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The Function Table - Window

This is the main window of SKDS, one for each module. It contains all the cells to control the module:

The Function table

Nr	Status	Name	U	Function	P	System	Type
1	*	Swap session mode	-	main	command	Parameter	
2	*	ECU session mode	U	ecustate	PID	Input	
3	*	Store SecKey for this session	-	store_seckey	Security	Input	
4	*	Get Sec. Access	-	getsecacc1	PID	Output	
5	No Answer from Module	Battery voltage	U	battery	PID	Input	
6	*	Number of On-Demand DTCs	U	nroftc	PID	Input	
7	*	Part No	U	partno	PID	Input	
8	*	Softwareversion	U	softwareversion	PID	Input	
9	*	Hardwareversion	U	hardwareversion	PID	Input	
10	*	Serial Number	U	serialnum	PID	Input	
11	*	Show DTCs	-	readdctcs	mode	Parameter	
12	*	Delete DTCs	-	deletedctcs	mode	Parameter	
13	*	On-Demand-Self-Test ON	-	selftest	ST	Parameter	
14	*	On-Demand-Self-Test OFF	-	selftestoff	ST	Parameter	
15	*	On-Demand-Self-Test Results	-	selftestresults	ST	Parameter	
16	*	Program VIN	-	flashvin	WDLID	Input	
17	*	Show VIN	U	showvin	RDLID	Input	
18	*	View Central Car Config	-	readCCC	Config	Input	

Script by: skoehler 10.13.2007 14:05:42 EF:0% C:\Dokumente und Einstellungen\steffen\Eigene Dateien

In this table all available functions are listed. Each row contains the following columns:

- **Status:** Here the result of the executed function is shown. The result is the outcome of the related function, which was executed inside the Script-interpreter of SKDS. The result is mostly a feedback from a module request, but it can also be anything else which the script can generate as Text-string. This update can be made with a double click into this cell, by the F9-Key or with one of the functions described under Update Table Support
- **Name** This cell describes the function in words
- **Update** This cell shows, under which conditions the status cell will be updated:
 - '-' Only with a manual update
 - 'U' With a click on the 'Update List'-Button
 - 'T' Regular when the Update-Timer is active
 - 'L' Like 'T', but these row is also written into the log window, if its value changes

A manual Update can always be done, also when T or U are selected. The value of this cell can be changed with a double click

- **Function:** This cell shows the name of the function which is executed by the script-interpreter when the 'Status'-cell of these rows should be updated

