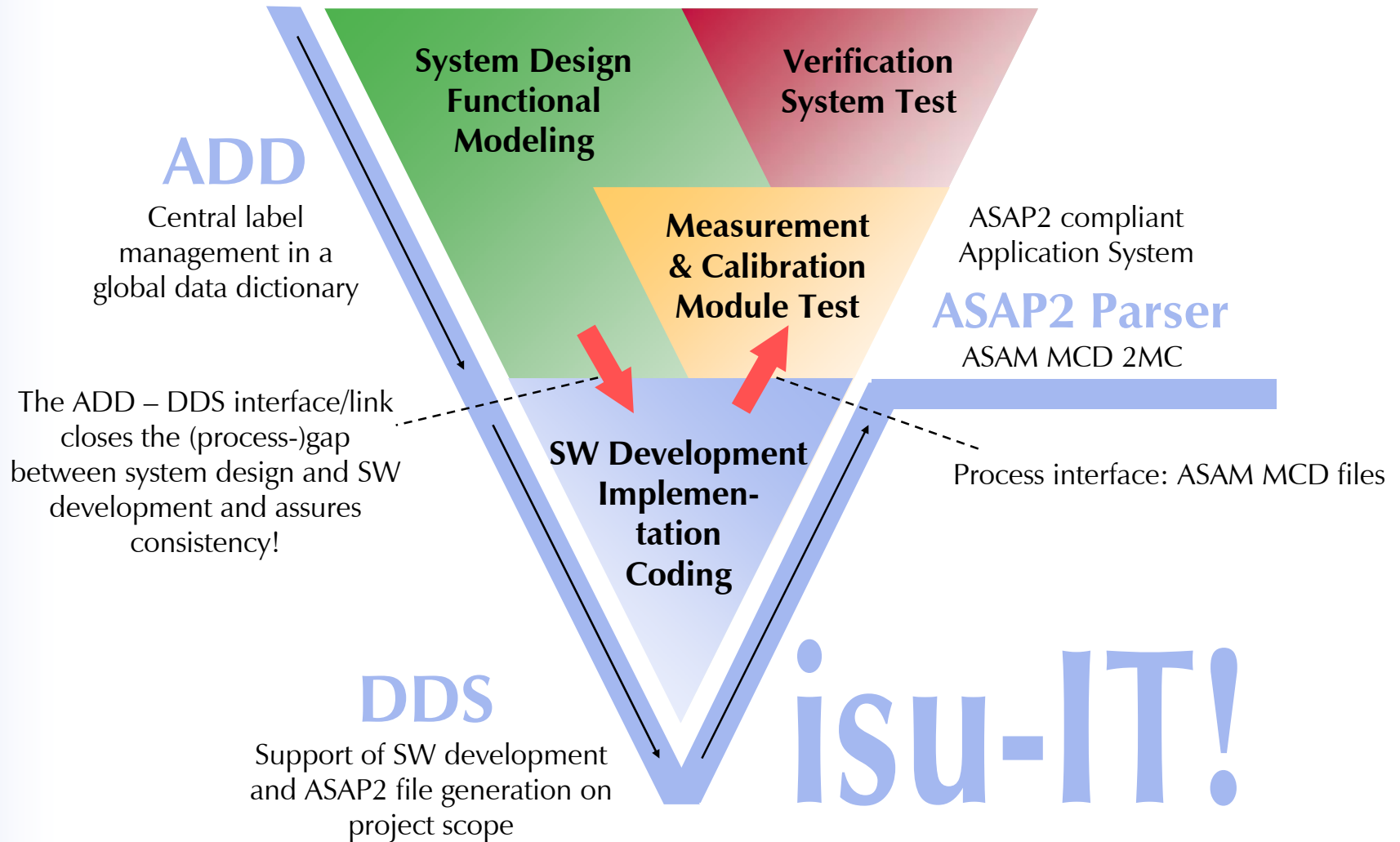
