

PROGRAMMING IN THE EXTENDSIM DEVELOPMENT ENVIRONMENT



LEARN HOW TO...

- Build block icons
- Write animation code and manage animation objects
- Use message handlers appropriately
- Use system and global variables
- Manage database tables and write database code
- Add connectors and use connector messages
- Author custom discrete event blocks
- Debug blocks using the Source Code Debugger

PUBLIC TRAINING

In 2010, public Programming classes will be held:

April 14 - 15 Knoxville, TN

September 29 - 30 Knoxville, TN

Cost: \$1600 per student

Combine this course with ExtendSim Databases and Data Management for a 4-day advanced training and save \$600 off the combined course fees.

Register at www.ExtendSimTraining.com

ON-SITE TRAINING

Privately held on-site classes can be scheduled in your facility and at your convenience.

For a class of up to 5 students, the cost is \$6,000 plus instructor travel expenses (quoted on a Not To Exceed basis). Additional students are \$500 each, up to a maximum of 10 students.

Contact Imagine That Inc. for a quote or to reserve a training date.

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Create custom components in the ExtendSim development environment plus learn how to maximize usage of the equation blocks. This 2.5 day workshop covers the common uses and features of the ExtendSim programming language (ModL), as well as the mechanics of block creation.

PROGRAMMING IN EXTENDSIM

ExtendSim provides both an internal programming language (ModL) and dialog editor. These two integrated features allow you to create custom modules and capabilities for ExtendSim, including accessing code written in external languages.

- ModL code overview
- ModL structure, system variables, and global variables
- Creating a custom block, with icon, connectors, tabbed dialog, and Help text
- Using common predefined functions
- Understanding messages and message handlers
- Understanding the continuous & discrete event architecture
- Working with event posting code
- Adding animation to block dialogs, block icons, and hierarchical blocks
- Interacting with dialog items and database tables
- Tips for enhancing block dialogs and capabilities
- Problem solving using the Source Code Debugger

You will start by building an ExtendSim block and storing it in a library. During the course, you will add features to the ExtendSim block as you delve deeper into the development environment. After taking this course, you should have sufficient knowledge to create custom components and features in ExtendSim.

Note: Combine this course with the "ExtendSim Databases and Data Management" class for a 5-day advanced training – save \$600 off the combined course fees!

WHO SHOULD ATTEND

This course is designed for Engineers, Managers, System Analysts, and anyone else who wants to learn how to create custom components and features in ExtendSim.

PREREQUISITES

Essential Training for ExtendSim and Modeling Techniques courses, or, on instructor approval, a comparable proficiency. Familiarity with programming concepts and terminology (C++ recommended).

MATERIALS PROVIDED

- Laptop computer for each student's use
- Course manual with case studies
- Solution files for all exercises

The logo for Imagine That!, featuring the words "Imagine That!" in a stylized, handwritten red font.