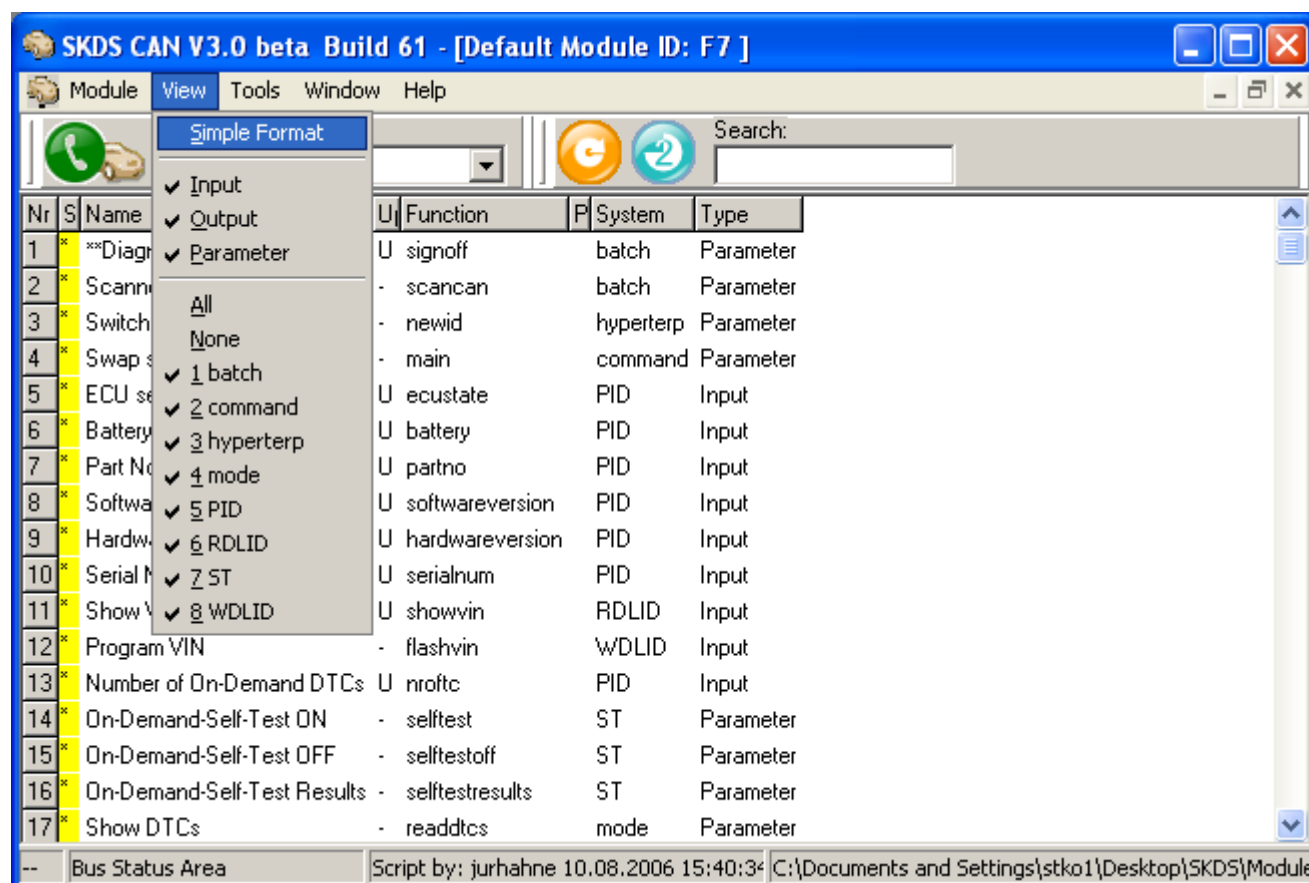
- **Process:** This cell is more or less only for internal usage, but it also shows which rows are actually waiting for an update.
- **System:** This cell shows the name of the system to which this function belongs
- **Type:** This cell shows the type (Input (read Only), Output (Write only) or Parameter (Read and Write) of this function

The Statusbar

The Statusbar provides the following information:

1. The operational state of the module (after a first state related command has been executed)
2. The result of the last data exchange with the module
3. The author and the modification date of the actual script
4. The percentage rate of Errorframes of the last received telegram
5. The source file name.

Update Table Support



Update List



By using this button, all cells which are marked for common update are updated. If clicked with the Right Mouse Button, a permanent Update is activated, so all values marked with „U“ are permanently refreshed

Timer-Update



Here the time period can be defined, in which the marked cells in the function table are updated

Hotkeys

After setting the focus into the table by clicking with the mouse into it, the following hotkeys can be used:

- F7 : Optimize grid size
- F9,<ENTER> : Update actual row and move the cursor one row down
- u : Set the actual update mode to „U“ and move the cursor one row down
- U : Update all rows marked with the „U“ update mode
- t,T : Set the actual update mode to „T“ and move the cursor one row down
- <space> : Set the actual update mode to „nothing“ and move the cursor one row down
- STRG+r,R : Reload actual file

Show and Hide Groups

- **All** By using this button, all functions in the function table will be shown
- **None** By using this button, all functions in the function table will be hidden
- **Toggle Systems** This selection box allows to show or hide function groups in the function table.

You can select any of the several system groups which are listed in the function table. If you select a system, which is currently shown, all cells with this system get hidden. And also the other way round: If a system has just been hidden, it can be made visible again by selecting it in this box.