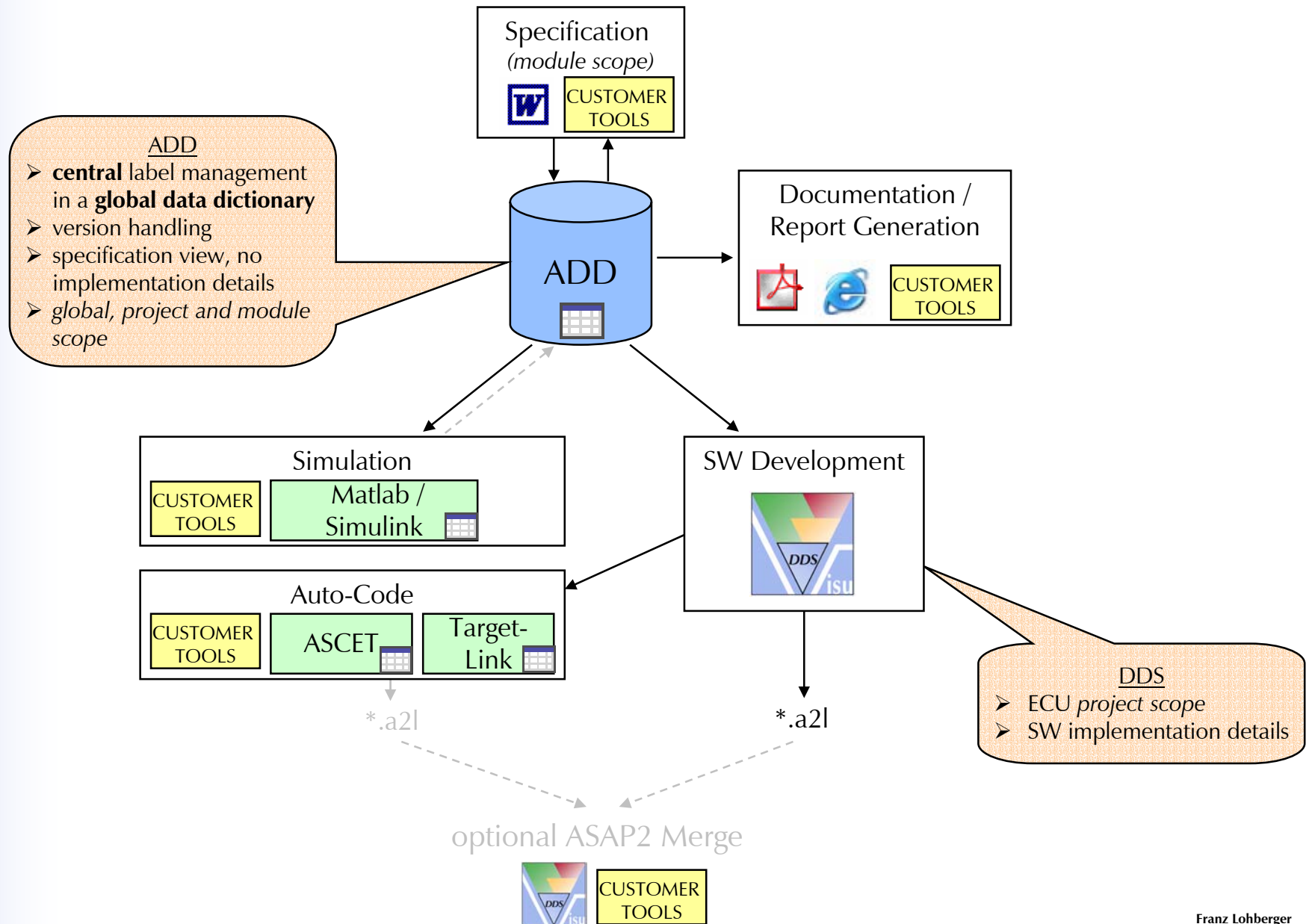


