

# CAPL Programming and CANoe Models

<b>Duration:</b>	1 day
<b>Target group:</b>	CANoe users (ECU development, automotive electrical, test planning and execution)
<b>Prerequisites:</b>	'Introduction to CANoe' and programming experience

## 1 Introduction to CAPL (3.0 h)

**Goal:** Provide overview of the CAPL programming language (CAN Access Programming Language) for modeling network nodes

**Contents:** Event procedure concepts of CAPL, signal analysis in CAPL, sending messages in CAPL, exercises

## 2 Panel Editor (1.5 h)

**Goal:** Introduce the Panel Editor that is used to create and modify control and display panels

**Contents:** Environment variables, display and control elements, bitmap control, pointer control, hex-edit control, overlapping of controls, copying and pasting controls, exercises

## 3 Working with Panels (1.0 h)

**Goal:** Tips and tricks in using panels as the CANoe user interface

**Contents:** Integrating panels in CANoe, displaying environment variables, displaying environment variables, automating operating sequences, panel control, exercises

## 4 Introduction to Network Management (1.0 h)

**Goal:** Brief introduction to NM. Practical reinforcement of what has been learned by implementing a NM model in CANoe.

**Contents:** Variants of NM, layout of a NM message, token ring, OpCodes, ring messages, Alive messages, LimpHome messages, Sleep Indication, Sleep Acknowledge, exercise

## 5 Tips and Tricks in Working with CANoe Models (0.5 h)

**Goal:** Discussion of special questions and problems in using CANoe

**Contents:** Working with directories, working with multiple databases, CANoe internal program structure, performance optimization, working with configurations

## 6 Questions, Suggestions, Requests

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