

CODESYS go!

CODESYS Feature Briefing, March 2024 Kevin Ketterle, Head of Core Technology

CODESYS Group | We software Automation.

WHAT WE HAVE ACHIEVED SO FAR

- Internal architecture to be able to deploy CODESYS go! on the following platforms:
 - As client-server application in a public cloud
 - As client-server application on-prem in a private cloud
 - On the controller
 - Integrated into the CODESYS Automation Server
 - As conventional desktop application

Library concepts

- Support for existing V3 compiled libraries
- Refinements regarding the calculation of the library dependency tree (placeholders, star-references, etc.)
- Full support for command line

Good foundations for the best ST editor of all time

WHAT WE ARE CURRENTLY WORKING ON

Device configuration

- Configuration by bus-specific JSON text files
- IO mapping by generic JSON text files
- Support for existing V3 device descriptions
- First prototypes for GPIOs on a Raspberry Pi
- Generic way to describe preferences and settings

Improvements in the web-based frontend

- Editor and view host
- Generic editor for preferences and settings
- Ongoing development regarding the text editor
- Definition of the Extension Platform

WHAT WE WANT TO ACHIEVE BY THE END OF THE YEAR

- Serious projects can be developed when they are using
 - Structured Text
 - EtherCAT
- CODESYS go! can be used in our build pipelines to release a CODESYS V3 library (part of one of this year's company goals).



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