# Visu-IT! - Tools in ECU Development Development Process



# Visu-IT! – ECU Development Process

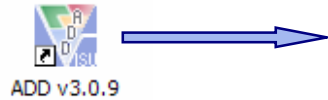
## Process flow



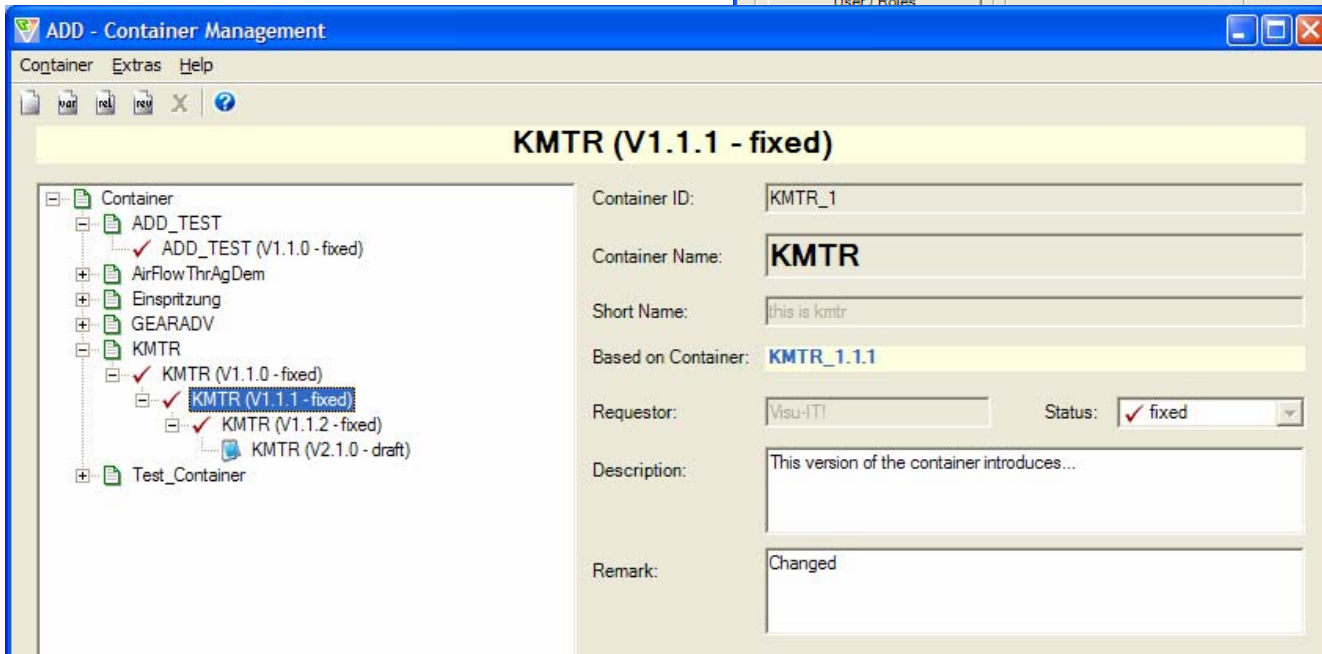
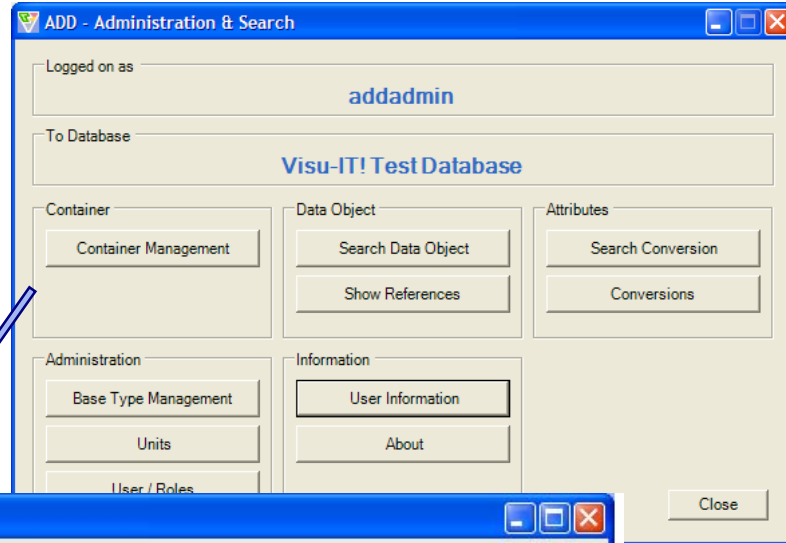
# ADD – Getting Started

## Starting ADD

1. Start ADD



2. Open Container-Management



# ADD – Getting Started

## Container Management



Container can be used to group a set of (calibration-)data.

In ADD a **SW specification/ SW module** can be modeled by using a container.

ADD allows to:

- create, modify, maintain and delete containers
- create new versions and revisions of existing containers (version management)
- define different roles and lifecycles for the container management

When opening a container the following form appears (see next slide)

