

**POLYCHRONY**  
**A TOOLSET FOR SIGNAL**  
(AADL2SIGNAL translator)

## Polychrony AADL2SIGNAL Installation Guide

V1.0

This guide describes the import of the sources of the AADL to Signal translator from the INRIA gforge for developments. The access to the forge is restricted to the Espresso Team.

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## **1 How to install AADL2SIGNAL from the source on INRIA gforge.**

The AADL-SIGNAL translator can be possibly used with any platform running Eclipse 3.6.x (Helios), Eclipse 3.7.x (Indigo), **Eclipse 3.8.x (Juno)** and has been tested with Linux (Fedora), windows (XP, 7), macOS.

### **Prerequisite**

- Java JDK SE 6 already installed on your operating system.

To work with the source of the AADL-SIGNAL translator, it requires the importing of the sources (plugins) of

- Osate V2
- The AADL behavior annex developed at Telecom ParisTech.
- SSME, the front-end to the SIGNAL ToolBox under Eclipse.
- AADL-SIGNAL translator

### **1.1 Getting the Osate V2 sources**

To get the Osate V2 sources, follow the instructions given in the following document:

[https://wiki.sei.cmu.edu/aadl/index.php/Getting\\_Osate\\_2\\_sources](https://wiki.sei.cmu.edu/aadl/index.php/Getting_Osate_2_sources)

### **1.2 Getting the source of the AADL behavior annex**

Follow the instructions given at <http://penelope.enst.fr/aadl/wiki/BAFEInstallationSources>

### **1.3 Getting the SSME sources**

Follow the instructions given in the SSME installation guide from the INRIA gforge.

### **1.4 Getting the AADL-SIGNAL source from the Inria gforge**

This operation is similar to the «Getting SSME source from the Inria gforge»:

- In the Eclipse package explorer, right click on **New --> Other**
- In the dialog box, select **SVN** then **Checkout projects from SVN**,
- Click on **Create a new repository location**, then **Next**
- Enter the following URL (change UserName)  
<svn+ssh://UserName@scm.gforge.inria.fr/svn/polychrony/AADL2SIGNAL/trunk>
- Your public/private SSH keys will be checked
- Import all the plugins

### **1.5 Testing the environment**

You can test your created environment by running it as an *Eclipse application*. A new Eclipse is created in which the AADL2SIGNAL plugins are installed.

You can test it using the examples provided in the Polychrony web site and consult the user guide.

## 2 How to create the update site of the AADL-SIGNAL translator

The *fr.inria.espresso.aadl.aadl2ssme.site* plugin defines the update site of the translator. Before building the site, you have to delete (if any) the *feature* and *plugins* directories and the *artifacts.jar* and *contents.jar* files of this plugin. Then, you have to use the **Build all** button in the *site.xml* file of this plugin.

### 2.1 Testing the generated site

You can test your created site by using a fresh Eclipse installation: you just have to follow the *Installation guide* ([Polychrony web site](#) section “AADL to Signal translator”) from the *update sites*. Instead of entering the Polychrony AADL2SIGNAL update site address, use the site you've just generated by clicking on **Local**.

Then you can test your installation with the examples provided on the Polychrony web site.