

EPSON RC+ 7.0.3 Release Notes

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Thank you for using EPSON RC+ 7.0.3. This document contains the latest information for this release. Please read before using this software.

DOCUMENTATION	2
GETTING STARTED	2
WHAT'S NEW IN VERSION 7.0.3	2
WHAT'S FIXED IN VERSION 7.0.3	2
RC+ API 7.0	2
GENERAL	2
USING WITH VISUAL STUDIO 2010 AND .NET FRAMEWORK 4.0.....	2
CREATING 32 BIT APPLICATION ON 64 BIT WINDOWS	3
EXECUTING SPEL COMMANDS WITHIN A BUTTON CLICK EVENT	3
EXECUTING SPEL MOTION COMMANDS IN A SEPARATE THREAD.....	3
VISION GUIDE 7.0	4
USING ONE CAMERA FROM TWO CONTROLLERS	4
OFFLINE MODE	5
IMPORTING FROM EPSON RC+ 3.X AND 4.X WITH VISION GUIDE.....	5
CAMERA CONNECTED TO ANOTHER PC WARNING MESSAGE	5

Documentation

All RC+ manuals are in PDF format and are installed on the PC hard disk. These manuals are accessible from the EPSON RC+ 7.0 environment Help menu.

Getting Started

Read the Getting Started chapter in the EPSON RC+ 7.0 User's Guide. This chapter will refer you to the RC700/RC90 Controller manual Installation chapter. This contains information for initial connections and start up.

What's New in version 7.0.3

1. Support for H8 Series SCARA robots.
2. Support 5 megapixel cameras for the CV1 vision system. CV1 firmware 2.1.0.6 or greater is required.
3. Support new Spel+ statement and function called PerformMode. See the help or manuals for details.

What's Fixed in version 7.0.3

1. Fixed problem for CV1 vision where model not trained errors were occurring after changing the camera number on a sequence.
2. Fixed RC+ API SetPoint method when using a SpelPoint. Now all point data is used instead of only the coordinates.
3. Fixed RC+ API GetPoint method. Flag attributes (J4Flag, J6Flag, etc.) were not being returned correctly.
4. The GetRobotPos method for SpelNetLib was changed to return real position values instead of reference position values.

RC+ API 7.0

General

RC+ API 7.0 was named VB Guide in previous EPSON RC+ products.

Using with Visual Studio 2010 and .NET Framework 4.0

If you create an application using Visual Studio 2010 and the target framework version is 4.0, then you need modify the project to allow SpelNetLib70.dll to be used.

SpelNetLib70.dll was created with .NET Framework 3.5. By default, applications that target .NET Framework 4.0 cannot load assemblies from previous .NET Framework versions. You must add and modify the app.config file for the solution and set the useLegacyV2RuntimeActivationPolicy property.

For VB and C#:

1. In Solution Explorer, check if app.config exists. If it does, go to step 4.

2. From the Project menu, select Add New Item.
3. Select Application Configuration File and click Add. The app.config XML file will appear.
4. In the app.config file, add the following XML code inside the configuration property.

```
<configuration>  
  <startup useLegacyV2RuntimeActivationPolicy="true">  
    <supportedRuntime version="v4.0"/>  
  </startup>  
</configuration>
```

For VC++:

1. Create a config file for the application that uses the same name as the exe file with ".config" appended. For example, if you exe file name is myapp.exe, then the config file would be named myapp.exe.config.
2. In the config file, add the configuration code:

```
<configuration>  
  <startup useLegacyV2RuntimeActivationPolicy="true">  
    <supportedRuntime version="v4.0"/>  
  </startup>  
</configuration>
```

3. Copy the config file to both the debug and release folders. You can use a post build event that performs this automatically. For an example, see the Connectivity 7.0 VC++ demo project.

Creating 32 bit application on 64 bit Windows

To successfully create a Connectivity 7.0 32 bit application on 64 bit Windows, you must set the Visual Studio build target to x86 (32 bit). When using Visual Studio Express versions, you will need to first create the x86 target after enabling Expert Mode.

