CanEasy CAPL-Converter

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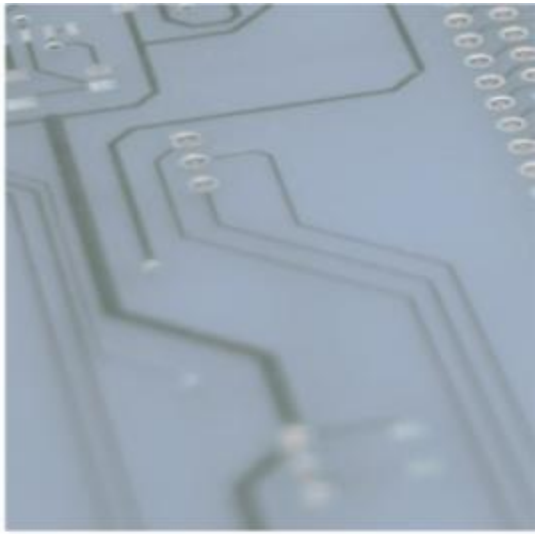

Kay Müller
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Overview

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- CAPL basics
- Import CFG file
- Open CAPL-Converter
- CAPL-Converter
- Add CAPL-DLLs
- Compile files
- CAPL Loader
- Open Canoe panel
- Save workspace
- Working with CAPL

