

# **ETAS VECU-BUILDER V1.4**

## Release Notes

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# 1. Introduction

## 1.1. Definitions and Abbreviations

Term/Abbreviation	Definition
API	<b>A</b> pplication <b>P</b> rogramming <b>I</b> nterface
ASIL	<b>A</b> utomotive <b>S</b> afety <b>I</b> ntegrity <b>L</b> evel
CAN	<b>C</b> ontroller <b>A</b> rea <b>N</b> etwork
CDD	<b>C</b> omplex <b>D</b> evice <b>D</b> river
CPU	<b>C</b> entral <b>P</b> rocessing <b>U</b> nit
DLL	<b>D</b> ynamic <b>L</b> ink <b>L</b> ibrary
ECU	<b>E</b> lectronic <b>C</b> ontrol <b>U</b> nit
EEPROM	<b>E</b> lectrically <b>E</b> rasable <b>P</b> rogrammable <b>R</b> ead- <b>O</b> nly <b>M</b> emory
EHI	<b>E</b> TAS <b>H</b> elpdesk <b>I</b> nternational
FMI	<b>F</b> unctional <b>M</b> ock-Up <b>I</b> nterface
FMU	<b>F</b> unctional <b>M</b> ock-Up <b>U</b> nit
KIR	<b>K</b> nown <b>I</b> ssue <b>R</b> eport
MCAL	<b>M</b> icro <b>C</b> ontroller <b>A</b> bstraction <b>L</b> ayer
NVRAM	<b>n</b> on- <b>v</b> olatile <b>R</b> andom- <b>A</b> ccess <b>M</b> emory
OS	<b>O</b> perating <b>S</b> ystem
PR	<b>P</b> roblem <b>R</b> eport
SiL	<b>S</b> oftware- <b>i</b> n-the- <b>L</b> oop
SuT	<b>S</b> ystem <b>u</b> nder <b>T</b> est
SW	<b>S</b> oftware
V&V	<b>V</b> erification and <b>V</b> alidation
vCDD	<b>V</b> irtual CDD
vECU	<b>V</b> irtual ECU
vMCAL	<b>V</b> irtual MCAL
WSL	<b>W</b> indows <b>S</b> ubsystem for <b>L</b> inux
XCP	<b>U</b> niversal <b>M</b> easurement and <b>C</b> alibration <b>P</b> rotocol

## 1.2. User Documentation

The VECU-BUILDER user documentation in PDF format can be found on the DVD or as part of the download archive.

## 2. Product Definition

### 2.1. Functions at a glance

VECU-BUILDER is a tool that builds a virtual ECU (vECU) for V&V of automotive ECU software via Software-in-the-Loop (SIL) simulations. The inputs can either be Classic AUTOSAR sources, non-AUTOSAR C/C++ sources, or compiled binaries including symbol information. The tool uses a text file in YAML format for configuring all vECU properties such as inputs, outputs, parameters, tasks, or the XCP slave. VECU-BUILDER wraps the binaries of the vECU into an FMU. It can be used to build vECUs of types 1, 2, and 3.

VECU-BUILDER utilizes CMake and the GNU compilers or Microsoft Visual C/C++ compiler for compiling the vECU. It includes its own and supports user provided MinGW installations. The resulting FMU adheres to the standard FMI for Co-Simulation 2.0.

### 2.2. General Description

#### 2.2.1. System Prerequisites

The following minimum system prerequisites must be met:

Hardware	2,0 GHz PC 8 GiB RAM
Operating System	Windows® 10 or Ubuntu Linux 20.04 LTS
Free Disk Space	5 GiB (not including the size for application data)

The following system prerequisites are recommended:

Hardware	3,0 GHz PC 32 GiB RAM
Operating System	Windows® 10 or Ubuntu Linux 20.04 LTS
Free Disk Space	>100,0 GiB

#### 2.2.2. Software Prerequisites

The following 3rd-party software installations are mandatory:

- CMake 3.15 or higher

The following 3rd-party software installations are recommended:

- Notepad++

The following 3rd-party software installations are optional:

- Microsoft Visual Studio 2015, 2017, 2019, 2022
- Visual Studio Code

### 2.2.3. Release Test Configuration

ETAS VECU-BUILDER has been tested with the following software test setup (other versions will work as well):

