

SIMIT Simulation Framework (SF) - Getting Started (V8.0)




Getting Started

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We have reviewed the contents of this publication to ensure consistency with the hardware and software described. Since variance cannot be precluded entirely, we cannot guarantee full consistency. However, the information in this publication is reviewed regularly and any necessary corrections are included in subsequent editions.

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Preface

Information about the SIMIT SF Getting Started

The *Getting Started* documentation uses an easy sample project to illustrate the basic principles and how the SIMIT SF software components interact during configuration and in simulation mode.

This Getting Started serves as an introduction and does not contain detailed or background information. Additional information is available in the online help on SIMIT SF and CTE (Component Type Editor).

If you want to use SIMIT SF in combination with PCS 7, we recommend reading the manual *SIMIT Simulation Framework (SF) with PCS 7 - Getting Started*.

Conventions

Note

In this documentation, the names of elements in the software interface are specified in the language of this documentation. If you have installed a multi-language package for the operating system, some of the designations will be displayed in the base language of the operating system after a language switch and will, therefore, differ from the designations used in the documentation.

In SIMIT SF, you can use standard Windows functions in many situations:

- Multiple selection using the "Ctrl" and "Shift" keys
- Column sorting in tables by clicking on the column header
- Use of "drag-and-drop" instead of "copy and paste"

The individual tutorials in the Getting Started build on one another. For this reason, you should work through all the tutorials in the specified sequence.

Purpose of this Getting Started documentation

This document aims to guide you quickly and successfully through the basics of SIMIT SF. You will get to know many basic configuration steps and develop an understanding for how SIMIT SF works.

Requirements for the SIMIT SF Getting Started

You can run the sample projects "Elevator-01.simit", "Elevator-02.simit" and "Elevator-03.simit" on any computer on which the following software is installed:

- Windows 7 Professional or Ultimate SP1, 32-bit or 64-bit operating system
- SIMIT V8.0, PROFESSIONAL or ULTIMATE for use with a PLCSIM coupling, STANDARD for use with a PROFIBUS DP coupling

- SIMATIC STEP 7
- S7-PLCSIM V5.4 SP5
- Necessary license keys for the software listed above

Options for accessing documentation on SIMIT

You can find the complete SIMIT documentation at the following locations:

- On the SIMIT V8.0 DVD
- on the Internet
- The product documentation is installed with the relevant product

Note

The statements in the SIMIT readme take precedence over all other SIMIT SF documentation.

Introduction to SIMIT SF

SIMIT SF can be used for the following applications:

- as convenient input and output of test signals for your controller
- as sophisticated plant simulator

In any situation SIMIT SF provides a cost-effective and easy way for testing and commissioning of automation software.

Even if you initially only use SIMIT SF as a convenient user interface for signal testing, you can add simulation models at any time later. This allows you to simulate your plant behavior and thus take full advantage of the capabilities of SIMIT SF by means of dynamic tests.

The following aspects are of particular interest when using SIMIT SF:

- **Coupling**

You can define the interface by which you wish to couple SIMIT SF to your automation system and specify the signals that you want to access in SIMIT SF.

This means you can set and read signals now with SIMIT SF without any additional effort.

- **Simulation**

You do not need any expert knowledge in simulation in order to build a simulation. Just use the graphical user interface to combine existing components from the SIMIT libraries and enter the matching parameters.

Components with a diverse set of simulation functions are available in the SIMIT basic library. These components cover a wide range of applications: from simple arithmetic and logical relationships to drive simulations and complex system simulations.

Detailed descriptions of the library components and how to use them in diagrams can be found in the library manual. In the *Sample Projects/Examples* folder on your SIMIT software CD, you will find the archived SIMIT project *Examples.simarc..* It contains examples of how to use library components.

- **Visualization**

You can automatically generate diagrams with input and display elements (controls) from existing data, such as the data in the coupling, or manually build such diagrams individually. Graphic elements such as lines, rectangles, ellipses, etc. can be used both statically and animated with signals, and thus allow you to easily build comprehensive animations.

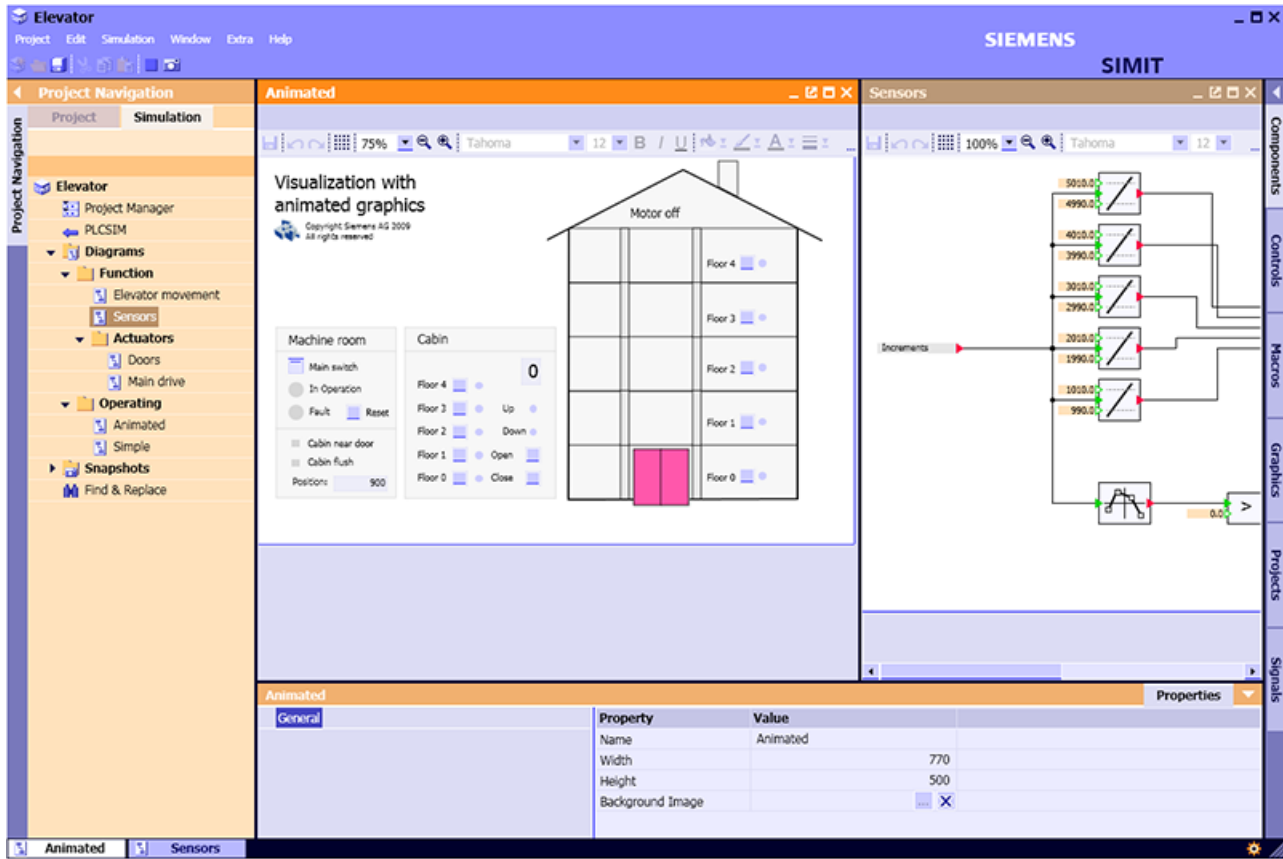
Visualizations give you an overview of all signals in the plant. Values belonging to the same part of your system can also be shown in a grouped fashion, independent of the physical addresses they use.

The rest of this section just provides a basic understanding of how to use SIMIT SF.

You can start a simulation using the toolbar (▶), the menu bar (*Simulation | Start*) or by double-clicking *Start* (▶ *Start*) in the project window. Once the simulation is running, the SIMIT SF color scheme changes from blue to orange.

While the simulation is running you may open and close any diagram or gateway. While a simulation is running you can select components on diagrams using the right mouse button.

Open the properties window to observe the changes in the values at the inputs and outputs of selected components while the simulation is running.



You may use the *Simulation | Snapshot* command from the menu bar at any time to save a snapshot, which means the current state of your simulation. You may also create a snapshot using the toolbar or *New Snapshot* (*New snapshot*) in the project window. Each snapshot is saved in the Snapshots folder (*Snapshots*) and is assigned the current date and time as its name. You may rename or delete snapshots or move them into a subfolder.

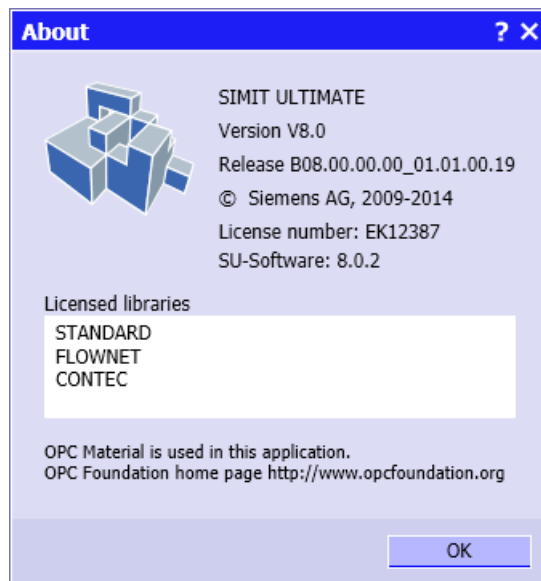
When you load a snapshot using the shortcut menu, the simulation is set to the same state that is stored in the snapshot, and the simulation will continue running starting from this state. If the simulation is not running yet, it is automatically started when you load a snapshot.

Use the menu command *Simulation | Exit* or the toolbar to end the simulation.

The "Elevator" example application

On the SIMIT software CD, in the *Sample Projects\Elevator* folder, you will find three archived projects *Elevator-01.simarc*, *Elevator-02.simarc* and *Elevator-03.simarc*. These simulation projects demonstrate various aspects of simulation-based testing with SIMIT SF. The PLC program to be tested with these simulation projects is an elevator control program. It is stored as an archived STEP 7 program *Elevator_S7.zip* on the SIMIT software CD in the same folder as the example projects. There you will also find the symbol table of the control program (*Elevator.asc*).

A PLCSIM gateway has been created in the simulation projects. This means you can use the simulation projects immediately if you have the SIMIT SF product version PROFESSIONAL or ULTIMATE. If you are using SIMIT SF in the STANDARD version, use the PROFIBUS DP coupling. In this case you have to also install the SU software (formerly SIMBA). You can find the installed product version and any additional licenses in the "About" dialog. You open this dialog with the menu command "Help > About".



For the coupling with PROFIBUS DP you merely have to adapt the configuration of the SIMATIC project to match your hardware configuration. Within the SIMIT project replace the PLCSIM coupling with a PROFIBUS DP coupling. If you have assigned a name other than "PLCSIM" to the coupling, you must also use *Find & Replace* to replace the source in the signals with the name of the coupling. You can find additional information on this in the chapter: Find and Replace, Consistency Check (Page 63).

SIMIT SF can be connected to real controllers like SIMATIC S7 programmable controllers via PROFIBUS DP, PROFINET IO or PRODAVE.

3.1 Function description of the sample project

The example contains the simulation of an elevator that is located in a five-story building. On each floor there is a call button with feedback, which can be used to call the elevator.

Inside the elevator car the control panel can be used to select the destination floor. Furthermore there is a digital display on the control panel to indicate the elevator position (floor), and the elevator door can be opened or closed with a pushbutton on the control panel.

The elevator has a drive that can be operated at two speeds and in both directions. This drive has an encoder that can be used to retrieve the absolute position of the elevator (level counter) for use in the PLC.

For positioning the elevator car has a sensor in the door area to reduce the speed, and a sensor that detects that the elevator is flush with the opening for the door.

After connecting the main fuse the elevator control program will start working. Faults during operation of the elevator are indicated by a warning light. A pushbutton can be used to reset the system after a fault. After connection or after a reset the elevator moves to the ground floor and open its doors. After this the elevator is ready for regular operation.

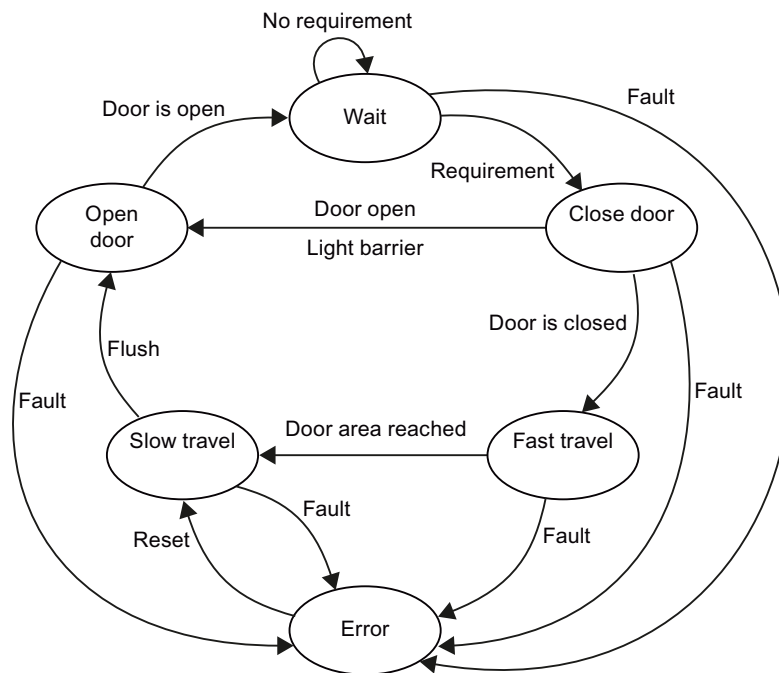
3.2 The elevator control program

The elevator control program is built as a simple sequential state control program in STEP 7 with states as follows:

- Wait
The elevator control program remains in this state as long as there is no user request. The Wait state ends as soon as there is a request for another floor.
- Close door
In this state the correct closing of the door is monitored. After closing the door the state is changed to *Fast travel*. When the pushbutton "Open Door" is pressed inside the elevator the state is changed to *Open door*.
- Fast travel
The elevator will move in the direction computed until a floor is reached that has a request. Once the elevator enters the door range the state changes to *Slow travel*.
- Slow travel
This state is used for precise positioning of the elevator on the floor. The state *Open door* is not entered until the elevator is flush with the door.
- Open door
In this state the elevator door opens and the elevator state changes to *Wait*.

There is an additional *Fault* state in case of faults. When a fault in operation is detected, the state changes from any other state to the Fault state. After a reset the PLC enters the state *Slow travel*.

The state diagram for this elevator control program is shown in the figure below.



After connecting the PLC as well as after a reset the elevator will travel slowly to the ground floor.

3.3 Connecting SIMIT SF to controllers

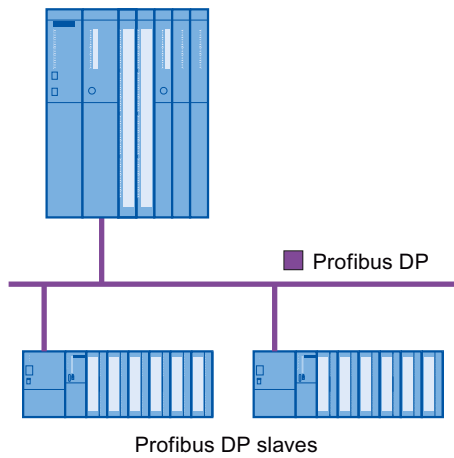
3.3.1 Connecting via Profibus DP

Note

If you are using the SIMIT STANDARD product version, you must connect the sample projects with SIMIT SF by means of a PROFIBUS DP coupling.

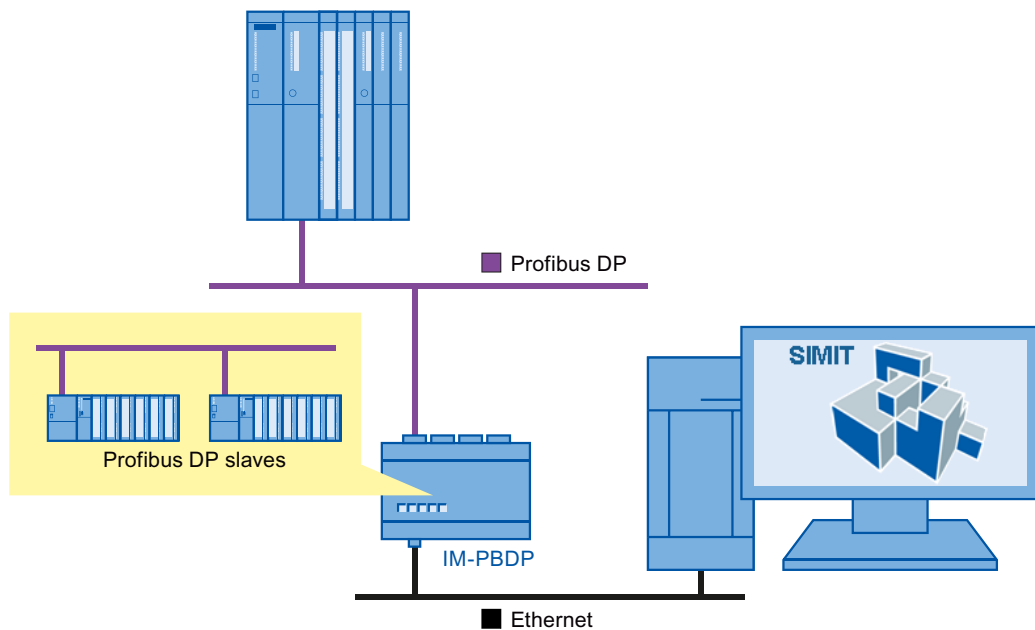
To visualize the principle of the SIMIT SF PROFIBUS DP coupling, a configuration consisting of a non-redundant PLC with a PROFIBUS DP master is depicted in the figure below.

