

# OpenModelica Users Guide

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## **Preface**

This users guide provides documentation and examples on how to use the OpenModelica system, both for the Modelica beginners and advanced users.

# Chapter 1

## Introduction

The OpenModelica system described in this document has both short-term and long-term goals:

- The short-term goal is to develop an efficient interactive computational environment for the Modelica language, as well as a partial but rather complete implementation of the language. It turns out that with support of appropriate tools and libraries, Modelica is very well suited as a computational language for development and execution of both low level and high level numerical algorithms, e.g. for control system design, solving nonlinear equation systems, or to develop optimization algorithms that are applied to complex applications.
- The longer-term goal is to have a complete reference implementation of the Modelica language, including simulation of equation based models and additional facilities in the programming environment, as well as convenient facilities for research and experimentation in language design or other research activities. However, our goal is not to reach the level of performance and quality provided by current commercial Modelica environments that can handle large models requiring advanced analysis and optimization by the Modelica compiler.

The long-term *research* related goals and issues of the OpenModelica open source implementation of a Modelica environment include but are not limited to the following:

- Development of a *complete formal specification* of Modelica, including both static and dynamic semantics. Such a specification can be used to assist current and future Modelica implementers by providing a semantic reference, as a kind of reference implementation.
- *Language design*, e.g. to further *extend the scope* of the language, e.g. for use in diagnosis, structural analysis, system identification, etc., as well as modeling problems that require extensions such as partial differential equations, enlarged scope for discrete modeling and simulation, etc.
- *Language design to improve abstract properties* such as expressiveness, orthogonality, declarativity, reuse, configurability, architectural properties, etc.
- *Improved implementation techniques*, e.g. to enhance the performance of compiled Modelica code by generating code for parallel hardware.
- *Improved debugging* support for equation based languages such as Modelica, to make them even easier to use.
- *Easy-to-use* specialized high-level (graphical) *user interfaces* for certain application domains.
- *Visualization* and animation techniques for interpretation and presentation of results.
- *Application usage* and model library development by researchers in various application areas.

The OpenModelica environment provides a test bench for language design ideas that, if successful, can be submitted to the Modelica Association for consideration regarding possible inclusion in the official Modelica standard.

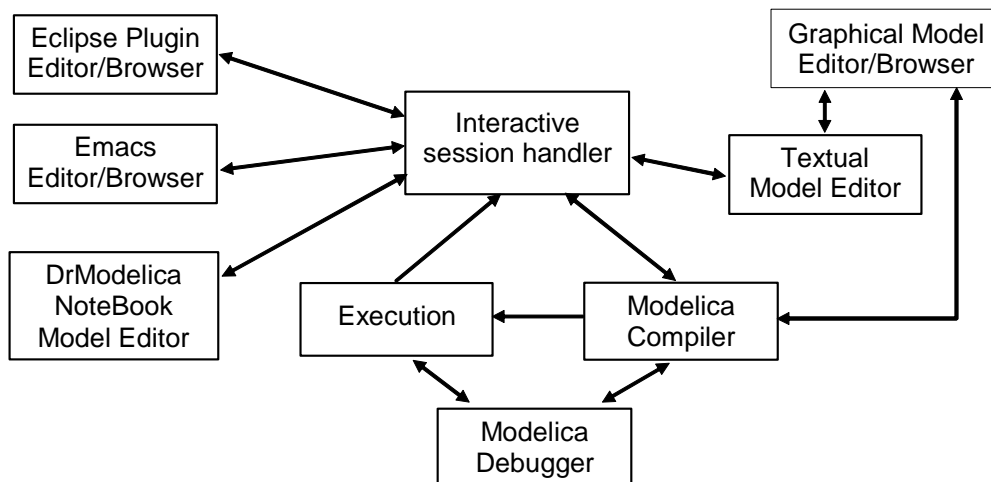
The current version of the OpenModelica environment allows most of the expression, algorithm, and function parts of Modelica to be executed interactively, as well as equation models and Modelica functions to be compiled into efficient C code. The generated C code is combined with a library of utility functions, a run-time library, and a



numerical DAE solver. An external function library interfacing a LAPACK subset and other basic algorithms is under development.

## 1.1 System Overview

The OpenModelica environment consists of several interconnected subsystems, as depicted in Figure 1-1 below.



**Figure 1-1.** The architecture of the OpenModelica environment. Arrows denote data and control flow. The interactive session handler receives commands and shows results from evaluating commands and expressions that are translated and executed. Several subsystems provide different forms of browsing and textual editing of Modelica code. The debugger currently provides debugging of an extended algorithmic subset of Modelica. The graphical model editor is not really part of OpenModelica but integrated into the system and available from MathCore without cost for academic usage.

The following subsystems are currently integrated in the OpenModelica environment:

- *An interactive session handler*, that parses and interprets commands and Modelica expressions for evaluation, simulation, plotting, etc. The session handler also contains simple history facilities, and completion of file names and certain identifiers in commands.
- *A Modelica compiler subsystem*, translating Modelica to C code, with a symbol table containing definitions of classes, functions, and variables. Such definitions can be predefined, user-defined, or obtained from libraries. The compiler also includes a Modelica interpreter for interactive usage and constant expression evaluation. The subsystem also includes facilities for building simulation executables linked with selected numerical ODE or DAE solvers.
- *An execution and run-time module*. This module currently executes compiled binary code from translated expressions and functions, as well as simulation code from equation based models, linked with numerical solvers. In the near future event handling facilities will be included for the discrete and hybrid parts of the Modelica language.
- *Emacs textual model editor/browser*. In principle any text editor could be used. We have so far primarily employed Gnu Emacs, which has the advantage of being programmable for future extensions. A Gnu Emacs mode for Modelica has previously been developed. The Emacs mode hides Modelica graphical annotations during editing, which otherwise clutters the code and makes it hard to read. A speedbar browser menu allows to browse a Modelica file hierarchy, and among the class and type definitions in those files.

- *Eclipse plugin editor/browser*. The Eclipse plugin provides file and class hierarchy browsing and text editing capabilities, rather analogous to previously described Emacs editor/browser. Some syntax highlighting facilities are also included. The Eclipse framework has the advantage of making it easier to add future extensions such as refactoring and cross referencing support.
- *DrModelica notebook model editor*. This subsystem provides a lightweight notebook editor, compared to the more advanced Mathematica notebooks available in MathModelica. This basic functionality still allows essentially the whole DrModelica tutorial to be handled. Hierarchical text documents with chapters and sections can be represented and edited, including basic formatting. Cells can contain ordinary text or Modelica models and expressions, which can be evaluated and simulated. However, no mathematical typesetting or graphic plotting facilities are yet available in the cells of this notebook editor.
- *Graphical model editor/browser*. This is a graphical connection editor, for component based model design by connecting instances of Modelica classes, and browsing Modelica model libraries for reading and picking component models. The graphical model editor is not really part of OpenModelica but integrated into the system and provided by MathCore without cost for academic usage. The graphical model editor also includes a textual editor for editing model class definitions, and a window for interactive Modelica command evaluation.
- *Modelica debugger*. The current implementation of debugger provides debugging for an extended algorithmic subset of Modelica, excluding equation-based models and some other features, but including some meta-programming and model transformation extensions to Modelica. This is conventional full-feature debugger, using Emacs for displaying the source code during stepping, setting breakpoints, etc. Various back-trace and inspection commands are available. The debugger also includes a data-view browser for browsing hierarchical data such as tree- or list structures in extended Modelica.

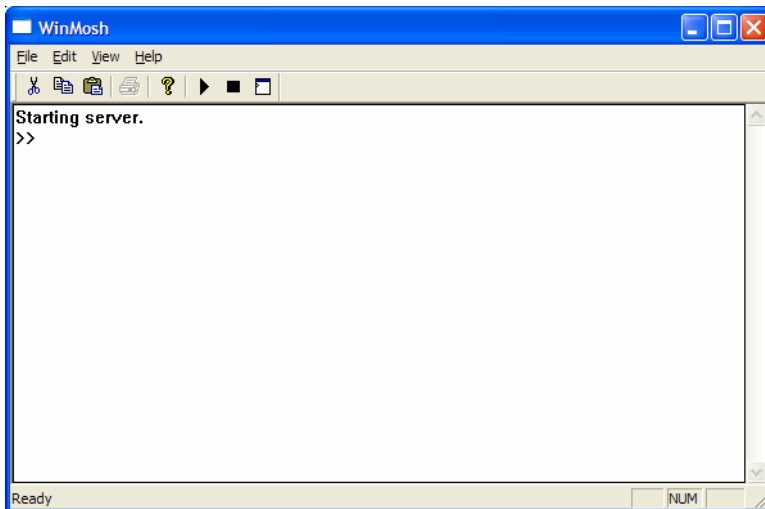
### 1.1.1 Implementation Status

In the current OpenModelica implementation (April 2005), not all subsystems are yet integrated as well as is indicated in Figure 1-1. Currently there are two versions of the Modelica compiler, one which supports most of standard Modelica including simulation, and is connected to the interactive session handler, the notebook editor, and the graphic model editor, and another meta-programming Modelica compiler version which is integrated with the debugger and Emacs, supports meta-programming Modelica extensions, but does not allow equation-based modeling and simulation. Those two versions are currently being merged into a single Modelica compiler version.

## 1.2 Interactive Session with Examples

The following is an interactive session using the interactive session handler in the OpenModelica environment. (Also called WinMosh.exe (under Windows) or mosh (under Linux) – the Modelica Shell).

The Windows version which at installation is made available in the start menu as OpenModelica->OpenModelica Shell responds with an interaction window:



We enter an assignment of a vector expression, created by the range construction expression `1:12`, to be stored in the variable `x`. The value of the expression is returned.

```
>> x := 1:12
{1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12}
```

The function `bubblesort` is called to sort this vector in descending order. The sorted result is returned together with its type. Note that the result vector is of type `Real[:]`, instantiated as `Real[12]`, since this is the declared type of the function result. The input `Integer` vector was automatically converted to a `Real` vector according to the Modelica type coercion rules. The function is automatically compiled when called if this has not been done before.

```
>> bubblesort(x)
{12, 11, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1}
```

Another call:

```
>> bubblesort({4,6,2,5,8})
{8.0,6.0,5.0,4.0,2.0}
```

It is also possible to give operating system commands via the `system` utility function. A command is provided as a string argument. The example below shows the `system` utility applied to the UNIX command `cat`, which here outputs the contents of the file `bubblesort.mo` to the output stream. However, the `cat` command does not boldface Modelica keywords – this improvement has been done by hand for readability.

```
>> system("cat bubblesort.mo")

function bubblesort
  input Real[:] x;
  output Real[size(x,1)] y;
protected
  Real t;
algorithm
  y := x;
  for i in 1:size(x,1) loop
    for j in 1:size(x,1) loop
      if y[i] > y[j] then
        t := y[i];
        y[i] := y[j];
        y[j] := t;
      end if;
    end for;
  end for;
```

```
    end for;  
end bubblesort;
```

Note: Under Windows the output emitted into stdout by `system` commands is put into the winmosh console windows, not into the winmosh interaction windows. Thus the text emitted by the above `cat` command would not be returned. Only a success code (0 = success, 1 = failure) is returned to the winmosh window. For example:

```
>> system("dir")  
0  
  
>> system("Non-existing command")  
1
```

Another built-in command is `cd`, the *change current directory* command. The resulting current directory is returned as a string.

```
>> cd("../")  
"/home/petfr/modelica"
```

We load a model, here the whole Modelica standard library:

```
>> loadModel(Modelica)  
true
```

We also load a file containing the dcmotor model:

```
>> loadFile("M:/modeq/VC7/Setup/testmodels/dcmotor.mo")  
true
```

It is simulated:

```
>> simulate(dcmotor, startTime=0.0, stopTime=10.0)  
  
record  
    resultFile = "dcmotor_res.plt"  
  
end record
```

We list the source code of the model:

```
>> list(dcmotor)  
  
"model dcmotor  
  Modelica.Electrical.Analog.Basic.Resistor r1(R=10);  
  Modelica.Electrical.Analog.Basic.Inductor il;  
  Modelica.Electrical.Analog.Basic.EMF emf1;  
  Modelica.Mechanics.Rotational.Inertia load;  
  Modelica.Electrical.Analog.Basic.Ground g;  
  Modelica.Electrical.Analog.Sources.ConstantVoltage v;  
  
equation  
  connect(v.p,r1.p);  
  connect(v.n,g.p);  
  connect(r1.n,il.p);  
  connect(il.n,emf1.p);  
  connect(emf1.n,g.p);  
  connect(emf1.flange_b,load.flange_a);  
end dcmotor;  
  
"
```

We test code instantiation of the model to flat code:

```
>> instantiateModel(dcmotor)
```

---

```

"fc class dcmotor
Real r1.v;
Real r1.i;
Real r1.p.v;
Real r1.p.i;
Real r1.n.v;
Real r1.n.i;
parameter Real r1.R = 10;
Real i1.v;
Real i1.i;
Real i1.p.v;
Real i1.p.i;
Real i1.n.v;
Real i1.n.i;
parameter Real i1.L = 1;
parameter Real emf1.k = 1;
Real emf1.v;
Real emf1.i;
Real emf1.w;
Real emf1.p.v;
Real emf1.p.i;
Real emf1.n.v;
Real emf1.n.i;
Real emf1.flange_b.phi;
Real emf1.flange_b.tau;
Real load.phi;
Real load.flange_a.phi;
Real load.flange_a.tau;
Real load.flange_b.phi;
Real load.flange_b.tau;
parameter Real load.J = 1;
Real load.w;
Real load.a;
Real g.p.v;
Real g.p.i;
Real v.v;
Real v.i;
Real v.p.v;
Real v.p.i;
Real v.n.v;
Real v.n.i;
parameter Real v.V = 1;
equation
  r1.R * r1.i = r1.v;
  r1.v = r1.p.v - r1.n.v;
  0.0 = r1.p.i + r1.n.i;
  r1.i = r1.p.i;
  i1.L * der(i1.i) = i1.v;
  i1.v = i1.p.v - i1.n.v;
  0.0 = i1.p.i + i1.n.i;
  i1.i = i1.p.i;
  emf1.v = emf1.p.v - emf1.n.v;
  0.0 = emf1.p.i + emf1.n.i;
  emf1.i = emf1.p.i;
  emf1.w = der(emf1.flange_b.phi);
  emf1.k * emf1.w = emf1.v;
  emf1.flange_b.tau = -(emf1.k * emf1.i);
  load.w = der(load.phi);
  load.a = der(load.w);
  load.J * load.a = load.flange_a.tau + load.flange_b.tau;