CAPL Basics

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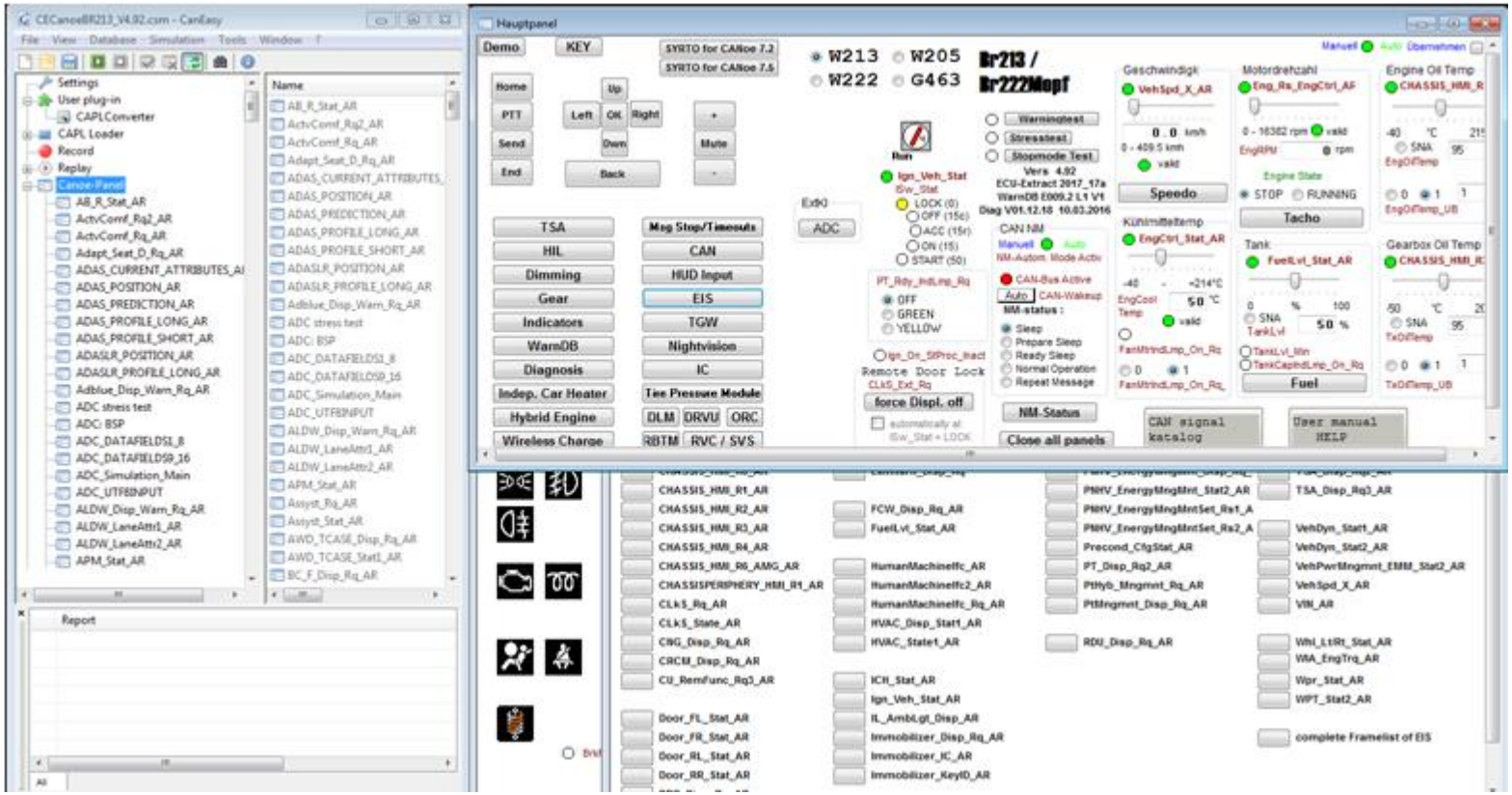
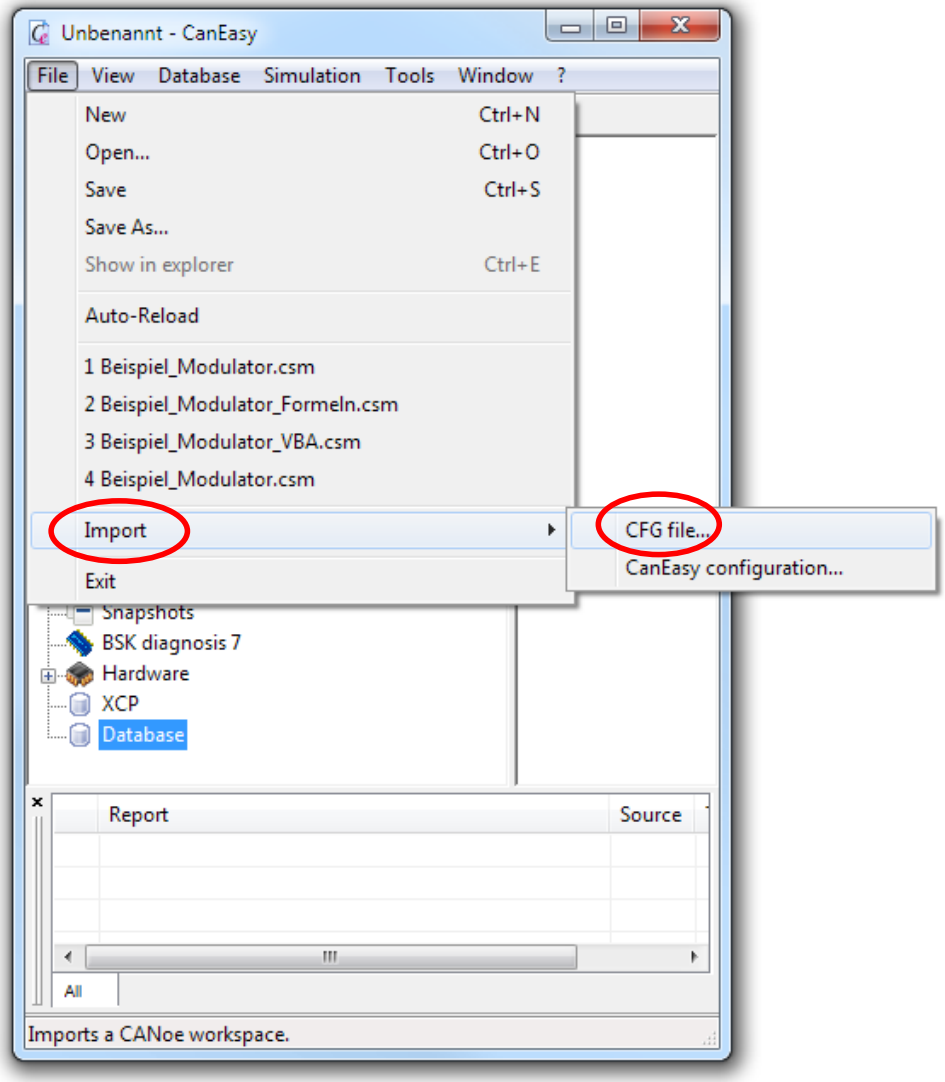


