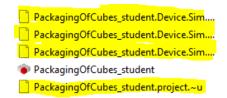


Troubleshooting guide

1. The visualization is slow and/or lagging

This problem was found to happen when modifying the zoom level of the visualization to other than 100%. Other cause may involve a slow CPU or too many threads running on the OS. To solve this issue, consider reverting the zoom level to default (100%) or using a computer in the computer classroom at university. In case you have changed the zoom level and then closed CoDeSys program, the changes will remain and next time you open the project a 100% zoom will not correspond to the default zoom level. In case the problems persist, try closing CoDeSys, navigate to the folder where the project file is located and delete the generated files (all except the project file, marked with the CoDeSys icon, red cube), marked in the following figure:



2. Cannot interact with visualization

The check-boxes marked as *For testing purposes* may only be used before implementing any control algorithm. Since the cycle time of the control algorithm is usually in the order of milliseconds, any variable written manually will almost instantly be overwritten by the control algorithm.

In case you cannot interact with other parts of the simulation, such as the call button for the elevator, the remote control of the garage or similar, make sure you have logged in the soft PLC and it is in *Run* state.

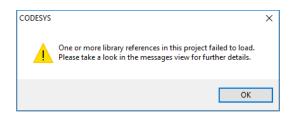
3. Problems opening the project file containing the simulation

In case you have an earlier version of CoDeSys than the one mentioned in the user manual (usually v3.5 SP7 Patch 3), please consider updating your CoDeSys version to a newer one (preferably the one specified in the manual).

In case your version matches the one mentioned in the model's user manual, yet you still cannot open it, there is a chance that the file may have got corrupt. Try downloading it again.



In case the version of CoDeSys you are using is newer than v3.5 SP7 Patch 3, and you get the following error:



You will need to go through the following steps to solve it:

- 1- Click OK on the warning message window.
- 2- Wait for the project to load and then you will get a message similar to:

Compiler version	Visualization profile	Visualization styles	
Current compile	er version in project	3.5.7.30	
Recommended,	, newest version	3.5.8.40	
Action		Do not update.	\sim
The compiler ve	rsion used in this pr	net is not the newest one. It is recommended to undate to "5.5.8.40	
The compiler ve	rsion used in this pr	ject is not the newest one. It is recommended to update to '3.5.8.40	
The compiler ve	rsion used in this pr	jet is not the newest one. It is recommended to update to '3.5.8.40	ς
	rsion used in this pro-		

- 3- Click *Set all to newest* and then *OK*.
- 4- On your left, right click on *Device (CODESYS Control Win V3)* and then *Update device*...



5- You should get a window similar to the following one:

Name: Device Actorisend Snip O Append device Nosert device Plog device Update device
Device:
Vendor: <all vendors=""></all>
Name Vendor Version Image: Stationary Control RTE V3 35 - Smart Software Solutions (mbH) 3.5.8.40
CODESYS Control RTE V3 64 3S - Smart Software Solutions GmbH 3.5.8.40
CODESYS Control Win V3 3S - Smart Software Solutions GmbH 3.5.8.40 CODESYS Control Win V3 64 3S - Smart Software Solutions GmbH 3.5.8.40
CODESYS Control Win V3 64 26 - Smart Software Solutions GmbH 3.5.8.40 EODESYS HMI 38 - Smart Software Solutions GmbH 3.5.8.40
Group by category Display all versions (for explorts only) Display outdated versions toformation:
Iterane: COCESTS Cored Wit V3 Wendors 3: Smalt Software Solutions GmbH Categories R.Cs Version: 3: Scient Software Solutions GmbH Categories R.Cs Version: 3: Scient Software Version: 3: Scient Software Version: Scie
Update and try to preserve most information of Device (You can select another target node in the navigator while this window is open.)
Update Device Clos

- 6- Left click on the already highlighted one *CODESYS Control Win V3*, which in the present case is version 3.5.8.40. Then click on *Update device* at the bottom of the window. Once the update is done, click on *Close*.
- 7- After updating the device, the monitoring interval was changed back to default (200ms), which is rather slow refresh rate. Again, right click on your left on *Device* (*CODESYS Control Win V3*) and then on *Properties*...
- 8- In the properties window, navigate to the Options tab, shown in the next figure.

Properties - Device	×
Common Access control Options	
Monitoring Interval (ms): 200	•
Interactive Login Mode	
⊙ None	
O Enter ID	
O Press Key	
O Wink (=blink an LED)	
OK Cancel	Apply

- 9- Change the *Monitoring Interval* to a more sensible value, i.e. 20ms and then click *OK*. Save the project.
- 10- Now you may continue working with the simulation. Ignore any errors on the bottom left of the screen while building, usually they have not been updated (you may click on them and then confirm whether the errors are still there or not).



- 11- Remember to save the project.
- 12- The following steps are only necessary for the **LockChamber** model. After doing the previous steps, you will still get error while trying to build. To solve these issues, navigate on your left to *Library Manager* (seen in the next figure) and then click on *Download missing libraries*. Make sure all of them are selected in the new window and then click *Download*. Once they have been downloaded and installed, you may proceed with the steps from the user manual.

Devices 👻	A X / Library Manager X			
CockChamber_student	🖹 🏡 Add library 🔀 Delete library 📲 Properties 👼 Details 🛛 🔻 Download missing libraries 🔄 🔄 Placeholders 🎁 Library repository			
Device (CODESYS Control Win V3) PLC Logic	Name	Namespace	Effective version	
Application	□ ···· SSLicense = 3SLicense, 3.5.6.0 (3S - Smart Software Solutions GmbH)	_3S_LICENSE	3.5.6.0	
	Analyzation = Analyzation, 3.5.2.0 (System)	Analyzation	3.5.2.0	
Library Manager	BreakpointLogging = Breakpoint Logging Functions, 3.5.5.0 (3S - Smart Software Solutions GmbH)	BPLog	3.5.5.0	
Model (PRG)	CmpVisuHandler, 3.5.7.0 (System)	CmpVisuHandler		
blueBoatMoveACT	IecSfc = IecSfc, 3.4.2.0 (System)	IecSfc	3.4.2.0	
a gateMotionACT	■ ••• IoStandard = IoStandard, 3.5.8.0 (System)	IoStandard	3.5.8.0	
	Standard = Standard, 3.5.7.0 (System)	Standard	3.5.7.0	
levelControlACT				
R redBoatMoveACT				