



CANtrol®// Programming Environment CP1131

■ Brief description

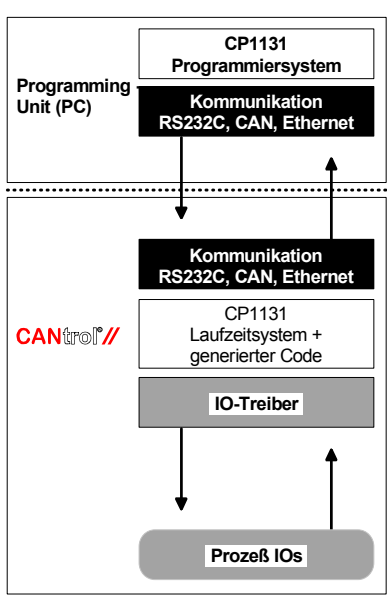
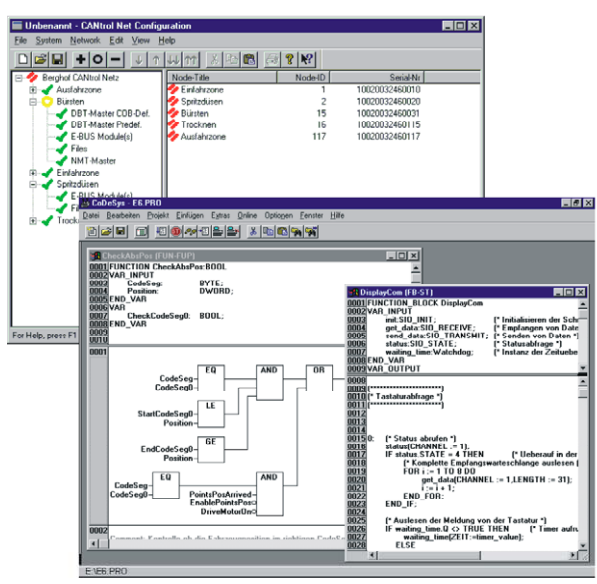
CP1131 CANtrol programming environment is a Windows-based programming system for programmable logic controllers compliant to IEC 1131-3.

CP1131 is a proven programming system developed by a system software company that specializes in automation technology. For many years, this envi-

- IEC 1131-3 compliant programming environment
- 'PLCopen Base Level IL/ST' certified

This environment generates executable machine code directly from the IEC languages. With its combination of programming system, routine system, and matched code generation, this environment is precisely tuned to support the CANtrol automation system.

ronment has provided outstanding quality and functionality in a wide range of applications.



CP1131 provides editors for all text and graphics based IEC 1131-3 languages. These editors are designed in keeping with the Windows design rules.

CP1131 ensures low resource usage in spite of its rich functionality. When using CP1131, you benefit from no-delay editing and fast translation.

■ The CP1131 components

- Editors for programming in:
 - Instruction lists
 - Execution languages
 - Functional module languages
 - Structured text
 - Schematics
- Interactive control configuration
- Visualization items
- Library management for the creation and administration of user-defined libraries
- Code generator for CANtrol
- Recording and graphical representation of project variables (trace)
- Complete offline simulation
- Rich online functionality
- Online help

■ Online functionality

CP1131 is designed for the control of continuous, uninterruptible processes - program modules can be replaced without any impact on operations. The programming system provides a complete set of online functions such as:

- Monitoring variables
- Writing and forcing variables
- Breakpoints and Stepping
- Single cycle
- Viewing the current call stack
- Run check
- Recording and graphical representation of variables
- Animation of line states in FBD and LD