```

```

load.flange_a.phi = load.phi;
load.flange_b.phi = load.phi;
g.p.v = 0.0;
v.v = v.V;
v.v = v.p.v - v.n.v;
0.0 = v.p.i + v.n.i;
v.i = v.p.i;
emfl.flange_b.tau + load.flange_a.tau = 0.0;
emfl.flange_b.phi = load.flange_a.phi;
emfl.n.i + v.n.i + g.p.i = 0.0;
emfl.n.v = v.n.v;
v.n.v = g.p.v;
il.n.i + emfl.p.i = 0.0;
il.n.v = emfl.p.v;
rl.n.i + il.p.i = 0.0;
rl.n.v = il.p.v;
v.p.i + rl.p.i = 0.0;
v.p.v = rl.p.v;
load.flange_b.tau = 0.0;
end dcmotor;
"

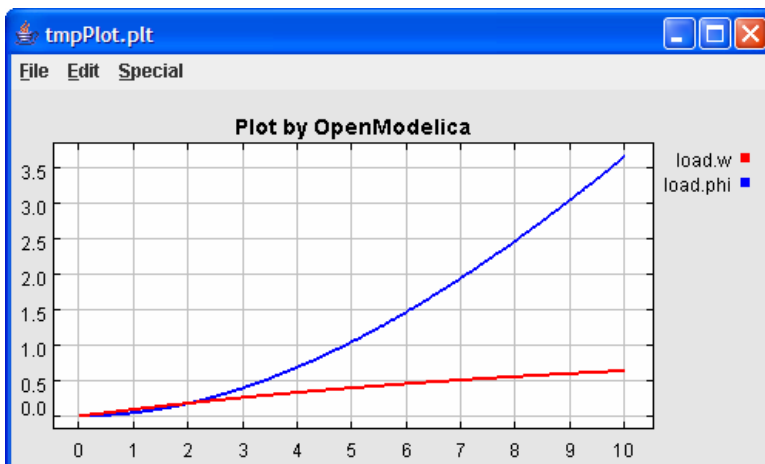
```

We plot part of the simulated result:

```

>> plot({load.w, load.phi})
true

```



Clear all loaded libraries and models:

```

>> clear()
true

```

List the loaded models – but nothing left:

```

>> list()
""

```

We load another model, the Influenza model:

```

>> loadFile("M:/modeq/VC7/Setup/testmodels/Influenza.mo")
true

```

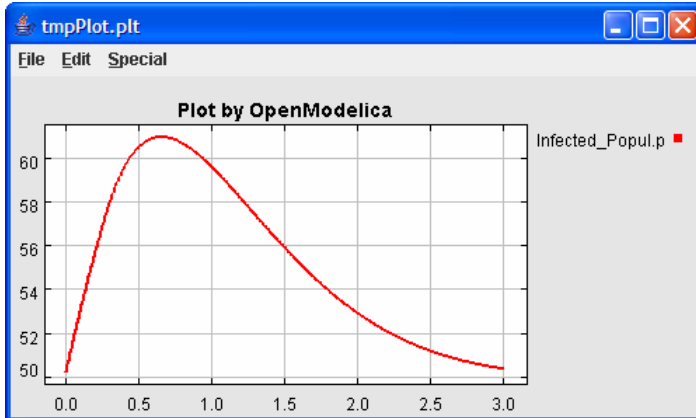
It is simulated:

```
>> simulate(Influenza,startTime=0.0,stopTime=3.0)
record
  resultFile = "Influenza_res.plt"

end record
```

The simulated population is plotted:

```
>> plot({Infected_Popul.p})
true
```



We load another model, the VanDerPol model:

```
>> loadFile("M:/modeq/VC7/Setup/testmodels/VanDerPol.mo")
true
```

It is simulated:

```
>> simulate(VanDerPol)
record
  resultFile = "VanDerPol_res.plt"

end record
```

Assign a vector to a variable:

```
>> a:=1:5
{1,2,3,4,5}
```

Type in a function:

```
>> function MySqr input Real x; output Real y; algorithm y:=x*x; end MySqr;
Ok
```

Call the function:

```
>> b:=MySqr(2)
4.0
```

Look at the value of variable a:

```
>> a
{1,2,3,4,5}
```

Look at the type of a:

```
>> typeOf(a)
"Integer[]"
```

Retrieve the type of b:

```
>> typeof(b)
"Real"
```

What is the type of MySqr? Cannot currently be handled.

```
>> typeof(MySqr)
Error evaluating expr.
# No constant binding for MySqr
# No constant binding for MySqr
# No constant binding for MySqr
# No constant binding for MySqr
```

List the available variables:

```
>> listVariables()
{currentSimulationResult, a, b}
```

Do code instantiation to flat form of the VanDerPol model:

```
>> instantiateModel(VanDerPol)

"fclass VanDerPol
Real x(start=1.0);
Real y(start=1.0);
parameter Real lambda = 0.3;
equation
  der(x) = y;
  der(y) = -x + lambda * (1.0 - x * x) * y;
end VanDerPol;
"
```

Clear again:

```
>> clear()
true
```

List the dcmotor model:

```
>> list(dcmotor)

"model dcmotor
  Modelica.Electrical.Analog.Basic.Resistor r1(R=10);
  Modelica.Electrical.Analog.Basic.Inductor il;
  Modelica.Electrical.Analog.Basic.EMF emf1;
  Modelica.Mechanics.Rotational.Inertia load;
  Modelica.Electrical.Analog.Basic.Ground g;
  Modelica.Electrical.Analog.Sources.ConstantVoltage v;

equation
  connect(v.p,r1.p);
  connect(v.n,g.p);
  connect(r1.n,il.p);
  connect(il.n,emf1.p);
  connect(emf1.n,g.p);
  connect(emf1.flange_b,load.flange_a);
end dcmotor;
"
```

Leave and quit OpenModelica:

```
>> quit()
```



### 1.3 Commands for the Interactive Session Handler

The following is the complete list of commands currently available in the interactive session handler.

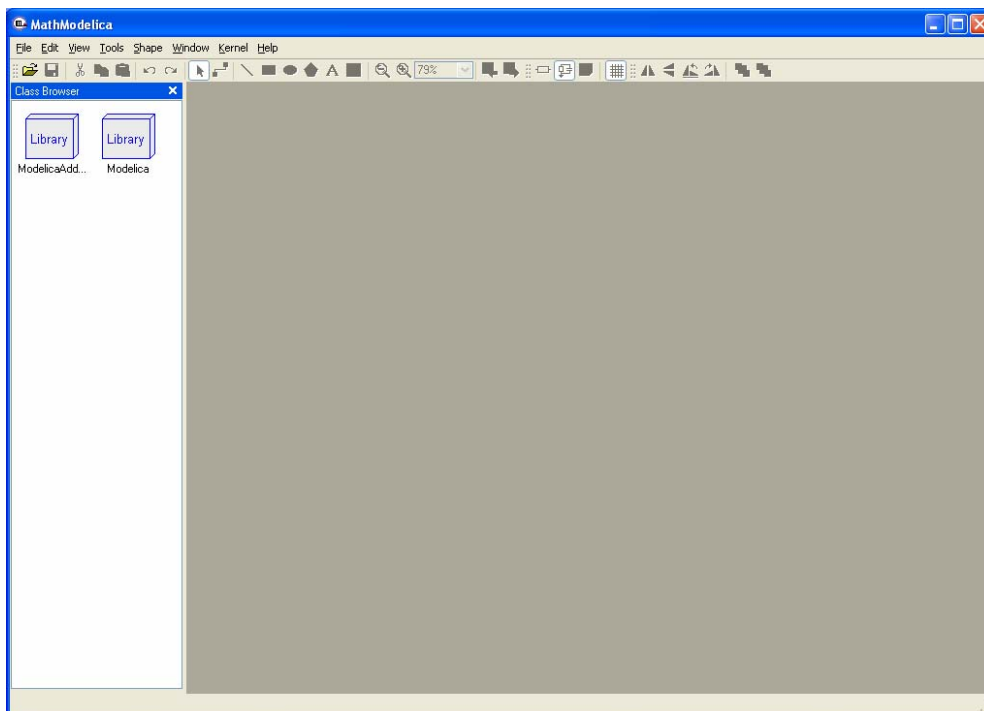
|   |   |
|---|---|
| <code>instantiateModel(modelname)</code>  | Performs code instantiation of a model/class and return a string containing the flat class definition.  |
| <code>simulate(modelname)</code>  | Translate a model named <i>modelname</i> and simulate it.   |
| <code>simulate(modelname[,startTime=&lt;Real&gt;][,stopTime=&lt;Real&gt;][,numberOfIntervals=&lt;Integer&gt;])</code> | Translate and simulate a model, with optional start time, stop time, and optional number of simulation intervals or steps for which the simulation results will be computed. Many steps will give higher time resolution, but occupy more space and take longer to compute. The default number of intervals is 500. |
| <code>plot(vars)</code>   | Plot the variables given as a vector, e.g. <code>plot({x1,x2})</code> .   |
| <code>list()</code>   | Return a string containing all loaded class definitions.  |
| <code>list(modelname)</code>  | Return a string containing the class definition of the named class.   |
| <code>listVariables()</code>  | Return a vector of the names of the currently defined variables.  |
| <code>typeof(variable)</code>   | Return the type of the <i>variable</i> as a string.   |
| <code>clear()</code>  | Clear all loaded definitions.   |
| <code>clearVariables()</code>   | Clear all defined variables.  |
| <code>timing(expr)</code>   | Evaluate expression <i>expr</i> and return the number of seconds (elapsed time) the evaluation took.  |
| <code>cd()</code>   | Return the current directory.   |
| <code>cd(dir)</code>  | Change directory to the directory given as string.  |
| <code>system(str)</code>  | Execute <i>str</i> as a system(shell) command in the operating system; return integer success value. Output into stdout from a shell command is put into the console window.  |
| <code>readFile(str)</code>  | Load file given as string <i>str</i> and return a string containing the file content.   |
| <code>runScript(str)</code>   | Execute script file with file name given as string argument <i>str</i> .  |
| <code>loadModel(classname)</code>   | Load model or package of name <i>classname</i> from MODELICAPATH.   |
| <code>loadFile(str)</code>  | Load Modelica file (.mo) with name given as string argument <i>str</i> .  |
| <code>saveModel(str,modelname)</code>   | Save the model/class with name <i>modelname</i> in the file given by the string argument <i>str</i> .   |
| <code>help()</code>   | Print this helptext (returned as a string).   |
| <code>quit()</code>   | Leave and quit the OpenModelica environment   |

## Chapter 2

### Getting Started with the Graphical Model Editor

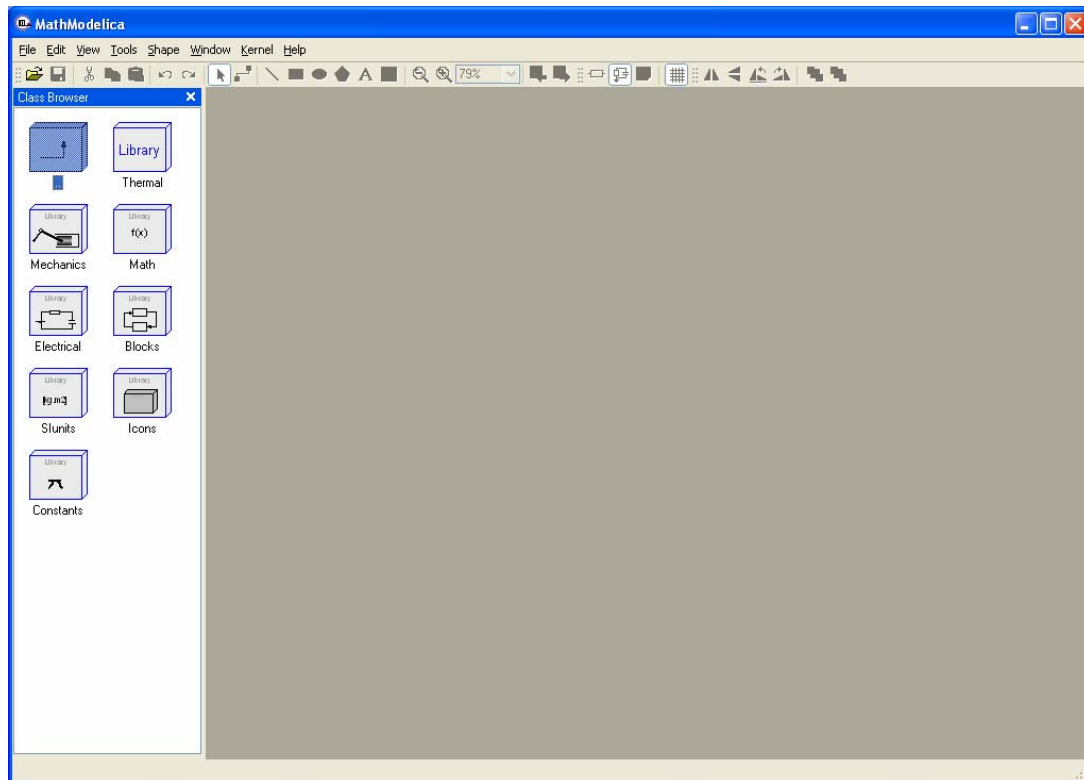
This chapter gives a short introduction to graphical modeling. You will learn how to build your own model using the graphical model editor by using the drag-and-drop technique of already developed and freely available components from the Modelica Standard Library.

The Modelica Standard Library is loaded into the OpenModelica environment when the model editor is started and can be browsed using the class browser visible at the left of Figure 2-1 below.



**Figure 2-1.** The Graphical Model Editor with the class browser to the left, showing icons for the ModelicaAdditions library and the Modelica Standard library.

To open the library, double click on the Modelica package icon in the class browser to the left. As shown by Figure 2-2, the Modelica Standard Library is hierarchically structured into sublibraries.



**Figure 2-2.** The Graphical Model Editor with the class browser showing the Modelica Standard library opened up into sublibraries.

The following list briefly describes the most important sublibraries in the Modelica standard library:

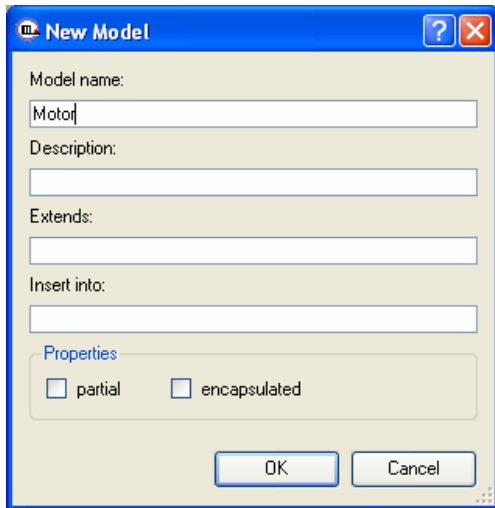
|            |  |
|------------|--|
| Thermal    | Components for thermal systems.  |
| Mechanics  | Mechanical rotational and translational components.                      |
| Math       | Definitions of common mathematical functions, such as sin, cos, and log. |
| Electrical | Common electrical components, such as resistors and transistors.         |
| Blocks     | Continuous and discrete input/output blocks for use in block diagrams.   |
| SIunits    | Type definitions with SI standard names and units.                       |
| Icons      | Graphical layout for many component icons                                |
| Constants  | Common constants from mathematics, physics, etc.                         |

## 2.1 Your First Model

We will introduce the model editor by showing how to build a model of a simple DC motor. Since the DC motor includes both electrical and rotational mechanical components the example also illustrates multi-domain modeling.

