

Introduction to CAPL

Duration:	1 Day
Target group:	CANalyzer and CANoe users
Prerequisites:	Programming knowledge desirable but not a precondition

1 Introduction CAPL (2,0 h)

Goal: Present the potential uses of CAPL programs, Introduce the Browser as a CAPL development environment

Contents: Integrating CAPL programs in CANoe and/or CANalyzer, CAPL features, basic event procedures, Windows of the CAPL Browser, compiling in the Browser, troubleshooting with the Browser, associating the CANdb

2 Features and Functions in CAPL (2.0 h)

Goal: Provide overview of CAPL language syntax by means of examples. Develop programs for the analysis and modeling of controllers

Contents: System and event procedures, data types, arrays, initialization, control structures, arithmetic and logical operations, intrinsic functions, access to message selectors, file functions

3 Program Development with CAPL (2.0 h)

Goal: Use CAPL functions in concrete problems

Contents: Exercises and examples on the following topics: Evaluating messages, creating signal statistics, configuring and sending messages, timeout monitoring, gateway, driving controllers, logging functions, using file functions to read and write data

4 Tips and Tricks (1.0 h)

Goal: Background information for the user

Contents: Browser format vs. text format, CAPL context, limitations, attributes of messages / signals, creating and linking CAPL-DLLs

5 Questions, Feedback, Suggestions

Goal: Clarification of open issues and open discussion as feedback for Vector