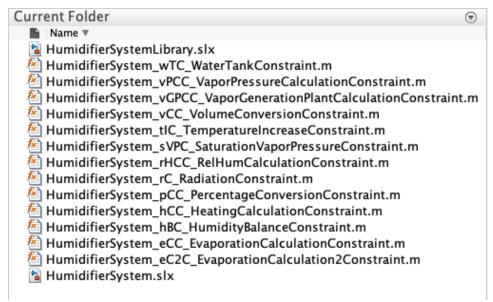
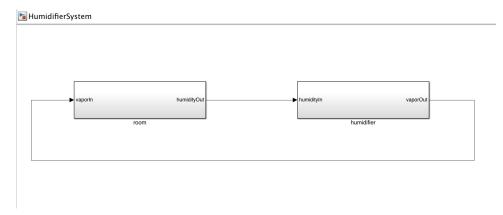
Exporting Humidifier example to Simulink model

To generate a Simulink model directly from the modeling tool

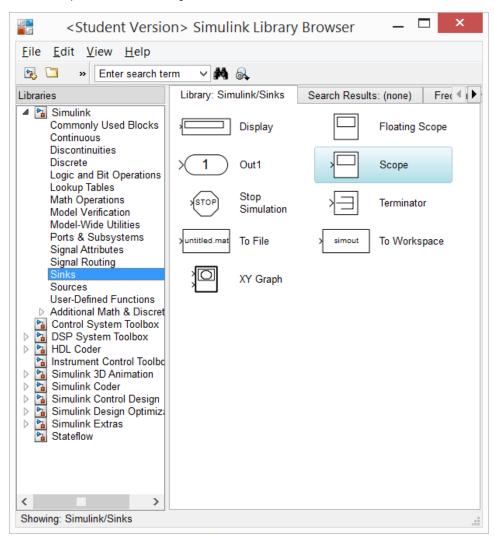
- 1. Right-click the *Block* **HumidifierSystem** and select **Tools** > **Export to Simulink**.
- 2. Set the options listed below and click OK:
 - Format: XML (.sdl)
 - S-Function or Simscape: S-Function version 2
- 3. Launch Matlab with Simulink and Stateflow extensions.
- 4. In Matlab's **Current Directory** navigation bar, search for the file directory where the Simulink files (as well as the SysML files) are saved, and set it as the current directory. The **Current Folder** panel should display generated Simulink (.slx) files.



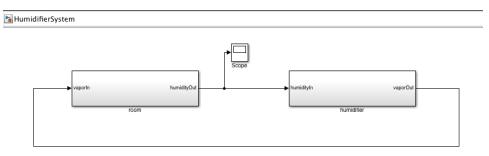
5. In the Current Folder panel, double-click the file named HumidifierSystem.slx. The model will open up in a Simulink window.



6. Open the Library Browser either by using the 4-block icon or by going to Tools > Library Browser. Find and click on Sinks among the list in the Libraries panel, which will be categorized under Simulink.

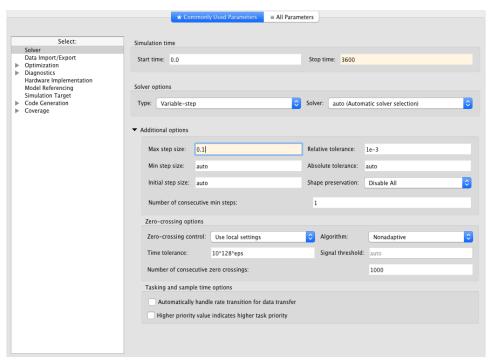


7. Pull-and-drag the **Scope** block from the **Sinks** library list into the **HumidifierSystem** Simulink model. Attach a signal line segment from the **Scope** port onto the signal line that connects the *humidity-out* port of the room block to the *humidity-in* port of the **humidifier** block.



8. Go to Simulation > Model Configuration Settings. This allows selecting the types of solver and the runtime of the simulation. Select a Start Time of 0.0, and a Stop Time of 3600. Under Solver Options, select the solver Type to Variable-step (or any other desirable solver that is

suitable) and change the Max step size to 0.1. Press Apply, then press OK.



9. Double-click the Scope block in the model. An empty (black) plot will show up. Press the 'Scope' parameters button (the gear icon above the empty plot). A 'Scope' parameters dialogue box will pop up. Go to the History tab and uncheck the option box Limit data points to last. Press Apply, and then OK.