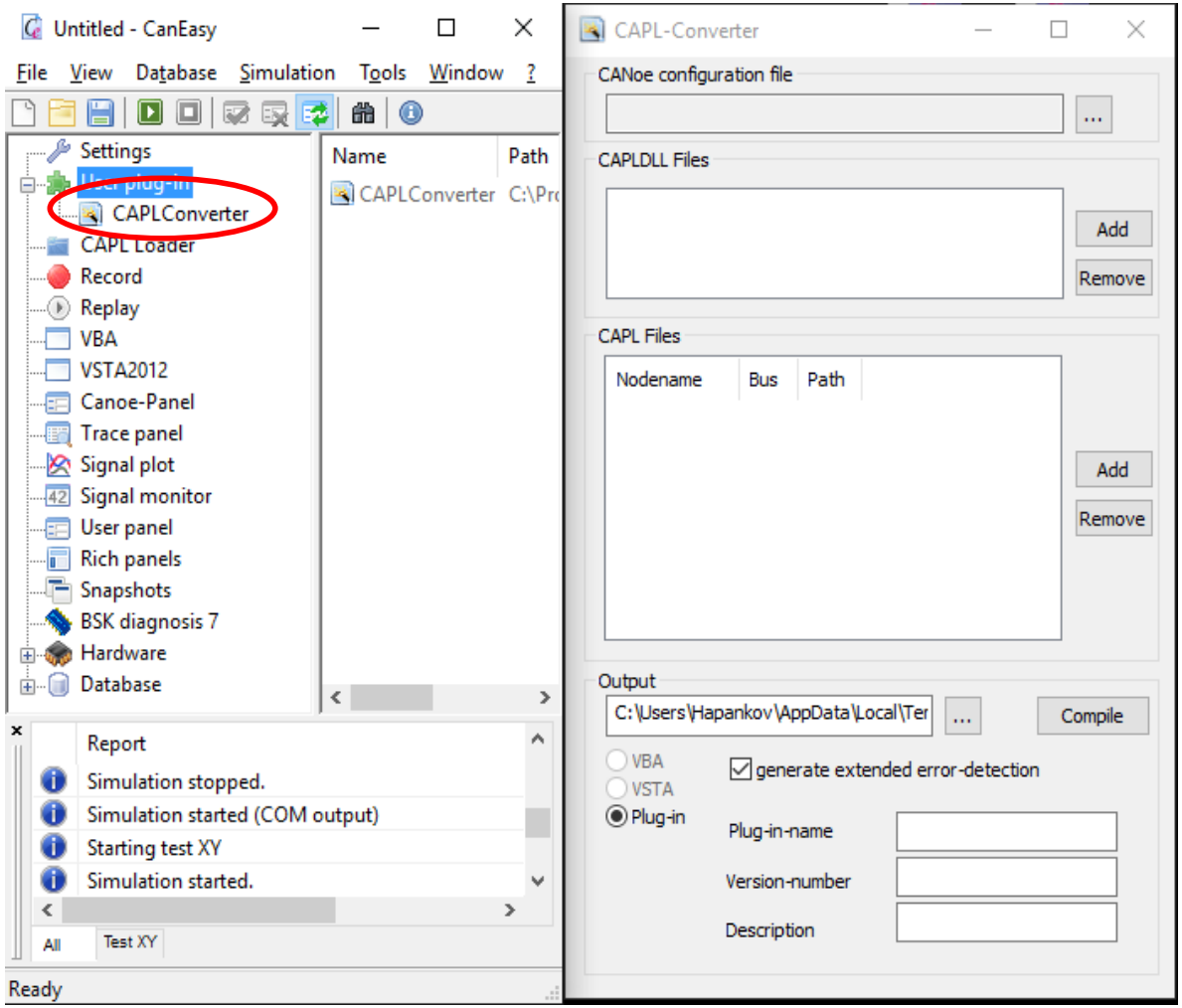
CAPL is a programming language developed by Vector Informatik.

