



# Step by step

## A quick guide to create your first IAR Visual State project

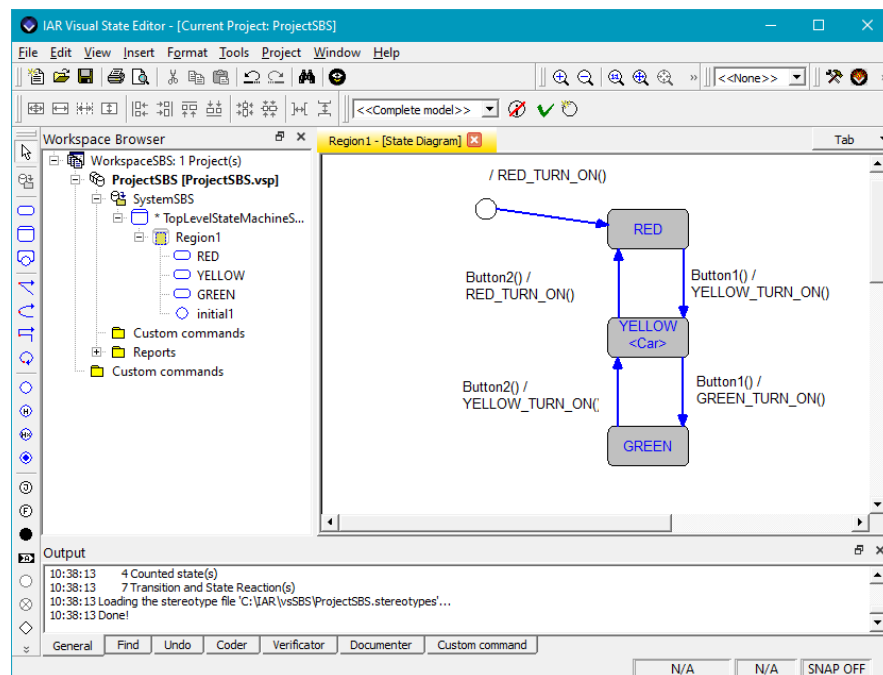
This guide briefly describes how to create your very first IAR Visual State project.

For more detailed information, see the *IAR Visual State User Guide* found under User guides in the IAR Information Center.

### Step by step

This guide will take you through the following steps:

- Creating your project files in Editor
- Using Editor to draw a few states and transitions
- Generating code
- Testing your design (simulate and verify)
  - Simulating the design
  - Verifying the design
- Documenting your code
- Adding variants to your design

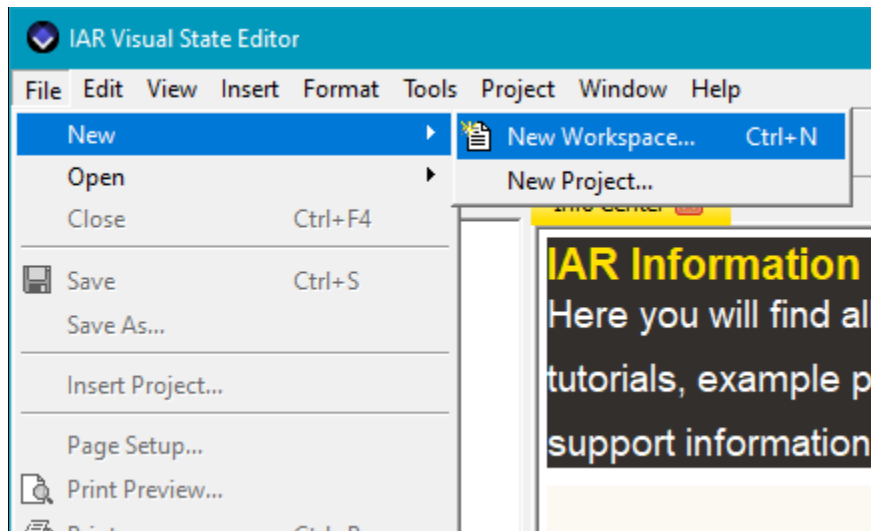


## Introduction

This step-by-step guide will give you an example on how to create your very first Visual State state machine. For this exercise we will create a traffic light.

## Creating your project files in the Editor

- 1 Open **IAR Visual State Editor** found in the start menu in **IAR Visual State x.x**. Editor is a graphical integrated development tool from where you deal with the overall handling of the projects and can access and activate the other components in Visual State.
- 2 Three windows will be seen: The Workspace browser window where you will find your projects later, the IAR Information Center (HTML) window from where you can reach example applications and guides and the Output window where information about your loaded workspace will be displayed
- 3 On the top menu open **File>New>New Workspace**.



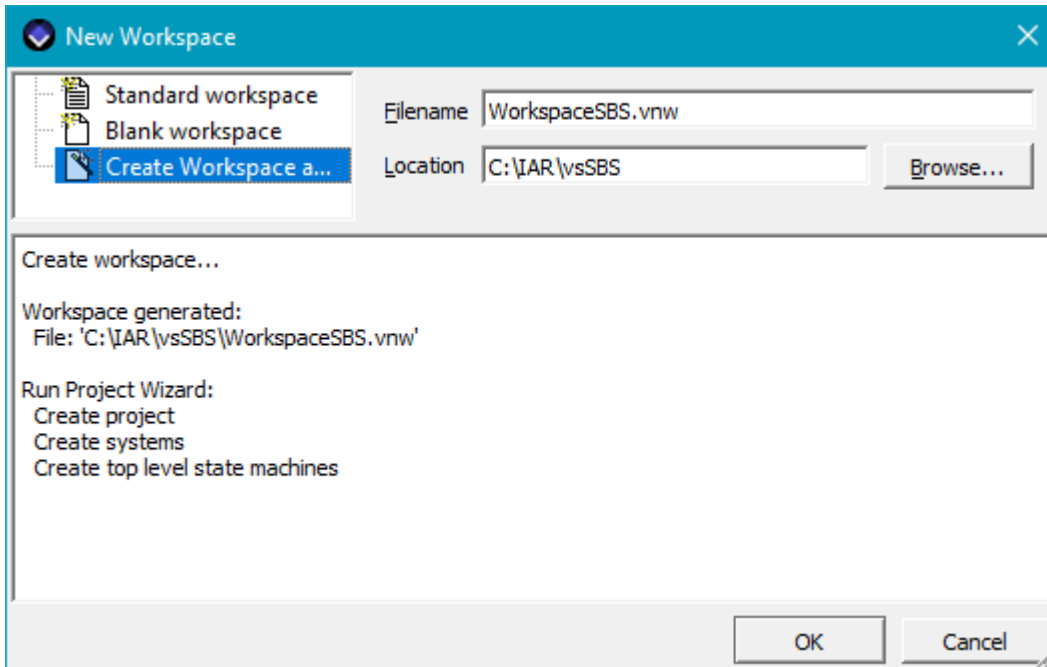
- 4
- 5 A window called New Workspace will let you name and create the workspace and files associated.

You will get three choices:

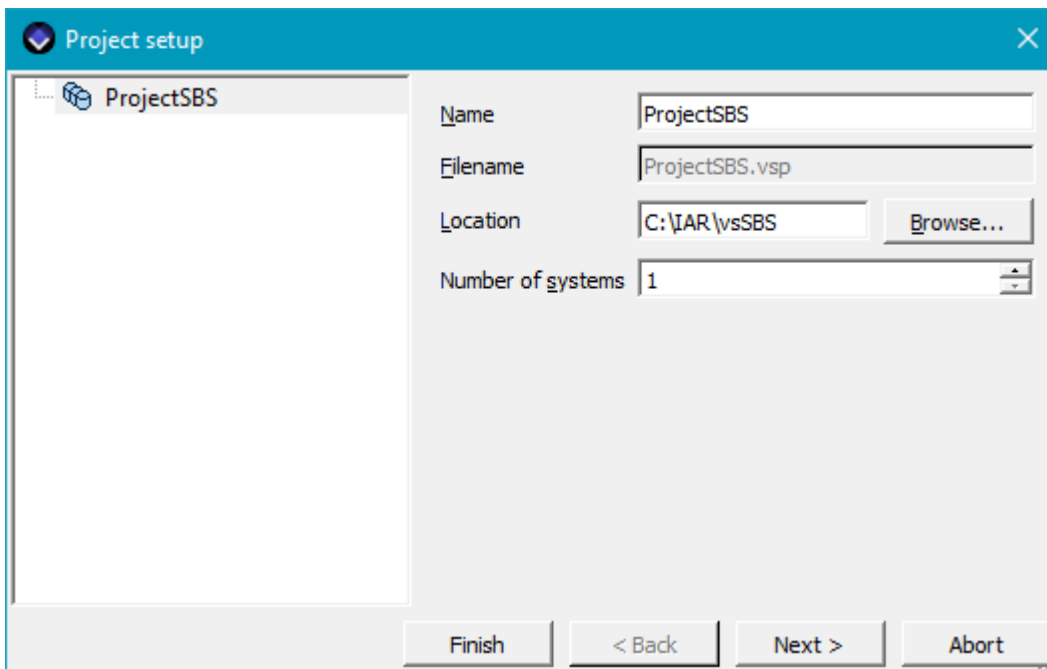
- **Standard Workspace** which creates a workspace with one project and one system with one top level state machine. You will be able to name your project but the associated files will be named with default names.
- **Blank Workspace** which creates a blank workspace with no associated files. This is mostly used when you have an existing project and want to add it to a workspace.
- The **Workspace Wizard** which will guide you through a complete setup where you can decide the number of top-level state machines of your system and also what to name the files.

In this exercise we will use the Workspace Wizard as we want to name the files separately.

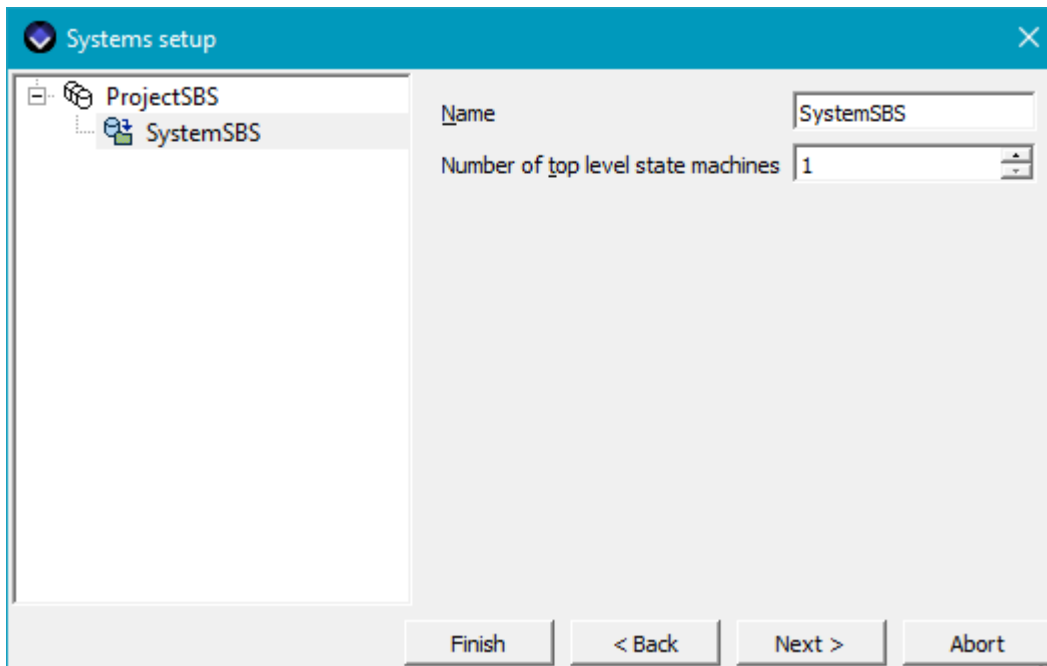
- 6 Choose Workspace Wizard and change the File name to WorkspaceSBS.vnw. Change the location to a new folder somewhere on your computer called vsSBS . Click **OK**.