- Microsoft Windows 10 and Ubuntu Linux 20.04 LTS
- Compilers: MinGW, Microsoft Visual Studio 2019, GCC 9.4.0
- XCP Connection with ETAS INCA V7.3 and V7.4

### 2.2.4. Restrictions

Here is a list of known limitations of the VECU-BUILDER:

- vECU Calibration:
  - The DCM parser is experimental and supports scalars only.
  - The DCM data conversion according to the information provided in the A2L file is unsupported.
  - All floating-point values in a DCM are cast to single precision.
  - Reading DCM files is unsupported on Ubuntu Linux.
- XCP Slave / A2L:
  - The XCP slave and the A2L parser support the measurement and calibration use cases only.
  - Only the characteristics of type value, map, curve in the A2L file are patched.
  - The XCP slave and the A2L parser support only STATIC DAQ\_CONFIG\_TYPE. The support of DYNAMIC DAQ\_CONFIG\_TYPE is experimental.
  - XCPplus is not supported.
  - The support of 3rd-party MCD tools is experimental.
- ETAS license activation on WSL does not work.
- vECU FMUs may not unload properly on Windows.

## 2.3. Delivery

The software is delivered with an installer on a DVD or via download as a zip archive.

### 2.3.1. Used 3rd Party Software

VECU-BUILDER uses the following 3rd-party software components internally:

- PCRE2 10.35
- MinGW
- FMU Checker-215-win (for FMI 2.0)
- Boost C++ Library 1.73
- OpenSSL 1.1.1q
- Python 3.8

## 2.4. Installation

You can start the installation on Windows by executing the VECU-BUILDER\_installer\_1.4.0.exe or deploy the package on Ubuntu by executing the VECU-BUILDER\_installer\_1.4.0.deb. Both files are in the root folder of your DVD or zip archive.

An installation of the 3<sup>rd</sup>-party product CMake (see minimum version above) is required. The installer gives a hint where to download this tool. However, it does not enforce the installation. Please ensure that CMake has been installed, before using ETAS VECU-BUILDER.

We recommend installing the open-source software Notepad++.

## 2.5. Licensing

The use of ETAS VECU-BUILDER is protected by electronic licensing. Valid licenses are necessary to install ETAS VECU-BUILDER and its add-ons. The use of unlicensed ETAS software is prohibited. The required licenses are not included in this delivery. When you purchase ETAS VECU-BUILDER licenses, you receive a separate entitlement certificate which contains an activation ID needed to acquire the license. It is necessary to distinguish the used technology:

### **Machine based licenses:**

Install your ETAS Software and start ETAS License Manager

In Windows Start menu go to: ETAS -> ETAS License Manager

In the ETAS License Manager, you can acquire your license either online or offline.

For further details see the License manager help chapter "Machine-Based License with FlexNet Embedded".

### **Floating, server-based licenses:**

You activate the license using the self-service portal on the ETAS website

( <http://www.etas.com/support/licensing> ). During the activation process, you create a license file for download that you add to the license server. To generate the license file, you need the server ID.

Additional information is available in the license administration guide.

For assistance, please consult the manual available under "help" on the start page of the self-service portal or see the ETAS licensing FAQ: <https://www.etas.com/en/downloadcenter/37717.php> .

## 2.6. Known Issue Reports

If a product issue develops, ETAS will prepare a Known Issue Report (KIR) and post it on the internet. The report includes information regarding the technical impact and status of the solution. Therefore, you must check the KIR applicable to this ETAS product version and follow the relevant instructions prior to operation of the product.

The Known Issue Report (KIR) can be found here: [www.etas.com/kir](http://www.etas.com/kir)

## 3. Changes

### 3.1. Changes in VECU-BUILDER V1.4

This chapter describes changes with respect to the previous version of VECU-BUILDER.

#### 3.1.1. What's New

The following changes have been applied since the previous version:

- A plugin mechanism for vECU with a C/C++ API
- Addition of task triggers for early initialization
- Addition of licensing mechanism to Linux vECUs
- Performance improvement of A2L label mappings

#### 3.1.2. Compatibility to Earlier Releases

VECU-BUILDER V1.4 is largely compatible with the VECU-BUILDER V1.3. For adaptations needed when migrating workspace created with VECU-BUILDER V1.3 please refer to the User Guide.