Import CFG file



- Select File
  → *Import*
  → *CFG file*
  from CanEasy's main menu bar
- Importing a CFG file CanEasy automatically imports the DBC files and panels and loads the CAPL-Converter plug-in

Open CAPL-Converter



To compile the CAPL files for CanEasy you need load and open the CAPL-Converter user plug-in

CAPL-Converter

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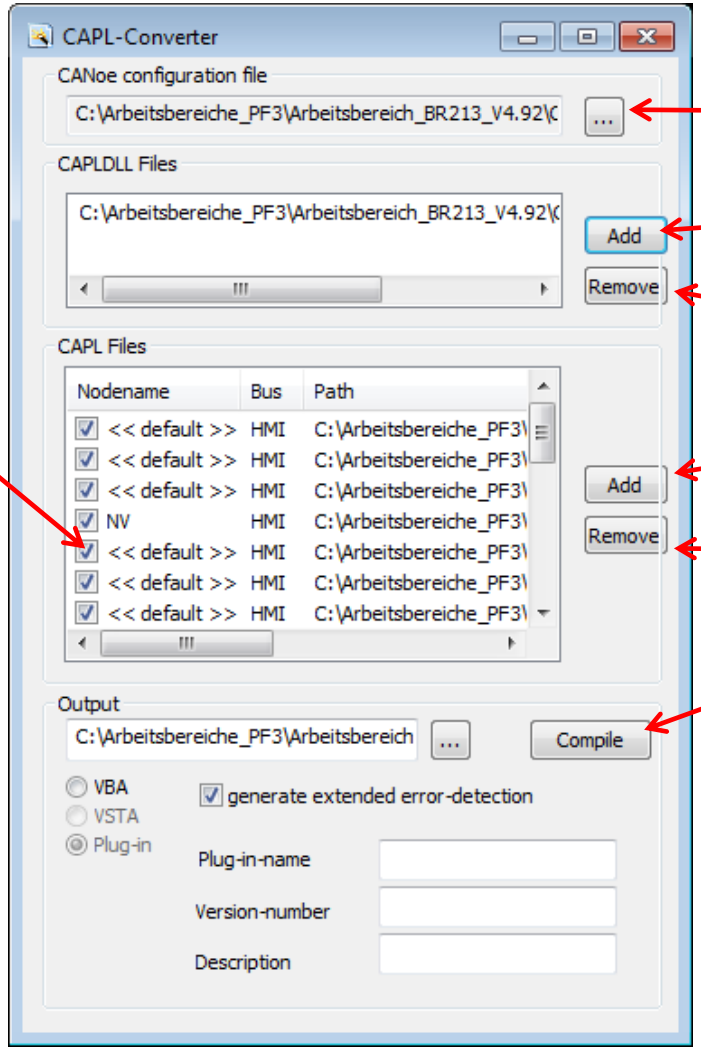
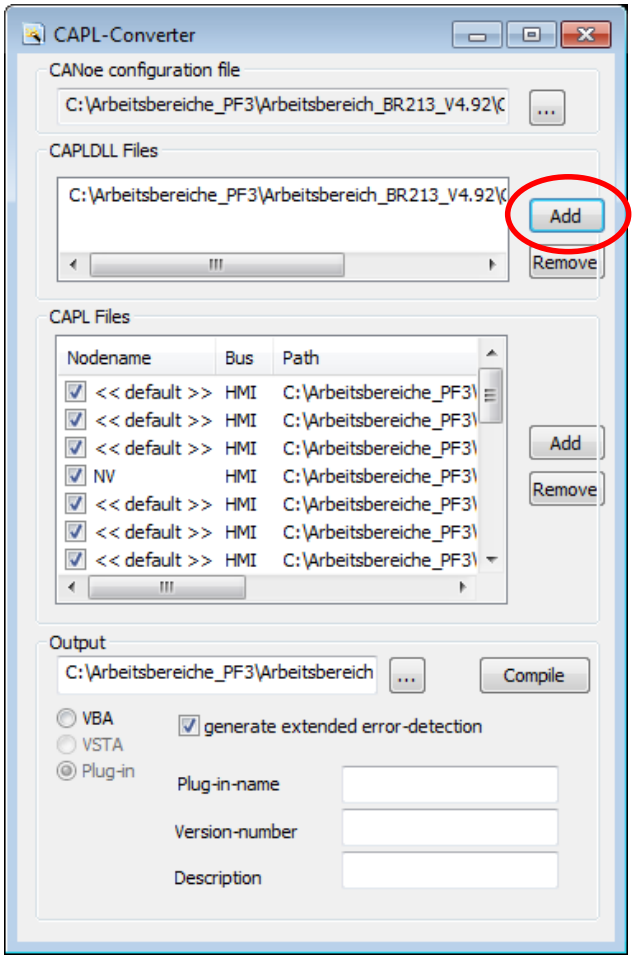