- **Hide Types** By using this selection, only the selected type of functions will remain in the function table, all the other ones get hidden. This is especially useful if you want to see for example, only inputs

Menu Functions

Module

The 'normal' functions to load the module files

View

- **Optimal Sizes** This function can also be selected with the F7-Key. It calculates the width of all columns for optimal size
- **Outputs only** This function hides all columns which are normally not used during the normal testing

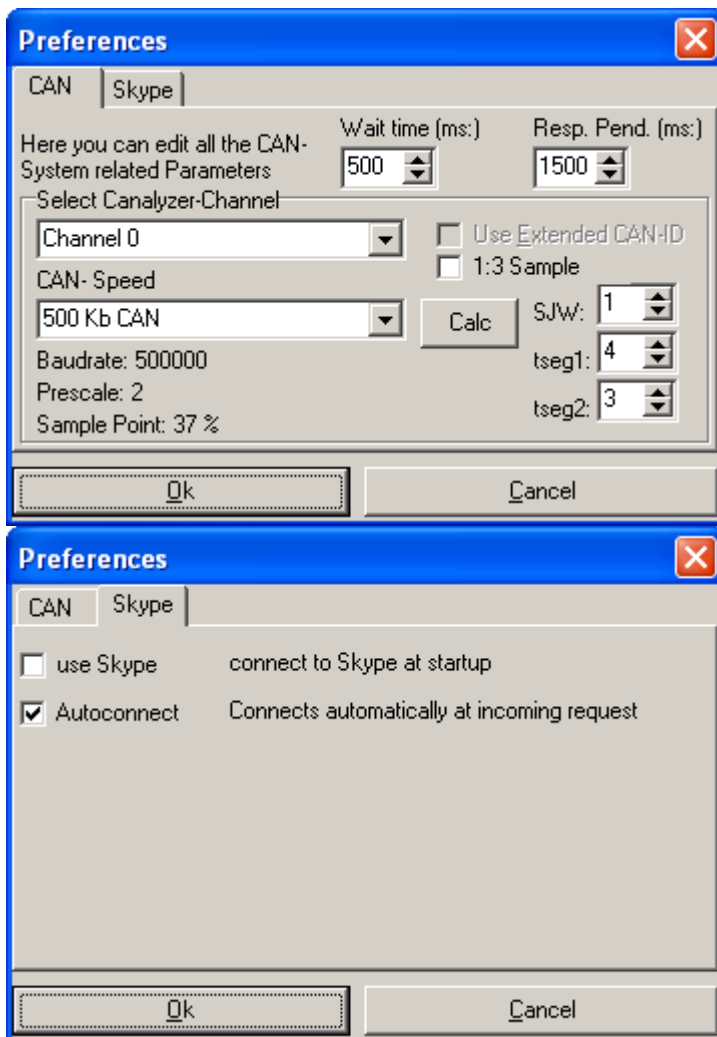
Tools

- **Show Telegrams** This function opens a log window for the telegrams of the actual module (V1-2)
- **Stop Script** With this the Script-interpreter can be suspended, if the program was for example, just trapped in an endless-loop due to a programming fault
- **Show Bus-traffic** The [Bus traffic](#) shows a window in which each telegram on the bus can be seen and logged
- **Scanner** The [Scanner](#) function opens a window in which the complete Bus address range can be searched through for connected modules
- **Errormeter** The [Errormeter](#) shows in a little gauge the percentage of error frames on the bus. Helpful to identify hardware problems on the bus.