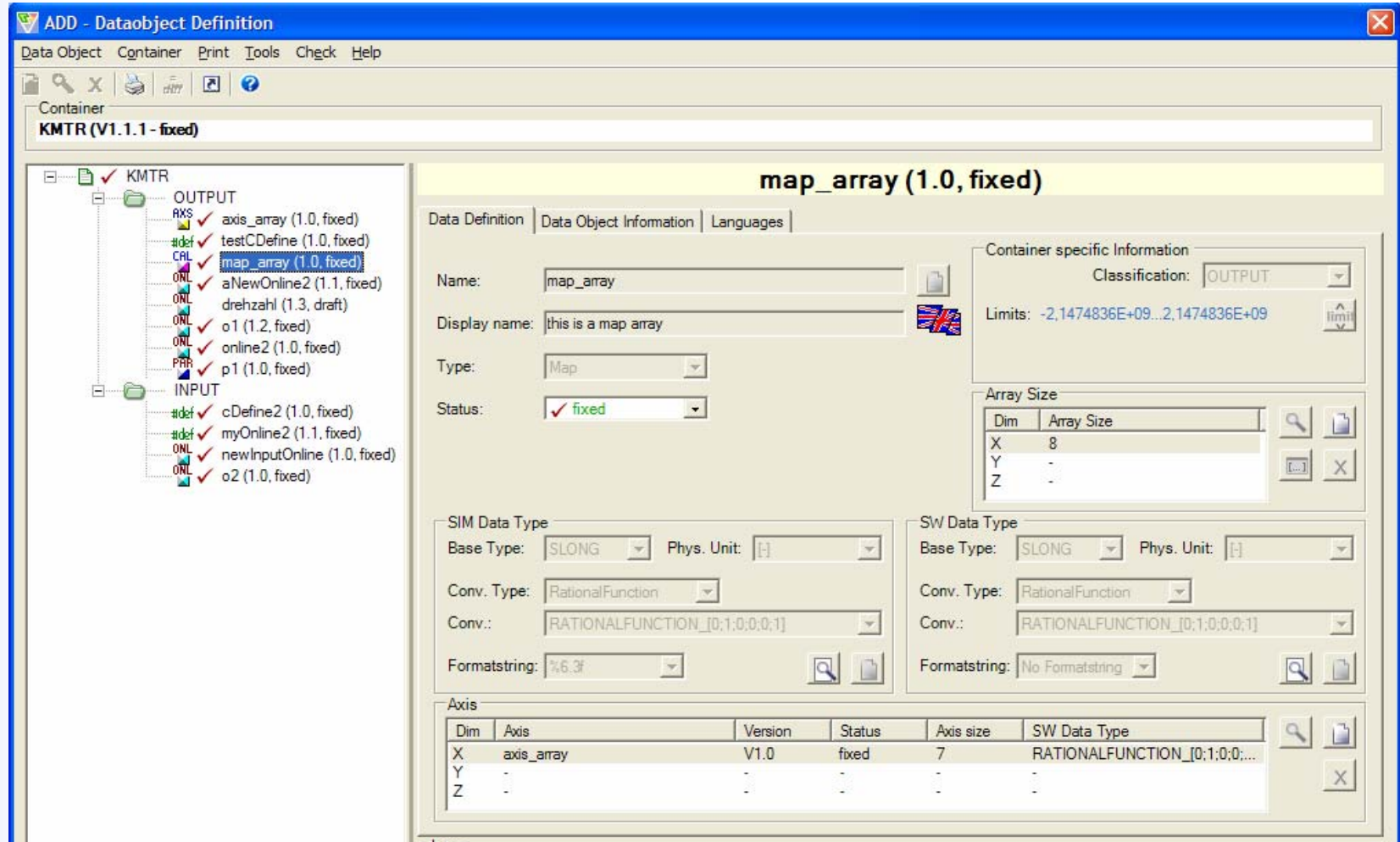
The screenshot shows the 'ADD - Container Management' window. On the left is a tree view of containers, with 'KMTR (V1.1.1 - fixed)' selected. On the right is a form for editing the selected container. The form fields are:

- Container ID: KMTR\_1
- Container Name: KMTR
- Short Name: This is kmtr
- Based on Container: KMTR\_1.1.1
- Requestor: Visu-IT! Status: fixed
- Description: This version of the container introduces...
- Remark: Changed

# ADD – Getting Started

## Data Objects (1)

The **Interface** of the container is controlled via the tree view on the left side. The (interface-)data can be “INPUT”, “OUTPUT” and “LOCAL” (optional).



# ADD – Getting Started

## Data Objects (2)

Data Objects (Calibration data):