### 2.1.1 Creating a New Model

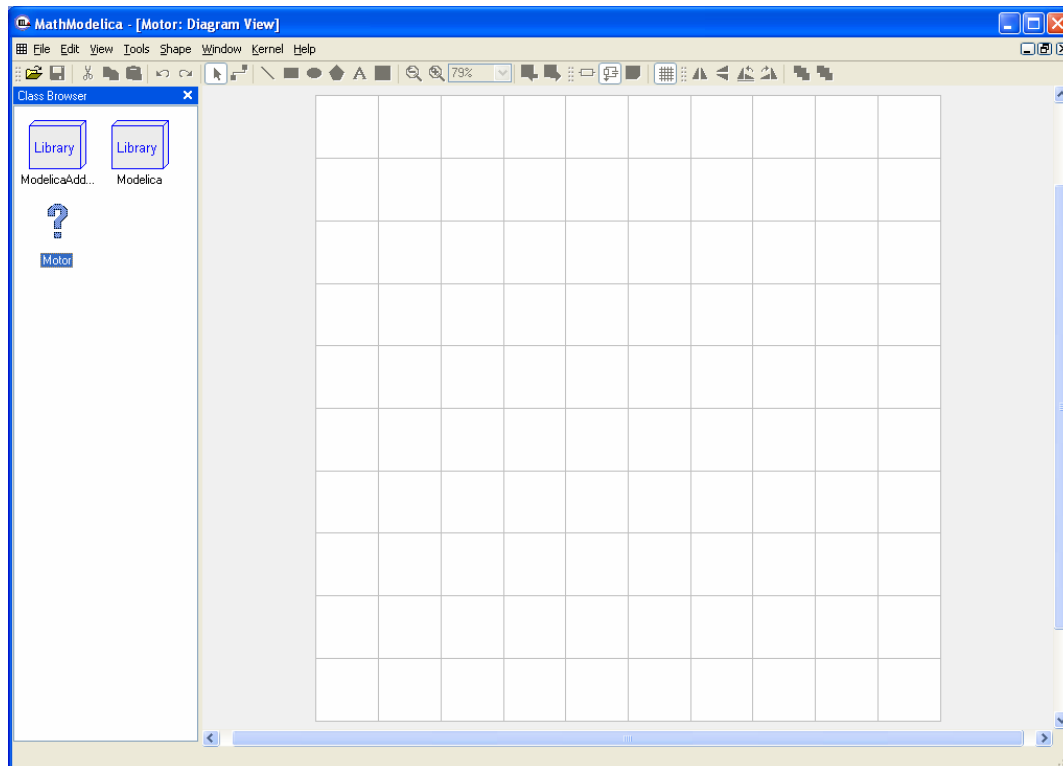
To create a new model, select **New Model** in the **File** menu. A dialog box will appear, in which you will be able to specify a name of the new model. Enter **Motor** as Model name.



**Figure 2-3.** Dialog box for creating a new model.

When clicking on the **OK** button of the dialog box a new window will appear. This window presents different views of the model. A model has two graphical views (Icon and Diagram), and one text view (ModelicaText).

Your new **Motor** model will also appear at the top package level in the class browser. Since no icon for the model has yet been created it is assigned a default icon (a question mark).



**Figure 2-4.** The Graphical Model Editor with the new `Motor` model appearing as a question mark icon in the class browser window to the left.

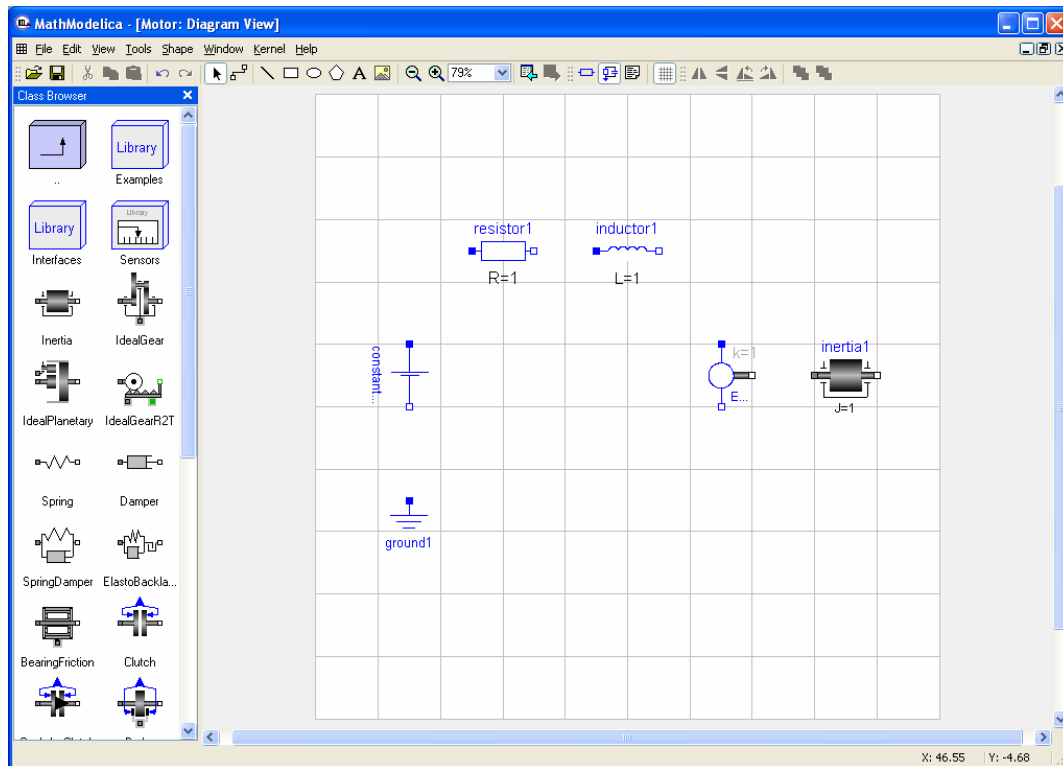
Now you can assemble the DC motor by drag-and-drop of components from the class browser to the diagram view window to the right. The constant voltage source component can be found in the `Modelica.Electrical.Analog.Sources` package whereas the rotational mass representing the motor shaft is located in the `Modelica.Mechanics.Rotational` package. The other electrical components needed are located in the `Modelica.Electrical.Analog.Basic` package.

Components placed in the diagram layer window can be graphically transformed using the mouse and keyboard. To move a component, select it and hold down the left mouse button while moving the mouse. The component will follow the mouse cursor. Release the mouse button when the component is located at the desired position. If more than one component is selected, all of them will be moved simultaneously.

Scaling of components is done using the handles that are visible when a component is selected. Place the mouse cursor over one of the handles, click and hold down the left mouse button while moving the mouse.

Components can also be rotated freely using the handles visible when a component is selected. Place the mouse cursor over one of the handles, click and hold down the left mouse button and the shift button on the keyboard while moving the mouse. The mouse cursor will change its appearance while rotating the component.

Pressing the right mouse button when the mouse cursor is placed over a component brings up a menu with suitable operations.

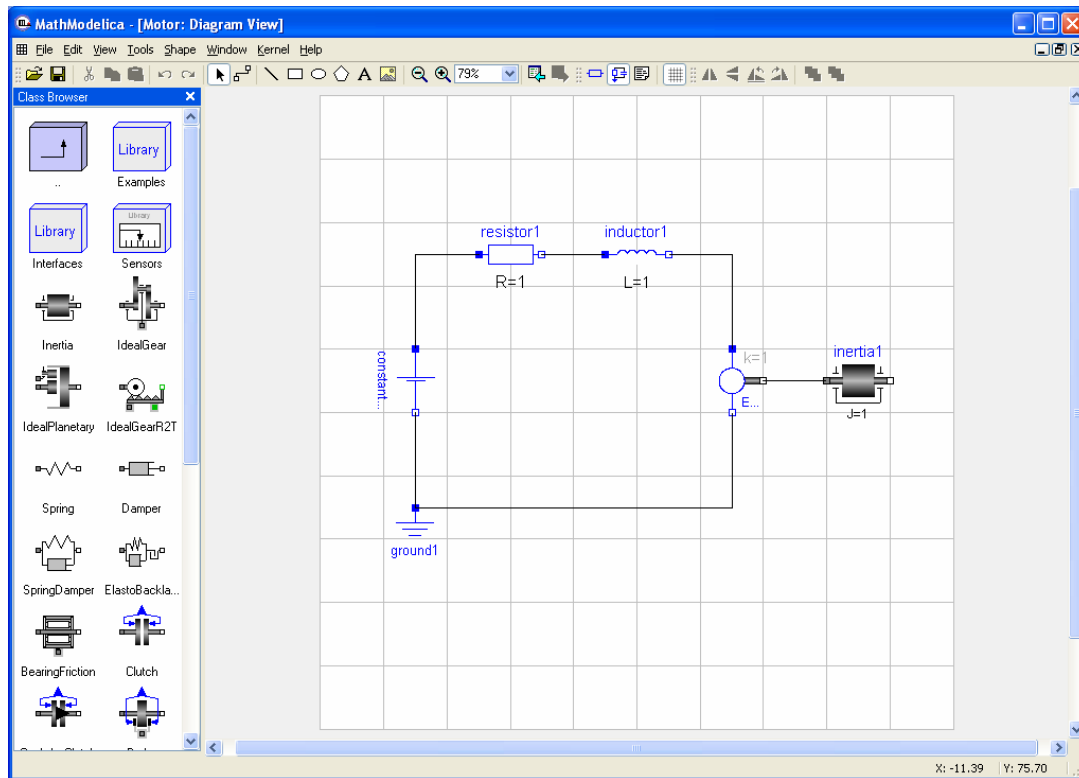


**Figure 2-5.** The Graphical Model Editor with several components dragged into the diagram view, and several sublibraries and model classes visible in the class browser window to the left.

When the components have been placed on the drawing area, similar to the figure above, you have to draw the lines that connect the components. This is done using the connector tool from the toolbar:



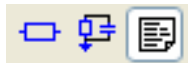
To connect two components, select the connector tool and place the mouse cursor over a connector, i.e., the square symbol on either side of the component. When you are close enough, the mouse cursor will change into a cross. Click and hold down the left mouse button, drag the cursor to the other connector and then release the mouse button when the mouse cursor turns into a cross. Continue to connect all components until the model diagram resembles the one in Figure 2-6 below.



**Figure 2-6.** The Graphic Model Editor with components connected into a simple DC motor model.

### 2.1.2 Changing Parameter Values of Components

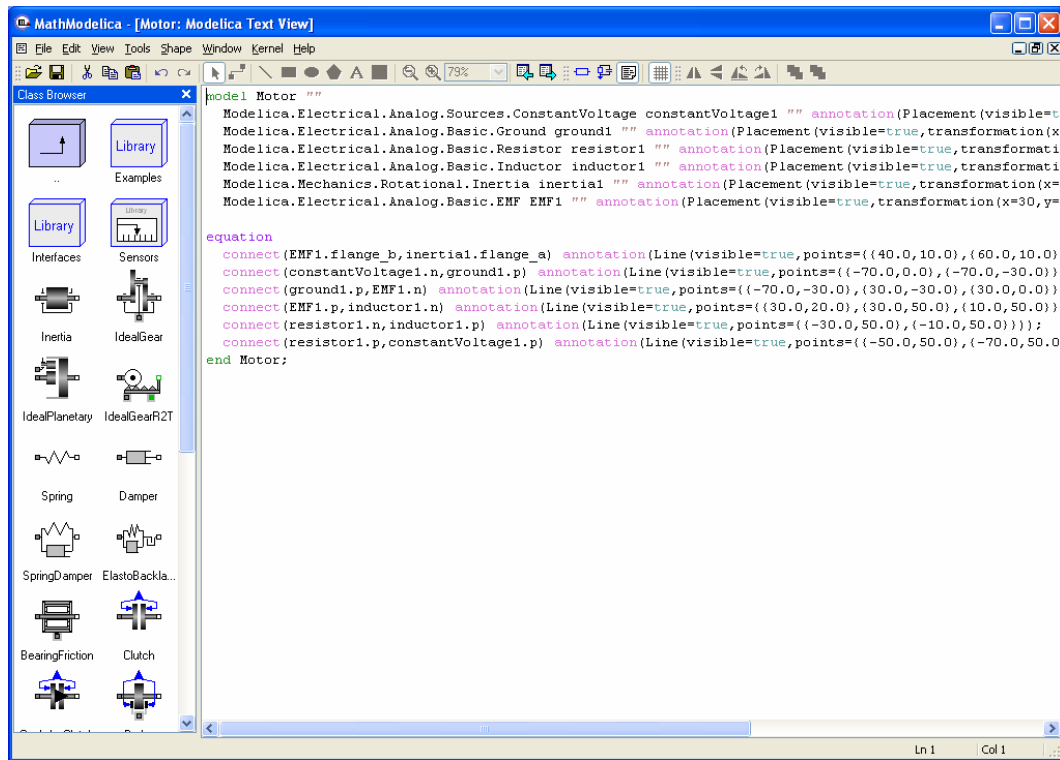
To change a parameter value of a component, e.g. the resistance of the resistor, we need to switch to the Modelica Text View of the class. Click on the `Modelica Text View` button in the toolbar to switch to text mode:



Whenever we switch from the graphical view to the Modelica Text View after making any changes to the model in the graphical layers we need to update the text view. Click on the `Refresh Class` button, also found in the toolbar:



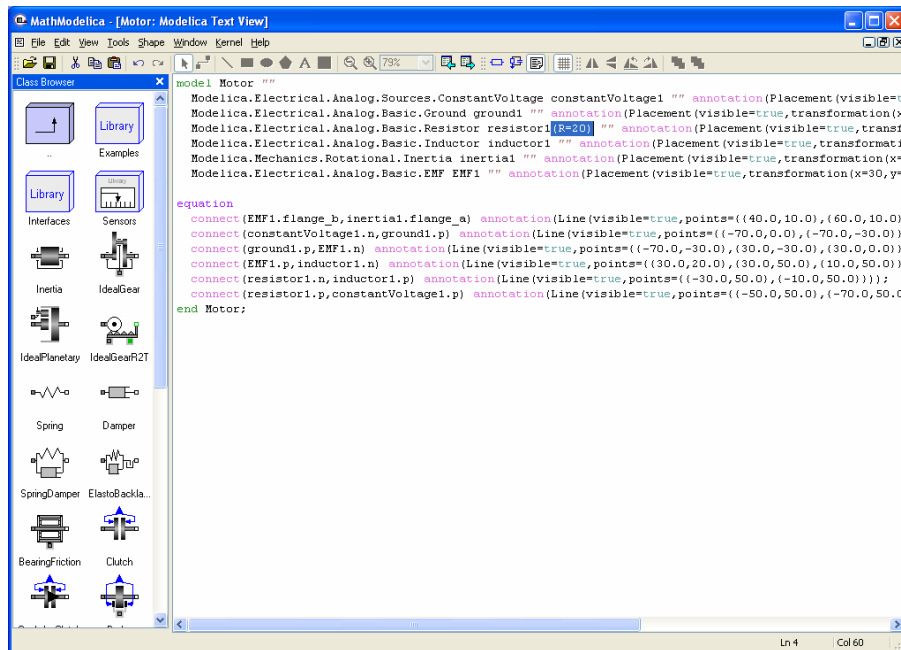
After the text view has been updated it should look similar to the one in Figure 2-7. The order of the component declarations and connection equations depend on in which order you placed them on the drawing area and connected them.