Active CAPL *.can files

- Open cfg file
- Add CAPL DLL
- Remove CAPL DLL
- Add CAPL file
- Remove CAPL file
- Start compile

Add CAPL-DLLs



- If there are CAPL DLLs used but not part of the CFG file you need to add them manually

Compile files

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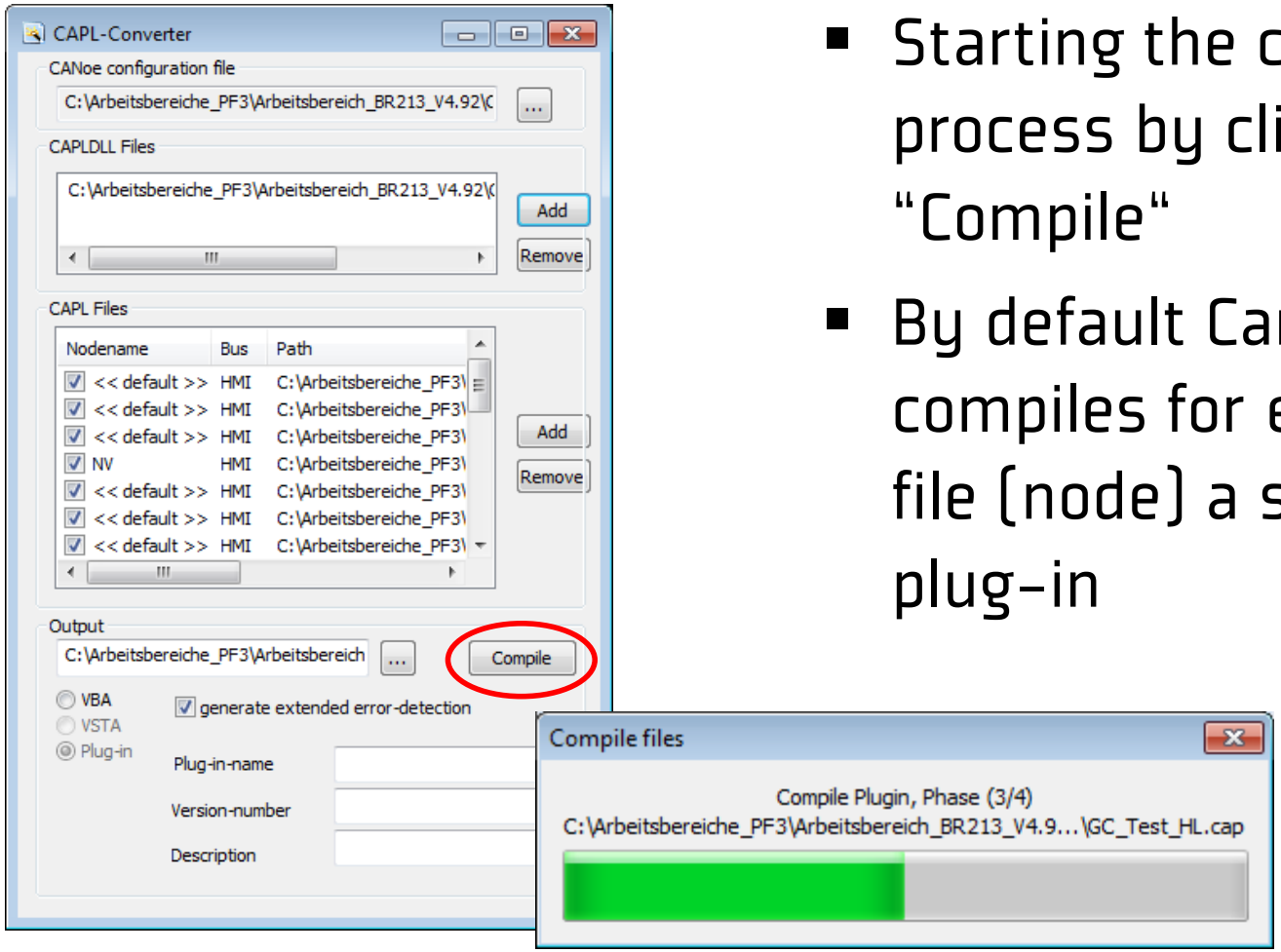