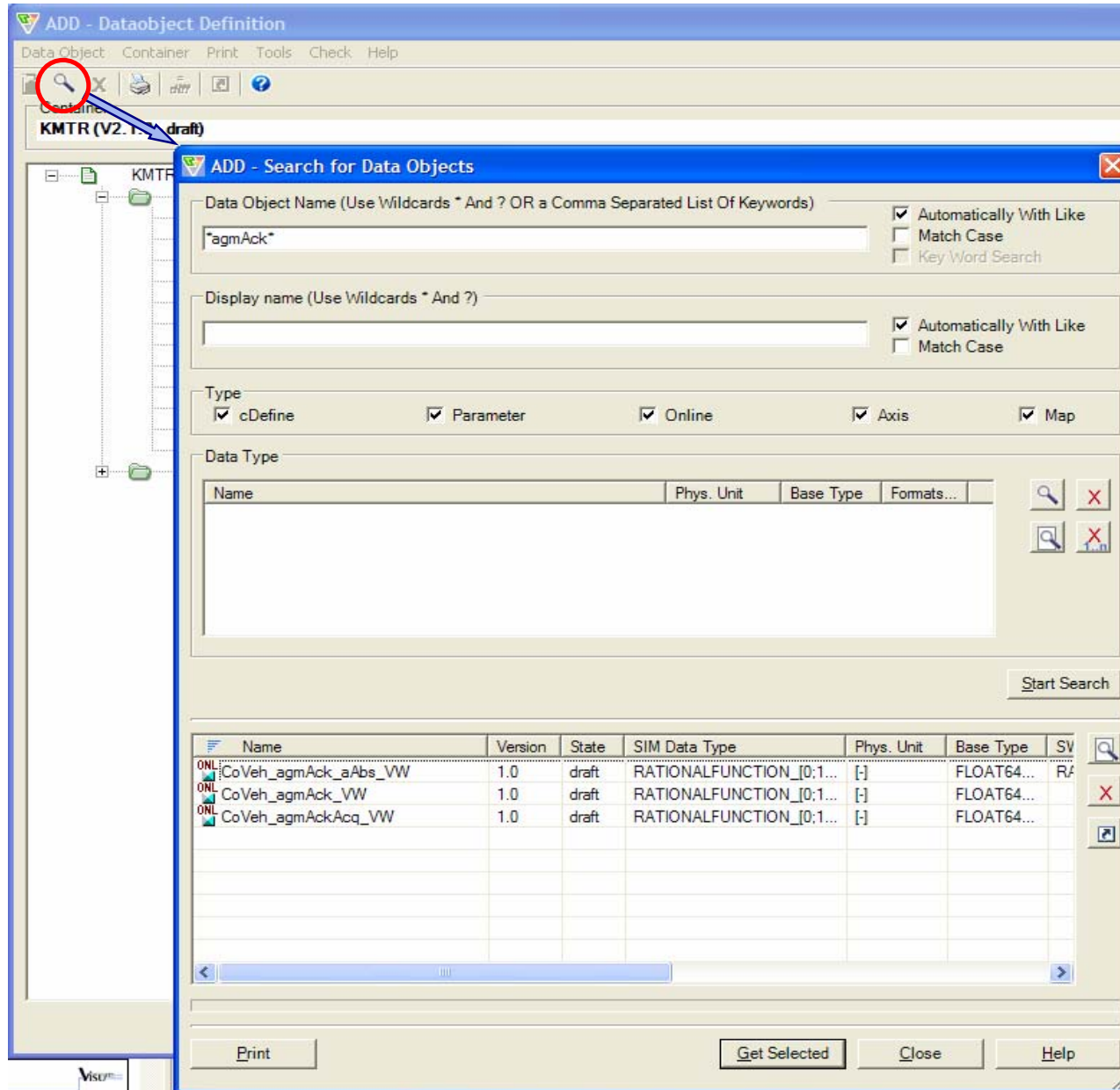
- can be of the type: MEASUREMENT, AXIS, CHARACTERISTIC and System Constant (defines)
- can have both "SIM"- (simulation, e.g. in Matlab) und "SW"- (software, e.g. in C source code) attributes
- are controlled via a configurable version management (versions, revisions)
- are managed via a configurable lifecycle management ('draft', 'simulation\_fixed', 'fixed' and 'obsolete')
- follow a configurable user and rights management

To add further data objects to a container you can either

- 1) search for existing data objects  
(see next slide)
- 2) add/create new data objects (or a new version/revision of a data object)  
(see slide after next)