**Figure 2-7.** The Graphical Model Editor with the Modelica Text View mode showing the new Motor model. This view also allows text editing of the model.

Locate the line that starts with `Modelica.Electrical.Analog.Basic.Resistor`. Put the text cursor right after `resistor1` and add the text `(R=20)`. This text is a modification of the resistor component, changing its parameter `R` (resistance) from the default value of 1 to 20. The Modelica Text View should now look similar to the one found in Figure 2-8 below.



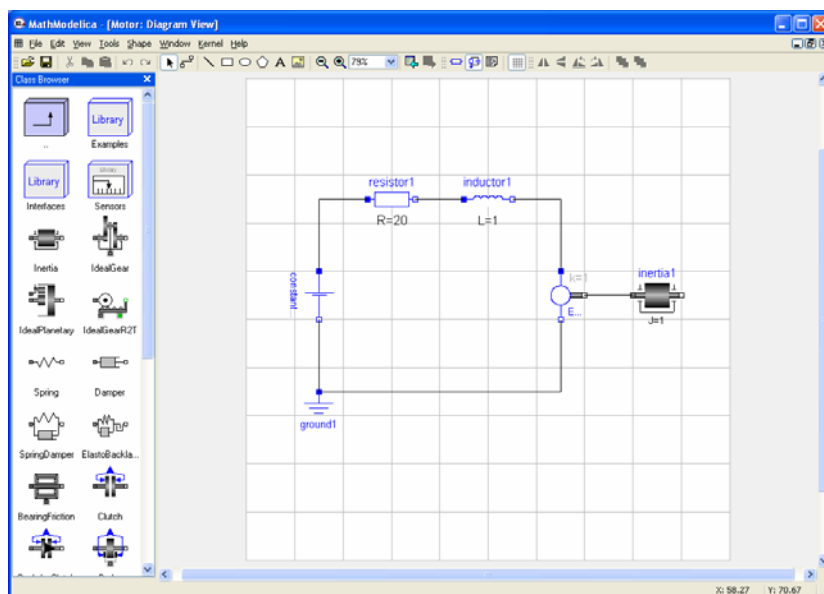


**Figure 2-8.** The Modelica Text View of the Motor model, with a modifier  $R=20$  added for the `resistor1` component.

When you make any changes to the model in the Modelica Text View you need to click on the Apply Class Definition button in the toolbar to confirm the changes:



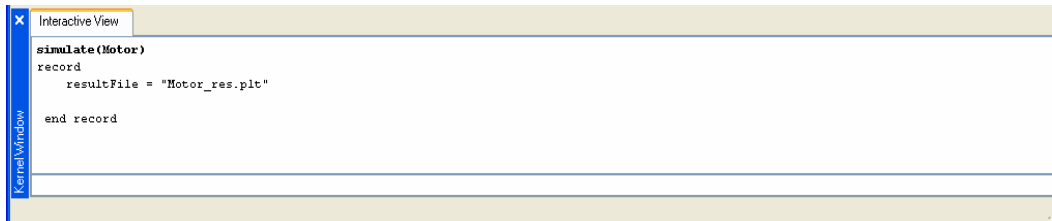
When you have done this, change class view back to the Diagram View and study the icon of the resistor component. It should show  $R=20$  instead of  $R=1$ , i.e., the resistance of the resistor is now 20 ohm.



**Figure 2-9.** The Diagram View showing  $R=20$  for the `resistor1` component.

### 2.1.3 Translating and Simulating Using the Interactive View

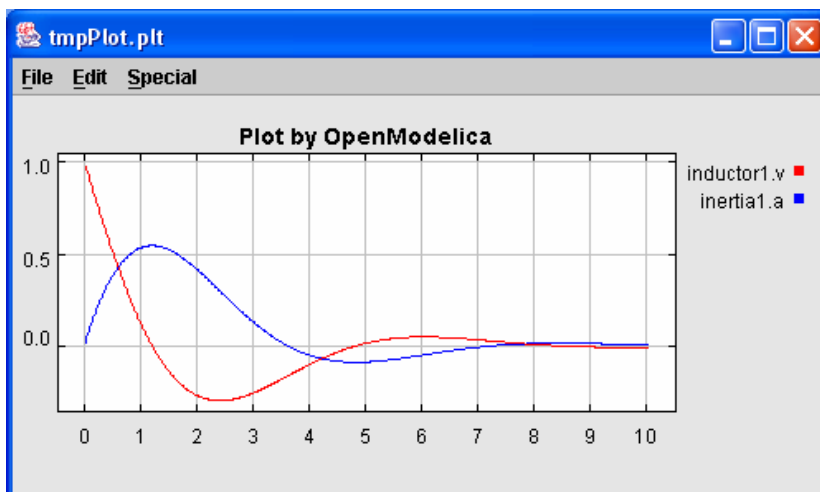
Translating and simulating is performed using the Interactive View of the simulation kernel window. To open the kernel window, select `Open Kernel Window` in the `File` menu. Enter the command `simulate(Motor)` in the interactive view to translate and simulate the model.



**Figure 2-10.** The interactive view of the simulation kernel window, with the simulation command `simulate(Motor)`.

### 2.1.4 Plotting

After the model has been translated and simulated, any of its variables can be plotted using the `plot` command. Giving the command `plot({inductor1.w, inertia1.a})` will bring up the window below.



**Figure 2-11.** OpenModelica plot window created by the command: `plot({inductor1.w, inertia1.a})`, after a simulation of the `Motor` model.

### 2.1.5 Saving and Loading

It is possible to save a model from the model editor. Saving a model will create a Modelica 2.0 standard output file with the extension `.mo`. This file can later be loaded back into the model editor.

## 2.2 Keyboard Command Shortcuts

The following are keyboard shortcut commands available in the different windows of the Graphical model editor, including the text editing window.

### 2.2.1 Class Window – Common Shortcuts

|          |                             |
|----------|-----------------------------|
| CTRL + O | Open a Modelica (.mo) file. |
| CTRL + Q | Quit the model editor.      |

### 2.2.2 Class Browser Window

|             |  |
|-------------|--|
| LEFT ARROW  | Select the class to the left of the currently selected class.  |
| RIGHT ARROW | Select the class to the right of the currently selected class.   |
| UP ARROW    | Select the class above the currently selected class.   |
| DOWN ARROW  | Select the class below the currently selected class.   |
| ENTER       | If the selected class is a package; open the package and view its contents, otherwise; open the class for editing. |
| DELETE      | Delete the selected class.   |

### 2.2.3 Class Window – Graphical Layer View

|          |   |
|----------|---|
| CTRL + S | Save class present in active class window.  |
| CTRL + Z | Undo last undo/redo supported operation.  |
| CTRL + Y | Redo last undo/redo supported operation.  |
| CTRL + A | Select all items.   |
| DELETE   | Delete the selected items.  |
| CTRL + W | Zoom the view to fit the size of the window.  |
| F5       | Switch to a full screen view of the graphical layer.                                |
| ESC      | Deselect all items, or if the Full Screen view is activated, return to normal view. |
| SPACE    | Pointer tool.   |
| C        | Connector tool.   |
| L        | Line tool.  |
| R        | Rectangle tool.   |
| E        | Ellipse tool.   |
| P        | Polygon tool.   |
| T        | Text tool.  |
| B        | Bitmap tool.  |
| +        | Zoom In tool.   |

|                     |  |
|---------------------|--|
| -                   | Zoom Out tool.   |
| LEFT ARROW          | Move selected items left, otherwise if no selection move view area left.   |
| RIGHT ARROW         | Move selected items right, otherwise if no selection move view area right. |
| UP ARROW            | Move selected items up, otherwise if no selection move view area up.       |
| DOWN ARROW          | Move selected items down, otherwise if no selection move view area down.   |
| CTRL + LEFT ARROW   | Move view area to the left end of the diagram.                             |
| CTRL + RIGHT ARROW  | Move view area to the right end of the diagram.                            |
| CTRL + UP ARROW     | Move view area to the top of the diagram.                                  |
| CTRL + DOWN ARROW   | Move view area to the bottom of the diagram.                               |
| SHIFT + LEFT ARROW  | Small move of selected items left; if no selection move view area left.    |
| SHIFT + RIGHT ARROW | Small move of selected items right; if no selection move view area right.  |
| SHIFT + UP ARROW    | Small move of selected items up; if no selection move view area up.        |
| SHIFT + DOWN ARROW  | Small move of selected items down; if no selection move view area down.    |
| PAGE UP             | Move view area up.   |
| PAGE DOWN           | Move view area down.   |
| SHIFT + PAGE UP     | Move view area left.   |
| SHIFT + PAGE DOWN   | Move view area right.  |
| HOME                | Move view area to the upper left corner.                                   |
| END                 | Move view area to the lower left corner.                                   |
| CTRL + HOME         | Move view area to the upper right corner.                                  |
| CTRL + END          | Move view area to the lower right corner.                                  |
| CTRL + L            | Rotate the selected items 90° to the left (anti-clockwise).                |
| CTRL + R            | Rotate the selected items 90° to the right (clockwise).                    |
| CTRL + H            | Flip the selected items horizontally.                                      |
| CTRL + J            | Flip the selected items vertically.  |

#### **2.2.4 Class Window – Modelica Text View**

|             |  |
|-------------|--|
| CTRL + P    | Print the text.                                |
| CTRL + A    | Select all text.                               |
| CTRL + Z    | Undo last edit.                                |
| CTRL + Y    | Redo last edit.                                |
| CTRL + X    | Cut the selected text to the Clipboard.        |
| CTRL + C    | Copy the selected text to the Clipboard.       |
| CTRL + V    | Paste Clipboard contents into the text editor. |
| LEFT ARROW  | Move one character left.                       |
| RIGHT ARROW | Move one character right.                      |
| UP ARROW    | Move one line up.                              |
| DOWN ARROW  | Move one line down.                            |

|             |   |
|-------------|---|
| PAGE UP     | Move one page up.   |
| PAGE DOWN   | Move one page up.   |
| HOME        | Move to the beginning of the line.  |
| END         | Move to the end of the line.  |
| CTRL + HOME | Move to the beginning of the text.  |
| CTRL + END  | Move to the end of the text.  |
| DELETE      | Delete the selected text, or if no text is selected, delete the character to the right. |

## **2.2.5     Interactive Kernel Window – Output View**

|          |  |
|----------|--|
| CTRL + C | Copy the selected text to the Clipboard. |
| CTRL + A | Select all text.                         |

## **2.2.6     Interactive Kernel Window – Input Field**

|            |   |
|------------|---|
| CTRL + X   | Cut the selected text to the Clipboard.   |
| CTRL + C   | Copy the selected text to the Clipboard.  |
| CTRL + V   | Paste Clipboard contents into the text field.   |
| CTRL + Z   | Undo the last operation.  |
| CTRL + Y   | Redo the last operation.  |
| DELETE     | Delete the selected text, or if no text is selected, delete the character to the right. |
| CTRL + A   | Select all text.  |
| ENTER      | Evaluate given command.   |
| UP ARROW   | Step backward in the history of commands.   |
| DOWN ARROW | Step forward in the history of commands.  |

## Chapter 3

### DrModelica Notebook and Model Editor

This chapter covers the OpenModelica electronic notebook and model editor subsystem, together with the DrModelica tutoring system for teaching Modelica, which is based on such notebooks.

However, the OpenModelica notebook facility is work in progress, which currently is only partially completed (see Section 3.3). For these reasons we first present the electronic notebook facility and DrModelica based on the MathModelica implementation. The OpenModelica electronic notebooks is a simplified version of those notebooks, that however still are able to handle the full DrModelica system.

#### 3.1 Interactive Notebooks with Literate Programming

Interactive Electronic Notebooks are active documents that may contain technical computations and text, as well as graphics. Hence, these documents are suitable to be used for teaching and experimentation, simulation scripting, model documentation and storage, etc.

The Notebook facility is actually an interactive WYSIWYG (What-You-See-Is-What-You-Get) realization of Literate Programming, a form of programming where programs are integrated with documentation in the same document.

