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.

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Using This Wiki

The Wiki is structured as follows:

Overview 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.	**The Different Components of KIELER** We have taken care to divide KIELER into several components, which in turn are divided into several projects. This makes the KIELER project a litlte easier to understand, we hope.	**Development** The development section has our guides on how to start as a new KIELER developer (the Guidelines are of particular interest; go read them!), some more guidelines and generally acts as a documentation of our daily work, including Meetings.	**Processes** The processes section contains documentation about the processes we use to manage KIELER.

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.

Also take a look at **demos and tutorial videmos and tutorial videosdeos** we have put together.

Development

Here's the list of tools we use:

Source Code

Bug Tracking

Automatic Builds

Extensions Documentation

Wiki Activity

Recently Updated

Jette Petzold

KIELER Language Server Development updated Aug 16, 2022 • view change

Niklas Rentz

LEGO Mindstorms - leJOS and SCCharts updated Apr 22, 2022 • view change

Alexander Schulz-Rosengarten

Adjusting to GitHub Migration updated Jan 27, 2022 • view change

Getting Eclipse updated Jan 26, 2022 • view change

delete_old_setup.png attached Jan 25, 2022

Niklas Rentz

Running KEITH updated Jan 18, 2022 • view change

Soeren Domroes

VS Code extensions updated Dec 21, 2021 • view change

Niklas Rentz

VS Code extensions updated Dec 16, 2021 • view change

Soeren Domroes

vscode-explained_annotated.png attached Dec 16, 2021

vscode-explained.png attached Oct 27, 2021

Screenshot from 2021-10-27 15-51-01.png attached Oct 27, 2021

Niklas Rentz

SCCharts updated Sep 13, 2021 • view change

Alexander Schulz-Rosengarten

Object Orientation updated Aug 25, 2021 • view change

enum-host.png attached Aug 25, 2021

enum-simple-extern.png attached Aug 25, 2021

enum-simple.png attached Aug 25, 2021

oomph_product.png attached Aug 24, 2021

Building Kieler without Eclipse updated Aug 12, 2021 • view change

Syntax updated Aug 12, 2021 • view change

simple_transition.png attached Aug 11, 2021