- Starting the compile process by clicking on "Compile"
- By default CanEasy compiles for every CAN file (node) a separate plug-in

CAPL Loader

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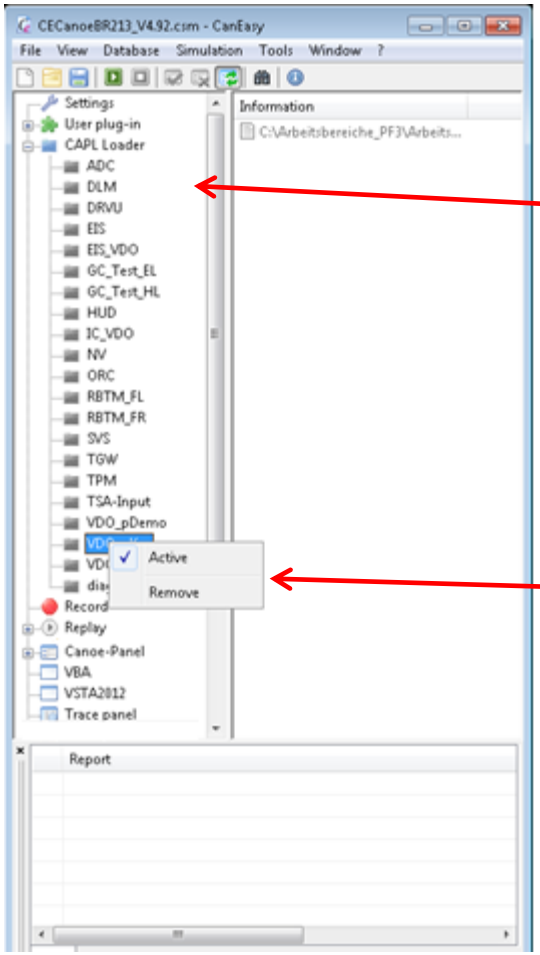

- After compilation is finished all compiled plug-ins are loaded automatically
- Nodes can be deactivated by removing the tick