Please contact ETAS User Support if you need any assistance when migrating your workspace to VECU-BUILDER V1.4.

#### 3.1.3. Fixed Problems

This section describes the set of fixed problems of the released version of VECU-BUILDER V1.4.

Problem Number	Title
732528	Return status incorrect when disk is full
731757	Reinstallation issue with different folder name
735644	additional_scripts executing twice
738234	Improved FMI compliance when no signals exist
734018	Symbol name error with MinGW
713944	Can't run additional script with arguments
713295	Problem with selection of DAQ list

#### 3.1.4. Known Issues

This section describes the set of known problems of the released version of VECU-BUILDER V1.4.

Problem Number	Title
719549	DCM data lost after 6 decimal places
742275	Issue with SymbolDetails.txt



## 3.2. Changes in VECU-BUILDER V1.3

This chapter describes changes with respect to the previous version of VECU-BUILDER.

### 3.2.1. What's New

The following changes have been applied since the previous version:

- Simple File Modifications
- Example on how to add characteristics as parameters to a given YAML file
- Many bugfixes and improvements

### 3.2.2. Compatibility to Earlier Releases

VECU-BUILDER V1.3 is largely compatible with the VECU-BUILDER V1.2. For adaptations needed when migrating workspace created with VECU-BUILDER V1.2 please refer to the User Guide.

Please contact ETAS User Support if you need any assistance when migrating your workspace to VECU-BUILDER V1.3.

### 3.2.3. Fixed Problems

This section describes the set of fixed problems of the released version of VECU-BUILDER V1.3.

Problem Number	Title
722829	Sporadic Issue with renaming the resources folder
712894	Support all types of characteristics when patching A2L files
720072	Patched A2L had wrong address for array type variables
711731	License Manager popup blocks automated CI environment

### 3.2.4. Known Issues

This section describes the set of known problems of the released version of VECU-BUILDER V1.3.

Problem Number	Title
713944	Can't run additional script with arguments
719549	DCM data lost after 6 decimal places
713295	Problem with selection of DAQ list

## 3.3. Changes in VECU-BUILDER V1.2

This chapter describes changes with respect to the previous version of VECU-BUILDER.

### 3.3.1. What's New

The following changes have been applied since the previous version:

- Full support for Ubuntu 20.04 LTS Linux
- Many bugfixes and improvements

### 3.3.2. Compatibility to Earlier Releases

VECU-BUILDER V1.2 is largely compatible with the VECU-BUILDER V1.1. For adaptations needed when migrating workspace created with VECU-BUILDER V1.1 please refer to the User Guide.

Please contact ETAS User Support if you need any assistance when migrating your workspace to VECU-BUILDER V1.2.

### 3.3.3. Fixed Problems

This section describes the set of fixed problems of the released version of VECU-BUILDER V1.2.

Problem Number	Title
696454	A2L patch lost variable information
698175	FMU creation fails at step 2/5 without any usable message
702849	2_Build.cmd does not work with the arguments --no-dialogs in CLI
703309	Building FMU archives fails with error "not enough values to unpack"
704091	Fix launch.json
706255	A2L Patch delete 2 type of data object <COMPU_VTAB_RANGE> and <RECORD_LAYOUT>
706565	Notepad++ 32bit registry key not considered
709255	Invalid timestamp for "generationDateAndTime" in modelDescription.xml
709442	DCM parser swaps x and y axis
715279	Missing static variables in symbol details
716524	Array data in FMU by VECU-BUILDER does not correctly show in COSYM

### 3.3.4. Known Issues

This section describes the set of known problems of the released version of VECU-BUILDER V1.2.

Problem Number	Title
713944	Can't run additional script with arguments
719549	DCM data lost after 6 decimal places

## 3.4. Changes in VECU-BUILDER V1.1

This chapter describes changes with respect to the previous version of VECU-BUILDER.

