

# iLINsim

## Simulation Interface for the LIN-Protocol

<b>Hardware:</b>	Simulation of up to four <b>LIN sensors</b> Transmission rate up to <b>19.2 kBit/s</b> <b>System integration</b> via <b>CAN-Bus</b> (up to 1 Mbit/s)
<b>Software:</b>	<b>LIN-Master</b> -functionality <b>LIN-Slave</b> - functionality (synchronous or asynchronous) LIN-interface parameter configurable on the fly ( <b>Bit rate</b> and <b>Identifier</b> ) <b>Analog signal-to-LIN-Converter</b> Realization of the <b>CRC-C checksum</b> in the LIN-Protocol Feedback about <b>errors</b> from the iLINsim box
	Data transmission can be handled from one-to-one implementation ( e.g. simulation of fuel injection sensors ) up to customer's specific requirement. All options are feasible with necessary software modifications.



### Possible error injections:

- Manipulation of the **checksum** or **paritybit**
- Manipulation of the dataframe **length**
- Manipulation of the **Bitrate**
- **Simulation of electrical shortcuts** (KL31, KL30, GND etc.)
- **Disconnection** of the signal wire
  - \*) supports LIN-Protocol V1.0 up to V2.2a