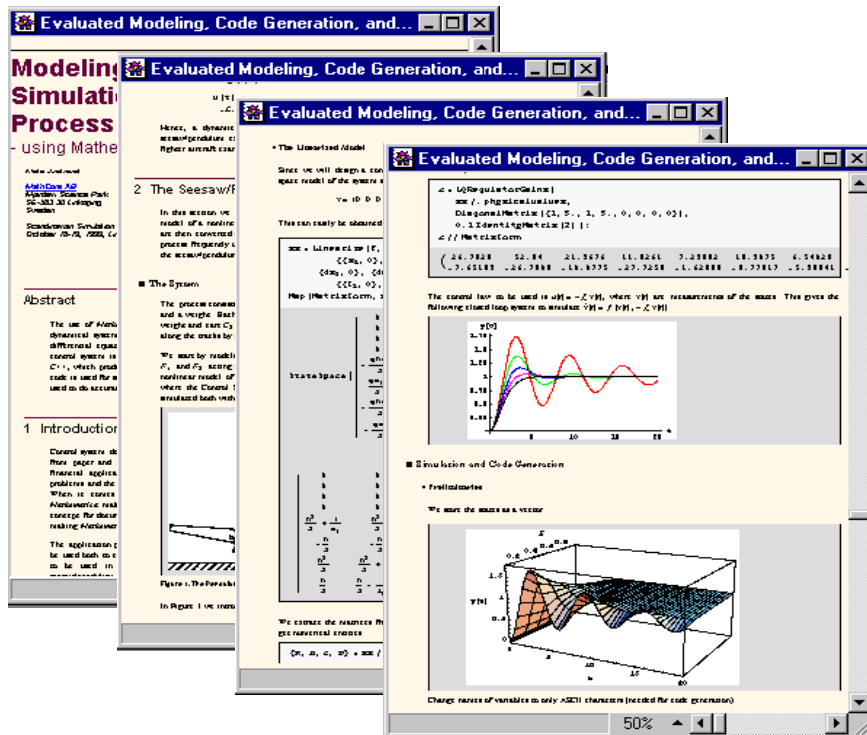
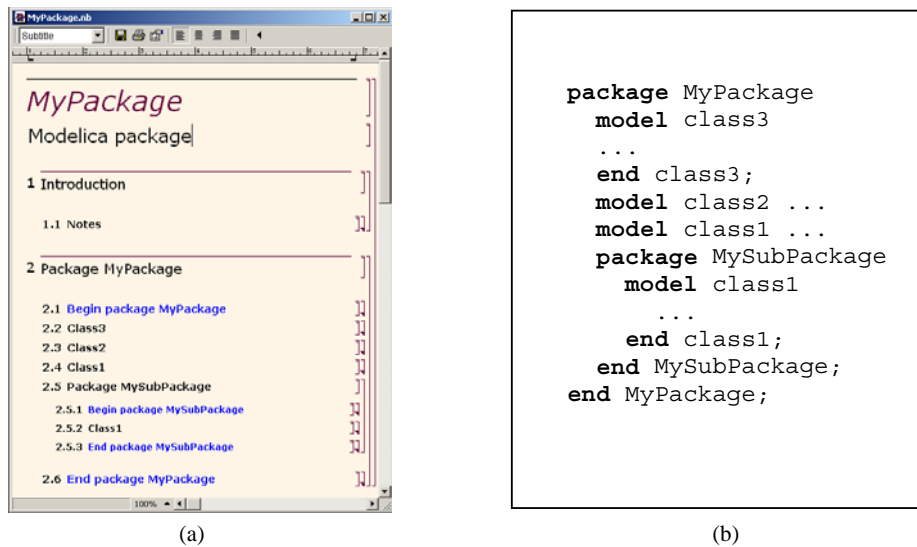


Figure 3-1. Examples of notebooks in the MathModelica modeling and simulation environment.

### 3.1.1 Tree Structured Hierarchical Document Representation

Traditional documents, e.g. books and reports, essentially always have a hierarchical structure. They are divided into sections, subsections, paragraphs, etc. Both the document itself and its sections usually have headings as labels for easier navigation. This kind of structure is also reflected in electronic notebooks. Every notebook corresponds to one document (one file) and contains a tree structure of cells. A cell can have different kinds of contents, and can even contain other cells. The notebook hierarchy of cells thus reflects the hierarchy of sections and subsections in a traditional document such as a book.



**Figure 3-2.** The package `MyPackage` in a notebook (a) and as Modelica text (b).

Modelica packages including documentation and test cases can also be stored as notebooks, e.g. as in Figure 3-1 or Figure 3-2. Those cells that contain Modelica model classes intended to be used from other models, e.g. library components or certain application models, can be marked as Modelica code cells. This means that it is possible to export the Modelica cells in the notebook `MyPackage.nb` of Figure 3-2a, into a file `MyPackage.mo` with the contents shown in Figure 3-2b.

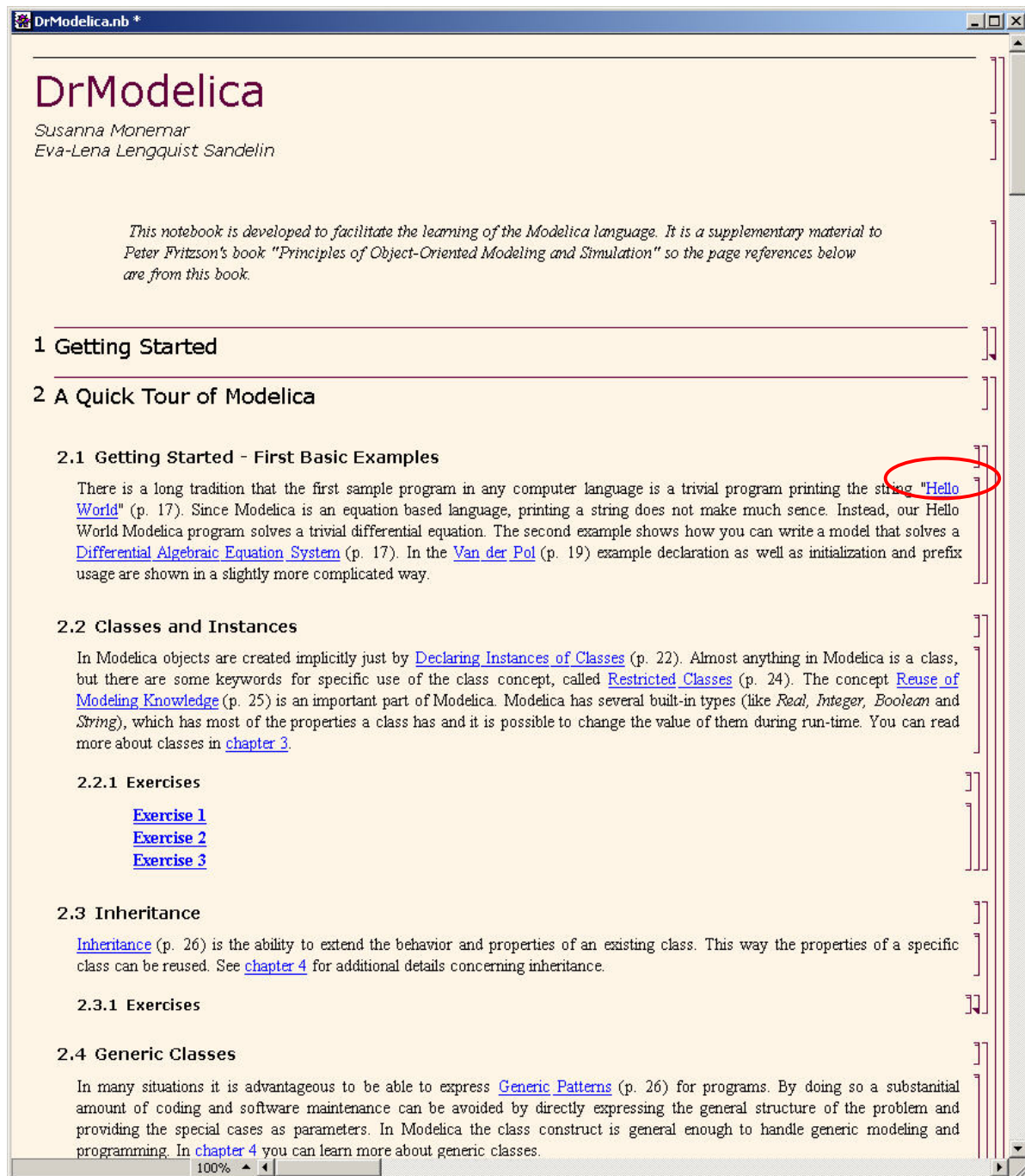
## 3.2 The DrModelica Tutoring System

Understanding programs is hard, especially code written by someone else. For educational purposes it is essential to be able to show the source code and to give an explanation of it at the same time.

Moreover, it is important to show the result of the source code's execution. In modeling and simulation it is also important to have the source code, the documentation about the source code, the execution results of the simulation model, and the documentation of the simulation results in the same document. The reason is that the problem solving process in computational simulation is an iterative process that often requires a modification of the original mathematical model and its software implementation after the interpretation and validation of the computed results corresponding to an initial model.

Most of the environments associated with equation-based modeling languages focus more on providing efficient numerical algorithms rather than giving attention to the aspects that should facilitate the learning and teaching of the language. There is a need for an environment facilitating the learning and understanding of Modelica. These are the reasons for developing the DrModelica teaching material for Modelica and for teaching modeling and simulation.

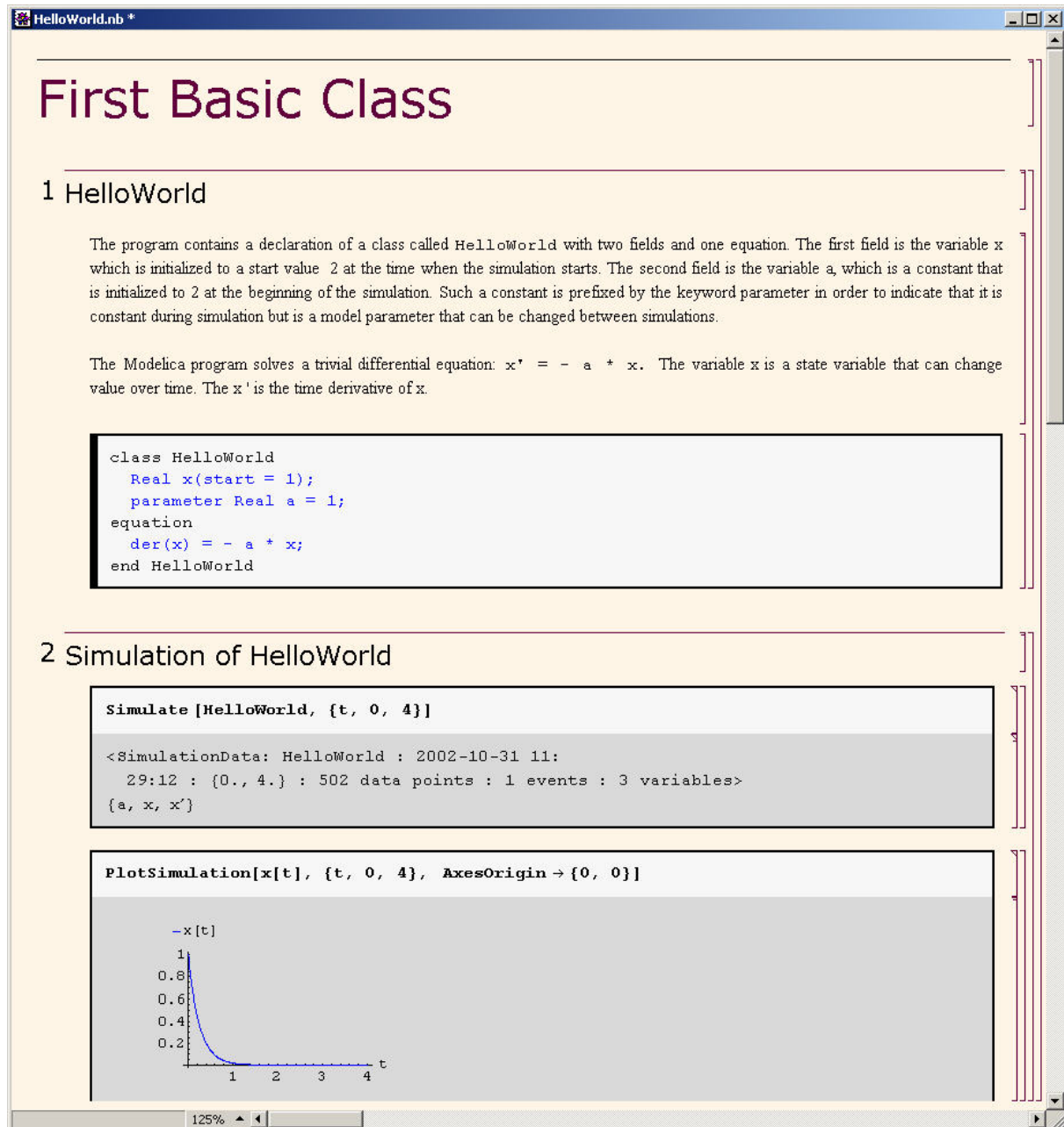




**Figure 3-3.** The front-page notebook of the DrModelica tutoring system.

DrModelica has a hierarchical structure represented as notebooks. The front-page notebook is similar to a table of contents that holds all other notebooks together by providing links to them. This particular notebook is the first page the user will see (Figure 3-3).

In each chapter of DrModelica the user is presented a short summary of the corresponding chapter of the book “Principles of Object-Oriented Modeling and Simulation with Modelica 2.1” by Peter Fritzson. The summary introduces some *keywords*, being hyperlinks that will lead the user to other notebooks describing the keywords in detail.

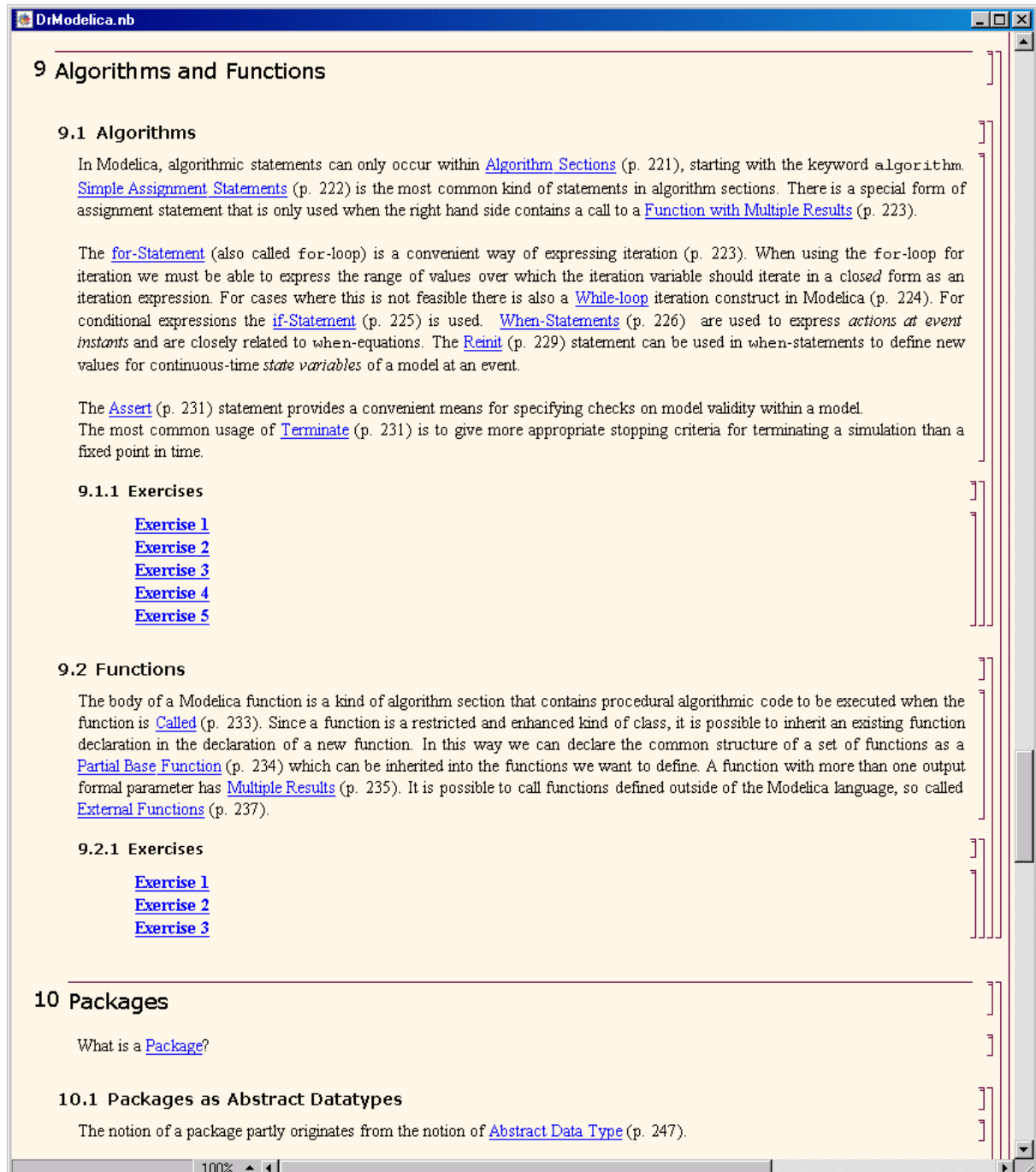


**Figure 3-4.** The HelloWorld class simulated and plotted using the MathModelica version of DrModelica.

Now, let us consider that the link “HelloWorld” in DrModelica Section 2.1 in **Error! Reference source not found.** is clicked by the user. The new notebook, to which the user is being linked (see Figure 3-4), is not only a textual

description but also contains one or more examples explaining the specific keyword. In this class, HelloWorld, a differential equation is specified.