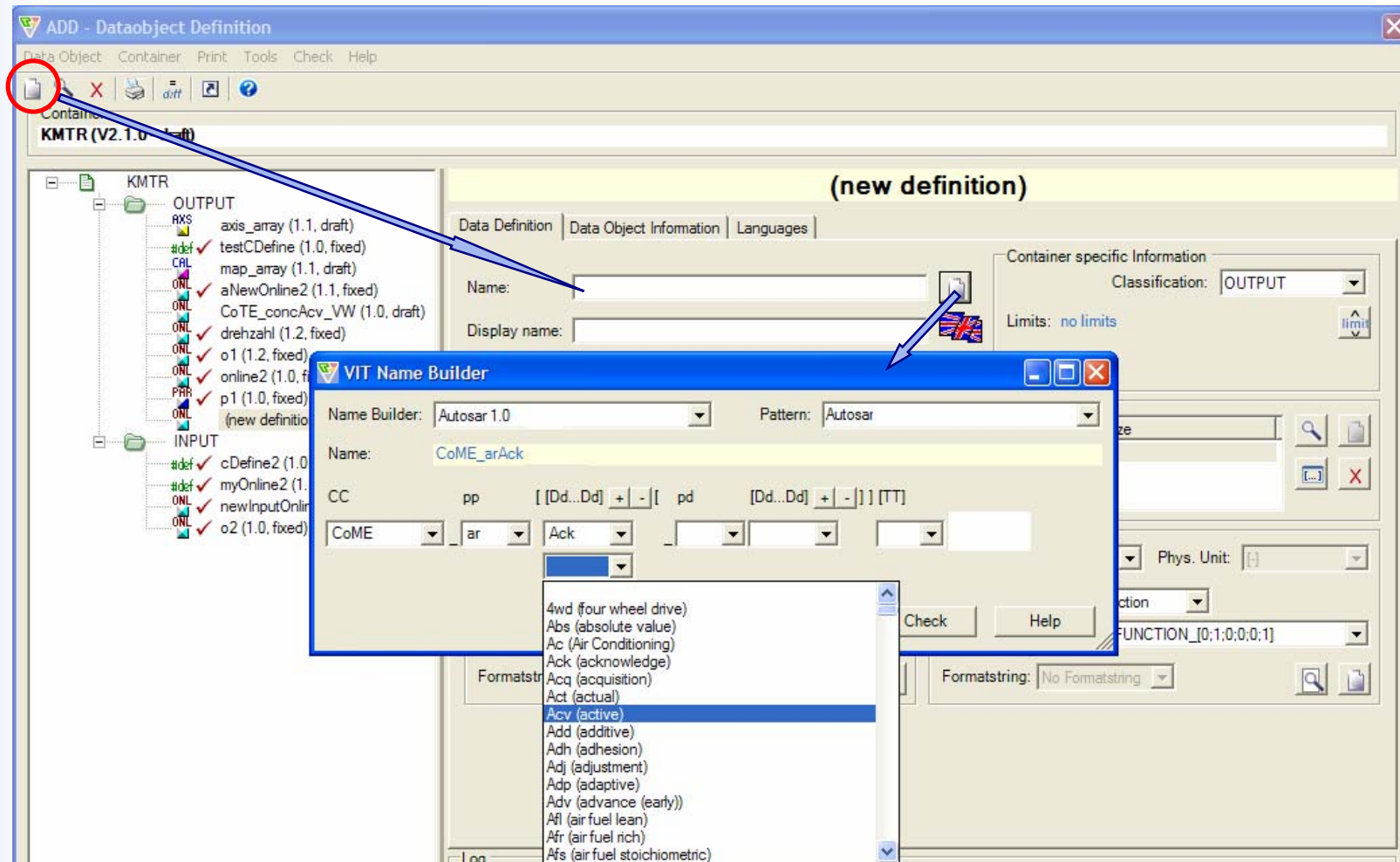
# ADD – Getting Started

## Data Objects – Search for data objects



# ADD – Getting Started

## Data Objects – Create new data objects



The optional “Name Builder/Checker” component helps applying naming conventions. In the example above, the component supports the **AUTOSAR** naming convention. The component is generic and freely configurable, thus it is also possible to support customer specific naming conventions.



# ADD – Getting Started

## Use case: Create a new function/module (1)

### Steps in ADD:

1. Create a new container/module/specification  
Status: 'draft'
2. Define the interface of the container
  - define the **INPUTs**  
-> reference existing data objects  
e.g. select the correct ENGINE\_SPEED from the global database for your function (e.g. 32bit, etc.)
  - specify the **OUTPUTs** and **LOCALs**  
-> use existing data objects (from previous or related functions) and/or add new data objects  
The status of the new data objects is: 'draft'
3. "Simulate" your function  
Before you can simulate your function, you have to set the simulation-related attributes (SIM-attributes). After that, you can set the status of the data objects to 'simulation fixed' and export the container and the data objects to Matlab in order to simulate the functionality.  
-> see <http://www.visu-it.de/add>, section "Interfaces & Links", section "Matlab"

