Electra Component Designer

Components are the basic elements used for designing a circuit or logic simulation. The available objects include simple, or primitive objects, such as AND, OR and Latches; as well as hardware components, including RaspberryPi GRPIO, Arduino and messaging objects.

Editing Components

If you are logged into Electra, you can easily edit the existing objects or even create new shapes in the graphical editor.

But of course an object does not only consist of the graphical representation. It should calculate or process values during simulation. You can edit the Javascript code of each object or even implement your own.

Electra Component Designer

Components are the basic elements used for designing a circuit or logic simulation. The available objects include simple, or primitive objects, such as AND, OR and Latches; as well as hardware components, including RaspberryPi GRPIO, Arduino and messaging objects.

Editing Components

If you are logged into Electra, you can easily edit the existing objects or even create new shapes in the graphical editor.

But of course an object does not only consist of the graphical representation. It should calculate or process values during simulation. You can edit the Javascript code of each object or even implement your own.