



Agenda VectorAcademy

DEVELOPMENT OF CANOE MODELS

Duration:	1 Day
Target Group:	CANoe Users
Prerequisites:	CAN and CANoe Fundamentals
Goal:	Learning to use CANoe as a Simulation Tool, as well as getting to know the programming language CAPL

1 | INTRODUCTION TO THE DEVELOPMENT OF CANOE MODELS | 0.5 H

- ▶ Overview of the different options to create CANoe Models

2 | MODELING WITH THE CANOE INTERACTION LAYER | 1.5 H

- ▶ Functional principle of the CANoe Interaction Layer
- ▶ Using different transmission paradigm

3 | WORKING WITH PANEL DESIGNER AND SIGNAL GENERATOR | 1.0 H

- ▶ Creating display and control panels
- ▶ Generate signal runs

4 | INTRODUCTION TO CAPL (COMMUNICATION ACCESS PROGRAMMING LANGUAGE) | 2.5 H

- ▶ Using CAPL for modeling and controlling network nodes
- ▶ Principle of event triggered programming of CAPL
- ▶ Signal handling in CAPL
- ▶ Working with timers

5 | WORKING WITH SYSTEM AND ENVIRONMENT VARIABLES | 0.5 H

- ▶ Motivation and differences of system and environment variables

6 | MODELING WITH CAPL | 1.0 H

- ▶ Message oriented CAPL
- ▶ Message analysis with CAPL