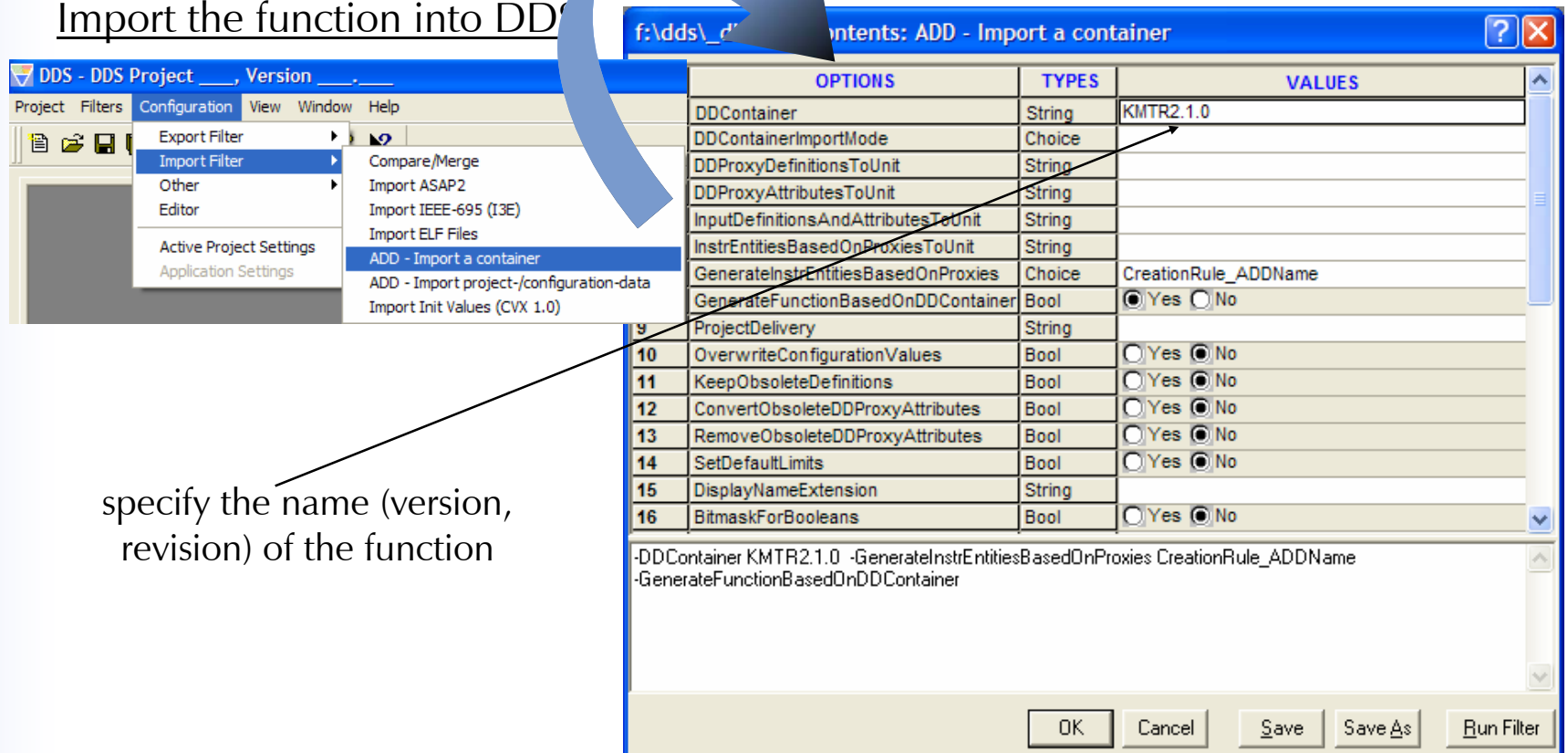
# ADD – Getting Started

## Use case: Create a new function/module (2)

### 4. “Implement/code” your function

Before you can create real C code, you have to set the software-related attributes (SW-attributes). After that, you can set the status of the data objects to ‘fixed’ and export the container and the data objects to DDS (and Ascet and TargetLink) in order to code/implement the functionality.