Executing Spel commands within a button click event

In .NET, if you execute a method in a button click event, you cannot click another button to execute another method on the first click. For example, if you execute the Go method in a button click event, and attempt to click another button to execute the Abort method, the second button will not respond the first time. This is true even if Connectivity 7.0 is not used. Instead, use the button MouseDown event to execute the Go method, or execute Spel commands in a separate thread as described in the following topic.

Executing Spel motion commands in a separate thread

If you will be executing Spel motion commands from your .NET application, it is recommended that you execute them in a separate thread. This will allow other methods such as Abort to be executed from other buttons. The example below shows a separate thread for Spel motion commands.

```
private void btnStartCycle_Click(object sender, EventArgs e)
{
    btnStartCycle.Enabled = false;
    btnStopCycle.Enabled = true;
    m_stop = false;
    m_spel.ResetAbort();

    // Start the robot cycle
    System.Threading.Thread t = new System.Threading.Thread(RobotCycle);
    t.Start();
}

private void btnStopCycle_Click(object sender, EventArgs e)
{
    m_stop = true;
    m_spel.Abort(); // Optional. This will immediately stop the cycle
    btnStopCycle.Enabled = false;
    btnStartCycle.Enabled = true;
}

private void RobotCycle()
{
    try
    {
        do
        {
            m_spel.Jump("pick");
            m_spel.On("GripOn");
            m_spel.Delay(100);
            m_spel.Jump("place");
            m_spel.Off("GripOn");
            m_spel.Delay(100);
        } while (!m_stop);
    }
    catch (SpelException e)
    {
        // If the error is not "Command aborted by user",
        // then show the error message
        if (e.ErrorNumber != 10101)
            MessageBox.Show("Spel error occurred\r\n\r\n" + e.Message);
    }
}
```

Vision Guide 7.0

Using one camera from two controllers

The EPSON CV1 supports two vision projects. Each vision project can be used by one controller, so two controllers can use the same camera. Project 1 is used by default. To use project 2, change the camera project number from RC+ Project | Properties | Vision.

Offline Mode

When you open the Vision Guide window, RC+ attempts to communicate with the network cameras configured in Setup | System Configuration | Vision. If communication cannot be initiated, a message box is displayed stating that one or more network cameras cannot be connected and asking if you would like to open Vision Guide in offline mode. Answer Yes to enter Offline Mode. In Offline Mode, you can edit Sequences, Objects, and Calibrations. To enter Online Mode, re-select the camera in the Sequence property grid, or close the Vision Guide window, then open it again.

Importing from EPSON RC+ 3.x and 4.x with Vision Guide

You can import projects that were created in EPSON RC+ 3.x and 4.x that used the Vision Guide option.

To import a project:

1. In EPSON RC+ 7.0, select Project | Import.
2. Select PC and click Next.
3. Select EPSON RC+ 3.x / 4.x for the Project Type.
4. Select the drive and project to import and continue with the wizard.

Please review the following information regarding imported EPSON RC+ 4.x projects:

- Vision calibrations are imported, but the associated calibration data is not imported. You will need to run your calibrations after import.
- the RobotU vision result is changed. In EPSON RC+ 4.x, RobotU was reported with 0 degrees aligned with the robot world Y axis. Now RobotU is reported with 0 degrees aligned with the robot world X axis.
- Maximum NumberToFind is changed. In Vision Guide 7.0, the maximum NumberToFind for any multi-result object is 100. During import, NumberToFind is reduced to 100 if necessary.
- Calibration properties cannot be set at runtime.
- VCalPoints and VCal are not supported. Vision calibrations cannot be executed at runtime.
- Vision model properties cannot be set at runtime.
- VTeach is not supported. Vision models cannot be taught at runtime.

Camera connected to another PC warning message

Normally, if one PC tries to connect to a network camera that is already connected to another PC or controller, you will see a message box stating this.

However, sometimes if the Ethernet cable is disconnected or if the RC+ process is terminated while connected to a CV1, then on the next connection attempt, you may receive the message described above. In this case, reset the camera from Setup | System Configuration | Vision, or power cycle the camera. Then rebuild the current project using Project | Rebuild.