

ASAP2 Editor 7.0

Create and Visualize ECU Description Files

ECU calibration that is performed with a measurement and calibration system such as CANape requires an ECU description file in ASAP2 format. The ASAP2 Editor is the right solution for creating and visualizing such standardized ASAP2 ECU description files.

Features and Advantages

The convenient ASAP2 Editor is used to create, modify and update ECU description files in ASAP2 (ASAM-MC) Version 1.x format. The ASAP2 Editor is optimally integrated in the development process. For example, when the ASAP2 Editor is used to create database objects, address and data type information can be taken from the linker-map file or debug file.

The ASAP2 Editor is the “standalone” version of the database editor integrated in CANape.

ASAP2 Database: Contents

An ASAP2 description file contains all information about relevant data objects in the ECU, e.g. characteristic values (parameters, curves, maps), real and virtual measurement values, and variant dependencies.

Each object is described by information, such as memory address, storage structure, data type, and conversion rules for converting to physical units. The objects are hierarchically assigned to function groups.

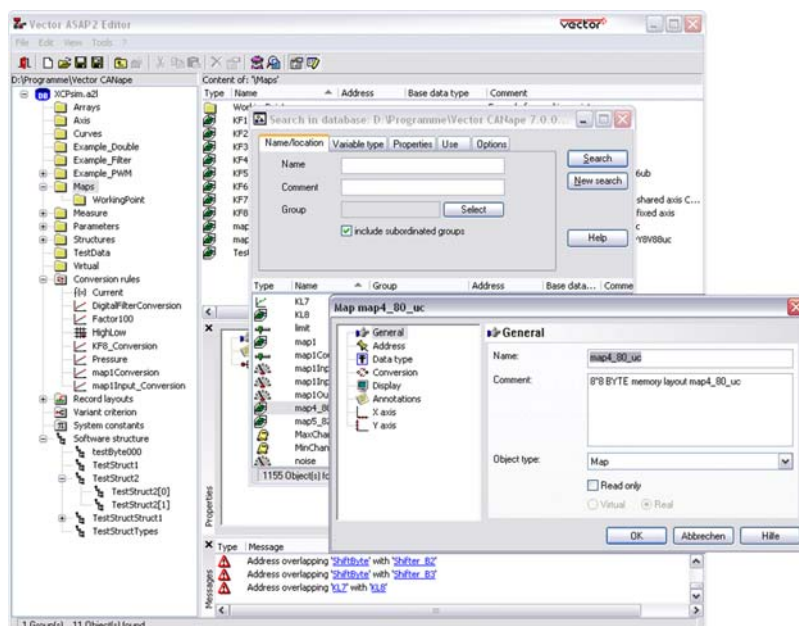
ASAP2 Database: Functionality

The ASAP2 Editor offers the following functions:

- > All information can be entered and changed in windows dialogs.
- > ECU description files can be imported from the ASAP2 and the CANape format and can be exported in the ASAP2, CANape or various customer-specific formats.
- > An ECU description file can be exported in any user-defined ASCII format by using macros and template files.
- > Selective export of individual data base objects or groups is also possible.
- > The most common linker map formats and debug formats, like e.g. IEEE, ELF/DWARF and COFF are supported.
- > Automatic update of the address and the data type information of an ASAP2 file via linker map file or debug file.

Application Areas

The ASAP2 Editor is used during the ECU development.



Configuration of a Characteristic Map in the ASAP2 Editor

System Requirements

The following system requirements must be fulfilled to use the ASAP2-Editor:

- > Windows 2000, XP
- > PC with at least 500 MHz and 256 MB RAM

Included with Delivery

The delivery of the ASAP2 Editor contains:

- > Program CD-ROM including the user manual

Maintenance Contract

With the purchase of the ASAP2 Editor a maintenance contract can also be obtained. Updated versions of the ASAP2 Editor can be covered free of charge within the one year duration of the maintenance contract. An existing maintenance contract can be renewed each year.

Each revision of the ASAP2 standard leads to an update of the ASAP2 Editor by Vector. Updates will be downward compatible to previous versions of the ASAP2 standard, if the modified ASAP2 standard makes this possible.

The maintenance contract includes all the extensions of the existing data file format released by ASAM. An update to the future SGML/XML-based version of ASAP2 (Version 2.0) is not covered by this maintenance contract.

New functions of Version 7.0:

- > Display of software structures from the linker-map file
- > New Map File Reader to integrate the PDB format (Microsoft Visual Studio Compiler)
- > Simplified handling and optimized display of bit signals and bit slices by use of basic types and bit masks
- > Configurable display of object attributes in table format enables direct access to desired information
- > New Options dialog simplifies Editor configuration
- > Encrypted saving of A2L files protects the data from unwanted changes – even by other tools
- > References to A2L objects in the Write Window are provided with links, so that the user can access them directly without loss of time
- > More user-friendly handling of corrupt A2L files by saving error states, preserving references that are no longer valid, and offering file check and auto correction options
- > Extension of plausibility tests: detection of address overlaps, etc.
- > Batch operations accelerate the working process by letting users select many objects and modify their properties together