No information in a notebook is fixed, which implies that the user can add, change, or remove anything in a notebook. Alternatively, the user can create an entirely new notebook in order to write his/her own programs or copy examples from other notebooks. This new notebook can be linked from existing notebooks.

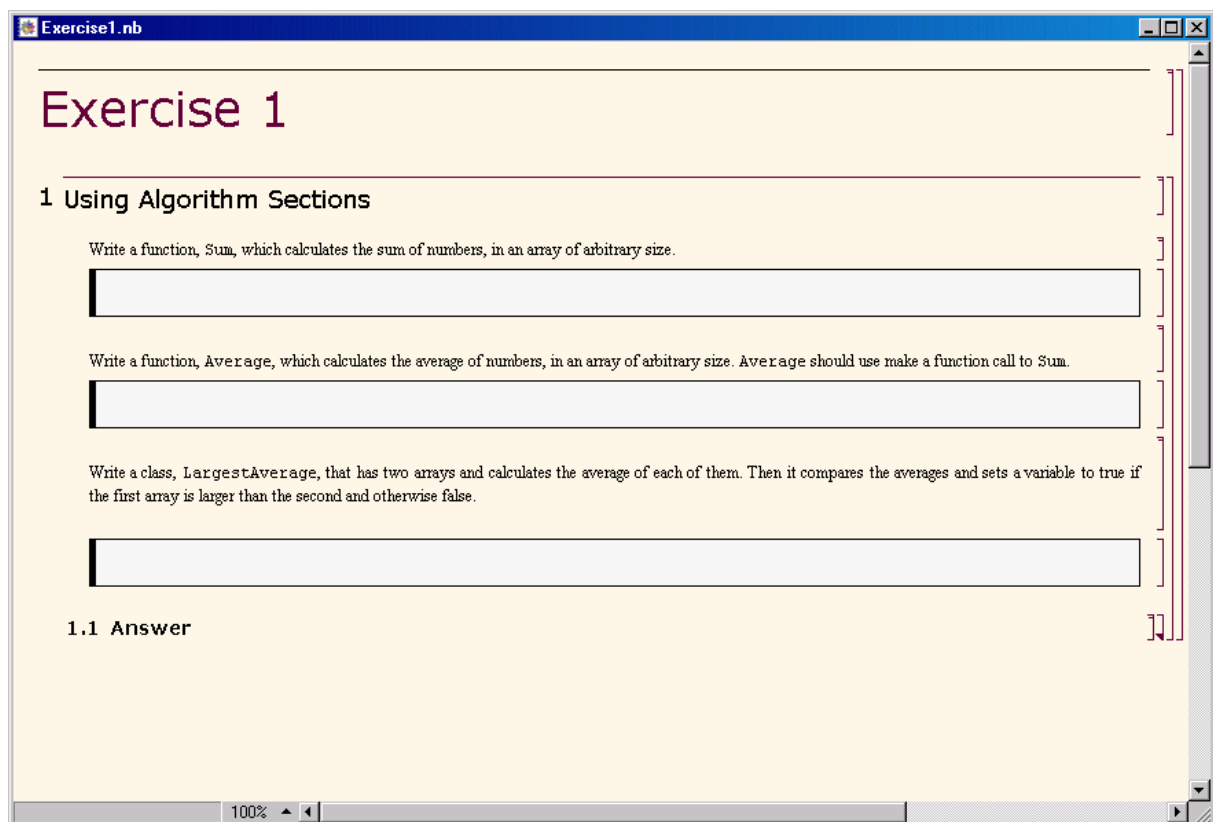


**Figure 3-5.** DrModelica Chapter 9 in the main page of the MathModelica version of DrModelica.

When a class has been successfully evaluated the user can simulate and plot the result, as depicted in Figure 3-4 for the simple `HelloWorld` example model..

After reading a chapter in DrModelica the user can immediately practice the newly acquired information by doing the exercises that concern the specific chapter. Exercises have been written in order to elucidate language constructs step by step based on the pedagogical assumption that a student learns better “*using the strategy of learning by doing*”. The exercises consist of either theoretical questions or practical programming assignments. All exercises provide answers in order to give the user immediate feedback.

Figure 3-5 shows Chapter 9 of the DrModelica teaching material. Here the user can read about language constructs, like `algorithm` sections, `when`-statements, and `reinit` equations, and then practice these constructs by solving the exercises corresponding to the recently studied section.



**Figure 3-6.** Exercise 1 in Chapter 9 of DrModelica.

Exercise 1 in Section 9.1.1 is shown in Figure 3-6. In this exercise the user has the opportunity to practice different language constructs and then compare the solution to the answer for the exercise. Notice that the answer is not visible until the *Answer* section is expanded. The answer is shown in Figure 3-7.

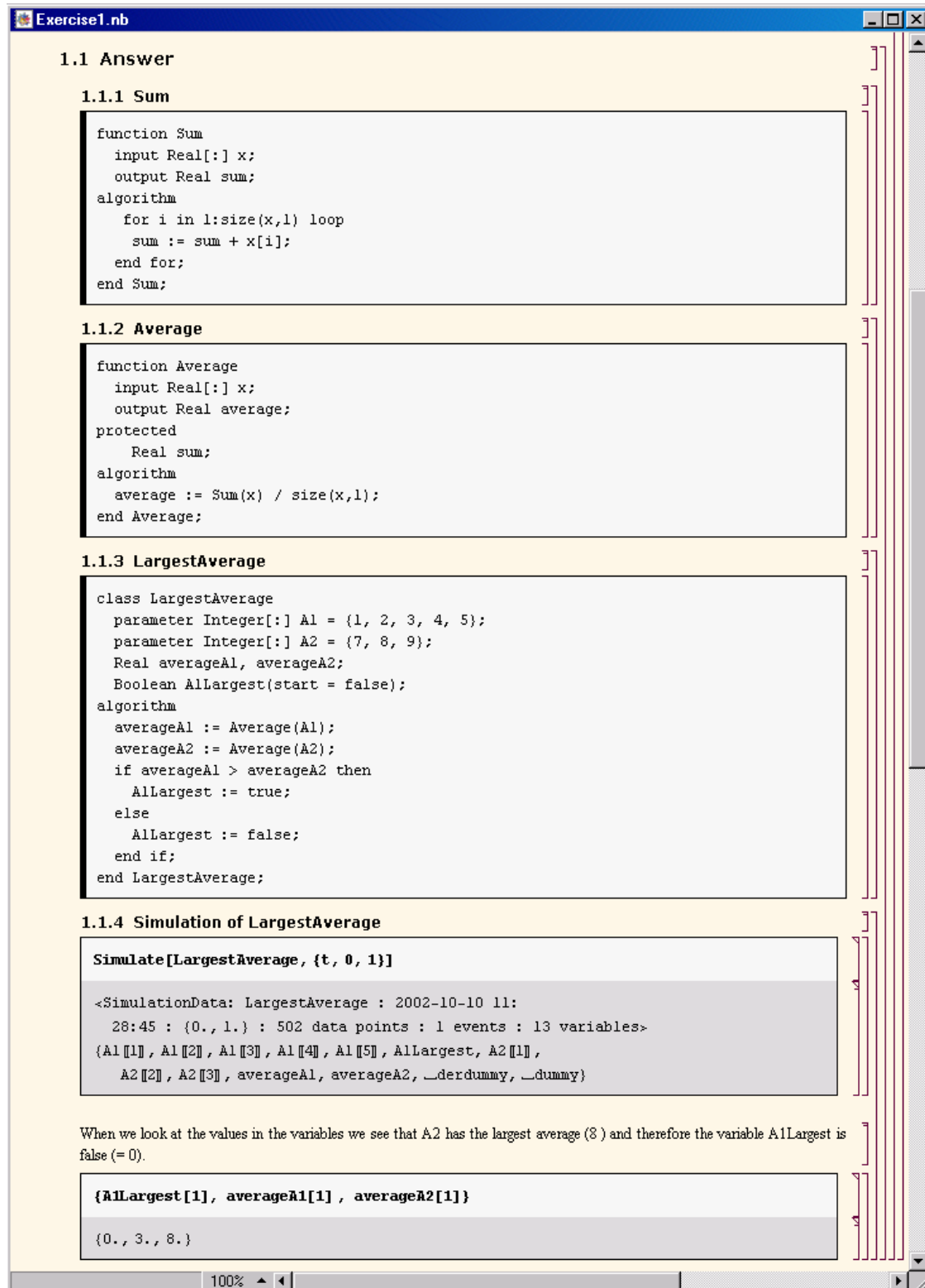
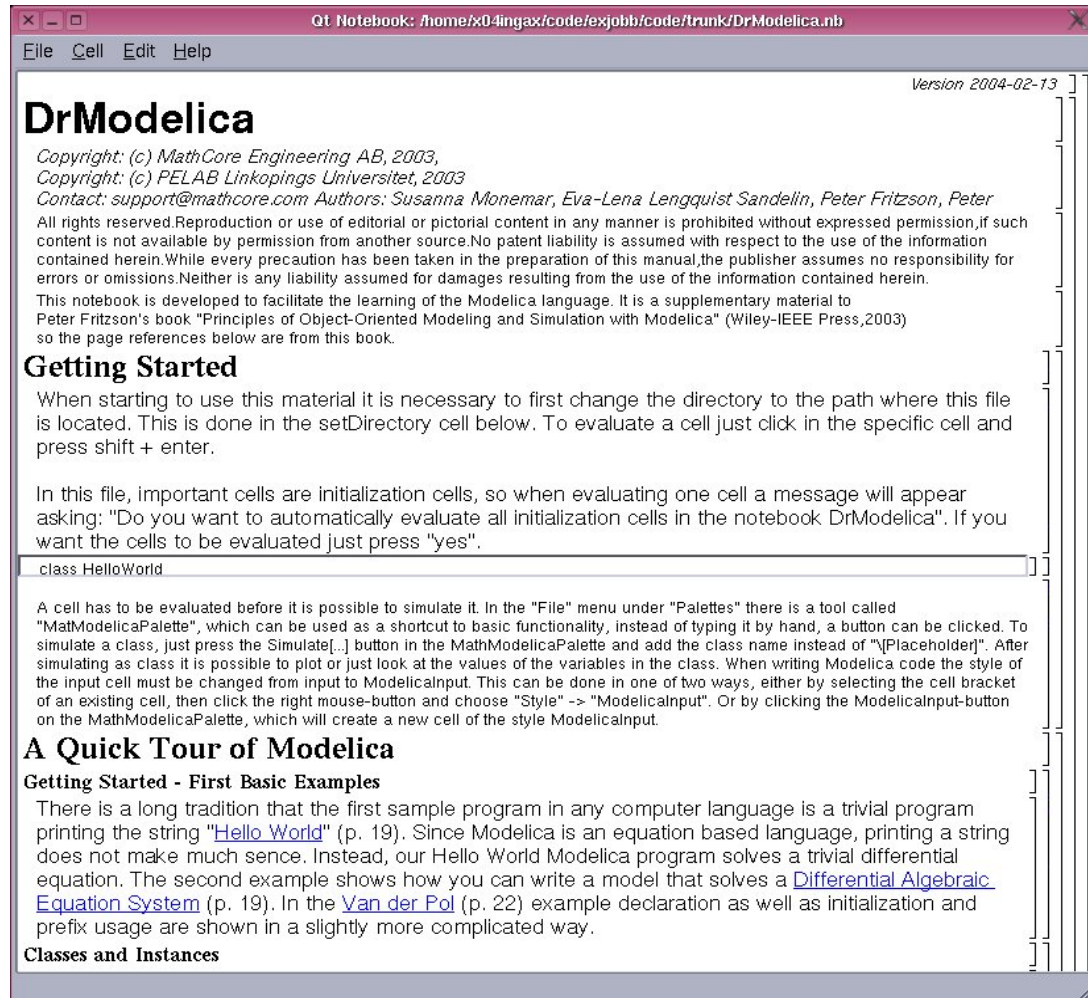


Figure 3-7. The answer section to Exercise 1 in Chapter 9 of DrModelica.