Window

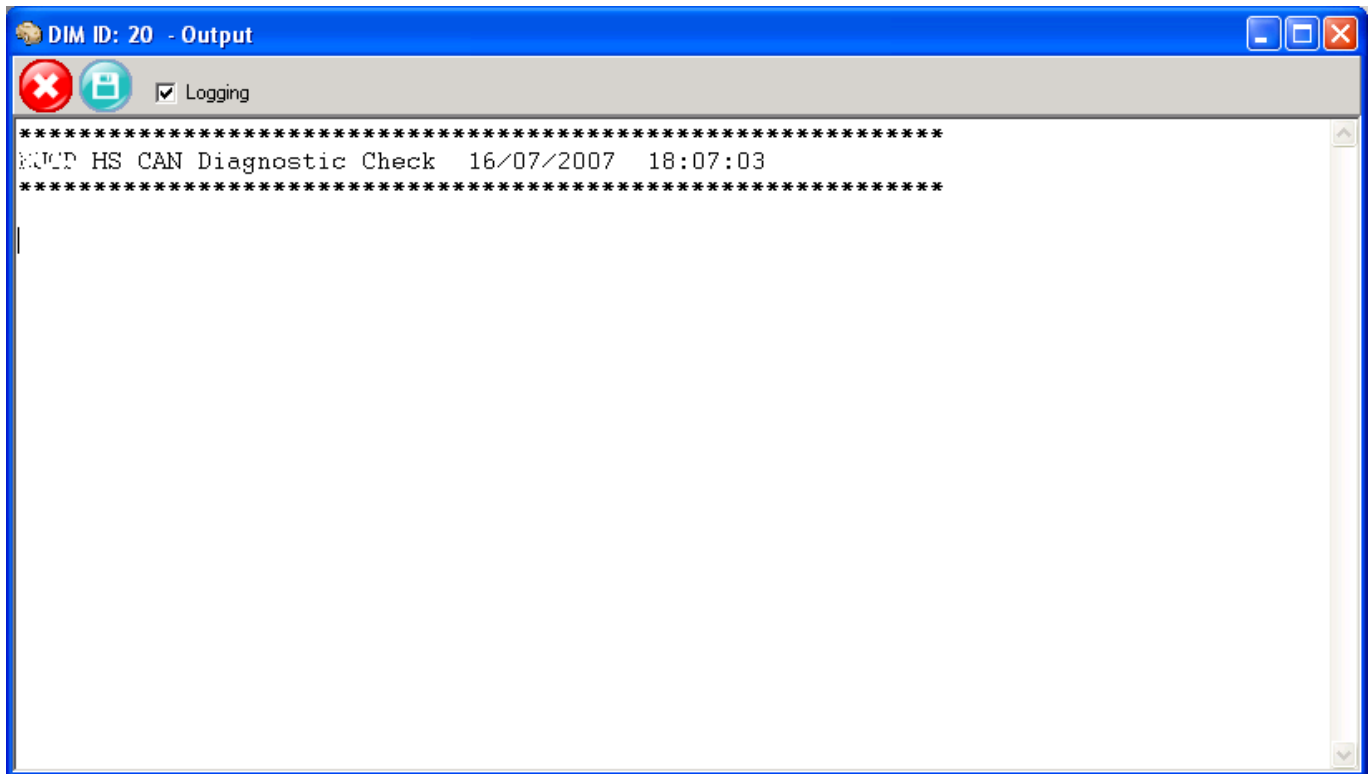
To arrange the open windows

Preferences



This menu item opens a window, in which the program settings, like for the CAN-Driver and for Skype, can be changed

Log-Window



The Log-Windows are used for the following functions:

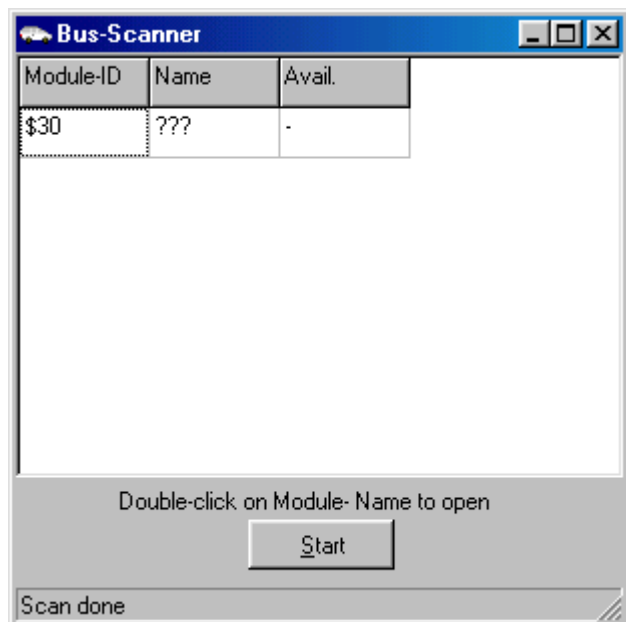
- Bussniffer (Bus-traffic)
- Telegram-debugging
- Script-Outputs
- Logging of changing values, if the update timer is active and the 'L' update mode is selected in a row

In this windows the outputs of the above functions are shown. The window offers the following functions:

-  the output cell will be cleared
-  the output cell content can be saved to a file
- **Logging** with this checkmark the recording can be paused

