

Title: Instructions for saving a .VNE file in V+

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1 Introduction

This document provides instructions for saving a V+ Native Platform Executable file, otherwise known as a .VNE file. A .VNE file contains data for running a V+ simulation. This data file is divided into two parts: configuration data and design data. The configuration data is provided by the V+ Run-time System application; the design data is provided by the V+ Development System application¹ (see Figure 1). The paragraphs that follow describe these data in more detail.

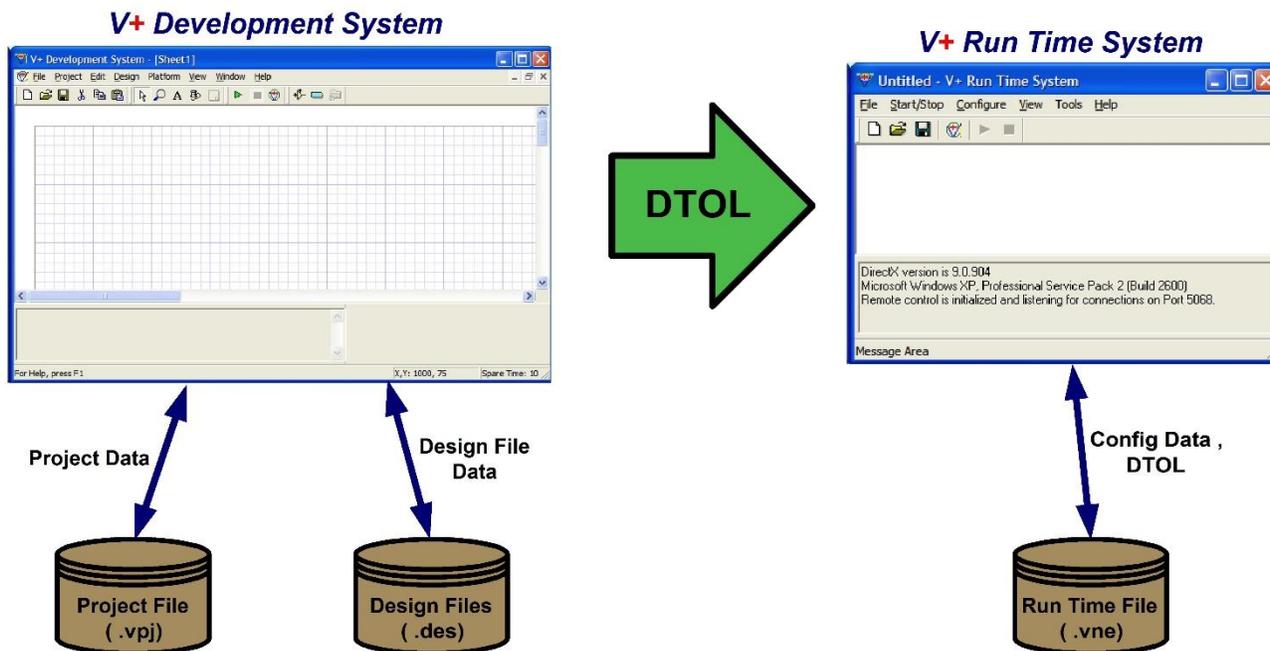


Figure 1. Data Stored in a .VNE File

Configuration data contains information relating to the V+ drivers which have been enabled in the V+ Run-time System. These drivers typically include the Ethernet UDP/IP and SMx drivers.

Design data (also known as the Design Time Object List, or **DTOL**) is provided by the V+ Development System to the V+ Run-time System. This occurs when the green start button  has been pressed and no design errors have been encountered (e.g., an unwired object).

Figure 1 also shows a Project File interacting with the V+ Development System. A project is simply a collection of design files which are to be run simultaneously for your application.

Understanding the general composition of the .VNE file is essential to saving the data properly. Saving a .VNE file can only occur in the V+ Run-time System window. If you save in the V+ Run-time System without having first run a given design or project, you will only be saving configuration data. If you have had a successful run in the V+ Development System, it is then possible to save both the configuration data **and** the DTOL in the V+ Run-time System.

¹ In older versions of V+, this application was called the V+ Programming System.

2 How to save a .VNE file

Perform the following steps to save a .VNE file:

1. Start the V+ Development System by clicking.
Start » VPlus » V+ Development System.
2. In the V+ Run-time System window, click the **Configure** in the menu bar to configure the appropriate I/O drivers for your V+ application (e.g., enabling SMx Audio System, Windows Audio Mixer, UDP/IP, etc). If you have an existing .VNE file, open it by clicking **File » Open** and selecting the applicable file.
3. In the V+ Development System window, open your application project by clicking **Project » Open Project** and selecting your application's project file. This will open all the project design files.
4. Alternatively, you can open a group of design files by using **File » Open** to select and open all the design files applicable to your application.
5. In the V+ Development System window, click the green start button  to run your application. This will assemble your design into a DTOL which is then handed off to the V+ Run-time system application.
6. If the application runs without any problems encountered in either the Development System or Run-time System, you have achieved a successful run. Stop the application by clicking the red stop button  in the V+ Development System window.
7. Switch to the V+ Run-time System window and click **File » Save** or **File » Save As** to save your .VNE file.
8. Close the V+ Run Time System window.
9. Close the V+ Development System window.
10. Double click on the .VNE file you have just saved to start your application. If the .VNE file does not run, repeat the process starting at step 1.