Open Canoe-Panel

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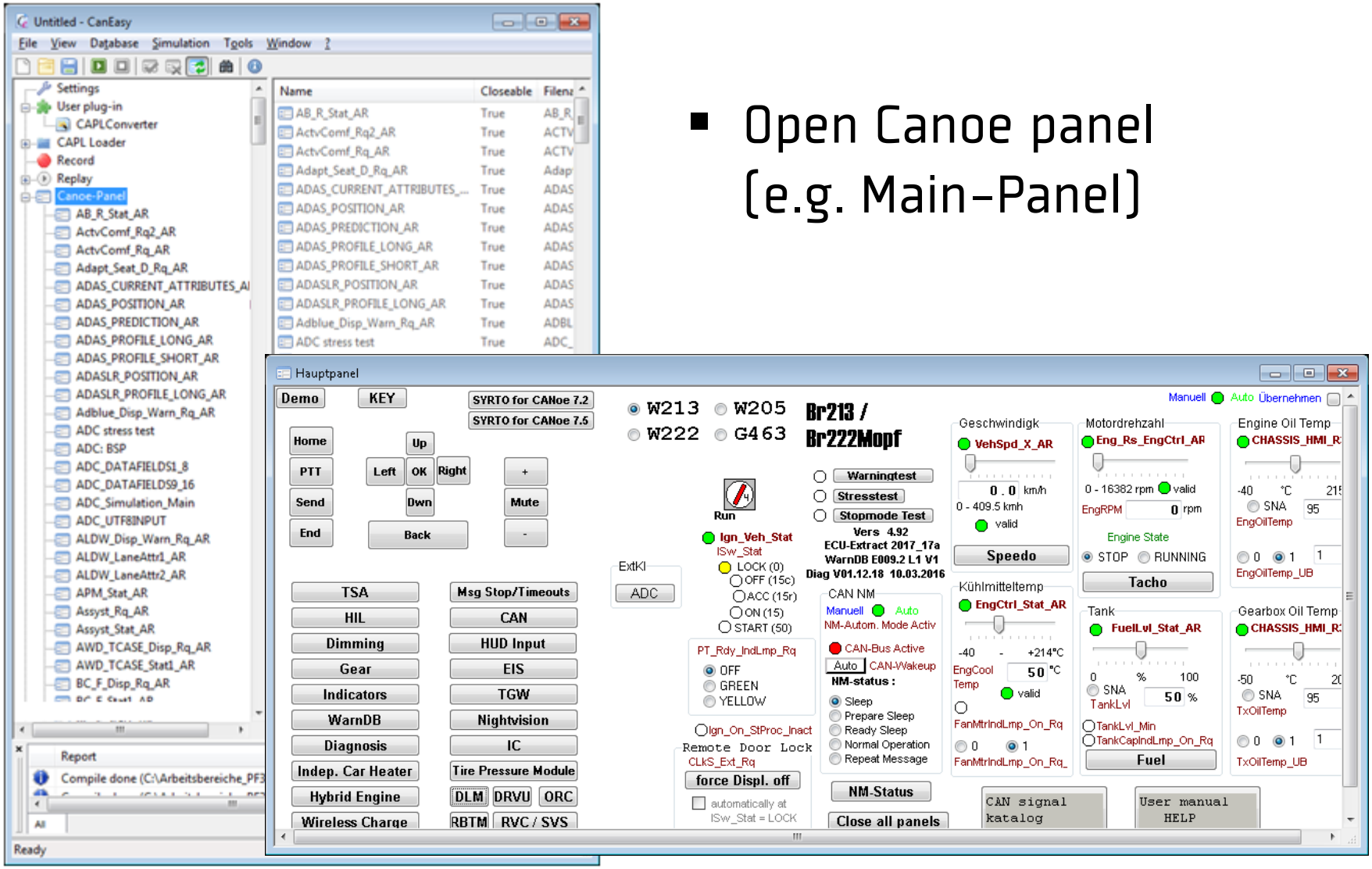
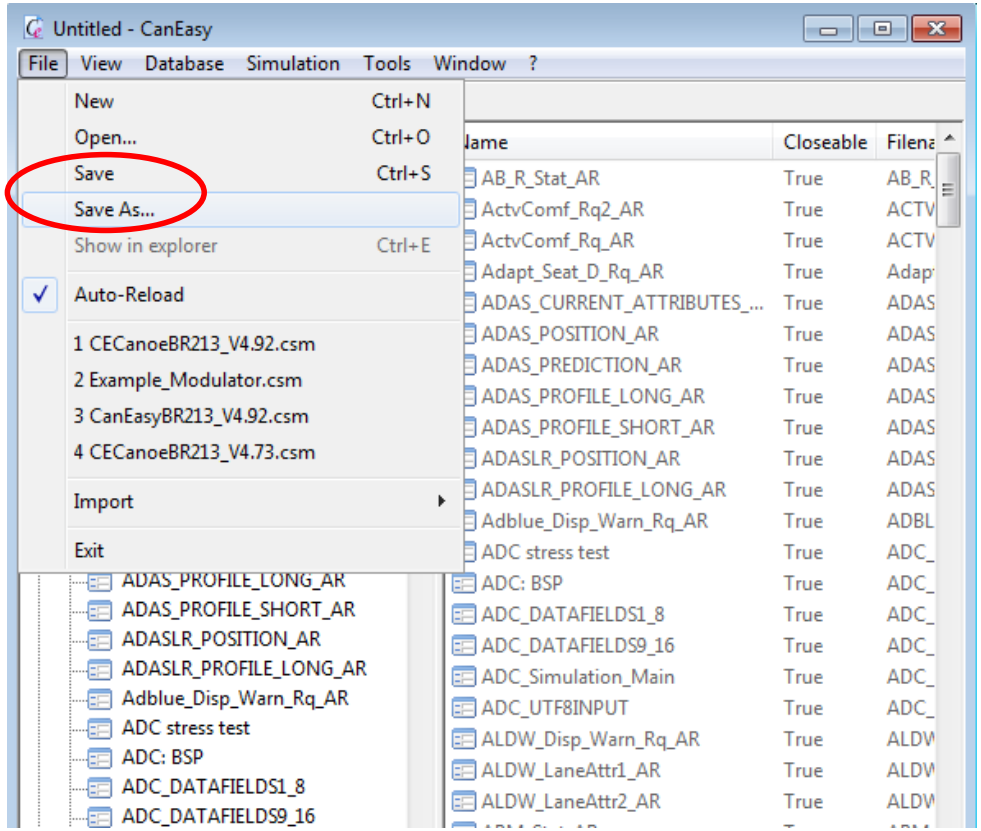


