Machine Simulation for Software Development

- Your Company Builds Machines.
- Your Staff Writes Control Software.
- Who Does The Tests?
  - Your Developers?
    - They know the code, but not always the machines.
  - Your Test People?
    - They know the machines, but not always the code.
    - Machine time is expensive.
    - So are supplies.
  - Your Assemblers? Service Techs? Operators?
  - **Your Customers?**

Machine Simulation for Software Development

How often do software bugs resurface, months after the initial fix?

How much does that cost?

Machine Simulation for Software Development

What if every developer had:

- A machine in the cube
- With unlimited supplies
- And an operator to run constant tests?

Machine Simulation for Software Development

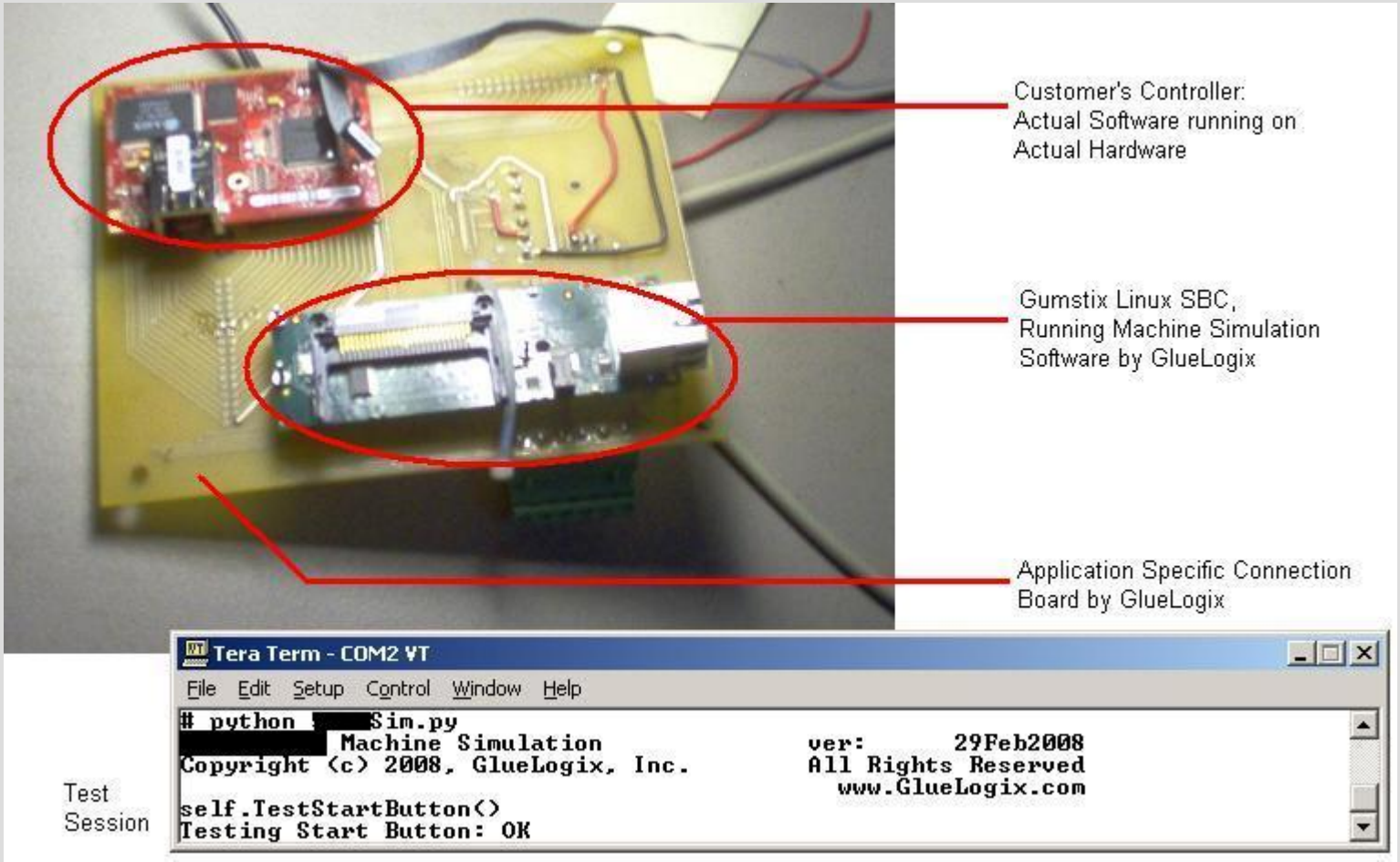
- GlueLogix can design hardware that:
  - Intercepts your controller's outputs
  - Simulates machine actions
  - Provides inputs to your controller
  - Simulates timing variations
  - Simulates faults
- GlueLogix can design software that:
  - Animates the simulation on PC display
  - Evaluates your controller's performance
  - Logs the tests
  - Alerts on bad results

Machine Simulation for Software Development

- Start Small
  - Start with a basic simulation
  - Command Line Interface
  - Developers use it for debugging
  - Enough to cut lab time in half
- Build Up
  - PC based GUI with Animation
  - Automated Regression Tests
    - Tests can be written by your Test Staff
    - Or by GlueLogix

Machine Simulation for Software Development

Typical Application



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www.GlueLogix.com