PLC with one Profibus DP master



Coupling SIMIT SF to the PLC is then done using an SU-PBDP interface module (formerly IM PBDP). Instead of slaves it is this interface module that is connected to the PROFIBUS DP master.

PLC with one Profibus DP master



The interface module simulates the PROFIBUS DP slaves that are configured for the master system, which means the interface module communicates with the PROFIBUS DP master of the PLC in the same way a PROFIBUS DP slave does.

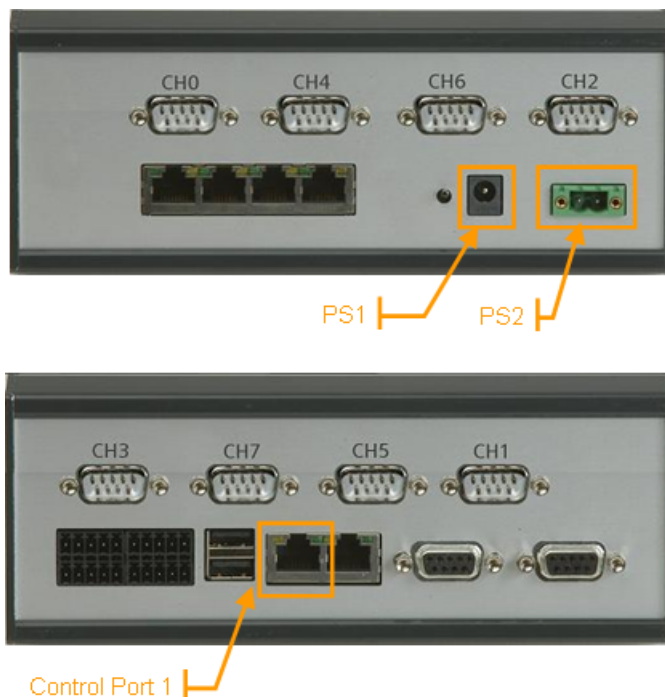
Additional information on the PROFIBUS DP coupling is available in the help "SIMIT (V8.0) > Couplings > SIMATIC couplings > The PROFIBUS DP coupling".

3.3.1.1 The Profibus DP interface module

The PROFIBUS DP interface module is available in several versions:

- SU-PBDP-2
Two-channel interface module for simulating a maximum of 125 PROFIBUS slaves per channel.
- SU-PBDP-4
Four-channel interface module for simulating a maximum of 125 PROFIBUS slaves per channel.
- SU-PBDP-8
Eight-channel interface module for simulating a maximum of 125 PROFIBUS slaves per channel.

The interface module is always equipped with eight PROFIBUS DP connectors: four on each side of the interface module. Depending on the variant only the first two, the first four or all eight connectors are active (labeled as CH0 through CH7).



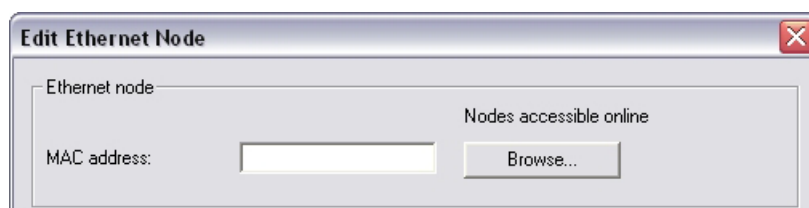
Plug the connecting cable to your PC into the RJ45 socket labeled *Control Port 1*. For the cable you may use a crossover or non-crossover LAN cable (twisted pair) because the connector on the SU-PBDP supports auto crossover.

You need a 24V – 1300mA DC power supply to operate the interface module. This power supply is not supplied with the interface module. The module provides a connector (PS1) for a power supply with a standard circular connector. Alternatively you can also use a suitable power supply, for example, the 24V power supply of a SIMATIC S7-300, and connect it to power supply connector PS2 with a 2-pin plug-in terminal block.

3.3.1.2 Configuring the Profibus DP interface module

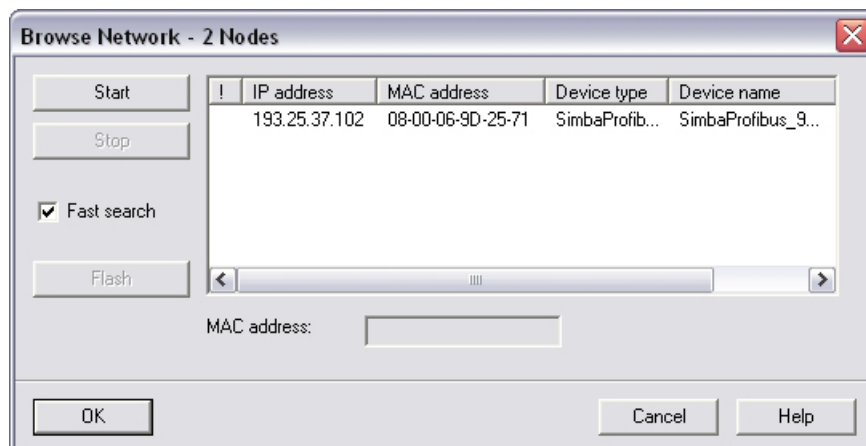
To access an SU-PBDP interface module with SIMIT SF via LAN you first need to assign a matching IP address to the interface module. To do so you need a PC with SIMATIC Manager installed and must – at least temporarily – connect the interface module to this PC. To configure the interface module it does not matter whether you are using a direct connection to the PC or a switch or hub.

- Configure the programming device / PC interface in SIMATIC Manager to use the LAN card to which the interface module is connected.
- Select *PLC | Edit Ethernet node...* from the menu in SIMATIC Manager.
- In this dialog, click *Browse* in the *Nodes accessible online* section.

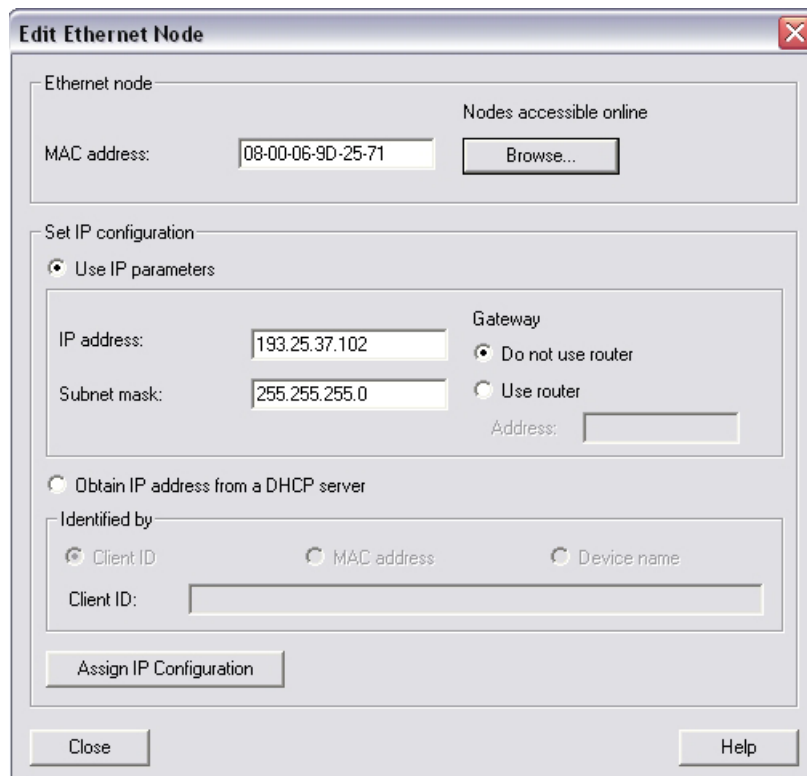


A dialog appears that displays the nodes that were found (see figure below).

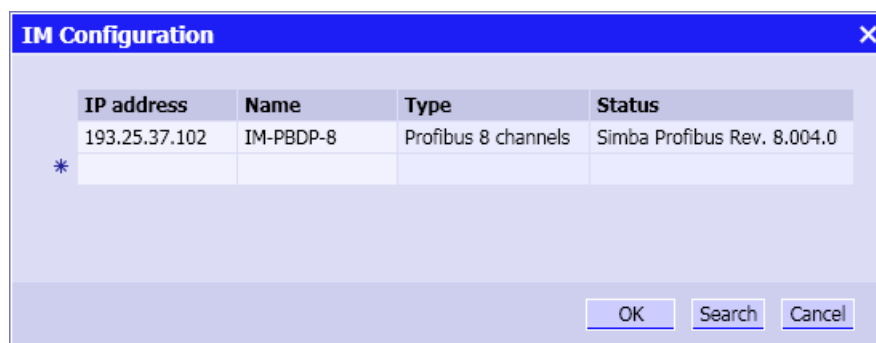
- Select the entry for the interface module. It displays the device name *SIMIT IM-PBDP-x*. (as of V8.0 the device name is SU-PBDP-x)
- Click the *Flash* key. The LEDs on top of the interface module flash briefly.



- Confirm this dialog by clicking *OK*. In the previous dialog you now see the interface module data. You may accept the settings for IP address and subnet mask or change them, if necessary.
- Confirm the dialog by clicking *Assign IP configuration*.




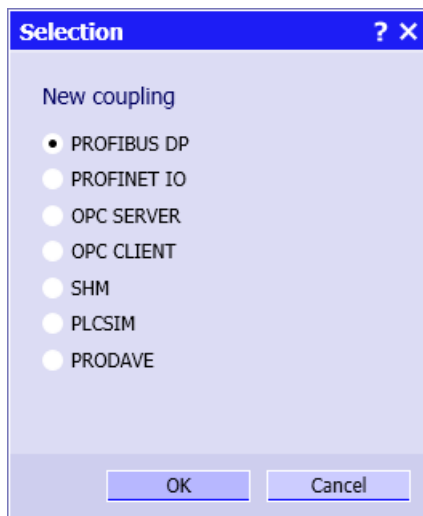
- Now connect the interface module to your SIMIT PC again and enter the IP address of the interface module in the SIMIT SF *IM configuration* option dialog.
- Assign the interface module an arbitrary name so that it can be distinguished from other interface modules that may exist.
- When clicking *Search* the module type and status are read. The interface module is now ready for use with SIMIT SF .



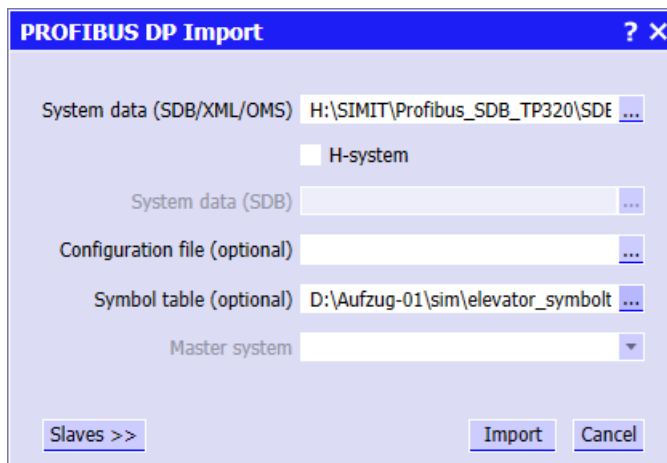
3.3.1.3 Configuring the Profibus DP gateway

To create a Profibus DP coupling in SIMIT SF, click on "Couplings > Add new coupling > PROFIBUS DP > Add" in the portal view.

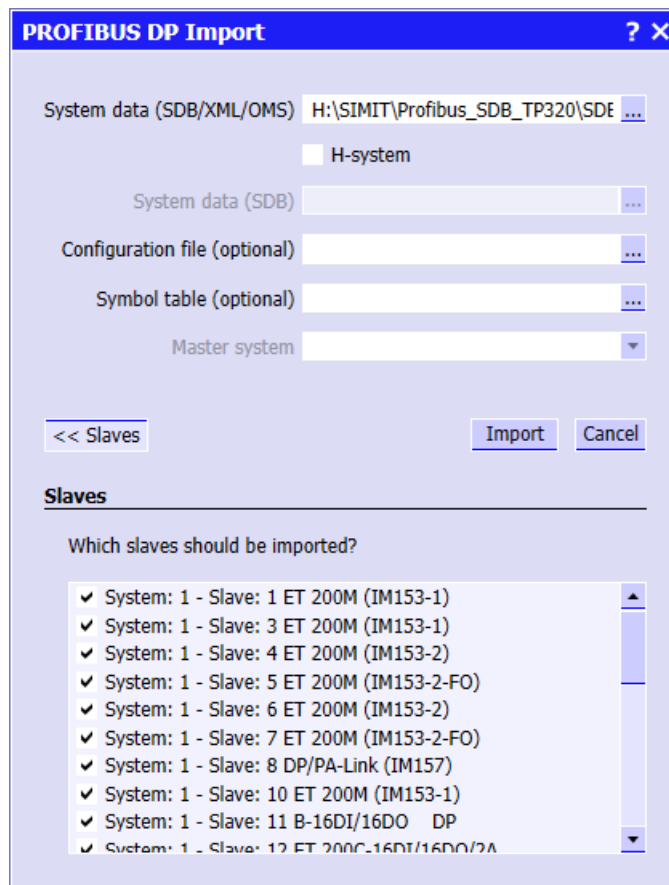
You can also double-click the tree item *New coupling* ( *New coupling*) in the portal view, select *PROFIBUS DP* and confirm your selection with "OK" in the dialog that opens.



For the gateway name you may accept the default *Profibus* or assign a new name. In the "PROFIBUS DP Import" dialog that appears next, select the files for the system data blocks and optionally for the symbol table.



Use the *Slaves>>* button to preview all of the slaves that are to be imported. If you do not wish to simulate individual slaves but rather connect them as real slaves, just uncheck them in the preview.



After a successful import the gateway editor will open with the imported signals in the work area. Save the signals in the gateway using the menu command . In the properties window you can assign this gateway one of the available channels of the Profibus DP interface modules. All available channels are displayed in the selection box using the respective interface module name.

Profibus		
	Property	Value
▼ Profibus		
▼ Mastersystem 1	Master Address	2
▶ [4] ET 200M (IM153-2)	Hardware Channel	SIMIT-IM-2_0[0]
▶ [5] ET 200M (IM153-2)	Baud Rate	Unzugeordnet
▶ [6] ET 200M (IM153-2)	H-System	SIMIT-IM-2_0[1]
	F-System	SIMIT-IM-2_1[0]
		SIMIT-IM-2_1[1]

In the properties window you can also toggle the mnemonics between I/Q and E/A.

Profibus		
Property	Value	
▼ Profibus		
▼ Mastersystem 1		
▶ [4] ET 200M (IM153-2)	Mnemonic	I/Q
▶ [5] ET 200M (IM153-2)	H-System	E/A
▶ [6] ET 200M (IM153-2)	F-System	I/Q
	Data Records	<input checked="" type="checkbox"/>
	Alarms and Diagnostics	<input checked="" type="checkbox"/>

The left side of the properties window displays all of the slaves including their modules in a tree view.

Profibus		
Property	Value	
▼ Profibus		
▼ Mastersystem 1		
▼ [4] ET 200M (IM153-2)		
[4] 6ES7 323-1BH00-0AA0 DI8/DO8	Module	6ES7 323-1BH00-0AA0 DI8/DO8
[5] 6ES7 323-1BH00-0AA0 DI8/DO8	Slot	4
[6] 6ES7 323-1BH00-0AA0 DI8/DO8	Addresses Inputs	EB32
▼ [5] ET 200M (IM153-2)	Addresses Outputs	AB32
[4] 6ES7 331-7KB**-0AB0 AI 2	Failsafe	No
[5] 6ES7 332-5HB**-0AB0 AO2	Pull module	<input type="checkbox"/>
▼ [6] ET 200M (IM153-2)		
[4] 6ES7 321-7BH0*-0AB0 DI16		
[5] 6ES7 331-7KB**-0AB0 AI 2		

The right side will show the properties for selected slaves. Use the *Deactivate Slave* check box to deactivate a slave. This slave will then not be simulated when the simulation is started. You may also deactivate a slave while the simulation is running. This allows you to test the PLC reaction when a slave fails or comes back online.

PROFIBUS		
Property	Value	
▼ PROFIBUS		
▼ System 1		
▼ [1] ET 200M (IM153-1)		
[4] 6ES7 332-5HF00-0AB0 AO8	Slave	ET 200M (IM153-1)
[5] 6ES7 322-1*H01-0AA0 DO16	PROFIBUS ID	801D
▼ [3] ET 200M (IM153-1)	PROFIBUS address	1
	Fail-safe	No
	Deactivate slave	<input type="checkbox"/>

The module properties are also shown on the right side of the properties window. Modules can be deactivated using the *Pull Module* check box. In order to test the reaction of the PLC to pulled modules you may also set this property after the simulation has been started.

Profibus		
Property	Value	
▼ Profibus		
▼ Mastersystem 1		
▶ [4] ET 200M (IM153-2)	Module	6ES7 332-5HB**-0AB0 AO2
▼ [5] ET 200M (IM153-2)	Slot	5
[4] 6ES7 331-7KB**-0AB0 AI 2	Addresses Outputs	AB40 - AB43
[5] 6ES7 332-5HB**-0AB0 AO2	Failsafe	No
▶ [6] ET 200M (IM153-2)	Pull module	<input type="checkbox"/>

Certain digital and analog modules provide hardware interrupts. These interrupts can be configured in the module properties. For digital modules it can be specified on which edge of the binary signal an interrupt is generated.