- Open Canoe panel (e.g. Main-Panel)

Save workspace



- Save your CanEasy workspace in the same directory like the imported CFG file

Working with CAPL

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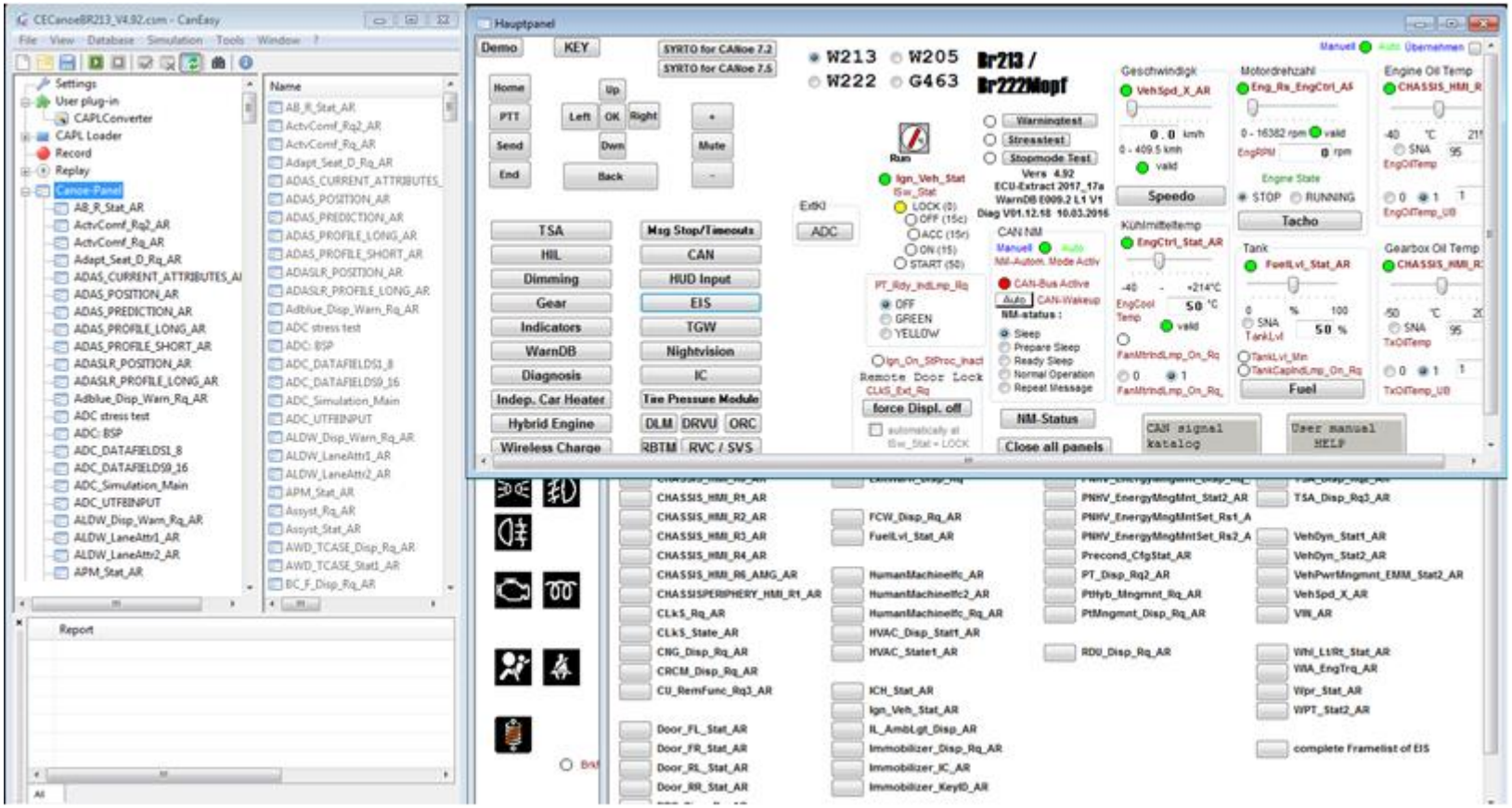

- Using CAPL you can't use the CanEasy panels
- To manipulate signal values you must use the imported Canoe Panels

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Thank you for your attention!