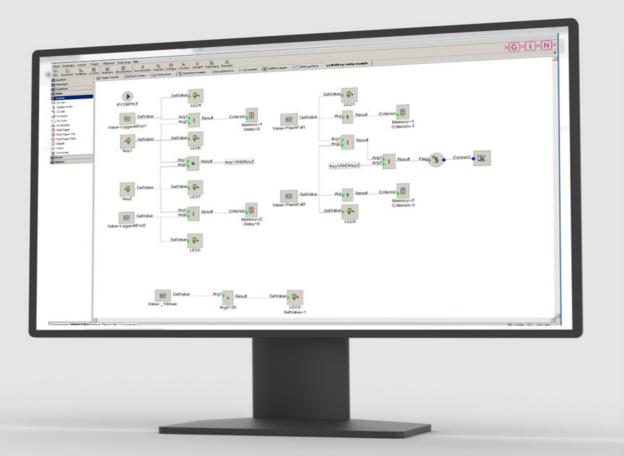
Visual LTL





- > Menu and tool bar to create and edit libraries and objects
- > Schema editor for the structure of user objects
- **>** Editor for the adjustment of object properties
- **>** Document editor for the documentation of objects
- **>** Browser for access to the libraries and objects
- **>** Bitmap editor to freely create icons for every objects



Mastering Complexity

Visual LTL (VLTL) is a graphical development environment to easily and comfortably configure the data loggers.

This environment contains a set of graphical objects which are connected by lines, to show their relation to each other, and are used for developing and creating new objects. Standard objects as well as new ones can be saved in libraries and protected by passwords. This environment additionally offers effortless reusability of already created objects and libraries in new configurations.

One click is all that is needed to compile the configuration to the G.i.N. data logger programming language LTL and transfer it to the data logger.

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