Import the function into DDS



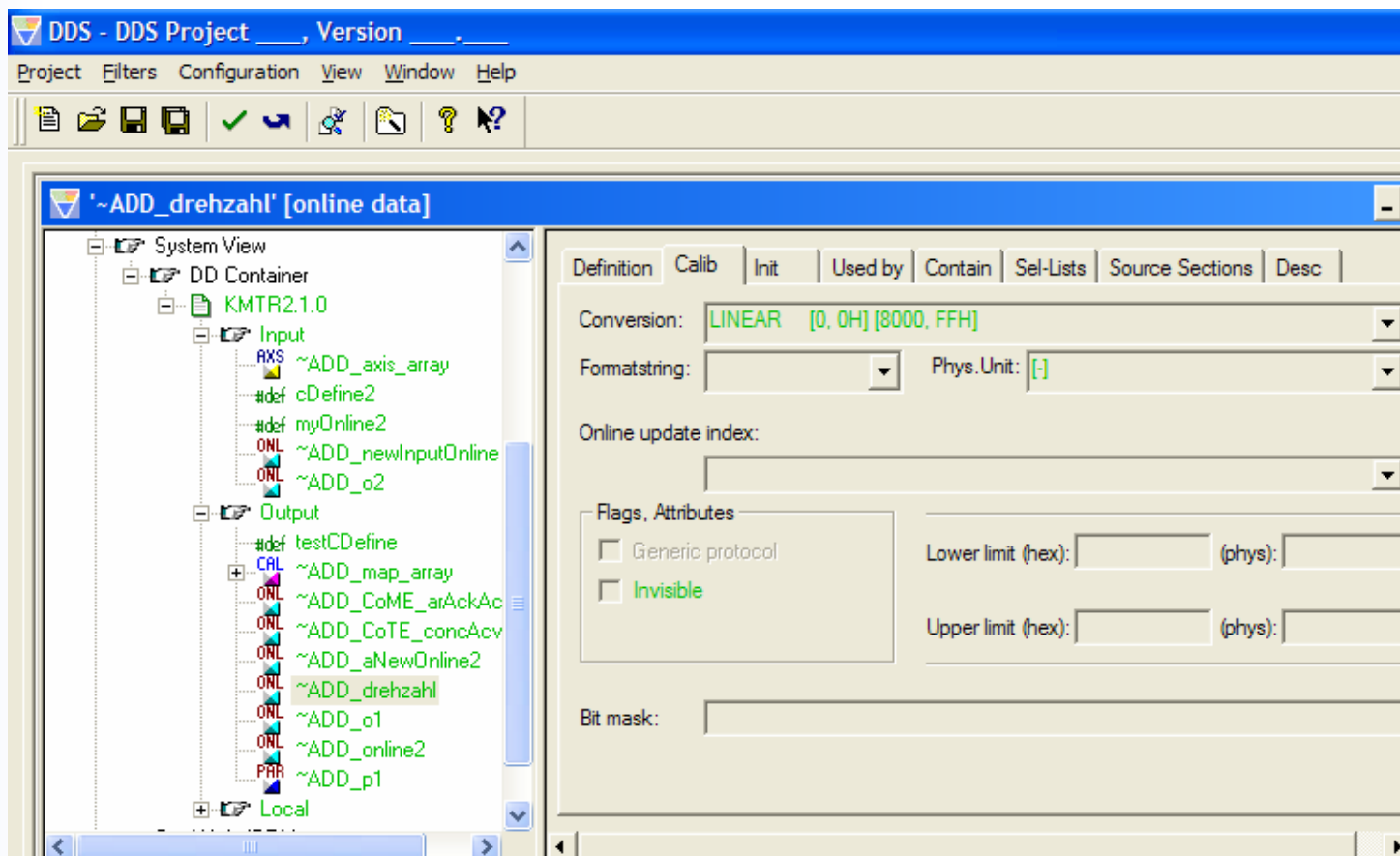
OPTIONS	TYPES	VALUES
DDContainer	String	KMTR2.1.0
DDContainerImportMode	Choice	
DDProxyDefinitionsToUnit	String	
DDProxyAttributesToUnit	String	
InputDefinitionsAndAttributesToUnit	String	
InstrEntitiesBasedOnProxiesToUnit	String	
GenerateInstrEntitiesBasedOnProxies	Choice	CreationRule_ADDName
GenerateFunctionBasedOnDDContainer	Bool	<input checked="" type="radio"/> Yes <input type="radio"/> No
ProjectDelivery	String	
10 OverwriteConfigurationValues	Bool	<input type="radio"/> Yes <input checked="" type="radio"/> No
11 KeepObsoleteDefinitions	Bool	<input type="radio"/> Yes <input checked="" type="radio"/> No
12 ConvertObsoleteDDProxyAttributes	Bool	<input type="radio"/> Yes <input checked="" type="radio"/> No
13 RemoveObsoleteDDProxyAttributes	Bool	<input type="radio"/> Yes <input checked="" type="radio"/> No
14 SetDefaultLimits	Bool	<input type="radio"/> Yes <input checked="" type="radio"/> No
15 DisplayNameExtension	String	
16 BitmaskForBooleans	Bool	<input type="radio"/> Yes <input checked="" type="radio"/> No

specify the name (version, revision) of the function

Buttons: OK, Cancel, Save, Save As, Run Filter

# ADD – Getting Started

## Use case: Create a new function/module (3)



**Note:** In DDS, all data objects and attributes which are defined and specified in ADD are shown in green color and are readOnly! ADD is the 'master' for these attributes.

### 5. Container lifecycle

Similar to data objects, the container is/can be also set to 'simulation fixed' when the simulation has been successfully done. The container can be set to 'fixed' when all data objects of the container are also set to 'fixed'.

# ADD – Getting Started

Use case: Create a new version/revision of a function

## Steps in ADD:

1. Create a new version/revision of an existing container  
Status: 'draft'
2. Define the (new) interface of the container, add new data objects, remove obsolete data objects, create new versions/revisions of existing data objects etc.  
Note: When only a new revision of the container is created, some modifications are not allowed.
3. "Simulate" your function  
...identical to the use case "Create a new function/module"
4. "Implement/code" your function  
...identical to the use case "Create a new function/module"  
Note that DDS provides a smart "Upgrade" mechanism!
5. Container lifecycle  
...identical to the use case "Create a new function/module"