
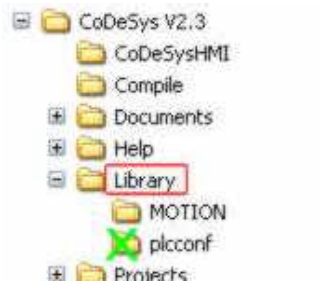
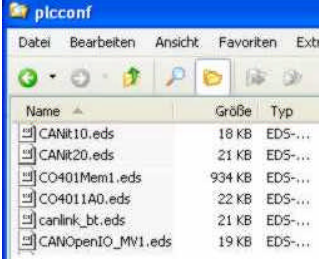


How To Install EDS File

	Deutsch	English	
-	Um einen CANopen-Slave-Knoten in ein CoDeSys-Projekt einzubinden, muss dessen EDS-Datei in einem genau bestimmten Verzeichnis des PC's liegen.	For using a CANopen slave node the corresponding EDS file has to be in a defined directory on PC.	
1	Suchen Sie das Verzeichnis in das Sie CoDeSys V2.3 installiert haben.	Look for directory where CoDeSys V2.3 was installed.	 A screenshot of a Windows Explorer window showing the 'Lokaler Datenträger (C:)' drive. The path is 'Programme > 3S Software > 3S Licensing Manager > CoDeSys V2.3'. The 'CoDeSys V2.3' folder is highlighted with a red box.
2	Wechseln Sie in den Ordner "CoDeSys V23\Library"	Change to the folder "CoDeSys V23\Library"	 A screenshot of a Windows Explorer window showing the contents of the 'CoDeSys V2.3' folder. The 'Library' folder is highlighted with a red box. Other folders visible include 'CoDeSysHMI', 'Compile', 'Documents', 'Help', 'MOTION', 'picconf', and 'Printers'.
4	Legen Sie innerhalb des Ordners „Library“ einen Ordner mit dem Namen „picconf“ an, falls dieser noch nicht vorhanden ist.	If in the directory "Library" is no folder named "picconf"; create it.	
5	Kopieren Sie die EDS-Datei(en) in den Ordner „picconf“.	Copy EDS file(s) into the folder "picconf".	 A screenshot of a Windows Explorer window showing the 'picconf' folder. The folder contains several EDS files: 'CANk10.eds' (18 KB), 'CANk20.eds' (21 KB), 'CO401Mem1.eds' (934 KB), 'CO4011A0.eds' (22 KB), 'canlink_bt.eds' (21 KB), and 'CANOpenIO_MV1.eds' (19 KB). The file list is shown in a table format.
-	Damit ist die Installation beendet.	So installation has finished.	