PROFIBUS		Property	Value
▼ PROFIBUS		Module	6ES7 321-7BH0*-0AB0 DI16
▼ System 1		Slot	4
▶ [1] ET 200M (IM153-1)		Input address range	EB33 - EB34
▶ [3] ET 200M (IM153-1)		Fail-safe	No
▶ [4] ET 200M (IM153-2)		Pull module	<input type="checkbox"/>
▶ [5] ET 200M (IM153-2-FO)		Hardware interrupt	interrupts Rising edge
▶ [6] ET 200M (IM153-2)			interrupts Falling edge
▶ [7] ET 200M (IM153-2-FO)			0-1 2-3 4-5 6-7 8-9 10-11 12-13
▶ [8] DP/PA-Link (IM157)			<input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

The variables for exceedance and undershooting of a limit can be set for analog modules.

PROFIBUS		Property	Value
▼ PROFIBUS		Module	6ES7 331-7**0*-0AB0 AI8
▼ System 1		Slot	5
▶ [1] ET 200M (IM153-1)		Input address range	EB538 - EB553
▶ [4] 6ES7 332-5HF00-0AB0 A08		Fail-safe	No
▶ [5] 6ES7 322-1*H01-0AA0 DO16		Pull module	<input type="checkbox"/>
▶ [3] ET 200M (IM153-1)		Hardware interrupt	interrupts High limit violation
▼ [4] ET 200M (IM153-2)			interrupts Low limit violation
▶ [4] 6ES7 332-5HF00-0AB0 A08			0-1 2-3 4-5 6-7
▶ [5] 6ES7 331-7**0*-0AB0 AI8			<input type="checkbox"/> % <input type="checkbox"/> % <input type="checkbox"/> % <input type="checkbox"/> %
			<input checked="" type="checkbox"/> % <input type="checkbox"/> % <input type="checkbox"/> % <input type="checkbox"/> %

The gateway signals are displayed in the gateway editor in an input section and an output section. Input signals are inputs of the controller; output signals are outputs of the controller. The first column *Default* is used to provide default values for input signals, for example, to set binary inputs in the PLC.

Default	Symbol Name	Address	Data Type	Master Sy:	Slave	Slot	Comment
<input type="checkbox"/>	CabinButtonFloor1	I33.1	BOOL	1	4	5	Anwahl Innenkabine 1.OG
<input type="checkbox"/>	CabinButtonFloor2	I33.2	BOOL	1	4	5	Anwahl Innenkabine 2.OG
<input type="checkbox"/>	CabinButtonFloor3	I33.3	BOOL	1	4	5	Anwahl Innenkabine 3.OG
<input type="checkbox"/>	CabinButtonFloor4	I33.4	BOOL	1	4	5	Anwahl Innenkabine 4.OG
<input type="checkbox"/>	FeedbackRun	I33.5	BOOL	1	4	5	Antrieb laeuft
<input checked="" type="checkbox"/>	FeedbackStop	I33.6	BOOL	1	4	5	Antrieb steht
<input type="checkbox"/>	DoorOpened	I33.7	BOOL	1	4	5	Sensor Tuer auf
<input checked="" type="checkbox"/>	DoorClosed	I34.0	BOOL	1	4	6	Sensor Tuer zu
<input type="checkbox"/>	OpenDoorManually	I34.1	BOOL	1	4	6	Tuer Hand auf
<input type="checkbox"/>	CloseDoorManually	I34.2	BOOL	1	4	6	Tuer Hand zu
<input type="checkbox"/>		I34.3	BOOL	1	4	6	
<input type="checkbox"/>	CabinFlush	I34.4	BOOL	1	4	6	Kabine buendig
<input type="checkbox"/>		I34.5	BOOL	1	4	6	
<input type="checkbox"/>	CabinNearDoor	I34.6	BOOL	1	4	6	Kabine in Tuerbereich
<input type="checkbox"/>		I34.7	BOOL	1	4	6	
900	Increments	IW40	WORD	1	5	4	Schachtzaehler

3.3 Connecting SIMIT SF to controllers

When a signal is selected, its properties are accessible in the properties window. Here you can, for example, set the scaling properties such as the type of *Scaling*, *Lower Scale Value* and *Upper Scale Value* for analog signals.

The screenshot shows the 'Inputs' section of the SIMIT SF software. A table lists several inputs, with '900 Increments' selected. Below the table, the 'Properties' window for 'Increments' is open, showing various settings.

Default	Symbol Name	Address	Data Type	Master Sy.	Slave	Slot	Comment
	CloseDoorManually	I34.2	BOOL	1	4	6	Tuer Hand zu
		I34.3	BOOL	1	4	6	
	CabinFlush	I34.4	BOOL	1	4	6	Kabine buendig
		I34.5	BOOL	1	4	6	
	CabinNearDoor	I34.6	BOOL	1	4	6	Kabine in Tuerbereich
		I34.7	BOOL	1	4	6	
▶ 900	Increments	IW40	WORD	1	5	4	Schachtzaehler

Property	Value
Symbol Name	Increments
Address	IW40
Data Type	WORD
Comment	Schachtzaehler
Scaling	No Scaling
Lower Scale Value	0.0
Upper Scale Value	100.0
Unit	

3.3.2 Coupling via PLCSIM

Note

You need the SIMIT PROFESSIONAL or SIMIT ULTIMATE product versio to use the PLCSIM coupling.




The SIMIT SF PLCSIM coupling defines which I/O signals are linked between PLCSIM and SIMIT SF . As usual in PLC programming, the assignment of the signals to addresses occurs in the gateway by means of a symbol table. Hence it is sufficient to import the symbol table to configure the gateway.

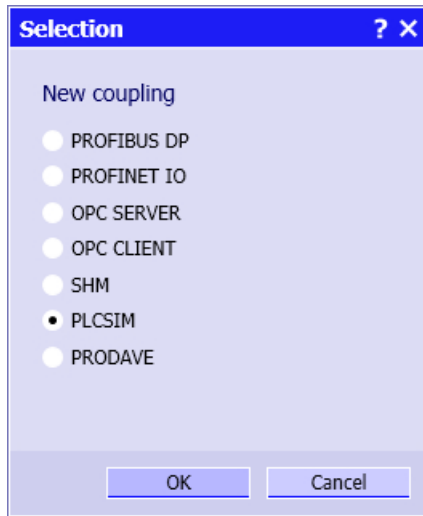
Table 3-1 Symbol table of the elevator control program

Signal name	Address	Type	Comment
StaircaseIndicatorFloor0	Q 32.0	BOOL	Feedback for staircase call button, ground floor
StaircaseIndicatorFloor1	Q 32.1	BOOL	Feedback for staircase call button, 2nd floor
StaircaseIndicatorFloor2	Q 32.2	BOOL	Feedback for staircase call button, 3rd floor
StaircaseIndicatorFloor3	Q 32.3	BOOL	Feedback for staircase call button, 4th floor
StaircaseIndicatorFloor4	Q 32.4	BOOL	Feedback for staircase call button, 5th floor

Signal name	Address	Type	Comment
InOperation	Q 32.5	BOOL	Feedback for operation
Direction	Q 32.6	BOOL	Drive direction 1= up, 0 = down
V0	Q 32.7	BOOL	Travel with low velocity
CabinIndicatorFloor0	Q 33.0	BOOL	Feedback for selection of ground floor
CabinIndicatorFloor1	Q 33.1	BOOL	Feedback for selection of 2nd floor
CabinIndicatorFloor2	Q 33.2	BOOL	Feedback for selection of 3rd floor
CabinIndicatorFloor3	Q 33.3	BOOL	Feedback for selection of 4th floor
CabinIndicatorFloor4	Q 33.4	BOOL	Feedback for selection of 5th floor
V1	Q 33.5	BOOL	Travel with high velocity
CommandOpenDoor	Q 33.6	BOOL	Open door command
CommandCloseDoor	Q 33.7	BOOL	Close door command
CabinIndicatorUp	Q 34.0	BOOL	Interior display Up
CabinIndicatorDown	Q 34.1	BOOL	Interior display Down
FaultIndicator	Q 34.2	BOOL	Display operational fault
Display	QW 40	WORD	Interior display for floor
StaircaseButtonFloor0	I 32.0	BOOL	Staircase call button, ground floor
StaircaseButtonFloor1	I 32.1	BOOL	Staircase call button, 2nd floor
StaircaseButtonFloor2	I 32.2	BOOL	Staircase call button, 3rd floor
StaircaseButtonFloor3	I 32.3	BOOL	Staircase call button, 4th floor
StaircaseButtonFloor4	I 32.4	BOOL	Staircase call button, 5th floor
Mainswitch	I 32.5	BOOL	Operation on
Reset	I 32.7	BOOL	Reset pushbutton
CabinButtonFloor0	I 33.0	BOOL	Cabin interior selection, first floor
CabinButtonFloor1	I 33.1	BOOL	Cabin interior selection, 2nd floor
CabinButtonFloor2	I 33.2	BOOL	Cabin interior selection, 3rd floor
CabinButtonFloor3	I 33.3	BOOL	Cabin interior selection, 4th floor
CabinButtonFloor4	I 33.4	BOOL	Cabin interior selection, 5th floor
FeedbackRun	I 33.5	BOOL	Drive is running
FeedbackStop	I 33.6	BOOL	Drive is stopped
DoorOpened	I 33.7	BOOL	Door open sensor
DoorClosed	I 34.0	BOOL	Door closed sensor
OpenDoorManually	I 34.1	BOOL	Open door manually
CloseDoorManually	I 34.2	BOOL	Close door manually
CabinFlush	I 34.4	BOOL	Cabin is flush
CabinNearDoor	I 34.6	BOOL	Cabin is near door
Increments	IW 40	WORD	Shaft counter

Create a PLCSIM coupling by selecting "Couplings > Add new coupling > PLCSIM" in the portal view and clicking the "Add" button.

You can also create a PLCSIM coupling in the project view by double-clicking the tree item *New coupling* () and selecting *PLCSIM* in the dialog that opens and confirming your selection with "OK". After creating the gateway, the gateway editor opens. Import the symbol table using the *Import* menu command () and save the gateway signals using the  menu command.



In the properties window of a PLCSIM gateway you can also toggle the mnemonics between I/Q and E/A. If multiple PLCSIM instances are used, a PLCSIM coupling must be created for each instance. In each gateway the PLCSIM number must then be selected, which corresponds to the PCLSIM instance that is to be connected.

PLCSIM	
Property	Value
Cycle	2
PLCSIM Number	Not assigned
Mnemonic	I/Q

From the symbol table only those signals are used that have a symbolic name. Additional input and output signals can be added in the gateway at any time and signals can be deleted. Proceed as follows to connect the simulation to PLCSIM:

- Launch PLCSIM and load the S7 program in PLCSIM,
- set PLCSIM to the RUN or RUN-P state.

The connection between PLCSIM and SIMIT SF is now established automatically for signal exchange when the simulation is started in SIMIT SF.

3.4 Testing of signal simulations

To test your PLC program on the signal level you can set and display input and output signals directly in the gateway. Signal states can be saved at any time in a snapshot.

Note

The input signals of the controller (Ix.y) are output signals of SIMIT SF. They are cyclically computed in SIMIT SF and are set accordingly in the interface (coupling) to the controller. The output signals of the controller (Qx.y) are read by SIMIT SF, which means these are input signals in SIMIT SF.

All couplings basically provide the same options for signal simulation in SIMIT SF.

Start the **simulation** and open the gateway by double-clicking it in the project navigation. The gateway window is then opened in a view as shown in the figure below.


PLCSIM				
▼ Inputs				
	Symbol Name	Address	Data Type	Comment
<input type="checkbox"/>	StaircaseButtonFloor0	E32.0	BOOL	Ruf Treppenhaus EG
<input type="checkbox"/>	StaircaseButtonFloor1	E32.1	BOOL	Ruf Treppenhaus 1.OG
<input type="checkbox"/>	StaircaseButtonFloor2	E32.2	BOOL	Ruf Treppenhaus 2.OG
<input type="checkbox"/>	StaircaseButtonFloor3	E32.3	BOOL	Ruf Treppenhaus 3.OG
<input type="checkbox"/>	StaircaseButtonFloor4	E32.4	BOOL	Ruf Treppenhaus 4.OG
<input checked="" type="checkbox"/>	Mainswitch	E32.5	BOOL	Betrieb Ein
<input type="checkbox"/>	Reset	E32.7	BOOL	Reset-Taster
<input type="checkbox"/>	CabinButtonFloor0	E33.0	BOOL	Anwahl Innenkabine EG
<input type="checkbox"/>	CabinButtonFloor1	E33.1	BOOL	Anwahl Innenkabine 1.OG
<input type="checkbox"/>	CabinButtonFloor2	E33.2	BOOL	Anwahl Innenkabine 2.OG
▼ Outputs				
	Symbol Name	Address	Data Type	Comment
<input type="checkbox"/>	StaircaseIndicatorFloor0	A32.0	BOOL	Rueckmeldung Treppenhaus Ruf EG
<input type="checkbox"/>	StaircaseIndicatorFloor1	A32.1	BOOL	Rueckmeldung Treppenhaus Ruf 1.OG
<input type="checkbox"/>	StaircaseIndicatorFloor2	A32.2	BOOL	Rueckmeldung Treppenhaus Ruf 2.OG
<input type="checkbox"/>	StaircaseIndicatorFloor3	A32.3	BOOL	Rueckmeldung Treppenhaus Ruf 3.OG
<input type="checkbox"/>	StaircaseIndicatorFloor4	A32.4	BOOL	Rueckmeldung Treppenhaus Ruf 4.OG
<input type="checkbox"/>	InOperation	A32.5	BOOL	Rueckmeldung Betrieb
<input type="checkbox"/>	Direction	A32.6	BOOL	Antrieb Richtung 1= Auf, 0 = Ab
<input type="checkbox"/>	V0	A32.7	BOOL	Fahren mit langsamer Geschwindigkeit
<input type="checkbox"/>	CabinIndicatorFloor0	A33.0	BOOL	Rueckmeldung Anwahl EG
<input type="checkbox"/>	CabinIndicatorFloor1	A33.1	BOOL	Rueckmeldung Anwahl 1.OG

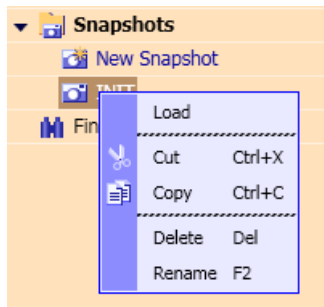
Signals are split into input and output signals in the same way as they are shown when configuring the gateway. Additionally there are controls in the first column for setting and monitor signal values. Binary input signals can thus be set using buttons; the values of analog and integer input signals can be set using digital inputs. Output signals cannot be set; the controls here only display the current value.

You can now perform a signal test, which means you can set the PLC input signals and display the resulting output signals from the PLC. To put the elevator control into operation, for example, you first set the input signals *FeedbackStop* (I33.6) and *DoorClosed* (I34.0) to ON, and set *Increments* to a value of 1000. Then you set *Mainswitch* (I32.5) to ON and monitor the PLC outputs. The output signal *InOperation* (Q32.5) should now be set to ON by the PLC.

Use the menu command *Simulation | Exit* or the  symbol in the toolbar to end the simulation.

3.4.1 Snapshots

At any time you can save the signal states and thus a specific configuration of set input signals in a **snapshot**. To do so, click the tree item  **New snapshot** in the project navigation. The snapshot is then placed in the *Snapshots* folder. A snapshot can be renamed, deleted, cut, copied or loaded at any time using the shortcut menu. When loading, the simulation is started, if applicable, and the input values are set to the values stored in the snapshot.



3.4.2 An example scenario

For the scenario of signal settings and PLC program responses that is described in this section, it is assumed that only one coupling was configured in SIMIT SF and that SIMIT SF is connected to the PLC program by means of this coupling. This scenario describes activity on the signal level in a step-by-step manner, beginning with putting the elevator into operation and ending with calling the elevator using the call button.

Note

If you accidentally set signals incorrectly when working through this example, the PLC response may differ from what is described. In particular, you may observe an error state in the PLC program (*FaultIndicator*, Q34.2). In this case please restart the PLC.

- 1st step:
Before putting the elevator control into operation, the PLC input values need to be set to reasonable values. Set both signals *FeedbackStop* (I33.6) and *DoorClosed* (I34.0) to ON and set *Increments* (IW40) to a value of 1000.
- 2nd step:
You can now switch on the elevator. To do so, just set the signal *Mainswitch* (I32.5) to ON. The PLC now sets the signal *InOperation* (Q32.5). If the *FaultIndicator* (Q32.5) is set, check the settings in Step 1.
- 3rd step:
Now set the position feedbacks in the PLC. To do so, just set both *CabinNearDoor* (I34.6) and *CabinFlush* (I34.4).
The PLC reacts to this by issuing a command to open the door, which means the signal *CommandOpenDoor* (Q33.6) is set.

- 4th step:
Now open the door by setting *DoorOpened* (I1.7) to ON and *DoorClosed* (I2.0) to OFF. You will notice that the PLC cancels the command to open the door, which means the signal *CommandOpenDoor* is reset.
- 5th step:
You can now move the elevator. To do this place a call for the second floor by setting the input signal *CabinButtonFloor1* (I33.1) to ON. The PLC now issues a command to close the door and set the signal *CommandCloseDoor* (Q33.7).
- 6th step:
Close the door by setting *DoorOpened* (I1.7) to OFF and *DoorClosed* (I2.0) to ON. The PLC sets the drive to fast travel, which means the signal *V1* (Q33.5) is set.
- 7th step:
Now set the drive feedback in the PLC as follows: Set *FeedbackStop* (I33.6) to OFF and *FeedbackRun* (I33.5) to ON.

