

# Home

## Welcome to the KIELER Project's Wiki!

The *Kiel Integrated Environment for Layout Eclipse RichClient*, or short **KIELER**, is a research project about enhancing the graphical model-based design of complex systems. It is developed by the [Real-Time and Embedded Systems group](#) at [Kiel University](#).



## Using This Wiki

The Wiki is structured as follows:

<b>Overview</b> The overview section gives you an idea of how KIELER is structured and what parts there are. KIELER has grown quite big, so reading through the overview will help a great deal in finding your bearings around here.	<b>The Different Components of KIELER</b> We have taken care to divide KIELER into several components, which in turn are divided into several projects. This makes the KIELER project a little easier to understand, we hope.	<b>Development</b> The development section has our guides on how to start as a new KIELER developer (the <a href="#">Guidelines</a> are of particular interest; go read them!), some more guidelines and generally acts as a documentation of our daily work, including <a href="#">Meetings</a> .	<b>Processes</b> The processes section contains documentation about the processes we use to manage KIELER.
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We use the Wiki to document the project, its different components, the processes we use to manage it, and whatever else needs documenting. As a KIELER developer, please feel free to add content to the Wiki. If you're unsure about where to add the content to, just ask one of the senior developers – they'll be happy to help.

## Getting Help

This Wiki is the main source of documentation for the KIELER project. If you'd like to get in touch with the team, either search the [group's web page](#) for e-mail addresses, or use the following channels:

- [Announcement Mailing List](#)  
KIELER releases and important project updates are sent to this low-traffic mailing list.
- [Developer Mailing List](#)  
Every KIELER developer is expected to be on our developer mailing list to stay up to date on announcements and information relevant to developers.
- [Questions](#)  
Ask questions regarding KIELER.

Also take a look at [demos and tutorial videos](#) we have put together.

## Development

Here's the list of tools we use:



[Source Code](#)



[Bug Tracking](#)



[Automatic Builds](#)



[Code Reviews](#)



Code Ratings



Extensions Documentation

## Wiki Activity

### Recently Updated



Alexander Schulz-Rosengarten

[2020-01-23 KMeeting \(als\)](#) updated yesterday at 3:54 PM • [view change](#)

[Test and Benchmark Framework](#) updated Jan 22, 2020 • [view change](#)

[Building Kieler without Eclipse](#) updated Jan 15, 2020 • [view change](#)

[Pragmatics Update Site](#) updated Jan 10, 2020 • [view change](#)



Niklas Rentz

[2020-01-09 KMeeting \(nre\)](#) updated Jan 09, 2020 • [view change](#)



Alexander Schulz-Rosengarten

[2020-01-09 KMeeting \(nre\)](#) created Jan 09, 2020

[K-Meetings 2020](#) created Jan 09, 2020



Soeren Domroes

[LEGO Mindstorms - leJOS and SCCharts](#) updated Dec 16, 2019 • [view change](#)

[leJOS](#) created Dec 16, 2019

Lena Grimm

[2019-12-12 K-Meeting \(lgr\)](#) updated Dec 12, 2019 • [view change](#)



Soeren Domroes

[2019-12-05 K-Meeting \(sdo\)](#) updated Dec 05, 2019 • [view change](#)

[KEITH Release Checklist](#) updated Nov 29, 2019 • [view change](#)



Alexander Schulz-Rosengarten

[Getting Eclipse](#) updated Nov 19, 2019 • [view change](#)

[2019-11-14 K-Meeting \(als\)](#) updated Nov 14, 2019 • [view change](#)

[Quick Start Guide](#) updated Nov 04, 2019 • [view change](#)

[Annotations and Pragmas](#) updated Nov 04, 2019 • [view change](#)

[Downloads - KIELER Compiler Command-Line Interface](#) updated Oct 25, 2019 • [view change](#)

[Downloads](#) updated Oct 25, 2019 • [view change](#)

[backhoe\\_simulation.png](#) attached Oct 25, 2019

[kieler-sccharts-editor.png](#) attached Oct 25, 2019