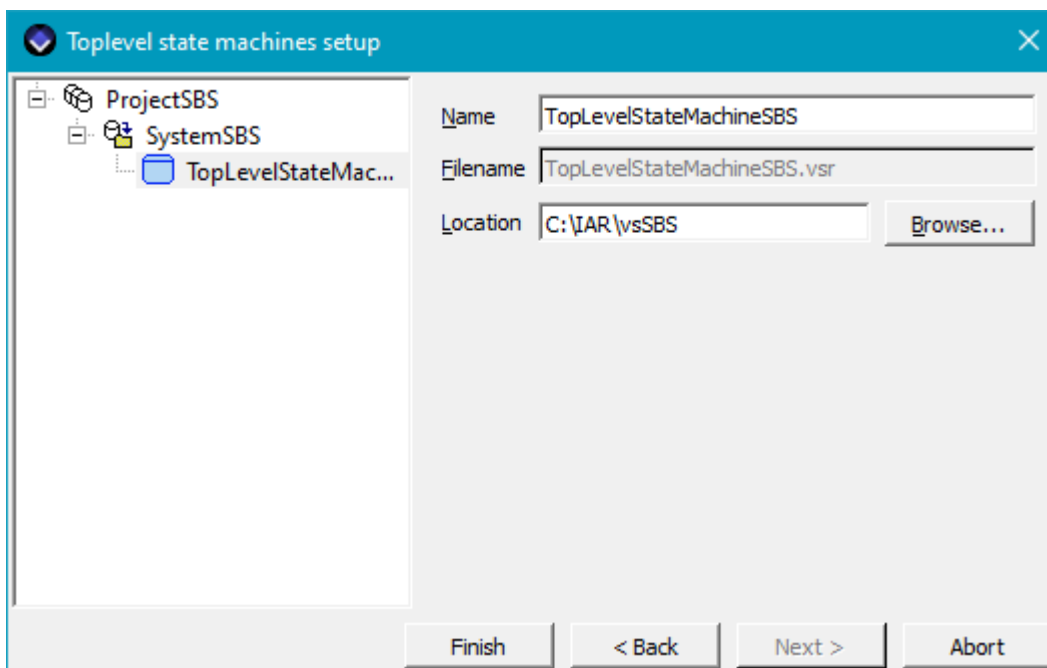
- 7 A window called Project setup will let you name the project. Change the name to ProjectSBS. Leave the location folder as is and click **Next**.



- 8 A window called Systems setup is appearing. This will let you decide if you want to have more than one system in your project. In this case we will use one. Mark System1 and rename it to SystemSBS. Click **Next**.



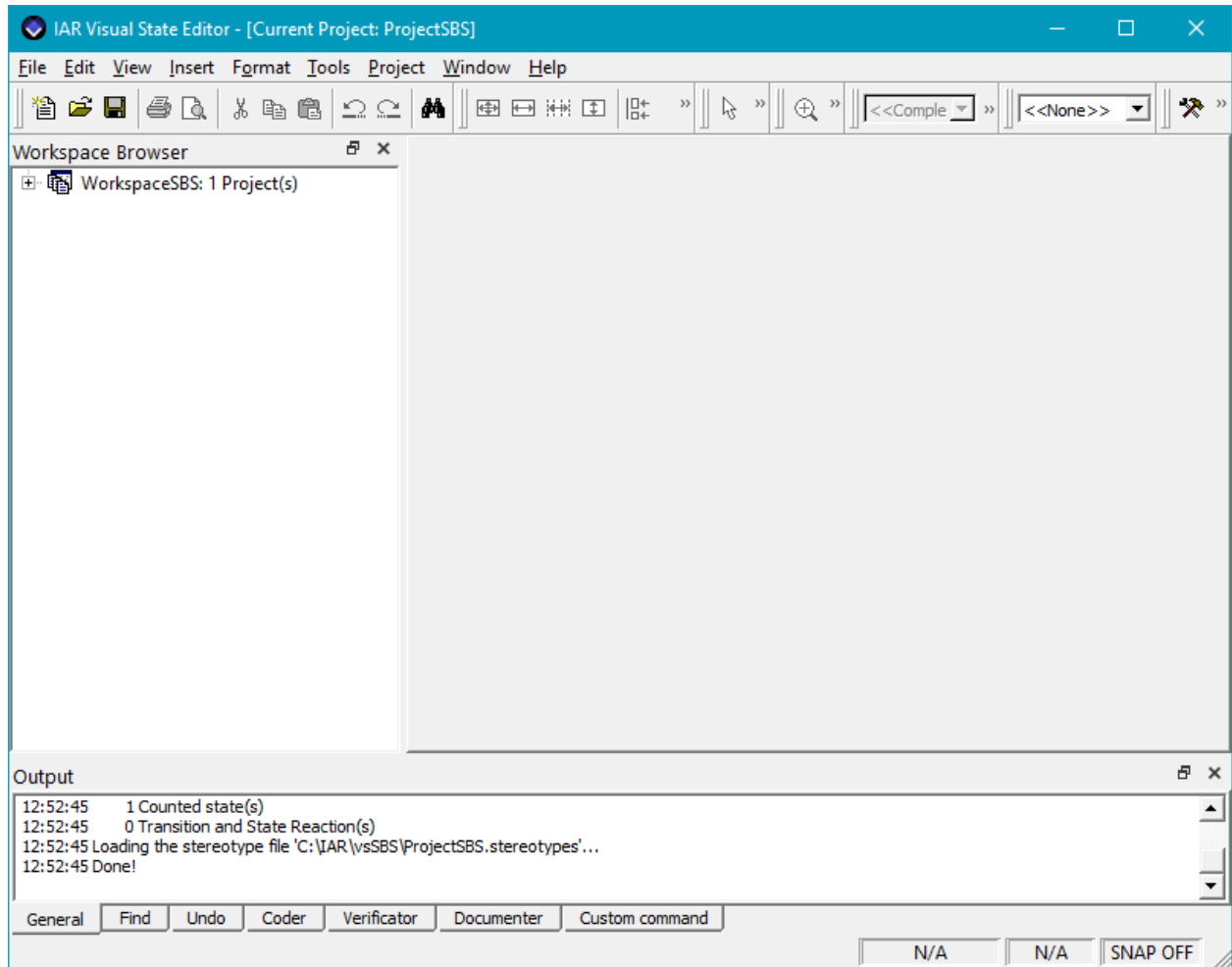
- 9 A window called Top level state machines setup will appear. Here you can change the name and location of top level state machines. This is the topmost state machine in a state hierarchy. The names should be as below. Click **Finish**.



- 10 The wizard creates the files and the Output window shows information about the creation and loading of files.

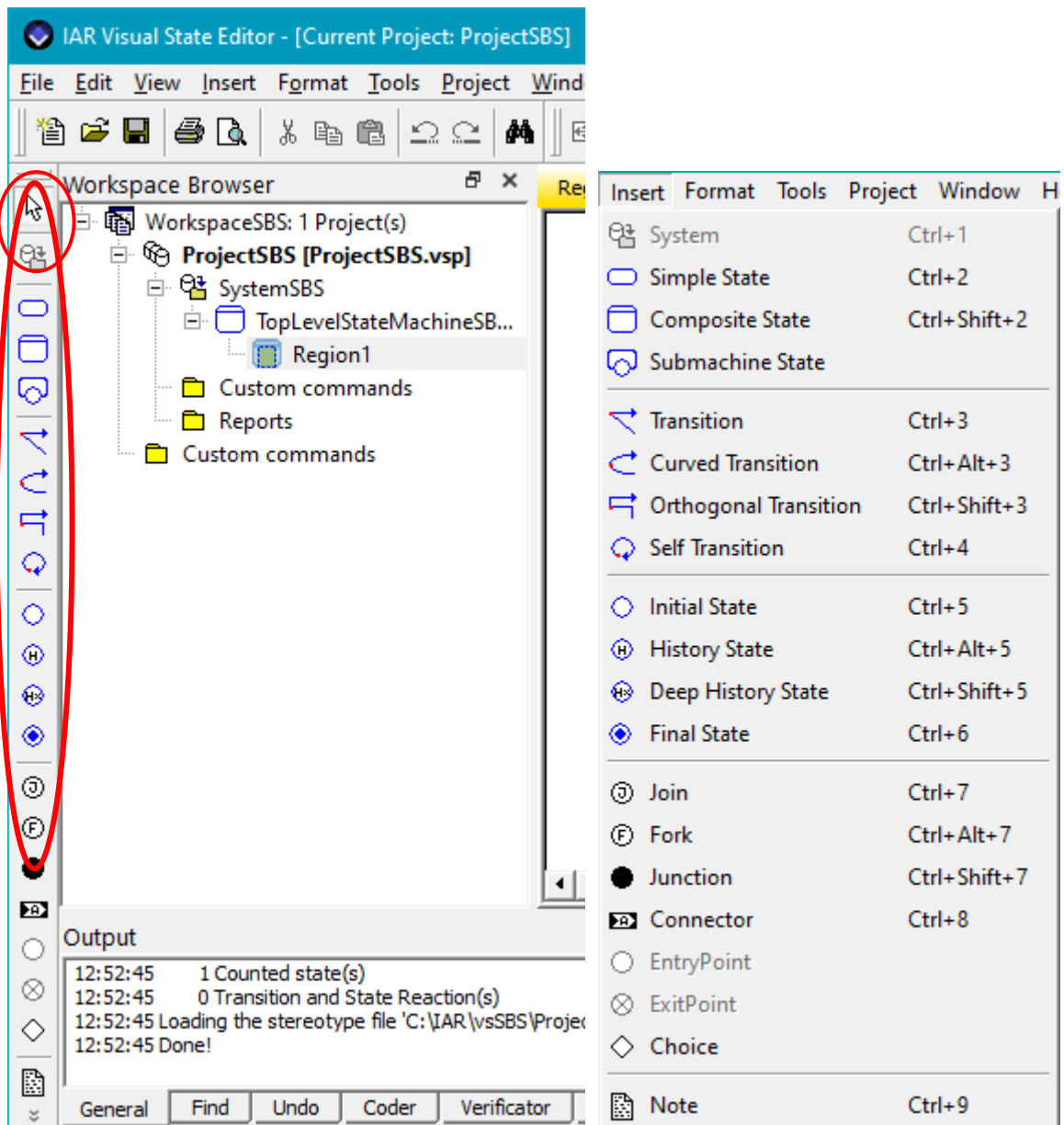
## Using Editor to create a few states and transitions

You should now have a view like this:



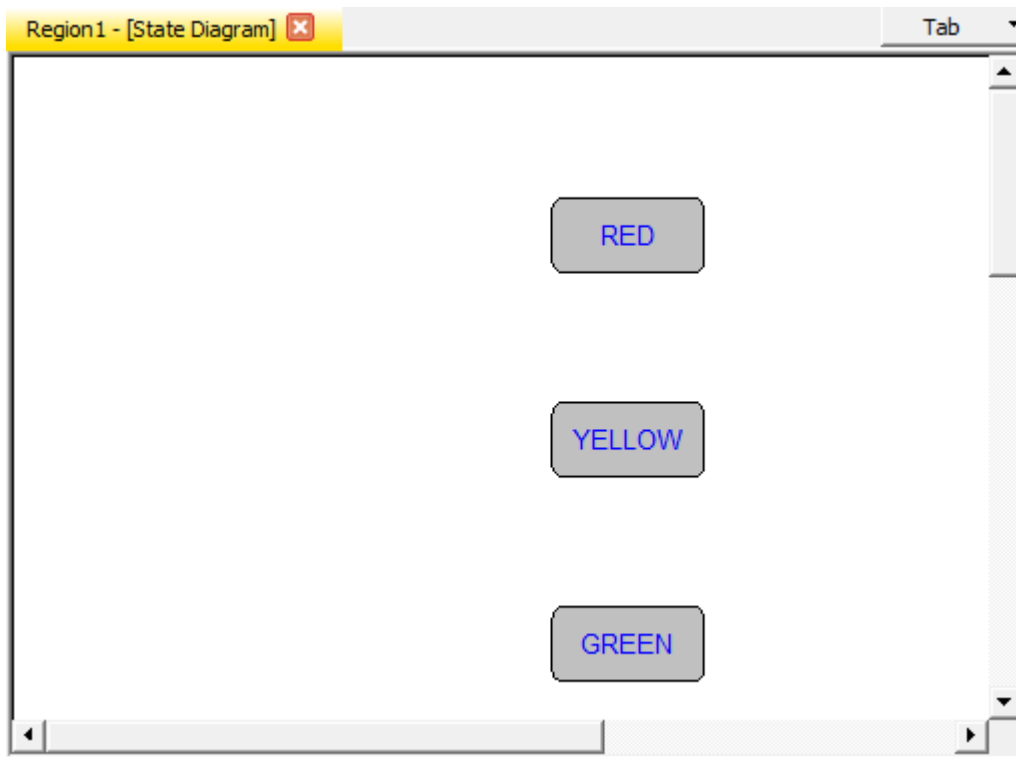
It is time to draw your design.

- 1 Expand the tree in the Workspace Browser and then double-click on Region1 there and Region1 will open in a new State Diagram window. This is where you will start to draw. You may need to drag the Standard toolbar so it is fully shown and arrange it e.g. like shown below. The items on the toolbar can also be found on the **Insert** menu.

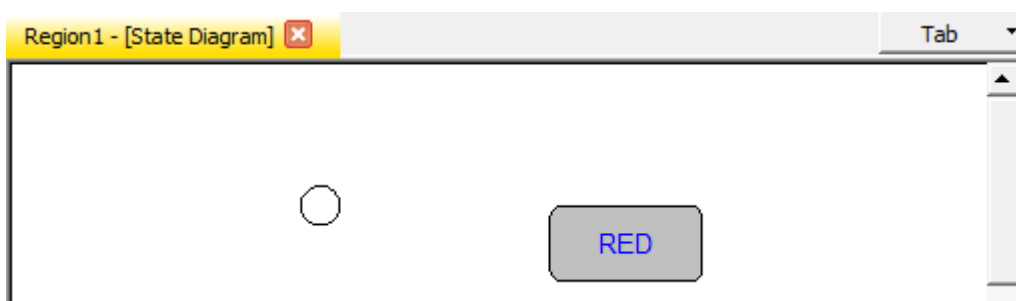


- 2 The first thing we want to draw is three states symbolising the traffic lights. States are the resting place between events. In this example the system will stay in red, green or yellow light until something happens - like a pedestrian pushing a button or a timer is going off.

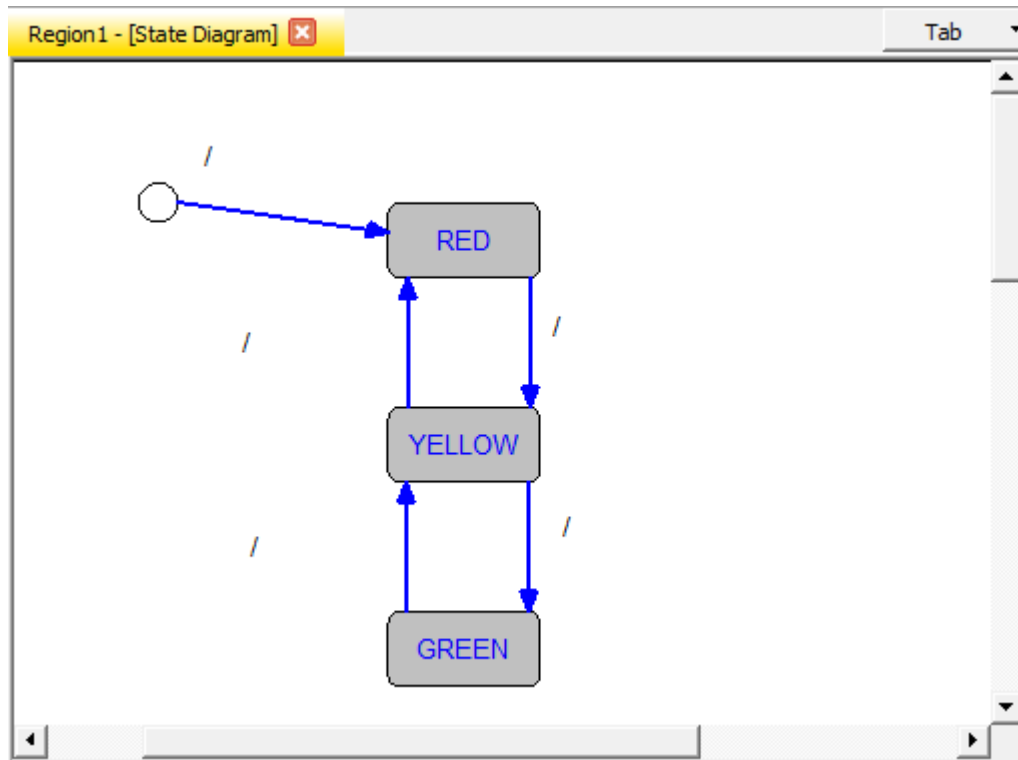
Choose the Simple State in the toolbar and click on the drawing area once for each state (red, yellow, green). Rename the states to RED, YELLOW and GREEN by choosing the Select (arrow) in toolbar and click on the name in the state to edit the name and confirm with ENTER.



- 3 All systems need a starting point and for this we have to add an Initial State. You can use the tool in the toolbar or from the Insert menu and add the initial state next to the RED state.



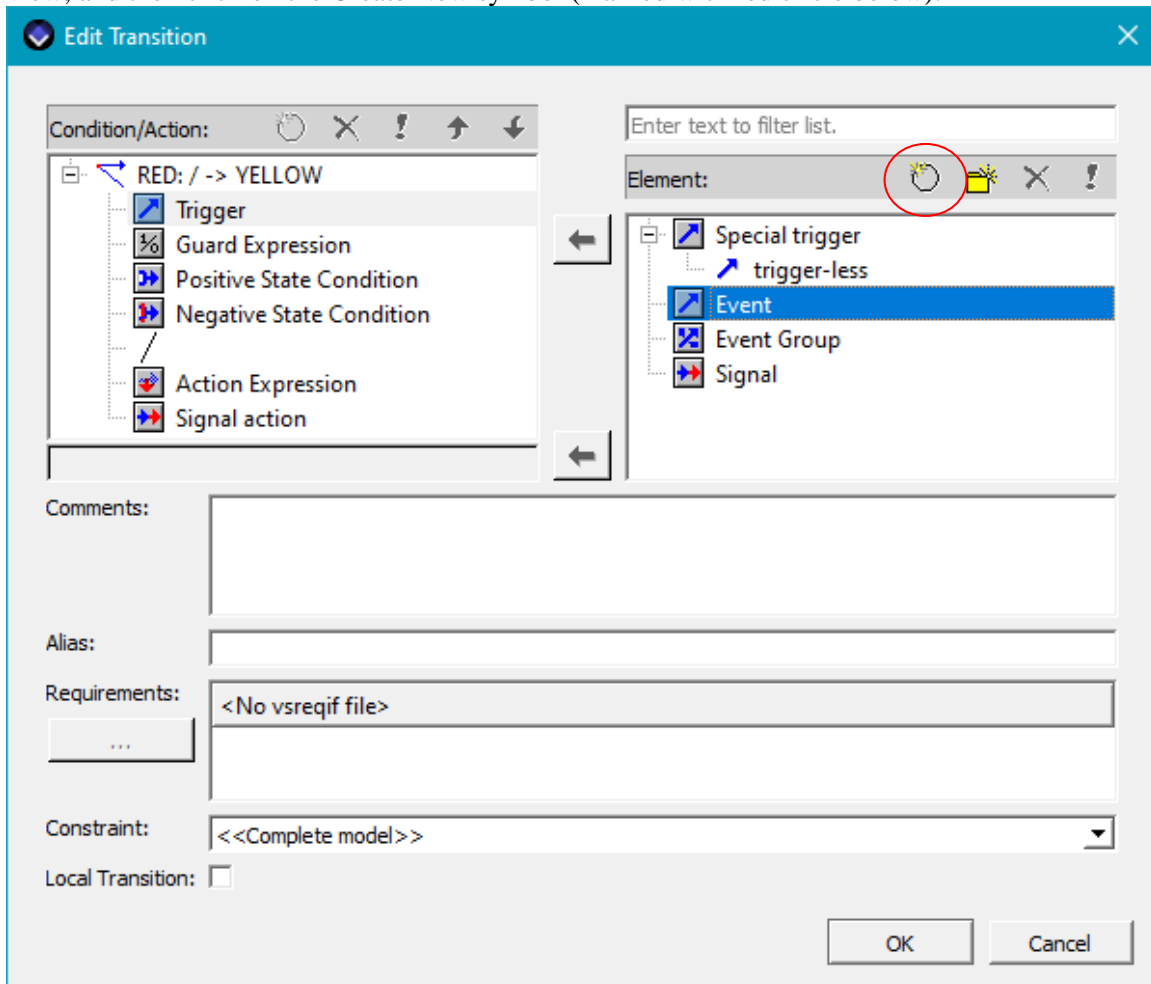
- 4 It is now time to add the transitions. Select one of the transition types from the Standard toolbar according to your taste. Draw a transition by clicking once on the source state and once on the target state. Create transitions from RED to YELLOW, from YELLOW to GREEN and vice versa. Also draw a transition from the initial state to the RED state. Your design should now look something like this:



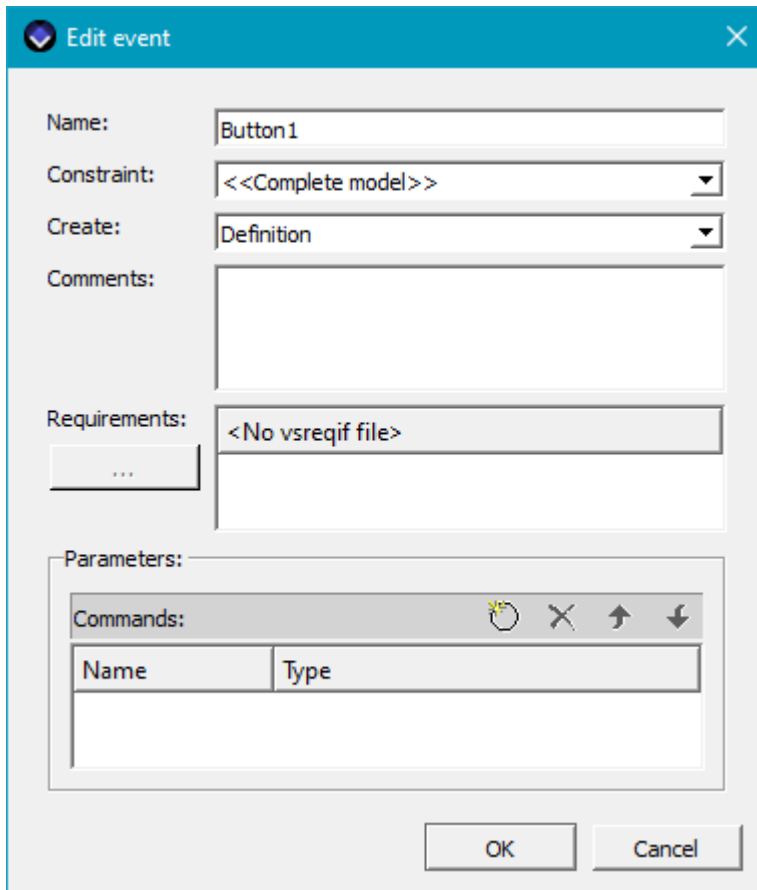
You can think of the “/” as an “if/then” where if all conditions on the left side are true, the actions to the right of the “/” will be taken. The areas of “/” can, and should be moved to easily see to which transition they belong. Remember to change to the arrow on the toolbar if you still have the transition tool marked or right click the mouse to choose the select tool. If you mark a transition arrow the corresponding “/” area will be marked.