The PLC has now detected a fault – the fault indicator (signal I43.2) lights up. What happened? Let us review the last step: In order to set the drive feedback, you first set *FeedbackStop* to OFF and then set *FeedbackRun* to ON or vice versa. In the first case there was a brief moment between setting the two signals when neither of the feedbacks was set, and in the latter case the feedbacks were momentarily both set. In both cases the drive's exclusive OR monitoring was activated at this moment in the PLC and decided that there was a malfunction. *FeedbackRun* and *FeedbackStop* may not both be set to ON or OFF at the same time. This case is interpreted as a faulty drive by the PLC.

3.5 Testing with drive simulations

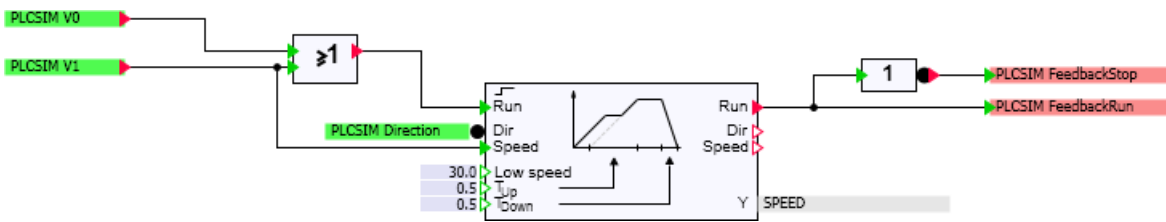
Unless the PLC program is changed, the PLC reaction as described in the preceding section limits signal testing to the steps described above. The reason is that it is virtually impossible to simultaneously toggle two signals manually. For such cases, SIMIT provides the option of using drive simulations. Not only can you set signals simultaneously but you are also able to simulate the dynamic behavior of the drive. The sample project *Elevator-01.simarc* includes simulations of the drives for the elevator control.

Simulation model of the main drive

The diagram with the simulation model for the main drive can be found under the diagram folder in the *Function\Actuators* subfolder. The drive simulation is based on an appropriate connection of I/O signals to the *DriveP1* component from the basic library. The *Run* output of the drive component returns the feedback value *FeedbackRun* and the feedback value *FeedbackStop* as inverted signal. The drive direction is available with the *Direction* signal at the *Dir* input. The slow speed is set to 30% of the normal speed (100%). It is activated via the component input *Speed*.

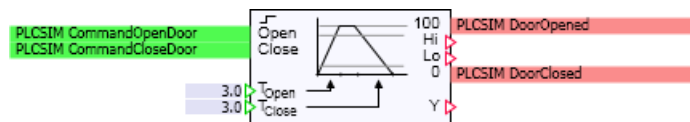
During simulation the drive starts up when the signal *V0* or *V1* is set and thus returns the feedback required by the PLC. In particular the two feedbacks *FeedbackRun* and *FeedbackStop* are now toggled simultaneously.

3.5 Testing with drive simulations



Simulation model of the door

The second diagram, *Door*, contains the simulation model for door motion. Details of motion do not need to be considered in the simulation. It is sufficient to provide the PLC with the feedback *DoorOpened* in response to the *CommandOpenDoor* command and to provide the feedback *DoorClosed* in response to the *CommandCloseDoor* command. Opening and closing times of the elevator door are irrelevant here for the function of the drive control program. These times are therefore arbitrarily set to 3 seconds.



The PLC output signals are represented as green connectors in diagrams, while input signals are shown as red connectors.

Behavior of the simulation models in the simulation

Retrieve the sample project *Elevator-01.simarc* and start the simulation. Follow the steps as described in the section below: An example scenario (Page 24)

You see in the coupling, for example, that the feedback *FeedbackStop* has been set by the simulation of the main drive. Similarly, the feedback *DoorClosed* has already been set by the simulation for the door motion.

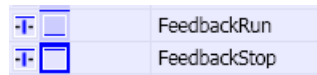
<input type="checkbox"/>	CabinButtonFloor3	E33.3
<input type="checkbox"/>	CabinButtonFloor4	E33.4
<input type="checkbox"/>	FeedbackRun	E33.5
<input checked="" type="checkbox"/>	FeedbackStop	E33.6
<input type="checkbox"/>	DoorOpened	E33.7
<input checked="" type="checkbox"/>	DoorClosed	E34.0
<input type="checkbox"/>	OpenDoorManually	E34.1
<input type="checkbox"/>	CloseDoorManually	E34.2

The signal disconnecter that is active for various signals in the gateway indicates that these signals are computed by the simulation model, and are not set manually. Hence you will find this disconnecter for all I/O signals that are used in these two diagrams. Using this signal disconnecter allows you to detach an I/O signal from the simulation model and then set it manually.

If the signal disconnecter is not activated the button only displays the value as computed by the simulation model for binary input signals:

<input type="checkbox"/>	FeedbackRun
<input checked="" type="checkbox"/>	FeedbackStop

The switch on the right-hand side is initially not operable, which means the button cannot be pressed. The input signal cannot be set manually with the switch on the right-hand side until the signal disconnecter is activated (⌵):



All you have to do in the first step now is to set the input signal *Increments* (IW512) to 1000 and switch on the main switch in the second step, which means set the signal *Mainswitch* (I32.5) to ON.

When you set both of the controller position indicators *CabinNearDoor* (I34.6) and *CabinFlush* (I34.4) to ON you see that feedback *DoorClosed* (I34.0) is set to OFF and that feedback *DoorOpened* (I33.7) is set to ON after a few seconds. The elevator door simulation now accepts the setting of both sensor feedbacks.

This means both feedbacks *FeedbackRun* and *FeedbackStop* are set by the simulation of the main drive. Both feedbacks indicate that the drive is turned off at first. After activating the drive by means of a call such as *CabinButtonFloor1*, feedbacks are now switched by the main drive simulation. Please note that in a real elevator system the signal *CabinButtonFloor1* is set by a pushbutton so you need to switch it off as soon as the PLC has recognized the call.

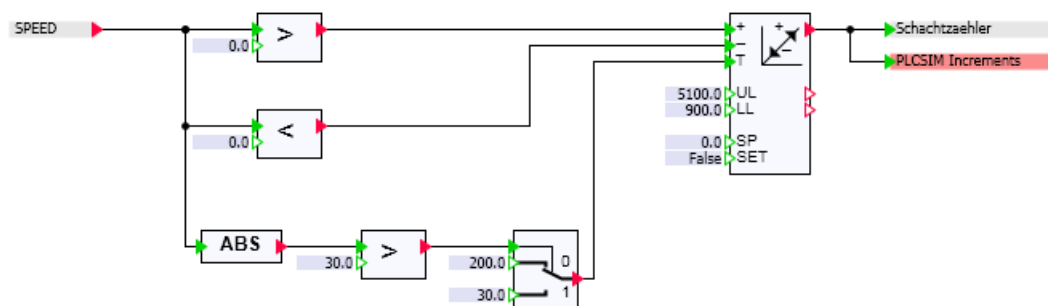
This makes it much easier to run the scenario. You need to set fewer signals manually because the simulation of the drive and the door motion generate appropriate feedback.

3.6 Testing with system simulations

An even greater reduction in the effort required for testing the PLC program can be achieved by not only simulating the drives, but in the case of the elevator considered here, by also simulating the motion of the elevator cabin using the resulting sensor signals. For this purpose, the project *Elevator-02* contains a simulation model that includes simulations of the elevator motion and of the cabin sensors in addition to the drive simulations.

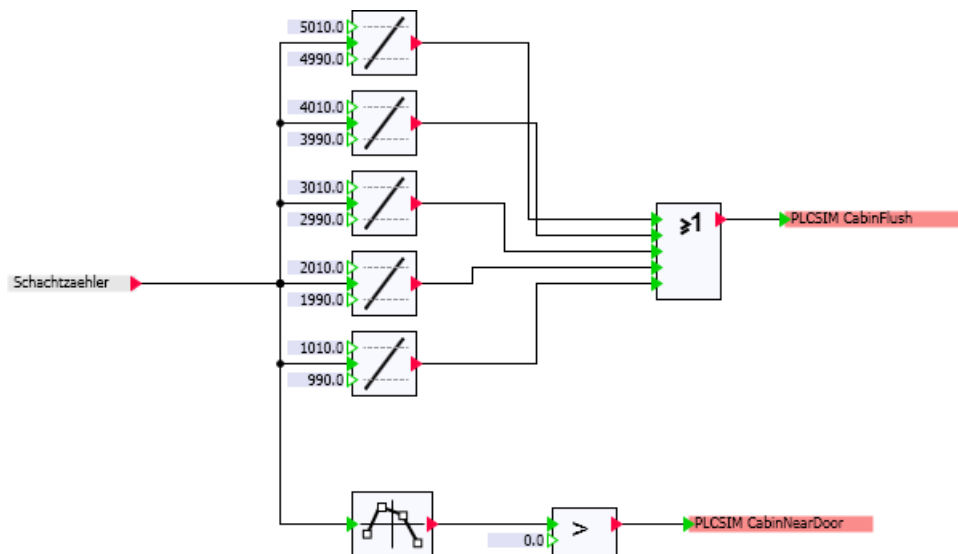
Simulation model of the elevator motion

A simple ramp (*Ramp* component) is used to compute the cabin position using values in the range from 900 through 5000 (5th floor) from the rotational speed *SPEED* of the main drive, whereby each 1000 units correspond to one floor. The rotational speed value *SPEED* is connected to the main drive simulation by means of the global connector *SPEED*.



Simulation model of the cabin sensors

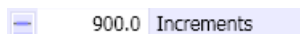
The sensor feedbacks are formed by the elevator position (*Increments*) through simple interval checks. These interval checks are performed to check for flushness, using interval components, where a tolerance of ± 10 increments is accepted relative to the ideal position. In contrast to this the interval check, the cabin door is checked using the component *Characteristic* with an appropriately set stepped curve. The door range is configured with a tolerance of ± 100 increments compared to the ideal position. Both interval checks are functionally equivalent. The differing implementation shows that similar functions may be performed differently in the simulation model.



Behavior in the simulation

Retrieve the sample project *Elevator-02.simarc*, then start the simulation and open the used coupling.

You can now see that the simulation model also provides a value for the Increments:



The elevator position is thus initialized with 100 units below ground floor level. After turning on the elevator by setting the signal *Mainswitch* in the gateway you see that the PLC first positions the elevator flush with the ground floor. The Increments value is then approximately 1000.

You can now also move the elevator without any problems. Just issue an arbitrary call, for example, a call for the second floor with the signal *CabinButtonFloor1*. Please note again that in a real elevator this signal is set by a pushbutton so you need to switch it off it as soon as the elevator has started moving.

You see that testing and commissioning the PLC program has become much easier using this simple but full-fledged simulation. This way you can check the basic controller functions (see section "The elevator control program (Page 10)") as well as the strategy implemented in the controller.

Visualizing simulations

SIMIT SF allows you to use graphic functions to vividly display events within the plant simulation and to manually intervene in the simulation. A simple approach for visualizing simulations is to drag and drop I/O signals from the gateway onto diagrams. Controls, which means operating and display controls from the standard library, provide access to all signals within the simulation. Static graphics may be used to design more informative simulations. Animated graphics allow you to visualize motions within the simulated system.

The section below shows various approaches using the visualization of the elevator model as an example. The diagrams that are used for this purpose can be found in the simulation project *Elevator-03*.

4.1 Visualization with controls

4.1.1 Visualizing gateway signals

4.1.1.1 Dragging coupling signals from the "Signals" task card or from the coupling

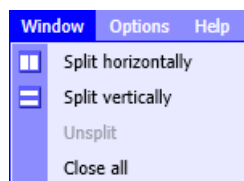
SIMIT SF allows you to arrange controls on charts and use these controls to display and set signals. You can thus assemble controls on various charts in arbitrary groupings. For each chart, you can specify not only the signals that are displayed but also their arrangement.

When a simulation is running, a control with a signal splitter is provided for each signal in the coupling. This control along with its associated signal splitter can also be placed on charts for any coupling signal. To do so, simply drag and drop the signal from the coupling onto the diagram. You may drag the signal either from the coupling or from the signal task card.

Dragging gateway signals from a gateway

To drag a signal from a gateway onto a diagram you must open both the gateway and the diagram in the working area.

Split your work area using the menu *Window | Split horizontally*.

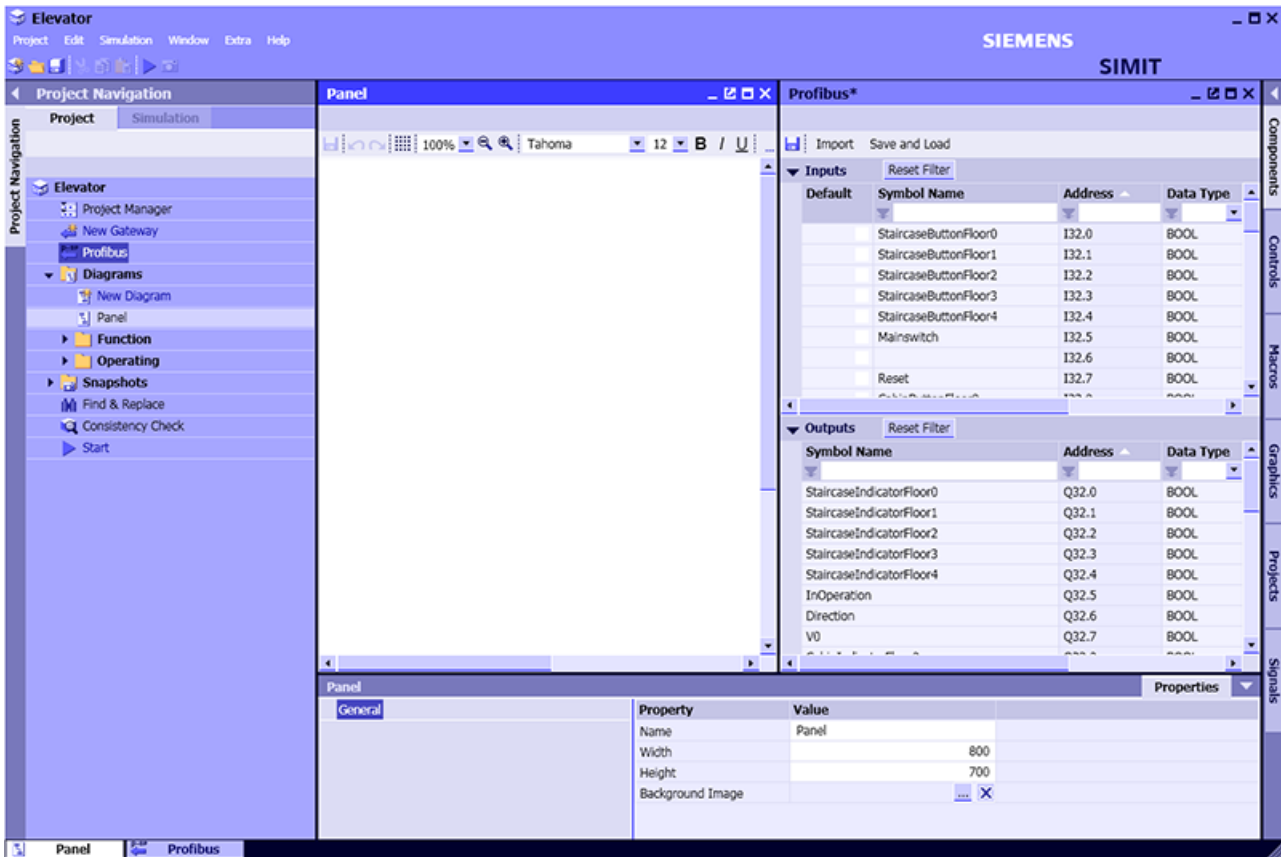


Then create a new chart and open it.