The recording capacity is limited to 1000 lines, all former lines will be deleted

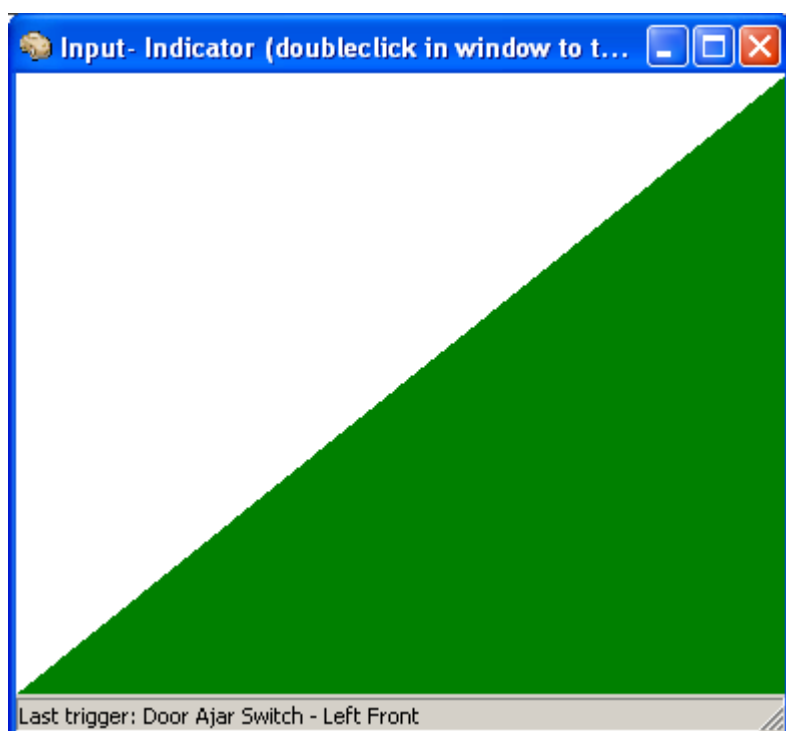
Scanner



With this function a window can be opened, in which the complete Module ID range can be scanned. When the Start Button is pressed, SKDS sends a tester present message to each ID and waits for an answer.

1. If a module answers this request, its ID is listed in the Scanner-Window
2. If a module answers the request, SKDS requests the Module Part-No. base via the Request Parameter by PID E217. If the module answers this request, the Module part No. will also be shown
3. If a module-file with the same name as the module-base name is available in the default module directory, this is also indicated in the scanner-window
4. If a module-file is available, this module can be directly opened with a double click on that row in the scanner window

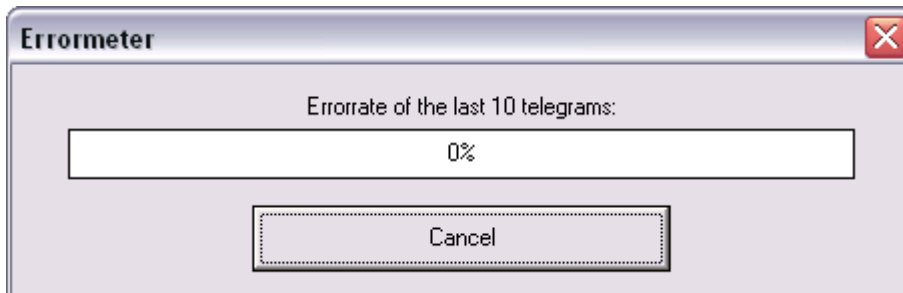
Indicator



This function opens a separate window, which then changes its colors and picture each time when a timer read input value is changing. It also gives an audible signal.

This is very helpful if the user changes some input signals away from the laptop, where SKDS is running, to see and hear from far that the input signal change is recognized by the module.

Errormeter



This opens a little window, which permanently sends Tester present broadcasts. While that the actual error frame rate is displayed in a gauge like a multimeter. This can be used to identify hardware problems of the bus.

Skype Remote Diagnostics

If Skype is available, SKDS can be connected to another SKDS instance running anywhere in the world by using the call button. If the other user grants access, SKDS send and receive all diagnostic telegrams from the modules connected on the other side.

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