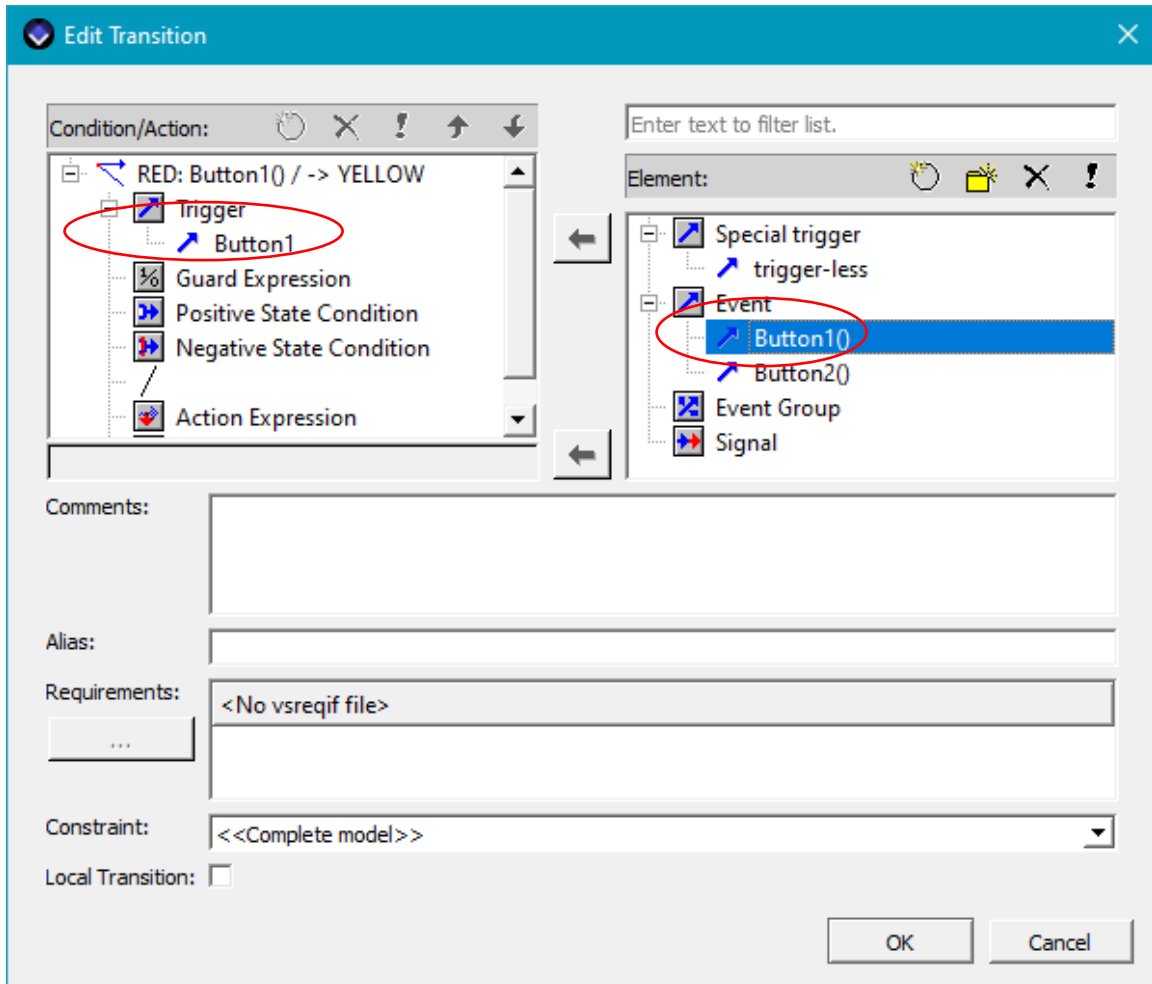
- 5 Double click on the transition area “/” from RED to YELLOW state to open up the Edit Transition window. Start by selecting **Trigger** in the left view, then select **Event** in the right view, and then click on the Create New symbol (marked with red circle below).



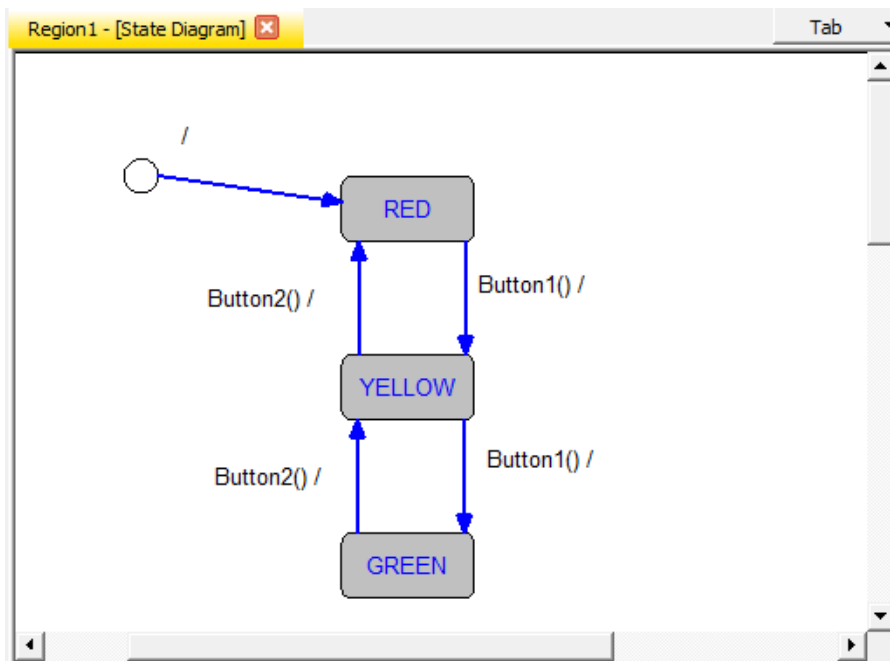
- The Edit Event window is opened. Create an event called Button1 and click OK. Repeat in the Edit Transition window and create the event Button2.



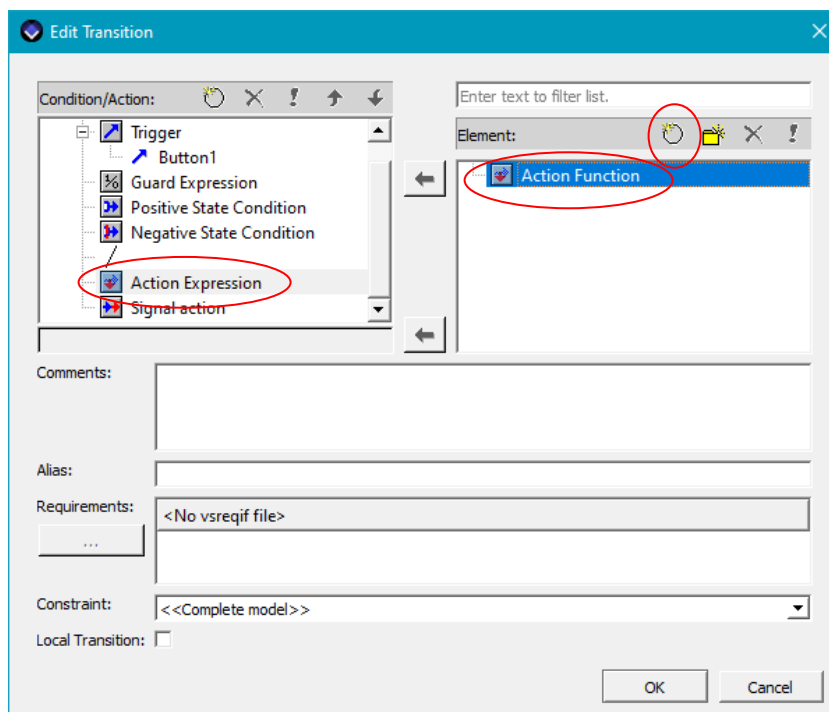
- Now it is time to assign an event to the transition. Make sure that **Trigger** is marked in the Condition/Action list, and then double click on the **Button1** in the Element list. This will add Button1 as a trigger. Click **OK**.

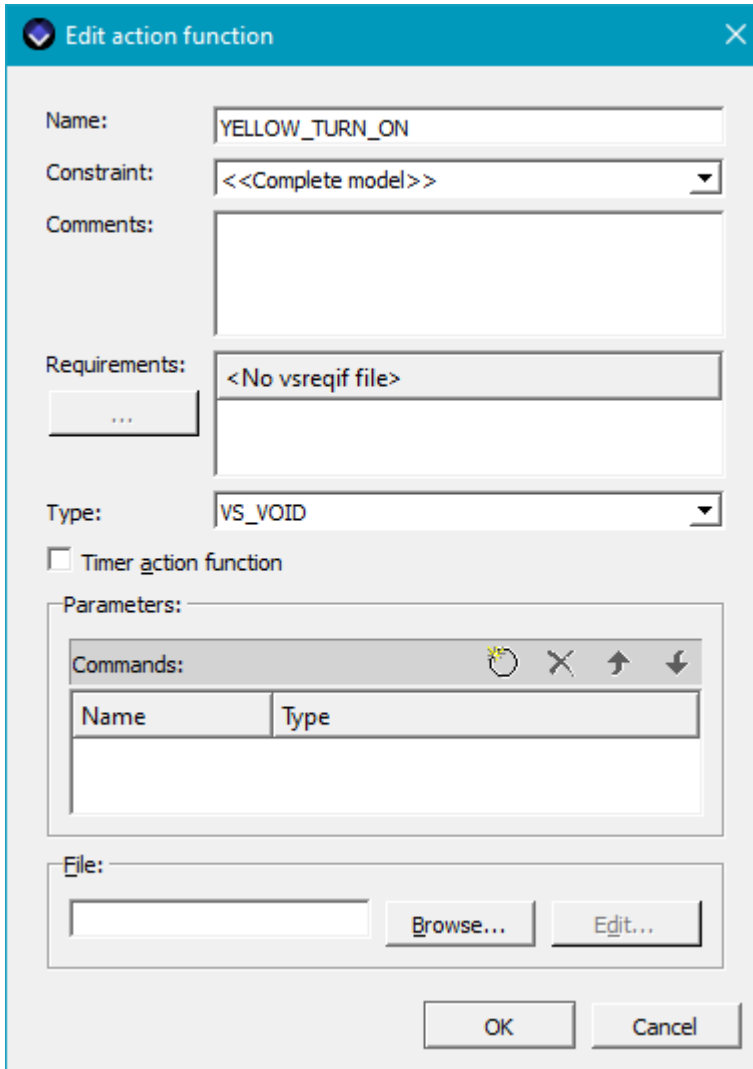


- Go back to the State Diagram window where you have been drawing your design. Double click on the transition from state YELLOW to GREEN and add the Button1 event to that transition as well. Repeat for the transitions from GREEN to YELLOW and YELLOW to RED, but add the Button2 event. Your design should now look something like this:

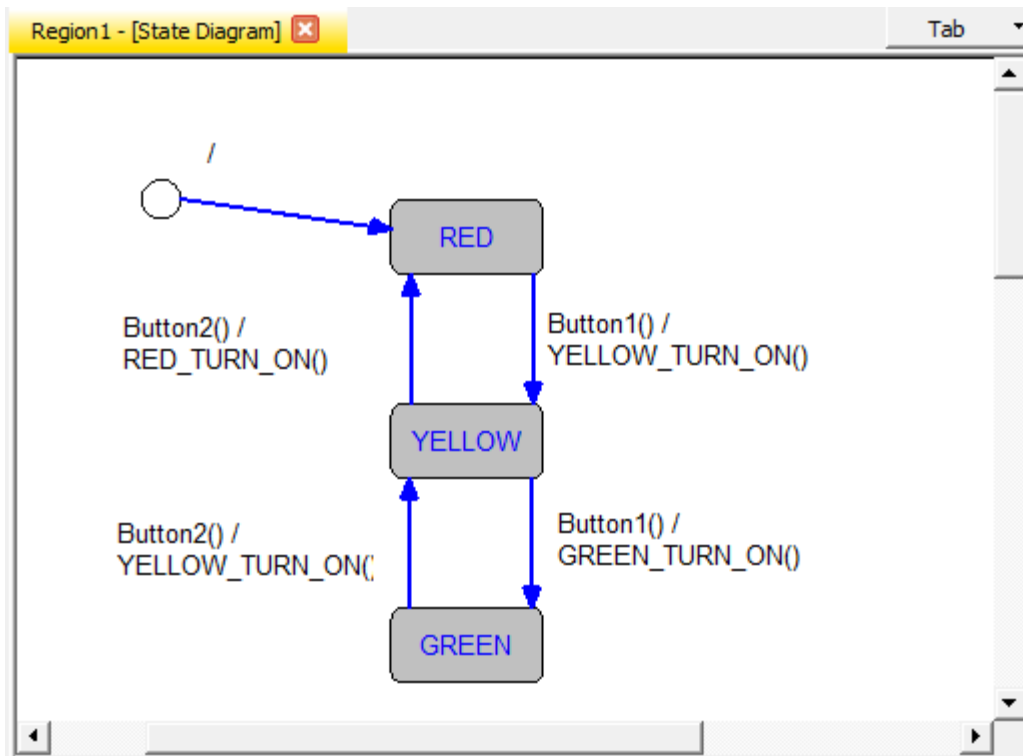


- It is time to define actions. Click on the transition from RED to YELLOW again to open up the Edit Transition. This time mark the **Action Expression** in the Condition/Action list and the **Action Function** in the Element list and click on the New symbol to open up the Edit Action window. Create the action YELLOW\_TURN\_ON and click OK.

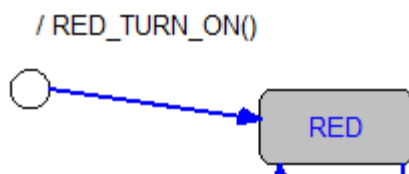




- 10 Repeat and create the actions RED\_TURN\_ON and GREEN\_TURN\_ON as well.
- 11 It is now time to add the actions to the transitions. Click on the transition arrow to open up the Edit Transition window, in the Condition/Action list, mark the Action expression, and then in the Element list double click on the action you want to add to that specific transition. In this case we want the YELLOW\_TURN\_ON to be in the transitions leading to the YELLOW state. The RED\_TURN\_ON on the transition to the RED state, and the GREEN\_TURN\_ON on the transition to the GREEN state.



- 12 The final step here is to add the initial state transition. Double click on the transition line to open up the Edit Transition window. Add the action RED\_TURN\_ON to the transition.



**Note:** Double clicking the transition is one way to start to edit your transitions. If you want to add several events or actions at once, you can open the **View->Transition Elements** and add the new events and actions from there as well.

- 13 It is now time to save this project (File->Save).  
 14 Congratulations, you have now designed your first state machine with IAR Visual State.

## Generating code

It is now time to generate the code. At this point you should see your WorkspaceSBS in the Workspace Browser window to the left in Editor.


- 1 From the Editor, press **F9**, or **Project>Code Generate** from the menu, or on the toolbar.
- 2 A window with all the information on your project and its settings will appear. At the bottom of this window you should have a report of no warnings or errors when generating the code for the model.
- 3 The code generated will need to be integrated into your code. Information on how to do this is available in the IAR Visual State user guide.

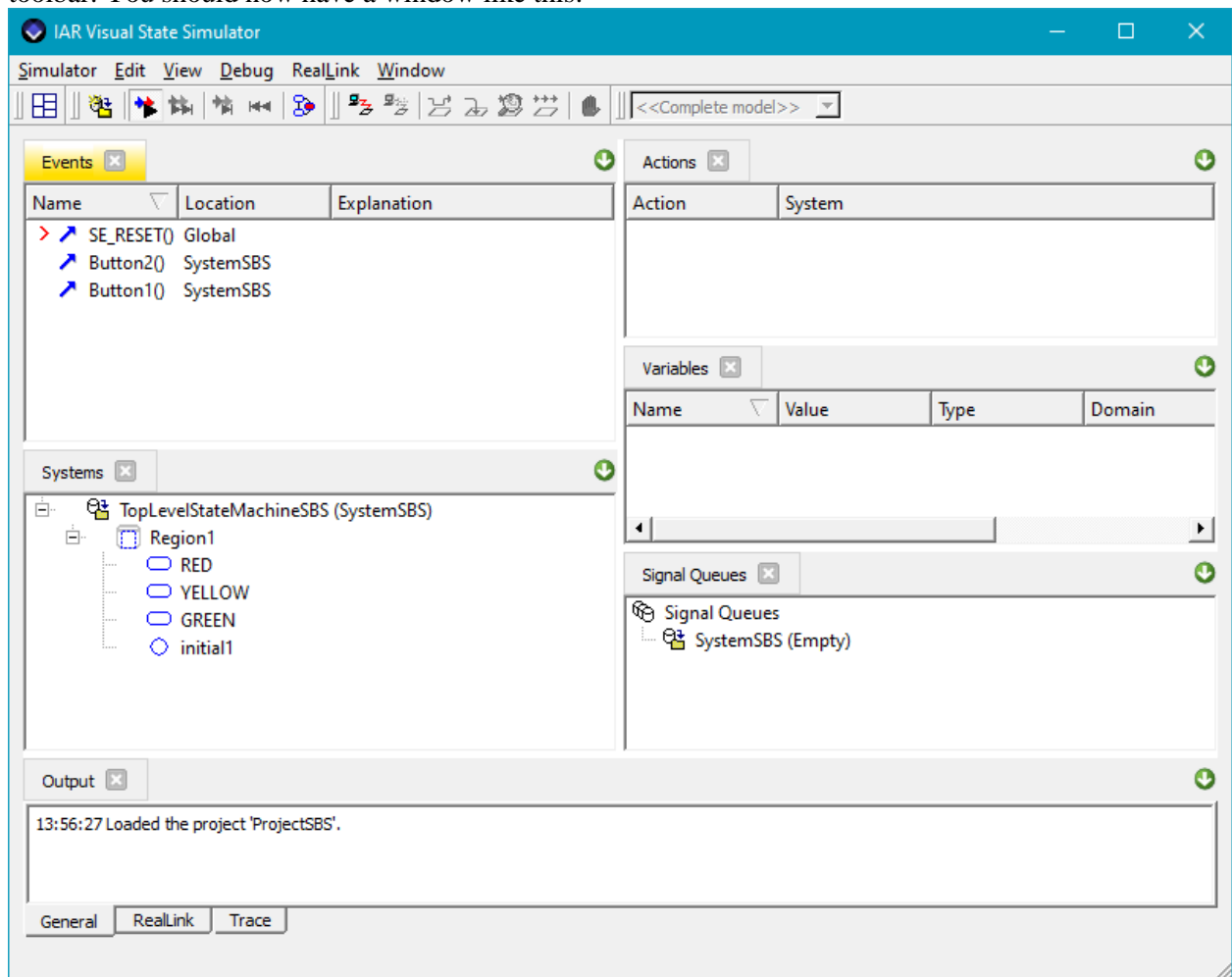
**Note:** If you would like to change settings before code generating, like change from table based to readable code, you can do that in **Project>Options>Code generation**.

## Testing your design (simulating and verifying)

Now it is time to test your design. The Simulator component is used to simulate and analyze your design and the Verifier component is used to check the logic consistency so you don't have dead ends, unreachable transitions and conflicting behavior of transitions.

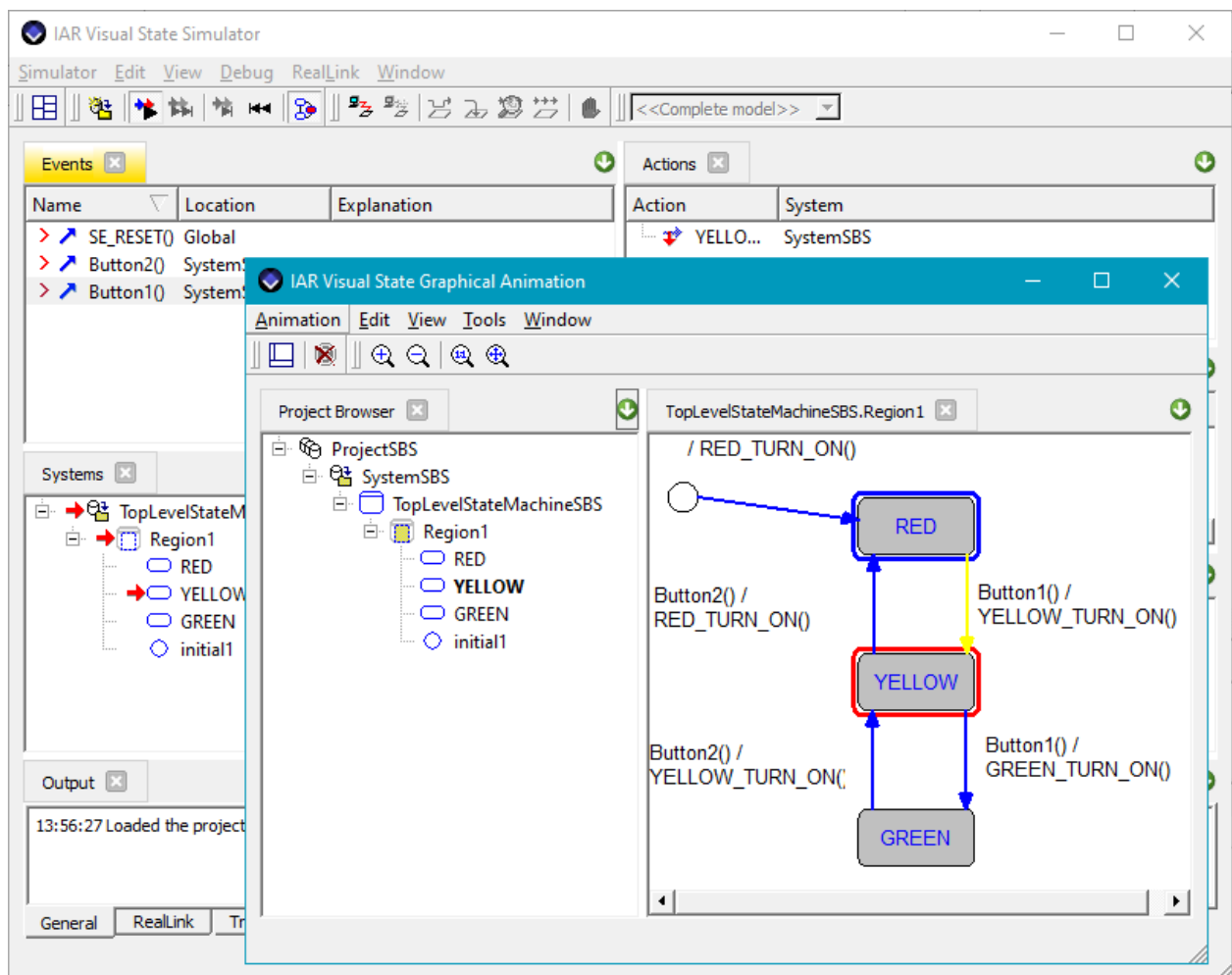
### Simulating

- 1 Open the Simulator component by pressing F8 or click on the Simulator symbol  on the toolbar. You should now have a window like this:



- 2 To start your simulation, double click on SE\_RESET in the Event window. This will place your system in its initial state.
- 3 Step through your system by double-clicking on events in the Simulator Events window and see if it behaves as you expect. In the Systems window you can see the resulting state combination. In the Actions window you can see which actions were generated by the event.

- There is also a graphical view. On the Simulator menu, select **Debug>Graphical Animation** to step through your system graphically. Resize or reposition the Simulator window in order to see the Graphical Animation window. Double click on the Region1 in the System View to open the contents of the region in a separate window.



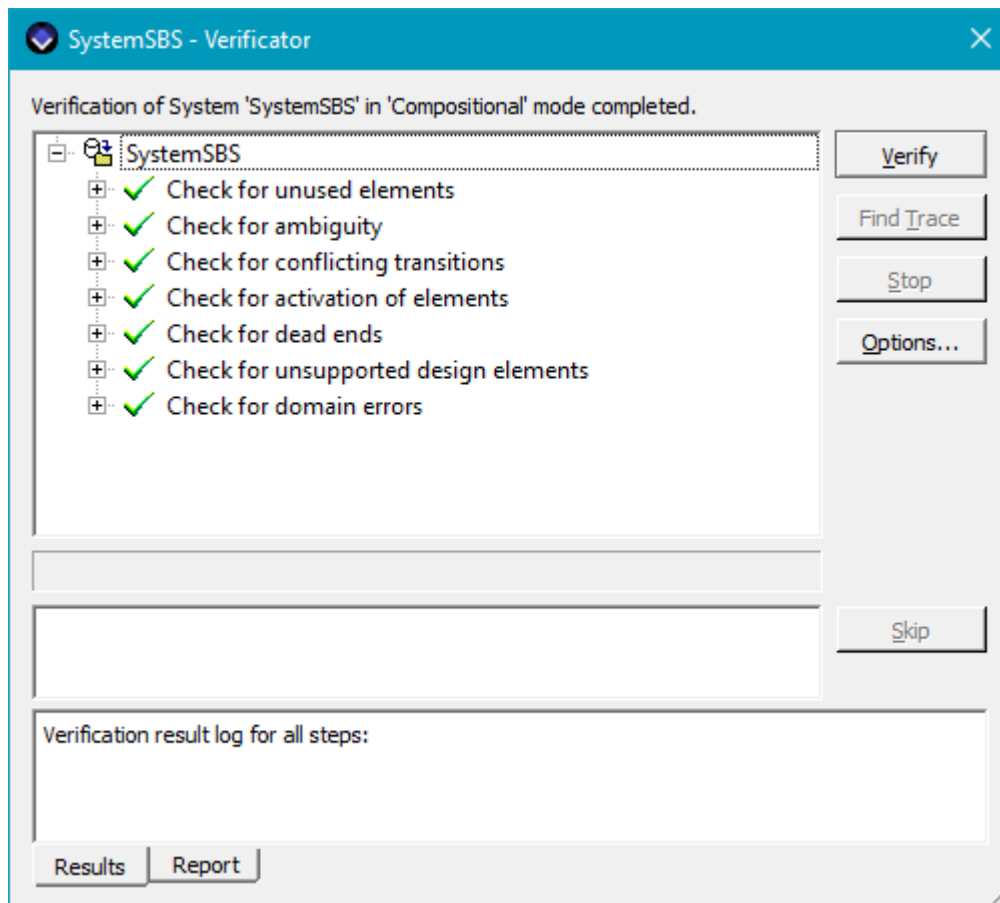
- When you double click events in the Events window, the resulting state combination will be shown with red borders in your state machine. Blue borders are used for states that were last active.
- Exit the Simulator once you are done.



## Verifying

Now let us verify that the system does not have dead ends or other unexpected behavior.

- 1 After you have closed the Simulator and are back in the Editor, select **Project>Verify System** on the menu. As seen on the result, we have no conflicts or dead ends or other problems that the Verifier can detect.




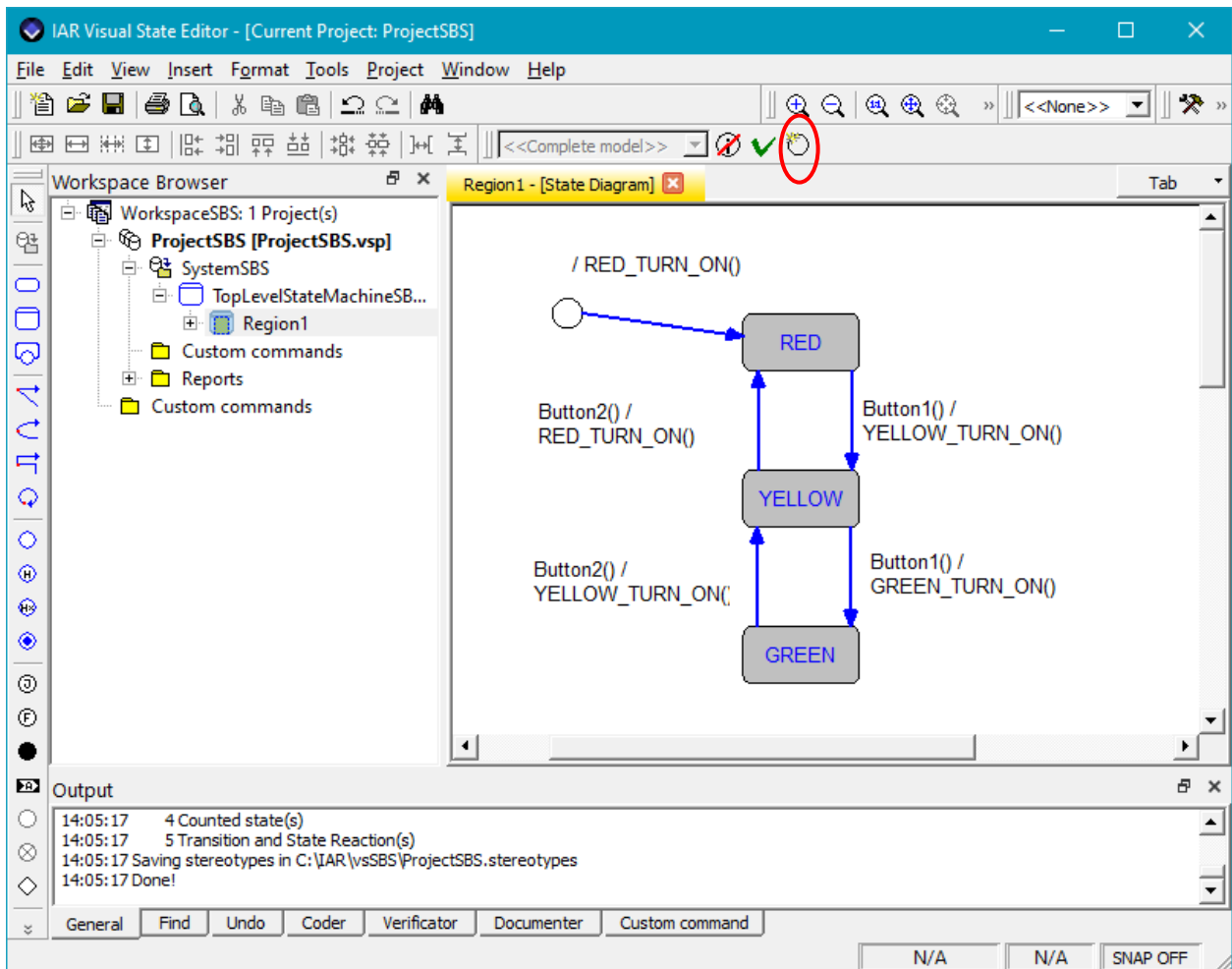
## Documenting

To create a documentation of your project open **Project>Document**. This will create a document with all possible information about your system.

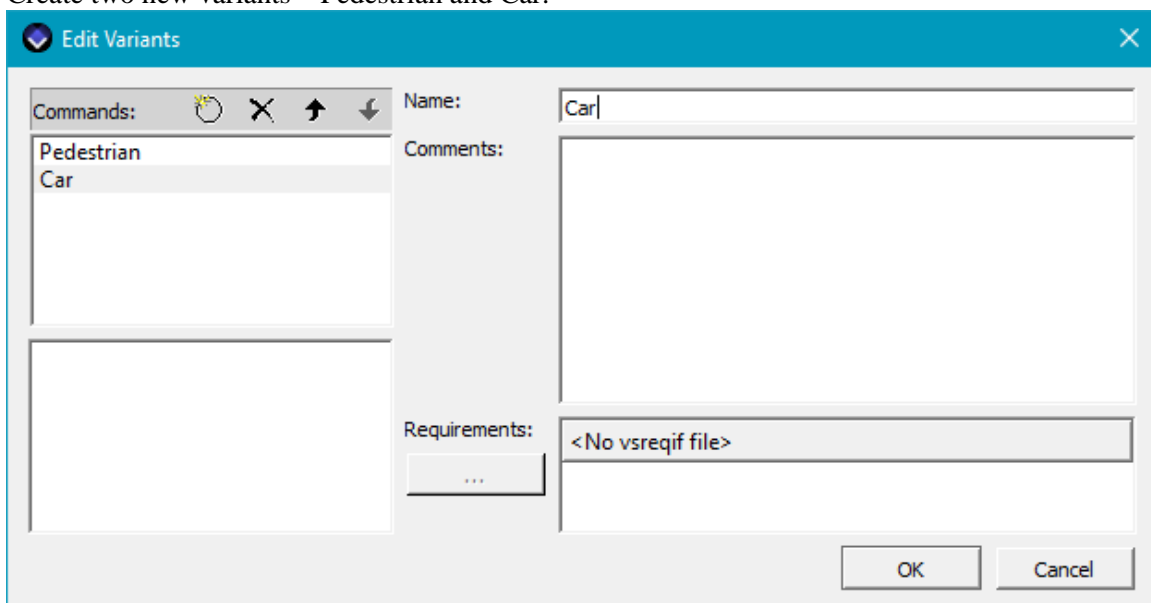
## Adding variants to your design

A new feature is the variants. Variants are used when you want to create different variants from the same model. In this case, what if we want to use this model to work on both a pedestrian light and a street light?