### 3.4.1. What's New

The following changes have been applied since the previous version:

- Advanced Build Flags can be defined in the YAML file
- Aliases for FMI Variables can be defined in the YAML file
- Mapping between symbols and A2L labels can be defined in the YAML file
- vECU can be built directly in Visual Studio or VS Code
- vECU built with MinGW can be debugged using VS Code
- Debug Hook can be configured in the YAML file

### 3.4.2. Compatibility to Earlier Releases

VECU-BUILDER V1.1 is largely compatible with the VECU-BUILDER V1.0. For adaptations needed when migrating workspace created with VECU-BUILDER V1.0 please refer to the User Guide. Please contact ETAS User Support if you need any assistance when migrating your workspace to VECU-BUILDER V1.1.

### 3.4.3. Fixed Problems

This section describes the set of fixed problems of the released version of VECU-BUILDER V1.1.

Problem Number	Title
686446	FMU with GO License not executable on PC without LIMA
687970	Crashes when simulation starts with active XCP configuration
688347	Does not patch AXIS_PTS segments of A2L file
688673	EEPROM variable cannot be written if defined as const
688713	COMPU_METHODs removed by the patching process
689088	No .die file created
690021	In A2L comment name contain 0x.....causes address modified error during patch
691013	CLI not working
692104	Cannot debug a vECU built by gcc

### 3.4.4. Known Issues

This section describes the set of known problems of the released version of VECU-BUILDER V1.1.

Problem Number	Title
691641	INCA crashes when experiment is open with XCP Sim
696454	A2L patch lost variable information
698175	FMU creation fails at step 2/5 without message

## 3.5. Changes in VECU-BUILDER V1.0

This chapter describes changes with respect to the previous version of VECU-BUILDER V1.0.

### 3.5.1. What's New

This is the initial release of ETAS VECU-BUILDER as a product. The following changes have been applied since the last pre-release version vEcuBuild 0.7.3:

- A mandatory keyword "version" has been added to the YAML file
- An optional keyword "sync" has been added to the eeprom section of the YAML file
- The keyword "patch\_a2l\_files" has been renamed to "patch\_a2l\_file". Only a single file can be specified.
- Stability of symbol parser has been improved.
- Behavior of task scheduler has been improved.

### 3.5.2. Compatibility to Earlier Releases

This is the first release as a product. All older versions of vEcuBuild are deprecated and no longer supported. VECU-BUILDER V1.0 is largely compatible with the pre-released versions of vEcuBuild; manual adaptations when upgrading might be needed, though. Please contact ETAS User Support if you need any assistance when upgrading to VECU-BUILDER V1.0.

### 3.5.3. Fixed Problems

This section describes the set of fixed problems of the released version of VECU-BUILDER V1.0.

Problem Number	Title
676011	Failed to parse the large *.die files
676651	VECU crashes when calling fmi2FreeInstance
676674	Invalid ModelDescription.xml caused by Enumeration
682813	Does not patch AXIS_PTS segments of A2L file
685992	VECU not buildable without useful error message and massive resource usage
684579	Error encrypting message after stop simulation
684845	XCP Transport layer configuration failed in INCA when vECU is created with VECU-BUILDER-XCP license
684582	Created 3d_RemoveGoLicense.bat in workspace fails

### 3.5.4. Known Issues

This section describes the set of known problems of the released version of VECU-BUILDER V1.0.

Problem Number	Title
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687970	Crashes when simulation starts with active XCP configuration
688347	Does not patch AXIS_PTS segments of A2L file
686446	FMU with GO License not executable on PC without LIMA
688673	EEPROM variable cannot be written if defined as const
688713	COMPU_METHODs removed by the patching process
689088	No .die file created
690021	In A2L comment name contain 0x.....causes address modified error during patch

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## 4. Hints

Not applicable.

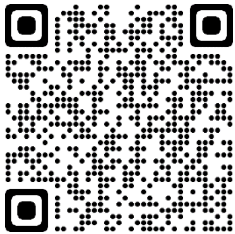
## 5. Hotfix Information

Not applicable.

## 6. Contact Information

### 6.1. Technical Support

For details of your local sales office as well as your local technical support team and product hotlines, take a look at the website: [www.etas.com/hotlines](http://www.etas.com/hotlines)



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