### 3.3 Simple DrModelica Notebooks in OpenModelica



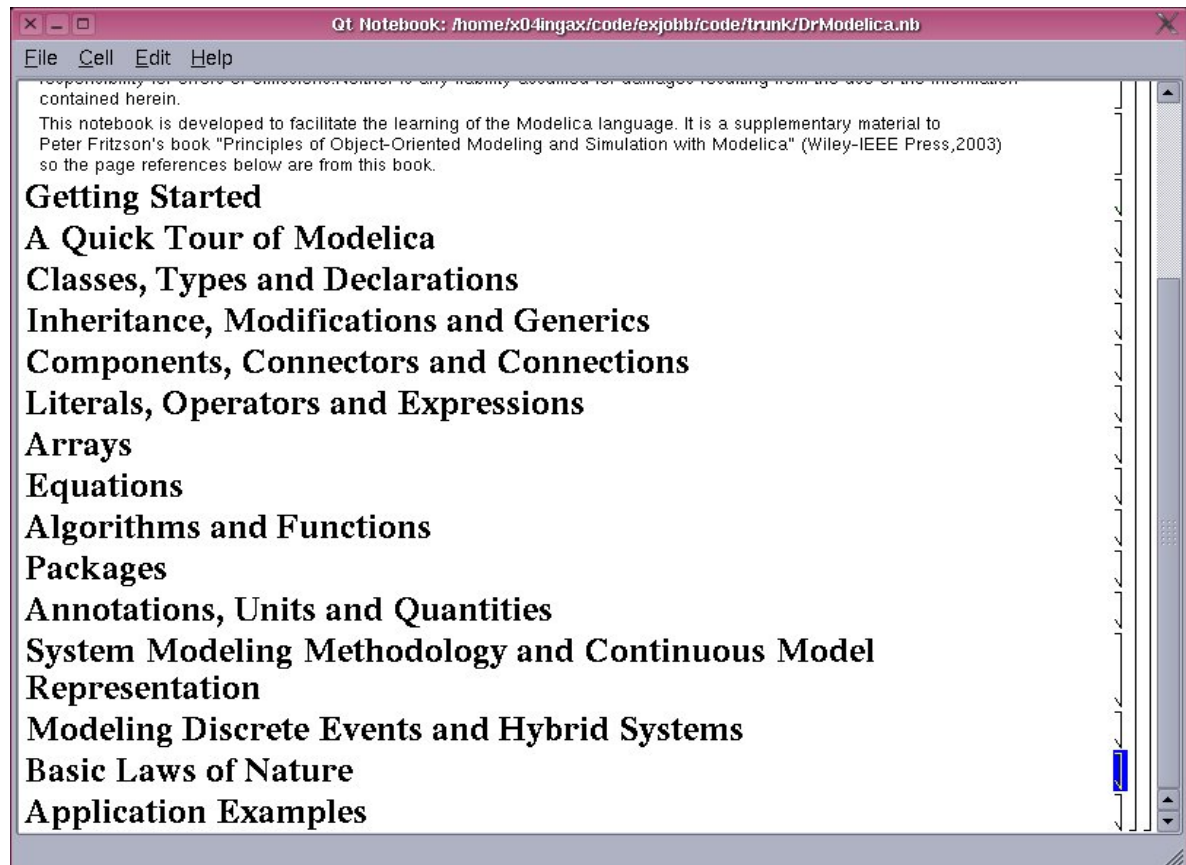
As mentioned in the introduction to this chapter, the OpenModelica notebook facility is a simplified implementation of the basic electronic notebook facilities, but advanced enough to represent hierarchical documents, simple type setting, text editing, etc., which is enough to be able to read in the whole DrModelica teaching material.



**Figure 3-8.** The start page (main page) of DrModelica in the OpenModelica notebook system.

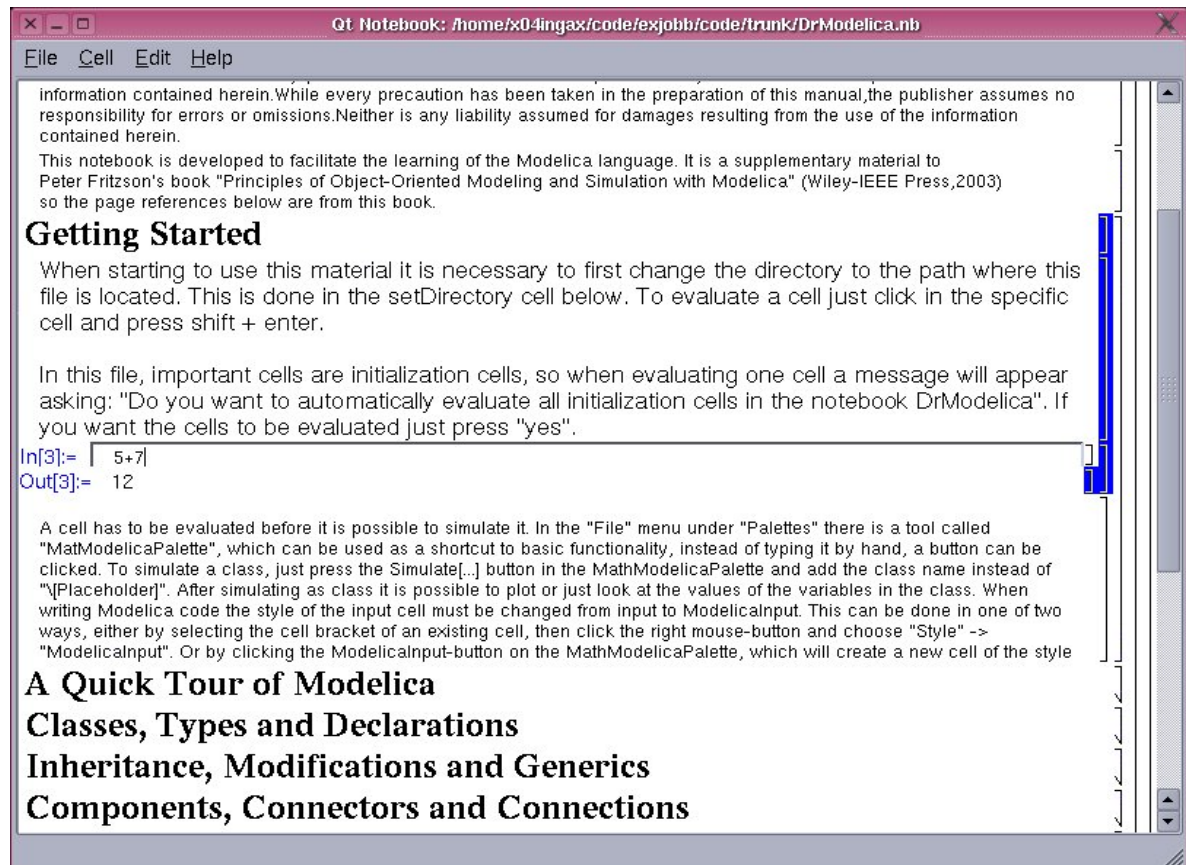
This is exemplified by Figure 3-8, showing the DrModelica main page (start page) in the teaching material.

As can be seen from Figure 3-9 and Figure 3-10, the OpenModelica notebook implementation can already represent the hierarchical structure of documents, cells, etc., but lacks some polishing in terms of formatting and available commands. Also, no graphic information can currently be represented.



**Figure 3-9.** The DrModelica main notebook in OpenModelica with most cells closed, only showing the title of each cell, thus creating a form of table-of-contents for the notebook.

Figure 3-9 shows the main notebook of DrModelica with all cells closed, only showing the heading of each cell/section. This looks like a kind of table-of-contents, which is convenient for navigation in the notebook. To read a closed section, just click on it and it will open.



**Figure 3-10.** The OpenModelica DrModelica notebook, showing the evaluation of a simple expression (5+7) in a cell, followed by the creation of an output cell to contain the result: 12..

The OpenModelica Notebook facility is coupled to the OpenModelica compiler and simulator, thus allowing evaluation of expressions, simulation of models, and interactive session commands as specified in Section 1.3.

### 3.4 OpenModelica Notebook Commands

The current prototype of OpenModelica notebooks support the following operations:

- Opening and closing groups of cells by double clicking the hierarchical tree view (to the right).
- Evaluation of Modelica code, commands, and expressions in input cells by typing SHIFT+RETURN. The evaluation results are shown in a created output cell.
- Opening and loading notebook files stored in XML-format Command: CTRL+O).
- Opening and loading notebook files stored in FullForm Mathematica notebook format.
- Saving notebook files in XML format. (Command: ??)
- Terminating the notebook subsystem (ALT+Q or ALT+F4).
- Select a cell, by a single click on the cell in the tree view to the right.
- Possibility to edit the style template to change the appearance of different cell types.
- Move cursor, by CTRL + UP ARROW or CTRL + DOWN ARROW.
- Close current document (CTRL+W).
- Select and copy text inside a cell.

The following functionality is ongoing work and is currently being implemented:



- Removing selected cells.
- Pasting cells.
- Change type setting style for a cell.
- Clickable active links that opens the linked document when clicked on the link. The DrModelica notebook contains many such links.
- Moving the cursor by using the mouse.
- Editing text in a cell.
- Color marking and indentation of Modelica code.
- A more complete menu system.
- Pasting text into a cell.
- Moving a cell by dragging it in the tree view.
- Pasting graphic images into special graphic cells.

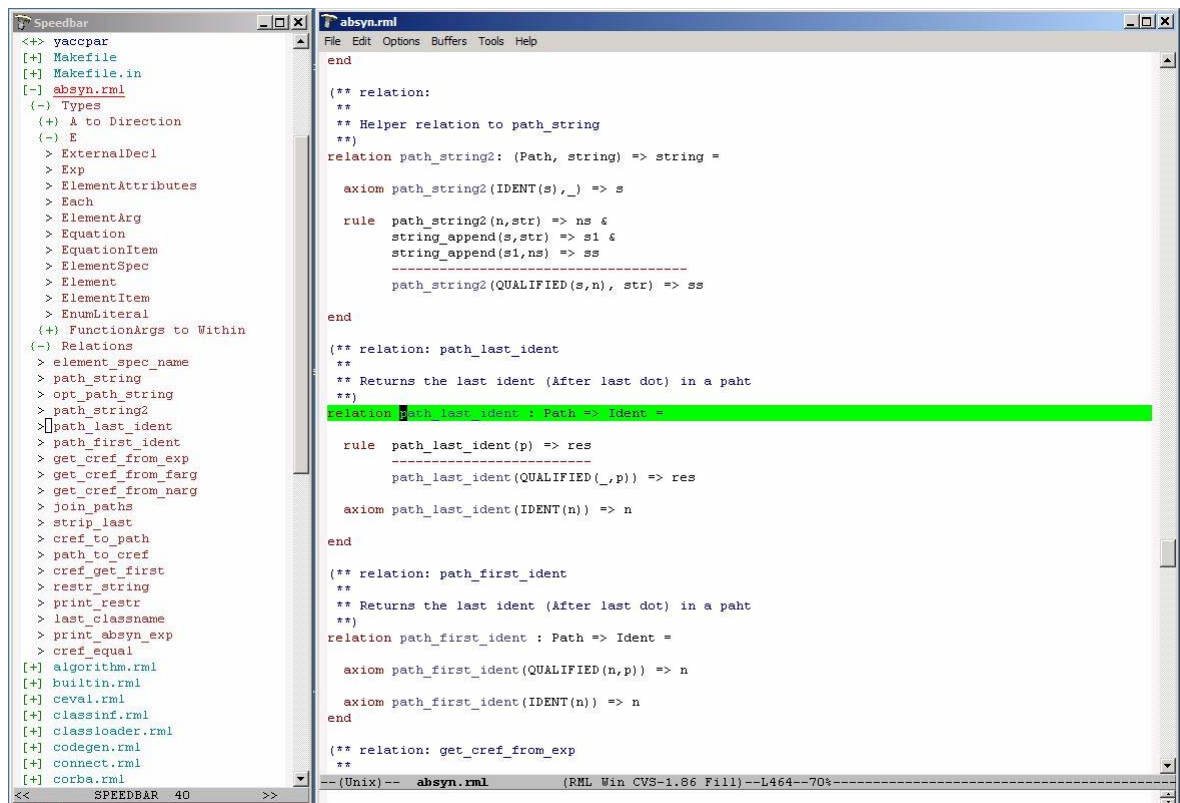
## Chapter 4

# Emacs Textual Model Editor/Browser

The Emacs Modelica mode provides facilities for keyword highlighting, suppressing annotations, etc.

(?? Describe those facilities, including how the Modelica mode is started).

Another quite useful facility is the Speedbar menu, depicted in Figure 4-1. (?? This Screenshot shows the same facility used for RML code, not Modelica code. Needs to be updated)



**Figure 4-1.** Emacs with a speedbar menu to the left, which allows clicking on file names (for expansion or closing the file contents menu). An expanded file shows all function, class, and type declarations. By clicking on one of those, you can position the editor at the appropriate definition.

Give the command `M-x speedbar` to start the Speedbar menu. See Section 6.1 for an explanation to the notation `M-x`, etc.

When you open files the speedbar menu will automatically update itself. You can double-click with the left mouse button or single-click with the middle button to expand trees, and jump between files and program definitions.

At the top you see the search path to the current directory, where you can click on the directory names at different levels to jump back and forth in the hierarchy. Subdirectories are visible in the tree as expandable nodes.

It is also possible to right-click in the speedbar window to have a menu appear.

## Chapter 5

### Eclipse Plugin Model Editor/Browser

The Eclipse plugin is currently in a prototype stage. The following functionality is available, but need to be slightly improved before the first release:

- A Modelica package browser is available for browsing packages and classes.
- Integration with the Eclipse text editor is available.
- The Eclipse editor works well and has been extended with Modelica syntax highlighting and automatic indentation.
- The basic platform functionality is available but need to be improved.

## Chapter 6

# Modelica Algorithmic Subset Debugger

This chapter presents a comprehensive Modelica debugger for an extended algorithmic subset of the Modelica language. This replaces debugging of algorithmic code using primitive means such as print statements or asserts which is complex, time-consuming and error-prone.

The debugger is portable since it is based on transparent source code instrumentation techniques that are independent of the implementation platform.

The usual debugging functionality found in debuggers for procedural or traditional object-oriented languages is supported, such as setting and removing breakpoints, single-stepping, inspecting variables, back-trace of stack contents, tracing, etc.

We present the debugger functionality by a debugging session on a short Modelica example. The functionality of the debugger is shown using pictures from the Emacs debugging mode for Modelica (`modelicadebug-mode`).

Note 1: The current (March 2005) implementation of the debugger only works together with the Modelica compiler version that supports an extended algorithmic subset of Modelica, without equations and simulation, but including meta-programming support. Both compiler versions will be merged into a single version in the near future.

Note 2: when applying the debugger to debug the OpenModelica compiler itself, give the `make debug` command to compile the code with debugging turned on, or just the command: `make`, to compile it without debugging support.

## 6.1 The Debugger Commands

The Emacs Modelica debug mode is implemented as a specialization of the Grand Unified Debugger (GUD) interface (`gud-mode`) from Emacs. Because the Modelica debug mode is based on the GUD interface, some of the commands have the same familiar key bindings.

The actual commands sent to the debugger are also presented together with GUD commands preceded by the Modelica debugger prompt: `mdb@>`.

If the debugger commands have several alternatives these are presented using the notation: `alternative1|alternative2|...`

The optional command components are presented using notation: `[optional]`.

In the Emacs interface: `M-x` stands for holding down the Meta key (mapped to Alt in general) and pressing the key after the dash, here `x`, `C-x` stands for holding down the Control (Ctrl) key and pressing `x`, `<RET>` is equivalent to pressing the Enter key, and `<SPC>` to pressing the Space key.