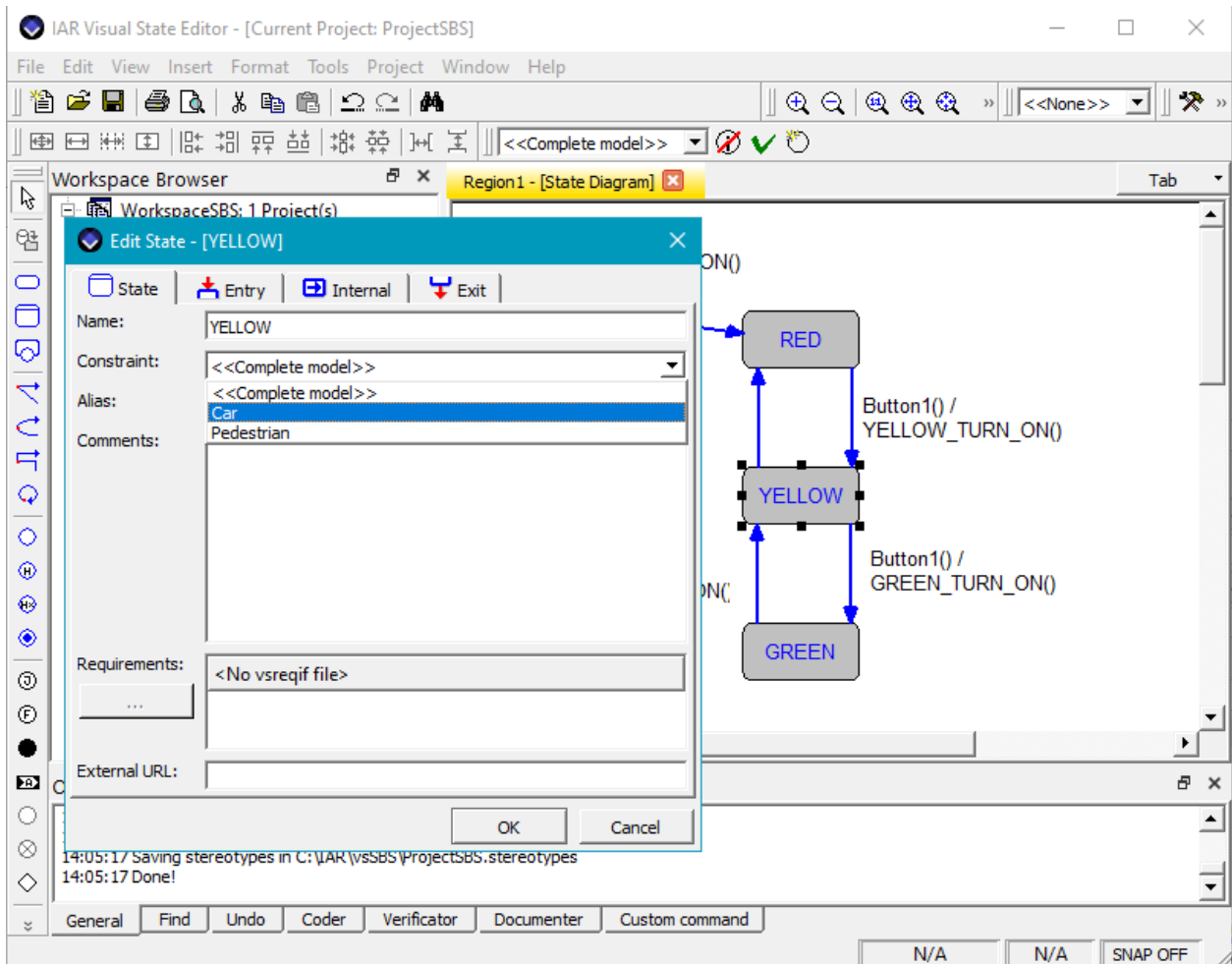
- 1 We start out with the previous design in the Editor and on the menu bar you find a small toolbar for variants. If you click on the  you will be able to add the name of a new variant.



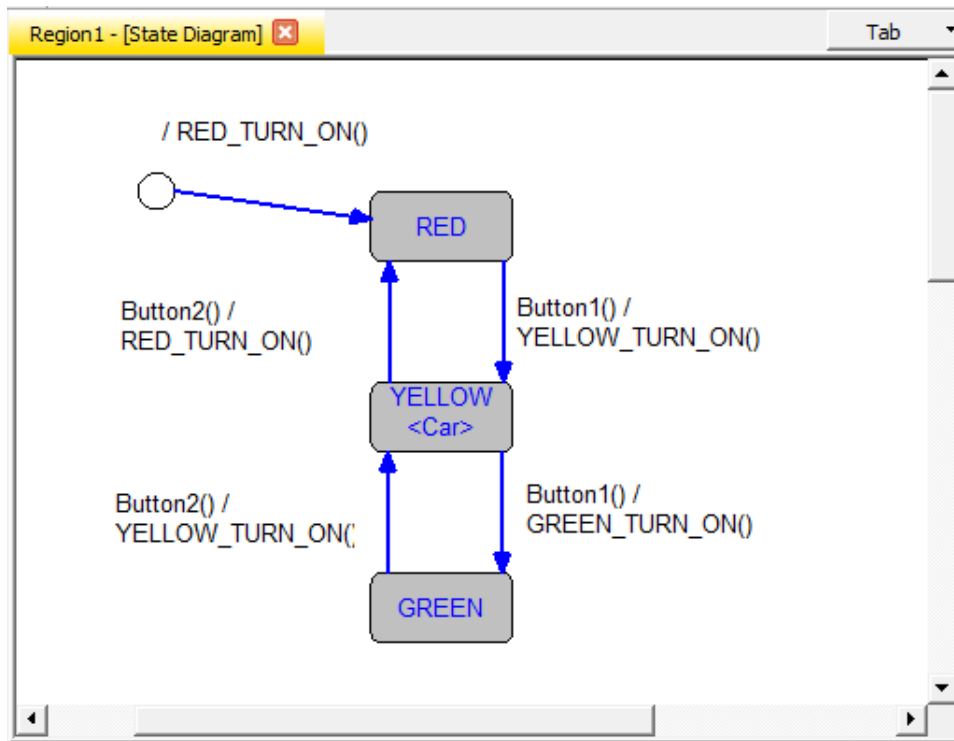
- 2 Create two new variants – Pedestrian and Car.



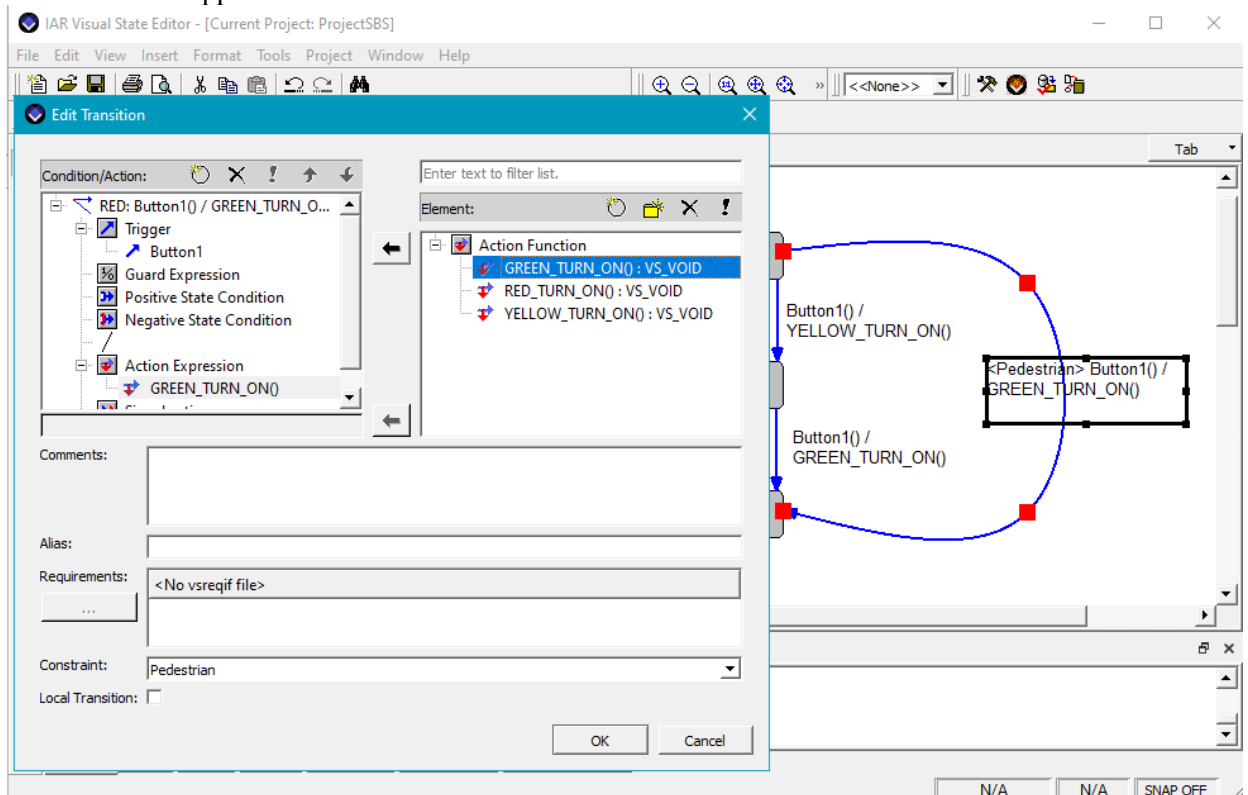
- 3 We want the pedestrian light to only show red and green, while the car/street light to go between red, yellow and green. There are several ways of solving this and shown is one of them. By double clicking on the state called YELLOW the Edit state opens up. In here I now choose the Constraint to be “Car” as I only want that state entered for the street light. Click **OK**.



