

Installation instructions

DeviceNet Master Simulator



History

| Revision | Date | Description | Responsible |
|----------|------------|---------------|-------------|
| 1.00 | 2012-02-08 | First release | KaD |

1 Master Simulator Overview

The Master Simulator is a simple software tool which permits many test functions for nearly all DeviceNet slaves from different manufacturers.

The network scan function automatically detects and identifies all operational slaves in a DeviceNet network, even if the normally required EDS-file is not available. Any DeviceNet Slave can be set into operation and dialog boxes are used to exchange cyclic I/O data or acyclic explicit messages between the DeviceNet Slave and the Master Simulator.

The Master Simulator consists of a Windows based Software tool and a DeviceNet interface circuitry (Dongle). The Dongle is plugged into the USB port of the PC and provides a 9-pin D-Sub connector as the DeviceNet interface. The Dongle is powered from the USB port. To connect a DeviceNet Slave, a DeviceNet cable and a 24 Volt DeviceNet power supply is required. These components are recommended accessories and are not included in the package.

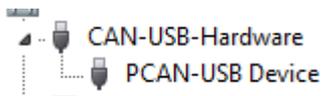
2 Installation Instructions

1. Insert your CD. The CD will start automatically.
(If the CD menu does not start, go to Explorer. Browse the CD and run SLCDMENU)



2. Select "Install the DeviceNet Master Simulator Software".
Follow the onscreen instructions.

3. Insert the DeviceNet converter's serial interface into the PC.
 If Windows does not find the driver, open the Device Manager.
 Right click your device and select "Update Driver Software...".
 Select "Browse my computer for driver software".
 Click the button "Browse", and browse the CD to find the folder "files\button3". Click OK.
 Click Next and let Windows install the driver. You may now click close.
 You should see the following in your Device Manager:



3 Getting Started

Start the DeviceNet Master Simulator.
 Set the correct baud rate and current slave address. Click "Start" from the Communication menu, and click OK when notified that the outputs may be modified.
 You are now connected.