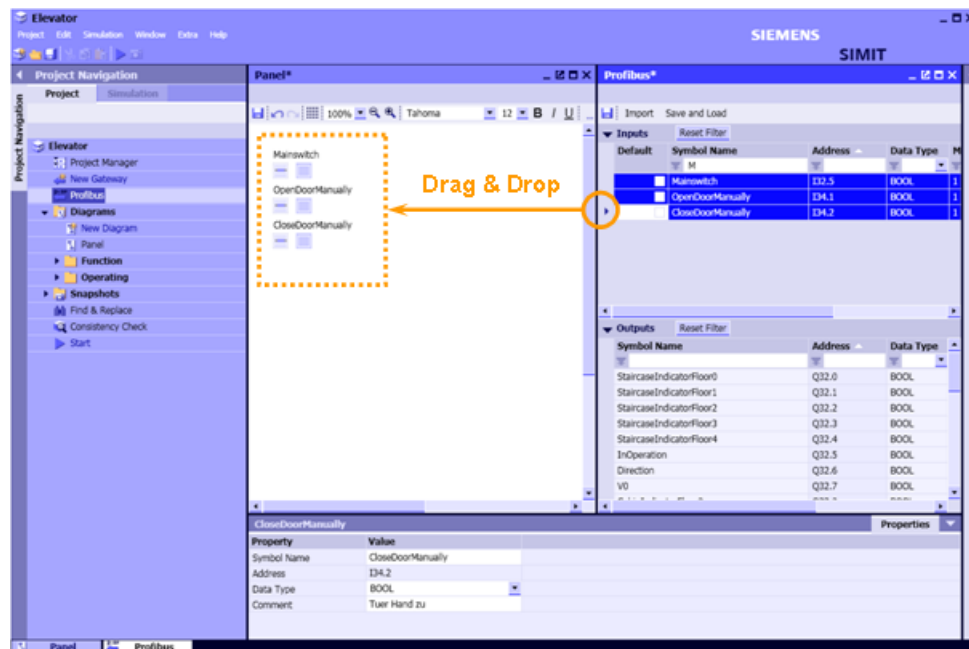
Open the coupling. Chart and coupling should now be visible in the work area as seen in the figure below:

Visualizing simulations

4.1 Visualization with controls



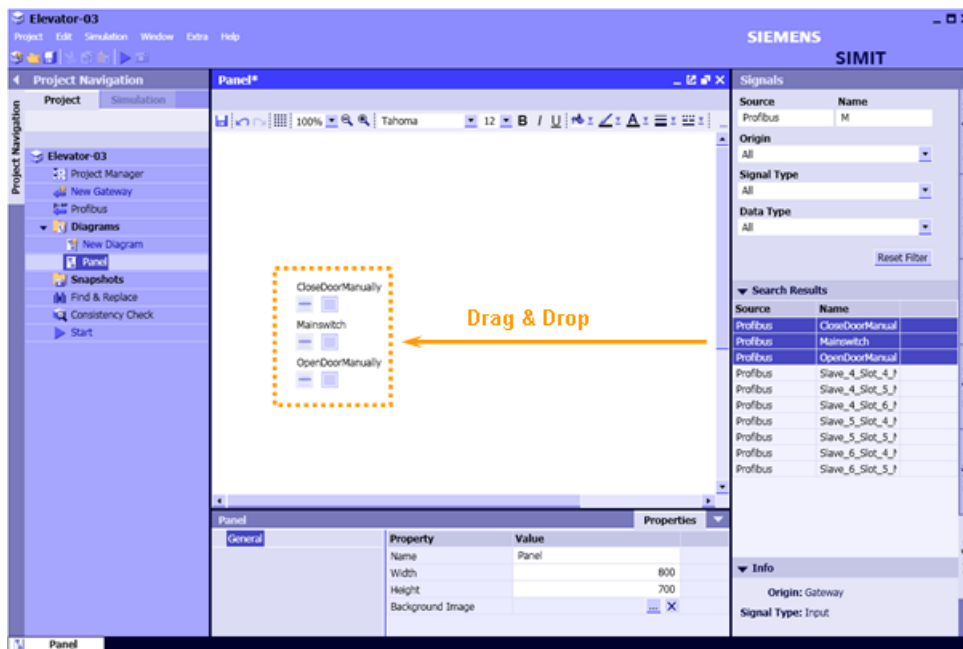
To select the required I/O signals you may use appropriate filter settings in the gateway window, for example, and select the required signal by clicking it with the mouse. You may select several signals while holding down the Ctrl key (single selection) or the Shift key (range selection).



Now drag the selected signals from the gateway onto the diagram as shown in the figure above. To do so you need to grab the selected signals in the leftmost column indicated by an arrow (see circle in figure "Dragging signals from a gateway"). A switch is created for binary signals as a copy of the controls shown in the gateway, and a digital input is created for all other signals.


Dragging coupling signals from the "Signals" task card

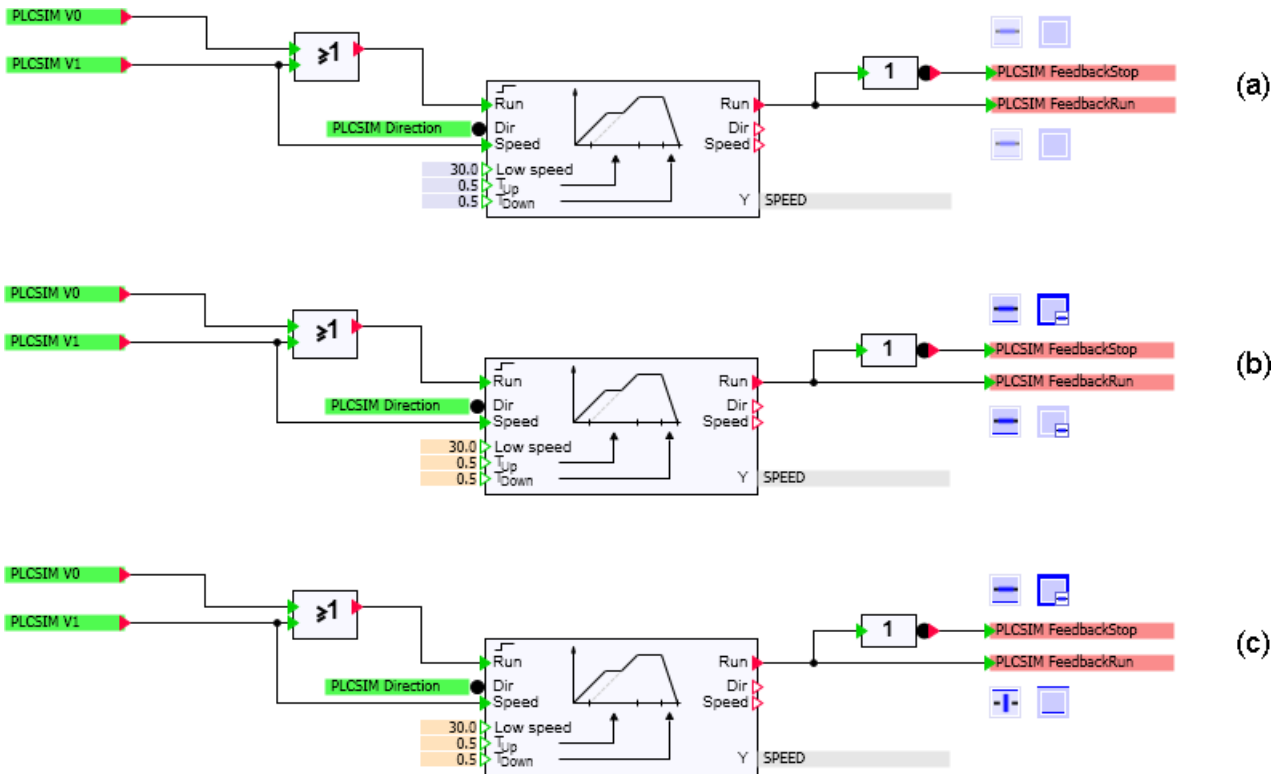
You may also drag coupling signals from the *Signals* task card onto a chart. To do so, directly open the chart in the work area and open the Signals task card in the associated tools window. All signals that are saved in the project are provided in this task card. To select signals simply set the coupling name as a filter for the source and limit the signal list using an additional filter by signal name, if necessary. Then simply select signals from the list and drag and drop them onto the chart.



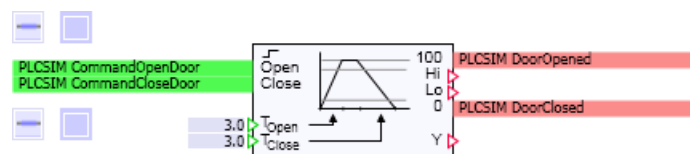
4.1.1.2 Forcing gateway signals

A sensible use of the controls of I/O signals results when they are inserted into diagrams to supplement the peripheral connectors. By way of example, under (a) in the figure below, controls (switches) for the two feedbacks *FeedbackRun* and *FeedbackStop* are inserted in the diagram for the simulation of the main drive.

When the simulation is started both switches are shown with an overlay , as can be seen under (b) in the figure. This overlay indicates that the switch is not operable until the associated signal disconnecter is activated. When the signal disconnecter is activated, the overlay on the associated switch disappears, as shown under (c) in the figure, and the signal value can be set using the switch. In a sense the signal disconnecter enables **forcing** of the signal: The connection is broken between the simulation and the signal that is to be set, and the signal for the PLC can be set manually.



Forcing with a signal disconnecter and a control is not just for input signals of a gateway, but can similarly be used for output signals of a gateway. In this case the connection between the output signal and the PLC is broken, and the signal can be set manually for the simulation. In simulation project *Elevator-03*, for example, the output signals to open and close the door on the diagram *Door* have been provided with controls.



The controls with their signal disconnectors have already been created for each signal in the gateway. Forcing is thus already prepared in the gateway for each I/O signal.

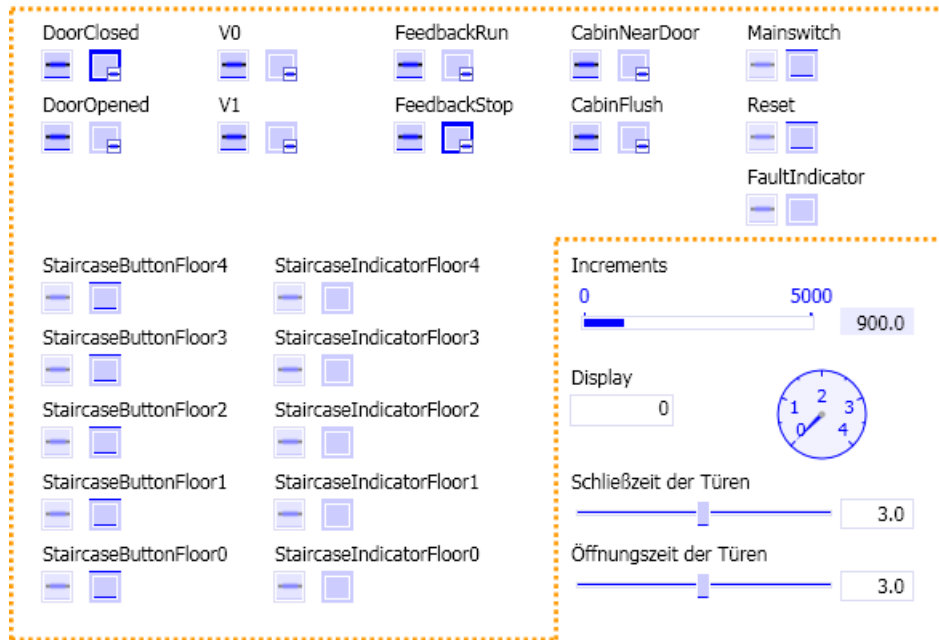
Controls and signal disconnectors for a specific signal can also be created multiple times on the same diagram or on different diagrams. Forcing of this signal can then be performed with any one of these controls.

4.1.2 Visualizing signals

In sample project *Elevator-03*, under the folder *Diagrams\Visualization*, you find a diagram called *Simple* that visualizes gateway signals. All controls shown within the dotted frame can

4.1 Visualization with controls

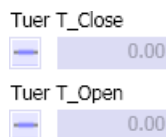
simply be dragged and dropped from the *Signals* task card or from the gateway without any further modification.



The output signal Display on the other hand is displayed using two controls: one digital display and one analog display. You can, for example, obtain a digital display by dragging the signal from the gateway or the task card and deleting the signal disconnecter. You also may simply create a new digital display or analog display by dragging the control from the Controls task card onto the diagram and then entering the signal name in the properties. You may enter the signal name manually or simply drag and drop the signal from the task card into the property field.

Analog Display#1	
General	Name Signal
Connector	Signal Profibus Display
View	

The two signals for the closing and opening times of the doors show that not only gateway signals but also component input signals can be linked with controls. When dragging these two signals from the Signals task card you will see that for each one a control and a signal disconnecter are inserted into the diagram as shown in the figure below. Because these are analog signals, the *Digital input* control is used for this purpose by SIMIT SF .



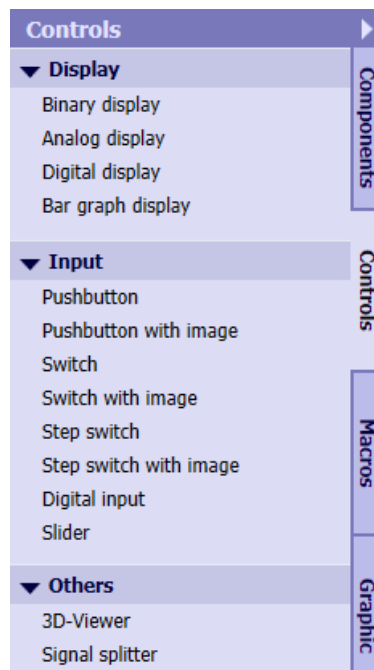
Controls for signals can thus be inserted for any input or output signal in the *Signals* task card. This means that not only gateway signals but also controls with signal disconnecters for the input and output signals can be inserted into a diagram.

The example above, however, uses sliders rather than digital inputs to specify the two closing times. This control is available along with other controls in the *Controls* task card. The controls for displaying signal values can be found there.

- Binary indicator,
- Analog display,
- Digital display and
- Bar indicator

and the controls for entering signal values

- Pushbutton,
- Switch,
- Stepping switch,
- Digital input and
- Slider.



The control for pushbuttons, switches and stepping switches is also available *with an image*. You can define the appearance of these controls on the diagram by assigning appropriate images, and you can use photographs, for example, for a very realistic visualization of the controls.

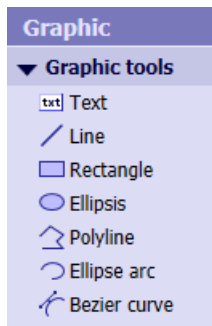
Controls can be linked with any signal from the *Signals* task card. In addition to using them with the input and output signals of gateways and components, you can also use controls to show state values of components and to set parameters that are online changeable, which means parameters that can be changed while the simulation is running.

Just experiment a bit with the various controls. Create a new diagram in the example project *Elevator-03*, for example, insert various controls, link them with signals, and assign parameters to them.

4.2 Visualization with graphics

4.2.1 Static graphics

The *Graphics* task card provides various graphic tools.



Just drag the desired graphical element from the task card onto a diagram and edit the element using the functions that are provided in the diagram editor toolbar.



You can set the font, font size and color of a text, as well as fill color, line color and line thickness. You can rotate and flip graphic objects, and align or group multiple objects. Individual graphic objects as well as grouped objects can be moved to the foreground or background.

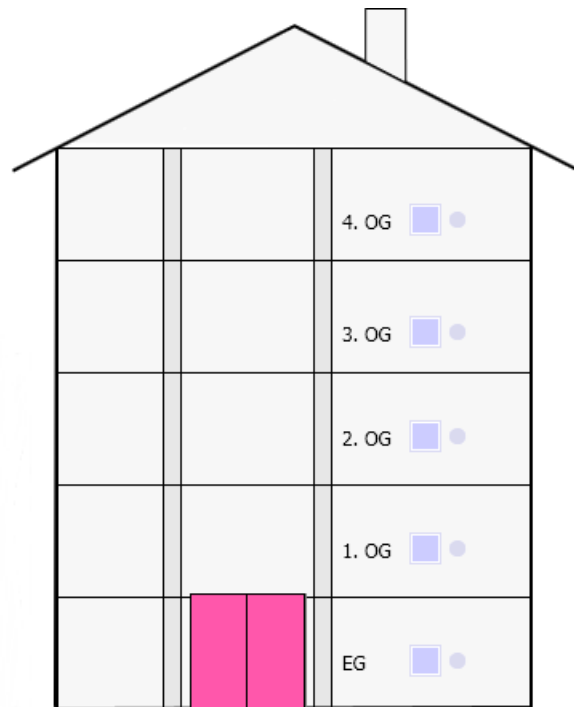
A selection frame is displayed for selected graphic objects. Rectangular grippers on the selection frame can be used to change the size of surface objects. Move the mouse cursor over one gripper until its appearance changes. While holding down the mouse button you can then adjust the size.

You can also rotate the object by any desired angle with the upper circular gripper on a surface object. Move the mouse cursor over the gripper until its appearance changes. You can move the center of rotation in any direction.

Graphics are arranged on a specified grid. You can remove the grid when editing graphics by pressing the Alt key.

Additional information on the graphics is available in the help "SIMIT (V8.0) > Start > Basics of SIMIT > Visualization of simulations > Visualization with graphic".

These graphic tools allow you to not only add explanatory text to your charts but to also include drawings of the simulated system as shown for sample project *Elevator-03* in the figure below.



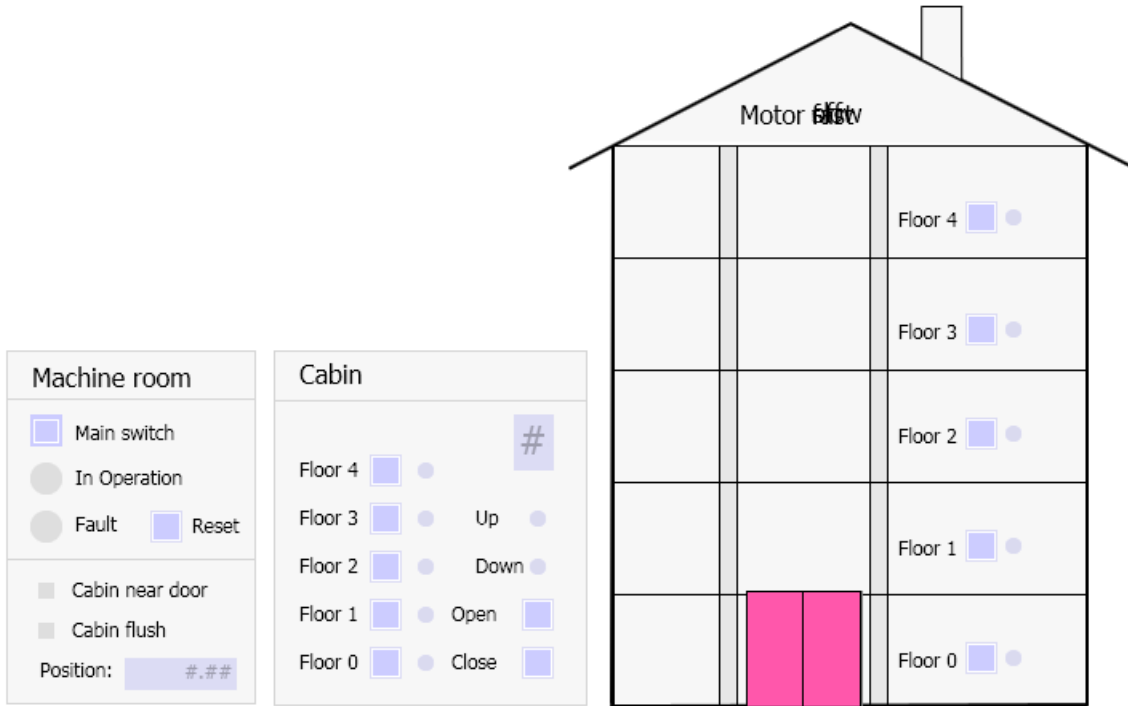
4.2.2 Animated graphics

The simple elevator simulation with visualization based on controls contains all information required for testing and commissioning of the PLC program as shown in the figure below. Grouping the controls according to their function helps orient the user and makes it easier to find any signal of the simulated system. For simple system simulations, such as in the elevator example, this type of visualization is fully adequate.