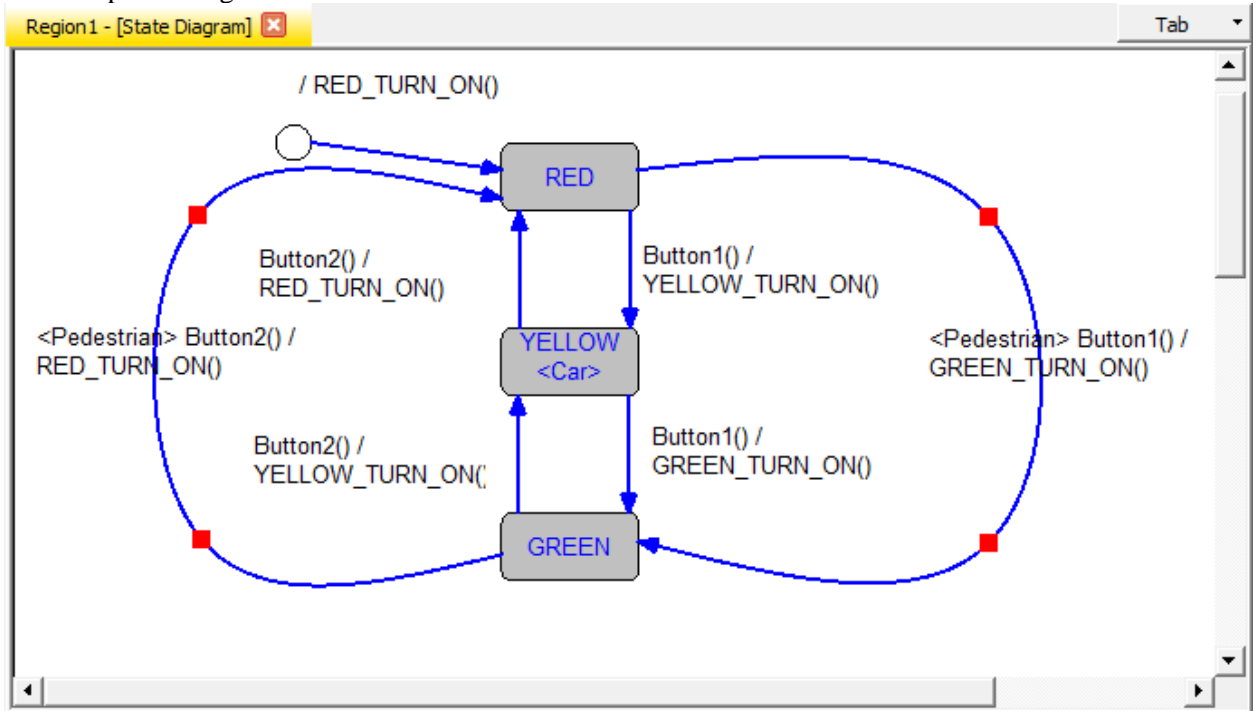
- 4 The YELLOW state will now display the restriction <Car>. Transitions to and from this state will be under the same restriction.



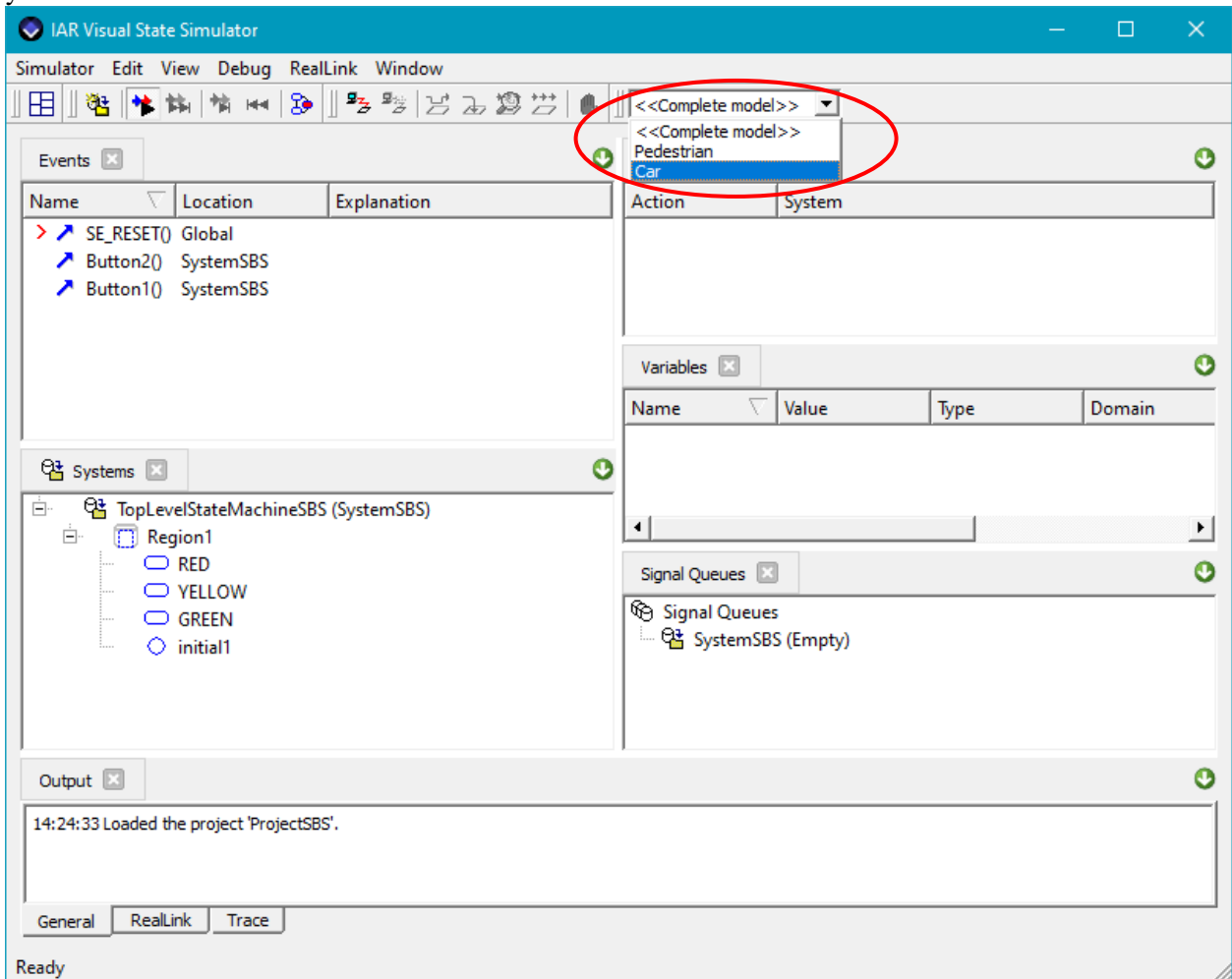
- Time to take care of the Pedestrian crossing. We have to add the transitions between the RED and GREEN state. We add trigger “Button1” and Action Expression “GREEN\_TURN\_ON” from RED to GREEN state, and trigger “Button2” and Action Expression “RED\_TURN\_ON” from GREEN to RED state. On both of these transitions the Constraint “Pedestrian” is applied.



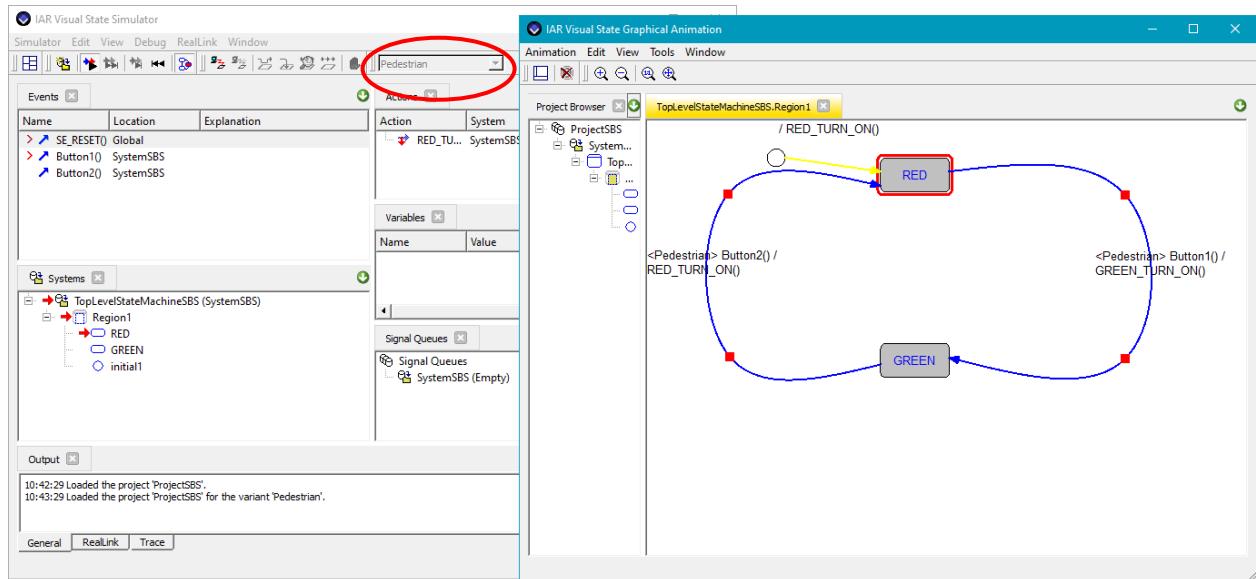
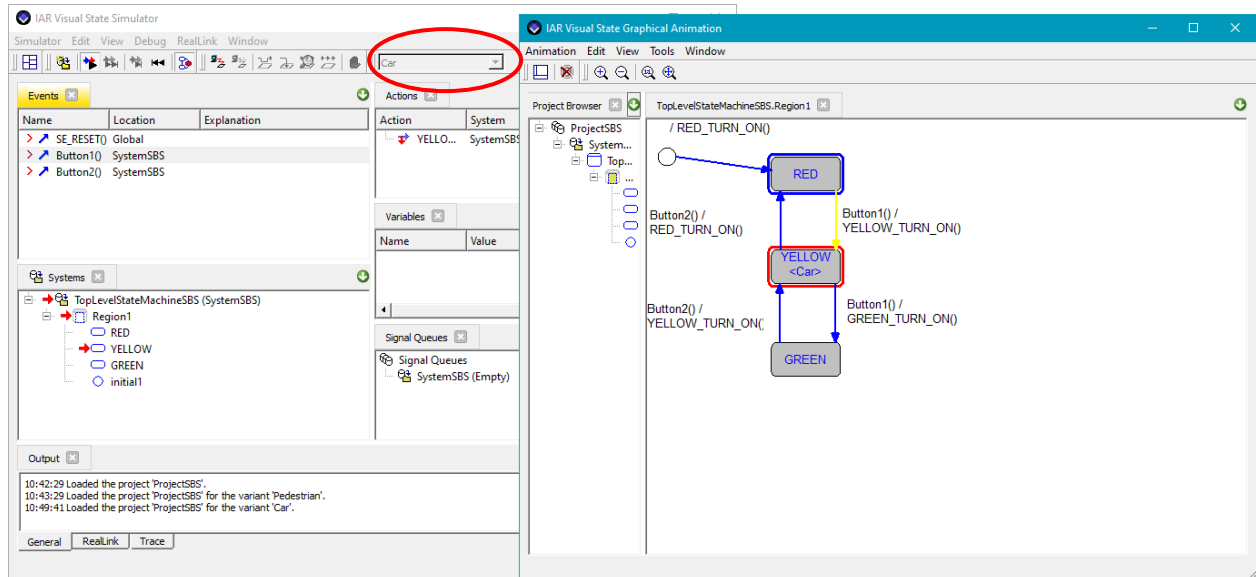
6 The complete design should now look like this:



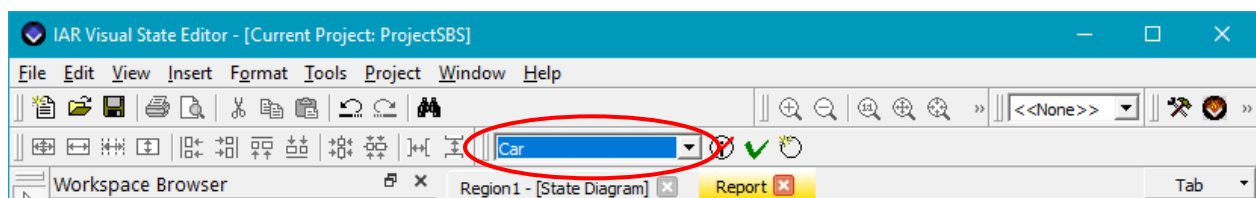
- 7 Save the project and open up Simulator. You can now choose which one of the two variants that you want to validate.



## 8 The parts that are not active will not be shown in the Graphical animation window.



When generating code for the different variants you specify in the Editor toolbar which variant you want the code generated for.



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