## 6.2 Starting the Modelica Debugging Subprocess

The command for starting the Modelica debugger under Emacs is the following:

```
M-x modelicadebug <RET> executable <RET>
```

## 6.3 Setting/Deleting Breakpoints

A part of a session using this type of commands is shown in Figure 6-1 below. The presentation of the commands follows.

```

function eval
  input Exp exp_1;
  output Real rval_1;
algorithm
  rval_1 :=
    match exp_1
    local Integer v1,v2;
      Exp e1,e2;
    case RCONST(v1) then v1;
    case PLUS(e1,e2) equation
      v1 = eval(e1); v2 = eval(e2);
      then v1+v2;
    case SUB(e1,e2) equation
      v1 = eval(e1); v2 = eval(e2);
      then v1-v2;
    end match;
end eval

--(DOS)-- eval.mo (Modelica)--L14--C8--Top-----
Current directory is /cygdrive/c/home/adrpo/doc/projects/mod
Modelica/ModelicaConference2005/tests/
[Init]

mdb@ - Modelica debugger
mdb@ - 2002, 2003, 2004, LIU/IDA/PELAB, adrpo@ida.liu.se
mdb@ - debugging process 2800
mdb@ - on tty:/dev/tty1
mdb@>Breakpoint on: [eval.mo:9] added to breakpoints list.
mdb@>Breakpoint on: [eval.mo:11] added to breakpoints list.
mdb@>Breakpoint on: [eval.mo:14] added to breakpoints list.
mdb@>show
----- CURRENT BREAKPOINTS -----
#0 -> eval.mo:9
#1 -> eval.mo:11
#2 -> eval.mo:14
mdb@>clear
Breakpoints list cleared
mdb@>

--:** *gud* (Debugger:run)--L18--C5--All-----

```

Figure 6-1. Using breakpoints.

To set a breakpoint on the line the cursor (point) is at:

```

C-x <SPC>
mdb@> break on file:lineno|string <RET>

```

To delete a breakpoint placed on the current source code line (gud-remove):

```

C-c C-d
C-x C-a C-d
mdb@> break off file:lineno|string <RET>

```

Instead of writing break one can use alternatives br|break|breakpoint.

Alternatively one can delete all breakpoints using:

```

mdb@> cl|clear <RET>

```

Showing all breakpoints:

```

mdb@> sh|show <RET>

```

## 6.4 Stepping and Running

To perform one step (gud-step) in the Modelica code:

```

C-c C-s
C-x C-a C-s
mdb@> st|step <RET>

```

To continue after a step or a breakpoint (gud-cont) in the Modelica code:

```

C-c C-r
C-x C-a C-r
mdb@> ru|run <RET>

```

Examples of using these commands are presented in Figure 6-2.

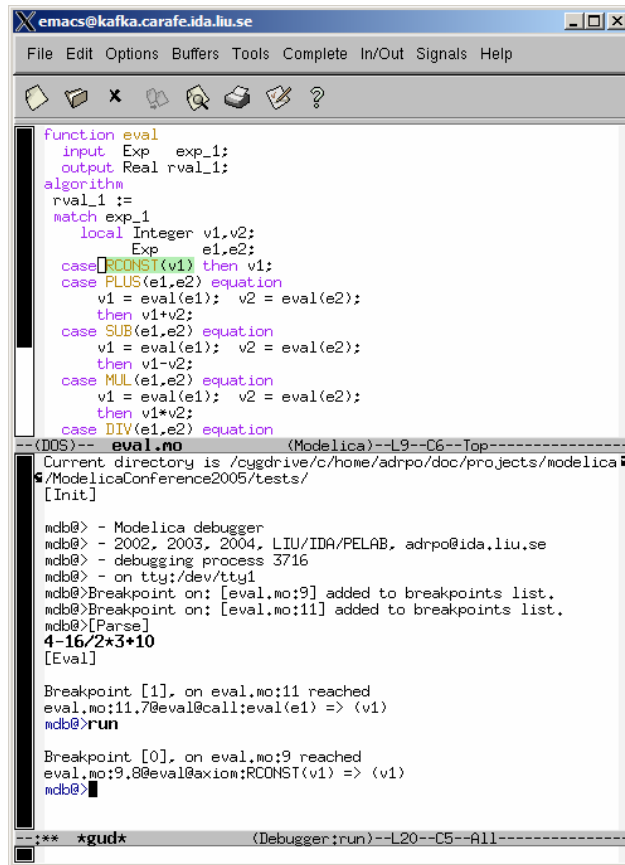


Figure 6-2. Stepping and running.

## 6.5 Examining Data

There are no GUD keybindings for these commands but they are inspired from the GNU Project debugger (GDB).

To print the contents/size of a variable one can write:

```

mdb@> pr|print variable_name <RET>
mdb@> sz|sizeof variable_name <RET>

```

at the debugger prompt. The size is displayed in bytes.

Variable values to be printed can be of a complex type and very large. One can restrict the depth of printing using:

```

mdb@> [set] de|depth integer <RET>

```

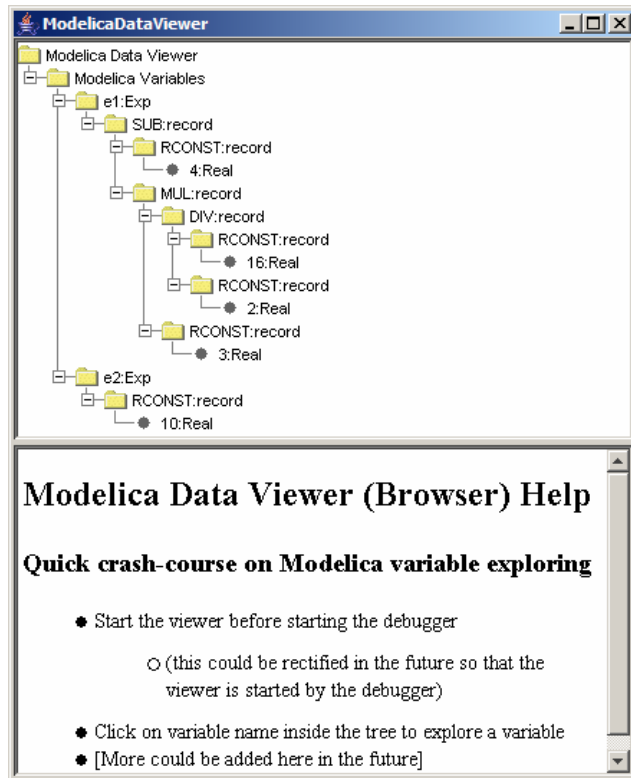
Moreover, we have implemented an external viewer written in Java called `ModelicaDataViewer` to browse the contents of such a large variable. To send the contents of a variable to the external viewer for inspection one can use the command:

```

mdb@> bw|browse|gr|graph var_name <RET>

```

at the debugger prompt. The debugger will try to connect to the `ModelicaDataViewer` and send the contents of the variable. The external data browser has to be started a priori. If the debugger cannot connect to the external viewer within a specified timeout a warning message will be displayed. A picture of the external `ModelicaDataViewer` tool is presented in Figure 6-3.



**Figure 6-3.** Modelica Data Viewer (Browser) for data structures, here a small abstract syntax tree.

If the variable which one tries to print does not exist in the current scope (not a live variable) a notifying warning message will be displayed.

Automatic printing of variables at every step or breakpoint can be specified by adding a variable to a display list:

```
mdb@> di|display variable_name <RET>
```

To print the entire display list:

```
mdb@> di|display <RET>
```

Removing a display variable from the display list:

```
mdb@> un|undisplay variable_name <RET>
```

Removing all variables from the display list:

```
mdb@> undisplay <RET>
```

Printing the current live variables:

```
mdb@> li|live|livevars <RET>
```

Instructing the debugger to print or to disable the print of the live variable names at each step/breakpoint:

```
mdb@> [set] li|live|livevars [on|off] <RET>
```

Figure 6-4 shows examples of some of these commands within a debugging session:



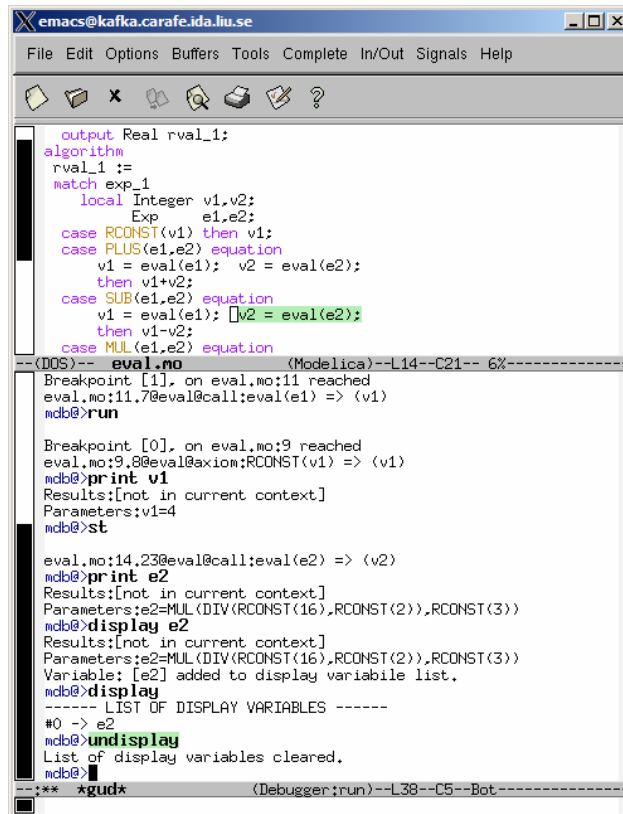


Figure 6-4. Examining variable values using print and display commands.

## 6.6 Additional commands

The stack contents (backtrace) can be displayed using:

```
mdb@> bt|backtrace <RET>
```

Because the contents of the stack can be quite large, one can print a filtered view of it:

```
mdb@> fbt|fbacktrace filter_string <RET>
```

Also, one can restrict the numbers of entries the debugger is storing using:

```
mdb@> maxbt|maxbacktrace integer <RET>
```

For displaying the status of the Modelica runtime:

```
mdb@> sts|stat|status <RET>
```

The status of the extended Modelica runtime comprises information regarding the garbage collector, allocated memory, stack usage, etc.

The current debugging settings can be displayed using:

```
mdb@> stg|settings <RET>
```

The settings printed are: the maximum remembered backtrace entries, the depth of variable printing, the current breakpoints, the live variables, the list of the display variables and the status of the runtime system.

One can invoke the debugging help by issuing:

```
mdb@> he|help <RET>
```

For leaving the debugger one can use the command:

```
mdb@> qu|quit|ex|exit|by|bye <RET>
```

A session using these commands is presented in Figure 6-5 below:

```

Xemacs@kafka.carafe.ida.liu.se
File Edit Options Buffers Tools Complete In/Out Signals Help

output: Real rval_1;
algorithm
rval_1 :=
match exp_1
local Integer v1,v2;
Exp
e1,e2;
case RCONST(v1) then v1;
case PLUS(e1,e2) equation
v1 = eval(e1); v2 = eval(e2);
then v1+v2;
case SUB(e1,e2) equation
v1 = eval(e1); v2 = eval(e2);
then v1-v2;
case MUL(e1,e2) equation
v1 = eval(e1); v2 = eval(e2);
then v1*v2;
case DIV(e1,e2) equation
v1 = eval(e1); v2 = eval(e2);
then v1/v2;
end match
end algorithm

--(DOS)-- eval.mo (Modelica)--L14--C21-- 6%-----

mdb@>display
----- LIST OF DISPLAY VARIABLES -----
#0 -> e2
mdb@>undisplay
List of display variables cleared.
mdb@>bt
----- STACK -----
#0 ->eval.mo:11,7,11,20 relation[eval].goal[call:eval(e1) => (v1)]
#1 ->eval.mo:14,7,14,20 relation[eval].goal[call:eval(e1) => (v1)]
#2 ->eval.mo:9,8,9,17 relation[eval].goal[axiom:RCONST(v1) => (v1)]
#3 ->eval.mo:14,23,14,36 relation[eval].goal[call:eval(e2) => (v2)]
-----

mdb@>stg
-----CURRENT SETTINGS-----
max backtrace entries: 100
depth of variable print: 1
execution type: step
print names of livevars each step: false
Variables printed at each step/breakpoint:
----- LIST OF DISPLAY VARIABLES -----
No display variables are set
breakpoints:
----- CURRENT BREAKPOINTS -----
#0 -> eval.mo:9
#1 -> eval.mo:11
tty: /dev/tty1

--:** *gudx (Debugger:run)--L45--C8--45%-----

```

Figure 6-5. Additional debugger commands.

## 6.7 Hints for Debugging Large Programs

In order to faster get to an interesting place when debugging a large program such as the OpenModelica compiler itself, you can put a breakpoint at the place where you would like to start the investigation, but give the fast debug command when starting the execution from the beginning. In that case the debugger will avoid saving backtrace and variables up to this breakpoint. Then you can turn off backtrace and run the debugger as usual.

## 6.8 Summary of Debugger Commands

The following is a complete list of the current debugger commands

|  |   |
|--|---|
| br break breakpoint <i>string</i> [on off]     | Setting/unsetting breakpoints                 |
| cl clear                                       | Clear all breakpoints                         |
| sh show  | Show all breakpoints                          |
| bt backtrace                                   | Print the backtrace (stack)                   |
| fbt fbacktrace <i>filter</i>                   | Print filtered backtrace (stack)              |
| mb maxbacktrace <i>int</i> (0=full, default=0) | Set the maximum of backtrace entries (stack). |
| ca callchain                                   | Print the call chain                          |
| fca fcallchain <i>filter</i>                   | Print filtered call chain                     |

---

|  |  |
|--|--|
| <code>mc maxcallchain <i>integer</i></code>    | Set the maximum of callchain entries. (0=full, default=100)        |
| <code>[set] de depth <i>integer</i></code>     | Set the depth of variable printing. (0=full, default=10)           |
| <code>[set] ms maxstring <i>integer</i></code> | Set how may chars we print from long strings. (0=full, default=60) |
| <code>set st step [on off]</code>              | Set the execution mode.  |
| <code>st step &lt;ENTER&gt; &lt;CR&gt;</code>  | Perform one step.  |
| <code>ne next</code>                           | Jump over next statement.  |
| <code>ru run</code>                            | Run the program.   |
| <code>stg settings</code>                      | Print the current settings.  |
| <code>he help</code>                           | Showing help.  |
| <code>sts stat status</code>                   | Printing the status of Modelica runtime.                           |
| <code>li live livevars</code>                  | Print the names of live variables.                                 |
| <code>[set] li live livevars [on off]</code>   | On/Off printing names of livevars each step.                       |
| <code>pr print <i>var_name</i></code>          | Print the live variable.   |
| <code>sz size sizeof <i>var_name</i></code>    | Print sizeof the live variable.                                    |
| <code>di display <i>var_name</i></code>        | Display the live variable each step.                               |
| <code>ud undisplay <i>var_name</i></code>      | Un-display the live variable.                                      |
| <code>di display</code>                        | Show display variables.  |
| <code>ud undisplay</code>                      | Un-display ALL display variables.                                  |
| <code>gr graph <i>var_name</i></code>          | Send the live variable to external viewer.                         |
| <code>pty printtype <i>identifier</i></code>   | Print type info on any Modelica id.                                |
| <code>fa fast</code>                           | FAST debugging: no backtrace, callchain, livevars.                 |
| <code>qu quit ex exit by bye</code>            | Exiting the debugger/program.                                      |

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