Greater clarity for moving processes in the system can be achieved by using an animated representation of the motion sequences. Motions – such as the motion of the elevator cabin in the example – can thereby be more easily understood visually. The simulation of the system also becomes more realistic when animations are used. The *Animated* diagram in the *Diagrams | Visualization* folder of the example project *Elevator-03* contains animations for the elevator example:

4.2 Visualization with graphics

- The cabin motion within the elevator shaft,
- Opening and closing of the door,
- Explanatory text that can be shown.



Animations can be created for any graphic element from the *Graphics* task card. For example, if you draw a rectangle, its properties window shows the *Animations* properties in addition to the *General* properties.


Rectangle		
General	Property	Value
Appearance	Name	Rectangle
Layout		
▼ Animations		
New Animation		

Double-click *New animation* to select it. You are creating an animation for the graphic tool. The dialog for selecting the animation type appears with the following options:

- *Motion* of the graphical element on the diagram surface,
- *Rotation* of the graphical element around the rotation axis
- *Scaling*, which means changing the size of the graphical element
- *Visibility* to show or hide the graphical element
- *Image Alternation* and *Image Sequence* to show images contained in image files on the graphic object.

You may define several animations for a single graphical element and can both move and scale an object, for example. Image alternation and image sequence are mutually exclusive, which means you can only create an image alternation or an image sequence.

- Select the motion.
A copy of the graphic object appears offset from the original object. A red arrow connects the copy with the original element. This red arrow visualizes the motion of the object. Now use the mouse to move the copy to the required final position.
- In the properties view, enter the signal that supplies the values for the motion (see figure below). To do this, simply drag the signal from the *Signals* task card into the property field. Enter the initial value and final value.
When you start the simulation and change the signal value, the rectangle is moved horizontally. For signal values within the range specified by the initial and final values, motion takes place along the specified arrow. For signal values outside the defined range, the motion continues in a straight line beyond the arrow. The arrow thus specifies the direction of the linear motion, and the initial and final values only define the scale of the image on the diagram surface.


Rectangle		
General	Property	Value
Appearance	Signal	<input type="text"/> 
Layout	Initial Value	0.0
▼ Animations	Final Value	100.0
New Animation	Distance	X: 100.0 Y: -30.0
Movement		

Several movement animations for a graphic object are superimposed and thus allow for motion along curved paths.

Given a group of several graphic objects you may animate both the group as a whole or each individual graphic object within the group. The elevator cabin is formed as group by the following graphic tools in the *Animated* chart of the "Elevator" sample project:

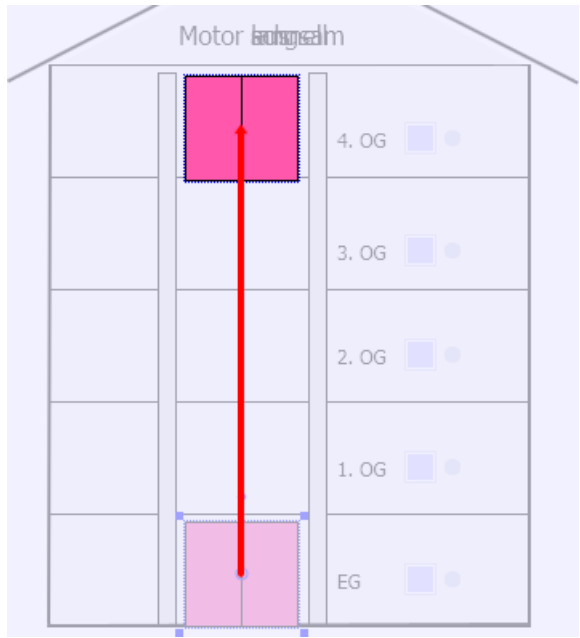
- A rectangle represents the *empty cabin*,
- The *Symbol* for SIMIT appears in the cabin when the door has opened.
- One colored rectangle each for the *left door* and for the *right door*.

In the properties window for the group you can see that a motion animation is configured for the cabin using the *Increments* gateway signal.

Cabin		
General	Property	Value
Appearance	Signal	PLCSIM Increments 
Layout	Initial Value	1000.0
▼ Animations	Final Value	5000.0
New Animation	Distance	X: 0.0 Y: -279.5
Movement		
▶ Empty cabin		
▶ Symbol		
▶ Left door		
▶ Right door		

4.2 Visualization with graphics

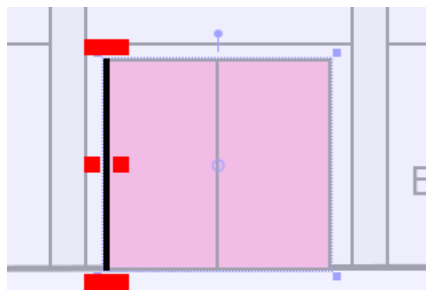
On the diagram you now see the vertically configured motion of the cabin. At an Increments value of 1000 (initial value) the cabin is positioned at the lower position, and at a value of 5000 (final value) the cabin is at the upper position. The grouped graphical elements are moved together between these two positions depending on the signal value.



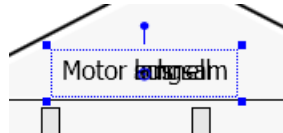
The empty cabin and the symbol have no individual animations configured, which means these two objects follow the upward and downward motion that is defined for the group. The opening and closing of the left and right doors is animated using a scaling animation.

Cabin		Property	Value
▼ Left door	▲	Signal	Tuer Y
General		Initial Value	0.0
Appearance		Final Value	100.0
Layout		Scaling	X: 2.7777777777777777 Y: 100.0
▼ Animations		Distance (relative)	X: 0.0 Y: 0.0
New Animation			
Scaling			

On the diagram you can see that the rectangle representing the left door has a width of zero in its final position. Depending on the signal value the rectangle width is modified. The right door is animated in a similar way using the same signal.



A further type of animation can be seen with the texts that are above the elevator shaft on the chart.



Four text elements

- Motor,
- Slow,
- Fast,
- Off

are combined for greater clarity in the Text group. The group as a whole and the Motor text field are not animated; the other texts are shown or hidden according to dedicated binary signals using the *Visibility* animation. The Fast text field, for example, is linked to the gateway signal *V1* (command for fast travel). When the controller sets this signal to one, the text for this element becomes visible.

Text		Property	Value
Fast	General	Signal	PLCSIM V1
	Appearance	'Visible' if Signal 'True'	<input checked="" type="checkbox"/>
	Layout	Offline sichtbar	<input checked="" type="checkbox"/>
	Animations		
	New Animation		
	Visibility		

Depending on the state of the main drive, the comment texts "Motor fast", "Motor slow" and "Motor off" are shown in the simulation.

Simulation with Macro Components

5.1 Creating macro components

A macro component allows you to combine frequently recurring functions of a simulation model. You no longer need to copy the function from one chart and paste it to another, rather you can use the macro component similarly to a standard component and drag it from the task card, assign parameters to it and link it to other components or macro components.


Macro components are provided in the *Macros* task card in the chart editor. You can create your own macro components in either the *User Macros* or the *Project Macros* palette. Macro components created in the *User Macros* palette are stored in the SIMIT SF work area and are therefore available for all projects.

Macro components in the *Project macros* palette are saved in the project folder. They are only available while this project is open. All macro components stored in *Project Macros* are archived with the project. Therefore they are available in the project again when you retrieve the project.

Additional information is available in the help "SIMIT (V8.0) > Simulation model > The task cards > Die Task Card "Makros".

Creating a new macro

Let us create a new macro for our sample project.

- Select the "Macros" task card.
- Select the command  **New Macro** in the *User Macros* or *Project Macros* palette with a double-click.
The new macro component is created in this area. You may apply or change the default name.

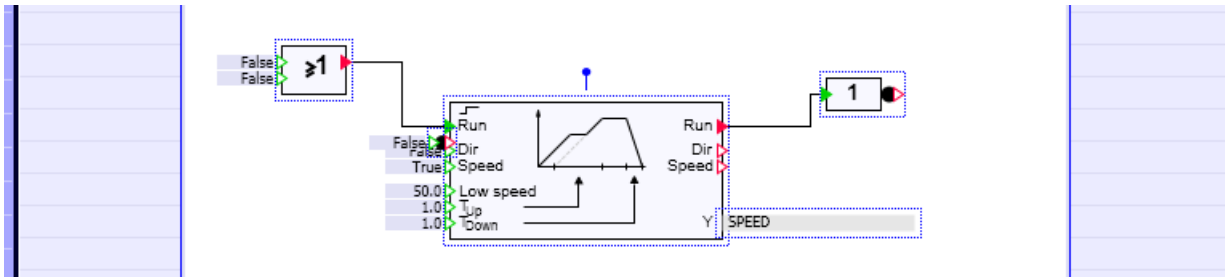


The macro editor opens automatically when you confirm the default or changed name by pressing the Enter key.

Creating a macro component from an existing chart

- Open the main drive chart (from the sample project *Elevator-03*).
- Copy the entire chart content with the menu command *Edit | Copy*.
- Then open the macro diagram and insert a copy there using *Edit | Paste*.
Only the components that can be used are applied in the macro diagram.

5.1 Creating macro components



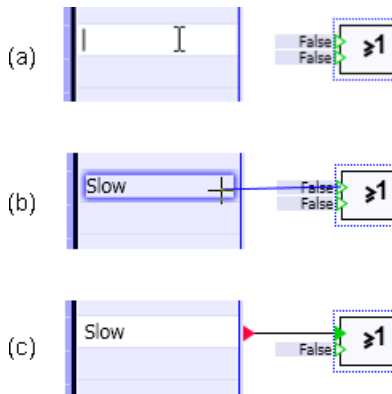
A macro editor differs from a chart editor only by the two sidebars in the left-hand and right-hand margin. The inputs and outputs of the macro are assigned to cells in these sidebars:

- Inputs in the left sidebar
- Outputs in the right sidebar

Now you need to provide the new macro component with connectors, which means with inputs and outputs.

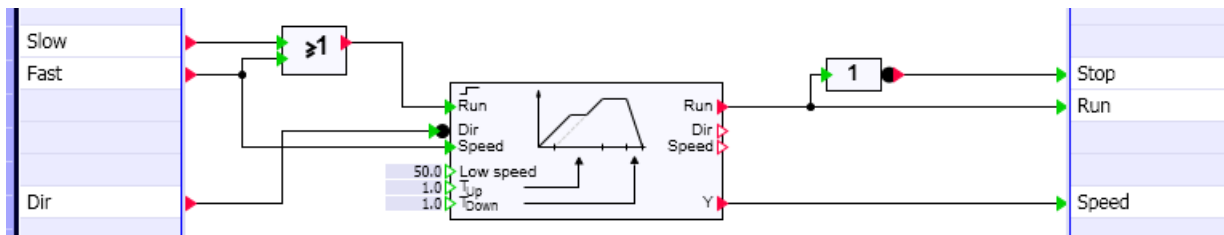
Interconnecting the macro component

- Double-click a cell in the sidebar. The cell opens, and you may enter a name for the connector as shown in the figure under (a). Enter a name, confirm your input using the *ENTER* key and connect the macro connector to a component connector, for example, by dragging the component connector onto the macro connector as shown in the figure under (b). The connection is then shown as usual using a connection line, (see figure under (c)).



You may also create a connector of a macro component by first clicking a component connector to open the connection, and then clicking the desired cell in the macro component sidebar to close the connection. The name of the component connector is used as the default in the sidebar.

Proceed similarly for all additional connectors. Your macro should then look similar to what is shown in the figure below:



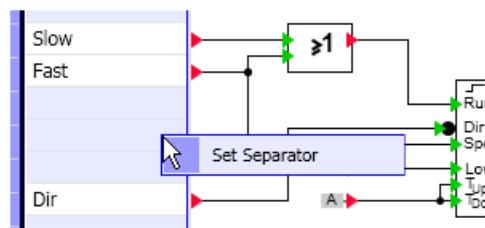
- Save and close the macro diagram.

You can find more information on macro components in the help "SIMIT (V8.0) > Simulation model > The macro editor".

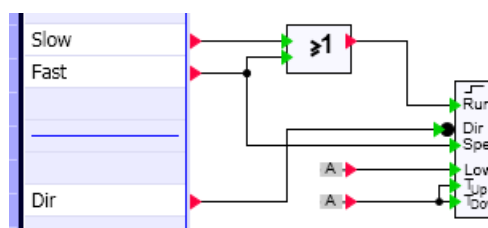
5.1.1 Connectors of macro components

The connectors on the symbol of macro components are set one after the other in the connector grid. You can offset the connectors from one another with dividing lines for a clearer layout.

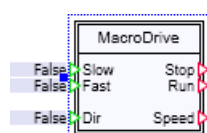
- Open the sample macro component in the macro editor.
- Set a dividing line using the shortcut menu of a cell; the dividing line is to be located between the *Fast* input and the *Dir* input (see figure below).



The dividing line is shown as a line in the cell:



The connectors are now offset from one another in the macro component symbol. In the figure below, you can see that the outputs have also been offset from one another using a dividing line:



Dividing lines can be deleted using the corresponding command in the shortcut menu of the cell.

5.1 Creating macro components

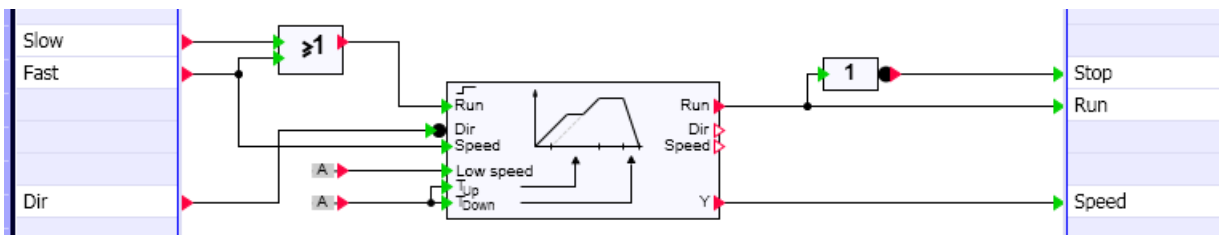
You can also use components from the FLOWNET and CONTEC extension libraries in macro components. Open topological connectors of a model created from FLOWNET or CONTEC components are simply mapped to topological connectors in the sidebars of the macro component.


You can find more information on this topic in the help "SIMIT (V8.0) > Simulation model > The macro editor (MCE) > Create macro components".


5.1.2 Defining parameters of macro components


Parameters of a macro component can only be built from parameters of the components that are used within the macro component. The components used in the example above do not have any parameters. Hence the macro component *MacroDrive* also cannot have any parameters.

In order to define the partial speed (*Low speed*) and the ramp up time and ramp down time of the drive (T_{Up} , T_{Down}) as macro parameters, connect the inputs with the *Aconst* component from the standard library Misc folder as shown in the figure below. The values of these analog constants and therefore the input values can be set as parameters.



As you can see in the component property view, parameters of components in the macro editor are provided with an additional switch .

AConst#1		
General	Name	Value
Input	Constant	0.0 
Output		
Parameter		
State		

If the switch is activated for a parameter () , this parameter then becomes a parameter of the macro component. In a sense it is elevated from the component level to macro component level.

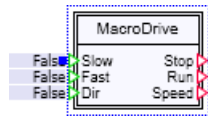
The field that appears on the left side of the switch allows you to enter a name with which the parameter is displayed in the macro component as shown in the figure. You can enter an appropriate default value for the macro component.

AConst#1	
General	
Input	Constant
Output	30.0 Speed Slow
Parameter	
State	

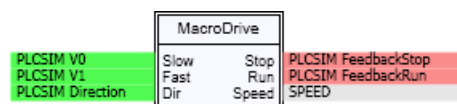
When the macro component is used on a chart, you can now see the parameters with their default values in the property view.

MacroDrive#1	
General	
Input	Speed Slow
Output	Time Up & Down
Parameter	
State	

A macro component can be added on a chart with drag and drop. It is displayed on the diagram as a rectangle with a double frame. The name of the macro component is displayed in the symbol header. The inputs and outputs are arranged on the left and right of the component in the sequence specified in the macro diagram.



You can use a macro component on a diagram like any other component. It can be connected with components and controls as well as with other macro components. In the present example you can connect the corresponding connectors and use the resulting diagram instead of the *Main drive* diagram in the elevator project.



Double click the macro component to open the macro diagram in read-only mode, which means you cannot make any changes to the macro diagram.

You can view additional information about the macro and edit it in the property view. You can find more information on this topic in the help "SIMIT (V8.0) > Simulation model > The macro editor > Create macro components" > Properties of macro components".

Functions in the Project Manager


6.1 The Project Manager and the "Projects" task card

The Project Manager

You open the Project Manager with a double-click on the menu item *Project Manager* in the project navigation. The Project Manager shows an alternative view of the project compared to the project navigation.

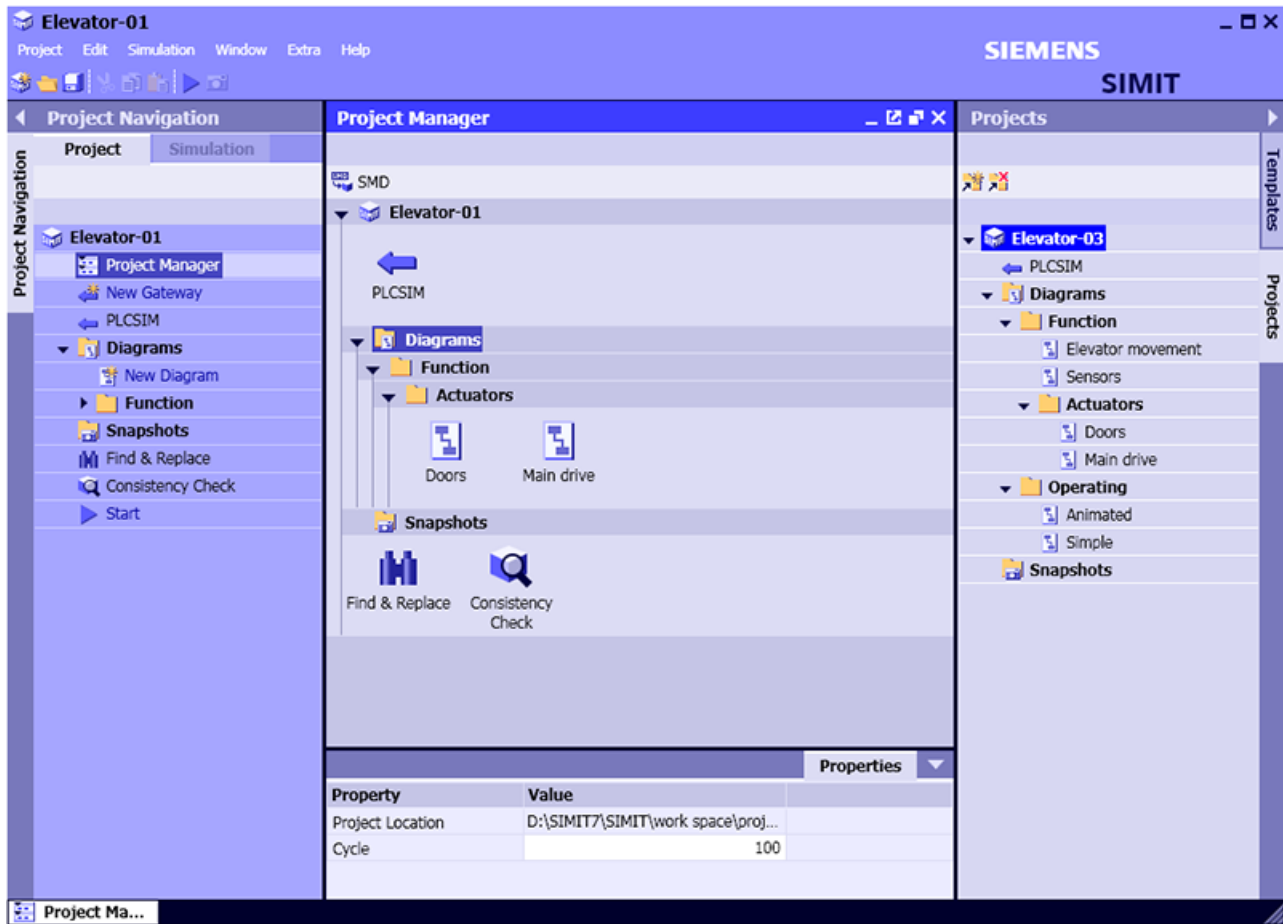
Just like the project navigation the Project Manager allows you to move charts and other project elements as well as entire folders via drag and drop or to use commands in the shortcut menu to copy, paste, delete, or rename them. In the Project Manager, you can also double-click project elements such as charts to open them for editing.

The "Projects" task card

The Project Manager provides the *Projects* task card. This task card allows you to open projects other than the one you are currently editing to copy elements from these projects into your project. For example, retrieve the projects *Elevator-01* and *Elevator-03* into two different project folders and then open the *Elevator-01* project in SIMIT SF. Now open the Project Manager. Click  (Open Project) in the Projects task card. In the file selection dialog that appears, navigate to the project folder for *Elevator-03* and select the *Elevator-03.simit* project file. The project is then opened in read-only mode in the *Projects* task card.

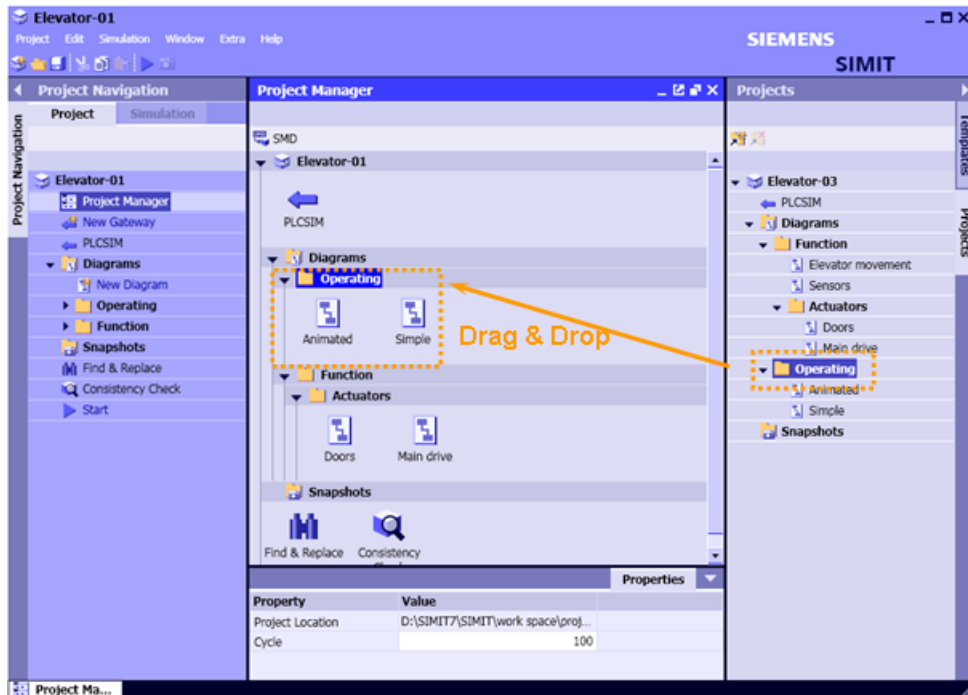
Functions in the Project Manager

6.1 The Project Manager and the "Projects" task card




You can now drag and drop single elements such as diagrams as well as entire folders from project *Elevator-03* into the project manager and thus create a copy within the current project *Elevator-01* as shown in the figure below.

6.1 The Project Manager and the "Projects" task card



You may also open individual charts from the *Elevator-03* project in the chart editor, copy parts of these charts and paste them into charts from the *Elevator-01* project.

The Projects task card allows for several projects to be open simultaneously. This provides an easy and efficient way to build a project from parts of several "standard projects", for example. Use the  symbol to close projects in the Projects task card.

The Project Manager along with projects that may be open in the Projects task card is also available when a simulation is running. You may also open elements of a project from the Project Manager when a simulation is running.

Property	Value
Project location	D:\SIMIT-Projekte\Aufzug-02\Aufz...
Project version	EK12387-1953963-0.1 ...
Read-only	<input type="checkbox"/>
Default scale	1 pix : 1 mm
Time slice 1 [ms]	50
Time slice 2 [ms]	100
Time slice 3 [ms]	200
Time slice 4 [ms]	400
Time slice 5 [ms]	800
Time slice 6 [ms]	1600
Time slice 7 [ms]	3200
Time slice 8 [ms]	6400
Operating mode	Asynchronous

The properties window of the Project Manager provides access to the properties of your simulation project:

6.1 The Project Manager and the "Projects" task card

- The *Project location* indicates which folder your project is located in.
- The *Project version* shows the current project version.
- The property *Read-only* shows if the project is read-only.
- The *Default scale* if you use the CONTEC library.
- The eight different time slices (*time slice 1 to time slice 8*) for the eight time slices which you can assign to components, controls and couplings in your project, can be assigned any value in milliseconds, provided it is at least 10 ms.
- The *Operating mode* shows if synchronous or asynchronous operating mode is set.

You can find more information in the help "SIMIT (V8.0) > Simulation model > The Project Manager".

Information on the operating mode is available in the help "SIMIT (V8.0) > Start > Basics of SIMIT > Virtual Time Management > Synchronous and asynchronous operating mode".

Automatic mechanisms

SIMIT provides several automatic mechanisms to create and edit diagrams. All these automatic mechanisms are based on files that contain information to create or modify diagrams. This information is automatically converted into diagrams once the corresponding files are imported into SIMIT. The following automatic mechanisms are available:


- **Templates**
Templates are patterns for diagrams in which placeholders are defined for parameters, defaults, etc. When a table is imported in which values are set for the placeholders, the diagrams are automatically generated from the templates.
- **Parameter import**
Parameters and input default values can be defined in a table and can be imported into the simulation project by importing the table.
- **XML interface**
Diagrams cannot only be created using the graphical user interface but also based on a description that is written in XML syntax. This description is stored in a file. By importing this file you automatically create the defined charts.
Additional information on the XML interface is available in the help "SIMIT (V8.0) > Automatic model creation > Generic import".

7.1 Templates

7.1.1 Creating and editing templates

Templates are used to prepare recurring functions of a simulation model so that you can use the templates for charts when creating projects. You may use all of the same elements in templates that you use in charts: components, macro components, controls and graphics. In templates, unlike in charts, only placeholders are used for various elements of the components, controls, etc. that are contained in charts. When instantiating a template, a chart is generated in which the placeholders are substituted by values, signal names, etc. SIMIT SF offers you two options for instantiating templates: "Drag-and-Drop" the template to the project and import a table containing the values for the placeholders which can then be used to create charts automatically.

Creating templates

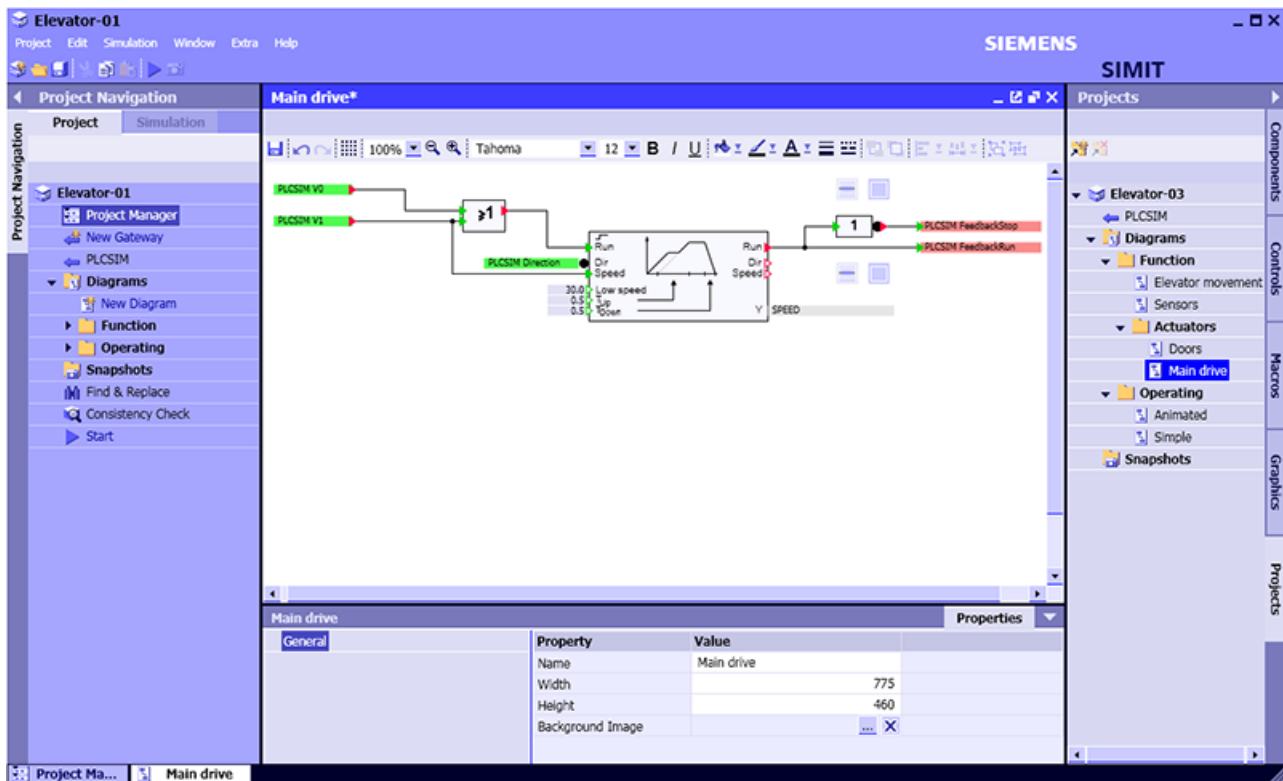
To create a template open the *Templates* task card in the Project Manager. Use  **New Template** to open the templates editor and create a new template. To open a template for editing just double-click the template in the Templates task card. The template editor provides the task cards Components, Controls, Macros and Graphics as resources, which means the same elements are available to you as for editing a chart.

7.1 Templates

Templates in the *Basic* palette can only be opened for viewing in the templates editor, which means you cannot edit these templates. To indicate this the template is opened in the editor with a white title bar. If you wish to edit a basic template, first copy it to the *User templates* palette.

Editing templates

The difference between templates and charts is that placeholders are used in templates. To understand this more clearly, just create a new chart, for example, in the *global templates* folder. Then open the sample project *Elevator-01* from the Projects task card and the chart *Main drive* within this project. Now copy the entire content of this chart into the open template.



In the properties of the PLCSIM V0 output connector you will now see that the input fields for both source (coupling) and signal name contain an additional symbol $\{\}$ that is used to define placeholders.

PLCSIM V0		
General		
Property	Value	
Signal	PLCSIM $\{\}$ V0	$\{\}$
Display Gateway Name	<input checked="" type="checkbox"/>	

Now convert the signal into a placeholder by clicking both symbols, and then enter *Coupling and Slow*, for example, as the placeholders.



Now set corresponding placeholders for the other input and output signals and for the global connector. Always use the same placeholder *Coupling* for input and output signals.

Using the placeholder symbol allows you to define the following as placeholders: inputs and parameters of components and macro components, signals in controls and animations, and component names. Close the template editor when finished.

For some controls you can also define the type, default setting and scaling as placeholders. The list in the table below shows which properties can be used as placeholders for controls.

Table 7-1 Placeholders for controls

Control	Name	Time slice	Type	Default setting	Scaling	Connector
Pushbutton	X	X	X			
Pushbutton with image	X	X	X			
Switch	X	X	X	X		
Switch with image	X	X	X	X		
Step switch	X	X		X		
Step switch with image	X	X		X		
Digital input	X	X		X		
Slider	X	X		X	X	X
Bar indicator	X	X			X	X
Binary display	X	X				X
Analog display	X	X				X
Digital display	X	X				X

In some cases the type and default setting of controls take the form of language-dependent lists in the user interface. If you define these properties as placeholders, you must specify the position of the corresponding term in the list when making the replacement.

Table 7-2 Parameter value for the NC/NO contact type

Type	Value
NC contact	0
NO contact	1

Table 7-3 Parameter value for the Off/On default setting

Default setting	Value
Off	0
On	1

7.1.2 Instantiating templates

You may use tables as an alternative means of instantiating templates. These tables mainly contain substitutions for the placeholders. Depending on the profile the table contains additional information about which templates to use and which instances to create. In addition to the profile for IEA files from PCS 7, three profiles are provided for tables based on CSV files:

- Profile 1 using predefined placeholders "V1", "V2", etc.
- Profile 2 with placeholders in the first row
- Profile 3 with individually listed placeholders

In all tables, each row defines the instantiation of one template.

The following table formats are supported:

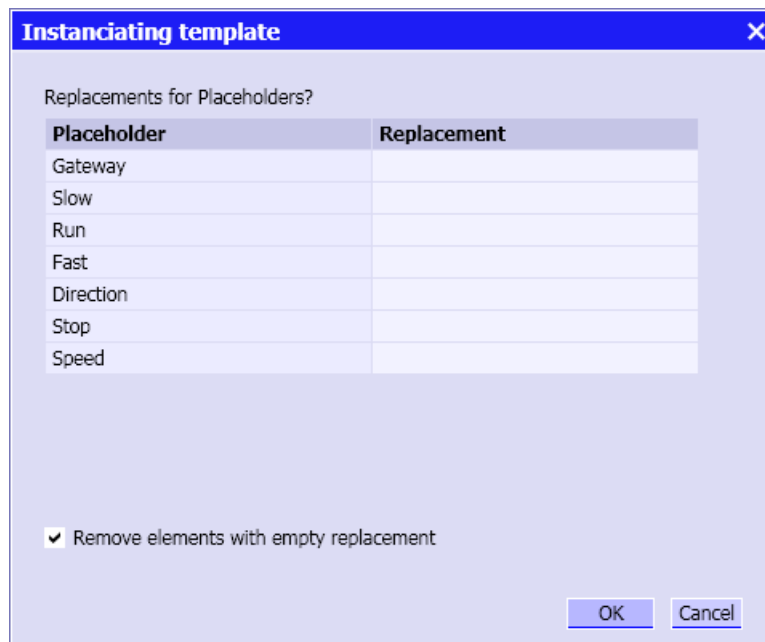
- ***.iea**
The table format used by the Import/Export wizards in PCS 7.
- ***.xls**
The Microsoft Excel format for Office 97 – 2003. Only the first sheet of the workbook is taken into account. This file format is only available if Microsoft Excel is installed on your computer.
- ***.xlsx**
The current Microsoft Excel format. Only the first sheet of the workbook is taken into account. This file format is available even if Microsoft Excel is not installed on your computer.
- ***.txt**
Tab-separated list in text format.

You can find more information in the help "SIMIT (V8.0) > Automatic model creation > Templates".

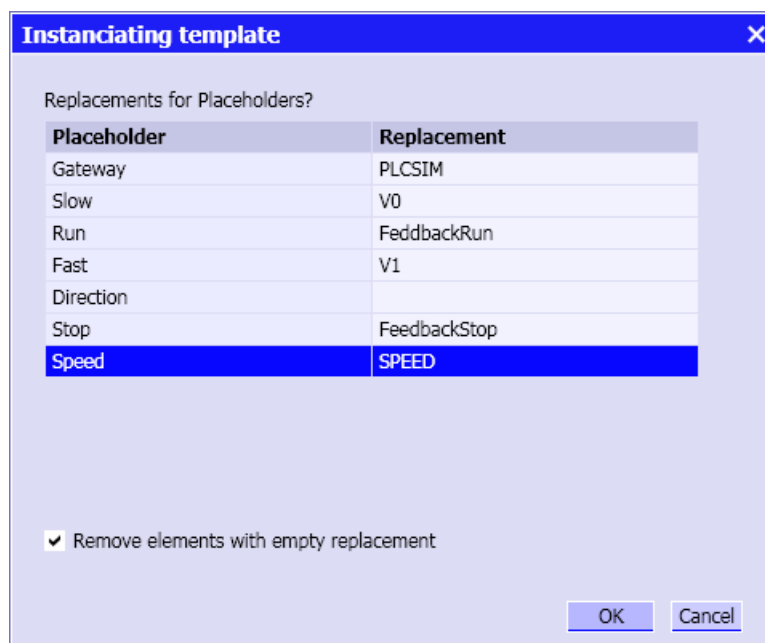
7.1.2.1 Instantiating templates by entering substitutions

Templates are instantiated by replacing placeholders with appropriate values. Components whose names are not defined as placeholders are instantiated as if they had been dragged and dropped from the library, which means they are assigned the name of their component type along with a consecutive number as a name.

In the Project Manager, you may instantiate a template simply by dragging and dropping it from the task card into a project folder. Open the project manager and select the Templates task card. If you now drag the template that was created above, a dialog appears as shown in the figure below. A two-column list is displayed, which shows all of the placeholders that are contained in this template. Please enter the substitution for each placeholder in the right-hand column.



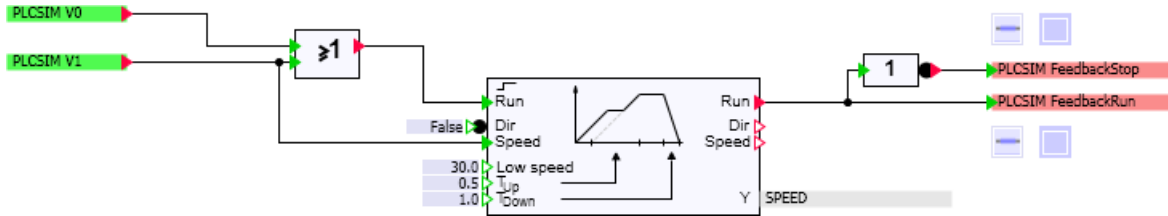
If the "Remove elements with empty substitution" option is checked, all elements are removed where a placeholder does not have a substitution in the table. Global connectors and peripheral connectors, for example, are deleted if no signal is specified. By way of example, this is the case for the Direction placeholder in the figure below. You may thus create your templates in such a way that they cover several use cases, and may then instantiate the template for a specific use case by not replacing the placeholders that apply to the other use cases.



After confirming the dialog you will see a new chart with the same name as the template in the Project Manager. When you open the chart, you will see the instantiated simulation. It is identical to the simulation of the main drive, except for the missing output signal *Direction*. The output connector was not instantiated because it lacked a substitution. If you had not checked

7.1 Templates

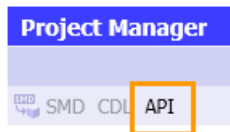
"Remove elements with empty substitution", a connector without a signal value would have been generated in the instance for this signal, which means an empty connector would have been generated in the instance.



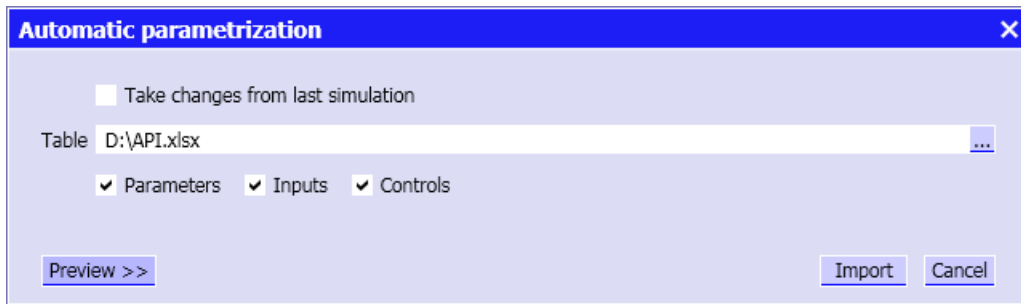
You can automatically copy values for the following variables from tables and insert them in existing diagrams with the parameter import:

- Parameters (except for parameters of the "dimension", "characteristic" and "text" type)
- Default input settings
- Default control settings (corresponds to input *X* of the control).

The parameter import is activated using the *API* function by means of the icon in the Project Manager toolbar.



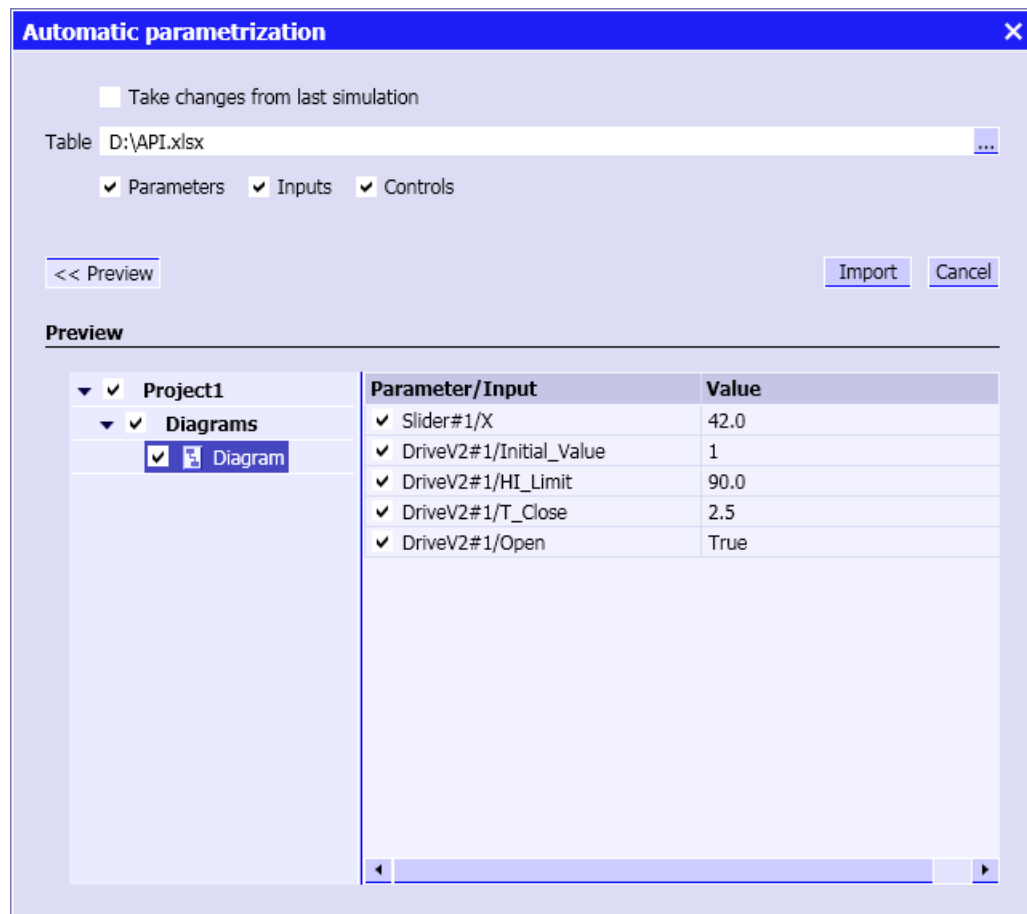
In the import dialog that opens, select the file corresponding to the table you wish to import.



You can also specify which variables (parameters, inputs, controls) are to be copied from the table. You can import an Excel file in *.xls or *.xlsx format or a tab-separated text file.

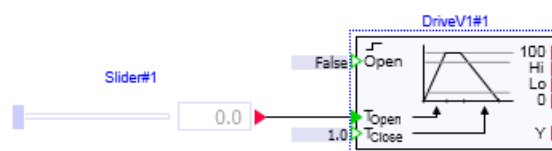
Tip: When importing an .xls or .xlsx file that is still open in Excel, it is the last saved version of this file that is imported and not the currently open version.

In the import dialog preview you can see which substitutions are to be made for the parameter table from the figure "Example of a parameter table".



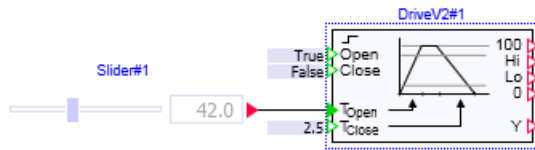
You can now decide whether to accept all information from the table or whether to deselect certain substitutions. If a chart is deselected in the tree view on the left, no parameters or inputs in this chart are substituted. By selecting a folder you can also select or deselect multiple diagrams within it. You can tell from the check box whether a chart or folder is selected () or deselected () or whether at least one check box in one of the subfolders is deselected (). In the right-hand table you can also select and deselect individual substitutions. Deselecting a substitution has the same effect as if the substitution were not present in the table.

The figure shows the original chart:



DriveV1#1		
General	Name	Value
Input	HI_Limit	95.0
Output	LO_Limit	5.0
Parameter	Initial_Value	Closed
State		

After the automatic parameter import, the chart has been modified:



DriveV2#1		
General	Name	Value
Input	HI_Limit	90.0
Output	LO_Limit	5.0
Parameter	Initial_Value	Open
State		

Tip: If you want to set enumeration type parameters, please enter a numerical value specifying the desired position of the term within the enumeration. The numbers start at 0.

The table for automatic parameter import must have three columns as follows:

- The first column contains the name of the component to be modified.
- The second column contains the name of the connector or parameter, and
- The third column contains the value to be applied.

Each row of the table describes the replacement for a parameter. The figure below shows an example of a table opened in Excel.

	A	B	C
1	Slider#1	X	42
2	DriveV2#1	Initial_Value	1
3	DriveV2#1	HI_Limit	90
4	DriveV2#1	T_Close	2.5
5	DriveV2#1	Open	True

Figure 7-1 Example of a parameter table

Automatic parameter import also lets you apply parameter changes that were made while the simulation was running to the simulation project once the simulation has ended. During the simulation SIMIT records which default input settings and parameters are changed and which controls are used. Once the simulation has ended, the latest value settings are made available as a list and can be applied to the simulation project by means of automatic parameter import.

When the simulation ends, a corresponding message is displayed. If you do not need to see this message again, you can choose for it not to be displayed in the future.

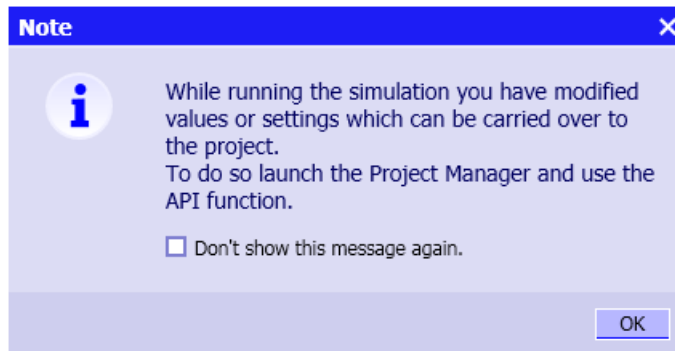


Figure 7-2 Reference to available list of changes

Each time the simulation is run, the list of changes is automatically stored in the SIMIT work area. If you select the *Apply changes from last simulation* option in the import dialog, the corresponding file is selected.

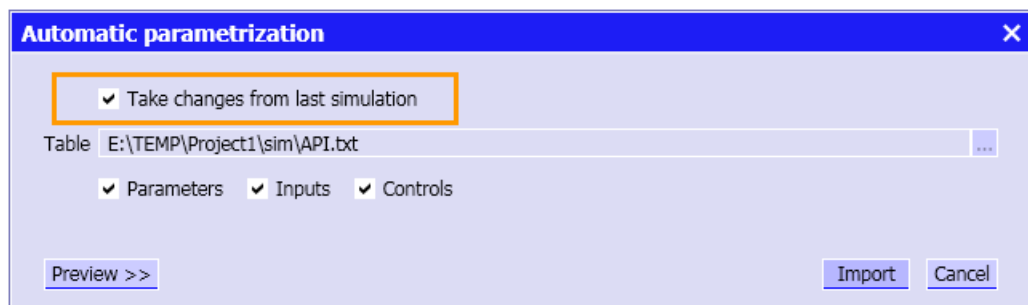
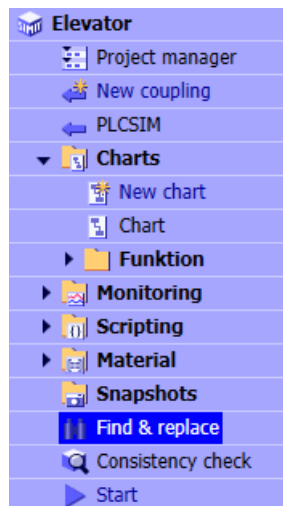



Figure 7-3 Apply changes from last simulation

Find and Replace, Consistency Check

Use the *Find & Replace* function in the project navigation to find objects within your project and to perform replacements.



Within the signal properties of components and controls use the  symbol to find references to a signal in the project elements.

Note

The search only works with saved data. This means charts and couplings have to be saved prior to the search.

Finding with the Find & replace editor

The *Find & replace* editor opens in the work area. The Components and Signals task cards are available in this editor. The following elements can be selected, for which you can search in your project:

- Signals
- Connectors
- Instances of components and macro components
- Components and macro components by type
- Graphic text


Select search for a signal and enter a signal name in the input field on the right-hand side. Now click the *Find* button to start the search. The results of the search are displayed under *Search results* according to the set search options.

To search for a specific signal just drag and drop it from the *Signals* task card into either of the two input fields of the search criteria.

When searching for a component type, enter its name and/or ID. When searching for a specific component type in your project, you may similarly drag and drop a component type from the *Components* task card into the input field.

To search for components and connectors the name must be specified.

Search using signal properties

Another option for finding signals and connectors in a chart is to use their property view. Click  to start the search.

The Find & replace editor will then appear with the search results.

Searching for fixed signals

You can search specifically for fixed signals in the simulation project. To do this, in the search for signals activate the search option *Fixed signals only* (see figure "Searching for fixed signals"). In this way you can get an overview at any time of which signals are currently fixed.

Because signals can only be fixed when the simulation is running, this search option is only available when the simulation is running.

Replace

To replace search results switch the editor into replace mode using the navigation tab. You can replace

- Signals
- Connectors
- Instances of components and macro components
- Components and macro components by type
- Graphic text

Note

The Replace function only works with saved data. This means charts and couplings have to be saved prior to the replacement.

Now you once again enter a signal name in the search for signals and the name to be replaced in the replacement field. The results are displayed as with the search mode.



In the Search results section you can now select which results you want to replace. Depending on the patterns that were set for the find and replace, you see the results of the replacement that are performed for each search result. As with the search mode, the Project elements section shows all charts in which the signals for which you searched were found.

You can find more information on Find & Replace in the help "SIMIT (V8.0) > Diagnostics & Visualization > Find & replace".

8.1 Consistency check

Use the consistency check to check whether your project is consistent. Inconsistent projects cannot be started. You open the consistency check with a double-click on the menu item *Consistency check* in the project navigation.

If you rename the *SPEED* connector as *Increments* in the *Elevator-03* project on the *Main drive* chart, for example, two output connectors with the same name exist in the project. The project is no longer consistent, and when the project is started the consistency check opens in the work area showing the inconsistencies that were found. Because a consistency check is always performed automatically when the simulation is started, the consistency check editor also shows when you try to start this inconsistent project.

Inconsistencies are indicated by being preceded with the red symbol . Warnings are indicated with the blue symbol . Using a command, you may switch the display on or off for warnings. In the above example there are two results:

1. There is no output connector that matches the input connector *SPEED*.
2. The output connector *Increment* exists in several instances.

The first message is only a warning and indicates that the simulation model may not yet be finished. A warning will not keep you from launching the simulation. The second result indicates an error that needs to be fixed before the simulation can be launched.

To fix an error or a warning select its entry in the list of results. The Project elements section shows the diagrams in which the error or warning must be resolved. From this view you may then open the diagrams to fix the problem. After resolving the problem, you may recheck the project using the *Recheck* button.

You can find more information on this topic in the help "SIMIT (V8.0) > Diagnostics & Visualization > Consistency check".

